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# **HYPER**

Australasia's only independent games mag

## **Mortal Kombat 3**

The Killer home conversions

Nintendo's  
**Virtual Boy**

**Streetfighter 2**  
- the Animated Movie  
& the Saturn Game

**SNES**

Mechwarrior 3050

**MEGA DRIVE**

Vectorman  
Comix Zone

**PLAYSTATION**

Destruction Derby

**SATURN**

Bug  
Virtua Fighter Remix

**PC**

Command & Conquer  
Apache Longbow  
Werewolf vs Comanche  
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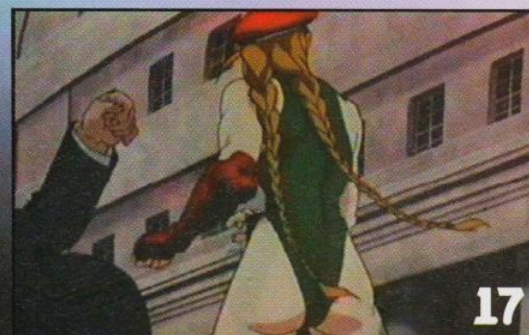
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# Hype it up

We've been so busy recently that our **second** birthday almost took us by surprise. Luckily we remembered just in time, stopped playing **4 player Deathmatch Doom** and went to work on this issue which just happens to be our second anniversary special.

Ahh, linear time. What a bizarre but unavoidable concept. In the past two years games have come and gone, rival magazines have come and gone (hehe), contributors have come and gone - even art directors and deputy editors have come and gone but I'm still here with **calluses** on my thumbs, **square eyes** and about **3.65** brain cells left. That's what you get when you work **AND play** too hard. But I'm not complaining (much) because we're constantly getting new games that put a **smile** on my face.

Games that made me **grin** this issue are: **Mortal Kombat 3** (the **SNES** version is so good that it almost makes you rethink the necessity of buying a "super console"); **Comix Zone** (originality and style in bucketloads); **Command & Conquer** (**SOMEBODY STOP ME PLAYING THIS!**); **Destruction Derby** (this game is so incredible it will sell the **Playstation** all by itself); **Virtua Fighter Remix** (which shows that the **Saturn** really can compete after all) and of course **Doom** on the **Macintosh** which proves that good things actually do come to those who wait. So as you can see I've been **smiling** a lot this issue and that's always a **good thing**.

Something that made me **sad** though (apart from the stupidity of the **French President**) was the postponement of the **image 95 games expo** which was supposed to be held in **Melbourne** in early **October**. It's been put off until **April 1996** so I'm sorry if I got everyone excited by **crapping** on about it in my last editorial. How was I supposed to know?

That's more than enough from me - there are games to be played and **fun** to be had somewhere else. **C'mon**, it's our **birthday** after all!!

Stuart

## ULTRA 64 Latest News



We were trawlin' on the net one day, when low and behold looky what we found! Yes kids, it's an artist's (not one that works for Nintendo unfortunately) impression of the Ultra 64 controller.

A gnarly piece of work this, the controller goes about half way towards being a traditional design, then takes a sharp left and goes wild into uncharted territory. The Playstation-style handgrips on either side are what you wrap your hands around on an average day, fingering the six buttons and D-pad in a manner you should be well practised at. So far, so-so.

The dangly thing down the middle is the radical bit. Nintendo's rocket scientists have designed it to be an option for games that support it. The big round pad in the middle is an analogue proportional control. It works just like a PC joystick. That is, it'll move whatever it is you want to move as far as you want to move it. This is something console controllers have needed since day one. Mighty useful for putting that cursor exactly where you need it, or precise throttle input for flying and driving games. Behind the middle knob is a trigger, and our lab technicians speculate that it will be used to shoot things.

In fact the uses for such a simply clever device are limitless, by combining the functions of the centre stick with either the standard left or right controls (or all three once we learn to grow another hand), just about anything can be accomplished. Nintendo may even design games that need two players sharing the workload on the one controller. While the final controller may look a little different, expect it feature the three knob analogue design you see here.

In other Ultra 64 news, Nintendo are revealing their new gaming beast at the Japanese Famicom Space World (Shoshinkai) show on November 25-26. The only games to be officially announced so far are a new Mario game (apparently a bit like a cross between Saturn's Bug and Playstation's Jumping Flash) and a Final Fantasy game which will apparently feature a fully 3D realtime generated world. They both sound very nice, but its rumoured that there will be up to 10 games able to be viewed at the show. They have been working hard...

As for the hardware itself, the Ultra 64 promises to shift over 600 000 texture-mapped polygons per second (which pisses on the Playstation's 150 000 and pisses even harder on the Saturn's effort) and will support resolution modes from 320x224 to 1280x1024 (which will only be for those with High Definition TV). There are other specs floating around but we'll wait until we get the final figures before exciting you. Everyone's guessing that the U64 will be released in Japan in December, but we'll have to wait until mid-1996 for an Australian release. It looks like the wait might be worth it though...

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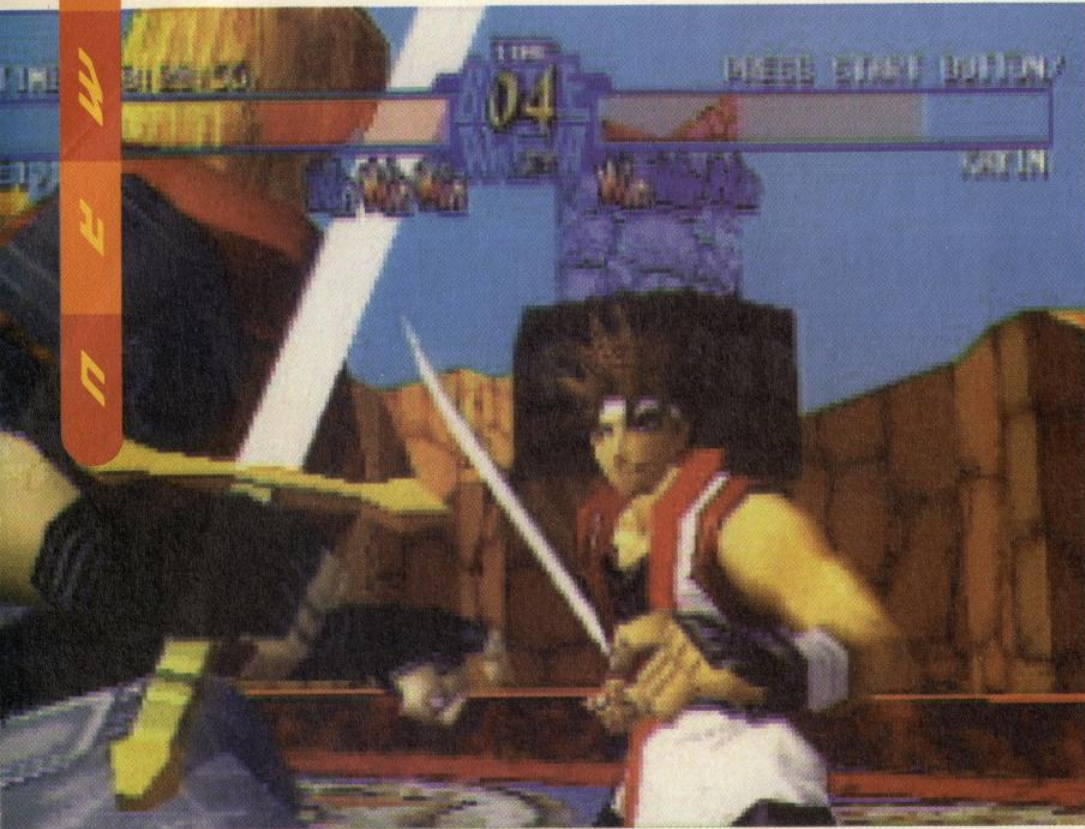
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## Tohshinden 2

HYPERS loves Tohshinden. It's a fabulous Playstation 3D fighting game that rivals Virtua Fighter and we gave it 92% in issue #18. It's great.

What should be even greater is the sequel - no, wait for it...Tohshinden 2!! Such creativity, they amaze me sometimes these game developing people. Takara say that all the original characters will survive into the second game, and they will be joined by two newbies - Tracy, a female detective, and a mysterious assassin called Chaos.

Tohshinden 2 will be released into the arcades in October/November and could possibly be ready for home-release before Christmas. But that might only be in Japan, and anyway, most of you haven't even played the first one yet, so don't fret too much if this doesn't arrive until next year. Take a look at the pics instead...

## Acclaim Hits The Road

In an interesting piece of corporate manouevring Village Roadshow (Australia's leading entertainment bods) have teamed up - or "entered into an exclusive agreement", if you prefer - with Acclaim Entertainment. It's rumoured that the deal cost around \$4 million, but means that Roadshow will be handling all future Acclaim releases (for Mega Drive, SNES, PC, Playstation, Saturn, Ultra 64, etc) in Australia. A smart move by Roadshow since Acclaim are clearly one of the biggest (and yet most erratic) game publishers in the world. They just happen to have a certain Mortal Kombat 3 ready to roll on October 30 so the first Acclaim/Roadshow release looks set to be a biggie...

## Hexen - the Doom RPG?



Think you've seen enough Doom clones to last you a lifetime? Nope, nor have we. And here's another one.

Hexen (formerly called Heretic 2) is a gorgeous looking Doom clone from the guys themselves, iD Software. There will be several improvements over Heretic, not all of them visual. Though obviously, the graphics engine has been tinkered with, bringing you lovely fog effects and other visual enhancements. You can now choose from three different characters: a big beefy warrior, a powerful mage, or a cleric. Each one has unique characteristics, their own special weapons, and so forth, meaning this might play in an RPG-ish way. iD also promise a more random nature to the structure so that no two games are ever the same, thus giving you Value For Money.

John Romero, Doom's creator, says Hexen is "the best of the Doom-like game genre" and you'd think he'd know what he was talking about, wouldn't you? Look out for it in early November.

## STOP PRESS

### Image '95 Games Expo Postponed

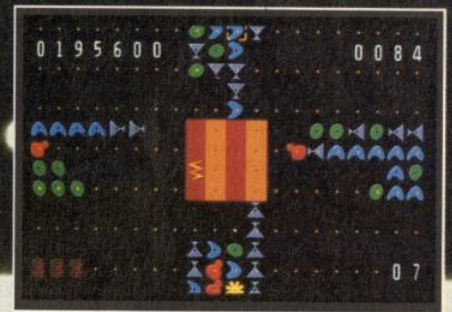
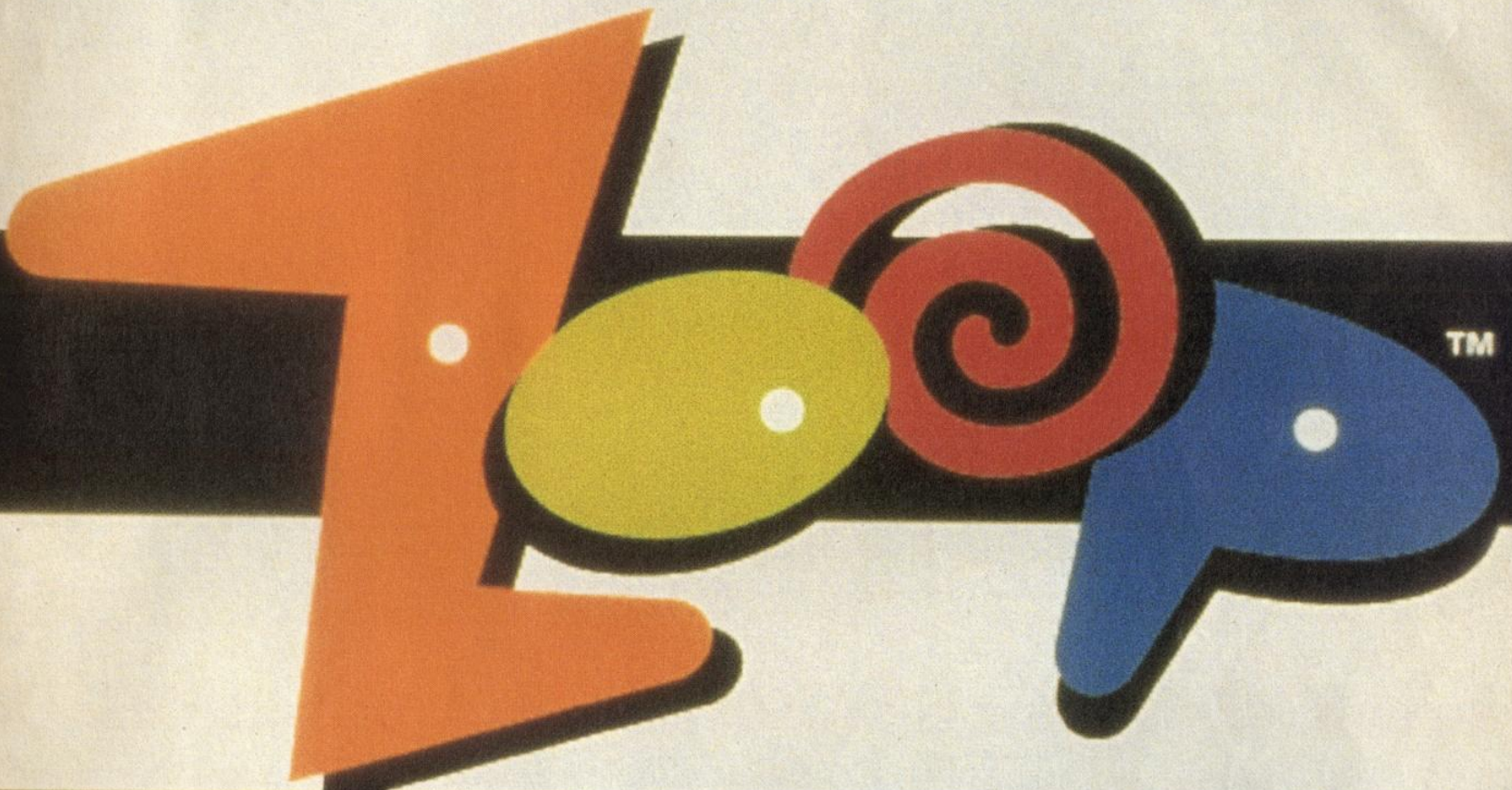
It's a bit of a bummer we know, but the organisers of the image '95 electronic games and entertainment expo postponed the event only a month before it was supposed to happen. We're sorry for all the Melbourne HYPERS readers who were getting excited but the organisers say that product release delays and budgets problems for some of the industry's key players forced them to postpone the event until April 12-14 1996. It should be good...when it finally happens.

## EA's Playstation Christmas

Electronic Arts have affirmed their commitment to the Playstation by announcing that it will have nine titles ready for Sony's next generation console by Christmas. They will have six ready at the launch (or soon after) including two new titles, Madden 96 and PGA Tour 96, as well as Wing Commander 3, Theme Park, Shockwave, and Viewpoint (all four titles enhanced from their previous incarnations). Also due just prior to Christmas are Road Rash, FIFA Soccer 96, and Hi-Octane. And a Merry Christmas to you too, EA.







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# Sega vs Namco Overflow



Sega and Namco are turning into bitter arcade rivals. Sega released Virtua Fighter; Namco came up with Tekken; Namco launched Ridge Racer, Sega pulled out Daytona. And so on and so on.

