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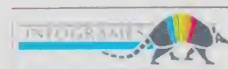
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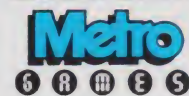
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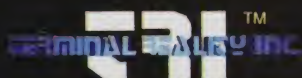
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October 95

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Hype it up

Games, Games, Games. You can never have too many games... No, I take that back... You can never have too many **good games**. Luckily we've sifted a few **classics** out of the piles of mediocrity and put them where you can see them in the magazine.

Killer Instinct is obviously one of the best (that's why we have the very butch Fulgore staring out at you from the cover) and Nintendo are on another winner with this amazing arcade conversion. The SNES is gathering speed after an amazingly quiet year and looks set to **blitz** this Christmas, with Killer Instinct leading the charge.

Fighting fans will really be rejoicing with the news that **Mortal Kombat 3** is also an amazing conversion and even the Mega Drive has a winner on its hands (and that was the machine that was going to struggle). Check out our preview for all the details.

In PC land, Doom is still kicking it and the **first person perspective** action games will be coming at you in droves this Christmas. Check out our previews of the new games in the "Doom genre", especially the much hyped and awaited **Quake** which we finally got shots of. And the boys at iD haven't let us down either as it looks absolutely sensational and could do to Doom what Doom did to Wolfenstein 3D. **I can't wait!!!**

Now if you're in Melbourne (or can get to Melbourne) don't forget the **IMAGE '95** games expo which is taking place from the 6th to the 8th of October at the Caulfield Raceway. It's shaping up to be Australia's first proper electronic games and interactive entertainment show with most of the **big names** showing up and showing off their new toys. There's also going to be some **hot bands**, Internet and multimedia displays, computer art, virtual reality and lots more. Just think - all those game freaks in one place!! And HYPER will be there, of course, and we might even be running a **hot competition** where you can show off your joystick skills to the rest of the world. If the Image '95 is a success then you can be assured that the expo will move around to other capital cities in 1996, so let's make it a **boomer** so everyone can have fun. See you there!

Stuart

Disney get into Gaming



We'll excuse you if you're currently turning up your nose and saying "Faahh, these HYPER guys are full of it. Disney have been making great games for years. Look at Aladdin and the Lion King." Well yes, they're both great games and yes, they are both Disney movies, but until very recently Disney licensed out the rights to these multi-million dollar characters to third party game developers, like Virgin. But not any more. Disney Interactive is here, they're out on their own and they're aiming to be just as big in the game world as they are in the movie industry.

As Disney is a very "mainstream" type of company, initially they'll only be producing games for the mass market machines ie the Mega Drive, the SNES and the PC. Development for the Saturn, Playstation and other formats will wait until the machines have a large installed base of users. But don't think just because they're sticking to 16bit that the games will be second rate. Oh Lordy no, this is Disney we're talking about.

Their first big title looks like being Toy Story which will be out before Christmas on SNES and Mega Drive. The 24 Meg cart boasts rendered graphics and super smooth animation, and Disney claims it will give Donkey Kong 2 a run for its money in terms of both graphics and gameplay. It actually looks extremely similar to Clockwork Knight, which is no mean feat, considering that was a 32bit game for the Saturn. And the fact that its launch co-incides with an animated movie of the same name, featuring the voices of Tom Hanks and Tim Allen, can't hurt a bit.

Apart from Toy Story, Disney have a game of Pocahontas ready to go, and this will take the form of an action/adventure with the target audience being girls, as well as Gargoyles, which is based on a US TV show. So they've already got the rest of 1995 tied up with some very tasty looking titles and Disney Interactive look like being in the video game world to stay.

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THE COOLEST
GRAPHICS, MY
NAME ISN'T
YAWIGA KANAWI.”



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“The computer rendered graphics aren't the only wild thing about Donkey Kong Land.
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Phantasmagoria Banned



HERE ARE SOME OF THE OFFENDING SCENES. WE HAVEN'T SHOWED THE REALLY GROSS BITS BECAUSE IT IS A GAME THAT SHOULD BE RESTRICTED. HOWEVER, BANNING IT OUTRIGHT IS CENSORSHIP. PURE AND SIMPLE.

Turning 18 used to be something to look forward to. It was the gateway to adulthood, the dawning of the age of freedom of choice. In the years leading up to your 18th birthday your tastes will inevitably change and mature, and you will no doubt come into contact (however peripherally) with all aspects of life, including sex, drugs and violence.

At 18 you can vote, drink, smoke, be conscripted into the army in the event of war, have sex (both straight and gay) and also watch whatever movie you choose. If however, you want no part of it, then as an adult we can simply decide not to drink, not to smoke, not to have sex or not to watch movies that are likely to shock or scare us. You know our own taste and can make appropriate decisions; see a movie without sex and violence, one without the tell-tale "R" sticker on the front.

It's a good system because it works. Over 18's whose sensibilities are easily offended can avoid the video, book, magazine or TV show that bears the "R" rating. It's also a handy reference for parents, so they know what parts of their own collection to stash in the "out of bounds" hiding place. Material suitable only for adults is not banned outright in Australia, it's merely restricted to those mature enough to deal with it (extreme examples are of course banned, but the defining guidelines are sensible and fair).

The glaring exception is the video game. With recently passed Federal legislation, the Restricted category no longer exists for games. This decision is narrow-minded, draconian and condescending. It clearly assumes that people cease playing video games the moment they turn 18 - either that or their maturing tastes halt at age 18, stagnating forevermore regardless of the individual's cultural growth in other areas. Adult gamers have been left out in the cold by ignorant politicians bowing to pressure from the same ill-informed minorities that want the Internet banned because they think it's a festering hive of child pornography.

Now the theory has become practice. Sierras' Phantasmagoria is Australia's very first nationally banned computer game.

Evil Forces

What we have with Phantasmagoria, is an extravagantly produced multi-million dollar piece of entertainment. It comes from the traditionally family oriented company Sierra, but is geared specifically to adult tastes. It is basically a horror movie on CD ROM

with adventure game interactivity. The player assumes the role of a young woman, Adrienne, who together with her husband, has moved into a stereotypical haunted house. Over the ensuing days, he begins to succumb to the evil forces in the house, committing dark deeds while she (you) tries to figure it all out and put a stop to it.

There are several contentious scenes but the one that led to the game being banned, was a (clothed) sex scene between Adrienne and her husband where sexual violence is intimated.

Having seen the scene, there is absolutely no doubt that the content exceeds the current maximum rating of MA15. However, it is certainly no more extreme than anything an R rated movie has to offer.

The hypocrisy is absurd. An adult today can purchase and enjoy any form of restricted material that takes their fancy - except video games. No sensible argument exists for the imposition of this outrageous condition. Are Australian adults too naive and emotionally delicate to make their own decisions? Who gave the polities in Canberra the right to wave their wand of disapproval over video games? It certainly wasn't a prominent issue at the last election.

Sure, the material that caused Phantasmagoria's banning may be offensive to some, but it comprises only a brief few seconds and is by no means gratuitous as it's critical to the plot. Compare this to the horror movies that are both start to finish carnage, and attract vast hordes of barely 18's. If Phantasmagoria was a movie (which it almost is) and not a game, it's likely it would be rated MA, not R.

The censor's main concern is that because games are "interactive", the player is more likely to feel they are committing these atrocious acts themselves, instead of being merely a passive observer, as is the case with films. This is complete crap. Phantasmagoria's contentious scenes are streaming video that the player has no control over - the player is a passive observer. Even if the scene were interactive, the context is eminently justifiable. The player is the victim, not the aggressor. The player represents good, while the husband has been possessed by evil. And if you know that you're shocked by sex or violence then the game comes with a built-in censor feature which cuts the high level scenes out entirely. But because the classification guidelines are so tight, none of these mitigating circumstances can be taken into consideration by the censors. The ignorance of the policy makers is astounding, and it's clear that those responsible for making these decisions are those least qualified to do so.

With the games industry now comparable with the movie business, isn't it time it was treated with the same consideration? The Office of Film and Literature Classification readily admits that their knowledge of video games is not comprehensive enough to let them make accurate and informed decisions about the medium. They are a fair and intelligent organisation, but their learning process has been stopped in its tracks by the passing whims of vote seeking politicians who felt the need to express outrage, because conservative community groups have deluded themselves that games are corrupting our society and breeding rapists and murderers.

While games like Phantasmagoria may be shocking to kids, so are R rated movies. However, we have the R rating to ensure the well being of our kids sanity and to allow access for the adults the products were intended for.

Adults Play Games

Around one third of HYPER readers are over 18. While tastes differ and over-18's don't necessarily want to play R rated games, they should be available to those that want to play them, just as R rated movies are there for people who wish to view them. The banning of Phantasmagoria is a shock, but it's just the beginning, as games are only starting to cover "adult" themes. Our freedom of choice has been torn away by bureaucrats who have neither the right or the informed judgement to make such decisions. Don't take this lying down! If the gaming community apathetically accepts the current situation, the politicians will have won and Australia will miss out on the rich gaming experiences the rest of the world are able to enjoy.

What can you do? Make your opinions known! Write to your local member, write to us and write to the Office of Film and Literature Classification. We'll be giving Phantasmagoria a full review next issue, so you'll get the facts, not the hype.

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PlayStation Joins Gladiators



Forget MK3. Forget Phantasmagoria. The real big news this month is that Sony have announced a sponsorship/competition deal with the Gladiators!

The winners and runners-up during the recent "Ashes" series all got Playstations and other Sony goodies and lucky gym-heads in the current local series later will each receive a PlayStation and a selection of games as well. Now before you start going green with envy, and complaining about these undeserving morons stealing YOUR dream console, just consider this. "Gladiators" is one of the country's top rating TV shows, and its unique blend of highly articulate social commentary, scathing political satire, elegant almost sublimely brutal violence, and men and women in very tight, shiny clothes is exactly the sort of medium through which Sony can best present the PlayStation in all its glory and loveliness.

On a more serious note, games-playing desperately needs to break through into the mainstream. We should applaud anything that makes an effort to do this, no matter how embarrassing it might seem...just like that photo.

How Windows 95 will affect PC games



The following scenario has been acted out by countless unfortunate gamers for what seems like forever now: You buy the latest and greatest PC game you've been reading about in all the magazines, you've carefully studied the minimum system requirements spec list on the back of the box and your PC passes with flying colours so you take it home and load it up. Instead of getting into the game your machine hangs with the dreaded "not enough free conventional memory" message or "device conflict" or "system error". The rest of the evening is then spent trying to fine tune your config.sys or autoexec.bat files and often to no avail.

Windows 95 promises to end these nightmarish compatibility

issues with its Plug and Play feature. In theory Plug and Play allows you to install a hardware device ie. a soundcard or CD ROM drive and will then automatically configure itself so you don't have to muck around with jumpers or IRQ settings. Windows 95 also includes an Autoplay feature which will automatically configure, install and then run any games software as soon as you place the CD in the drive.

Recently Microsoft have been distributing a game software developers kit (SDK) to all of the big games publishers. Using this kit, game developers can program their software to a universal set of applications programming interfaces. This means that any hardware you have already installed under Windows 95 will have guaranteed support from any Windows 95 game you buy. Another positive side-effect of Microsoft's SDK involves Windows only accelerator cards; if you've bought an accelerator card that runs Windows incredibly fast but has very poor DOS performance don't despair, as games developed for the Windows 95 operating system will also be able to take full advantage of the current 2D Windows accelerator cards along with the next generation 3D accelerator cards.

Windows 95 will also allow you to play all your old DOS based games in a window or in full-screen mode. Just create an icon for the game and then run it. If you have suitably powerful hardware you can even run your favourite game (within reason, of course, ie not Wing Commander 3) in a window next to your word processing application or spreadsheet.

One of the most popular features of the latest games is the multiplayer option. Windows 95 will automatically set up the modem for you, making it easier than ever before to slug it out with a friend via a phone line. Microsoft are also developing a new feature for Windows 95 called VoiceView. VoiceView will allow two players to talk to each other in a multiplayer session and will then switch back to the game and all this is on one phone line, without having to hang up or redial!

In conclusion Windows 95 looks like putting an end to all of the problems associated with the dreaded autoexec.bat and config.sys files. Finally the process of installing and configuring a game could be as easy as inserting a CD in the drive and then clicking on an icon. Here's hoping!

Julian Schoffel

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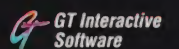
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New Aussie Internet Mag **Overflow**

internet.au



Hyper Winners

Phantom Joystick / Super SF2 Turbo Comp

The winners are: Vincent Lim (Vic), Kevin Wolfe (NSW), James Machin (WA), John Windschuttle (NSW) & Tim Jeffries (SA)

Glowing Simpsons Comp

Jack Lio (Papua New Guinea), Robert Walsh (Vic), Luke Sullivan (NSW), Andrew Marshall (QLD) & Karen O'Sullivan (QLD) won the Glow-in-the-Dark Simpsons jigsaw. The answer, of course, was the Kwik E Mart.

Mechwarrior 2

Everyone wants their own Mech that's for sure. We were flooded with entries and the lucky people drawn were: John Montgomerie (SA), Will Bennett (NSW), Ben Gilles (SA), Sam Good (NSW) and Brett Jones (Vic).

The House of HYPER is a busy place. Besides pumping out The World's Finest Australasian Games Mag, our offices are also home to Australian Rolling Stone and Simply Living. With this healthy little media empire we serve the needs of game freaks, music freaks, and nature freaks.

Well, here's some big news! We're ever so proud to announce the launch of a brand new sister mag - Internet.au. As the very clever name implies, it's a mag dedicated to bringing you all the latest on cyberspace, but with the same uniquely Australian flavour that compels you to buy HYPER every month.

Whether you're a die hard net-head or just want to find out what all the fuss is about, this is the mag for you. Sure, there are other net mags out there, but Internet.au is 100% free of the bullshit that the others are full of. Did we mention hard hitting? This isn't about the "information superhighway" - because there's no such thing, Internet.au will tell you only what you need to know, and if you don't know what you need, read it and find out!

The real reason you're going to want to read (nay subscribe!), is because we take the hard work out of surfing. Yes, our carefully compiled directory section lists all the latest, funnest and least useful sites out there.

The first issue will be on sale in October, so march on in to your newsagent and shout "AU", then quickly explain what you really want before you get kicked out. Internet.au, it's what you really want.

Freak Of The Month

Are you utterly and irredeemably SAD? Do people laugh in your face when you walk down the street? Do you write to game mags trying to prove that you have a life? Well, if the answer is yes, yes, yes, then you could be our 'Freak Of The Month'. This month we continue our irregular series that probes the life of our freakier readers:

"Pictured is my alter-ego, SEEDMAN, seen here on sports day at my school...his hair is stuck like that with Aquadhere.



He had to stick his head into boiling water to get it out, which would have been a bit of an inconvenience", writes the very brave Aladar Apponyi.

Aladar? ALADAR? What sort of stupid girly name is that? You should have left your head in that boiling water, you miserable little ffffrreeeaaak!

Ahhh, that feels better. Well done Aladar, you're a legend and we treasure your freakiness. If you think you can cut the freak mustard then send in a photo and a short story to:

Freak of the Month
Hyper
PO Box 634
Strawberry Hills
NSW 2012

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

All consoles are not created equal. Just because we live in the wrong hemisphere we have to live with the marginally inferior PAL system. For TV it doesn't make much difference, but the PAL Saturn we saw overcame the letterbox effect in a pretty sucky way. The screen has been stretched to fit the screen but small black bands are still there and the proportions look very different to the NTSC version. You wouldn't know it if you haven't seen both versions, but take it from us, you're not getting the game that the designers intended. Other new consoles are expected to suffer the same fate.

Intel's new CPU, the P6 (or 686) is due right about now. Expect a speed increase of about one third over equivalent Mhz Pentiums.

The woeful Saturn Doom clone Deadalus (reviewed HYPER #20 - Overall score 30%) is coming to our shores as Robotica. This is a consumer alert readers, whatever the game is called, it still sucks.

Sonic for the PC? Don't laugh, it could really happen thanks to a deal struck between Microsoft and Softbank. The new joint venture is to be known as Gamebank, with their purpose in life to convert successful console games to the Win 95 operating system. So, if it's old and fun, it could well find it's way onto a PC near you.

Word from the inside is that Westwood's Lands of Lore II is being reworked as an adventure game, instead of the RPG it was meant to be all along. The why is that they apparently had problems implementing the advanced graphics in the manner they had originally planned.

A readable/writable minidisc may be under development for the fabled Ultra 64. It'll probably be based on Magneto Optical technology, and will be used for stand alone games as well as add-on's to existing releases. The discs will have a storage capacity of around 130 megabytes, which is a lot less than a CD ROM, but access times should be close to eight times quicker than CD.

Namco is working on a Ridge Racer sequel. The new game is provisionally known as Rave Racer, and will include varying terrain and weather, as well as more radical track layouts - like monster jump ramps.

By the end of the year arcade MK3 machines should have received a major chip transplant. The upgrade will add four new fighters - all of which are from MK2. Scorpion, Kitana, Jade and Reptile are the lucky fighters who made the grade. They'll get new outfits and a few new moves, with the upgrade featuring new backgrounds too.

The hot Saturn 3D racing game Gran Chaser has been renamed Cyber Speedway for its Australian release. We wonder why.

Winning PC strategy game Panzer General is being ported to the 3DO. The age of consoles being scorned by "serious" PC gamers is dead and buried.

Cult super hero Spawn is coming to SNES. The ice cool dude has been given respectable treatment by developers Acclaim, with the game world as dark and sinister as the comic.

Will Golden Axe ever die a quiet death? Well, no. Golden Axe: The Duel is on it's way to Saturn. We love everything about Golden Axe - except that it led to a thousand hopeless clones.

Grand Prix 2



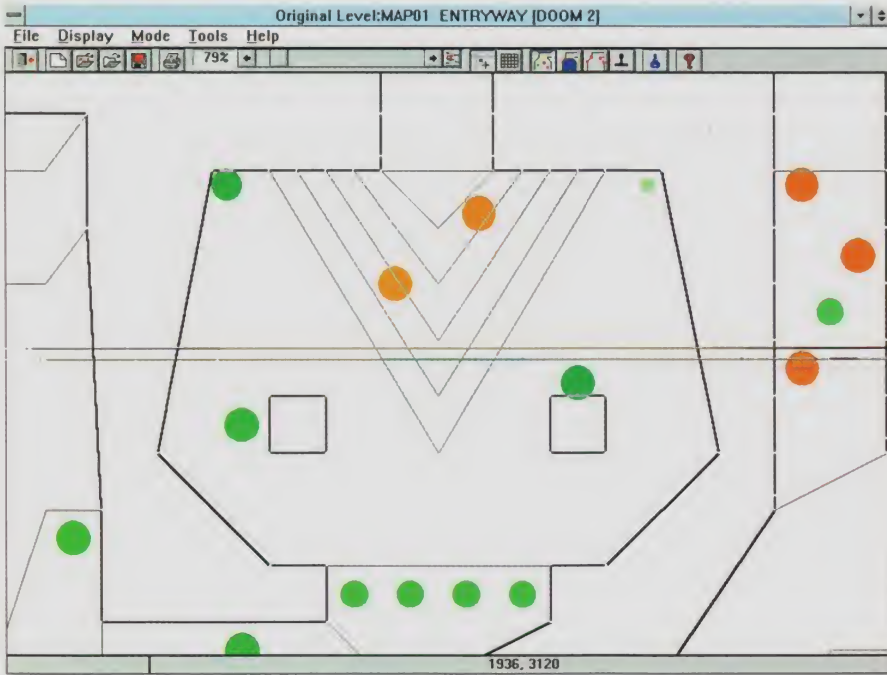
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ABOVE: THE FIRST LEVEL IN DOOM2 ON THE DRAWING BOARD.
RIGHT: THE FINISHED MASTERPIECE. A BIT OF WORK AND YOU TOO CAN SAY "I MADE THAT".



Designer Doom

You're a Doom fan (we're pretty sure of this). You've beaten both DooMs, gotten hold of a few WADs and beaten them too. Now it's time to take the next big step. Yes kids, today we're going to learn how to design our very own Doom levels.

Third party Doom editors appeared on BBS's soon after the release of the original shareware Doom. The game's coding allows it and developers iD don't mind a bit. The original editors were clumsy in effect and downright ugly to use. Times have changed though, and now professional-quality Windows editors are available free as shareware, with proud level designers uploading their efforts for all to enjoy. Still, getting these complicated software tools up and running without decent documentation is a big ask, which is where the Doom Game Editor comes in.

The book includes a CD ROM containing just about the sharpest Doom editor we've ever seen, as well as over 1000 new WADs (the file containing the new level/s).

Author and editor designer Joe Pantuso seems to be having his first stab at manual writing, novice users will struggle to make sense of the highly technical method he uses. Worse, the layout of the chapters and their contents owe little to common sense or logic. Still, those motivated enough to churn through it will learn all they need to.

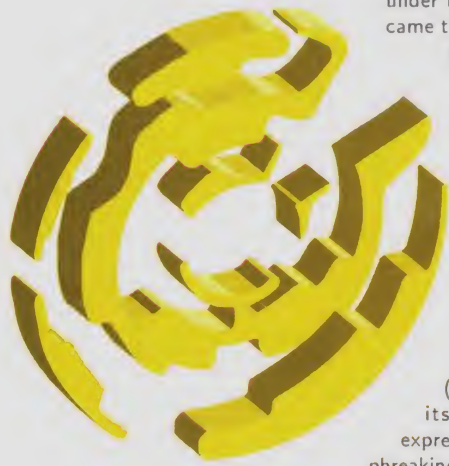
The world is not a perfect place though, as the level editor included is only the unregistered sample program. This means you can only create twenty sectors before a nasty message appears suggesting you send a cheque off to the U.S for the full version. Twenty sectors isn't much; a stair is a sector, as is a door, an object and of course, a room. This all sucks a bit, the product presents itself as everything you need to create Doom levels - when in reality all you can do is a couple of very basic rooms.

We won't write this off completely because the software is so good, but unwary consumers are likely to be disappointed, as they probably (and rightfully) expect the complete software.

The Doom Game Editor is published by Jacaranda Wiley and the recommended retail price is \$42.95.

Clan Analogue

There was a time when the Do It Yourself ethic involved nothing more than a bit of innocent glue sniffing at the local Selleys Handyman bar or squeezing last month's phone bill under the wobbly leg of the kitchen table. Then along came the wonder of budget priced technology, which is putting greater and greater power into the hands of anyone with the inclination to use it.



A huge hole of potential was created for bold, enterprising types to take on the stagnant corporate behemoths of the music industry who are weighed down by massive capital investments and structures, which forces them to appeal to the lowest common denominators of taste. It was into this hole that Clan Analogue stepped, about three and a half years ago.

Formed through an ad in the Trading Post, initially to attract analogue synthesiser freaks (hence the name), the collective quickly expanded its outlook to include all forms of electronic expression; video, sound art, computer graphics and phreaking. The Clan's membership base expanded just as quickly with branches popping up in Canberra, Wollongong, Brisbane and Melbourne spurred along by appearances at the last two Sydney Big Days Out, numerous successful club nights in all the above mentioned cities and four popular vinyl releases.

All of the Clan's activities and releases are entirely self funded which is both a liberation and a limitation. Members (membership is open to anyone) are free to do whatever they want but are obviously constrained in the dissemination of their

work through normal means because of the costs of manufacture. Happily MDS, a Melbourne based distribution company, decided to throw their weight behind the Clansters and offered a production deal which has resulted in the release of Cog, the Clan's first CD title.

The name comes from the Cog like image which has been the Clan's unofficial logo almost from inception. A double CD with twenty tracks, it has far more variety than your average compilation and really shows that you don't need to lick the hairy ass of a record company executive to be able to produce and distribute your ideas around the world.

The two CDs are roughly divided in terms of mood. The red CD seduces you with luscious, laid back textures with crusty heroes Krang, Size's "Tuna Helper Radio Glove" and Area 51's "They're Human" being my faves on the way to Infusion's tasty "Smokescreen". The blue CD cranks up the pace beginning with the lush trance orchestration of Now Zero, taking in the frenetic energy of Nanotech's "Navaho" and S.M.E.R.S.H's "Booster" before arriving at Brisbane boy Ande and his atmospheric "Spring" and "Jasm". Space limits me from discussing all the tracks in detail but I can honestly say there isn't a dud track on the whole compilation.

If you want to contact the Clan for any reason (revenge, heavy breathing etc.) here's the info.

Phone: Sydney-015 957 414 (Scot) Brisbane-07 3870 5460 (Ande and Sue) Melbourne-9527 5927 (Mathew) Canberra-295 3759 (Ob)
Snail Mail: P.O. Box A2384 Sydney South 2000
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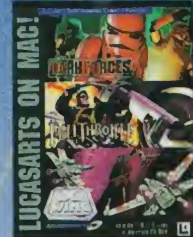


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Reviews by Max Autohead



LEGEND OF THE 4 KINGS

Legend of the 4 Kings Episodes 3, 4, 5 & 6

WHY? WHY? WHY? Why, when there's so much good stuff out there is anyone bringing crap like this to our shores? If you think I'm pissed about sitting through three hours of this drivel, then you're absolutely right! Sigh.

The basic premise of LEGEND is that hundreds of years ago dragons assumed the form of humans to blend in with humanity. Crash cut to today, where the powers of the dragons start to re-emerge through the four Ryudo brothers. In moves the bad guy, Gozen, a disgusting old man who controls Japan. He strives to capture the four brothers, who will provide him with the power he needs to continue ruling his mighty empire. The brothers become pariahs of the establishment, and as they try to piece together what is happening to them, they must dodge the forces

after trying to tell them about his dreams, but wonders if there is anything more to his dreams than the wild imaginings of a Japanese school boy.

By chance Ko-ichi stumbles across a group of Psychics that are organising world domination. The psychics, headed by Yomi, reveal Ko-ichi's hidden psychic powers, and after a brief tussle and an offer of joining the group, Ko-ichi is revealed as Babel the Second...the chosen one!

With his supernatural guardians Rohdem, Poseidon and Robross, Ko-ichi battles the good fight to stop Yomi and his insidious group from world domination.

If this sounds like your cup of tea then be assured that the technical considerations of the animation appear to be competent. Those of you that like the Guyver and 8 Man After might enjoy this series...though I worry about you.

Boring as batshit.

Rated MA 15+. Distributed by Kiseki. **5/10**

Angel Cop Episodes 1 & 2

When international terrorist activity in Tokyo switches to over-drive at the close of the century (ie any time now), the city demands justice. It's a violent time and to compensate the government institutes violent measures by forming the SSF, the Special Security Force.

The SSF patrols cruise the city of Tokyo blowing away terrorists in an orgy of gore and violence. To deal with the violent nature of their foes the SSF employ even more violent methods. They perform acts of torture and cruelty (some may even say criminal), as they patrol the streets employing the techniques used by death squads in certain South American dictatorships.

Enter Angel, the newest member of the SSF. Her entrance is marked by a double tap to the head by a high powered handgun, emptying the victim's brain pan onto the nearest wall. That, and certain other scenes like the SSF trying to blow away a little girl at point blank (mutant or not) were enough to make even me cringe, and I started to wonder if the rating on the cover was at all what it should read.

Technically, the animation in this anime is superb. They've really got all their shit together in this department, and this is certainly a beautiful looking series. However, the story's a bit bland, as well as somewhat predictable, and if you're one of those freaks that get animes for full on violent action, then you're pretty much going to have your finger on the fast forward button for a long time.

A disturbing and morally suspect series.

Rated MA 15+. Distributed by Siren Entertainment. **7/10**

Space Adventure Cobra

Back in the Eighties I remember reading the Viz comics translations of Cobra. It quickly became one of my favourite titles, and I was disappointed when the translated series ended (along with Mai the Psychic Girl and Lone Wolf and Cub). Never heard of Cobra?

Well he's the galaxy's most feared pirate; a notorious outlaw wanted by the Galactic Pirate Guild and every woman under the stars. With the suave of James Bond, the humour of Jackie Chan and the devastating "Psycho-Gun", Cobra fights and charms his way out of impossible situations that would leave Indiana Jones standing still. So how does the anime adaptation fare? Weeeeelll.....

As far as keeping true to the original characters it rates pretty well. Cobra is as funny and zany as ever, with the alien environments as weird and wonderful as Terasawa's original comic version. The cheesiness is still there, highlighted by cheap looking screen wipes and special effects. It's as sexist as they come (the video cover says it all), full of exploitative naked shots of women with star shaped nipples.

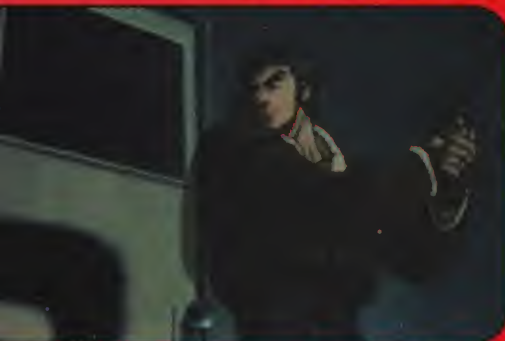
But what have they done to the story? After the first entertaining half hour the entire anime seems to take a nose dive into the realms of blandness. Cobra seems to lose his humour and the environment becomes sparse, and it's goodnight Gracie from there on.

Weirdly enough I'm glad I saw this anime, although I wouldn't bend over backwards to see it again. Oh, I forgot to mention, the soundtrack is by YELLO.

Rated M 15+. Distributed by Siren Entertainment **7.5/10**



SPACE ADVENTURE COBRA



ANGEL COP

of the government; be it military, police or corporation.

The animation is slow and clunky, which I guess suits the pacing of the narrative (ie enough to put the Sandman to sleep), and I couldn't help but feel that this was a completely uninspired piece of work.

I was hoping beyond hope that episodes 3-6 would have some redeeming quality that surpassed the efforts of the first two instalments of the series. What I didn't expect was for it to get worse. The only good thing about the series is the opening and the closing soundtracks, which I found sorta cool.

If you saw the first two episodes you'll know what I'm talking about.

Rated M 15+. Distributed by Siren Entertainment. **4/10**

BABEL 2 - VOLUMES 1 & 2

Hands up those of you who love generic Japanese Manga Animes?

C'mon, there must be some of you who don't get tired of the good old formula animations? No? Damn.

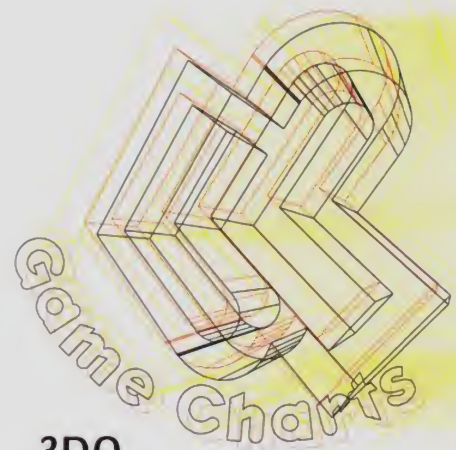
Well, if there are any universities out there that want to study classic generic Animes, then Babel 2 is your baby. It's as generic as they come. From the moment I pressed play on the VCR I started to yawn...from the introduction of the lead character Ko-ichi, to witnessing the plot unravel I felt Mr Sandman creeping across the carpet...

The basic premise is this. Ko-ichi is a generic school boy who is troubled by dreams of prophesy. He's alienated from his friends



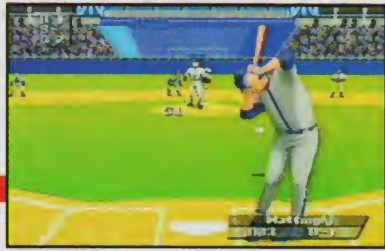
BABEL 2

HYPER's charts are supplied by The Gamesmen



Mega Drive

1. Brian Lara Cricket
2. Theme Park
3. Rugby World Cup
4. PGA European Tour
5. Triple Play Baseball '96
6. Jurassic Park
7. Batman & Robin
8. Soleil
9. FIFA Soccer '95
10. Boogerman



Mega CD

1. Earthworm Jim
2. Supreme Warrior
3. Bloodshot
4. Slam City
5. Corpse Killer

PC CD ROM

1. Mechwarrior 2
2. Star Trek Next Gen: A Final Unity
3. Full Throttle
4. PGA Tour Golf 486
5. Space Quest VI
6. Nascar Racing
7. Rise of the Triads
8. SimCity 2000 Collectors Pack
9. Dark Forces
10. Doom 2



SNES

1. Super International Cricket
2. Super Empire Strikes Back
3. Mortal Kombat
4. Claymates
5. Slam Masters
6. Mortal Kombat 2
7. NBA Jam TE
8. Donkey Kong Country
9. Mighty Max
10. Soccer Shootout



3DO

1. Wing Commander 3
2. Zhadnost (Twisted 2)
3. Syndicate
4. Return Fire
5. Space Pirates
6. Slam n Jam
7. Gex
8. Need For Speed
9. Space Ace
10. Kingdom - The Far Reaches



3DO Charts supplied by Sprint Electronics

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1. Warcraft
2. Descent
3. TIE Fighter
4. Super Karts
5. XCom2: Terror From the Deep

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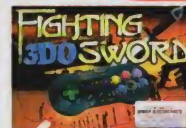
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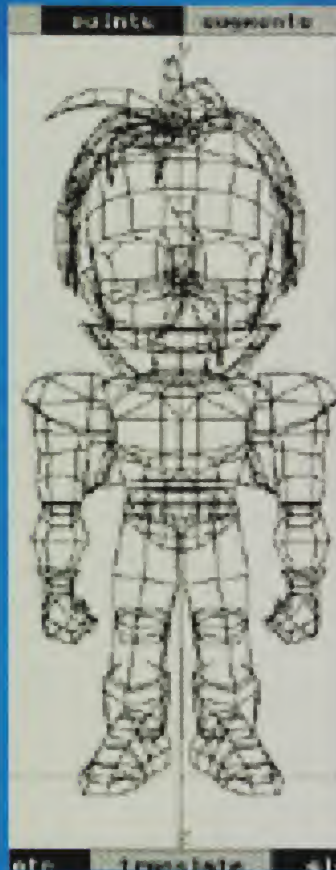
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Take your pick of this month's rash of websites. Some cool, some just useful, so take a look around as there's sure to be something in the list below worth jacking into webspac for. **ROGER BOLTON** is your guide...



FINAL FANTASY 6

Ultra 64 Goes Virtual

Yes, Nintendo has just announced that the long delayed Ultra 64 is the world's first gaming machine to be entirely virtual. Rather than being a 64 bit cartridge based console as widely thought, the U64 will actually be composed entirely of parallel bitstreams and use the Internet as a distributed processor. "This solves our storage problem, and meeting the US\$250 price point, now the only problem is the access speed" said a Nintendo representative. Seriously, if you want to keep up on the latest gossip about the U64, then check out these two pages that both have more gossip, speculation and blatant falsehoods than the official Nintendo page.

Captain Scot's Ultra 64 Page:

<http://www.pitt.edu/~szm/nu64-cap.htm>

The Official Unofficial Ultra 64 Page:

<http://www4.ncsu.edu/eos/users/s/sgbooth/www/u64page.html>

InterVista WorldView VRML Browser for Windows:

<http://www.webmaster.com/vrml/>

PaperInc's WebFX VRML Browser for Windows:

<http://www.paperinc.com/>

Surf here or be Square

SquareSoft, the makers of the "Final Fantasy" series and "The Secret of Mana" now have an official web site. This site has some behind the scenes looks at the making of Final Fantasy VI and for some strange and no-doubt typically Japanese reason includes info on how many days a year holiday the Square employees get. Also sneak previews of a new game called Siekhan Six (or something like that).

SquareSoft of Japan:

<http://www.spin.ad.jp/square/>



VRML Update

A few issues back we did a quick feature on the future of the net and talked about VRML (Virtual Reality Modelling Language). Basically, this is a project to bring 3D virtual worlds to the internet. All you can do still in a VRML world so far is walk around and link to other

worlds or web pages but already people are developing the capability to add multiple user interaction, animations and behaviours (i.e. gravity, manipulating objects etc). While still crude progress is being made and two companies have now released VRML browsers for Windows so those unlucky sods who don't have a Silicon Graphics Indy or two lying around can now check out what the hype is about.

QuickTrawls:

Creative Labs: <http://www.creaf.com/>

PC freaks can download the latest drivers for their Sound-Blaster cards from here.

Virtual Soma: <http://www.hyperion.com/planet9/vrsoma.htm>

A huge VRML model of part of the San Francisco area, wander around and into shops and other buildings, you'll need a VRML browser for this one.

Virgin Interactive Entertainment: <http://www.vie.com/>

Finally get their act together after being under construction for months. Some good info on new games like "The Eleventh Hour" and "Toonstruck".

Namco: <http://www.namco.com/>

Not much here yet, but I'm sure it's coming. Watch for info on their new Playstation titles.

send your websites to trawlin@hyper.com.au and for the on-line version of web trawling, complete with more hyperlinks than you can poke a virtual stick at try <http://hyperactive.com/games/overflow/trawling/>.



TOONSTRUCK

the **image** ⁹⁵



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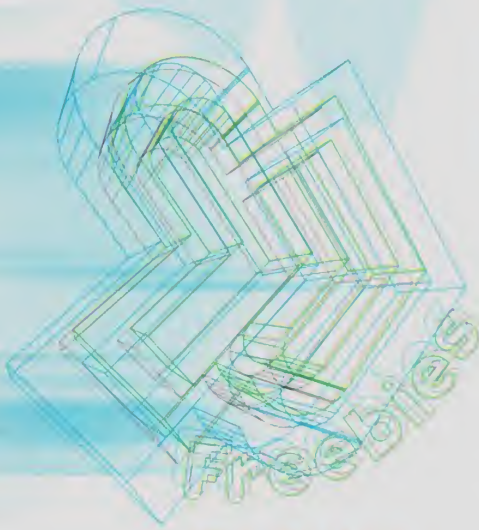
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HYPER »



PeeWee Vol. 1 CD



PeeWee Ferris is one of the most respected and popular DJs in Australia. He has been responsible for remixing everyone and anyone from Vision Four-5 to...Kate Ceberano (!) and now the very groovy Reach'n Records has just released his very own remix CD (which is distributed through Shock). It contains the best and latest of pumping techno from around the world and HYPER highly recommends it. To win yourself one of 5 copies, send us the answer to this question:

"Which Australian dance music store has released this CD?"

Send to:
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HYPER
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NSW 2012

Donkey Kong Land & Game Boy

If you can't play GameBoy games in colour, then what's the next best thing? Of course! Playing GameBoy games on a colour GameBoy! Well, anyway that's what Nintendo believe...and to prove it they given us a spunky banana yellow one to give away. A spunky banana yellow GameBoy, that is. Plus a copy of Donkey Kong Country's little monochrome brother, Donkey Kong Land. To enter, simply answer the question below:

Which British developers made the original Donkey Kong Country?

Send to:
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FlightStick Pro

Something special for all you flight sim buffs. We're giving away a very nice-looking FlightStick Pro joystick - the "ultimate combat stick for computer pilots" it says here. You will feel just like a real pilot, except there's no danger of hurtling groundwards several thousand feet to your death. A good deal if you ask us.

Just tell us one game you would like to play using the FlightStick Pro and send to:

Send to:
I Wanna Be A Pilot
HYPER
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NSW 2012



Lords Of Midnight - Win 8 Days In Venice!



A quick reminder about this comp that you may have seen advertised in HYPER (and only HYPER) last month. Simply call the number below and answer the question: In Lords of Midnight, what kind of beast can you ride?

There's a SoundBlaster Card and 8 copies of Lords of Midnight itself as runners-up prizes. But the winner is off to Venice for a week plus a bit more!
Call 0055 36763. If under 18 get parents OK before calling. Comp closes 1st December 1995. Winners notified in the January edition of HYPER. And did we mention Venice?

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HORNY, SEX



XY and EROTiC!

Just some of the words used to describe the Sony Playstation

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- Plus Jumping Flash!
- Plus Air Combat!
- And we're also throwing in 3 Memory Cards for saving stuff.

All these fabulous game-playing (and envy-inducing) goodies are valued at nearly \$5000!!! So we're saving your Mum a lot of money...

Twenty Runner's-up will each receive a highly desirable Playstation baseball cap!



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Q: The Playstation is made by which international entertainment mega-corporation?

A: _____

Name _____

Address _____

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HYPER»

THE
LAMER'S
GUILD

iNT

By mArk Lin

the

INTERNET

one

The internet:
a world wide network of com-
puter networks. Thirty million
people. Three million sites.
Games! Pictures! Audio! More
information than any one per-
son can read in a life time. It's
big. Huge, even. But you have to
ask yourself: what are all those
people doing, are they all irre-
deemable computer dorks and
do I want to do it to?

The Internet is about commu-
nication and information. It is
called the network of net-
works and that pretty much
describes it. Networks are
about shared information and
communication between com-
puters. People sending mes-
sages and programs to each
other. That's basically the Net
but on a much larger scale.

The best part of the Internet
is what it stands for. It sort of
happened all by itself when
no one was looking. No one
owns it and no one body
administers it. It's aNaRChY!
There's not even a single list
of the million computers or
users who have access to the
Net. Out of control. And it's
waiting for you to join.



THE DOORWAY TO THE FUTURE OF THE INTERNET LIES AHEAD: VRML

The past: where it came from and how it evolved

In July 1968 someone at ARPA (Advanced Research Projects Agency - US Department of Defence) requested that four remote sites be linked together. In 1969 ARPA chose BBN (Bolt, Beranek & Newman) to install the first Wide Area Network. The network became known as ARPANET and was a custom job. Special software was written for the Defence Department mini-computers and was, in a very crude form, the basis of the FTP (File Transfer Protocol) that we have today.

By the early '80s (300 computers attached) ARPANET had grown to such an extent that the military research part of it was moved to another net. In 1984 the NFS (National Science Foundation) linked together various super computer sites around America. It was a step above the ARPANET because everyone who linked into it had a direct link with a super computer. NFSNET was highly popular. Other organisations (Government departments, Universities) who had their own super computers started to join. It went ballistic. By 1990 the Internet as we know it had started.

What you need: equipment.

Obviously you need a computer, a telephone line and a modem. The modem is the only aspect you'll probably need to worry about. Several brands at several speeds are available all begging for your money and it's about the only purchase where you can make a mistake. The brand is up to you. Choose one that you like the look of or the name. Do not and I mean DO NOT buy one that is slower than 14400 bps unless you have a lot of spare time on your hands. The 14400 bps modems are the recommended minimum requirement for using the Internet properly. Anything below that speed makes using the Net intolerable. If it is possible get one that is 28800 bps, but a good rule is to buy the best you can afford. All you get when you buy cheap is trouble. Some of the budget models offer a lower price but have a lack of reliability that will make itself apparent at the most crucial time.

How To Get On

Getting on the Net is fairly straight forward. First of all you need to find a supplier. Just check at your local computer store they should have a list of those nearest you..

There are four kinds of connections available.

1) Mail only - the most basic of all (and the cheapest). Many servers and suppliers offer Internet e-mail as part of their services (often for no extra charge) and some also offer Usenet News support. E-mail can provide many features available on the Net with two drawbacks. Generally it is more difficult to use and some of the more useful aspects of the Net are unavailable.

2) Dial Up/Terminal - This is currently the most popular choice amongst the little people i.e. you and me. This is where a big company links directly into the Net and then charges you a small fee - usually an hourly rate - for its use through them.

However, it is slow due to the fact that it is a two-stage process. You communicate with the big company computer which then communicates with the server on your behalf. Another down side is that you can't use a graphical World Wide Web browser. Instead you use a character based one. This is not as bad as it sounds because it is generally faster than a WWW browser and fairly easy to come to terms with. It's a great way to start.

3) Dial-In or SLIP/PPP - This is rapidly becoming the most popular service provider. Simply put, you subscribe to another company that has a direct link with the Net. The advantages are quite numerous. Firstly, you get your own user name, can upload and download directly from your computer and use the graphical WWW browser. Often the services are provided for a monthly fee with another amount associated with the amount of information you download (sometimes no fee but the service charge is higher). Ideal for those who want to live on the Net.

4) Dedicated connection - Very Expensive! This is because it is a permanent and direct connection. Fast, efficient and you get to call yourself whatever you want. Only afforded by Government organisation, corporations, universities and very, very wealthy people.

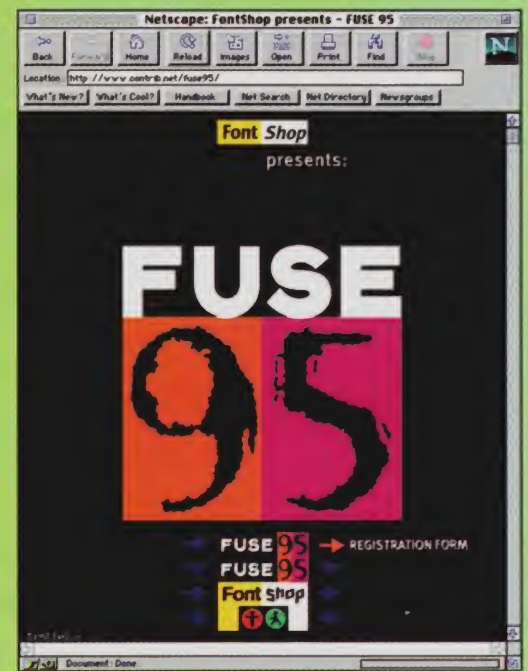
Now You Are On

WWW - Netscape: At the centre of the WWW is a program called Netscape. It is what they call a browser. A browser gives the user a graphical magazine style interface for the Internet. They act as clients, that is they convert your requests into a form that can be recognised by multiple Internet services including Usenet, Gopher, WAIS, and FTP. Instead of having to load each of these applications the browser navigates through them and retrieves the information for you. This greatly enhances ease of use and the quality of the Internet experience. The user is freed from the actual mechanics of using the Net and can be totally oblivious to the actual processes that are going on at the other end of the line. It works by a function called "Hypertext Links" which enables the user to jump from one piece of information to another by simply clicking a mouse button on some highlighted text. The text can be in a sentence or a title or a picture and what it can retrieve can also be any of these plus video and audio. It is the application that makes the Net dead easy to use. Information is presented in a uniform and consistent way though the virtual world and presents it in an attractive way. Netscape is usually available free from the people who sold you your connection or you can download a copy from the Net.

How To Get Stuff: the secrets to down loading

This is the most important section. The Internet is meant to be full of game demos, pictures, sounds, videos, hints, cheats and heaps of other tantalising stuff. Now, how do we get it?

If you spend any time at all on the Net you will



eventually come across information that you want to download. It could take the form of game patches, MIDI files, shareware programs or simple text documents. Transfer of files on the Net is handled by something called the FTP (File Transfer Protocol). An FTP site contains the information which can be downloaded by people with authorization. But, thankfully, there are many thousand of FTP sites that are free (called anonymous sites). Downloading files is as simple as moving folders around on the screen. You click on the one you want and click where you want it to go and the computer does the rest.

So there are three million computers connected to the Net each with at least 20Mb of information - that's quite a lot of information. How can you possibly find anything?! Archie is here to the rescue. Archie (derived from archive) is yet another useful application. You type in the name (or part thereof) and Archie goes away and searches through all the anonymous FTP sites. Once it's finished searching it returns a list of all the files that fit the description. You simply click on the ones you want to look at and Archie goes away and retrieves them for you. And there are quite a few search programs so if you're unlucky with one you can

always try another. All these applications are available from the Internet Window the software sets us. Just click on the appropriate one and go (and you thought it was hard to cruise the Net!).



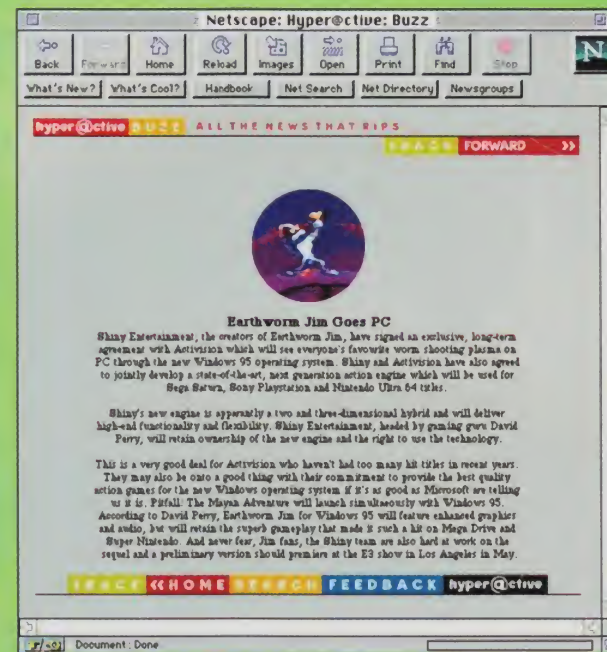
What else can it do?

Usenet - free and fun. Known as "News" it is not strictly a part of the Net. It is a world wide discussion medium. News is sent in bulk to thousands of computer installations around the world in the form of "News feeds". You can use a client program called a news reader to browse news groups and submit postings of your own. News groups are arranged into a hierarchy form starting from general and getting more specific (for example alt.fan.movie.pitt.brad.we__hate). The groups are broken in mainstream (boring) or alternative known as alt. (interesting). People used to send messages to each other but then someone came up with the idea of transferring binary files as text. A good example is a picture. You can encode a bitmap picture into text, send it as a message and the receiver can decode it back into a picture and display it on their own machine. Many news readers have a built in decode function so all you have to do is browse a news group (alt.games.doom.sound) highlight a file and select decode and the computer does the rest. This way you can quickly get upgrades of games, sounds, pictures and video sequences. The drawback is that it is text based and as such doesn't look as pretty as the graphical WWW browsers. Best part is that it's free. Many service providers supply it in the monthly fee. IRC: This is often called the CB of the Internet for the reason that it allows people from around the world to chat in real time. The IRC is divided into channels which are, somewhat loosely, based on topics or activities. When you log into an IRC channel you are asked to enter your nickname. From here whatever you type is displayed for all those on that channel to see. It is

often wise to put a password on your nickname as it is possible for someone else to grab it any say rude things resulting in you getting the blame. Channels are broken up into three types, public, private and secret. Public channels are the most common and show up on the channel list. Everyone can read whatever you say. Private channels show up on the channel list as "private" and you must know its name before you can enter it. Secret doesn't show up on any list nor do the users - totally anonymous. Being realtime, the channel topics can range from multi-user dungeons, chess games to dirty talk and Shakespeare.

Initial Trouble (Acronyms)

For some reason since computers gained popularity the technical people started to develop their own language, presumably to keep ahead of the general population. And they love their capital letters. RAM, CD ROM, HD, FDC, SIMMS. The techies thought they had it over us normal people but we got wise and



started to learn what all these acronyms meant. So in another effort to get ahead the techies have come up with a series of new acronyms relating to the Internet. I implore you not to learn them as you will be mistaken for someone who wanders around with a calculator and penclip in your top pocket and wears coke bottle glasses. Some of the more common acronyms used while chatting on the Net are:
IMO/IMHO - in my (humble) opinion
TTFN - ta ta for now (if you ever use this I will personally come round and cut your fingers off)
RTFM - read the freakin' manual (except it's a bit ruder than that)
ROTF(L) - rolling on the floor (laughing).
 But in all coolness forget acronyms. Smilies are much better. A smiley is a weird combination of characters that looks like someone is swearing in comic strip style. They follow at the end of a sentence to relay a particular thought. Your basic smiley is comprised of a colon and right bracket - and

;) It means you have just made a sarcastic or joking comment.
Other smilies are:
 :(sad smiley - you didn't like the last statement
 :-l bored smiley
 :\$ put your money where your mouth is
 ;) winky smiley - flirtatious or ironic comment was just made
 ":-" user just made devilish remark
 :7 wry smile.
 There are hundreds more of them. Make them up as you go along. They're great fun and a whole lot cooler than those acronyms.

A List of Interesting Places to Visit

You must be kidding. Do you realise how many places there are? Literally millions of which all have something to say. Catch Net Trawlin' each month here in HYPER for the best game related or otherwise groovy sites around, otherwise just do a search for the subjects that interest you.

The Future

Even though the Internet is currently flavour of the month I doubt it will be long serving. The truth is it is based on old technology - standard telephone lines which have limited bandwidth and communication rates. The Internet is more of a prototype for the Information Super Highway which should be here within the next decade. The ISH is built for the future. Fibre optic cables are being laid around the world and can communicate faster and more efficiently than any telephone wire could. Downloading of video images can happen in real time with fibre optics but not on standard phone lines. So what will be on offer then? The Internet gives us a hint at what the future can hold. You can download songs, movies, photographs and programs. This will still be the core of the information system of the future but it will be faster and of higher quality. You can currently order products (e-mail order) from around the world ranging from pizzas to clothes. More and more external communications will be replaced by the opportunity to do it from the comfort of your home computer. You won't have to leave home to live. Those of us who like to go out might find this a bit shocking but the external services will always exist. It will always be more fun to go shopping in real life. In short, the one thing the Internet is, is stored digital information. Information can be anything from video to music to games to general text. Those four items cover many of our indoor activities these days. But at the heart that's all it is. It can't save the world - yet. Yes, you can talk to other people around the world just as easily as you can talk to your neighbour and sometimes it is worth the effort. Overall, it is a new world full of so much that it can chew up your personal time like no-one's business. It's worth a look but not a life. Be careful: it's a jungle in there.

In A League of Their Own

What do you think of when you think of Rugby League? Thirteen boofy blokes goin' the grope and trying to get a ball over their opponent's line? An American grandmother in a leather jumpsuit singing "Simply the Best"? A Mega Drive video game from Electronic Arts? All three responses get the thumbs up, or at least they will in November when EA Sports release their first locally produced game. The game was the brainchild of Michael de Plater and his local production company, Dreamtime, who have been working on it for several years now. Michael sat down with HYPER Ed Stuart Clarke and talked about the Australian League game that will hopefully score big points, both here and overseas...

How did you get involved in the video game world?

It was probably three and a half years ago now when I first got my Mega Drive and had a huge revelation about the potential in video games and where they were going. From that I decided that this is what I want to do with my life and set about trying to work out how to do that, and how to get into the industry.

I saw the potential for a Rugby League game and that was the first project I set out to do, because there was a market for it and it had the potential to be an excellent game in terms of the gameplay. From that stage I got a number of other investors together, one of them was my father, and went off to Taiwan to contract the programmers because we wanted to do it as cost effective as possible. I worked on that for ages and finally got it finished around the end of 1993, but the game wasn't on the level that we would have liked it to be. What I had in my head and what actually came out in the game were two different things. At that stage we had people prepared to publish it, but as it was the first game and the basis for our whole reputation, it was really important that it was awesome, given that we would be judged on it.

In it being a sports game, the obvious choice of publisher to go to then was EA Sports. I don't think too many people would argue that they do THE best sports games in the world and they could also perceive the potential of the game and the design and what we had achieved, even though we hadn't gotten it to the level we wanted to. We built a partnership with them, to utilise their technology and their resources (studios, programming libraries etc), to actually take what we envisioned the game being and make that happen. Since that time, we (Dreamtime) have been acting in the production role, working with the development teams in EA UK to make sure the Rugby League game is awesome.

What are the special features?

The main emphasis is on gameplay. I suppose we've really used the EA philosophy though - "If it's in the game, it's in the game", in that the more accurately it is a Rugby League game, then the better the game's going to be. That's the core of what we've done.

Because there's a couple of less players on each team as compared to the Union game, there's more processor time so it can actually run smoother, faster and better and allows us to put a few more features in there as well. It's got 4 player capability, and we've got international teams. There are 12 European teams in there so if peo-

ple want to play Wigan versus Canberra they can. Of course we've got the State of Origin in there as well.

What are the other differences with the EA Rugby Union game?

The EA Union game because of the license was fairly clinical. This one is going to be a lot more physical, so it will have injuries and the sound effects in the tackles will be a lot harder. With the license we didn't want to be seen to be endorsing the biffy aspect too much, but we want to put a cheat code in there so that if you want to do it you can have the fights a la the NHL, which should be good fun.

We've totally changed the gameplay for the kicks from the Union engine. In this one you'll actually have the specialised skills for the players a lot more defined. Whereas in the Union game it was pretty generic, a player was just a player, in League the backs will be clearly faster. There will be specialist ball skills like handling and kicking, and player numbers will be denoted so that you know who's got the ball. We're still sort of tossing up whether to have set plays off the scrum or not, because we want to keep it really free flowing and keep the level of the action up.

The game will get an international release, even though it's got ARL branding?

Yeah, absolutely. If anything we're looking at selling at least as many overseas as we do locally. In the UK in particular, there's a market for a League game but because of the quality of the game we think we're going to be able to target the core gamer market in the US as well and we'll take an active role in the promotions at the time of the release...

So you're hoping that it will be like the Madden games in Australia. Nobody really plays Gridiron over here yet the games sell well because they're so bloody good...

Yeah, although having said that, we're under no illusions that it's going to sell as many as Madden in the US but we're just going to make the game to a standard so that anyone who does rent it or plays it or hears about it, is going to want it.

Initially it's only for the Mega Drive. What about the SNES?

For the 16bit it's just going to be Mega Drive and after that launch we're going to assess which other formats to take it to. It's not just a one off game though, it's building a franchise. You know, what Madden is and what FIFA is. This is the first title to launch that franchise which is why it's so imperative that it's good.

It's an officially ARL licensed game. How does the whole Super League/ARL drama affect you?

Well we want to have the game 100% accurate to what the competition is and at the moment there's a lot of potential for Super League but it's still in the future and the competition that is here and now and the teams that everyone is following are still in the ARL competition. That's how we kept approaching it.