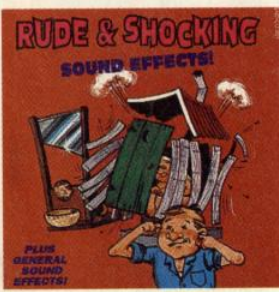
The latest arcade releases from the two companies put them head-to-head again. Namco have finally given us the long awaited sequel to Ridge Racer (Ridge Racer 2 was an update more than a sequel) called Rave Racer and Sega have released their latest driving game using the same board as Sega Rally, Indy 500. Of course, both games look beautiful and there's not much between them but if the Japanese arcade reaction is any indication,

Namco may finally have one over Sega in terms of popularity.

Rave Racer has the same basic game engine as Ridge Racer but there are now four tracks to race on. The course that's making everyone peak is the expert level night drive which features narrow, mountain roads and it's apparently one tough mutha to beat which should please hard-core arcade junkies no end.

Indy 500 is based on IndyCar racing (surprise, surprise) which Americans love so much for some unknown reason. Sega's Japanese programmers obviously had no idea because the traditional IndyCar oval courses have been dumped in favour of hills, sharp corners and tunnels. This makes the game more exciting but it really isn't an IndyCar race - it's Daytona USA except you're driving an IndyCar. Got it?

Anyway you can make up your own mind about which game deserves your dollars as both games are due in Australian arcades about...ooh, now.



## Custom Sound Effects

If you're a budding game designer, you may have the graphics programming all worked out but sound can be a real pain in the (r)ear. Now there are some custom sound effects CDs that are here to help. You want a short, abrupt farting sound then just go to track 12 of the Rude and Shocking Sound Effects CD and you've got one. You want a "midnight in the graveyard with clock chime" effect then just go to track 21 of the Night of Terror CD and you've got instant atmosphere.

Obviously there are far more uses for the sound CDs than just games but we'll let you work those uses out. There are six different effects CD available and they retail for \$14.95 at big music and department stores. Our pick of the bunch: Night of Terror and Rude & Shocking Sound Effects. Love 'em.

## Saturn and Playstation Peripherals

The third party peripheral biz has established itself firmly as a steady and reliable part of the games industry. The quest to build a better and cheaper control pad seems a fundamental part of the spirit of humankind. No wonder then, that the trickle of goodies out there for the next generation of consoles is turning into a veritable avalanche.

Thanks to our chums at Sprint Enterprises, we've been road testing all the latest gear designed to bring out your best. Knockers of the Playstation's admittedly strange controller will be pleased to hear than a hefty range of alternative pads are readily available (before the machine's official release!!). While they all retain the basic handgrip shape, more thought appears to have gone into the ergonomics (how comfy it is to hold). Teensy indents on the grips seem to be the rage, all the units we tested had wee finger nooks and it's surprising what a difference it makes.

Oddly enough we liked the Hyper Joypad for the Playstation best, mainly because it replaces the dinky direction buttons with a chunky old-fashioned direction pad. We also liked the glowing LED's a lot too, but only because silly and pointless things like this please us immensely.

Sprint also stock top gear for the Saturn, like the Super UFO infra-red pads. Unlike many infra-reds, these actually work quite well. Another goodie that belongs on your shopping list is the fabbo Pro Universal Adaptor. With this wee box of magic in the Saturn's cartridge slot your imported games (from Japan or America) will run a treat. Another treat is the converter which allows you to use your Mega Drive control pad for the Saturn. A more useful metre of cable has yet to arrive in this office.

Sprint stocks a veritable supermarket's worth of peripherals, and today's sophisticated gamers should check out their range to make their gaming experience everything it should be. You can talk to Sprint on 03 9427 9996, or fax them on 03 9427 0705. Dealer enquires are welcome and don't panic if you're interstate 'cause they've got a mail order service (which is very efficient).

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

If they're doing it, so can we! American chain Blockbuster Video have announced their intention to rent out Saturn and Playstation consoles, along with games for the units. Hopefully local Blockbuster stores will follow suit, making the hottest games available to gamers who want to check out the hardware before forking out wads of cash.

American Laser games - known mostly for crappy FMV shooting games, will be selling a PC compatible gun for gamers who like that flavour of fun. The plastic gun (let's hope it's a more tasteful colour than their Mega Drive pink and blue efforts) will ship with demos for Crime Patrol and The Last Bounty Hunter.

Amazing and apparently true! 11th Hour is actually going to be released! November 27th has been named as the "official" release date. We assume they mean 1995.

Tohshinden is heading to Saturn. Comparing frame rates and graphic detail will be something all anally retentive gamers will be doing - including us, so stay tuned for our lab results...

Also for the Saturn is the arcade wonder Sega Rally. The game engine is said to be smoother and more powerful than Daytona's, which is something the Saturn desperately needs to prove it can handle fast 3D.

Get ready for a new era... Speech recognition is set to boom as the Next Big Thing. Microsoft is developing a standard that'll make programming easy, as well as attract developers to the Win 95 platform. Already out is a Star Trek Omnipedia that you can talk to, with an enhanced Version of Sierra's Aces of the Deep due soon. "Crash dive!", "Blow all tanks!" Heheheh... giggle...

Modem makers Netcomm are hoping to team up with Optus Vision to put in place a system that could revolutionise the way we play games. If they get their way, the new service will provide full ethernet (network) emulation through a standard modem. The end result is that gamers will be able to set up network games (for those that support it) from home, with as many players on line as the game supports. Go Netcomm go!

The C-64 lives! Commodore's new owners were rather pleased to discover that thousands of Chinese schools still use the C-64s that were supplied to them countless eons ago. The Chinese government is apparently keen to stick with the technology and is looking to buy thousands more of the ancient machines. Production is running at maximum capacity to meet the Chinese order. Who would have thought...

Rumours of a Sega and 3DO partnership may have been premature... Instead, Sega are teaming up with NASA and U.S. Defence Dept. contractor Lockheed Martin to nut out the hardware for the new improved Saturn II. Lockheed Martin helped out in a big way with Sega's Model 1 & 2 arcade boards. We'll give you the specs when we know what they are, but don't bother saving yet, as Saturn II isn't due 'till late next year.

The Matrox Millennium video card is the hottest "must have" item in PCland right now. The card is the first on the market with true 3D acceleration capabilities. Included with the card is an optimised version of Nascar that apparently runs heaps faster. Power to the people.

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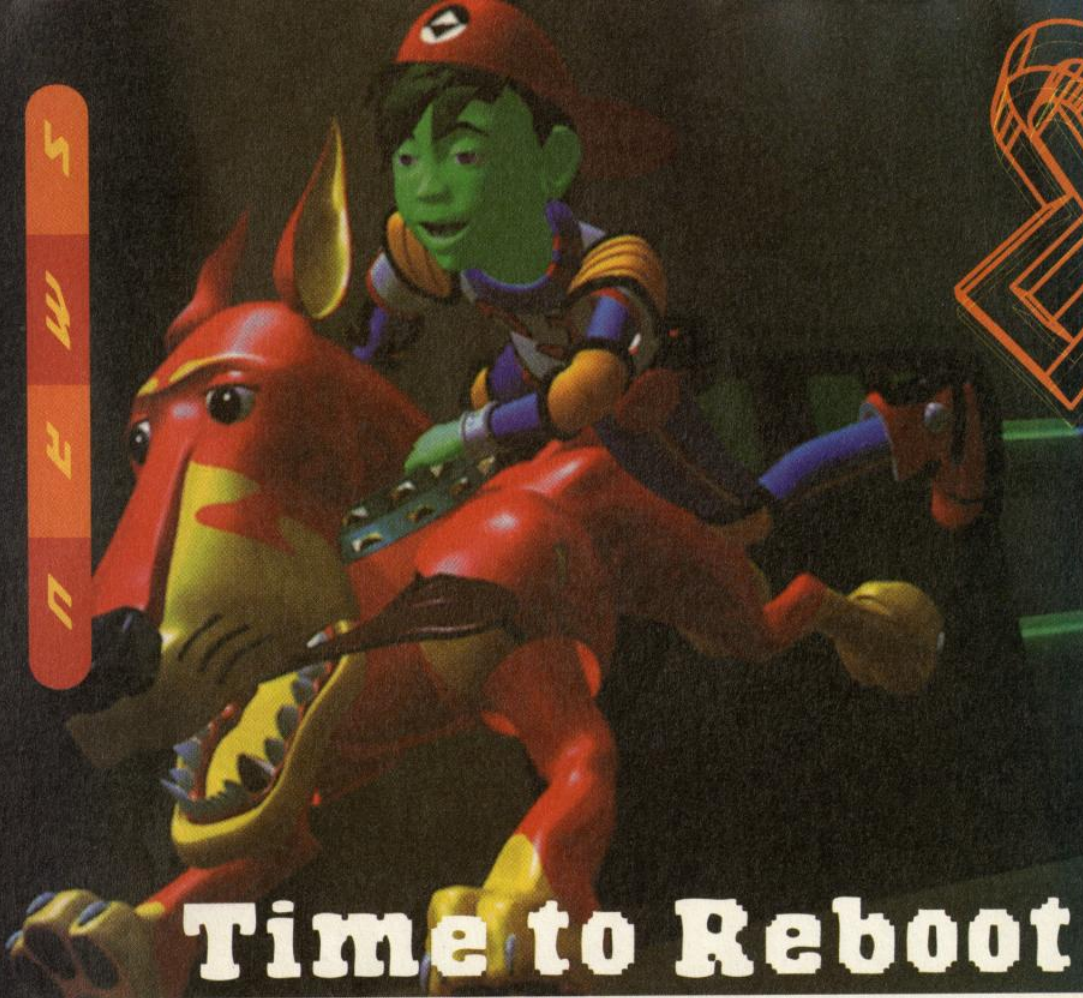
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# Time to Reboot



If you're into computer animation and computer games (and if you aren't - why are you reading this magazine?), then watch out for the new TV show called Reboot. It comes from Canada, it's the world's first fully computer animated series and quite simply it one of the best shows we've ever seen. Forget the Power Rangers. Forget the Teenage Mutant Ninja Turtles. Reboot is going to take "kid's" TV by storm.

One of the best things about Reboot, is that even though it's obviously aimed at younger viewers, everyone will be able to appreciate the stunning

computer animation and clever script.

The action takes place inside a home computer. Mainframe is the name of the magical metropolis that comes to life every time The User (who is never seen) boots up his computer. There are three main heroes (who are sprites); Bob (a working class "digital cop" who is the best Gamerster in Mainframe), Dot (owner of Dot's Diner and ambitious entrepreneur) and Enzo (Dot's hyperactive younger brother who's always getting into trouble). They are constantly battling Megabyte, a virus who has invaded Mainframe and aims to grow and take control, as well as Hexidecimal, a virus which causes chaos and malfunction. Supporting the main cast are many other amazing characters such as Scuzzy (Hexidecimal's pet spy), Phong (the oldest and wisest sprite in mainframe - a left over from the days of IBM 360's), Hack & Slash (Megabyte's stupid but strong servants) and Frisket (a tough junkyard dog).

The animation and overall design aesthetic are truly stunning, especially when The User starts a Game. The Games are usually the highlight of an episode and when the glowing purple Game Cube descends over Mainframe you can be pretty sure you're in for some best computer animation you've ever seen. We only wish real computer games were like this!!

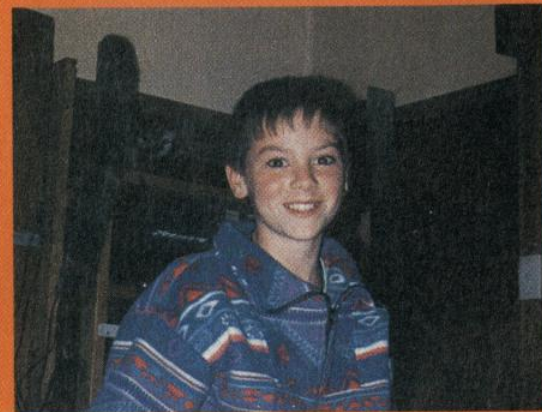
Polygram Video are releasing the first Reboot videos in October and the series will screen on the Seven Network from November. You have no excuse if you miss it. Truly wonderful stuff.

## WINNERS

- Mirage:**  
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- Star Blazers:**  
 Cameron Shea (NSW) Gabriel Callaghan (SA)  
 Josh Hobbs (Qld)
- Tank Girl:**  
 Paul Olditch (Qld)

## Readers Review

Welcome to our new Reader's Review column and thanks to the many HYPER readers who sent in their reviews. This month we have a review of an oldie but a goodie from Josh Maddern who lives in Hepburn Springs, Victoria.



### Lands Of Lore: The Throne Of Chaos (PC CD ROM)

Reviewed on a 486DX2-66 with 8Mb RAM and SBPRO.

Hello? Any gamers out there that like adventure games with a bit of violence thrown in? Because if there is then Lands Of Lore: The Throne Of Chaos is for you.

You start off by choosing your character. There are four to choose from: Ak'shel, who is excellent at magic but not real good at anything else, Michael, who is very strong, Kieran, who is very fast, and Conrad, who is fairly good at everything.

After you've chosen your character you're in the castle, and a guard tells you that the king wants to see you. From there, you go and find the king and he gives you your instructions, then off you go.

Later on in the game you find more characters to join you in your quest, each with different characteristics. You find objects during the game, which you can put into your inventory, armour that you can put on any of your characters, and weapons, which have different strengths.

Overall, I think that Lands Of Lore: The Throne Of Chaos, is a very good and lasting game, and I still can't get past it. I would recommend it to any adventure gamer that takes their gaming seriously. The graphics are sharp and have great detail, the music gets a bit samey, but that's nothing new. The speech certainly makes up for the music though, and on the CD ROM version it's got Patrick Stewart (Jean Luc Picard) as the voice of King Richard.

Visuals:95      Sound:90  
 Gameplay:85      Longterm: 85      Overall: 90%





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## Virtual Reality on Your PC

The future arrived in the HYPER office one recent Monday morning. It took the form of our very own VFX1 virtual reality headset and boy were we excited.

The VFX1 is the first (comparatively) low cost consumer VR headset available in the country. While the technology is fairly primitive and has some way to go, the Forte VFX1 is an undeniably sexy piece of entertainment hardware. It's probably impossible to design an ugly VR headset - the very nature of it offers serious opportunity for wild sci-fi design work, and the VFX1 is probably the best looking gaming peripheral we've ever seen.

While the beast may look heavy and cumbersome, it's surprisingly light and comfortable to wear. Slipping it on isolates you from the outside world without even powering it up, the speakers fit snugly

around your ears and it's damn hard to hear even the loudest noises (like Stuart yelling "give me a go!" right next to your face). Fire it up and the speakers deliver unbelievable 3D surround sound thanks to inbuilt circuitry. The only thing missing is a volume control, so you must adjust volume from within the game if that's possible, or by using software your soundcard hopefully came with.