What did you think of ET's Rugby League which is probably the only other League game out there?

It wasn't to the level of what I had a vision of achieving, but what it did do is showed the potential for a Rugby League game because in spite of itself it was still really successful. It sparked me off thinking that a League would do so much better if it had awesome gameplay...

Alan Border's Cricket has done very well too and that's not the best cricket game around...

In the past they (Australian game producers) have tended to make it a whole self-fulfilling prophecy of thinking "Oh, we're only making it for Australia, so we're only going to make this much money, so we're only going to make it this good." And that's totally self-fulfilling because if you only make it so good then you're not going to be able to sell it to the rest of the world. We want to make something really world class and we really haven't got any choice other than to make it world class because it's got to have that EA Sports logo on it.

So what happens when your game is finally on the shelves in November? What are your plans after that?

We're sort of in the process of analysing lots of different options, because we're still focused on the goal, in the longterm, of having an in-house development studio and having a number of really successful ongoing franchises, so we're not just approaching it game by game.

Will you be hiring local talent?

Absolutely. What we want to do though is use Australian talent and the resources of EA international because it really does give you an edge in terms of making product that you can sell around the world. Having access to the EA studios and their talent around the world enables us to build up people locally.

Finally, what are your favourite games of all time?

It'd have to be Doom and at the moment Virtua Fighter 2 at the arcades is really cool. Sega Rally as well. There's more of a "WOW" factor at the arcades at the moment. Obviously though I've played most of the EA Sports game, especially Madden and FIFA Soccer, to death. I spend too much of my life playing games, I should be doing more work!!

ROCKERS OF THEIR OWN

's upcoming Rugby league title



ABOVE: NO IN-GAME SHOTS YET, BUT LOOK! REAL TEAMS JUST FOR YOU TO PLAY WITH! RIGHT: GAME GURU MICKO, SEEN HERE JUST SECONDS BEFORE WE CRASH TACKLED HIM



Mortal Kombat 3



Good news gamers! The Mega Drive version of Mortal Kombat 3 fell into our small black Sega box this week, and the control pads have been complaining bitterly about their harsh pummeling ever since.

The conversion is everything we had hoped for. The gameplay is virtually indistinguishable from the arcade version and the graphics aren't far behind. The only really noticeable weakness are the backgrounds and the sound, but we were testing a Beta copy so these teensy problems may well disappear in the shrinkwrapped version.

Most of the effort seems to have been geared towards knocking up great looking sprites that move fluidly. This is priority number one as far as we are concerned and Acclaim hasn't let us down. The gameplay is way faster than MK 1 and 2 by a huge margin. Together with the new "run" feature, MK3 is one hyperactive little game. All the moves - whether stock standard, special or fatality, have survived the port intact. The arcade specials use exactly the same button combos, although we couldn't get Sonya to do her whole range of attacks, but this may just be a Beta thing.

The fighting style of MK3 has evolved perfectly from the straightforward fighting of MK 1 & 2. The wild acrobatics some characters pull seem more closely related to the SF series, spending most of a fight airborne and upside down isn't uncommon and we love it.

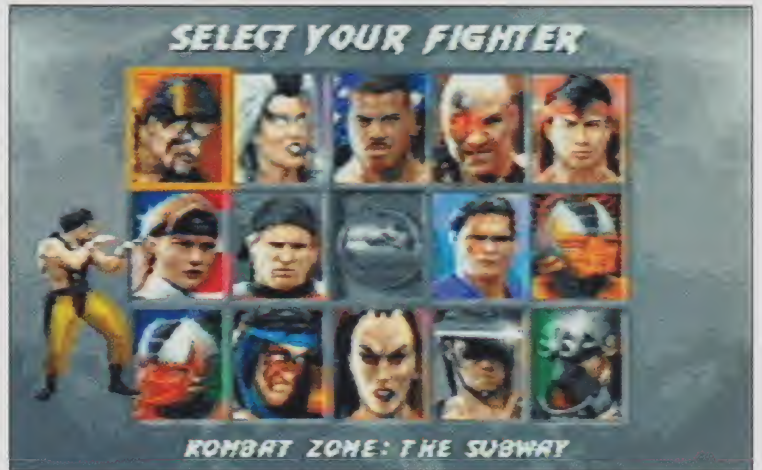
Fighting against the computer is now less intimidating for beginners, as there are three difficulty choices for the battle-plan (the tree of progressively harder opponents). The basic difference is the number of opponents you'll come up against, experts should be able to cruise through the easiest in just a few minutes, with the toughest option a serious threat to the most skilled kombatants.

You'll have problems if you don't own a six button pad, you can still do the moves, but it's a borderline case between fun and work. Ye old faithful uppercut is now done (on a three button pad) by hitting A and B simultaneously. Hitting just A results in a dicky low punch, while you need to hold B and C together for a high kick. Still, if you're a Kombat that takes their craft seriously, you probably have the full-on arcade stick.

This is a serious game for hard core fight-

ers. Besides being the greatest MK so far, it also leaves the SF series way behind. Even the new digitised SF: The Movie game can't compete. The slight stop/start feel of previous MK's has gone, these fighters move so fluidly and with such instant responsiveness that timing is even more critical. Finding and mastering special moves is very important if you plan to do most of your fighting against the computer, as even on the easiest settings that CPU happily opens up with a dazzling array of specials and combos. You can still fight a clean fight, that is, not bothering too much about special moves, it's just that your prospects for survival are way smaller than was the case previously. But you don't buy a game like this without expecting to nail everything it has to offer, and MK3 is chokka with cheats, moves and secrets that'll keep you at it for ages.

At this stage we've only seen the Mega Drive version, but the SNES game is also looking very special indeed and the Playstation conversion looks arcade perfect. We'll be giving this gem the full treatment next month. That is, if our control pads survive the ordeal.





MEGA DRIVE

Available: OCTOBER
 Category: FIGHTING
 Players: 1-2
 Publisher: ACCLAIM
 /WILLIAMS



UP, UP & AWAY - new flightsims go ballistic

It's been a bleak time of late for flight sim fans. But now the horizon is dotted with incoming titles. They should satisfy PC pilots regardless of how seriously they take their combat.

From up and at 'em games like Top Gun, to the extreme realism of Falcon 4.0, there's something for all ranks. Unfortunately Falcon 4.0 (which is what we're most excited about) probably won't appear until around February or March next year, and the sum total of our information on it appeared in HYPER #18. Not to worry though, there are titles here hot enough to attract a sidewinder. So strap in and prepare for the year of the flight sim.

Jetfighter 3



Jetfighter II was the premier PC combat flight-sim of its day. The flight model was plausible, the missions tough yet achievable and the graphics were a quantum leap ahead of anything else. Spectrum Holobyte's Falcon (well before 3.0) was around at the time, but its impressive flight model was dragged down by the smallest war zone ever and dull mission design. Jetfighter II ruled, although it did have a problem with close-in dogfighting which was due to a combination of poor enemy A.I and a flight model not designed to cope with the twisty stuff.

Fans of JF2 have been hankering for a sequel for yonks, and JF3 was due for release almost two years ago. Now it looks like it'll hit the tarmac in time for Christmas.

The new game puts you in the cockpit of the new F-22 air superiority fighter. It's America's replacement for the F-15 and is capable of extreme performance in almost any situation - whether it be high-G dogfights or high altitude recon dashes. The F-16 and F-18 are also modelled, but why you would fly them when the F-22 is available is beyond us.

The scenarios cover almost every hot-spot in this unstable old world of ours, with the old faithful United Nations Rapid Deployment Force excuse used to justify your presence in so many varied and dissimilar countries.

While the new game makes the usual claims about flight model realism and accurate mapping of real-world terrain, it's the graphics that grabbed our attention. Little details make all the difference in a flight-sim, JF3 features goodies like advanced mist effects which allow gradual visibility through clouds and missile plumes that actually look real. In addition, improved treatment of polygons means more solid looking objects and no more warping at close range.

While JF3 won't have the complete attention to detail that's expected from Falcon 4.0, it looks to be a hot fly anyway. Aimed at PC pilots who can't be bothered with a 300 page manual, JF3 should still appeal to more serious combat aces, as well as training-wheels pilots.



Thrustmaster F-16 FLCS Limited Edition

We've always said that a game is just a game without the right peripherals. Flight sims in particular require the right gear to both maximise functionality and realism.

Simmers who take their flying seriously choose Thrustmaster. As Oscar Wilde said "moderation is a fatal thing. Nothing succeeds like excess".

Bearing this in mind, Thrustmaster have produced the F-16 FLCS Limited Edition. While the standard FLCS took hands-on realism to new heights, the Limited Edition pushes the envelope to beautifully ridiculous new extremes. Only 5000 will be made, and they'll sell for US\$499.95. All-metal construction and brass plates give it the look and feel serious simmers would die for.

We don't expect anyone to actually buy one of these, but it's so pretty we couldn't help but print the picture. Mmmmmmm... Thrustmaster.



PC CD ROM

Available: **END '95**
 Category: **FLIGHT SIM**
 Players: **ONE**
 Publisher: **MISSION STUDIOS**

Lockheed/Boeing YF-22

STATISTICS HISTORY PILOT NOTES COMBAT VARIANTS

PREV NEXT

MAIN MENU EXIT

The F-22 is a capable albeit expensive fighter which should begin replacing the F-15C in 2004. The USAF started to work on a new long-range air-superiority fighter in the early 1980s. Their goal was to build an aircraft which could beat the new MiG-29 and Su-27 while surviving the Soviets's dense surface-to-air missile (SAM) defense systems in Central Europe.

↑ ↓

Apache Longbow



Apart from Comanche, there have been no recent chopper sims worth playing. The release of Apache Longbow will give vertically inclined combatants just what they've been waiting for.

The sim's number 1 credential is that it's from Digital Integration, the English team that gave us Tornado. Complete technical realism will be Apache's forte, with outstanding SVGA 3D graphics a nice little bonus.

Originally due for release mid '95, the game (like Falcon 4.0) has been held back for redevelopment as a Windows 95 game. Now it's expected to appear early in the new year.

Apache is virtually guaranteed success. Dead serious PC pilots will find it impossible to stay away from, mastering complex systems and having dozens of things to worry about at a time are what they like best, and Apache is set to deliver.



PC CD ROM

Available: JAN-FEB '96
 Category: FLIGHT SIM
 Players: 1-2
 Publisher: DIGITAL INTEGRATION



Werewolf vs. Comanche



Many avid flight simmers consider Nova Logic's Comanche to be just a pretty action game. Nothing could be further from the truth. While the flight model may not be perfectly accurate, the game conveys a sense of immersion almost no other sim can match.

The superb 3D world allows full terrain masking in a manner far more convincing than the over-rated Gunship 2000. With a CH or Thrustmaster HOTAS setup, the feeling that you're really in a combat zone has never been more real. Pop-up strike attacks, dogfighting, night missions, the whole combat shebang is recreated perfectly with this masterpiece of design.

Now the sequel is just around the corner, and will be a lot more than we have any right to expect. Werewolf vs. Comanche is two games for the price of one box. Depending on your mood or preference, you can either slide the new Comanche CD in the tray and fly the American RAH-66 attack chopper, or instead insert the second CD and pilot the Russian equivalent - the KA-50 Werewolf. Or, better still, lend one of the CD's to a modem equipped chum and fly head-to-head! And if you're lucky enough to have more than one friend, as well as access to an IPX compatible network, then up to eight of you can go wild trying to kill each other (or co-operating to take out the enemy).

Naturally the deservedly famous Voxal Space 3D engine has been tweaked for improved graphics and speed. Translucent smoke effects, realistic explosions and debris modelling for example.

Other improvements include more accurate modelling of the helicopters flight characteristics and refuelling and rearming mid-mission.

Werewolf vs. Comanche should hit the shelves before the end of the year, and may well turn out to be one of the years truly hot titles.



PC CD ROM

Available: NOVEMBER '95
 Category: FLIGHT SIM
 Players: 1-8
 Publisher: NOVA LOGIC



SORRY, NO SHOTS OF THE NEW GAME YET, BUT IT'LL LOOK A LOT LIKE THE OLD ONE (HERE) - BUT MUCH BETTER!



Top Gun: Fire at Will



Purist flight simmers will avoid Top Gun the game as enthusiastically as purist movie-goers avoided Top Gun the movie. But occupying the lowest common denominator niche of the flight sim world will probably just mean more sales, for this is more accurately described as a flight game, rather than a sim.

This is mostly a good thing. Many well-intentioned gamers are daunted by the depth and complexity of most sims, and Top Gun will offer painless access to the rewards a good sim can bestow.

Players will find themselves in the flying boots of a Tom Cruise type jock (whether they like it or not). Loads of interactive FMV is incorporated to make the player feel that they're a part of the Top Gun world. The game loosely follows the movie's plot. Initially you'll be sent off to prove your worth at flight school, eventually ending up in carrier defence dogfights.

As an indication of the mass market appeal Spectrum Holobyte are hoping for, Top Gun is planned to appear on: PC, Mac, Amiga, SNES, Mega Drive, 3DO and CD-I.

Combat in Top Gun is likely to bear little resemblance with reality. The game is based on the F-14, which is designed to kill its targets at ranges of up to 100 miles by way of the Phoenix missile. If an F-14 ever gets to actually see its target, odds are it failed its mission. These long-range intercepts will almost certainly be compromised in the interests of good action gameplay, with plenty of close-in combat to keep players adrenalin up.

Knowing Spectrum Holobyte's reputation for realism, this trade-off is likely to be compensated by excellent flight-modelling and accurate landing procedures.

The game looks very pretty too. Normally this is an indication of where the developers priorities lie, but Top Gun looks to offer gamers a well-balanced flight combat experience.



**PC/MAC/SNES
MEGA DRIVE/3DO**

Available: **NOVEMBER '95**
Category: **FLIGHT SIM**
Players: **1-2**
Publisher: **SPECTRUM
HOLOBYTE**



TFX: EF2000



TFX: EF2000 is without doubt the best looking combat sim we've ever seen. But will it rise above the sub-standard flight dynamics and flawed gameplay which plagued its predecessor - TFX? Designers D.I.D say so, and with the bad experience of TFX to motivate them - we believe what they say.

The sim is based on the new Euro Fighter 2000. A fine choice too, the aircraft is fast, stealthy and manoeuvrable, and has a massive payload capability which includes provision for air-to-ground missions.

D.I.D excel in creating fantastic 3D worlds, but have yet to prove their mettle in the dynamically accurate department. If EF2000 turns out to be a winner in both areas, then the game will be truly classic.



PC CD ROM

Available: **JANUARY '96**
Category: **FLIGHT SIM**
Players: **1-2**
Publisher: **D.I.D**



Hair by
Perry
Farrell,
Eyes by
Kurt
Cobain,
Lips by
Courtney
Love,
Jacket by
Bono, Nose
by
Smashing
Pumpkins,
Boots by
Juliana
Hatfield,
Hand
used to
hold Janet
Jackson's
left breast

T H E
embodiment
of
Rock.

Rolling Stone

In Your Face

3-D First-person Perspective Games Come Out to Play

For our parents, the defining moment of their generation was either the assassination of JFK or John Lennon (depending on how old they are). They remember where they were and what they were doing. For us, it is the moment we first set eyes upon Doom.

In an instant everything else in our lives became secondary. All that mattered was getting a copy of this unbelievable game and playing it until the effects of severe sleep deprivation took hold, then playing it some more. Sure, Wolfenstein3D was cool and

Ultima Underworld was interesting, but this was real. Full-screen, ultra-violent and pure fun. It was nothing less than a new genre in a world crowded with tiresome variations of the same boring theme. Clearly, the first-person perspective action game is a favourite of both

developers and gamers alike. The success of Dark Forces, Heretic and Descent prove that the genre is here to stay and creative boffins around the world are just beginning to explore the possibilities. Here are previews of just some of the new titles expected soon...

Sabotage

Romero & Co. at iD have some serious competition in the form of Sabotage, because this game features some innovative features that blew us away when first we heard of them. Foremost must be the support for multiple players on one computer. Get this - each player dons a special pair of "shutter glasses", these enable full-screen views for each player on the one screen! Each player sees only their own viewpoint while they huddle around the shared keyboard. System speed suffers if too many players are hooked in, but for two player action we reckon this is sheer magic.

Not content to leave their miracle-working at merely this little wonder, Epic have built an action game that has players flying around interiors Descent-style, then outdoors for some Terminal Velocity type flying combat.

Still not impressed? OK, how about some serious 3D real world modelling. The game starts with the player in a helicopter circling a base, you jump out whenever you feel like it and wait for a transport plane to drop supplies.

Maybe the gunboat offshore is bothering you? No worries, just wade into the water and swim under it, a vertical firing of your missile launcher should solve that little problem.

All 3D objects will be treated as real as you want. Pick up a box and use it as a shield, or you may prefer to use it as a weapon to throw, or hit someone over the head with it. Too much!

The final graphics should look pretty fantastic. These shots are actual levels - but with Doom textures as it's still in the Beta stage of development.

Sabotage looks set to take the genre to new levels which were previously merely fantasy. Expect to be playing it within six months.



PC

Available: **EARLY '96**
 Category: **ACTION**
 Players: **1-NETWORK**
 Publisher: **EPIC MEGA GAMES**



Shadow Warrior

The 3-D Realms crew are part of the Apogee family, and gave us the game we love most right now - Terminal Velocity.

Their latest project is Shadow Warrior, but little is known about what to expect at this stage. Doesn't matter much though, as we're pretty sure to be playing it no matter what the plot/premise/scenario is. So far it looks like just another unbelievable first-person shooter with loads of weapons, violent situations in which to use them and evil baddies to use them on - sigh... ain't life tough.



PC

Available: **OCT/NOV**
 Category: **ACTION**
 Players: **1-NETWORK**
 Publisher: **3D REALMS**

Quake



For gamers, there is no single word more likely to induce fits of salivating excitement than Quake.

The gurus at iD Software have been working solidly on the game ever since they conquered the world with Doom. But until now, almost no genuine Quake news has been available. The dam of secrecy has finally broken, iD have released screenshots of the 3D architecture we can expect, as well as a few Quake facts. The Quake news is scant, but for the community of gamers that live for this stuff (us, you, everyone else), it's gold.

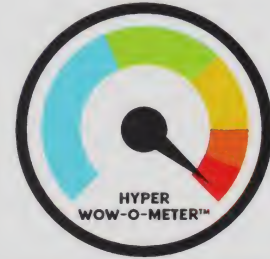
While iD are keeping many of Quake's features secret, here is what we do know:

- Quake will run as smoothly as Doom does on the same PC.
- Nine Inch Nails will be doing the special effects sound, however there will be no music in the game.
- Sound will be 16-bit at 22 KHz. 3D sound will be built-in. All digital sound cards are supported.
- Deathmatch at modem speeds of 14400 will be supported.
- 8 Mb RAM will be the minimum, with screen resolutions up to "whatever you can handle". 3D video accelerators will be supported.
- Network play will support as many players as the system can handle. Support for all network types will be implemented. Network play will be faster than a single player/machine vs. CPU opponents.
- All control keys can be customised.
- Looking up and down is done automatically, with a manual override possible.
- VR headsets will be supported.
- Quake will feature "lots of magic". There is no comparison between Quake and Heretic (or anything else).
- The objects in Quake will be true 3D.
- The first versions will be DOS and Win95, ports to other platforms will follow soon after.
- Quake will be an action/RPG/MUD type of game.
- Quake should be out by Christmas!



PC

Available: **DECEMBER**
Category: **ACTION/RPG**
Players: **1-NETWORK**
Publisher: **ID SOFTWARE**



Witch Haven



Capstone aren't generally known for quality games, so when the Which Haven demo turned up we were pleasantly surprised.

The playable demo has been released as shareware (you can download it from Hyperactive!), with the full game available shortly.

Witch Haven puts you in a D & D fantasy world. Weapons are the knives, crossbows and sword variety and the beasties the gargoyle and mutant sewer beast breed. Playing Witch Haven requires a slightly different approach, racing around on a joyful killing spree means a short life and not much fun. This is a game that wants you to think a bit and sneak around carefully until you've got a big enough stick to start making a nuisance of yourself. Close-in slashing early on in the piece usually results in more baddies left alive than dead, and (curiously) a broken dagger.

A SVGA option is there if you're packing Pentium power (or a fast DX4), it looks real enough to scare us and runs surprisingly smoothly.

Still, as good a play as it is, we await the full version in the hope that Capstone have finally learnt what it takes to knock up a decent game.



PC

Available: **NOW** (shareware)
Category: **ACTION**
Players: **1-2**
Publisher: **CAPSTONE**



Shellshock



It had to had to happen! It's almost here! Pump it up 'cause it's homeboy Doom and it's comin' atcha from da boyz at Core.

We knew it all along, the real protectors of todays crumbling society are the badass boys on the street. It's true now and in 1997 it'll be even truer - that's what Core Design say and we believe every word. With the world infected by the ugly diseases of terrorism, injustice and corruption, societies only hope rests with Da Wardenz. Deyz packin' da power of da M-13 Predator Battletank, da meanest mutha on da streetz. Your job is to cruise da troublespots of da world, taking out any dumb mutha that tries to get in your way.

What this all really means, is that Core Design have come up with Doom in a tank, with a crew packing serious attitude there to keep things running the way they should. We like the sound of it.

The graphics have been done entirely on SGI machines and look pretty damn cool, the battletank's weapons can be upgraded as the game progresses and the missions are storyline based, covering many different international situations.

So why the cast of homeboy extras? Call 911 and find out. 911 is the homie that'll deliver an airstrike whenever you need it. Props will outfit your tank with new weaponry and Earshot keeps tabs on electronics and communications. There's more homies to help you out, but if you ain't got what it takes then maybe you don't belong with Da Wardenz in the first place.

Naturally the soundtrack pumps with some awesome rap and hip-hop courtesy of Martin Iveson and Bar None. We're looking forward to having a play with this one, so when we do - we'll tell you all about it!



PC CD ROM
SATURN
PLAYSTATION
32X/3DO

Available: **OCTOBER**
Category: **HOMEBOY DOOM**
Players: **1** (PC supports network play)
Publisher: **CORE DESIGN**



Duke Nukem 3-D



Forget all your pre-conceived opinions about the early Duke Nukem games, loose the anti-Apogee attitude and get set for one of the hottest 3D action games ever.

Check out the screenies, the game combines all the elements we really love about this genre. The cool sci-fi setting looks spiffy, the baddies are comical but still threatening and the use of gadgets and devices is over the top.

Duke Nukem 3D embraces all that is good and right about pointless violence. In your quest to save the world, baddies must be dealt with that have bothersome capabilities like flight. Novel weaponry is the solution to this and other problems. From an absurdly powerful array of point and shoot weapons, to good old fashioned putting the boot in.

Apogee are hoping to have the game finished by the end of the year. We want it now though! Watch for more info on Duke Nukem 3-D as it breaks, we're hanging.



PC

Available: **DECEMBER**

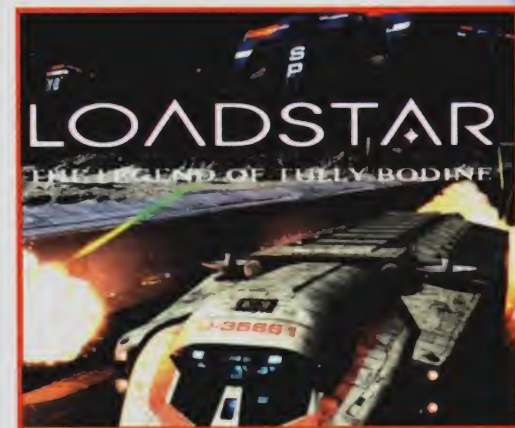
Category: **ACTION**

Players: 1-2

Publisher: **APOGEE**



Prepare for Take off....



DUE SEPTEMBER

BMG
INTERACTIVE
Entertainment

Also distributed by E.A.

Batman Forever



Holy digitised graphics, Batman! We're in for some serious action in the old spandex tonight! When it comes to the caped crusader, the movie-to-game conversion side of things has been pretty darn good. Remember what good value Batman Returns was? Well, it looks like we can all be prepared for some steamin' hot gaming when Batman Forever gets its official release. Take a look at these screen shots! It looks like a miniature Mortal Kombat, gone platformer — and gee, it sorta plays like it too. But the real icing on the cake is that you get to kick Jim Carrey's butt! You're outta here you pink-haired loser!

From the un-finished version we received here at HYPER, Batman Forever looks set to be quite tasty indeed. Choosing either to battle the evil forces as the Dark Knight himself or the boy-wonder, Robin, this is a tough as nails scrolling beat 'em up. There's nothing terribly original packed away in this here cart (at least not yet), but the whole platforming beat 'em up concept has been given a good shake-up with the introduction of a Mortal Kombat-style approach to the fighting. Batman has a host of very cool moves to execute (including a sexy roundhouse back kick) that feel very Kombat-like — I counted about 12 moves (there could be more, and let's not forget the ability to use "items" either).

But that doesn't mean you can simply waltz your way through the hordes of thugs with your superhero prowess... all the enemies seem to fight intelligently. Now this is where the Kombat parallels come in... the enemies know when to block your moves and counterattack. And if you're surrounded on both sides... well life can get tough. The fighting in this here cart actually takes strategy! No more constant pounding on the punch button like in most other scrolling beat 'em ups, Batman Forever looks like being a game for the skilled fighter.

Now although these digitised graphics and hot fighting gameplay look like setting Batman Forever up as a bit of a classic... the levels did seem very repetitive. The game seems to be quite content with just the fighting aspect and frankly it gets a bit dull. Batman has some cool toys, like batarangs and grappling hooks, and there are platforms and levers etc. — but when it came down to it, it was still just a scrolling beat 'em up that never steers from it's highly linear fighting course. But we were only playing a test version and we'll only know the final result when the final version arrives, so hold on tight and read HYPER.



SNES/MD

Available: **OCTOBER**
 Category: **PLATFORM**
BEAT 'EM UP
 Players: **1-2**
 Publisher: **ACCLAIM**



ABOVE: SNES BELOW: MEGA DRIVE



Virtual Karts



We reckon HYPER readers are the sort of funsters who turn to their local indoor Go-Kart center for an occasional adrenalin rush. If that's you, then may we compliment you on your excellent taste in fun. If you haven't yet, then do it now because it's an unbelievable experience.

Getting a taste of that excitement on a PC has so far been impossible. There was Super Karts a while back, but it was sadly lacking in the all-important realism dept. Then there was Wacky Races - but it's best not to think about that one. Luckily (and as always) Microprose has come to the rescue. Virtual Karts is their latest driving sim and boy does it honk.

While Karts may be the baby brother of the motor racing world, they are demanding and a win is usually 100% due to driver skill, and not which team has the richest sponsor. That said, the game caters for customised racing by way of the upgradeable tires, chassis and engine.

Just like we knew they would, Microprose have captured the feel of Karting perfectly. Massive power-slides are the way most karts find their way around corners, and Virtual Karts lets you do just that with perfect control. Karts don't accelerate too well, the game reflects that and the need to keep your speed high through corners by taking them sideways. The view from behind the wheel imparts the most amazing sensation of speed, that plus the aggressive attitude of the CPU drivers equals a seriously exciting racing game.

Helping the realism along are the gorgeous SVGA graphics you're now feasting your eyes on. This means a fast 486+, but nobody ever said motor racing was a cheap hobby.

Modem and Network play are there too, but we expected this because Virtual Karts sounds like a near-perfect multi-player game. Together with Grand Prix 2 - also from Microprose, PC racing fans are set for one of the best Xmas's ever.



PC/PC CD ROM

Available: OCT/NOV
Category: RACING SIM
Players: 1-8
Publisher: MICROPROSE



Commence Countdown...



DUE OCTOBER

BMG
INTERACTIVE
Entertainment

Also distributed by E.A.

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MK3 Upgrade



As we reported in our July interview with Mortal Kombat creators Ed Boon and John Tobias there will definitely be a new arcade version of MK3. No MKIV yet, just an upgrade to coincide with the new home conversions. It will be released in late October.

What is for certain is that there will be twenty characters included (with the expected couple of hidden ones also). Original MK3 characters will all make the trip across safely. But also coming on board will be a few stragglers still arriving from MK2. And they are: Jade, Kitana, Reptile and Scorpion. For those who really have to know these things, some purely cosmetic changes have been made to these four. Yes! You can play Scorpion in a different colour! You can be Kitana with some frilly bits across her chest! We are also promised four new backdrops as well. And a new twist to the storyline. Don't get too excited, people.

Of more interest to us is the possible addition of a tag-team tournament mode. Plus each original MK3 character is capable of performing an additional move, while the MK2 characters will each have a new set of moves and fatalities and stuff.

As for secret bits, there will be three Ultimate Kombat Kodes for you to play around with (including a secret character), some possible "transformations", and a new hidden game (after Pong and Galaxians, it must be time for Gyruss, please).

More rumours? Well, we only know about eighteen of the twenty characters so far... There have been various vague reports, unconfirmed sightings, spurious misinformation, and outright lies regarding just who will be the Other Two... Smoke? Mileena? Noob Saibot? Or possibly some as-yet-unseen...?

Only HYPHER will deliver you the Truth so, er, we'll keep you posted.

Tekken It To The Limit



They're obviously not ones to rest on their laurels at Namco. Tekken has only just made it successfully to the Playstation and now we hear that a sequel is already on its way. The imaginatively-titled Tekken 2 will hopefully be in the arcades by March next year.

Responding to criticism (ours, no doubt) Namco have made several alterations, most of them graphical ones. Firstly, the backdrops have been improved, with the parallax scrolling looking more realistic. Secondly, each fighter has been given a visual tweak or two, making for smoother animation and better looks all round. They have also added a couple of new characters. Jun sports some snazzy tight knee-length black pants, while Lei is very much the dapper figure in his brown trousers and braces.

And of course, some of the moves have been "adjusted" to make for a fairer fight. Although I won't tell you exactly which so the element of surprise remains (actually, I really have no idea what they have changed...).

But most importantly of all, the dinky game of Galaga you could play while Tekken loaded on the Playstation will be succeeded by Gaplus. There's one for all you early 80s arcade-trainspotters...



Going off on PC CD Rom!!



DUE OCTOBER



Also distributed by E.A.

LEVELS



DOOM MINUS GRAVITY = JUMPING FLASH



POLYGON FROG AT TWELVE O'CLOCK... FIRE AT WILL



THE NON-THREATENING ARCH ENEMY



THE FIRST BOSS - TOO EASY



EGYPT - ME SPHINX



BIG AIR



A BIT OF DOOM ACTION TO BREAK IT UP A BIT



HALF WAY THROUGH BOSS - VERY TOUGH...



TIME EXTENTION!

PLAYSTATION

Available: NOW • Category: 3D PLATFORM • Players: ONE • Publisher: SONY • Price: \$89.95 • Rating: TBA

Visuals 82% - Simple polygons do the job perfectly. The sensation getting up high, then falling all the way down again is conveyed with gut-wrenching realism. **Sound 65%** - Japanese game music - you know it, you hate it, you've just got to accept it. The candy-cute monster noises are actually as funny as the designers must have intended. **Gameplay 89%** - Once you get a handle on the unusual controls, you'll be springing around happily on mile-high platforms not much bigger than your shoe size. **Longterm 78%** - Six worlds, three levels in each, the last of which is always a boss in an arena. Short bonus stages bulk it out a bit, and the knock-out gameplay makes for top replay value. **Overall 83%** - Simple enough for kids to get a grip on, deep enough for grown-ups to have a hoot with. A top game which brings all it's elements together beautifully.

Flash

Hooray for the Playstation! Now that the people have the power, games like this are possible and we're so happy we don't think we'll ever come down. BEN MANSILL can jump puddles, so the rocket robot rabbit was a natural transition...

A 3D platform game, what a concept. To do one is blindingly obvious, but until now, there simply hasn't been a console with power to handle the intensive 3D action. Now that the era of the super console is with us, so are games like *Jumping Flash*.

The first beneficiary of this brilliant new genre is the Playstation. Clones for all consoles will undoubtedly follow, but it's clear from the first few minutes of playing *Jumping Flash* that Sony got it right first time.

Jumping Jack Robbit

In the world of *Jumping Flash* you pilot a Robbit. It's a robot rabbit you see, so it's a Robbit. Obvious really. Everyone should have a Robbit of their own, the stuff they can do is impressive - to say the least. Your showroom fresh Robbit can zoom around at ground level in a Doomy sort of way, but it's special talent is jumping high, real high. Three stages of jump can be used, press a button and up you go, press it again just at the apex and your ballistic trajectory continues, hit it again at the second apex and there ain't nothing you can't reach.

This is a fairly convenient ability, because the platforms you have to get to can reach miles into the clouds. The game levels are designed with wit and flair. Getting around takes some forethought and a hefty dose of bravery.

The point of it all is pretty basic, just collect the four Jet Pods on each level and you're on your way. It sounds deceptively easy and looks it too. Usually all four pods are within sight as each new level starts, but more often than not the seemingly abundant time limit will be ticking down the final seconds when you finally make it to the exit.

The levels are comparatively small too, it's perfectly possible to see the entire game world from a high vantage point. But being small geographically means little, there are so many platforms it's unlikely you'll visit even half of them. So why are they all there? Because the puzzle element means there is usually more than one way to get to a particular spot. Jet Pods are predictably located on impossibly high and far platforms. Tiny ones too, usually. Mis-time your leap and the long plummet back to ground level means you have to do it all over again - that is, unless you happen to miss the ground floor entirely, then it's game over as Robbit sails past the mid-air suspended game world and onto the hard earth far below.

Deceptively Cute

So far so good, but there's a whole lot more to *Jumping Flash* than basic item collecting. A minor distraction is the presence of some deceptively cute Japanised animals. One second you'll be admiring the first Giraffe you see - big, friendly and cute, the next you'll be either fleeing or returning fire as Mr Friendly opens up with a lethal barrage of laser fire. Evil is present in other forms too, there are crabs which push bombs around, they relentlessly follow you and detonate their cargo if you get too close. Huge cannons fire guided missiles, penguins bounce around shooting madly... you get the idea anything cute is probably fatal. Wasting nasties rewards you with a variety of extremely useful power-ups, special weapons, time extensions and time freeze are the most highly prized. Doing the dirty work isn't the challenge it should be though, your weapons have the range to snipe across the whole playing field, so risk taking is virtually non-existent in combat.

But but but, the lack of any serious challenge in the shooting dept. is more than compensated by the level design. The devices are ingenious, from the predictable moving platforms and trampoline bouncy launchers, to massive fans that let you hover and secret rooms hidden in the Doom-style corridor levels.

Jumping Flash asks a lot of the player, you have to perform with agility and dexterity, as well as think carefully about what you're doing and where you're going. But the brilliance of the design makes it all compulsively addictive, instead of the tedious chore it could have been. If you've just bought a Playstation, then be a clever shopper and buy this too.



BIG LASERS - POW POW



MASSIVE AIR



LOOKING UP AT PLATFORM HEAVEN



Killer



BIG SPRITES, GREEN BLOOD, RENDERED MUTANT FREAKS - WHAT MORE DO YOU WANT?



EVERYTHING ABOUT THIS GAME IS AWESOME



BEAUTY VS. BRAWN - WE'LL TAKE BEAUTY THANKS



KILLER MOVE, KILLER GAME

SNES

Available: NOW • Category: FIGHTING • Players: 2 • Publisher: NINTENDO • Price: \$99.95 • Rating: MA15+

Visuals 95% - Try and suck your eyeballs away from the screen when you see this baby. **Sound 92%** - Great in game sounds, although the Killer Cuts music CD whiffs a bit. **Gameplay 95%** - My beloved copy of MKII has just met its match. **Longterm 94%** - Time for another bad case of joypad calluses, as this one will just keep on dragging you back and blissfully wasting your time. **Overall 94%** - This is the stuff of arcade ecstasy. If something is this addictive, and still legal you just gotta have it.

No intro required here. This is the fighting game all SNES owners have been hanging out for. STEVE POLAK practices his HYPER combos...

Ahh yes! Another addition to the healthy pantheon of console slugfests. Killer Instinct in the arcades was supposedly the first complete Project Reality inspired beat em up, and it certainly raised the bar when it came to standards for cranium cracking combat. Before long devotees of the tomato sauce slaughter of MKII, and the cartoon craziness of SFII were pumping quarters into Killer with the maniacal passion of those possessed.

The reason? Simple this game offered a new feature previously unknown in fight fests. Serious combo action! Bigger the wimpy pathetic 2, 3, or 4 hit combination moves previously possible with SFII, and other beat em ups. Killer gave you the opportunity to go toe to toe with your favourite foe, administering a bone crunching avalanche of blows. Up 40 hits were possible using the conventional characters, and you could even land an 80 hit 'juggle' if you knew how to best use the monocular boss character cheekily called Eyedol.

Name Says It All

When I first laid eyes on this game, I was doubtful as to whether Nintendo were going to be able to cram it all into their U64 console, let alone develop a version for the little ole SNES. Well I gotta say here and now Killer is nothing less than its namesake as the game destroys my preconceptions about the limits of 16bit technology.

This game features all of the cool arcade moves, the combos, the fatalities, the combo breakers, and even the shadow moves and is the granddaddy of all fighting games for 16 bit systems - period. Each character has two fatalities to choose from as well as a humiliation which forces your vanquished foe to do a dance akin to the funky chicken - very embarrassing.

"But enough of this unstructured hype!" I hear you cry. "Tell us about the game?"

Well it goes something like this. Killer Instinct is one of those simple yet pleasurable cathartic experiences where you are required to slog it out with a vicious collection of like-minded foes until you get through all of them and come up against a moderately grumpy boss character or two. There are 11 rather miffed chappies to choose from (just like the arcade incarnation), and these vary widely from a stereotypically attractive cyberbabe (Orchid) to the bizarre chemical experiment gone wrong that is Cinder.

The Killer crew also includes; a predictable Mike Tyson wannabe (TJ Combo), a Predator clone (Fulgore), a giant Reptiloid, a mohican Warrior (Chief Thunder), a Werewolf (Sabrewulf), a Skeleton, an Ice creature (Glacius), and even a Ryu type (Jago). This assortment of combatants may not look like the most original collection of killers on paper but things change radically once you see 'em moving in the digital domain.

Oozing Atmosphere

Just like a gardener's armpit on a sultry Sunday, Killer oozes atmosphere. The pre-combat rendered portraits of the combatants have to be seen to be believed, and the backdrops are incredibly close to the arcade version. There are even a few parallax bits, such as the backdrop for the TJ Combo stage. About the only significant bit that Killer is missing is the ability to scale and rotate your fighter as he/she falls from the top of the building. Sure the SNES has a decent go at this but the effect is not quite as accurate as the arcade version.

Killer is pretty simple in terms of mastering the basics, and those of you with SFII experience will feel right at home with the initial control requirements. You have six attack buttons to choose from (very SFII), and a decent number of special moves at your disposal.

However the comparisons end once you start looking at the specials, as most of those which are similar to SFII in appearance, feel very different when you try to execute them for Killer. This is particularly the case for attacks which employ 'back -forward' charge combinations or Yoga Flame moves. These differences are not necessarily a bad thing, it just means you will have to sort out your timing a little before you have all of the moves properly sussed.

When it comes to special moves Killer uses different styles of attacks borrowing from Samurai Shodown, and MKII as well as Streety, so there is lots of variety. There are the usual uppercuts, and fireballs from Streety, plus the 'tap tap forward' class of special moves we have all come to know and love from MK. But Killer demands even more dexterity from your rigid digits, as you have to string together a selection of special moves, and attack sequences to formulate the all important combos. You can build your repertoire of destructive behaviour from the simple 3 and 4 hit attacks, to 8 hit and even 10 hit combos. But things don't stop there. If you are near the end of a fight and you know all of the linking joypad movements you can pull off ultimate and ultra combos. These do a shit load of damage (up to 40 hits), and have a eyecandy factor which blows just about anything you have seen on your SNES out of the water.

Better still, Killer Instinct features a lethal AI, as the computer is nothing less than devastating on some of the higher difficulty levels. The game also allows you to make the combo breakers easier to perform by a menu selection option.

The endgame boss Eyedol is a brutal bastard. He has some devastating methods of dealing damage, as he can fire 3 simultaneous fireballs, use his club in a dash attack, and whip it out and go sick on you with a lethal combo. Worse than all of this is the fact that Eyedol has the ability to regain his energy, as he impatiently stamps his hoof, once he has slammed you into the floor.

More Than We Expected

Killer Instinct uses a new graphic mode (according to Rare spokesperson) whereby the SNES is capable of much more light sourcing, and the game features the ACM (advanced computer modelling) technique we have all come to know and love from Donkey Kong Country. This means the visuals are clear, crisp and incredibly colourful. This stuff is well beyond what most people would have expected the SNES was capable of. The sound is also quite cool, as almost all of the sonic vibrations of the arcade version are here. There is even a passable attempt at producing the echoed shouts of "Supreme Victory" at the end of a bout.

Killer Instinct also comes with a CD of game music recorded by Rare. This collection of carnage inspired 'techno jams' is possibly the only disappointing part of the Killer package (although I do know a few people who just groove it to the Killer Cuts thing in a big way). Still considering the fact that you get the CD for naught it really isn't something to complain about, just don't expect any of the 'choons' to appear on the next Pantera LP as covers.



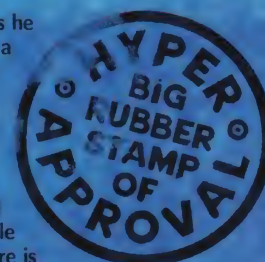
ORCHID TO SERVE AT MATCH POINT



I'LL BOP YOU ONE I WILL!



NOT LOOKING REAL GOOD FOR JAGO...



AIRCRAFT



MAPS AND WAYPOINTS ON A CONSOLE SIM!



CLEVER CAMOUFLAGE THIS - IF YOU'RE BOMBING LUNA PARK...



PAINTJOB COURTESY OF LOCAL DAY-CARE CENTRE



BIG SALES OF AIR COMBAT IN IRAQ ARE NOT EXPECTED...



SMOKE BUBBLES...



BETTER PULL UP BUDDY, OR YOU'LL BE PART OF THE SCENERY



CAN'T WE JUST GET ALONG?



WAR IS HELL - IF DONE RIGHT



I WANT KNOBS AND DIALS, I WANT KNOBS AND DIALS!

PLAYSTATION

Available: OCTOBER • Category: FLIGHT SIM • Players: 1-2 • Publisher: NAMCO • Price: \$89.95 • Rating: TBA

Visuals 88% - Everything looks mighty pretty until you get real close. **Sound 84%** - Some good sound effects but your wingman's continual comments will frustrate before too long. **Gameplay 88%** - Lots of varied missions and options make for lots of fun. Avoid the two-player mode though. **Longterm 80%** - It's not too tough but you can save your favourite mission on a Memory Card and play it over and over again. **Overall 85%** - A big fun action flight sim.

The Playstation reaches for the skies with this new arcade flight sim from Namco. ANDY HODGSON grabs his wingman and goes for a few loops...

Strap yourself in and prepare for the ride of your life! Namco's latest creation for the Playstation is fast and furious flyin' fun. You are the elite top gun in the world, flying missions to deliver peace to trouble spots around the globe. With up to 16 fighter planes to choose from, and a wingman to assist, you are let loose in a world of 3D polygons. The visuals are stunning, and although it is unwise for your mission, its very tempting just to explore and test out your beast with wings.

Speedy Dogfighting

The terrains vary considerably, from night-time city skylines and desert oil-fields to bridges and oceans. The graphics are breath taking and indeed so effective, that it's not until you get close to the ground or a building, that you notice the blocky texture mapping and are jolted back into reality. The sound effects, such as jet thrusters and explosions sound awesome through a stereo system and there is a powerful guitar soundtrack as to accompany you; a different one for each mission.

It is surprisingly easy to control, with more emphasis on sheer speed and dogfighting, rather than the overly complex flight skills needed in some traditional PC flight sims. There are no take offs or landings, unfortunately, but Ace Combat has an superb feel to it, with the right balance between a top class flight sim and an excellent shoot 'em up. The frame rate is very fast and much like Ridge Racer, if you crash, the camera pans around your aircraft showing the best possible view of the explosion.

Your primary targets are explained to you, and your on-screen radar alerts you to their presence when they are near. You must seek & destroy enemy Migs and ground targets, such as power plants, airports, pipelines and bridges. In one mission you escort a carrier jet into enemy territories. Some areas are heavily guarded with ground to air missiles, making it necessary to dive directly toward them, lock on, launch, and then attempt to pull up without getting hit! If the enemy doesn't get you, the G-Forces will!

You have a choice between two viewpoints, one from the cockpit and the other with your plane on screen, much the same as Ridge Racer. On screen information such as altitude, velocity and a radar map is available, with a broader map screen at your finger tips. You also have radio contact with your wingman, who alerts you of enemy aircraft on your tail, and generally lends a hand in tricky situations.

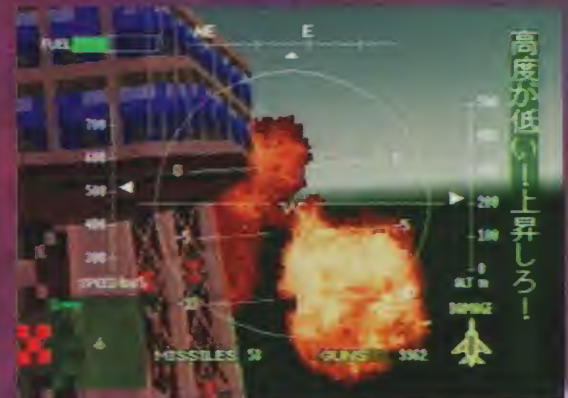
Pay Your Dues

There are three difficulty modes; easy, medium and hard, the latter allowing you to use your wing flaps giving even greater control. Upon completing a mission your game can be saved onto a Playstation memory card. This also means you can keep the cash built up, and therefore upgrade your aircraft next time, or even pay your wingman's wages.

There is also a two player mode where the screen is split down the middle and the object is to dogfight and destroy your opponent. The player area is too small however and you'll probably find it pretty tedious. I certainly did.

Finishing the game isn't too difficult, but there are several different routes to the finish. It's definitely more fun to explore all possible avenues before facing the big bad mother ship at the final stage. Extremely impressive photo realistic visuals reward your efforts at the end.

Ace Combat is another arcade perfect conversion for Namco, and if you've got a Playstation, don't go past this game. With thumping guitar tracks and explosive graphics in huge 3D environments, this will give you hours of fun. If you fancy yourself as a bit of a shoot 'em up fan, and you've got a strong stomach check it out. Ridge Racer with wings!



THIS IS THE JAPANESE VERSION - REALLY!



DAM THIS WAR...



YOU ARE HERE. YOU WANT TO BE ANYWHERE ELSE

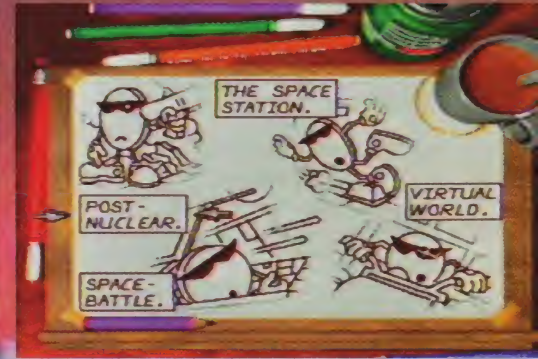
Cool Spot Goes



SO YE WANTS A TASTE OF ME CUTLASS DOES YE?



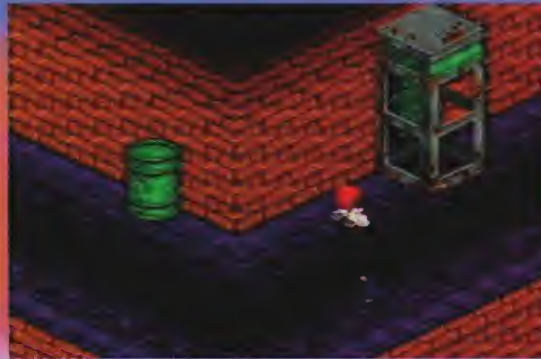
HOLY SHIP!



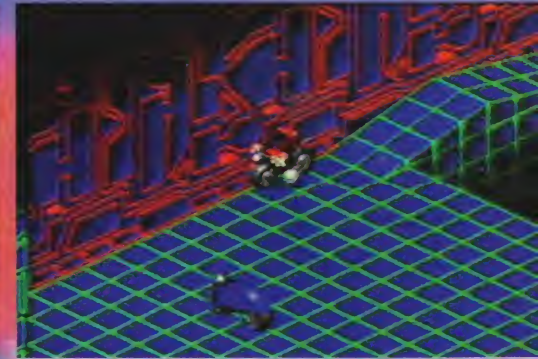
IS THERE ANYWHERE THIS LITTLE GUY DOESN'T GO?



CLIMB THE LADDER! CLIMB THE LADDER!



PERFECT! A VACANT PHONE BOOTH FOR MY COSTUME CHANGE



RIPPING OFF THE BEST BIT OF TRON AND WE LOVE IT



NOT A SAFE PLACE TO STAND



INDY! INDY! THE BRAKES!



DEMS DA BRAKES...

MEGA DRIVE

AVAILABLE: NOVEMBER • CATEGORY: ACTION • PLAYERS: ONE • PUBLISHER: VIRGIN • PRICE: NA • RATING: G

Visuals 88% - Crisp and smooth with lots of appealing plagiarism. Colourful and detailed and Spot's animated well (for a spot). **Sound 60%** - Turn it down and crank up the stereo instead. **Gameplay 78%** - Everything works nicely but its just a little too bland. **Longterm 70%** - I'm not sure whether anyone will be interested in going back for more. **Overall 78%** - Engaging and fun but it's nothing to sell your sister for (but if she fetches a good price, why not!)

to Hollywood

Cool Spot must be one of the world's most unlikely video game icons. A corporate logo which happens to be a red spot with sunglasses. Weird...very weird. GEORGE SOROPOS takes him on a tour of Tinseltown...

Cool Spot, everyone's favourite lemonade endorsing cartoon/logo thing, returns for its third console reincarnation, touring the backlots of Hollywood in an almost never ending search for highly suspicious looking little red pills. Quite a common pastime over there, I've been told.

Studio tours can be tedious at times, with dull tour guide monologues and screaming brats, so Spot has come prepared with a mean right throwing arm, ready to deal a stony death to anything that moves in front of him. Spot's attitude to tourism may seem alarming to some, but hey, this is L.A. man.

Corporate Ploy

I haven't played the first Mega Drive Cool Spot much, but I know that it was a lot of fun in the short time I had with it. This surprised me. Spot boy usually does his stuff advertising a certain brand of lemonade, and what a gem of a corporate ploy it is, to turn your mascot into an irresistibly cute bitmapped billboard, and it must have a reasonable following in order to make it into a sequel.

The game looks very sharp with lots of nicely drawn locations and critters. The action is viewed from an overhead isometric perspective, like *Landstalker*, which is good for a change but can sometimes be a real annoyance (like when Cool disappears or you can't get the angle control right). Cool himself is a very well animated little guy, the way he puts his hands out when he dives, and then does a tuck and roll when he lands is (God, what am I saying) really, really cute. Aargh! This cute thing really disturbs me. Why would anyone so cute want to go to a smelly, polluted and downright unfriendly place like Hollywood anyway? To meet all of his favourite movie monsters and see the sets from his fave films of course.

There are pirate ships, haunted castles, the rail car scene from *Indiana Jones*, the 'bike scene from *Tron* and one that looks just like that old game *Zaxxon*. Famous aliens and robots can also be found swanning about looking for admiring fans; face huggers, *Star Wars* extras and other assorted Sci Fi luminaries, but unfortunately for them, Spots' preferred method of social intercourse is death by stoning, which doesn't leave much time for pleasantries.

Tumble Through the Air

Controlling Cool Spot is easy, there's not a lot of diagonal movement required of you, just left, right, up, down, jump, fire and run, all of which respond immediately. Hold your controller forward while jumping and watch Spot tumble through the air (alright, alright, I already know I have a dull life). Only a couple of the levels need real pinpoint precision driving to get Spot around, like the tunnels under the haunted castle, which are pretty tricky.

The sound is, well, sound I guess. After a while most console game audio starts sounding like really dinky elevator music to me, and Cool Spot is no exception to that rule, I'm afraid. You'll be turning it down before too long as it does become extremely monotonous and annoying.

Cool Spot certainly doesn't go anywhere you haven't been before, and I wouldn't put it on top of my want list, but it does have a certain compulsive appeal with some good ideas thrown in too.



ZAXXON LIVES!



WATCH OUT FOR SPLINTERS. THEY GET IN EVERYTHING!



NEED A LIFT?

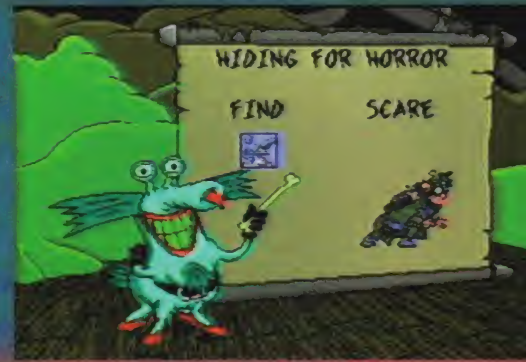
Aaah!!! Real M



IT'S A NERD! KILL IT!



HERE'S A LADDER, LET'S CLIMB IT!



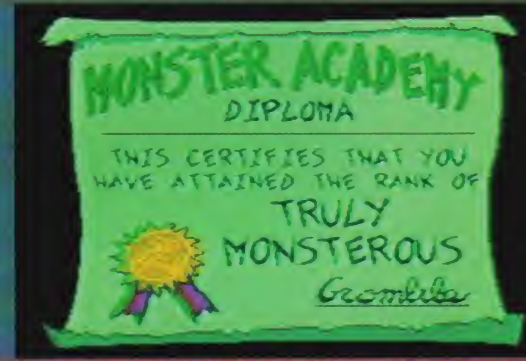
IT'S ALL SO COMPLICATED...



JUST HANGING AROUND...



YOU GO FIRST, NO YOU GO FIRST...



MAKES IT ALL WORTHWHILE DOESN'T IT...



GETTING A FIRM GRIP ON THE BONE



WEE FLYING ROBOT SAUCER BADDIE



A STRANGE GREEN THING...

MEGA DRIVE

Available: NOW • Category: PLATFORM • Players: 1 • Publisher: VIACOM • Price: \$89.95 • Rating: G

Visuals 76% - The characters are a major departure from the cartoon cute we're sick of and more care has been given to style than detail. Very nice, in a strange way. **Sound 69%** - Plentiful sound effects and bearable music. **Gameplay 78%** - Frustratingly difficult at times, an effortless breeze the rest. The clever use of devices lifts it above the bog standard platformer - but it doesn't approach greatness. **Longterm 70%** - If you like the style it'll take a while to finish, but you mightn't like the style.... **Overall 74%** - Nothing spectacular, a bit more than the usual production-line platform fare. Solid gameplay that challenges without inflicting too much pain.

Nickelodeon gave the world Ren and Stimpy, so when a new game arrived featuring their new characters the Monsters, we sat up straight and gave it our full attention. BEN MANSILL tries to understand what's so big about monsterism...

When you've got a hit product of the magnitude of Ren and Stimpy, smart business sense dictates that the wise path to follow is that of shameless exploitation of the style. Thus the House of Nickelodeon spawned those lovable wags, the Real Monsters. The twisted style of the characters could have come straight from the depths of a drug-induced nightmare, but with just a touch of cute to soften the effect. These fellas are almost unapproachably bizarre but they've apparently got the potential to become the mascots of a generation. Indeed, only the enormously popular (and still available) HYPER T-shirt had the guts to adopt this brave new style and take it to new levels.

Pleasantly Playable

Making the leap from TV to video game, Nickelodeon have safely chosen the platform game path. Ordinarily the platform bucketing would start right about now, but the boffins at Viacom put enough care and clever design into the mix to make Monsters a pleasantly playable escape.

The game's salvation is its extreme use of devices. Much in the mould of Bubba 'n Stix, Monsters challenges the player with a devious array of switch-driven doors, force fields and traps. To be sure, a fair amount of carefully timed jumping is needed to get through, but to keep things interesting the platform you need to get to is usually moving or periodically disappearing.

Playing with three characters simultaneously is a little disturbing at first, but you soon realise that this is only because the three of them tend to clutter the screen and confuse things - you only control one character at a time, with the remaining two following obediently. Tight fits aren't a problem with the three of them either, the game has many extremely narrow gaps, but it's not really necessary to care about the two tag-alongs, as they just stack up safely behind whoever you are controlling.

During the game you can select any of the characters to be the leader. It seemed to me that there was little benefit to be had from giving a different monster the job of main man. However, there is a reason behind the use of multiple characters, as they team up for tricky combination moves which achieve things an individual monster couldn't. The most fun combination I found had the monsters join hands for a slingshot launch, the most practical was the one that fired a set of eyeballs off into the distance. These could then be moved around independently to give some reconnaissance of the path two or three screens ahead. This feature felt a bit like cheating, but the deviousness of some of the traps made us feel better about it.

Truly Monstrous

The idea behind it all is to lead your monsters through a hefty 25 levels, with the aim of attaining the title of Truly Monstrous. Each section requires that you both collect some item, as well as scare the poo out of a particular victim. Scaring people is kinda fun; while you can shoot away happily at your enemies, hitting the scare button makes your monster pull a face which clears the screen smart-bomb style. It's stupid but enjoyable. Completing the game gives you said title, along with a certificate proclaiming it to the world.