Suitable impressed by the audio, it was time to get lost, so to speak. The visor goes up and down like a 31st century car bonnet. Aside from looking supremely cool, this also means the unit will fit any head size comfortably. The business end of the VFX1 are the two colour LCD screen that are positioned right before your eyes. They are adjustable for focus and separation. Contrary to what you may have imagined, you don't get a wrap around view, instead the screen appears as just that - a screen hanging in space surrounded by a rather industrial looking frame. Use the VFX1 for a while and this effect disappears, much like your monitor frame does as your eyes focus on the action in the middle. What can't be ignored though is the resolution. On paper, 789 X 230 sounds perfectly fine, but when it's in your face the grainy images are sometimes only recognisable because you've seen them so often on a monitor. It's not unbearable by any means, but it was the number one complaint for folks that had probably been falsely informed by TV technology shows. Some games look a lot better than others; despite our expectations Flight Unlimited looked terrible, while Heretic and Descent in particular were well worth it.

Descent won fans mainly because of it's built in support for the VFX1's stereoscopic mode. Running like this, the world in our eyes really was 3D

and physically jerking away from big explosions was a common reaction. That games like Heretic and Doom don't display in stereoscopic 3D wasn't any great disincentive, and it was Heretic that we played the most at first, thanks mainly to the impressive controls. Being a true 3D world helped matters greatly, the simple thrill of looking up or down and actually seeing what you should is a joyous thing.

Turning is done with your head, while movement is controlled with the CyberPuck - a hand held pitch and roll controller (a bit like a free floating mouse) that comes with the VFX1. Driving Heretic (or any other game for that matter) with the VFX1 and CyberPuck takes a little getting used too, as it's marginally less responsive than the old fashioned monitor and keyboard. In deathmatch mode you'd be at a decided disadvantage, but against the computer it's good enough and well worth any slight loss of accuracy for the sheer thrill of the immersion.

The VFX1 is a fantastic toy to call your own, but it ain't cheap - that is, unless you call \$1995 cheap. Well funded punters prepared to take the plunge needn't worry about the usual lack of software support problems, as there are currently 36 games that have a VFX1 option, with at least 67 more to follow in the coming months. Besides, you can play any old game with the VFX1 if you're just after the massive screen in your face effect.

We'll give you the low down on other VR headsets in coming issues, like the Virtual i-O and Victormaxx which should be here soon.

In the meantime VFX1 is here, and while the technology is in its infancy, it does work well, providing a new way of gaming that has to be experienced.

If you're interested, call the incredibly helpful Jason Pang of Mindflux on 018 162 238, or fax him on 02 416 9029.



# Playing!



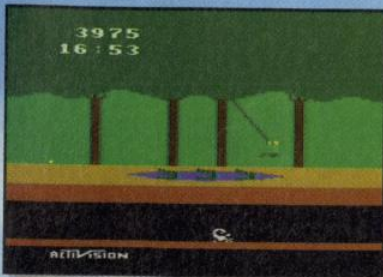
Start having fun on Windows® 95 with Pitfall: The Mayan Adventure – 13 thrilling levels, fantastic side-scrolling gameplay, stunning animation and a truly incredible soundtrack. Because the best reason to upgrade to Windows® 95 is... **playing!**



It's sheer panic above the crocodile pits!



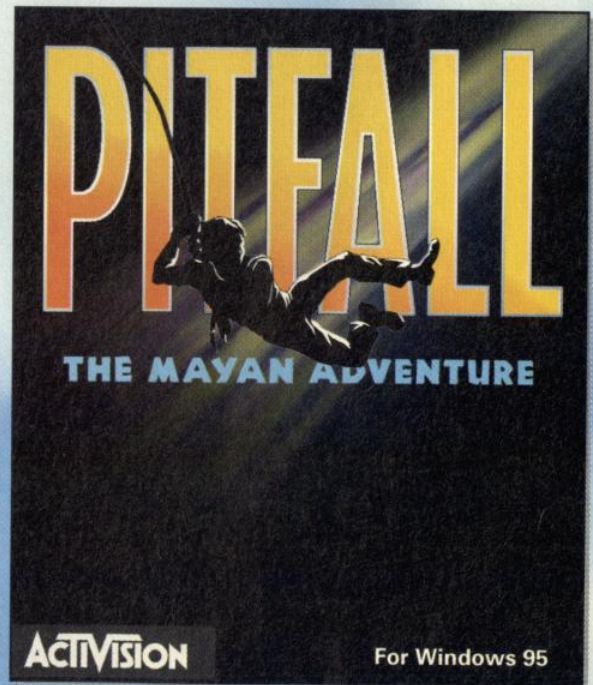
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Reviews by Max Autohead



MACROSS 2



DOOMED MEGALOPOLIS

### Ranma 1/2

What do you have if you get an awesome teenage martial artist, the sex object of every girl in the neighbourhood and the target of jealous boyfriends, who has been forced into an arranged marriage by his Panda bear father and turns into a gorgeous girl when splashed with water? You have Ranma 1/2, the bizarre brainchild of Manga god Rumiko Takahashi (of Lum fame).

I must confess; I worship the ground that Takahashi walks on. She's just quite simply one of the most original and funny creators working in comics today and her quirky, hilarious books have enslaved millions of readers around the globe. With the release of Anime adaptation of Ranma 1/2, all my dreams have come true, and yours will too once you see this series!

All the style and comedy of the original comics have been perfectly captured in this beautiful looking anime. Episode one "The Curse of the Contrary Jewel" is a good example of this, when Ranma attempts to seduce a girl whose mood swings from helpless love to

### Doomed Megalopolis #2

Remember part one of Doomed Megalopolis? It was one of the first animes to be distributed commercially on these shores. It had a freaky cover and a guy in it that looked like a speed junkie version of Bison from SF2. It also had a chilling Gothic horror feel to it, with this demonic bad guy character wandering around doing all kinds of scary shit. Remember that?

Well here comes Doomed Megalopolis part two. Set in Japan in the early part of the twentieth century, Doomed Megalopolis is the story of an evil Satanist sorcerer named Kato, who, after raping a girl has returned fourteen years later to claim the offspring of the unholy union. Kato plans to use the child to bring back the spirit of Masakado, the Guardian spirit of Tokyo in order to enlist his help in destroying the city.

In his way are the powerful Psychic holymen who attempt to block his every move. Incest, horror, people being turned bloody mush...this anime has it all. It's an incredibly slow moving series, but manages to capture an eeriness that can at times be more than a little disturbing. The live action version is due for release soon, so make sure you see this animated version first. A good looking anime that's worth a look.

Rated M. Distributed by Siren Entertainment. **8/10**

### Macross 2 #5 & 6

So this Alien ship crashes to earth, giving us the technology to turn fighter planes into armoured mechs and fight in outer space. Unfortunately for the Earth the crashed alien ship is sought after by an extremely violent and homicidal alien race called the Zentradi, who decide that human beings need to be shown who's boss and are more than willing to give us a demonstration. Somehow, against overwhelming odds, the humans learn how to use the aliens technology and manage to hold their own. They also discover a weakness in the aliens; that is that they are easily confused when a girl sings pop songs at them. The aliens are defeated through cheesy pop music, and mankind once again returns to peaceful bliss.

That was the plotline for the original Macross series (released here as Robotech). The sequel Macross 2, takes place eighty years after the first invasion. All hell breaks loose when the Marduk, an even more violent version of the Zentradi come a'knockin, filling the empty void of space with planet to planet space cruisers. This time they're not going to be taken off guard by some waif of a girl singing songs at them. This time they've brought their own singers!

With the release of the third video containing episodes 5 & 6 the conclusion to the series, we get to see how generic anime can be. And even greats such as Macross can have shitty sequels. A highly disappointing finish especially after such a promising start in the series.

Distributed by Kiseki. Rated PG. **7.5/10**

### Macross Plus #3

When I was a wee lad Macross (released here as Robotech) made it's debut here on Saturday morning cartoon shows around the nation. For its time it was an amazing achievement; this Japanese production outgunning all its western competitors. Today Macross is a Japanese anime institution, and occupies the Anime "Hall of Legends" alongside other cutting edge greats such as Astroboy, Akira and Gundam.

The Macross Plus series is by far the best anime series that I've ever seen. It is currently, in my opinion, the most cutting edge sci-fi available anywhere, and like good wine just keeps getting better with each episode.

Set on the colony planet Eden, the story centres on two rival pilots testing new fighter planes for the military. Their rivalry escalates to murderous proportions, and while the military try to keep these two ace pilots under control, a visiting virtual celebrity (an Ikdor) powered by the emotions of one woman starts to gain sentience and take control of its destiny.

The "cheese" that is normally affiliated with Macross is virtually non-existent in this series, with strongly written characters and a fantastic storyline, coupled with some unbelievable animation makes Macross Plus the Anime series of the year. Make sure you see it, no matter what.

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



MACROSS PLUS

homicidal violence, depending on which way her broach is turned!

Episode two, "Tendo Family Christmas Scramble" sees Ranma in even more hot water, as his countless admirers battle for Ranma's love in an all out free for all.

Filled with weird arse shit and intense trippy scenes, Ranma 1/2 will have you splitting your sides with its comedy and its original, fresh appeal. Definitely a must see.

Distributed by Kiseki. Rated M. **9/10**



RAMMA 1/2





## Streetfighter 2 - The Animated Movie

Chun Li butt naked! Have I got your attention? Yes! The animated woman that over a million arcade and console gaming fans have enslaved their lives to features in what is set to be the most popular anime release this year. They're all here; Ken, Ryu, Vega, Cammy, Blanka, Dhalsim, DJ, Bison; you name it and they're here, doing what they do best (ie beating the tar out of each other).

In a game where the main concern of the characters is to be the strongest street fighter in the world, it's amazing to see how many different medias SF2 translates to. Whether its comics (Chun Li somehow managed to end up of a cover of a soft porn comic) or the motion picture, SF2 just keeps getting bigger and bigger.

### The Plot

The SF2 Anime takes place in what the distributors call "the not so distant future", with bad guy Bison planning on world domination through brainwashing the world's supply of Street Fighters. If you think that sounds hokey then check out the blurb on the back of the video cover; "The only two people on Earth with the powers to prevent Bison from dominating life on this planet are Ken and Ryu....together they face the fight to end all fights. The final battle between good and evil is about to begin!"

Bison controls Shadowlaw; a huge international criminal organisation bent on world domination through the enslavement or assassination of key government members. As political leaders die painfully in public by getting their necks snapped by brain-washed killers such as Cammy, police agencies around the world combine resources in an attempt to stop these murders. Interpol agent Chun Li is hot on the case, enlisting the hard won services of American ace fighter pilot Guile. Together they scour the globe, warning other street fighters of Bison's hideous plans.

At the same time Ryu wanders the planet, honing his martial arts skills on top of mountain peaks and being pushed into unwanted fights against other street fighters. When one of Bison's surveillance cyborgs registers the existence of Ryu, it's an all out race to capture the world's most powerful martial artist; a man who registers over three hundred in the chi power stakes!

### The Cred

SF2 the Animated Movie is a joint venture production between Capcom and Sony. It's directed by Gisaburo Sugii of "Night Train To The Stars" fame, who's also currently working on an SF2 animated TV series. The distributors claim that this animated movie version "...reclaims the characters from the game and returns them to their proper context; the wild post modern cyber alterna world of Manga". (Jesus, talk about spanking the monkey).

It was originally released for the cinemas in Japan in 1994, but the video release date was held off in Australia until the Jean Claude Van Damme extravaganza came off the big screen. The anime also features music from Silverchair (yes, those Triple J darlings from Newcastle) and a track from US grunge merchants Alice in Chains.

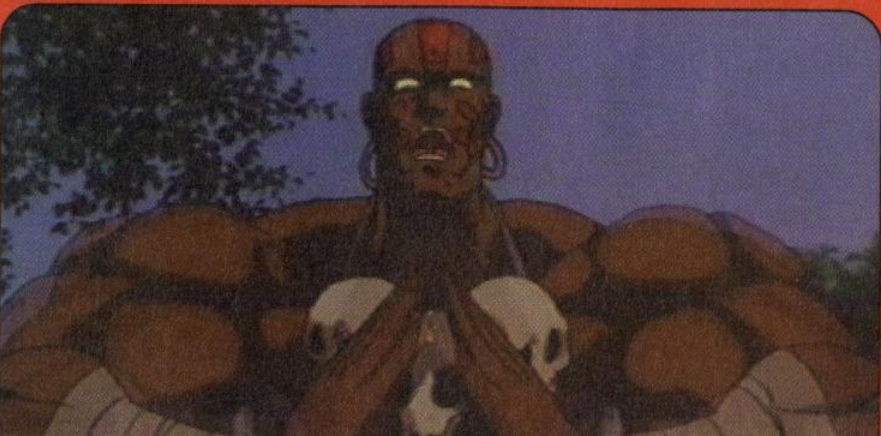
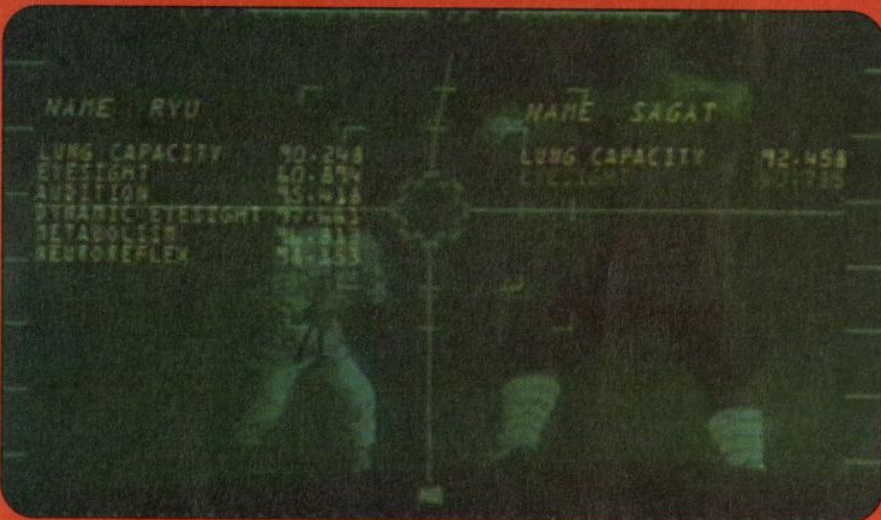
### The Glory

SF2 the animated movie is a anime made especially for the fans. It takes the SF2 characters and tries to keep true to the original game concept, at the same time trying to establish an entertaining story-line. It does this quite successfully, since the characters tend more often to speak with their fists than with their brains. If there is any moral to this tale then perhaps it's that violence is a universal language that everyone understands. The plotline is as childish and as idiotic as can be, driven entirely by completely ridiculous motivations, and the whole anime stinks of B-grade action flick. Then again, I don't think most SF2 fans are going to care, since anyone that's ever played SF2 will want to see their favourite character at 25 frames a second, in their full animated glory (which the animators cater to in Chun Li's shower scene. BUTT NAKED!).