Bad points? Well, the devices aren't always obvious. Sometimes switches are hidden amongst the scenery and look like anything but a switch. It's also possible to find yourself trapped in some corner with absolutely no way out - except via the reset switch. This may have been because of our pre-release review copy, but somehow I doubt it.

Aaahh!! Real Monsters is big, it'll make you think and work for your success and best of all, it's cool.



CAREFUL NOT TOO LAND ON THOSE POINTY THINGS...



VISIT A MUSEUM, JUMP ON THE EXHIBITS...



THE FINAL BOSS - NO KIDDING!

Lords of



PICK YOUR TEAM...



THEN TAKE THEM WHERE YOU WILL



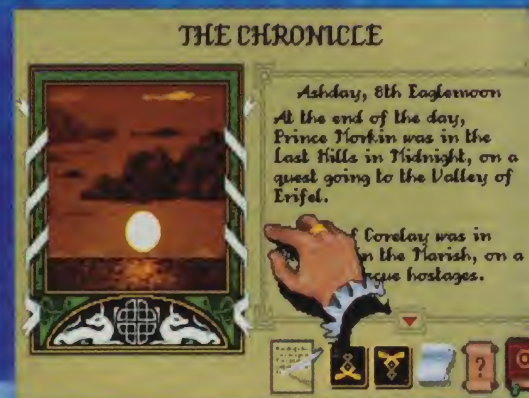
HERE LOOKS GOOD...



HE LOOKS EASY...



UH-OH...



THE WORLDS BIGGEST MOUSE CURSOR



SKIRMISH!



LET'S HAND IT TO THEM



JUNGLE WARFARE

PC CD ROM

AVAILABLE: NOW • CATEGORY: RPG • PLAYERS: 1 • PUBLISHER: DOMARK • PRICE: \$69.95? • RATING: TBA
 MIN REQUIREMENTS: 486SX/33; 8MB RAM; D/SPEED CD AND 10MB OF HARD DRIVE SPACE

Visuals 50% - Ugly pixelly rubbish touted as "the most advanced graphics and animation ever seen in a computer game" on the back of the box. Don't believe them. **Sound 50%** - Crap music (the same melodramatic stuff used in movies like Excalibur) and mediocre sound effects. **Gameplay 45%** - This game suffers from an overlarge gaming world and nothing very interesting to do in it. **Longterm 40%** - You'll be bored and irritated after about an hour at the most. **Overall 45%** - Give this one a miss. It's nothing more than dated trash masquerading as a 'classic' of the RPG genre.

Midnight

Dungeons. Dragons. Swords. Sorcery. Freaks. Weirdos. RPG. Adventure. JULIAN SCHOFFEL. HYPER review starts here...

Eleven years ago The Lords of Midnight first appeared on the 8-bit Spectrum and Commodore 64, closely followed by the sequel, Doomdark's Revenge. Now Maelstrom have developed the third instalment of the Lords of Midnight saga and I'm afraid it really hasn't been worth the wait.

For starters just take a look at the very optimistic blurb on the back of the box which promises "...the most advanced graphics and animation ever seen in a role-playing game." Give me a break, the graphics in Ultima Underworld 2 (released over two and a half years ago) make LOM3 look mediocre at best. LOM3 appears to be one of the 'take an old game with a rich heritage and milk it for all it's worth' variety. Hell, it's happened before (Return to Zork) and it's still going on now (Dungeon Master 2).

Not The Lord of the Rings

The plot of the LOM is the creation of Mike Singleton (author of the original two games) and it is quite a complicated affair. The manual suggests that you read the novella included with the game to fully understand what the hell is going on. Sure you can read it if you want, but be forewarned, Mike Singleton is no J.R.R. Tolkien and Lords of Midnight is no Lord of the Rings. In the game you play Prince Morkin (a good guy) and your goal is to defeat Wolfheart (a bad guy). Sound simple? Believe me it's not.

LOM is like Arena: The Elder Scrolls in that the game world is huge and sprawling. This means that to do anything you have to cover vast distances in a primitive looking, pixelly environment. Sure, the scenery changes from night to day and there are snowy regions, rivers and grassy lands to explore but this really only matters if you're impressed by white, blue or green pixels.

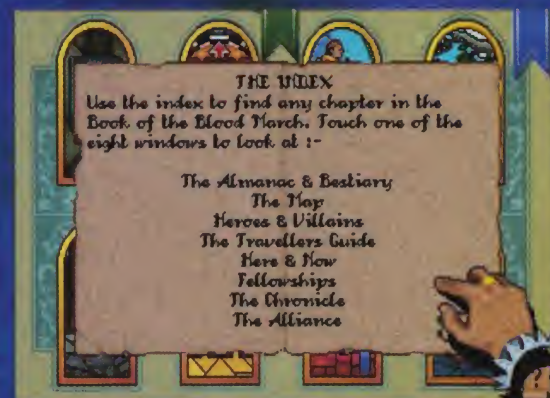
OK, now I've established that LOM isn't the graphic extravaganza its developers would have you believe I can move on to gameplay. What gameplay? LOM is very similar in this respect to Betrayal at Krondor except that that game had an infinitely better interface and a higher level of interaction.

In LOM your character, Prince Morkin, possess a handy little artefact known as a Moonring. This ring allows you to see through the eyes and control the actions of any people who are friendly to your cause. In LOM you assign quests to different characters in the hope they will further your cause in the fight against Borof the Wolfheart. These quests can consist of finding someone or something, rescuing hostages, making new alliances and just about every other RPG cliché you can think of. When you fight someone the screen changes to a side on perspective and it's really just a matter of clicking the mouse button at the right time. The computer controls everything else. Needless to say this is incredibly boring and very indicative of the rest of the game.

A Sorry Attempt

Characters can be computer controlled (very boring) or the player can jump in at any time and take over (marginally less boring). The game's interface sucks and trying to move character's with the mouse is a lesson in frustration. Often it didn't even work at all because of LOM's numerous bugs. The sound effects and music are very average and conversations a pain in the patoot. I'm sorry if I sound negative but I just can't think of anything good to say about this sorry attempt at an RPG.

Lords of Midnight is another game which was initially scheduled for release about a year ago. I'm afraid it just a case of too little too late. I've played many RPGs over the years and this game rates as one of the worst. My advice is this; don't buy it, instead play Ultima Underworld or Betrayal at Krondor again. Otherwise just save your money for Stonekeep, Lands of Lore 2 or CyberMage. You have been warned!



HMMM... PARCHMENT



TIME FOR A FIGHTING RETREAT...



A FOOL ON A HILL

CRITICAL MASS



BIG GOTHIC VICTORIAN INDUSTRIAL STYLE



AS BEFORE, WITH TRAIN



My pupils dilated and my cheek muscles twitched
Saliva flowed like it'd never stop and the blood curdled in my v...

HOW WE ALL FEEL WHEN THE LATEST HYPER ARRIVES



A doctor's looking for me?
I escaped from an insane asylum?

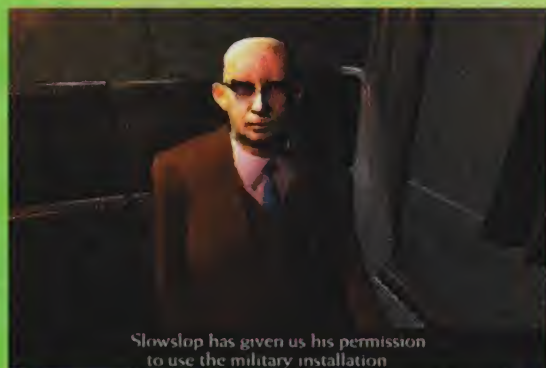
BAD LUCK FOR YOU PAL, I'M A DOBBER AND YOU'RE BUSTED



THE HYPER OFFICE FOYER...



...AND THERE'S STUART!



Slowslop has given us his permission
to use the military installation

WHAT A FUN GUY...



TRAIN-TOWN TECHY-TOYS



I'LL JUST WAIT FOR THE NEXT TANGARA THANKS...

PC CD ROM

Available: NOW • Category: ADVENTURE • Players: ONE • Publisher: SYNERGY INTERACTIVE • Price: \$79.95 • Rating: TBA
MIN REQ: 486SX/33; 8MB RAM; 3MB HD; WINDOWS 3.1; D/SPEED CD

Visuals 85% - Not strikingly beautiful, but well integrated into the game. **Sound 72%** - The odd train noise, and dramatic orchestral flourish, but mostly silence. This is good. **Gameplay 65%** - It's a bit lacking here, I suppose. **Longterm 55%** - It's short, but hey, so is life. **Overall 80%** - The Movie Show would give this four and a half stars. As a game though, it doesn't quite score that high.

Here's a strange one. The key words for this game are Invention, Travel and Adventure. DAVID WILDGOOSE uncovers the puzzle...

I'm not really sure about this one. Encouraging start to the review, don't you think? I know it's not a classic, and I'm reasonably confident that it isn't utter crap. Reason being, it contains some very interesting ideas, yet also several game elements that I vigorously detest - and ones which I wouldn't treat so leniently in another title. There's just something about Gadget (and isn't that a terrible name? Immediately makes you think of Inspector Gadget, which is the last thing you want to be reminded of) that can enthral you, that can suck you right in, and I...well, I have succumbed to its allure.

Mind Altering Political Intrigue

Right, let's backtrack a bit and briefly outline the story behind Gadget, so that you have a chance of understanding what the hell I'm talking about. Gadget is set on a railway line. Virtually the entire game is spent travelling back and forth, from West End to East End, and the five stops in between. You play a man with a suitcase, who becomes involved in a bizarre tale of political intrigue, mind-altering scientific experiments, a comet on a collision course with Earth, and a plan to restart civilisation on another planet.

The adventure begins in Room 306 in the West End Hotel, a stylised place of Barton Fink-like seedy ambience. Your diary lies on the table reminding you of an appointment with a man named Slowslop. On the way to the lobby for the meeting you notice that the door to Room 305 is slightly ajar. Inside you glimpse a strange and hideous-looking machine before the bellboy quickly hurries you away. In the elevator downstairs, you encounter a small boy carrying a suitcase similar to your own - he switches them deliberately and makes his getaway before you can react. And so it continues, playing rather more like one of those dark, moody French thrillers shown on SBS late at night than a traditional computer game.

The comparison with a film is a good one in this case. Because, you see, there's not an awful lot of actual game playing to be done. OK, so you have to move your character through and around the various locations (everything is presented in quite lovely first-person 3D, although it isn't true 3D, you simply point the mouse where you want to go and wait for the screen to update), but there are a lot of cut-scenes where the game takes over completely and you just sit back and watch. Sure, you do have to visit the right places and collect the necessary objects and use them appropriately like any other adventure game, but Gadget is definitely far more rigid when it comes to wandering round and doing your own thing than most other games - there's no danger at all of taking the wrong course of action or missing some vital object or piece of information at the location you were at two hours ago. And the final fault is that Gadget is way too short.

Redeeming Its Sins

So why do I like it? Why, if it is guilty of committing all the above sins (and sins which I have brutally condemned in other games), has Gadget managed to find a warm place in my heart? Have I gone soft? Mad?

No, no, no. Well, I hope not...No, Gadget has atmosphere. Allow yourself to become immersed in the story and you will. At the beginning you really have no idea what is happening or what might happen next. You are fed only just enough information to keep you going, picking up tiny little clues here and there, allowing you to build up the story in your mind until you realise that something Very Big is going to happen, and you're trapped right in the middle of it. The graphics initially seem very clean, as if they have been polished far too much. But they work exceedingly well; the exhibits in the Museum of Science are handled superbly, and the retro-futuristic machines and trains aim to capture the same sort of atmosphere as William Gibson attempted to create (and very nearly did so) in "The Difference Engine". Very sinister and very strange.

Another very strange aspect is that there seems to be no one else living in this world except you, a bunch of scientists, a train conductor, the small boy (who has the peculiar habit of floating through walls) and several raving lunatics (who greet you with surreal tales of the Armageddon). The huge, empty train stations are very eerie indeed. And this sparse, minimalist approach also works brilliantly.

You will be utterly compelled until the very last scene - and what a last scene! The ending is refreshingly vague and obtuse. No fairytale endings here. Thanks Synergy, you've made my day.



That talk of a comet colliding with the Earth is just nonsense

CHEER UP MATE! HERE, HAVE A HYPER!



ATOMIC BATTERIES TO POWER, TURBINES TO SPEED



THIS PLACE IS SO DEAR! GET HER DONE IN HERE NOW!

1944: Across



YOUR PAPERS APPEAR TO BE IN ORDER...



DESIGN YOUR IDEAL GAME DESKTOP



HYPERTRUPPEN



NOT VERY VIRTUAL, BUT FUN ANYWAY



WHAT A NICE DAY FOR A WAR...



WE'VE ONLY GOT ONE WEAPON...



ALL YOU NEED TO RUN AN EFFICIENT WAR...



MMMMM... FIREBALL...



YOUR SECRET WEAPON: CITY SIZED TANKS...

PC CD ROM

Available: NOW • Category: STRATEGY • Players: ONE • Publisher: MICROPROSE • Price: \$99.95 • Rating: G8
 MINIMUM REQUIREMENTS: 486 DX33, 2X CD ROM, 4MB RAM, SVGA

Visuals 85% - This is an SVGA only game which will run in very high resolutions, but the higher the res. the slower the game. Archival photos of the period add a groovy touch. **Sound 75%** - The digitised speech has been done well, with no Hogan's Heroes style German accents. Explosions are explosions. **Gameplay 70%** - Would have received a much higher mark if the 3D engine was more than just window dressing. **Longterm 75%** - Campaign mode and realism settings offer lots of possibilities for replay. **Overall 75%** - Not one to get really, really excited about. Solid strategy and a portent of better things to come.

The Rhine

Jump into your Sherman or hop into your Hellcat because it's time to fight World War II all over again! GEORGE SOROPOS tests out this long awaited tank warfare strategy game from Microprose...

It's Winter, 1944. You're starting to miss that dead end job you left back in Houston, cleaning the spittoons at Sally's Saloon, as you hunker down next to the breach of your Sherman's trusty 75mm. You can't help noticing your Platoon commander is having gastric problems, as his butt has been stuck in your face for the last three hours while your group slowly advances toward the enemy. The joys of being a Tankie can seem rather elusive at times like these. You look out through your gunsight at the other Shermans in formation ahead, suddenly one of them almost disintegrates from the impact of an 88mm shell, and two words form in your mind... King Tiger. Your commander's bowel problem immediately spreads across the whole Platoon as you quickly scatter for cover!

Allied vs Axis

1944 Across The Rhine is a simulation of tank warfare on the western front, after the allied landings at Normandy. Microprose have been promising this one for ages, but has the wait been worth it? The answer to this is probably yes for some and no for others. As is usually the case with their strategy/simulation titles, Microprose has extensively researched the history and technical data of all aspects of this period of the War and presented it in two spiffy tomes which tell you much more than you need to know to just play the game.

Across The Rhine is a hybrid of 3D first person combat and the conventional top down board game type layout. A bold move, as having two maps as well as a 3D environment on the screen at the same time requires massive processor grunt to run smoothly. The game box offers a minimum system requirement of a 486 DX33 but a more realistic setup would have to involve a 100Mhz Pentium, and a fast disk controller (as screen loads are quite slow too). Set piece battles are included if you want to jump straight in, a "Battle Builder" allows you to easily create your own scenarios, and, of course, what would a Microprose sim be without a campaign mode? Naturally either side is at your disposal, The Allies for those of you who don't want to deal with fuel and supply problems or the Axis for those ever present sickos in the Strategy community who relish the thought of cruising in a souped up Volkswagon and who constantly wonder what would have happened if the Germans had won (you'd all be dead, of course, there's no room in the Master Race for pale, wan computer geeks!). One problem with the campaign mode is that you only have Platoon level command for your first four promotions, while this may be historically accurate it means that you can't really do very much for ages until you get to Company and then Battalion level when you can control all your units on the battlefield.

Textbook vs Individuality

The AI is pretty good, Microprose have examined the different command structures of each side and how that affected their combat performance and strategy. The Yanks tended to stick to centrally controlled rigid, prescribed tactics making them very predictable whereas the Germans placed much more emphasis on the individual initiative of their commanders to come up with solutions on the battlefield making them much more flexible and quick acting. Sounds odd, doesn't it, considering the Americans were fighting for a free society and the Nazis for an authoritarian one. Oh well...

It's the 3D engine that disappoints. I'm of the opinion that a 3D world is a gaming world not a tedious simulation world. The fact is, rolling around in a lumbering hunk of metal with inaccurate gun-sights and poor visibility was not really very much fun back then and Microprose have, unfortunately, been far too accurate in simulating this. You end up allowing the computer to do all the fighting for you, which kind of makes the whole 3D thing redundant. It'll be another year or so, when lots of P6 processors have been sold, before we see truly successful attempts at hybrid games like this as they real do need lots of grunt to make them playable and fun.



GOD'S ON MY SIDE! NO. HE'S ON MY SIDE! AHHH. WAR.



HARP SEAL AT 11 O'CLOCK - OPEN FIRE, ALL WEAPONS!

Prisoner



DON'T JUST STAND THERE MAN! DO SOMETHING!



SLEEPING ON THE JOB HUH? YOU'RE FIRED!



WHAT A CHEERFUL PLACE THIS LOOKS



A BIT OF LUCASARTS...



A BIT OF BIOFORGE...



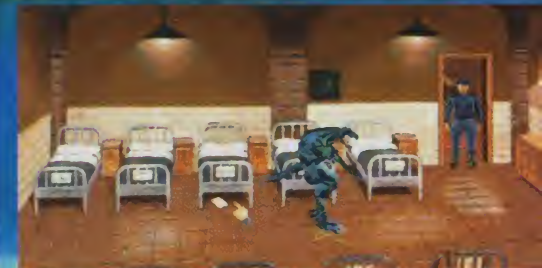
GOT ANY HYPER BACK-ISSUES?



THIS LOOKS SAFE...



TELL ME ABOUT THE SPAM, CLARICE... QUID PRO QUO...



YOU COULD TRY PUSHING TWO SINGLE BEDS TOGETHER...

PC CD ROM

Available: NOW • Category: ADVENTURE • Players: ONE • Publisher: INFOGRAMES • Price: \$99.95 • Rating: M15+
Min Requirements: 486DX/33; 8MB RAM; D/SPEED CD AND 1MB OF HARD DRIVE SPACE

Visuals 85% - Very nice indeed. To date the most successful use of rendered characters in a graphic adventure. The hand drawn backgrounds are also very easy on the eyes. **Sound 70%** - The speech acting is OK with plenty of hammy German accents reminiscent of Hogan's Heroes, but hey - what do you expect; Harvey Keitel? **Gameplay 75%** - Great puzzles and a logical structure make Prisoner of Ice extremely playable. **Longterm 70%** - I played it through to the end in a few days, but hell, I review these damned things for a living. Normal gamers may take anything up to a month to finish it. **Overall 75%** - A great game with good looks and plenty of substance in the storyline. Nice to see Infogrames trying something a bit different.

of Ice

H.P Lovecraft is a English horror novelist who has inspired a whole host of computer games. The latest game to use his Cthulhu mythology is Prisoner of Ice. JULIAN SCHOFFEL tries not to get too scared...

Just when you thought that Infogrames only produced Alone in the Dark (AITD) games along comes Prisoner of Ice. Prisoner of Ice is an adventure title in the traditional sense, and unlike the AITD series where polygonal graphics and multiple camera angles initially delighted and then confused gamers around the globe, Infogrames newest adventure title is composed of rendered animations and lovely hand drawn backgrounds. The game uses H.P. Lovecraft's Cthulhu Mythos as the foundation for the storyline and the result is a very pretty, occasionally scary and extremely entertaining little graphic adventure.

Insane Nazis & Sinister Cults

In the game you control the character of Lieutenant Ryan, who works for the U.S. secret service in the late 1930's. At the start of the game Ryan is serving with the Royal Navy onboard the H.M.S. Victoria: a British submarine on assignment in the South Pole where a strange creature has been discovered trapped in ice. After being attacked by Nazi warplanes, the Victoria manages to escape with two crates containing the ice entrapped monstrosities. It is up to Ryan to discover the origin of these creatures and then stop them from being unleashed upon the world by an insane Nazi Commander and a sinister Cult.

The game is mouse-driven and uses a simplistic yet effective interface. The animation of the characters is superb because Infogrames have used a technique called Motion Capture to digitise the movement of a human actor and then use it as a basis for creating realistic and smooth rendered animations. Some of the characters even morph! While the backgrounds aren't rendered, they still look great and combine well with the sprites. The game features digitised speech throughout and while it won't win Infogrames any Acad my awards it is still of a higher quality than that found in most graphic adventures.

Lateral Fluidity

What I really like about Prisoner of Ice is the game's logical structure. Apart from the odd bizarre puzzle, you can usually work out what Ryan should be doing using a little lateral thinking. Because of this, the game has a certain fluidity which stops the player from being stuck at one position for three months and eventually wiping the game off the hard disk in sheer frustration. Prisoner of Ice also has a nifty autosave feature which saves the game just before a potentially fatal situation. This saves a lot of hassle and stops you from have to retrace your steps if you get nailed and you forgot to save your game.

All in all Prisoner of Ice was a very welcome surprise. It looks good, has a very absorbing plot and a supremely simplistic interface. For those of you who have played and finished Full Throttle, Prisoner of Ice should keep you going until Phantasmagoria comes out (if it ever comes out!).





THE GREAT WALL OF LEMMING



HITTING THE WALL



A WHOLE NEW PERSPECTIVE



HELLO MR BALLOON MAN



THIS GUY LOOKS SUICIDAL



THIS AIN'T NO PICNIC



CAN YOU DIG IT?



BEFORE...



AFTER... LOLLIES ARE BAD KIDS. THEY MAKE YOU UGLY

CD ROM / PLAYSTATION

Available: OCTOBER • Category: LEMMINGS • Players: ONE • Publisher: PSYGNOSIS • Price: TBA • Rating: G
Min Requirements: 486; 4MB RAM

Visuals 81% - Fast 360 Degree action. Pixelly up close. **Sound 84%** - All the sounds that you expect to hear. CD quality music recorded in Dolby Souround Sound. **Gameplay 83%** - Controls are a little tricky to get used to but once mastered it become's as good as the original. **Longterm 85%** - It is Lemmings so prepare for long nights. **Overall 83%** - Its Lemmings for the 90's. An even game that gives results.

Lemmings

It's been a good year, 12 months between Lemmings games is just enough to regain the sanity loss each one inflicts. The holiday is over though, because the most lemmingest lemmings of all has been unleashed, MATTHEW DANIEL tells why now is a great time to be a psychiatrist...

Games come and go. We get hooked on the a particular game until we've beaten it to death, then after a few weeks it gets shelved forever. There are exceptions, but not many. Some games are just so perfect though, that they not only chew up months of otherwise productive time, but also mess with our minds to the extent that we dream of little spinning Tetris blocks, or suddenly find ourselves visualising wee blue creatures trundling onwards on their relentless march.

Lemmings revolutionised gaming, increased the average time spent in front of a computer, helped lateral thinking and started a wave of Hair Replacement clinic's around the globe. Now one of the most played games in the history of gaming has been given the inevitable 3D treatment.

The original Lemmings is now 3D. It's back to basics with this version of the Lemming empire, as the controls and the feel of the game are just like the first with the exception of a few bells and whistles that perfect the play. The environment is completely 360 degree, giving the game a completely new dimension both literally and figuratively. Was it worth it the trouble? Hell yes!

To move around this new world you control cameras, usually 4, that are positioned on every level in important areas where the action is. These cameras can move to anywhere on the x-y-z axis via the number pad or mouse so you can get a birds eye view of the action or get right in there and follow lemmings around.

Original levels

Getting lemmings to do things is exactly the same as all the others, choose the function (blocking, digging etc) and then click on the lemming of choice. There is only one change to the original function line-up and that is with the Turner. He tells the lemmings which way to point. This is needed due to having four ways to walk instead of just left and right as in the original. Your Heads Up Display shows a map of the area, the lemming functions and system stats such as lemmings left, time to go, pause etc. There is a new handy control on the function menu that is simply an arrow. Clicking on this and then a lemming makes the arrow point at the lemming so you don't lose him. The 3 areas of the HUD can be turned off so you can soak up all the action you want easily. All the levels are new with the exception of a few that have come straight from the original, but you would never notice unless you remembered all the level names from the first.

The game's greatest points are the little things that don't really matter. Like the lemmings that move around the several ice and snow levels, they really look like they are on snow, sliding everywhere - well, I thought it was cute, but I think most things are cute. When a lemming gets to the exit his body shrinks until it disappears, instead of simply doing an instant vanishing act as soon as it gets there, that's cute too.

There are practice levels to teach you all the functions and tools that a lemming will encounter, so instead of jumping right in there lemm first, you can touch up your skills first.

No more writing down on scraps of paper all those annoying level codes, as the game remembers how far you have progressed automatically. When you fire the game up, you get a list of the levels you have already done so far with the last highlighted. If you're crazy enough, you can always replay the levels you've already done.

LemmCam

And now for the really important bit, LemmCam. For the total VR experience you can choose any of the lemmings on the map and look through their eyes. Climb up walls and parachute down, bounce off trampolines and drown in water. All the suffering you used to joyously inflict on the wee lemms can now be experienced first hand - lemmopathy perhaps? If you're really good and want a totally new gaming experience, you can even complete the levels entire from the perspective of a lemming.

For those that can't bear to think of their lemmings in any other way than the 2D side-on perspective, lemmings 3D may be a bit much. But if you like your gaming as unconventional as possible, or just love the little critters no matter what, then by golly this the game for you.





Examined In



EMERALD CITY



HEY, YOUR BONE IS SHOWING



THE HOBART WHAT'S ON GUIDE...



MELBOURNE IN SUMMER...



A BRISBANE NIGHTCLUB...



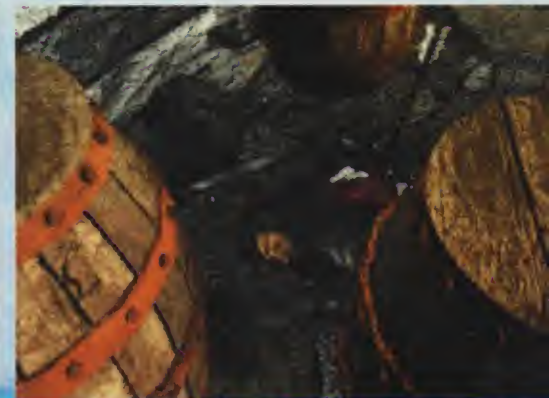
IMAGINE YOU LIVE IN A LETTERBOX...



PUT ANOTHER LOG ON THE FIRE. COOK ME UP SOME BACON...



ADELAIDE ALIVE...



ANY SYDNEY BACK ALLEY...

PC CD ROM

AVAILABLE: NOW • CATEGORY: ADVENTURE • PLAYERS: 1 • PUBLISHER: SANCTUARY WOODS • PRICE:\$79.95 • RATING

Visuals 97% - Incredible. Amazing. Beautiful. Unbelievably good. It scrolls. It's superb. **Sound 90%** - Excellent atmospheric. Bats chirping footsteps falling — it sucks you in. **Gameplay 93%** - It's an adventure game, so the pace depends on how clever you are. It's extremely intuitive to play. **Longterm 85%** - It's not very long, but it's very deep. **Overall 95%** - Undoubtedly the best game I've played in the last six months.

The Journeyman Project 2

The Journeyman Project looked great but played like a sloth on Valium. They wouldn't make the same mistake twice, would they? The dribble pools on ELIOT FISH's keyboard suggest not...

When Myst was sitting pretty in everyone's CD-ROM drives, The Journeyman Project was one game that had to walk in its shadow. Maybe an ambitious game for the time, it was an intriguing and addictive futuristic thriller that suffered from sluggish gameplay due to some extremely slow access speeds. It was a great game, looked fantastic and was well designed, but at times it was simply too frustrating to play — thus Myst took the CD-ROM puzzle/adventure crown. However, the folks at Sanctuary Woods have been tweaking their knobs, pulling their levers and hell, doing a bit of work too, and they've come up with an absolute corker. It's the sequel to the Journeyman Project. It's called Buried In Time. It's a true masterpiece.

A New High

OK, the most obvious place to start is with the jaw-dropping, gob-smackingly clever graphics. This is the sort of game that would work amazingly well with a VR headpiece, as the environments are painstakingly detailed and lovingly rendered, taking computer graphics to a new high. You may remember the interface from the Journeyman Project — well it's still there — but this time, you have a set of navigational arrows to click on which give you total 360 degree vision almost all the way through the game. You can always look at the floor, ceiling and everything around you no matter where you're standing in the room, cave, spaceship...whatever. And not only is that captivating enough, but unlike its predecessor, Buried In Time has realtime movement, with each screen scrolling smoothly to the next in utter realism.