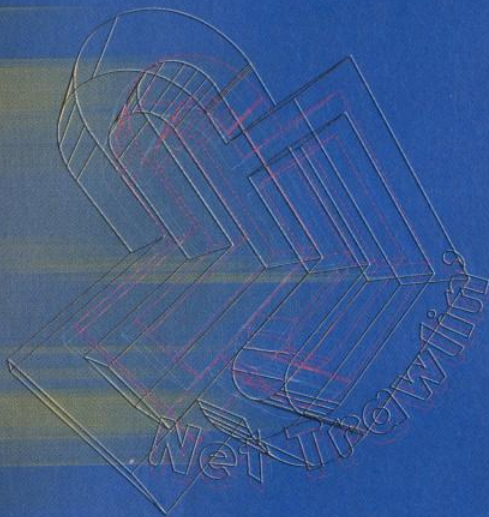
The quality of the animation is okay, with some nice scenes of Ken and Ryu in their youth training in front of their master's Dojo. The fight scenes are well choreographed, with special attention given to every character's fighting style; Dragon punches fly, Bird kicks vibrate through the air and sonic booms devastate houses.

A friend of mine, a huge Street Fighter 2 fan loved it. He's still screaming his pants, and if your a fan as well, chances are you'll do the same!

Rated M15+. Distributed by Siren Entertainment. **8/10**  
Video Rental only.



STREETFIGHTER



Recently the net has been looking more and more like one big "blink" FLASHING BILLBOARD "blink". You can buy everything from T-Shirts, to CDs to Pizzas over the net now, and have it delivered right to your door. Despite the proliferation of slick marketing hype, the do it yourself spirit of the net continues to stand against the mountainous tide of spewing salesmanship. Sick of the hard sell? Then come check out web pages that don't do or say anything exciting and don't have anything to sell. Yes, it's a collection of truly useless web pages that are happy to remain that way. **ROGER BOLTON** is your truly useless (and proud of it) guide...



There are some people who claim that the entire Internet is completely useless, well they may be right but some pages are considerably more useless than others. Useless pages that we've seen previously include mundane attempts such as catalogues of students T-shirt collections, numerous "what I ate for lunch" pages (updated daily of course) and many "this is my entire CD collection pages". While they are useless, these efforts don't meet the exacting requirements that make you truly boggle at the sheer futility of the effort involved.

#### Feline Chat

First up in the "Oh my god that's so useless I can't believe it category" is the "Talk to my cat page". Yes, this guy has hooked up a web page to a speech synthesiser on his Amiga and offers you the enthralling opportunity of entering a sentence which is then spoken to his cat. You can't actually see the cat or have any way of knowing that it's there to hear you, but nevertheless thousands of people from all over the world have felt the compulsion to enter their words of wisdom for the cats edification. Now you can too by going to "<http://queer.slip.cs.cmu.edu/cgi-bin/talktocat/>".

#### Fastest Mouse in the House

Ever wanted to know how fast you can click the mouse button? Well, try this fun game of skill and chance for all the family by going to the "Click Speed Testing Page". If you can't do it the first time, don't despair it doesn't cost you anything at all to keep on trying, eventually you'll get it I'm sure. Test your skills at pointing the mouse at a large non-moving object yourself at "<http://metro.turnpike.net/J/jim/demo/demo.html>".

#### Swedish Cooking

Proving that the Internet truly does breakdown international barriers, now there's a fully automatic "English to Swedish Chef" web page translator. Just enter your phrase into the easy to use provided form and hit the "Borkify" button and quicker than you can say "ABBA Volvo Ikea", your text will be instantly transmogrified into Swedish cooking banter. Experience for yourself the ease of use and instant gratification of the "Text Borkifier" by visiting "<http://astro.queensu.ca/~dursi/borker.html>".

#### Putrefying Food

While we're on the subject of food, you can be truly put off yours by visiting the "Disgusting things I found In my fridge" page. Complete with hires close up scans of putrefying tomatoes and a once a month update (because that's how often he opens the fridge), this page will leave you trembling in fear as you remember that strange green mass you've been meaning to clear from the bottom shelf for months. Venture into the fridge if you dare by heading to "<http://www.wbm.ca/users/kgreg-gai/html/fridge.html>".

#### Universe Expansion

Lastly and possibly the most futile of all is the incredibly useful "Page that tells you if the universe has stopped expanding yet". Keep checking this one regularly because there'll be an update as soon as there's any change. Never fear again that you'll miss important cosmological events by keeping an eye on "<http://metro.turnpike.net/S/spatula/universe2.html>".

#### QUICK TRAWLS

We couldn't have an episode of Net Trawling that didn't have any games related sites in it, so here's a quick trawl through the latest games companies sites to appear, just to keep you up to date.

**LucasArts Entertainment:** <http://www.lucasarts.com/>  
Grab the "Dark Forces" demo and screen shots of "Rebel Assault II" and "The Dig" here.

**Strategic Studies Group:** <http://www.ssg.com.au/>  
One of Australia's only games development companies and the makers of the very fine strategy games "Warlords II" and now "Warlords II Deluxe".

**Ubisoft:** <http://www.ubisoft.com/>  
Maker's of the "Rayman" platformer and others.

**Sierra Online:** <http://www.sierra.com/>  
The neat interface of Sierra's page allows you to have your own personalised page and play an interactive stock market game. Shame about the hot pink background however.

**Konami:** <http://www.wtinet.com/wti/konami.htm>  
Now that Namco, Sega, Nintendo and Capcom all have web pages, these guys must be the last large Japanese games company to go online.

Anyone out there with a truly useless web page can feel free to send it along to [trawling@hyperactive.com](mailto:trawling@hyperactive.com) and of course I'll feel free to completely ignore it. Any other comments, flames or feedback also welcome and check out Hyper@ctive online at the usual website "<http://hyperactive.com/>".

## HYPER's charts are supplied by The Gamesmen

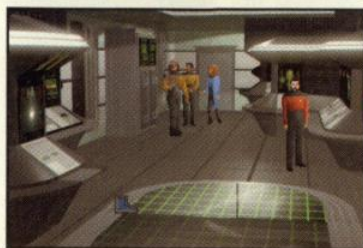
### Mega Drive

1. Brian Lara Cricket
2. Ren & Stimpy
3. PGA Tour Golf 3
4. Rugby World Cup 95
5. FIFA 95
6. Micro Machines 2
7. Judge Dredd
8. Story of Thor
9. Road Rash 3
10. NBA Live 95



### SNES

1. Super International Cricket
2. Donkey Kong Country
3. Jungle Strike
4. Mighty Max
5. Super Empire Strikes Back
6. Stunt Race FX
7. Secret of Mana
8. Maximum Carnage
9. Choplifter 3
10. Indiana Jones



### Mega CD

1. Eye of the Beholder
2. Earthworm Jim
3. Corpse Killer
4. Snatcher
5. Supreme Warrior

### PC CD ROM

1. Mechwarrior 2
2. Full Throttle
3. Dark Forces
4. Star Trek: Next Generation
5. 1944: Across the Rhine
6. Nascar Racing
7. MS Flight Sim v5.1
8. LucasArts Archives
9. SimCity 2000 Collection
10. Ultimate Doom

### PC

1. Microsoft Golf v2
2. TIE Fighter
3. Indycar Racing
4. Doom
5. Transport Tycoon



### Saturn

1. Daytona USA
2. Victory Goal
3. Panzer Dragon
4. Clockwork Knight
5. Bug



### 3DO

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

3DO Charts supplied by Sprint Electronics

# Have you got the Ballz?



## NEW PRODUCTS & ACCESSORIES

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Saturn Infra-Red Joypads  
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Pro Action Replay  
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Satellite 2 Pad  
ST 2 Joypad  
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Action Replay  
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Linkup Cables  
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US PSX & Games Now Available  
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### Other Titles

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Systems owned: \_\_\_\_\_



## Get Rebooted

We love Reboot. Read the news piece if you want to know what we're talking about. The wonderful people at Polygram Video have given HYPER some Reboot tapes to give away so two very lucky readers will be able to show off to their friends. We've got two lots of two videos which contain two episodes each, to give away. To win tell us this:

**Which evil Mainframe virus wants to causes chaos and malfunction?**

Send your answer on the back of an envelope to:  
GIVE US A REBOOT

Hyper  
PO BOX 634  
Strawberry Hills NSW 2012

## Zoop Me, Baby!

Zoop looks set to be the next Tetris (ie a simple, yet frustratingly addictive puzzle game). In fact, Viacom (the game's publisher) is promoting it in the US with the slogan "America's largest killer of time" and if its effect is anything like Tetris, offices the world over will lose squillions in lost productivity (but hey, humans aren't supposed to work ALL the time).

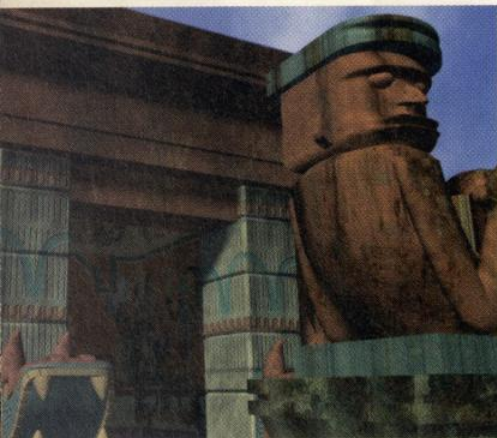
Like Tetris, the graphics are amazingly simple yet highly functional. The object of the game is to keep encroaching blocks away from a central square by firing at them. There you have it - that's all there is.

It'll be out on PC, Mega Drive and probably lots of other formats real soon but in the mean time we have 10 very attractive Zoop T-shirts to throw to lucky readers thanks to Scott at Sega Ozisoft. To win, tell us:

**What slogan is promoting Zoop in America?**

On the back of an envelope to:

ZOOP T-SHIRT COMP  
Hyper  
PO BOX 634  
Strawberry Hills NSW 2012



## Buried in Time

The Journeyman Project 2 is sub-titled Buried in Time and you could be buried in an absorbing graphic adventure if your luck is running strong. Buried in Time is a superb game - much better than the original Journeyman Project. We liked it so much we gave it 95% last issue and awarded it the HYPER Big Rubber Stamp of Approval. Now, that's a good game.

Thanks to Sega Ozisoft we've got 5 copies of the game to give away (3 copies for those with an IBM CD ROM and 2 for those with a Mac CD ROM). To win tell us the answer to this brain-drainingly hard question:

**Buried in Time is the sequel to which game?**

Answers to:  
**BURY ME IN TIME**  
HYPER  
PO BOX 634  
Strawberry Hills NSW 2012

## Rad Board

Because our readers tend to gravitate towards the new and unusual, we thought the Rad Board would make a perfect competition prize. Apparently this bizarre device is quite popular in America, which is another reason to jump on the bandwagon.

Featuring twice the normal dose of skateboard running gear bolted onto three boards linked together, the Rad Board can be ridden like a scooter or even lying down, luge style.

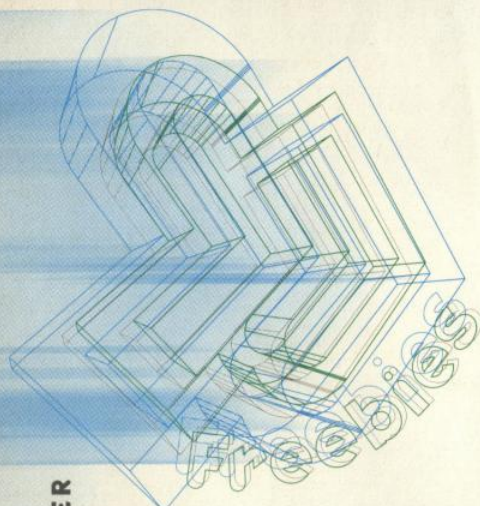
The Rad Board is exclusive to World 4 Kids, to whom we extend our thanks to for this top prize. The lucky

winner gets a Rad Board to call their own, as well as all the strap-on safety gear and a Rad Board T-shirt.

To enter, just answer this incredibly easy question:  
**What weird Olympic event can you duplicate street-style with the equally weird Rad Board?**

You know the routine, scribble it on the back of an envelope and send it to:

RAD BORED COMP  
Hyper  
PO BOX 634  
Strawberry Hills NSW 2012



# SUBSCRIBE

Hands up those who like **Electronic Arts?** That's what we thought... **EVERYONE** loves E.A.

So to celebrate this fact, E.A. have kindly donated **TWO exciting E.A. game packs** for us to **give away** - one for the **Mega Drive** and one for the **PC CD ROM**.

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All you have to do to be in with a chance to win one of these hot E.A. packs is **subscribe to HYPER** - Australasia's **Only** Independent Games Mag. Come on, you know you want to...

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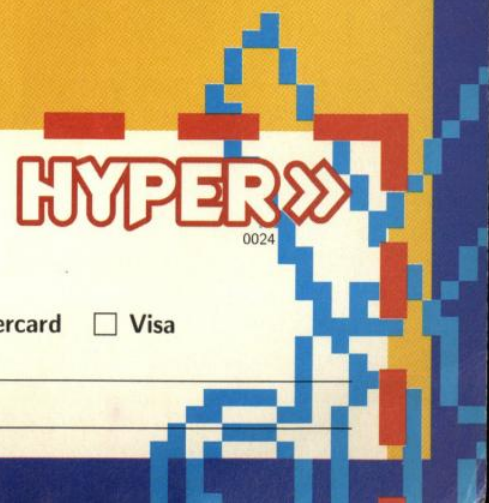
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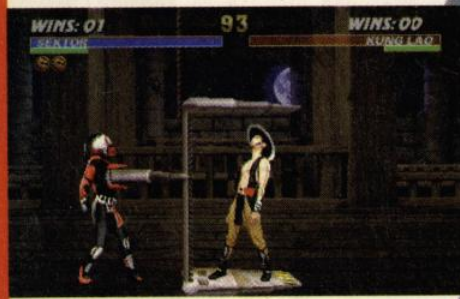
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# HORNY, SEX



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To win you must prove to us your incredible game-related knowledge by answering the following devilishly-hard question. Then cut out the form and send it to us:

ULTIMATE PLAYSTATION COMP, Hyper, PO BOX 634, Strawberry Hills, NSW. 2012

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

A: \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

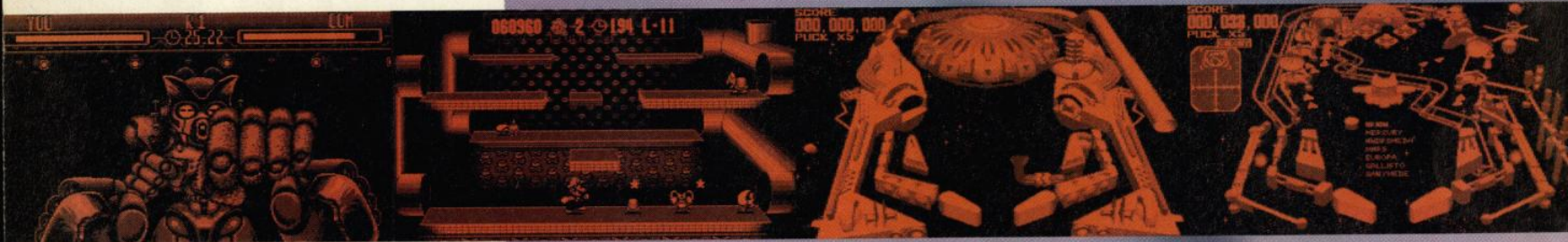
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**HYPER»**



Entering a Whole New

# Nintendo's >>>> Uii



We might have written off the Virtual Boy when we first heard about it, but you can never underestimate the power or the resolve of Nintendo. While the marketplace and the game media remain unconvinced that the Virtual Boy is anything more than a diversionary gimmick, Nintendo have prepared for the machine's American launch with a whole host of games that they hope will start the 3D gaming revolution.

Virtual Boy might be interesting 3D technology, but it's the games that will make it succeed or bust. Over 100 games are in the works from a number of companies, but the first out of the box will have the Nintendo-brand name on them. And quite sensibly, Nintendo has chosen games that don't just highlight the 3D effect, but also fit the popular game niches as well. Here's a first look (well, a first 2D look anyway) at the early games from our New York correspondent, MARSHAL M. ROSENTHAL...

## MARIO'S DREAM TENNIS

Mario and friends give you a good game of tennis. Nothing really unusual or ground breaking from the other versions seen before, but the 3D effect makes going after the ball more difficult as well as a visual treat - since the characters increase/decrease in size as they move across the tennis court. There's Mario and the Princess, even Yoshi and Donkey Kong Jr. among a cast of seven. Play Singles or Doubles. 3D makes tennis much more challenging, and since this comes packaged with the Virtual Boy (or at least it does in the States anyway), you've no choice in whether you're gonna get it or not.

## TELEROBOXER

This is good, real good. Even though TeleRoboXer has you fighting inhuman, metal foes - it don't matter 'cause the fun is in getting hurt! The gameplay seems conventional, and it is, with you fighting against these eight metal guys with different abilities and talents as you progress through stages of tougher and tougher boxing foes. The 3D effect brings in a whole new aspect to the game; you're viewing it from a first-person perspective so that the

gloves come barreling in right to your face. The guy you're fighting isn't all in one plane either. Since it's 3D - that means that some of his body (like his gloved hands for one thing) are able to weave back and forth to dodge your blows - and this really works well in a boxing game, for sure. Each fighter has his own special attack - whether it's Tukikage and his throwing stars, Dorihey's spinning/slashing hat, Bombkun who goes boom if you don't defeat him quick, or the Mystery Champ. Striking your opponent shakes him up good - and you can even break him apart and watch the pieces fall to the floor. Or pop him right up into the air when you land a really good K.O. Just be sure not to stand still too long, or you'll be the one seeing stars!

## MARIO CLASH

Mario Clash brings the best of the various Mario World games to 3D. And that means platform action with powerups to find and use, and all that good stuff. Where the 3D comes into its own is that you now have areas to explore that require Mario to move in a different way; having to go away or towards the viewer as he explores levels and searches



Nintendo Australia have no plans to release the Virtual Boy locally until they see how it performs in America and Japan. This will mean that you won't be able to get your hands on one until 1996

# Dimension VIRTUAL BOY



for hidden objects.

We all know how a Mario game works - we've all taken on those turtles and goombas. Good, solid gameplay tempered with a new level of interaction, since now 3D opens up an area of gaming to work with; everything isn't on the same level anymore - there's not just up/down and left/right to worry about, but also in front of and behind objects.

## RED ALARM

Space shoot-em-up games can get boring real fast - especially the rear-view, stationary spacecraft or fighter plane that moves back and forth; shooting at wave after wave of enemies as they approach. Trying to make this genre more exciting has been done in a number of ways in the past, from Space Harrier to others, but the main attraction continues to be the action and not the way the game is being executed. Where Red Alarm changes this is by bringing a sense of immediate action and 360 degree viewing to the 3D style. Taking on the powerful mechs and their big bosses in the danger zones will keep you active.

You view your spacecraft from the rear, with the usual supply of weapons and powerups to locate and use.

Plus radar map and levels to get through as you progress against tougher and tougher foes. Where it gets more exciting is that the 3D effect allows you to look in a variety of directions that can't be done in 2D - viewing directly down or up - and now having to think in 3D as well, since enemies aren't travelling in a straight line for you to take out. This alone makes the game much tougher to win at, and so more exciting to play. And the instant replay option after clearing a stage lets you watch it again and even change the view.

## GALACTIC PINBALL

Four different tables. The ability to tilt that ball. Galactic Pinball uses outer-space themes with a variety of backboards (the term for the backing that faces you when you play a traditional pinball machine). Fly around the Milky Way. Or manoeuvre flying asteroids to protect the settlers in Colony. In UFO you must defeat the evil skeleton or knock off the space baddies in Aliens. Either way you get a ball that flies through the air not just at different heights but also moving both forward as well as away from the player. Add to this that the various obstacles and areas of the pinball playfield aren't locked into a single line either and you

get a really cool feeling (it's great to have those spinners floating in mid air as the ball sails through). Pinball is a very intense and visual experience that has suffered greatly when transferred to the vid-screen. Bringing 3D to it revitalises the game and makes it up close and personal again. And with hidden bumpers to wack that ball and bonus levels to discover - hey, this is fun!



# BULLFROG - injecting

For years the games industry has been dominated by the likes of Origin, Sierra and LucasArts. Now another company looks set to join these US giants in the quest to provide players with the ultimate hi-tech, multi-million dollar gaming experience and it goes by the unlikely name of Bullfrog Productions Ltd. **JULIAN SCHOFFEL** takes a look at some of their upcoming titles...

Anyone who has played PC games over the last seven years or so will already be familiar with past Bullfrog efforts; games like Populous, Powermonger and Syndicate, which are still eminently playable today. After recently teaming up with Electronic Arts, the UK-based Bullfrog now have a new weapon in their creative arsenal; money, and lots of it!

Let's face it, to make a game like Wing Commander 3 or Phantasmagoria you need a very sizeable budget, to say the least. Unfortunately big money doesn't guarantee big gameplay and that's what many of the larger companies have been failing to deliver. In the last twelve months we've had Full Throttle which was too short and too easy, Phantasmagoria which looked great but played like a fairly dull and unoriginal adventure game, Ultima 8 which turned a phenomenally popular RPG series into an arcade farce and Outpost which played like it was released halfway through development (and in fact it was; it still doesn't include many of the features mentioned in the manual). And this is just the tip of the iceberg!

Gamers are becoming increasingly disenchanted with these heavily advertised and ridiculously late megaflops and message threads on the Net describing "the decline of computer games in the modern world" are becoming all too common. Bullfrog has one quality which may well change all of this, it's a quality that most, if not all, the other gaming behemoths lack: innovation. Bullfrog have a knack of taking a gaming genre and turning it on its head. Magic Carpet is a prime example of this. Now they are using a new technique called Skeletal Mapping. This basically means that pre-animated characters are a thing of the past (for all Bullfrog's new games anyway). Skeletal Mapping can best be summed up with these words - fully controllable characters generated on the fly. Need I say more?

In the next six months you can expect to see no less than seven new PC CD-ROM titles from Bullfrog. Most of them look great, a couple of them look especially great and one in particular looks bloody fantastic! Here's why...

## Dungeon Keeper



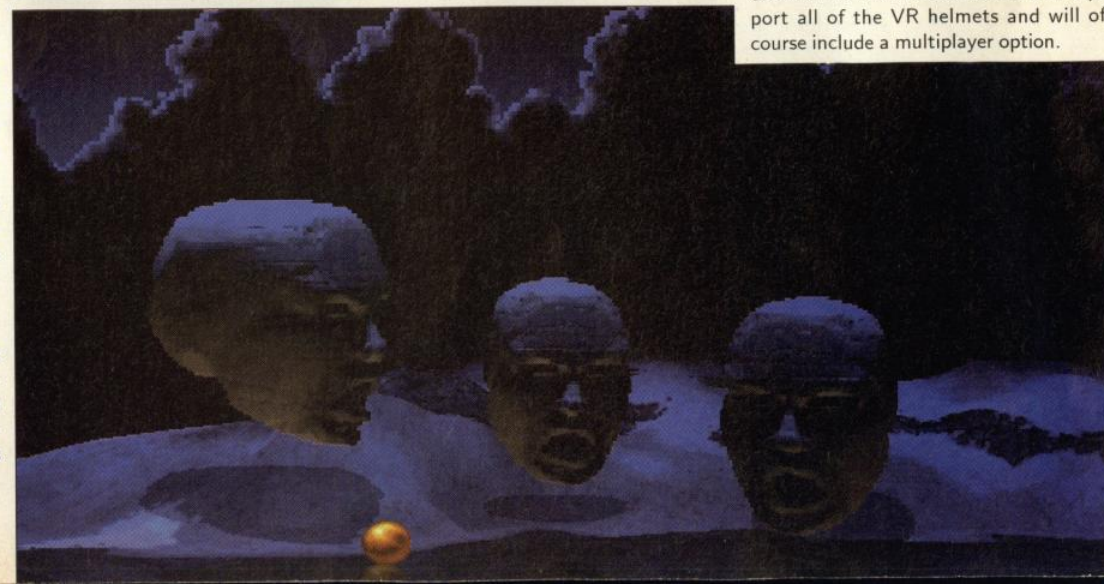
Ever since the original Dungeon Master game was released about seven years ago, most RPGs have consisted of navigating a party of warriors/mages/clerics around some amazingly geometric passageways wasting goblins, smashing skeletons and then vanquishing the 'Evil Wizard of Wank' using the fabled 'Sword of Flatulence'. In Bullfrog's new game Dungeon Keeper you get to play the bad guy for a change. Your goal will be to keep your dungeon safe from marauding bands of irritatingly nice 'heroes'. In order to do this you'll have plenty of goblins, trolls and other nasties at your disposal. Apart from managing the inevitable in-fighting between your wicked servants, you'll also have to set traps and place alluring mounds of treasure to lure the good guys to their death. The game will feature cutting edge texture mapping and Realtime lighting (a technique which means flickering torches actually do flicker). You can view the action from both first person and third person perspectives. And of course there is a multiplayer option which allows you to test your dungeon on a human opponent or vice versa. If Dungeon Master plays as good as it sounds and looks, Bullfrog will have a major hit on their hands. Sounds bloody fantastic to me!



## Magic Carpet 2: Netherworlds



This is the sequel to Magic Carpet and features a speed-enhanced, graphically souped-up version of the MC game engine. Netherworlds allows the player to fly in daylight, twilight and night settings (as well as underground). There will be more spells, more beasties and an interactive storyline. Unlike Magic Carpet, spells can be gained by experience which give the game a more RPG oriented flavour. Netherworlds will support all of the VR helmets and will of course include a multiplayer option.



# innovation into computer games

## Syndicate Wars



This is the sequel to Syndicate and should be a real visual feast. The cities in Syndicate Wars are in glorious SVGA and all of the spectacular scenery will be totally at the mercy of your agents. If you have the firepower you can blow-up, shoot, destroy or just plain obliterate anything you can see and that includes skyscrapers! In Syndicate Wars your agents are no longer limited to little cars as their sole method of transportation, instead you can choose to fly in jet aircraft, helicopters, hovercraft, drive a variety of land vehicles or even sail a boat if the mission requires a particularly stealthy approach! Bullfrog make use of their real time lighting and advanced AI techniques to create living, breathing cities. Syndicate Wars also features a multiplayer option.



## Creation



This game is set on a sea-covered planet where mankind resides in eight underwater cities and peacefully co-exists with the local sea life. This all changes with the introduction of a fungal growth. This growth causes every life form it comes into contact with to morph into an evil and ugly creature of destruction. As the growth spreads the cities' resources begin to dwindle and you are faced with a moral dilemma; should you steal food from your neighbouring cities or do you concentrate on fighting the fungus itself? Needless to say Creation looks absolutely amazing and adheres to Bullfrog's philosophy that a game should be totally interactive. Did I mention that Creation has a multiplayer option? No? Well it has.



## Theme Hospital



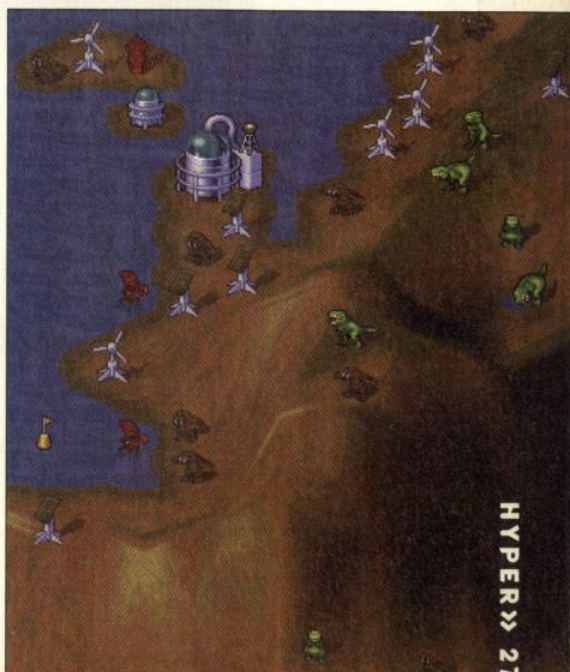
Sick of Chicago Hope? Can't wait for the next season of E.R? Well you could either get a life or alternately, you could play Bullfrog's new hospital simulation which is aptly named Theme Hospital. This game lets you take control of a hospital. You'll have to bring your team of doctors up to date with the latest surgical techniques as well as handling everything from administration and hospital renovations to lawsuits filed against you by unhappy patients. Oh yes, funnily enough Theme Hospital also has a multiplayer option, which sounds like a bit of healthy competition.



## Biosphere



Biosphere is a strategy game with a twist. The scenario is as follows; after seeing humanity on a path to certain self-destruction some well-meaning aliens have come down to the earth and stripped us of all known weaponry. But, being the bellicose little bugger that we are, we found a new way to kill; by creating new lifeforms through genetic engineering and then pitting them against adversaries. Maxis came up with a similar idea in their game Unnatural Selection a couple of years ago but it lacked solid gameplay and fell flat on its face. Biosphere looks a lot like many of the Dune II clones but allows the player incredible freedom when creating biological fighting machines. The animation of Biosphere looks fantastic and as usual there is a multiplayer option. Empire builders and resource management kings should have a ball with some intensive long-term strategy.



# Deadline



This promising new release from Psygnosis is the latest in a very fine tradition of titles. Games such as Laser Squad and Lords of Chaos (two incredibly ancient 8bit classics), and more recently Sabre Team and the brilliant UFO: Enemy Unknown are all part of the "moving little blokes around a small isometric building trying to shoot each other" genre.

In Deadline, you take command of an elite force of international "siege-busters", specially-equipped to deal with all sorts of hostage negotiating japes and tactical response shenanigans. You must use all your experience as well as any information you can piece together from your surveillance operations, on-site computer terminal, video news clips, and recorded conversations, to deal with 20 potentially disastrous terrorist situations.

Once you've decided what needs to be done, you can then move your little blokes into the small isometric building and start shooting things.

Deadline was produced with the assistance and input of various anti-terrorists experts, so it's probably going to be quite technically accurate. We shall see...