At the beginning of the game, you stand in your futuristic apartment and can happily scroll your way around the place, investigating everything from the paintings on the walls to the kitchen appliances and virtual-reality television. Your vision zooming in on objects you choose to examine closer. The effect is stunningly real. You can watch the news (including ads!), soak up the environ system or pop in a music cartridge and sit back to watch a video. The level of detail is astounding. See all the screen shots? Well they're not static. I'll say it again. Everything moves!! You'll spend hours fiddling about your apartment before you even do anything about starting the game. And it's a perfect way to familiarise yourself with your biosuit and all the features before you go time-hopping into the past.

Ripples in Time

The story goes like this — you're still Gage Blackwood the Temporal Security Agent who saved the world in the Journeyman Project, but unfortunately you've been framed with stealing artefacts from the past and causing dangerous "ripples" in time. You visit yourself in the past and pass on the Biosuit so you can jump to your position in the future (where you've been framed) and try and sort out who the real culprit is.

One thing that has been exaggerated in this sequel, is the sense of humour and fun aspect. This is a very serious, puzzling game, but thanks to the addition of an artificial intelligence named Arthur, you have a companion on your travels — and a very funny one too. Arthur has a comment for every situation — from wisecracks in the face of death Indiana Jones style, to dialogue from Monty Python — at times you'll be laughing out loud. It can be almost as hilarious as a LucasArts adventure. Press the comment button whenever it lights up. It's worth it. There are even graphical jokes. At one point in the game you may even fall prey to a re-enactment from Monty Python's Holy Grail. Very kewl.

The sound is crystal clear and heavenly, the background music adding to the atmosphere perfectly. All the effects are well done too, with your character huffing-puffing, thumping around the place and generally sucking you right into the Buried In Time world.

The puzzles aren't terribly taxing, but if you do get stuck, Arthur has a help feature where he'll steer you in the right direction. He doesn't tell you the answers but he'll make it blindingly obvious, so beginners are safe. It is a complex world, and there is a high level of detail (reading all the news reports can be exhausting) but it's an ultimately rewarding gaming experience.

Basically, everything that was wrong with the Journeyman project has been fixed. The Buried In Time game engine is so much faster, so far superior, it's almost a different game. It does come on three CDs, but you only have to swap them once or twice in a whole gaming session. Buried In Time has been permanently super-glued in my CD-ROM drive. I couldn't fit everything I wanted to say about the game in this review. Suffice to say — I love it. If you don't investigate this one further, you're missing out on one of the games of the year.



A FACE SAYING STUFF...



WHERE IS EVERYBODY?



I DON'T CARE WHAT IT DOES. I WANT ONE!

Dungeon



WELL THIS BRIGHTENS THE PLACE UP A BIT



THIS GUY HAS MORE SUBSTANCE THAN THE GAME...



WHAT A STRANGE PLAVE TO LEAVE A TABLE...



HORN!



HI! HOWZIT GOING?



YES, WE NEED THESE THINGS



A HOLE IN THE WALL WITH A VASE IN IT



LET'S SEE WHAT'S ON THE SLAB...



GOT A LIGHT?

PC CD ROM

AVAILABLE: NOW • CATEGORY: RPG • PUBLISHER: INTERPLAY • PLAYERS: 1 • PRICE: \$99.95 • RATING: G8
MIN REQUIREMENTS: 386DX/25 (486 RECOMMENDED); 4MB RAM; D/SPEED CD

Visuals 62% - Dull, dreary and functional at best. **Sound 55%** - Was there any sound? I really can't remember...
Gameplay 58% - It feels too much like a computer game, when it really should be the opposite. **Longterm 55%** - It is big (huge, really). But it's still crap. **Overall 60%** - A completely underwhelming experience.

Master 2

Dungeon Master. The game that sold the Atari ST with its revolutionary icon-based control system and "3-D" graphics. That was 1987.

Dungeon Master 2. The long-awaited Dungeon Master 2. It's here (finally!). That's the good news. DAVID WILDCOOSE has the bad news...

Dungeon Master 2 (DM2) has been eight years in the making. Eight years that have seen many games come and go - relevant examples include Lands of Lore, Ultima Underworld 1&2, Doom, System Shock, and Dark Forces - each one adding something, in its own little way, to the first person 3-D RPG. The end result being the visually and sonically impressive gameplay feasts we have now in 1995. Dungeon Master 2, sadly, still thinks it's 1987.

Hopelessly Generic

The hopelessly generic fantasy scenario remains intact, with all the usual suspects along for the ride. You are Torham Zed, an eager young warrior, full of courage and a longing for adventure. There are menacing storms brewing, there is the scent of evil Magick in the air, there is a prophecy, there are High Lords, there is a despotic ruler called Dragoth, there is the foreboding tower of Skullkeep, and yes, there are even "saucy wenches" OK, I know the plot sounds a bit silly and childish, but I can forgive that, as it's not really a major fault. There are far worse features in DM2 with which to concern ourselves.

The main problem with DM2 is the way you interact with the gaming environment. It simply feels incredibly outdated. There's a relatively small viewing window, inside of which is a fairly rudimentary depiction of your surroundings. The graphics are lacking in both colour and resolution (even in SVGA mode), although the animation of the various creatures you encounter is above average for this type of game. Unfortunately, movement is limited to that horrible step-by-step routine, since the game area consists of an unseen square grid, so you feel like you're playing hop-scotch most of the time. The sound is similarly devoid of inspiration, and barely worthy of comment.

All your actions in the game are performed by clicking on the numerous icons that inhabit the screen. And there's nothing better to distance the player from the game than icons. This means much fiddling around, swapping between windows and boxes, juggling items here and there between characters, making sure Uggo The Mad has his axe sitting in the box for his right-hand, and other patience-sapping tests.

Tedious Combat

The most infuriating come when you either enter combat or when you wish to buy something. Combat entails equipping your characters with a weapon, clicking on the box with the weapon in it, selecting what action you want to perform with the weapon, and, if necessary, which opponent you want to attack and what direction you want to face. Excuse me, but why? What do they think Uggo is going to want to do in battle? File his nails? Pick some flowers? Please, just have one button that means "Attack" and get it over and done with. Shopping is equally as tedious when you have to take each coin out of your character's backpack, place it in their hands (but only one at a time, of course), and then put it on the shopkeeper's table. Sigh.

Other faults, common to most older RPGs I might add, include the reduction of each character to an abstract set of numbers (eg Jarod Nightwielder has Health 62, Stamina 85, Mana 20, Dexterity 52, etc. when all I want to know is whether I'm strong, stupid, or about to die), the use of runic symbols to represent spells (meaning you are forever trawling through the manual to work out exactly which potion you just picked up - why can't they use words?) and worst of all, when you accidentally walk into a wall or a tree or something you Lose Hit Points! That's a hanging offence in my book.

In interviews, Interplay's Wayne Holder has stressed the need for people to concentrate on the gameplay side of DM2 rather than focus on its aesthetic shortcomings. So let's look at the gameplay. You wander around some dungeons and some towns, pick up keys, open chests, fight monsters, collect treasure, solve puzzles. All of it intensely tedious and immensely annoying. This may have been revolutionary eight years ago, but since then we've all seen the same thing at least a hundred times. We've moved on, games have moved on. DM2 is a relic from the past and it simply cannot compete.



ISN'T THIS WEATHER SIMPLY DREADFUL!



MY CASTLE IS MY HOME



ANOTHER CHIP OFF THE OLD BLOCK

Toughman Boxing



32X

Available: **NOW**
 Category: **BOXING**
 Players: **1-8**
 Publisher: **ELECTRONIC ARTS**
 Price: **NO RRP**
 Rating: **G8**

Ben reviewed this one way back in our April issue and gave it a big thumbs up for its brutish gameplay and nice graphics (and because he still seethes when he remembers what all those bullies did to him back in primary school). It's just been re-released in a souped up 32X version for all of you out there who are still trying to wring a bit of life out of your crusty old Mega Drives.

The new Toughman is virtually identical to the old except the programmers have used the beefed up power of the 32X to improve the graphics, speed and sound quality of the game. The crowds now sound more like a crowd, but the wolf whistling at the digital babe who parades the round numbers across the ring gets a bit tedious after a while...a very short while. The scenery behind the ring in the various countries which you choose to fight in has also been changed to freshen up the game's look. Another new feature is the 2, 4 or 8 person tournament which can be made up of any combination of human and computer players and also provides the perfect way to decide who puts out the garbage and who does the dishes.

Most importantly, the major fun element of Toughman has survived the transition along with all the dudes who so graciously provide themselves as punching bags for your frustrations. All the special moves are there, the power elbows and the backhanded slaps etc. However most are only useful once you've already pummelled your opponent into submission as they take a while to wind up, and your inconsiderate enemy very rarely stands around and waits for you to cream him. The opponents are harder in this version than in the old so anyone who likes the game and has a 32X may extend their pugilistic excitement even further without fear of wasting their money.

George Soropos

VISUALS

85

SOUND

80

GAMEPLAY

81

LONGTERM

80

OVERALL

80

Donkey Kong Land



GAME BOY

Available: **NOW**
 Category: **PLATFORM**
 Players: **ONE**
 Publisher: **NINTENDO/RARE**
 Price: **\$59.95**
 Rating: **G**

Slip Donkey Kong Land into your Game Boy, strap on the helmet and get set to fly away with the pigs. If anyone can remember Donkey Kong as a mundane arcade game, forget the past and give this little gem a whirl. From the moment you clap eyes on the four-tone grey screen you know something's special about this game. For a start the graphics are superior to any other Game Boy title so far, although they can blur when the action hots up. The music's agreeable, not a dinky irritating tune to be found.

But what I find most appealing is the pig. Not exactly Donkey or Diddy's best pal, he is nevertheless the cutest, bestest porker to ever sprout wings. And as far as enemies go the pig's as close to a friend as you're gonna get in this game.

If I have one criticism of DKL it's that the pig's not the hero - better to kick Donkey and Diddy's butt than to try and save it. Anyway, Nemo, an underwater foe and the rock-dwelling snakes provide plenty cause for concern.

On the plus side, the banana bonus points are back from DKC. In addition, you can get help from a rhino by riding on its back and mowing down the enemy, and a mini-tornado that can either help you or spell doom. Although at times DKL is tough going there is plenty to keep you guessing and heaps of adventure. The levels are well-defined, the keypad response is excellent and heaps of bonuses await you at the end of each level (that is if you are dexterous enough to get there).

Matthew Dowdell

VISUALS

95

SOUND

90

GAMEPLAY

90

LONGTERM

95

OVERALL

93

Kirby's Ghost Trap



SNES

Available: **NOW**
 Category: **PUZZLER**
 Players: **1-2**
 Publisher: **NINTENDO**
 Price: **\$59.95**
 Rating: **G**

This puzzle game has similarities with both Tetris and Columns, but is much cuter than either, and goshdarnit, we all know how important cute is!

After a bit of verbal jousting which includes such tough talk as "Hey Kirby, want a bomb sandwich?", the pleasant forest scene is replaced by two panels; yours and your opponent's, which fill up with coloured blobs that drift down from a chute at the top. These blobs each have little eyes, and when four or more of them of the same colour connect, they all look at each other before going "pish" and exploding with a rather satisfying sound. As with Tetris, once the chute is blocked, you've had it, bub, and the victory goes to the evil Mr Shine and Mr Bright.

The added bonus is that the very act of winning also causes your opponent grief: each time you dissolve some blobs, ghosts appear on your opponent's screen (and vice versa). These nasty little characters take up space and will only disappear when coloured blobs around them go splat. The challenge lies in having the forethought and skill to set up chain reactions (this is essential, as your adversaries become more and more wily) - ie have four blobs disappearing which causes the remainder to shift, thus making four others dissolve and so on, so your adversary will be swamped by a veritable avalanche and victory will be yours.

The music is suitably dinky, and becomes more annoying the more stress you are under (do they do that deliberately?). But most annoying is the distinctly Californian dude who shouts "Cool!" and "Awl-raht!" whenever either one of you clears a screen - really annoying if it's you who is about to lose!

Kirby's Ghost Trap seems a rather benign game at first, but it is slyly addictive. And yes, like Tetris, if you play it before going to bed, the minute you close your eyes it will haunt you. Only instead of blocks, you'll see coloured blobs staring at you with frightened eyes.

Gabriel Wilder

VISUALS

62

SOUND

70

GAMEPLAY

82

LONGTERM

80

OVERALL

80

Arc of Doom



PC CD ROM

Available: **NOW**
 Category: **EDUVENTURE**
 Players: **ONE**
 Publisher: **SUNSTAR**
 Price: **NA**
 Rating: **G**

The Earth is in peril. We are being attacked by misguided software developers who think it's their sworn duty to not so cunningly attempt to educate the masses by making a "game" of it. These con-ning code crunchers have not only stooped low enough to include the word "DOOM" in the title of their package (marketing genius, chaps, sheer brilliance), but have actually created, in their own minds at least, a whole new gaming genre known as "Eduventure".

Gad Zooks, I hear you cry, where can I get me some Eduventure? Well, you could try the sale bins in the computer section of your local Harvey Norman, as they're probably full to the brim with it already. Arc of Doom is so appalling even just having to write about it makes a bicycle tour of Bosnia sound inviting.

The dubious premise of Arc is that aliens have chosen Earth to colonize and are destabilising our civilisation by causing several natural disasters (that's right, you can blame Pollution, Cameron Daddo, and Hey Hey It's Saturday all on them!). The disasters are where the "education" comes in. Yes folks, its High School Geology time. Did you know, for example, that earthquakes are measured on the Richter Scale? Why hell no, my head has been firmly implanted in my rectum for the last fifteen years of my life. Thank God for "Eduventure"!

The box states that this product is for ages ten and up. Not very far up I would imagine as the information contained in the game would really only be interesting to someone who doesn't know very much. The only redeeming feature of this otherwise woeful product is that the narrator throughout the game has a whopping great lisp and provides some entertainment value for those that enjoy making sport out of other people's misfortunes. These people are so clueless they have even published a guide book which can be yours for a mere \$15. Of course, we all know that the book has only one page, and on that page only one word, and that word is SUCKER!

George Soropos

VISUALS

65

SOUND

70

GAMEPLAY

20

LONGTERM

20

OVERALL

30

Microsoft Flight Simulator (ver. 5.1)



PC/PC CD ROM

Available: **NOW**
 Category: **FLIGHT SIM**
 Players: **1-2**
 Publisher: **MICROSOFT**
 Price: **\$79.95**
 Rating: **G**

Microsoft Flight Sim has been with us since not long after the dawn of the PC. For years it was the benchmark software which most punters ran on their new machine. If it ran at all then you knew you had an OK computer, if it ran well, all the better. The latest and shiniest MS Flight Sim to own is version 5.1, the newest update of which finally arrived at HYPER HQ - so we figured it was about time to knock out a few words about it.

Much like the brilliant Flight Unlimited, MS Flight Sim exists purely to impart the sensation of flight without having bothersome combat to distract you from your waypoints. Unlike Flight Unlimited though, MS Flight Sim focuses heavily on accurately reproducing the dial twiddling aspect of soaring with birds.

The cockpits are digitised images of the real thing, which means techy-freaks will find true joy here as they master the complicated controls. To get a grip on it all you must virtually memorise the comprehensive manual - which is a shame because it's a dry and humourless tome. Persevere though, because once it all comes together you really do feel like you're doing it for real (in the virtualist way possible).

While it's possible to get airborne and cruise around without much trouble, the thrill is short-lived. True Flight Sim nirvana is being able to make an instruments only landing at night in a thunderstorm. This takes serious practise but can be enormously rewarding. Passers by will happily tell you how boring it looks, but they're missing the point. Get good at this and you could jump into the real thing and go for it like a pro - provided it had a PC keyboard in the cockpit.

The multitude of scenery disks make it possible to fly almost anywhere in the world. You can even spend an entire weekend recreating Lindenburg's trans-Atlantic flight in real time! Don't laugh, some people actually do this for fun.

The planes you get are unspectacular, but not the scenery. Pentium owners should check this out just to fly through cities at street level in SVGA. If you've ever wanted to be a pilot you should also check it out, as it's probably a lot tougher than you thought.

Ben Mansill

VISUALS

86

SOUND

75

GAMEPLAY

70

LONGTERM

85

OVERALL

82

Networks AiV



PC CD ROM

Available: **NOW**
 Category: **SIMULATION**
 Players: **ONE**
 Publisher: **INFOGRAMES**
 Price: **\$99.50**
 Rating: **M**

There can be no doubt that SimCity 2000 is one of the great games. The complexity of its engine, the stunning graphics and the neat way it gave you absolute control of the rise of a city made it the stuff of legends. Making passing decisions that affected the outcome of ordinary people's lives is kinda cool, but most gamers found the thrill wearing thin after a few weeks. SimCity's problem is that there just isn't enough to hold your attention after your first few Mega cities.

If you liked the flavour but hankered for more control and detail, then Networks AIV is your next game.

The isometric city view will have Simmers feeling comfortable immediately. The SVGA architecture, the contoured landscape tiles and even the wee sim-cars trundling around are so similar to Sim City 2000, it's a wonder lawsuits weren't launched. The gameplay though, is where Networks truly shines. This is a business sim, which sounds a little dull but it's actually very deep and rewarding. Besides the usual civic development fare, Networks attempts to simulate the day to day rigours of heading a major company. This is no small feat and for many strategists, it is the Holy Grail of gaming.

It's the A.I. that's going to make or break a game like this, and the week or so I spent playing revealed a well designed engine with no serious flaws. The tools for running a huge company are all here and they're linked well to give an impression of being at the helm of a ponderous economic mass. Stock market trading is comprehensive, but could do with more historical stats on your portfolio, as it is you have to keep mental tabs on important stuff like the price you bought particular shares for. Periodic news reports hint at where clever investors should be putting their dollars, this sets atmosphere nicely and is useful for making a dollar on the side.

Your core business though, is transport. Building roads and tracks, as well as assigning routes is what the game is really all about. You'll need a few days to really find your way, but if this sounds like your style you won't mind a bit.

Ben Mansill

VISUALS

75

SOUND

67

GAMEPLAY

82

LONGTERM

84

OVERALL

81



Bloodwings: Pumpkinhead's Revenge



PC CD ROM

Available: **NOW**
 Category: **FIRST-PERSON ACTION**
 Players: **ONE**
 Publisher: **BAP INTERACTIVE**
 Price: **TBA**
 Rating: **TBC**

"The first truly interactive, movie-based adventure game to put full-screen, full-motion video into a 3-D environment" - so says the back of the box.

"A pathetically lame Wolfenstein clone that bulks-out the jerky, low-res and boring gameplay with movie sequences starring unimaginably bad third-rate actors" - so says HYPER.

It doesn't take long to realise why Bloodwings is so bad; the game is simply a quick and nasty bit of work designed specifically to promote a forthcoming movie of the same name. Someone with at least half a brain realised that all this ready-made movie footage could be used to make a crappy game appear way more substantial than it really is.

Thus we have "movie portals", which is described as "the next step in interactive gaming". It's quite sad really. The game uses a Wolfenstein-type engine, which means everything is a right-angle and there are no stairs or different level heights. For your money, you get a whopping three levels, which are viewed through a half-screen letterbox. Strangely, even with this reduced view and some particularly blocky graphics, the game runs jerkily on even a Pentium 90. Just bad coding I guess.

With such bad design at work, it was truly a surprise to discover just about the best enemy A.I in a first-person shooter. The baddies lurch out from shadowy corners, take a shot or two, then run for cover to the most sensible hiding place. As they retreat they turn for a quick snap shot too. Then again, they don't always follow this (or any other) pattern. Sometimes they run around the whole block to attack from behind, other times they just duck and dodge in pretty much the same position for a head-on slugfest. It's both a pleasure and an honour to fight such worthy adversaries, but sadly this quality isn't enough to make the wretched graphics tolerable.

The movie bits are accessed by accumulating some crystals, then using them to magically access a scene from the movie. The action is only loosely tied into the plot, for the most part each is irrelevant to the other, as is the whole game to anything vaguely amusing or satisfying.

Ben Mansill

VISUALS

30

SOUND

70

GAMEPLAY

35

LONGTERM

10

OVERALL

25

Combat Air Patrol



PC CD ROM

Available: **NOW**
 Category: **ACTION**
 Players: **1-16**
 Publisher: **PSYGNOSIS**
 Price: **\$89.95**
 Rating: **NA**

Psygnosis really want to do a serious flight sim. The genre is ruled decisively by the likes of Microprose, Digital Integration and Domark, but now action masters Psygnosis have decided they want a slice of the credibility cake. Unfortunately, their self-proclaimed Microprose-beater Combat Air Patrol is not the ticket for membership in this exclusive club.

This is not a flight sim. The dynamics of the aircraft have far more in common with arcade shooters like Terminal Velocity, than any remotely accurate sim. Even the flawed Strike Commander has a better flight model than this.

The F-18's and F-14's in Combat Air Patrol are capable of some extreme manoeuvres, but only because Psygnosis didn't give as much of a shit as they should have developing the game. Banking is a great example, as you tip the plane over it immediately turns hard into the direction of the bank. In a proper sim, banking generally results in a plane flying on its side, but still travelling in mostly the same direction. Pulling back on the stick while banked produces turns in a real sim, with Combat Air Patrol the plane's responses seem to be geared towards the impossible flying style of Saturday morning cartoons.

Even more disappointing are the shoddy graphics. By definition they are the "supersonically fast, texture mapped Gouraud shaded graphics" Psygnosis claim, but who could imagine they would look so bad. Flying over what one assumes is a mountainous area can literally make you sick. The impossibly shaped mess of polygons only come into view at the last possible second, and contort horribly as you turn. Buildings are worse, try flying slow circles above a city to see what a really warped and twisted polygon looks like.

Still, there's fun to be had here, as long as you treat it as the action shooter it is. Psygnosis are the only ones who claim this is a serious sim; keep it that way and you might just have a bit of simple blasting fun.

Ben Mansill

VISUALS

40

SOUND

60

GAMEPLAY

45

LONGTERM

15

OVERALL

40

Kingdom At War



PC/PC CD ROM

Available: **NOW**
 Category: **STRATEGY**
 Players: **1-6**
 Publisher: **MANACOM**
 Price: **\$59.95**
 Rating: **G**

Kingdom At War is the first serious attempt at marketing a strategy game by Manacom, the kings of the shareware market. They almost singlehandedly created the idea of shareware and popularised it with the now classic Wolfenstein 3D, along with others, like Raptor and Blake Stone, much to the delight of financially challenged gamers throughout the world.

The action takes place in the land of Androsia, a pleasant sort of place populated by the usual Trolls, Giants and bloodthirsty Mormons. Six city states are vying for control of the land with each being controlled by a human or computer player, and the ultimate goal, strangely enough, is to wipe every opponent off the map.

Build armies in your capitol and send them out to subjugate the world. Microsoft did it, so can you! The towns that you capture can be developed to provide your empire with more income from taxes, but not to the detailed extent that they can be in games such as Civilisation, and tourneys (contests) can be held in them which attract more exotic units like Necromancers and Templar Knights, who can then be hired for your army. This all sounds spiffy but the game really falls down when it comes to actually playing. Odd that, isn't it.

There are no terrain effects on combat, so there's one enormous element of strategy thrown out the window, your units can't be given long range orders, you have to physically move every unit each turn to get them to go where you want them to and another really smashing feature is only being able to witness combat which you have initiated. In other words, if one of your enemies attacks an army which you have been carefully nurturing for an age, and wipes it out, all you know about it is that your unit has disappeared when your turn comes around!

Modem play is supported but, even if Kingdom At War is marginally cheaper than other new titles, you're probably better off buying an older "Nice Price" strategy game to sate your lust for conquest.

George Soropos

VISUALS

65

SOUND

65

GAMEPLAY

50

LONGTERM

50

OVERALL

55

Jewels Of The Oracle



PC/MAC CD ROM

Available: **NOW**
 Category: **PUZZLER**
 Players: **ONE**
 Publisher: **DISCIS**
 Price: **TBA**
 Rating: **TBC**

Hmmm. What an interesting schizophrenic beast this one is. Part 3D-scrolling rendered world, part puzzle-game. And you know what? The 3D-scrolling bits just aren't necessary! Jewels Of The Oracle is all about being trapped in a secret ancient complex which is bulging with mind-boggling puzzles to test the limits of your reasoning and logic. You scroll your way around the cave-like environment, listening to the wise sayings of the Oracle and trying to solve the plethora of intricate and potentially frustrating puzzles. And they're bloody hard too.

The design and concept behind all the puzzles are fantastic, and they should keep you extracting hair follicles for months. There's just no way anybody would be able to get a handle on all these puzzles. Some of the answers are just way too obscure. But if you stick at it (and maybe lower the difficulty level) you may complete your task - which is to collect all the jewels of the Oracle. Every time you complete a puzzle, you receive a jewel. Natch.

The only drawback to this game, is that because of the CD-ROM craze, the programmers have stuffed this full of 3D animation. You walk around this dank temple, finding the rooms with the puzzles. After doing this once, you'll turn the movie sequences off. They're very grainy, choppy in spots (even on a PowerMac) and extremely repetitive. Once you've walked down a dark corridor, you've er... walked down a dark corridor I guess. And all you'll be wanting to do is get on to the next puzzle. Thus... this really shouldn't have been a CD-ROM game.

Other than that... this is an excellent puzzle game. But be warned - it's super tough.

Eliot Fish

VISUALS

85

SOUND

88

GAMEPLAY

90

LONGTERM

86

OVERALL

85

Mirage



PC/MAC CD ROM

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

If there's one thing blatantly obvious about this new CD-ROM from Atlantis Interactive, it's that *Myst* was a very big "inspiration".

Unfortunately, the folks behind *Mirage* have left out the most important part of a CD-ROM adventure game. The gameplay. Everything looks pretty at times, and there's some full-motion video (albeit with cheesy acting) but as far as the game goes, there's not much to do. All your time will be taken up with passing the mouse across the screen waiting for it to change its symbol so that you know where to click. Most of the time, it's across blank desert or ground, with no indication of what to do. So using the above method is the only way to uncover 'hidden' objects or exits to the next screen. There are no graphical indications. You can even die from walking through a very innocent looking doorway. And they don't even tell you why. This is not adventuring, it's bad design.

In a game like *Myst*, you examined the environment on screen and figured out what tools or mechanics you could manipulate to solve a particular puzzle. In *Mirage*, you don't carry objects or complete a combination of events, you just click where it tells you and spend most of your time 'watching' the story and simply moving from one screen to the next. There are no real puzzles. Just a very, very linear point & click.

If you're into "babes", there are a few. There are also some points in the game where you must shoot at gunmen before they can pull the trigger in your direction. You see, *Mirage* is touted as a *Myst* gone west. If you've never played a CD-ROM game, and have the money to throw around, this might be a good place to start. It's extremely basic and fairly short, so you won't be pulling your hair out. Possibly you'll be keen to find out what happens to the baddies and maybe even rescue the girl, but if you've already played *Myst*, or have your eyes set on *Buried In Time*, then *Mirage* is going to disappoint. It just doesn't stand up to the big boys.

Eliot Fish

VISUALS

75

SOUND

74

GAMEPLAY

30

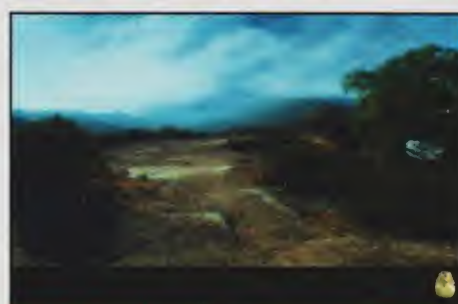
LONGTERM

59

OVERALL

55

Welcome To The Future



MAC CD ROM

Available: **NOW**
 Category: **ADVENTURE**
 Players: **ONE**
 Publisher: **BLUE SKY ENTERTAINMENT**
 Price: **TBA**
 Rating: **TBC**

Welcome to the jungle... da-na-na-na-na-na-na da-na-na-na!! Oh sorry. It's the Future isn't it? Alright then... another Mac CD-ROM! Phew... my CD drive is just about worn out this month. However, it certainly won't be getting any wear and tear thanks to this sad beast.

Welcome to the Future sets it's sights very high... and totally and utterly misfires. In an attempt to create a mysterious futuristic environment, full of mysterious futuristic puzzles, they've come up with a very painful gaming experience.

How does this sound... click your way through endless screens of mountain trails, looking at the grainy photo-like graphics and well... basically you just seem to spend a lot of time as a human "being" rather than a human "doing" (to be said in Albert Brookes-like Simpson's voice). It takes a long time to get anywhere, and once you're there, it's hard to know what to do - except for a lot more wandering. Not exactly a thrill ride. Sure, there are odd ancient symbols which you can pick up that open doorways and things, but inside the doorways are just more endless maze-like wanderings except in different graphical environments.

Sorry, but after playing *Buried In Time* or even *Jewels of the Oracle*, this CD-ROM game just comes across as rather dull. Maybe if there were some more hands-on puzzles, or a character inventory or something... but let's face it, anything after *Buried In Time* would look like a dog. And that's what this is up against on that there market shelf, so if you've only got the dough to pay for one CD-ROM game...well....