## PC CD ROM

Available: **EARLY '96**  
 Category: **ACTION STRATEGY**  
 Players: **ONE**  
 Publisher: **PSYGNOSIS**



# Defcon 5

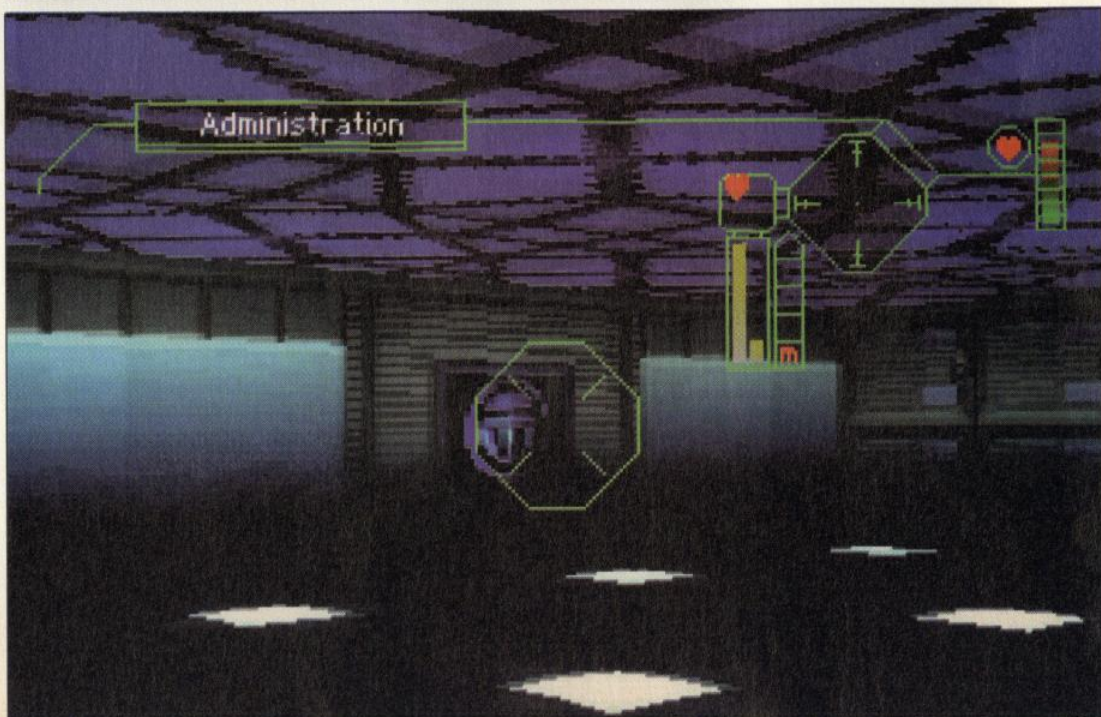


The year is 2205. Tyrannical intergalactic mega-corporations rule the known universe, and possibly a fair bit of the unknown universe as well. The biggest and baddest is the Tyron Corporation (we do love Blade Runner, don't we?) who are also your employers.

You play a cyberneer (stop it, please!) instructed to dismantle the manned defence of one of Tyron's mining stations and replace it with a fully automated system. The Tyron Weapons Division don't like this Labour Efficiency Program one bit, so there's slightly more than a hint of conspiracy when an Alien strike force (and it IS always aliens, too) attacks the station with you on it. All alone, with no defence system. Eeek!

Defcon 5 is that mining station. And, by uncanny coincidence it is the name of this sci-fi action-adventure, with some nice 3-D shooty bits, and a bit of head-scratching for good measure. It also boasts "dazzling rendered graphics, FMV, and 15 original music tracks", but lots of games say they have that so I only mentioned it to fill up space.

Defcon 5. It's a game. It's coming soon. We'll review it when we get it.



## PLAYSTATION

Available: **EARLY '96**  
 Category: **ACTION ADVENTURE**  
 Players: **ONE**  
 Publisher: **PSYGNOSIS**

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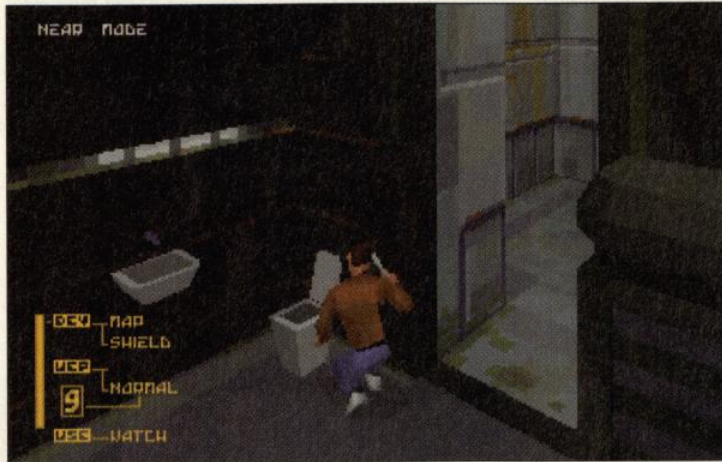
# Fade to Black



This one looks a bit special. Normally, sequels to successful games are over-hyped to death. So you might expect the sequel to Flashback - a very successful and, dare we say, "classic" platformer - to follow suit. Months and months, if not years, of pre-publicity, mysteriously-leaked screenshots, pants-wetting demos delivered in brown-paper bags, release dates pushed back and back, just enough to generate foaming-at-the-mouth levels of interest and excitement. All the things you just wished went on in the games industry.

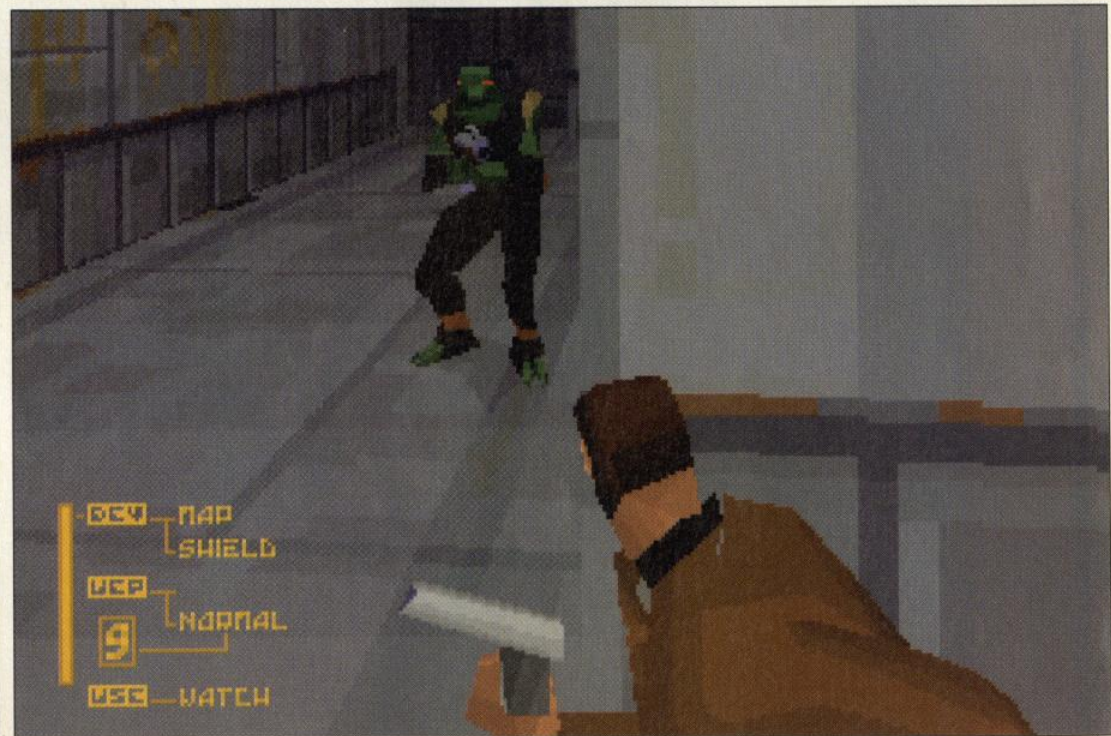
But no, this one sort of came out of the blue (or maybe it came out of the black). Originally titled Crossfire, and looking like a cross between BioForge and Alone In The Dark (admittedly two very similar games), it boasts a superb 3D graphics engine. Gouraud shading and smooth animation enhance the realism no end. There are numerous cameras tracking the action to allow multiple viewpoints - and you do have some control over which one to use. I loved the way one swings around right behind your head when you draw your gun, enabling accurate shooting.

However, it appears to suffer from the same flaw as the abovementioned two games. It can get quite confusing, and you never feel like you can see everything you should be able to see...but enough, that can wait for the review. Fade To Black DOES look fantastic at the moment. Fingers-crossed, eh?



## PC CD ROM

Available: **NOVEMBER**  
 Category: **ACTION ADVENTURE**  
 Players: **ONE**  
 Publisher: **EA/DELPHINE**



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# PHILIPS

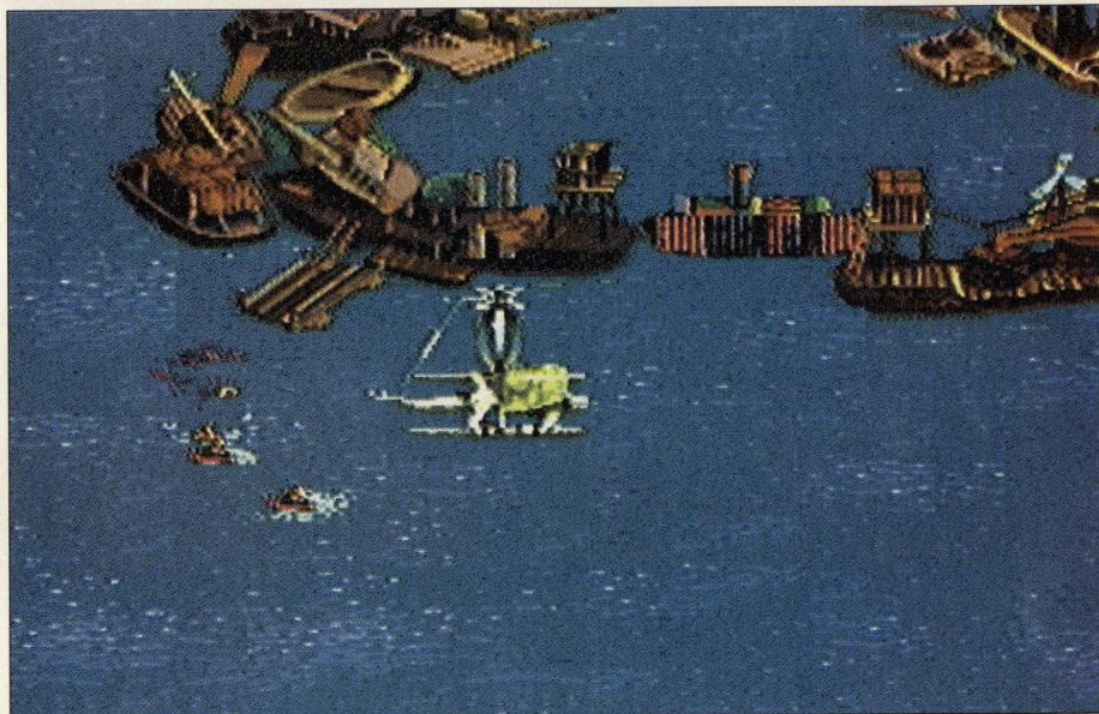
# Waterworld



Consider this: Dune, a sprawling epic set on a planet covered entirely in sand, cost millions and then lost millions at the box office; Waterworld, a sprawling epic set on a planet covered entirely in water, cost millions and is in the process of losing millions at the box office. I think I'm onto something here. Let's follow it through...

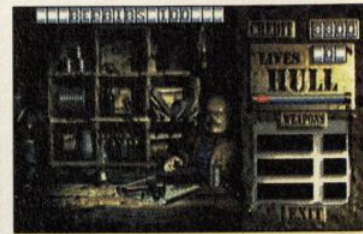
Dune (Dune 2, actually), a sprawling epic set on a planet covered entirely in sand, is a fantastically great computer game. Waterworld, a sprawling epic set on a planet covered entirely in water, is...ah, well, might be a fantastically great computer game - if a game that combines underwater platforming, a bit of hand-to-hand beat'em up biff, and some Desert (!) Strike helicopter action can possibly be a fantastically great computer game. These piccies look a bit dull, but those underwater bits would look fairly spunky with some generous parallax trickery. Although, I am a bit worried about "being" Kevin Costner...

Anyway, Waterworld will be making waves (ha ha) on your SNES and Mega Drive before Christmas with 32bit versions due early in 1996.



## SNES/MD

Available: **DECEMBER**  
 Category: **ACTION**  
 Players: **ONE**  
 Publisher: **OCEAN**



# Weaponlord



For some reason this game reminds me of Barbarian. Anyone under 20 might not remember this smart 8bit beat'em up, but its main claim to fame was the special move that enabled you to neatly lop the head off your opponent. Other than that, it was very poor. Weaponlord, however, looks very tasty indeed. It uses a fantasy setting, you know, warriors, demonlords, prophecies, the lot. Seven characters are featured (names include War Queen, Jen-Tai, Bane and Korr, fact fans), each has their own combos and special moves as well as weapons (hence the title, presumably). The graphics look big, bright and beefy, as you can no doubt see. And it should play well too, unless something goes horribly, because it has been designed by two of the bods responsible for Streetfighter 2. I would recommend that all you beat'em up slaves prepare to be quite excited.



## SNES/MD

Available: **DECEMBER**  
 Category: **BEAT'EMUP**  
 Players: **1-2**  
 Publisher: **OCEAN**



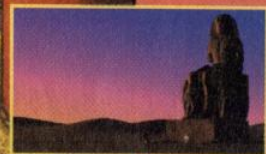


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SANCTUARY  
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# Warcraft II



Warcraft arrived to almost no fanfare, but rapidly became the numero uno PC strategy game of its time. Figuring out why doesn't take much brain work - it's a highly playable Dune II clone that made the wait for Command & Conquer bearable. It wasn't exactly blemish-free though, as the AI left much to be desired and the variety of unit types was lacking in the extreme.

When word of Warcraft II reached our excitable ears, we were roused to attention. Designers Blizzard got plenty of feedback from gamers, and by the looks of the preview copy we've been playing, they listened.

The sequel now runs in glorious SVGA, and what's better, it runs smooth and fast. The buildings and armies (particularly the Orcs) look terrific; you'd have to press your nose to the screen to find a pixel and the style is actually new and different.

It's the nuts 'n bolts that got the full treatment though. The scenario maps are massive, vast oceans now feature, with the new inclusion of naval units to make the most of this. The new shipyards can build just about any sort of boat you want, from oil tankers to destroyers and even submarines. The tankers are needed to build offshore oil platforms, then transport the black gold back for processing. Warcraft I had only lumber and gold for resources, the new game has these too, as well as oil and ore. With four resource types and greatly enhanced structure upgrades, your war will be considerably more involved if you plan to go far. Airborne units are another newbie, the preview we played had only lumbering transports, but agile fighter types are expected in the final game.

All up, there are around three times as many war machines you can build. This, plus huge maps and shiny graphics make Warcraft II one smokin' title. A full review is a dead set cert. We want this now Blizzard!