If you're into more of a graphical "experience" than a fully-involving adventure game, you'll be intrigued by *Welcome to the Future's* mysterious quest. Maybe you could put on some spacey new age music, turn off the lights and use this game as a form of meditation. Or maybe you could turn up some rock music, call-out for a pizza and play *Dark Forces*. Mmmmm.

Eliot Fish

VISUALS

79

SOUND

78

GAMEPLAY

55

LONGTERM

50

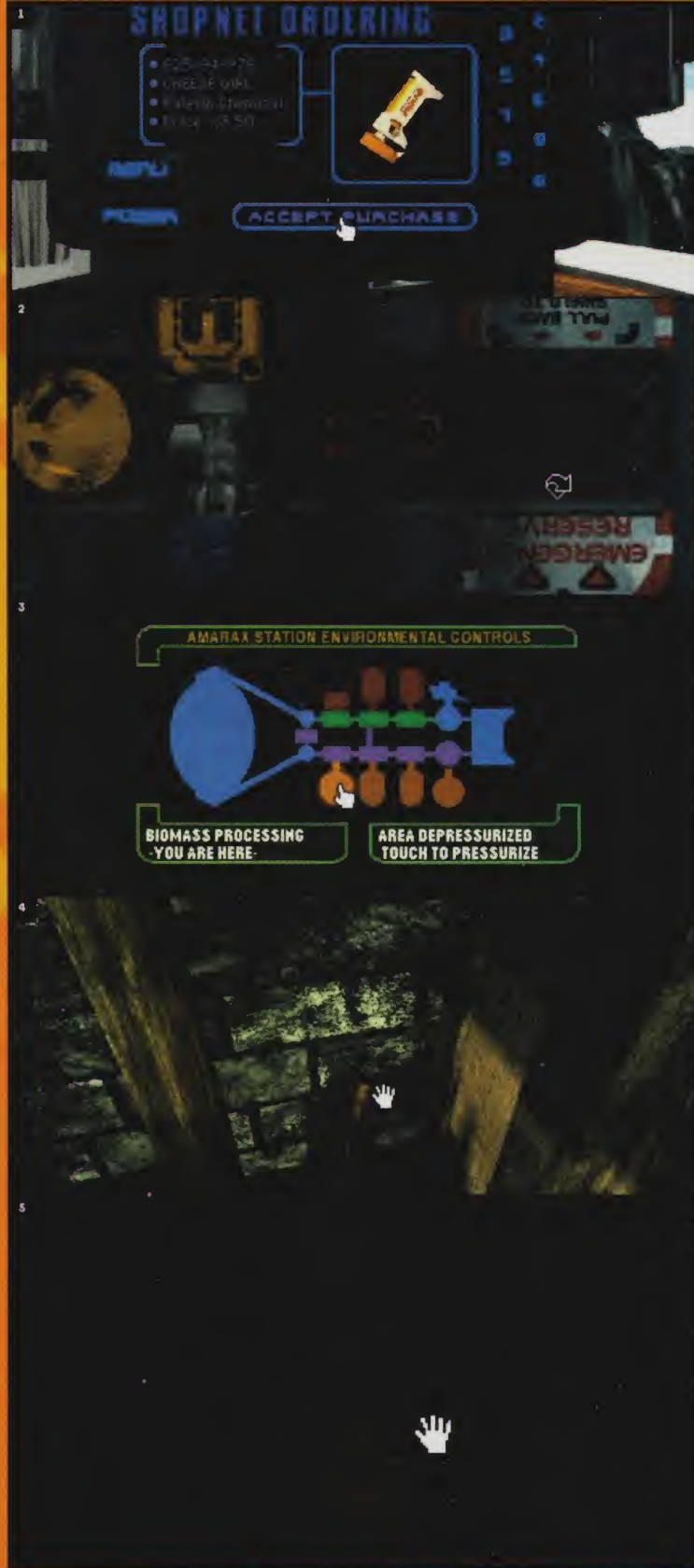
OVERALL

55



Buried in Time

Buried In Time is one big mother of an Adventure game. Thankfully, it's so addictive, that us HYPER folk couldn't put it down – and the result is this killer playguide...



First up, I'd like to warn you that what you see before you is the complete solution to B.I.T. No hints, no farting around. So if you want to fully enjoy the game — stick at it and use the in-built hinting system for clues. OK, now, if you're still reading, then you'll be wanting to know who "did it". Well, the

agent that was behind all the "time ripples" and the same agent who framed you is Agent 3 - your Gravball partner, Michelle. So there you go! Now, do you want to know how to bring her to justice? Well, it is possible to do things in a different order, but for the most direct route to victory, read on...

FUTURE APARTMENT

You begin in your future apartment. This is a good place to get accustomed to your bio-suit and the navigational controls. There are lots of things to play with here (like listening to your answering machine and watching the news) - so do that first. Then listen to the hidden message in the Agent 5 Doll — this

activates the bio-suit. If you watched the news channel, you'll have noticed some ads. Go to Replicator and purchase Cheese Girl [1] (ShopNet code is 625-94-978) and Translate Biochip (ShopNet code is 689-22-378). Forget about Geno the "weeno". Put both in your inventory.

JUMP TO FARNSTEIN'S LAB

Use Cheese Girl to propel yourself to the lab (be sure to point it towards you). Proceed down the left-hand hallway, and get the Metal Bar inside the hatch of Habitat Wing. Pressurize Docking Bay using the Environmental Controls. Enter the Gravitational Pads Maze inside of Docking Bay hatch. (the way through the maze is R F R F L F L L L F R R F L F R F F). Enter Scanning Room. Use the Emergency Hatch Release (code 32770) located above the Nexus hatch. Enter Nexus, solve puzzle. (The object of the Nexus Ball game is to get all the reds to the bottom and all the greens to the top. To do this, click on the ball you wish to move. Use a hopscotch method. A ball can only move into an adjacent empty spot, or jump over one ball of an opposite color). Once you successfully complete the ball game, you will automatically get the Arthur BioChip. His sense of humour is pretty cheesy at times, but he can provide good clues. Now, jump back to the Future Apartment and re-purchase Cheese Girl. Return to Farnstein's Lab.

Proceed down the right-hand hallway and open hatch (you will automatically get Explosive Charge). Enter into first Transport Pod, press engage button once, exit to Transport Lift. Press up once on Transport Lift, refill oxygen at this level [2] using the Emergency Release Valve. Use small control panel to: 1. Run Mining Cycle (left hand control), and 2. Run Oxygen Extraction (right hand control). Use Transport Lift and press the up button once. Enter second Transport Pod and get Water Container. (On PC only: the canister is empty; to fill - go back to the Emergency Release Valve. The Mac Canister is always Full.) Press Engage on the second Transport Pod once. Exit Transport Pod into Science Wing. Use Environmental Controls [3] (located behind the BioMass Hatch) to pressurize the BioMass Processing Room. Enter the BioMass Room. Set Harmonic Resonator (the first Interactive Sculpture, on the right) to 11khz and activate. Click on the sculpture to automatically log the schematic evidence.

JUMP TO CHATEAU GAILLARD

Don't worry about the guard, he gets shot (remember?). Take the Bloody Arrow from his back and head down the stairs. On the balcony-thing, follow it right first and get the Grappling Hook from parapet window. Walk back around and follow the parapet.

Just as you turn the corner, you'll hear a catapult, so don't move. The wall will be hit by a boulder, use the gap to jump down to the Middle Bailey. Go to the workshop on your right and get the Hammer. [4] (It is behind Smitty entrance door).

JUMP TO DA VINCI.

Log evidence of Agent 3's footprint and go out onto the balcony (get balcony key from keyhole) to log evidence (automatic) of Agent 3 in Codex Tower. Go back inside and set elevator levers to Down-Left/UpRight, use the wheel beneath these controls and take elevator down to ground level. Walk out into the Garden paths and find the Coil of Rope. Enter Workshop, find 3 pieces required to build Siege Cycle (the Wheel Assembly, the Drive Assembly and the Wooden Pegs). Assemble the siege cycle on the frame in the left alcove, using the hammer to

pound in the pegs, and put it in your inventory. Exit Workshop into Courtyard. Wander over to your right and you'll find the ballista behind the walls. There is a handle on it's side which will swing it around. Aim it at Codex Tower so that the sight is targeting the balcony, fire it, load siege cycle onto the rope around at the front, and ride it up to Codex Tower balcony. Use Balcony Key or Metal Bar to enter Codex Tower. Get the Preserved Heart [5] from the cupboard and the Lens Filter on the floor. Log evidence of Codex Atlanticus in the notebook.



JUMP TO CHICHEN ITZA.

Inside temple, set calendar [6] to a holy day (listed on wall on right. Use translate Biochip.) Get Ceramic Bowl, and place it in the statue's hands. This will drop you into the underground. Look down and pick up Cavern Skull. Proceed forward four times and stop. The four god worlds are now located as follows: War God is at 3 o'clock; Rain God is at 9 o'clock; Wealth God is at 11 o'clock; and Death God is at 1 o'clock. Gain entrance to the Rain God by pouring water from the Water Canister into the statue mouth. Once inside, the challenge is getting across the swinging bridge. It doesn't go anywhere until it swings, and it doesn't swing until you have crossed over and back once. Save just before you attempt to cross - try to anticipate your jumps). Once successful, take the block and re-

trace your steps back to the main cavern. Next enter War God challenge by offering the Bloody Arrow. You will find a second skull, the Entry Skull, just inside first door. Use it to jam serpent head on left. Then open serpent head on right, and proceed to mid-point of spear challenge. Put Cavern Skull in left-hand mid-point serpent head, and proceed to end door. On left, there is a skeleton. Get Spear Room Skull and Copper Medallion. Return to mid-point. Use Spear Room Skull to jam right-hand mid-point serpent head. Go back to entry room and use Cavern Skull to jam left-hand serpent head. Return to mid-point. Move Spear Room Skull from left-hand mid-point serpent head to right-hand mid-point serpent head. Proceed through end door and get Obsidian Block.

JUMP TO CHATEAU GAILLARD

Go to Smithy. Move in front of fireplace. Move brick on right to expose key mold. Place Copper Medallion in pan, pump bellows, and click on handle of big frying pan. Get Copper Key. Walk around to the moat and log evidence of Agent 3's footprint before crossing. Cross moat and looking up. Use grappling hook and begin climb, at first you'll dodge a boulder, if you don't immediately begin a second

ascent [7] you'll be flattened by a cow [8]! Once inside King's chamber, cloak immediately to avoid guards. Activate secret Treasure Room door by clicking on the tapestry of castle by the table). Descend two levels to Storage Room. Automatically log evidence of Agent 3. Use copper key to open chest. Descend into Treasure Room. Get Gold Coins and manually log evidence of King Richard's Sword.

JUMP TO CHICHEN ITZA

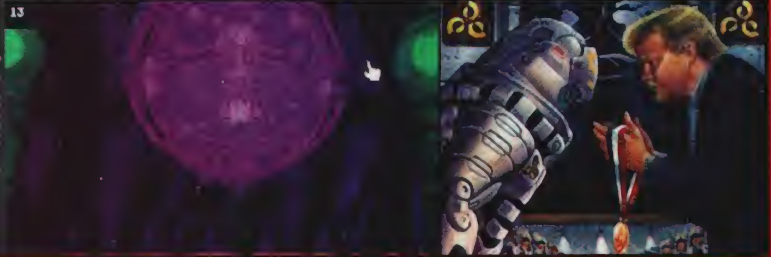
Proceed to bottom of pyramid as before. Complete Wealth God (gain entrance by offering gold coins) challenge and get Jade Block. At first you'll see a golden room. Don't enter it, it is certain death! The "real" room is underneath the bridge, before you even cross it. Tie the Coil of Rope on the right hand hook, to get down. After you get the Jade Block, you can

re-trace your steps to get back to the main cavern. Complete the Death God challenge (offer the three blocks to form a pyramid) [9] and place Preserved Heart in pool of blood. Manually log evidence of synthetic blood located near the pool of blood. Open Puzzle Box with the code "The Breath of Itzamna" (use Translate BioChip) and get Environ Cartridge.

RECALL TO FUTURE APARTMENT

Go to Environ Room and use Lens Filter to watch Environ Cartridge. You will automatically get kidnapped to Agent 3's Lair [10]. After Agent 3's long speech, Arthur will ask you for a password. Type in "GRAVBALL" to send virus to Agent 3, who will get teleported out. The power will go off, activating red emergency lighting. Get Generator Core to the left of the "bathroom". Find generator (right of "bathroom"). Remove and keep Burned-Out Generator Core. Install Generator Core in generator (to turn on lights). In this lab you'll see a heap of stuff. Get the transport code from the replicator, and turn on the Matter Transporter. Enter the code (6572 5519 0235) and Alien Prefix code (which is 272 - the Kyrnns) Upon landing in the Kyrnn space ship, proceed down corridor towards Transport Tubes. Turn right to reveal the Transport Tube. Cloak to avoid the Kyrnn Guards. Proceed to room full of

Pods [11]. Use Explosive Charge to open the pod containing King Richard's Sword [12]. Open other pods, using King Richard's Sword, to get evidence (Environ Cartridge, Codex Atlanticus, Mayan Puzzle Box, Interactive Sculpture). Proceed down Transport Tube until you see Kyrnn guards. Use sword on steel cable at bottom centre of tube to collapse the tube. Return to room you first landed in and get captured by Kyrnn Ambassador. As soon as you get the chance (just after he says that it "shames him" to kill you) throw Burned-Out Generator Core into transport field to lock-in Kyrnn Ambassador [13]. Immediately press pink button on Kyrnn Ambassador's transporter (which transports out his legs). Enter the centre transporter (the only one that transports organic matter). Turn around to face out of transporter, and push transport button. And that, my friend, is a wrap. Game over. Good night.





NBA JAM TOURNAMENT EDITION 32X

Baby Mode

Using Control Pad 1 enter B, A, B, Up, Down, Left, Right while on the Tonight's Match-Up screen to shrink all the players.

Hidden Characters

When entering your initials just lie a little bit and use the following instead (initials in inverted commas):

Bill Clinton - 'C' hold START press B, 'I' press any button, 'C' hold START press A.

Hillary Clinton - 'H' press any button, 'C' hold START press B, 'Space' press any button.

Chow Chow - 'A' hold START press C, 'M' hold START press A, 'X' press any button.

Weasel - 'R' press any button, 'A' hold START press A, 'Y' hold START press B.

Brutah - 'L' press any button, 'G' hold START press B, 'N' hold START press A.

Kabuki - 'D' hold START press A, 'A' hold START press B, 'N' press any button.



TRIPLE PLAY '96 BASEBALL MEGADRIVE

Become A Baseball Great

Go to the General Manager Option and press C. Choose the Custom Players option, move to an empty slot and press C. Now enter any of the following: Hank Aaron, Cool Papa Bell, Yogi Berra, Steve Carlton, Roberto Clemente, Ty Cobb, Dizzy Dean, Joe DiMaggio, Lou Gehrig, Bob Gibson, Josh Gibson, Roger Hornsby, Catfish Hunter, Reggie Jackson, Sandy Koufax, Mickey Mantle, Willie Mays, Stan Musial, Satchel Paige, Pee Wee Reese, Frank Robinson, Jackie Robinson, Babe Ruth, Nolan Ryan, Tom Seaver, Warren Spahn, Ted Williams, Carl Yastrzemski and (finally!) Cy Young. You can now 'be' one of the above greats...



DAYTONA USA SATURN

Horse-racing made easy

Last month we told you how to change your car into a horse. Now we have an easier way to do it. At the Title cinema bit hold down A, B, X, Y, and Up-Left simultaneously. Press START twice then choose Saturn Mode. There should now be a horse, trying its hardest to look inconspicuous, among the cars.

When you're really bored

If you come first on any track, enter your initials as either PAI or LAU for some diddly piece of music. Or even SEX for some vaguely amusing nonsense, oh dear...



BALLZ SNES

Swap Characters

Use the following button combinations to change into another character during play:

Boomer: Right, Left, Y+X

Bruiser: Down, Left, Y+X

Crusher: Down, Right, Y+X

Divine: Up, Left, Y+X

Kronk: Left, Left, Y+X

Tsunami: Left, Right, Y+X

Turbo: Right, Right, Y+X

Yoko: Up, Right, Y+X

GEX 3DO

Jumping Power-up

To put a spring in your step (well, Gex's step) first pause the game. Then whilst holding down R, press Left, C, Down, Right, Up, B, B, Right, Right, unpause the game and you shall receive.

ROAD RASH 3 MEGADRIVE

A Very Big Cheat

At the Password Screen enter: 1559 PU03. That's PU(zero)3. This will start you on Level One, no races completed, but with \$200 000 and the Wild Thing Superbike. This cheat was proudly brought to you by Peter Brodie of NSW.

MORTAL KOMBAT 2 32X

Test Mode Menu

Highlight 'Done' on the Options Screen then, using Pad 1, enter Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right. Now you should be able to select 'Test Modes' and completely ruin the enjoyment of your game. Don't cheat, kids!



EARTHWORM JIM MEGA CD

Homing Missiles

Pause the game then hold down Right and A. Stop. Then enter A, A, B, A, C, B, A. Start playing again and you will now possess 8 lovely homing missiles.

Some Silliness

Pause the game. Press A, A, A, A, A, A, B, C for a Groucho Marx nose, mo' and glasses set. Or press C, A, A, A, A, A, B, C for the kind of hairstyle my Dad had in the 70s. No, really.



PANZER DRAGOON SATURN

How to play Level Zero

On the Title Screen press Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R, and indeed you can play Level Zero.

MEGAMAN X 2 SNES

Get your Dragon Punches here!

We'll let Mark Hale from WA explain this one:

"Go to the Password screen and enter 8377, 8143, 6828, 7651. Now proceed through the X-Hunter stage and defeat both Violen and Serges. About halfway through the level to the third boss, Agile, you will come to a point where there is a ladder that descends and another one above, but it's out of your reach. Use the Crystal H weapon to crystallize the bat and jump on him to reach the ladder above. Go up the ladder and proceed, then use the S Burner weapon to cross the first set of spikes. At the second set, launch the S Chain weapon then lightly jump to carry yourself across the spikes. As you drop, turn left, Air Dash across to the platform and grab the 1-up. At this point you must still have perfect health and your Sub Tanks must be full. Keep going until; you fall into a long drop. Hug the right side of the wall and use the radar to find an invisible section in the wall. Enter. Inside you will find the Dragon Punch capsule and a message from Dr Light. To use the Dragon Punch, your energy bar must be full. To do it use a regular Dragon Punch controller motion and press Y". Well that certainly sounds easy.



BLOODSHOT MEGADRIVE

Level Select

Press START to pause, then enter Up, A, Up, A, A, Down, then sit back in amazement as you are transported to the next level.

Oxygen Re-Supply

Press START to pause, then enter C, C, B, A, Down, Down, then sit back in amazement as your oxygen is replenished. Peter Brodie, you've been a busy boy...



MECHWARRIOR II

PC

Cheats Galore

Hold down Ctl-Alt-Shift while typing these:

- blorb - for invulnerability,
- cia - unlimited ammo,
- coldmiser - no heat buildup,
- mighty mouse - unlimited jumpjets.

These cheats still let you finish the mission with all of your honour intact.

Submitted by: The Shark (shark@iquest.net)

PARODIUS

PLAYSTATION

Level Select

At the title screen press S.(5 times), T(7 times) and 0(3 times).

Invincibility

Pause the game and press T, T, X, X, O, S, O, S, D, L. You should hear a sound, input the code again will turn it off

Maximum Power

Pause the game and press U, U, D, D, L, R, L, R, X, O. You should hear a sound, you can also repeat this code at any time during the game.

Submitted by: Sardu Stephens

CLOCKWORK KNIGHT

SATURN

Refill commands

Press and hold L and R on controller #1. Now on controller #2 press: A for shield, B for generator, C for bullets, X for weapon power-up, Y to get the level item, Z to load the map and Start to skip the level.

Submitted by: Josh Fetveit (gfetts@netrix.net)



ROAD RASH

3DO

Men in Boxer Shorts

On the Peninsula Course, try to find the special obstacles. When you hit a certain cow, it stands up on its hind legs (much like a dog sitting up and begging). Also, after the "roadblock" intersection, you should see some "businessmen" standing in the middle of the road, facing away from you. When you hit them, they turn around and drop their pants. They wear polka-dot boxer shorts, and have clown makeup on their faces.

Submitted by: Patrick Fitzgerald (fitz@iquest.com)

Off Your Bike!

Here's a tip so you can dismount your bike without crashing. All you do is hold L and R(SHIFTS) then push A or B (I'm not quite sure which). You must have stopped to do this!

This is a valuable strategy, pick any biker in Big Game mode and pick 4 out of 5 races on the bulletin board in the 1st level. Race these courses over and over again until you earn \$40,000 then go buy the SuperBike Diablo. Then finish the level now you have an unbeatable bike!

Submitted by: JR Green



hyper@ctive

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Shredfest for the Playstation is going to be a rip snorter. It uses the advanced Road Rash engine that sent 3DO ballistic and features road trips across the country as shredders (snow boarders yo u lamer) seek out the coolest slopes. We're hanging out for it and this non in-game shot came our way - so here it is.

Let's have some letters on how much it sucks to have games censored or even banned. The Phantasmagoria outrage has tripped the wire for some serious debate on the topic and we want it here first! Console gamers copped it first with Night Trap, now PCers have been dealt the blow and if nothing is said or done, the quality of our gaming is going to suffer even more. What it boils down to, is that the creative designers who sit down to knock up a new game are now going to have to think twice every time they have a good idea. Anything likely to upset the moral minority will have to be scrapped - no matter how clever and fun the game would have been. Companies aren't going to invest big dollars in a new game if there's a chance it'll all be for nothing when the censors ban it. This is not just a flash in the pan cause, if action isn't taken now games will suffer and so will you.

Let us know how you feel
HYPER Letters
PO Box 634
Strawberry Hills
NSW 2012
Fax: (02) 310 1315
E-mail:
freakscene@next.com.au

SHORT TERM FUN

Dear HYPER,
I am by no means a video games junkie, however I would consider myself a capable gamer. My reason for writing is this: I am observing a change in the emphasis of arcade machines, from ones on which gamers would inevitably struggle in the beginning, but after practise would become able to last for a while on one credit, to a new form of game (which is probably more family-oriented), on which the player will enjoy and get a reasonable amount of time on their first play, but without significant room for game lengthening as they get better, so that everyone who plays it lasts for a while, but not too long. It seems that these games are designed for the occasional player who wants instant enjoyment and satisfaction from arcade games, rather than the player who wants a challenge and is prepared to work for it.

I totally exempt SF2 and MK from this description, but other than these, most games in places like Timezone are either driving, light gun or very bland beat em' ups, and players pay \$2 to \$3 dollars a pop. I now find myself frequenting "Asian" arcades which have far more reasonable prices, and conventional joystick action games which ask more of the player. Several years ago, this was never a problem, as the vast majority of arcade games were highly skilled and interesting, and made money on their playability alone (Shinobi, Strider, Ghouls n' Ghosts, Midnight Resistance), however I fear that manufacturers are moving entirely toward flashy, visually exciting but easy and bland games, catering to those who will visit an arcade perhaps once a month (eg Daytona, any Mad Dog McCree laserdisk clone, Aliens Vs. Predator).

I am really interested to hear others comments on this, whether for or against, and hope that the future of arcade games has room for those who want to apply skill and earn their time on the machines, not just be given a set ride.

Yours sincerely
Grant Lester, Vic.

Well Grant, I'd have to agree with you there and a lot of recent arcade games seem to place graphical excellence ahead of long-lasting fun. And while this may work fine for "occasional" players, hard-core gamers are losing out. More fun for your bucks, I say!

SOME QUESTIONS

To Gaming Gods at HYPER, Firstly I have to congratulate you on a totally cool gaming mag. Keep up the good work. Here are some questions.

1. Does the 3DO have 2 ports for the control pads? I have looked at all the shots you have given of the 3DO and I couldn't find another one.
2. I have heard that Microsoft are making a new Windows called Windows 95. Is this true? And if it is when is it coming out?
3. Can the 3DO M2 board work on all 3DOs?
4. I have heard that Sega are making Virtua Fighter and Daytona on the 32X. Is this true?
5. In issue 19 in the news section you had an article on the 3DO M2. You said it would also improve the 3DO's 2D abilities. Has it totally ruined the Saturn's chance to make it big in the gaming world.

Thanks heaps
Glen Jarvis

1. The 3DO controllers plug into each other in a "daisy chain" effect. For example, the first controller plugs into the unit, the second controller plugs into the first, the third controller plugs into the second...etc.
2. Where have you been? Yes, it's true and Windows 95 will be out in the shops by the time you read this.
3. Yes.
4. Virtua Fighter on 32X is almost finished but I haven't seen anything on Daytona yet.
5. No it hasn't ruined the Saturn's chances. The Saturn will make (or break) on its own merits.

LEANING TOWARDS PLAYSTATION

To HYPER,
In the August issue there was a letter with the heading Saturn vs Playstation, and you said that you weren't sure what the cartridge slot was for on the top for the Saturn. I read that it is for a RAM cartridge so that the games, being CD based, can be saved. Does this mean that games can't be saved directly to the machine?

Could you also tell me if all the major companies, including Sony, Sega and Nintendo, will be renting their machines and games for the super consoles? And do you know when Wing Commander 3 and FIFA '96 are due to be released on the Playstation?

There has been a lot of talk of which machine to get, ie: Playstation, Saturn, Ultra 64, etc, and people keep asking you which machine to buy. This is fair enough as readers respect your opinion, but people, make up your own minds, it's not HYPER's decision. No-one can tell at this stage which machine will sell. My opinion is to wait and see which sells more, here and overseas, how expensive the machines are, etc. It is likely that most games, like Mortal Kombat and EA's games, will be released on all the systems anyway, so it may not matter in the end. At this stage I am leaning towards the Playstation, most of the interviews with game designers in this mag also seem to favour this system. In the end, however, it will probably be the gamers that win out.

Keep up the good work
D Noppert
 Newborough Vic.

Well said! No one at this stage in the game (no, not even me!) knows which "super console" is going to be the dominant force in the next few years. We won't have any idea really until after this Christmas when we see the figures from the US and Japan. And as you said, a lot of games are getting multi-format release so no-one's going to be left totally out in the cold. OK, to the questions. The cart slot in the Saturn will be used for things like Action Replay carts and Universal Adaptors, as well as for save games. Saturn can save 9 games in its on-board memory, with the optional cart (RRP \$109.95) able to store 167 game saves. Sega will be renting Saturn games but at this stage it doesn't look like Playstation games will be for rental. WC3 and FIFA '96 are both due out real soon - before the end of the year.

AN OASIS

Dear HYPER,
 I have searched (unsuccessfully) for a magazine that was a) Australian, b) that covers all the new super consoles and finally c) at a cost that wouldn't leave

me out of pocket. My search ended as I found an oasis in HYPER. And I can tell you now that I am a new and grateful reader. After all that crawling, here are my questions.

A) When the Playstation is released will games like Wing Commander 3 and Star Control 2 be released with it or in the future? B) Which super console will be getting the most game support from the likes of Capcom, Konami and Lucas Arts? Thanks for the good mag and I hope HYPER lasts forever!

Jeremy Kwok

You certainly are a new reader because you listed your questions as A and B rather than 1 and 2. That's nice for a change... anyway A) Wing 3 will be out at the Playstation's launch but there's no word on Star Control 2 B) No one console will be getting exclusive support from any of the three. The big titles will no doubt appear on multiple platforms.

CRUDDY PC GAMES?

Dear HYPER,
 Your mag's excellent. But where's the 32X and 3DO games. There's some 32X games (which you haven't reviewed or even previewed) out which are so old the cabinets they're displayed in are antiques. Pick up your act and stop filling the greatest mag in the world with cruddy PC games.