## PC CD ROM

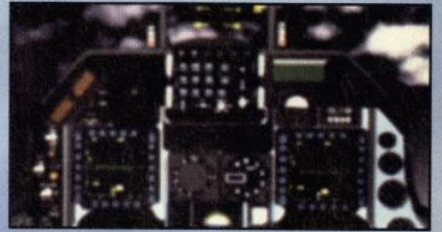
Available: **OCTOBER**  
Category: **STRATEGY**  
Players: **1-8**  
Publisher: **BLIZZARD**



# TOPGUN

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# Alpine Skier

**This issue we've got a brand new arcade game expert, COIN BOY, to guide us through the new releases and give us all the coin-op gaming goss. It seems like Namco are on a roll right now as they made all three of the hot machines reviewed here. So save your own coins and let Coin Boy tell us what deserves your hard-earned money the most...**

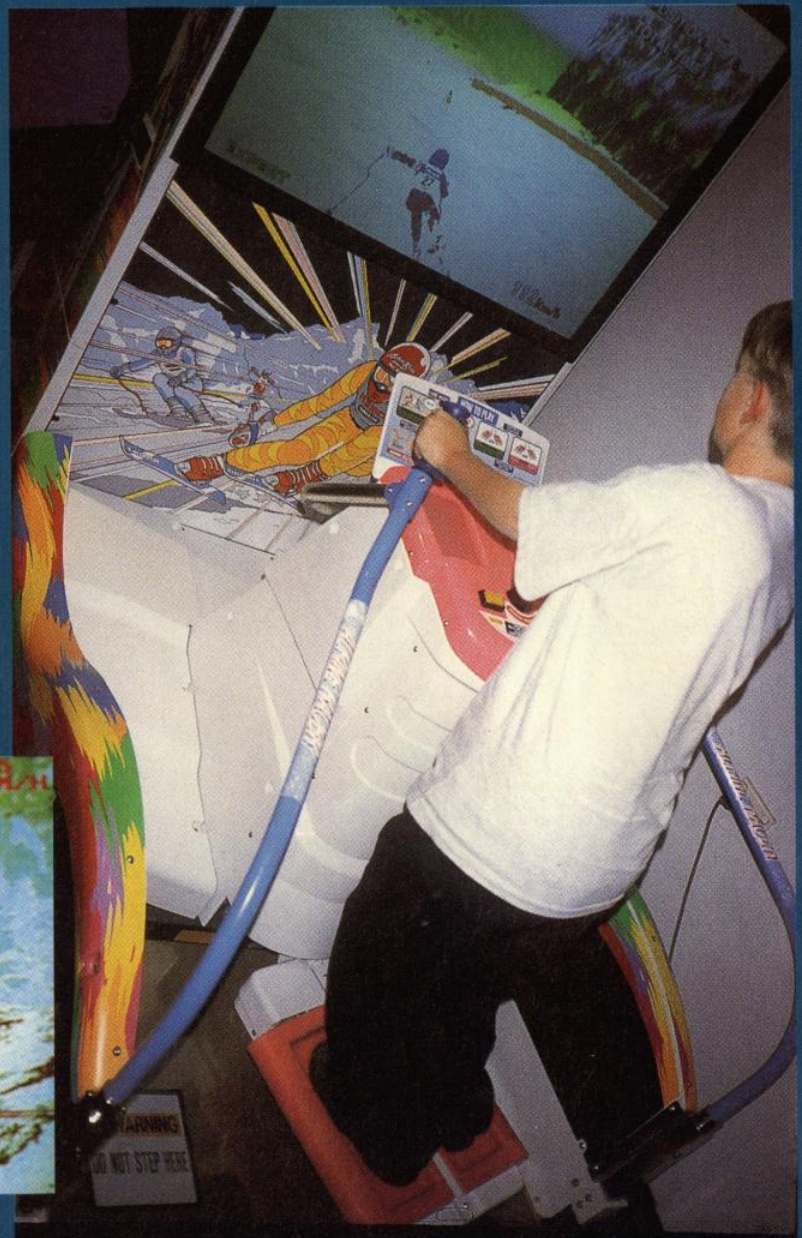
One of the biggest reasons to take the trek to the arcades this month is to check out Alpine Skier by Namco, as it's definitely one of the more realistic 'simulator' machines around. Crowds watching actually wince, even "uurgh!" as you career at speeds of up to 125Kph into crash barriers, lift poles and friendly trees. Another part of the reality dose is due to the excellent interface (see picture) where ski-direction is not only catered for, but also the ability to 'dig your edges in' for extra hard cornering which believe me, you'll need on the expert courses.

There are two types of ski racing; speed and technical (otherwise known as flag dodging) Within these categories are the traditional easy, medium and expert courses. Unless you're unco(ordinated), you'll soon find yourself on the expert level where you'll be digging and turning like crazy to avoid collisions and attempting to position yourself correctly for those realistically huge jumps and drop-offs.

One tip for this game; make sure you bring some thick ear muffs as the sound track is evily hokey, although the "sheeeeeee"ing of your skis following the terrain is very realistic. And for the future, I'd like to see Alpine Skier II -Death Mountain., where no longer are you racing against the clock, but instead, hordes of machine pistol toting Nazis on skis and reindeer pulling sleighs with gun turrets, attempt to wipe you off the side of the mountain. You will be armed with a sub-machine gun of course (which is integrated with the use of a 'light gun'). But until then you'll just have to cope with Alpine Skier and Virtua Cop being separate entities.

Alpine Skier is definitely a 'must play' for it's realism and excitement levels, as this reviewer found himself working up a big sweat on the expert stage. If you want to find this game in any arcade, just look for the crowds gathered around watching.

\*\*\*\*\*



# Tekken 2



It's only been a matter of months since the release of the original Tekken and along comes its nemesis - Tekken II. Although Tekken in it's own rights was, and still is, a serious competitor to the legendary Virtua Fighter, it's once rough edges have been nearly smoothed out (kind of, anyway) in Tekken 2.

Do you recall those disproportioned and fairly lame characters? How the type and lettering had escaped from a VIC-20? And those little glitches, where moving polygons merged with the backgrounds? Well now those days are over, and to celebrate, the characters have been given new outfits, new locations to fight in and some new friends to bash.

The two new main characters are Lei Wu Long, a Drunken Style Kung-fu police man from downtown Hong Kong who remarkably resembles a flair wearing Jackie Chan; and Baek Doo San - a Tae Kwon Do combatant from Korea dressed in his Ghee (pyjamas + blackbelt). Heihachi becomes a 'main' character while Kazuya gets closer to his father (the original competition's organiser) and achieves "boss status". Other surprise characters are Roger the kangaroo and some other dude who resembles a giant lizard or small dinosaur, and a new Big Boss- who I'll keep a secret (but he's REAL evil).

Not only do all the characters look smoother, but they have all learnt new manoeuvres, such as the 'Party Crasher', the 'High Jack Backbreaker' and the 'Death Copter'. Another addition is the ability for your character to make a quick recovery after being knocked down. Instead of being repetitively hammered when you were down, it is now possible to use four different types of recovery which include attacking from the downed position.

All in all, Tekken II is the only '3D' fighting game to compete with Virtua Fighter 2 on an almost level footing. VF2 still reigns supreme, in my opinion, but if you're a 3D fighting fan then you should definitely take a peek at this one.



# Cyber Cycles



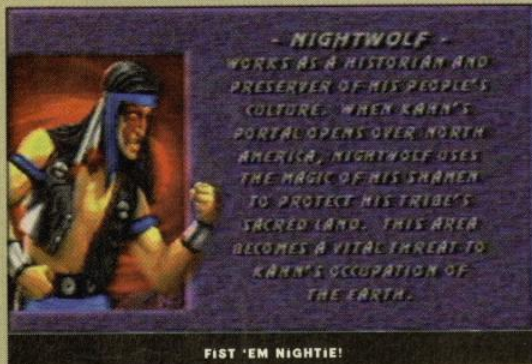
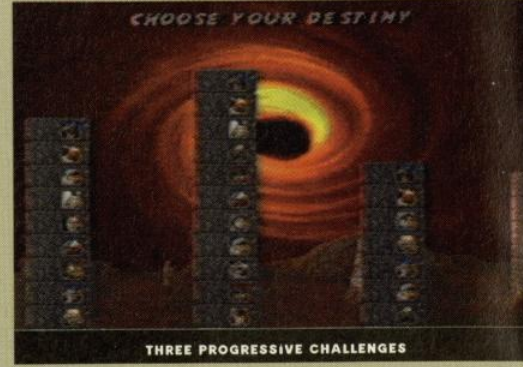
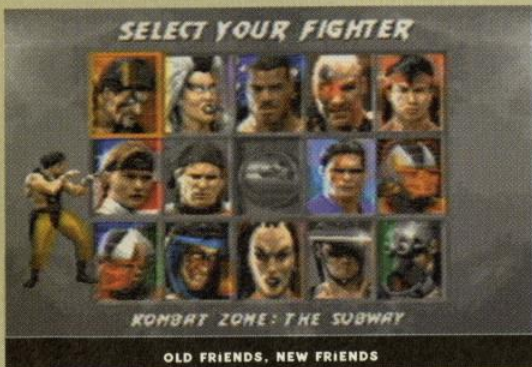
Another Namco game with an equally excellent interface is Cyber Cycles. Cyber Cycles is basically Ridge Racer on a motorbike and has taken pole position as THE motorcycle racing simulation. The most exciting inclusion to this game over its closest predecessor (Suzuka 8 Hour) is that you have a choice of 'cycles. At last you can race a Harley (Wild Hog) on a F1 track. Otherwise you can race on a NVR 750 R, which looks like any current up market 750 road racer ; or a futuristic bike straight from the manga film 'Akira'- the Anthias.

Handling, top speed and torque varies between bikes, though to get optimum performance from each bike is a careful combination of all three controls - especially the hand throttle. The favourite manoeuvre out of all three 'cycles is the power slide on the Wild Hog, which is similar to the cornering experienced on the dirt speedway cycles. Unfortunately track selection is limited to basic (Green Hill) or what you could call extremely expert (Neo Yokohama). The track at Neo Yokohama (due to poor colour selection) can be hard to define from the background. This problem can be partly compensated by choosing one of three viewpoints, a la Daytona, Ridge Racer etc.

Another minor hitch is riding on (or is it through) the guard rail when 'power sliding' on the Hog. This actually caused the game to 'crash' once during our road test- displaying "BUS ERROR PC = 00000042 B2" on the screen. Apart from these minor problems the game is still highly enjoyable. The multiple player option is definitely the go, as detouring (or should I say ramming) your friends into crash barriers etc, is a very satisfying bonding experience.



# MEGA DRIVE / SNES

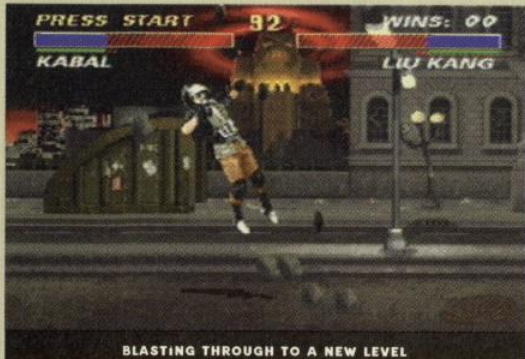


THIS PAGE  
MEGA DRIVE

# [MORTAL KOMBAT 3



AHHH, LIU KANG, OLD FRIEND



BLASTING THROUGH TO A NEW LEVEL



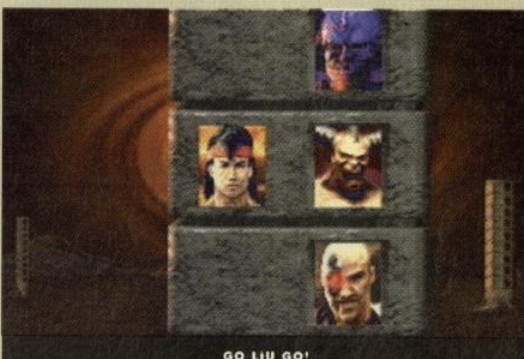
SCORCHIN'!



MISSILE LOCK!



WELCOME TO HELL, BOY



GO LIU GO!



BAD BOSS THIS...



FREAK!



ALMOST THERE... ALMOST THERE...



HE'S BACK!



EXIT STAGE LEFT!

HYPER» 39



THIS PAGE  
SNES





You thought Mortal Kombat was finished? Think again! With the Mortal movie set to do huge business and MK3 coming home well in time for Christmas, get set for another Kombat heavy summer. BEN MANSILL gets to relax his fingers by writing this review...

This is the game to own. Whether you're sporting a SNES or Mega Drive, you just gotta have it. If you put Killer Instinct aside, MK3 is definitely the best 16 bit fighting game so far. The evolution of MK1 to 2 didn't offer all that much in hindsight, but the third generation is a whole new ball game. It's faster, tougher and meaner. It's also unbelievable fun to play, whether you've just picked it up for the first time, or are about to start your millionth game. Here is a game for masters. True wizards of the control pad who have no difficulty memorising the truly galactic range of special moves. While it's still possible to ignore the specials entirely and just fight clean with old fashioned body blows, it's not much fun and you'll cop it big time the day you face up against even marginally skilled opponents.

### Pulling Combos

Among all the new features of MK3, the new combos are surely the most revolutionary. They combine some elements of earlier MKs and add a bit of Killer Instinct for good measure. However the technique really is in a class of its own and it makes a lot more sense than other game's combos. The combos are predefined and the number of button hits basically equals the number of moves you make. Just punch in the combo sequence and your character goes into a mad attack. The combo bears little resemblance to the string of moves you would get if they were pulled individually. This equates to an incredibly cool attack that'll leave your opponent madly jealous and badly wounded.

### Running

Another innovation that you may have encountered in the arcades is the run button. In the heat of battle one tends to forget about it, after all, the last thing you think you'd want is to be real close to your enemy, real soon. But if your bag of tricks is wanting, this goody could give you just the edge you need. Used sparingly it takes your opponent by surprise in a major way. It's also makes an effective way to break the deadlocks of old, where two players with bugger all health left don't dare initiate the final round of blows. Of course, it's only useful if you follow up your rapid arrival with some effective finishing attacks.

### Kombatants

With these new skills to master, it's just matter of figuring out your favourite characters to learn them with. The big news is that Sonya is back. It's a blessing from the heavens for horny little boys everywhere who only played her in MK1 to check out the curves. Well, the sage programmers, Messrs Boon and Tobias, have given them exactly what they wanted, because it's Playboy model Kerri Hoskins that wears the lycra now. It must be said, she does look great, but so do all the other fighters (if for different reasons).

Liu Kang makes his third appearance and is still the fighter of choice for no-nonsense reliability. He's also the only original fighter that looks remotely the same. Each fighter from the earlier MKs that made the journey to MK3 gets a wild new look. From relatively subtle enhancements like Jax's bionic arms, to more extreme costume changes, such as Sub Zero's radical new look. As well as new threads, the "old" fighters also get a new range of cool fatalities. What we haven't managed to find though, are any new in-game moves, but that's OK, because for a new Kombat experience there are at least seven new fighters to choose from and they're all hot. Everyone I've seen masters Cyrax first, going with the flow it's easy to understand why. Winning with this guy is too much fun and just a little too easy: Step 1. Shoot green net and immobilise victim, Step 2. Throw several grenades at now helpless opponent, Step 3. Repeat until game over. Naturally the net can be blocked and the grenades avoided, but for beginners it's a nice way to get the feel for the game, especially against a CPU opponent that's not going to learn from its mistakes.

Other fighters possess similarly outrageous moves. Each has some form of projectile attack, and they're way more useable than Tohshinden's pyrotechnics too, with Sektor's guided missile being case in point.