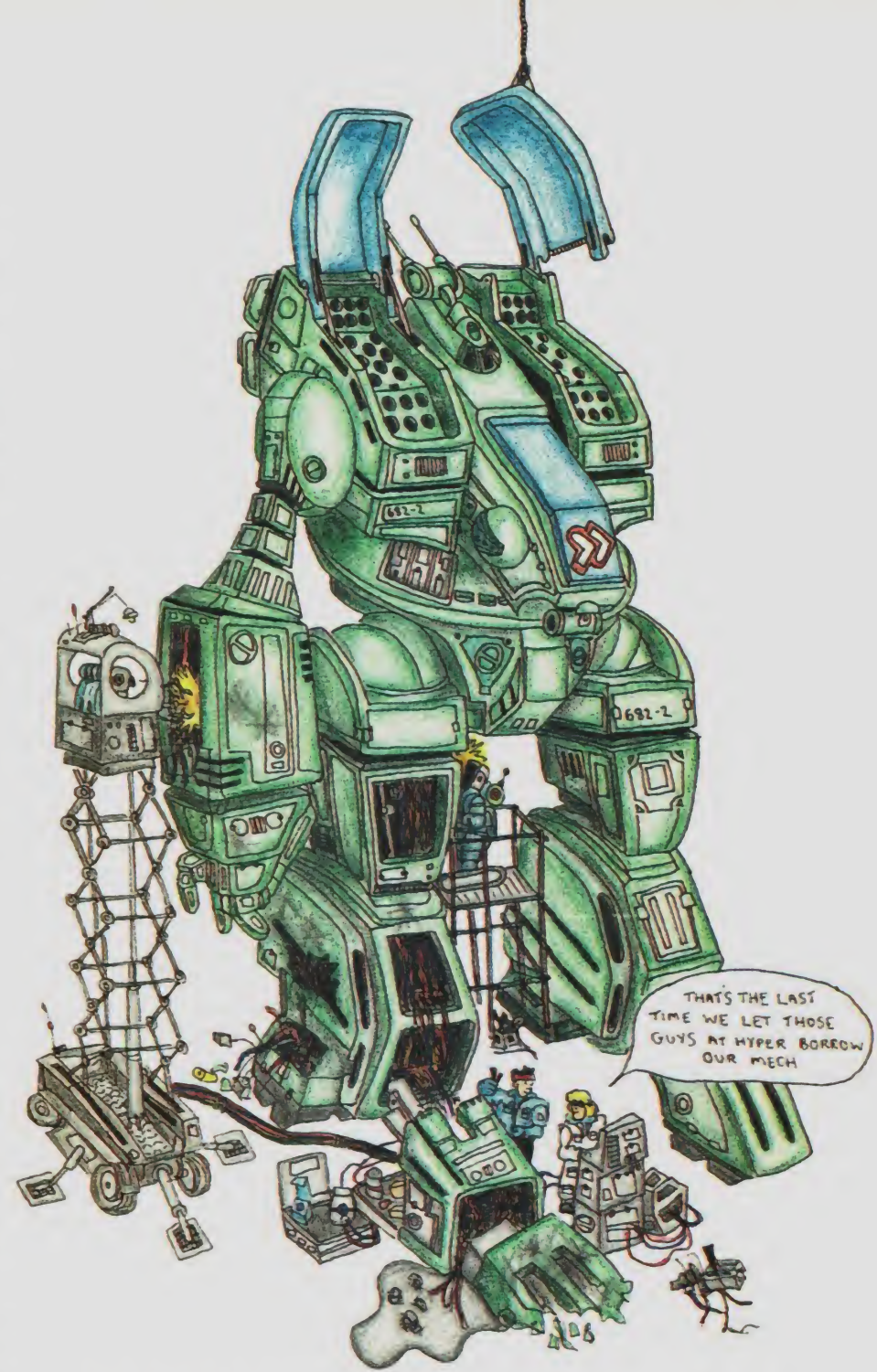
David Rusanow and
 Justin Smith
Nerang QLD

PS Do you accept bribes?

Of course we accept bribes. We're human after all!! OK, we would review 32X games but they're hardly ever sent to us, so if Sega don't want any publicity then we're quite happy not to give them any. It's not our fault. As for 3DO, we are reviewing games, it's just been a fairly quiet time for 3DO recently. That will change very soon.

3DO vs PLAYSTATION

Dear Ed,
 The super consoles are well and truly here by now, and it is good to see HYPER giving them a lot of coverage. However, it is clear that you are giving some consoles a lot more credit than they deserve. The 16 bitters for



WAYNE BYRDEN IMPRESSED US ENORMOUSLY WITH THIS WORK OF SHEER GENIUS.

instance, have had very few outstanding games released since Christmas (aside from the brilliant DKC) and the Mega Drive has been drying up for about a year now. The old companies seem to have been taken over by the newer ones. Sega has really gone some bad ways with the disaster of the Mega CD, and the less than impressive 32X. And after playing Virtua Fighter on the Saturn, anybody who has played on the 3DO and Playstation will see how inferior it is. Even its flagship game Daytona disappointed. Even Nintendo must be pooing their pants a bit now, with the Virtual Boy not looking good, and every new bit

of news about the Ultra 64 bad. Of the super consoles, the race is really only up to the 3DO and Playstation. The 3DO, which is the console I decided to buy, seems to have a slight lead though, with the multi-player system, good prices (\$89 max per game!) and much wider range of software and accessories, plus the M2 to back it up for future. You should start being more black and white about the machines. Now some questions:

1. Any plans for Myst 2, and on which systems?
2. Are there any more EA sports games coming to 3DO soon?
3. Have you seen what happens

when you get 101% in DKC? (My friend and I did it, Cranky's comments change.)

Yours sincerely,
Lenny Jones

We're not being "black and white" about the machines because there is no totally "correct" answer as to which system is the best and which will succeed in the long term. They all have their pluses and minuses and it's up to you, the consumer, to make your choice (which you already have, so why are you complaining?). 1. Myst 2 is in production and it will be on Mac and PC first 2. FIFA '96 and NHL '96 are on their way 3. I haven't actually, but I believe you. Well done.

resents send us money!!



WE GOT THIS VERY ATTRACTIVE PIECE OF ENVELOPE ART QUITE A FEW MONTHS AGO NOW (THANK YOU PAUL SCHULZ) BUT WE THOUGHT WE GIVE YOU ALL A LOOK SO IT WOULD ENCOURAGE MORE EFFORT IN ENVELOPE DESIGN. WE'LL PRINT THE BEST IN FUTURE ISSUES.

3DO - ULTIMATE CONSOLE

Dear HYPER,
Great mag etc (you know the rest). I own a 3DO with several games and I believe that people who think the 3DO is going out are fools. With all the new so called super consoles breaking through into the video games market I reckon the 3DO is going to be the one system that is going to get the consumers money. If you ask me the Sony Playstation will go out as quickly as it came in the Saturn will survive purely on its name (SEGA) and the Ultra-64 will battle it out with the 3DO. The 3DO will win this battle when the "Mark 2 accelerator" comes out, and this is what will make the 3DO the "Ultimate" console.
Now I have a few questions I'd like answered:
1. What is your favourite all

- time beat-em up?
- Apart from sound what else ruined Daytona USA on the Saturn?
- Any word on Doom 3 or Sam and Max 2 yet on the PC?
- Is Virtua Fighter on the Saturn as good as everyone makes out?
- How is the super console war fairing up overseas?
- What do you think the siliconization will be like in Killer Instinct on the SNES?

Thanks for the effort
Mitchell Swampstick
WA

Well Swampy, thanks for your opinion but if you think the Playstation will disappear quickly then you're in for a big surprise - it's here to stay. 1. Ooh, that's tough. I don't really have an all-time favourite but my top 5 are SF2, MK2, Virtua Fighter 2, Tohshinden and Way of the Exploding Fist (on my old Commodore 64) 2. The graphical glitches really pissed me off. It was just sloppy - obviously a rush job. 3. Take a look at our Quake preview, 'cos that's as close to Doom 3 as we're gonna get. No word on Sam & Max 2 though 4. Yes, but Virtua Fighter Remix is even bet-

ter 5. Saturn and Playstation are both doing well in Japan and because the 3DO price has fallen it is doing well in the US 6. "Siliconization"? Umm, it's a good translation if that's what you mean.

JAG OWNERS EXIST

Dear HYPER
Your mag is sick and it kicks ass. Now that the butt kissing is over lets get down to the serious shit. I am a proud Jaguar owner and after the "Where's the Jaguar" letter I believe we should speak out. There are about 30 Jag games out! When will you give one a FULL REVIEW!!! We exist! I need you to review Jaguar games so I know about the gameplay!! Take "Kasumi Ninja" for example. The graphics look great, but how does it play! Remember Way of the Warrior? Issue 10 you said it was

better than Kasumi Ninja! Issue 12 it gets a huge 60%! HYPER Just review the new and the old Jaguar games and make everyone happy!

Ben Sliverstein
Yarra Vic.

Ben, I know you exist, I really do. Unfortunately there are no plans for a local release of the Jaguar and even though some HYPER readers own the machine, in our recent survey it came back that not enough of you do, to justify big space. Having said that, if the situation ever changes (ie good games come out, the machine gets local release) then I'll be more than happy to look at the Jag again. As it is, of the 30 games release only a handful are decent and I'm sorry, but Kasumi Ninja is not one of them.

HONESTY RESPECTED

Greetings and Salutations to the hard workers at HYPER, I am not going to demean myself, as so many others have, by kissing your butts and smothering you in praise. You guys have said how much it annoys you anyway. I will however state that yours is the only magazine I deem worthy of collection. At the moment I only own a SNES but your magazine helps me to keep up to date with all systems, and I respect your honesty in reviewing games. There are a few questions I would appreciate if you could answer:

1. This may sound stupid, but I have seen the picture of the 3DO and am left wondering where the second control pad port is?
2. The Ultra 64 is at this stage, still a cartridge machine. How exactly will this limit it compared to the other super consoles, which are CD ROM?
3. How does one get into your line of business?
4. Finally, and most importantly, I have just subscribed and was wondering if you could rig the competition so I can win the Sony Playstation?

Keep truckin', it must be hard playing computer games all day.
Keep up the good work!

Morro
Alice Springs

1. It's not stupid and I've actually answered it in another letter this issue. The 3DO controllers "daisy chain" from the one to the next. It will

limit the full-motion video capability as well as overall game size, although Nintendo claims their new data compression goes some way to correcting this. 3. A mix of hard work and luck 4. No. You've got to enter like everyone else, no matter how much you crawl.

CD ROMMER

Dear HYPER
I am a fairly experienced PC gamer, in my travels I've encountered many games and defeated most but I'm hardly, by today's standards, phenomenal. At the end of the year I will be acquiring a Pentium 100 with quad speed CD ROM and about 12mb Ram. I'll be paying about \$3000 for the machine so you can see my problem, that although I wish to start a healthy CD collection \$3000 is a lot of money and I fear I won't have enough. Anyway when I saw a little article at the bottom left corner of page 12 in your August edition, I started thinking. I noticed "Ozisoft" was one of the companies mentioned. Then I saw an ad on page 31 of your July issue about the new Star Trek game, "A Final Unity". Being a bit of a Trekkie I was intrigued, even more so when I saw the great review on the game (congrats to Julian Schoffel). Anyway back to the ad on pg 31. I saw the names Sega Ozisoft and Microprose so:

1. Will Star Trek TNG be around \$39.95 or will I have to wait 'till it becomes a classic?
2. What's Microprose got to do with it?
3. Does quality of a game or anything else suffer when a game is manufactured under license instead of shipping or flying it in?
4. Will other games I'm interested in, such as Flight Unlimited, Rebel Assault 2, Mech Warrior 2 or Dark Forces ever be able to be manufactured under license in Australia or is there many more complications other than just asking if others can manufacture a game.
5. Why would anyone want to make writeable CD ROM drives available to the public as it is inevitable that pirates will abuse it.
6. Are iD games able to do anything about the number of DOOM clones there are, or do they just have to grin and bear it.

Thanx Dudes
You want Tompo

1. You'll have to wait until it becomes a "classic". 2. Spectrum Holobyte own Microprose but because Microprose has such a good name in the gaming world they still use the Microprose name and label when advertising their games. 3. No, although you might get "cheaper" documentation 4. There are more complications (some of which we do not know) so the locally licensed games are still the exception rather than the rule 5. Well that's like saying that tape players shouldn't be available to the public because "pirates" will tape CDs or disk drives shouldn't be available because "pirates" will copy information to disk. There are always going to be "pirates" around, and there are many other uses for writeable CD ROM technology apart from copying games 6. They're probably lapping it up. How would you feel if you influenced the whole world's playing habits!!

FUTURE SATURN

Dear HYPER
At Christmas I am going to America and I am going to buy a Sega Saturn, and I was wondering if Sega Rally, VF2 or Virtua Cop was being released for the Saturn in the future. And if the Australian games would fit, work or need an converter to work on the US Saturn. That's all. Keep up the good work HYPER.

Peter Myatt
WA

P.S. Doesn't my name suck.

VF2 and Virtua Cop are well on their way and may even be out before the end of the year, but Sega Rally will be a while away. You're going to need a Universal Adaptor to play local games in a US (or Japanese) Saturn. And, no, your name doesn't suck (snigger).

DEFENDING DOOM

Hi HYPER,
I've decided to write this letter to two people in particular from issue 21. First is Giuseppe Marino. Yes, I agree the level design in Doom is better than Doom 2 but you've got to remember that Doom is meant to be a real place on real planets, Doom 2 is just meant to be like hell. Yes, the programmers do expect us to make it through ALL levels on the harder skill levels. Why would they make a game that

was impossible? I for one, and my brother have finished Doom 2 on ultra violence without cheating. (playing it non stop for over a year does help.) But all you have to do is practise. Secondly to the guy who obviously eats rice bubbles sandwiches, Matthew Rankin, loser is to good a word for you. Lets look at your letter. For the first few lines maybe you got mixed up with what is inside your head. Dated! Blocky! Pixeled!!! I am not even going to respond to this pathetic rubbish. What's wrong with the plasma gun and BFG? They leave the shotgun for dead. What's the use of any game in the entire world? To provide people with fun! Its not going to go out and do your grocery shopping, so what do you expect? You 're obviously one of the sick individuals who use IDDQD and IDK-FA for five minutes of merriment. I don't cheat and its been living on my hard drive for nearly a year, talk about value. Talk about wasting you time writing a letter was your first mistake, and I'm sure that 99.9% of HYPER readers agree. Finally you suggest that we get rid of Doom. OK then, lets get rid of Heretic, Rise of the Triad, Descent, Dark Forces and all the other games that Doom has spawned. Just the one question though, Is the SNES better than the Meg...Sorry Will I be able to run Microprose GP2 with a 486 DX 33 8Mb Ram and 2x CD.

Seeya later
Rod Campbell

Nice points Rod, except that Doom 2 is largely set on Earth, not Hell. And yes, you will be able to run Microprose GP2.

LEND ME YOUR EARS

Friends, Romans, Countrymen... I write to you at the end of an era - an era which has seen many a 16-bit epic hit our shores. From my palace atop the hills of Kanahooka, I look out across the vast gaming universe that is southern New South Wales, and as the fast-flowing river of 16-bit released slowly but surely diminishes into a mere trickle, one can only imagine what mindblowing gaming experiences lay in the not-too-far-flung reaches of the unfath-

omable cyberspace that is commonly referred to as the future. I happen to own a 486 PC, not to mention what could only be known as a Drive of Mega proportions. But enough of my incoherent mumbling - I now seek enlightenment & wisdom from HYPER's pillar of society:

1. From the hallowed pages of HYPER Issue 20, I gained knowledge of a 20-player edition of the third Mortal Kombat instalment, due to be released simultaneously with the home version of the original. May I ask then, is it a bygone conclusion that the MK3 special edition will also make the trek to home systems?
 2. Is euthanasia a legal option for aged & weary 16-bit machines? Or must they be forced to live out the final tormented chapter of their once-illustrious lives? Has society maintained it's moral views on such controversial issues? Is our planet doomed to nuclear desecration? (Don't answer the last two)
 3. What are the chances of a Roy & HG game coming to PC or MD?
- A thousand thankyou's for answering these enquires & a thousand apologies for wasting such valuable seconds of your precious existence. I now retreat back into the shadows, never to be heard from again (at least until I can think up some more questions).

Fare thee well, brave warriors

A Dysfunctional Brain Cell
Dapto NSW

1. No, it's not a "bygone" conclusion (don't u mean "foregone" conclusion) although it is likely. The "special edition" is being released to keep arcade gamers happy (and pumping in the coins) when the original MK3 home versions come out in late October.
2. You can chuck your old Mega Drive and/or SNES if you want to but I wouldn't recommend it. They'll always be fun, even if its just a nostalgic "ahh, those were the days" kind of fun.
3. Slim to bugger all. Pants off!

For Sale

SNES Pro Pad with Auto-fire. In very good condition with box. For only \$40. Phone Richard on (02) 662 4612

SNES: 2 Control Pads 6 games including MK2, NBA Jam, Mario Kart, Stunt Race FX, SF2 TE, etc. AV Cable, Super Multi-tap \$450 ea Ph 002 436 082

Game Boy for sale includes 4 games Tetris, Dr Franken, World Wrestling and Sneaky Snakes. Also includes a carry case and cable link, the lot for \$150. Ph 06 297 4221 ask for Mitko.

Super Play issues 1-32, Zzap 64 issues 9-90, Edge issues 1-6, Mega issues 1-6, Amiga Power issues 1-10, NMS Issues 6-16, ST Format issues 7-40, Hyper issues 4-16, Amiga Format issues 8-30, Red Dwarf issues 3-13. All issues mint condition. If interested phone Peter 086 452962 after 4pm.

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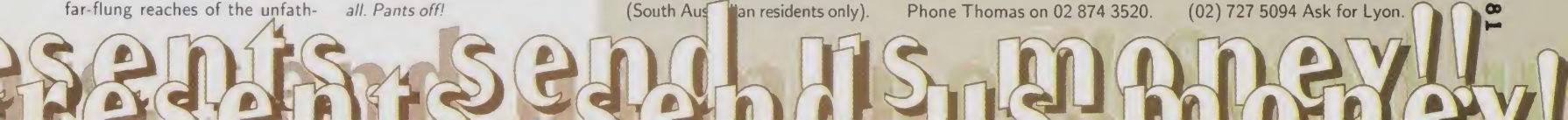
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SNES with 2 control pads, Games: MK2, SF2 Turbo, Super SF2, M Kart, M Allstars, M World, Mega Man, Zelda3, Plus a Gameboy with 7 games. All for \$800. Ph David anytime (02) 570 7335.

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Mega Drive, boxed with 3x3 button Control Pads, and 1x6 button \$100 ea. Games boxed with instructions excellent condition. Jungle Strike \$30, Flashback \$30, Speedball2 \$25, Another World \$25, Boogerman \$65. Call Steve or Jamie on (097) 959030.

PC CD games: Bioforge \$65, Noctropolis \$50, Full Throttle \$65, Aladdin \$20, Links Pebble Beach Golf; svga \$20, Day of the Tentacle \$30, Sam and Max \$30, Doom 2 \$50, Space Quest 4 \$15, Under a Killing Moon \$65, Ecstasia \$60, Relentless \$50, The Last Dynasty \$70 newest release and a 1993 Multimedia Pack includes Microsoft Bookshelf and one other Encyclopedia, Multimedia Birds, Shakespeare and more. in all only \$70. All boxed (except for the Multimedia pack) and in great condition. Ph Edward on (08) 3621664.

Mega Drive2, with a 3 button control pad and 6 button control pad and 4 games including Mortal Kombat, Sonic 2, Alex Kidd and Columns. All for \$230 everything in perfect condition. Ring Erkan on (02) 546 3974 after 4pm everyday.

SNES games dirt cheap! Street Racer \$55, Super Mario All Stars \$25, or both for \$70, or will swap both for Alan Borders Cricket! Both games in Perfect Condition, boxed with instructions. Ph (07) 2455774.

3DO games, Road Rash \$50, Samurai Shodown \$45, Way of the Warrior \$40, Super Wing Commander \$40. Ph (087) 232 368.

SNES with 4 games (Bob, Star Wars, Starwing and Ren & Stimpy: Time Warp) with 2 controllers. All in good condition \$350 Negotiable. Ph Paul on (02) 684 4531.

Atari Jaguar 64-bit console, complete with PAL converter, 2 control pads, games including Doom beater Alien vs Predator, Kasumi Ninja and Cybermorph RF and composite video cables included. \$450 ea. Ph Brett on (02) 452 2580.

Magic-The Gathering, cards, Llanowar Elves, Shatter, Unholy Strength, Soul Net, Mountain Island, Plains, Atog, Water Elemental, Jump, Unstable Mutation, Animate Wall, Hill Giant, Scryb Sprites and Drudge Skeletons. I don't know how much they are worth so give me an offer. Ring (065) 699 281 and ask for Ryan.

Mega CD with 8 discs, all boxed with instructions. \$450 ea. Call Martin on (09) 274 1713.

Commodore 64 Disk Drive + Keyboard + 3 Joysticks and stacks of games. All for \$160. Ask for Kai on (03) 9563 7508.

Sega Mega Drive, 2x3 button controllers, 1x6 button controller, 7 games (Sonic 1,2 and 3, Krusty's Super Fun House, Batman, X-men, Quackshot, Desert Strike), only \$200. Call Michael on (02) 686 6253 at home or (02) 264 7560 at work.

CD ROM games: Wing Commander 3 \$65, System Shock \$45, Sim City 2000 \$50, Iron Helix \$30, Hound of the Baskervilles \$20. Ring Marcus on (02) 743 3013.

Mega Drive games Landstalker \$55, Shining Force \$50, Phantasy Star 3 \$100. Ph Ricky (077) 831344.

3DO games. Super Street Fighter 2 Turbo \$50, Shock Wave \$45, GEX \$45, MYST \$45 Ph (07) 3299 6014, After 4pm Ask for Brett.

SNES and Super Empire Strikes Back \$150 ea Ph (049) 72 5128.

Mega Drive games NBA Live 95', Brand spanking new and unused \$60, Fatal Fury, in box w/instructions \$40, or both for \$85. Call Luke on (03) 500 1365.

Panasonic 3DO. (FZ-10) c/w 1 controller and 4 games including: Need For Speed, FIFA, Crash N Burn and Pebble Beach Golf. Also has a PAL converter and a stepdown converter. In brand new cond. 1 month old \$850 the lot for \$2 5386. Ask for Scott.

Cheap Mega Drive Games: Arch Rivals and David Robinson's Supreme Court (2 in 1 cartridge) \$30, Mickey Mouse: Castle of Illusion \$15. Shadow Dancer \$20 and Thunder Force 4 \$20 or \$70 for the lot. Prices are negotiable. All are boxed and in perfect condition. Ph (089) 270 759 and ask for Carwyn.

SNES Games, Super International Cricket \$60, Stunt Race FX \$50, and Sim City \$30, all in excellent condition Ph (08) 276 1435

Mega Drive games Dungeons and Dragons plus "Might and Magic" Brand new condition with full instructions \$70. Ph (076) 357 546.

Japanese SNES with 1 control pad and Pal Box Converter. All for \$75 or closest offer. Or will swap for a Australian Pal version SNES. Phone Denny Chow (02) 529 9941 after 5pm any day.

Sega Master System 1 with one control pad and 2 games Fantasy Zone and Double Dragon for \$80 or swap it for Urban Strike or NBA JAM or Virtua Racing all on the Mega Drive. Call Fred on (02) 3110608 any time.

MD2 Includes EWJ, NBA Jam TE, NBA Jam, 1 Arcade Stick, 1x6 Button Controller, 2 Infra Red controllers and Multi-Tap \$350 ea As new Call Andrew on (06) 2531 957.

Mega Drive 2 with 6 button pad, never used, in box. Plus 3 button control pad, 6 games (World of Illusion, Bubsy, Streets of Rage, Altered Beast, Sonic, Columns) \$300 ono. Ph (03) 9592 4229

Swaps:

Will swap Dynamite Headdy for Alien Soldier of Light Crusader. Will also swap Micro Machines 2 for Soleil or Story of Thor (if you're sick of them) Ask for Sime Mardesic after 4pm Ph (050) 274 569.

My MD2 for a SNES with games. I have eleven games (inc. MK2) and two 6 button cont. Pads. ask for John. Ph 03 302 2721.

SNES - SF2 will swap for Mario Kart or Probotector or any other good SNES game. All suggestions answered. Will probably swap for any game, I really hate the ?!#!*+@ game. Will sell for \$37.95 with all the codes and don't forget to ring me on 047 878 310 (Blackheath) and ask for Andrew.

Game Gear with heaps of stuff and 12 games for 386/486 with 4mb of Ram and SVGA Graphics. Ph Nigel on 026 522126.

Mega drive with - Lemmings, Desert strike, Columns, Alex Kidd, Sonic, Sonic 2, and Out-run 2019 for a SNES with Donkey Kong Country and at least two other games. Persons must live in VIC or NSW. Ph Josh on 03 9707 2376.

Will swap Wing Commander 3 for Magic Carpet or Relentless. Will swap System Shock for Warcraft or Theme Park. Ring Marcus on (02) 743 3013.

FIFA '95, NHL '95 or Earthworm Jim for Soleil, The Story of Thor or Mega Man - Mega World (Just released) Ph Rhys on (058) 721 671 after school hours.

I will swap 1 Net Magazine, 2 PC Formats, 1 Sega Zone, 1 SNES Force and Lord of the Rings Two Towers for Sonic 2 on Mega drive. Call Tom on (03) 890 3880.

3DO games for other 3DO games, SNES games, a Game boy or a Game Gear. Ph (087) 232 368.

Wario Land for Jurassic Park on the Gameboy Phone Damian on 098 212 343.

SNES with 2 controls and 4 games. Earthworm Jim, SF2, Jurassic Park, Wing Commander and a Gamesaver for a Atari Jaguar or a 3DO with at least one game. Call Alec on (051) 348 760.

Wanted:

NES (8 bit) games wanted real cheap. Will pay up to \$10 ea. Most good titles considered. Ph (071) 599907 between 5-7pm only. Ask for Quintin.

Colecovision, Atari 5200 and Vectrex games, consoles and accessories. Also wanted back issues of Electronic games, Joystick and Videogaming. Phone Peter on 086 452 962 after 4pm.

SNES with 2 control games for a Mega Drive or Mega CD Phone Matt R on 070 654 972.

J'Stick for SNES only. Willing to swap with another SNES J'Stick. Must be in excellent condition. Box not necessary. Ask for Willy on 057 67 2232.

SNES games Real Cheap!!!!!! Ring David after 5pm Mon-Sun on (066) 476312 prefs DKC MK2 and EARTHWORM JIM.

Space Rogue and Elite for Commodore 64. Will buy or swap for other C64 games. Call Dean on (07) 3265 6902. After 4pm.

Mega CD 'Make my own Video - C&C Music Factory' PAL Version. Ph (09) 593 2998. Ask for David.

Penpals:

Hi, 14 year old guy looking for male or female penpals. I love writing letters and I need to feed my mailbox. Please write to Raff 6/45 Chandos Street ASHFIELD NSW 2131.

Hi! I'm Mickey! All I do is play SNES, I love it. Don't get me wrong but I also love writing letters! I'm 19 and a quarter and I'll write to anyone who writes to me as age does not matter. Write soon! Mickey PO Box 12 CORIO VIC 3214.

Hi my name is Gareth. Anyone out there between 13 and 16. I own an IBM and a SNES and I'm a very up to date person. I buy all the latest games, play all the latest games at the arcade and watch all the latest movies. I also like reading books and mags. Three of my favourite past-times are playing soccer, video games and sharing cheats. Please write to: 31 Nobelius Drive LEGANA 7277 TAS Ph (003) 301103.

Attention all females, aged 12-16 years old. My name's Steve and I'm 13 years old. If you think you're good looking then send a photo. I have a NES, SNES, Gameboy, Mega Drive and PC-CD ROM. If you want tips, cheats, hints or a date. Write to Steve Coles 18 Heron Avenue NORTH SUNSHINE VIC 3020. PH (03) 93114624.

Hi, I'm Jarrad Clarke. I like most sports and video games, especially SNES. I like Techno (The Prodigy) and dance music. I'm a 13 year old guy and I'm looking for guys and girls for penpals between the ages of about 12 - 14. If you like getting letters then you might like to write to me. I'm good at sport and love having fun!! Write to Jarrad Clarke, 113 Fairway Circle Conolly Perth WA.

Hi! 15 year old boy looking for a penpal (preferably girl) between 13 and 16. I enjoy playing video games, listening to music and just having fun. Please write to 63 Brosnan Drive Capalaba QLD 4157.

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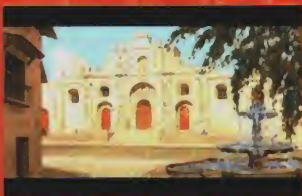
PRISONER OF ICE



THE ICE CAN SOMETIMES HIDE MONSTROUS SECRETS!

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UNDER THE ICE OF THE SOUTH POLE LURK SOME TERRIBLE CREATURES - THE PRISONERS OF ICE. AT THE HEART OF THE SECRET GERMAN BASE SOME NAZI SCIENTISTS ARE TRYING TO APPROPRIATE THE COLOSSAL POWER OF THESE CREATURES. BRUCE RYAN, A YOUNG AMERICAN SOLDIER, IS SENT ON A SECRET MISSION TO TRY AND STOP THEM. INSPIRED BY THE WORKS OF HP LOVECRAFT AND INCORPORATING AUTHENTIC FACTS FROM WORLD WAR II, "PRISONER OF ICE" WILL IMMERSE YOU IN A FANTASTIC NEW ADVENTURE WHICH COMBINES CTHULHU MAGIC, INTRIGUE AND ESPIONAGE.



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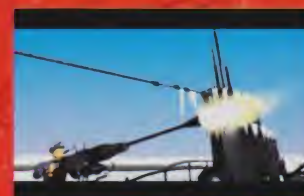
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