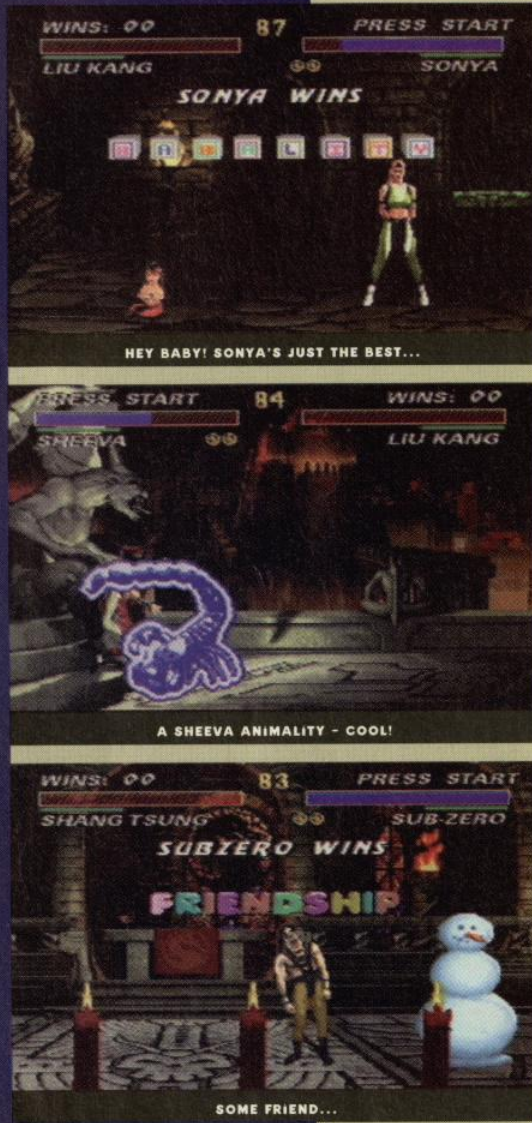
### Insanely Fast Biffo

Lovers of insanely fast biffo will find true joy in MK3. CPU opponents immediately launch into clever and varied attacks from the word go, continuing their barrage without respite until it's all over. At first it seems impossibly difficult, but once you get into the groove and figure out the best use for a few special attacks, it all falls into place and you're well on your way to Kombat supremacy.

To make things a wee bit more interesting (as if it needed it), certain levels provide access to other levels. All you need to do is uppercut your foe and they're launched through the roof to a higher level. They take some damage as a result of being shot through several feet of concrete and you safely follow.

Regardless of whether it's a special level or not, the backgrounds look fantastic, with the SNES having the advantage over the Mega Drive in terms of depth and colour. Most of the hard work has been put into making big, sharp looking sprites, but as a whole the game screens look sensational and it's a miracle it plays as fast as it does on either 16 bit system.

MK2 was a worthy game that was accompanied by several bucket loads of unfounded hype. MK3 though, is everything it should be. Some criticism has been directed at it because the flavour and style of the game is essentially unchanged, but hey, if it was we wouldn't be playing it! So if you've wisely hung on to your Mega Drive or SNES, then you need this game. MK3 qualifies as a must have cart. With prices as they are, many console owners only buy three or four games a year and rent the rest. Make this one of the ones you buy - you won't regret it.



Available: NOW ◦ Category: BEAT 'EM UP ◦ Players: 1-2 ◦ Publisher: ACCLAIM/WILLIAMS ◦ Price: TBA ◦ Rating: MA15+



## SECOND OPINION

Mortal Kombat 3 didn't quite take the arcades by storm in the same way that MK2 did. One reason was that, at the arcade, it didn't look all that different to MK2 and another was that this game is mighty tough and requires some serious joypad skills and an extensive memory for combinations, special moves, fatalities and the like. At \$3 a pop (when it first appeared) it would be a very expensive night out to fight through to the end, especially if you weren't a Mortal Kombat expert. Sure, there were freaks who live and breath Mortal Kombat who were able to finish the game in their sleep, but regular humans quickly learnt their lesson and the result was that there wasn't a lot of people lining up to throw their money away.

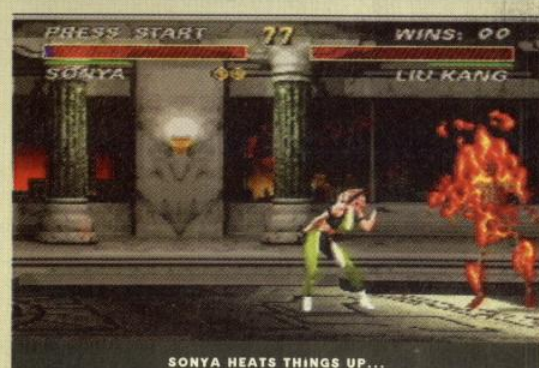
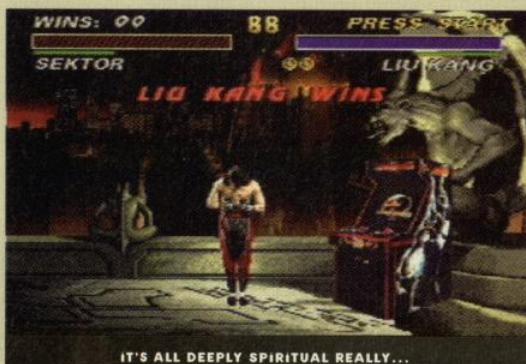
Having Mortal Kombat 3 at home on your Mega Drive or SNES is a totally different story. Not only do you get a smoother, faster and better looking conversion than Mortal Kombat 2, but you get to practice and refine your skills for as long as you want without spending money each time you continue. And it's much more preferable when you get your ass whipped to embarrass yourself in your own bedroom rather than out in public at the arcades.

There's not much more to say really. You all know the Mortal Kombat gameplay by now, so if you liked MK 1 and 2 then there's little doubt that MK3 will put a big smile on your face (and a big callous on your thumb).

Stuart Clarke

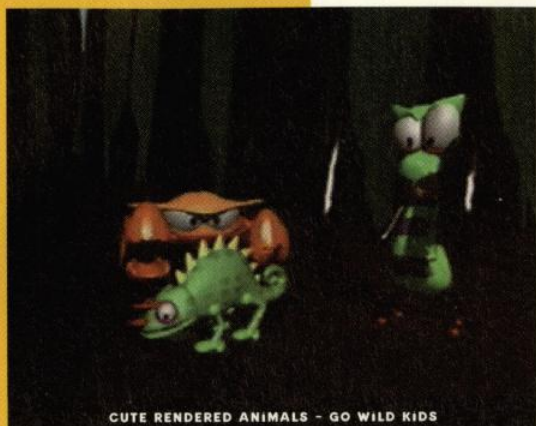
## PLAYSTATION KOMBAT

As we've already told you in previous issues, the Sony Playstation has a six month exclusive period for the 32bit conversion of Mortal Kombat 3. We didn't get a copy in time to review it but we've been told by our overseas contacts that there's not a lot of difference between the Playstation and arcade versions. It will be available by the time the Playstation finally gets local release in November. In the mean time you can drool over these screenshots...

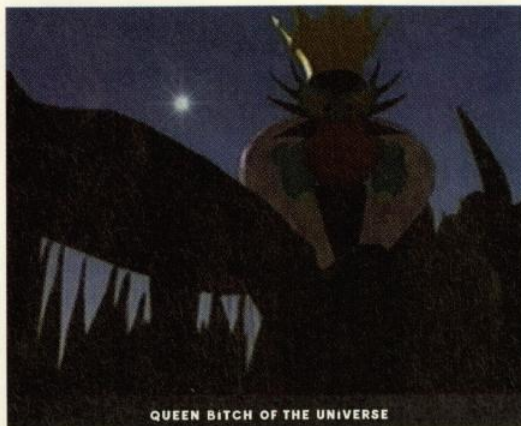


**VISUALS 89%** - Style and quality in bucketloads. The sprites look fantastic and they move around sooo fast! The SNES has the advantage over the Mega Drive here, but the differences are not too great. **SOUND 83%** - Moody and atmospheric music, vicious impact blows and Liu Kang's wonderfully ridiculous screams... what more do you want? Once again, the SNES out-performs the MD. **GAMEPLAY 92%** - Totally wild. Lightning fast but you're always in control. Massive replayability thanks to the amazing depth of gameplay. These guys know what makes a good game and MK3's got it all. Both versions play fast and furiously. **LONGTERM 90%** - Most definitely! You still play MK1 and 2 (admit it) and MK3 has even better replay value, so here's a game that'll carry on for years. **OVERALL 91%** - We love it! The best game in the Mortal Kombat series and both the SNES and Mega Drive get fantastic conversions. Fighting fans - reserve your copy now!

# BUG] [SATURN



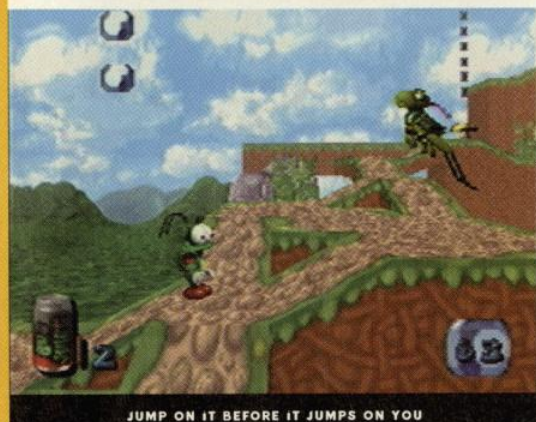
CUTE RENDERED ANIMALS - GO WILD KIDS



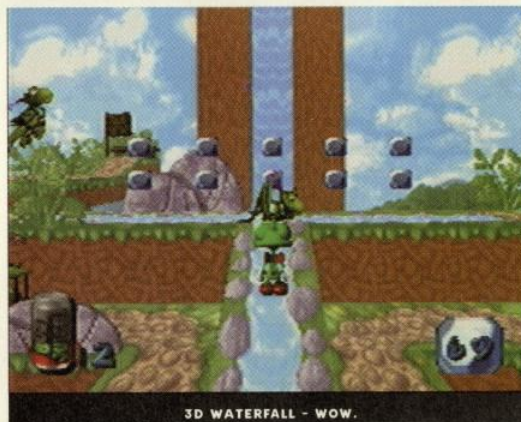
QUEEN BITCH OF THE UNIVERSE



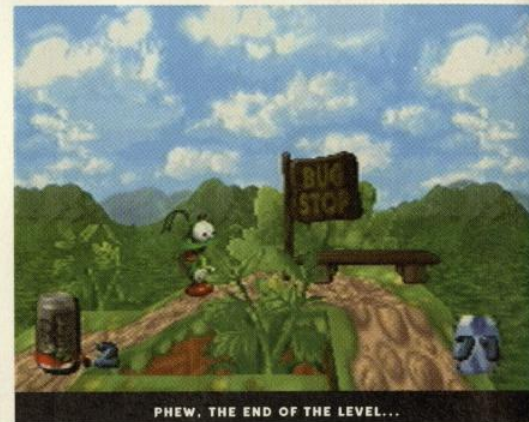
BUZZ OFF



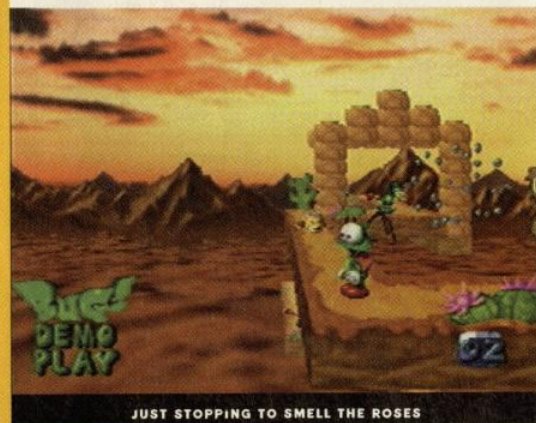
JUMP ON IT BEFORE IT JUMPS ON YOU



3D WATERFALL - WOW.



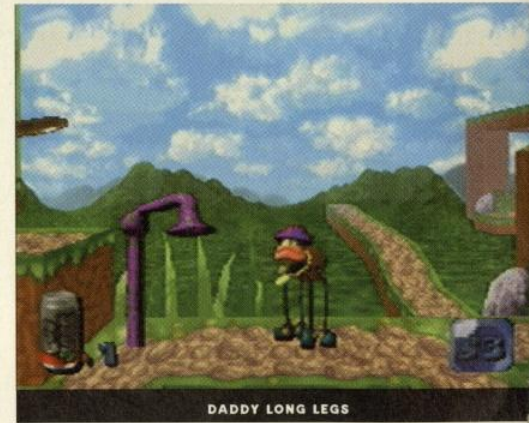
PHEW. THE END OF THE LEVEL...



JUST STOPPING TO SMELL THE ROSES



HELLO MR TORNADO MAN



DADDY LONG LEGS

42 »HYPER

**VISUALS 75%** - It scales! It rotates! It's ordinary in every other respect! The attractive rendered monsters stand out nicely from the average backgrounds. **SOUND 74%** - Surprisingly easy listening tinkle pop. Character noises (yipe! ouch! etc.) will bring a little joy to younger hearts. **GAMEPLAY 70%** - The platform game - played one, played 'em all. Just keep forging ahead and jump on anything that gets in your way. **LONGTERM 60%** - It all seems like challenging fun at first, at first... There's just not enough variety to keep you motivated though. Still, if you keep playing after a couple of hours you'll probably see it through. **OVERALL 70%** - It's the game they had to make, if only because it's never been done before. Now that Sega's broken the ice, maybe someone else can make it more interesting.

**You can throw all the 32 bit 3D bells and whistles you want at it, but a platform game is still a platform game. BEN MANSILL thinks some Mortein may be in order...**

For me, playing Bug is a bit like eating junk food - you get stuck right into it at first, but shortly afterwards are left with a sense of profound regret, of wasted time, effort and money. It's not a bad game mind you, but one does get the impression that it exists more to show off the Saturn's speedy scaling and rotation, than to provide players with a memorable gaming experience. Still, Sega are exploring uncharted territory with this game design, as nothing else is remotely similar, so it's a balls-out bravo to them for giving it a go.

### Multi-dimensional

Bug really is the 3D platform game it claims to be, which may well be the cause of its problems. As with the 2D platformer, this game takes you where it wants you to go, and for the most part the player is out of the loop when it comes to deciding (as Bill Gates would say) where you want to go today. The narrow pathways lead your Cute Little Dude on an often lengthy journey, they twist through all dimensions (it's not uncommon to find yourself walking on the ceiling, staring down at the baddies staring up at you) and are infested by nasties who wish you harm, as well as weapons and power-ups that make it harder for them to inflict it. The fact that it's new and different is enough to warrant a serious go at mastering it, but after not very long the familiar platform tedium takes hold and you hit the proverbial wall, never wanting to play again because you know it'll all be more of the boring same.

The cause of my angst is the linear arrangement of the pathways. There are many forks in the road which mean a decision and a bit of exploration - but not much. Thanks to Bug's excellent depth of field, you can usually see exactly where each path leads and they all meet up again at some point anyway. There is an initial feeling of being in a 3D maze, but this good thing wears off as you get a feel for the level design. So you walk along the path at a sedate pace, you admire the sparse scenery and whenever a baddie blocks your way, you jump on it to make it go away. Scintillating fun.

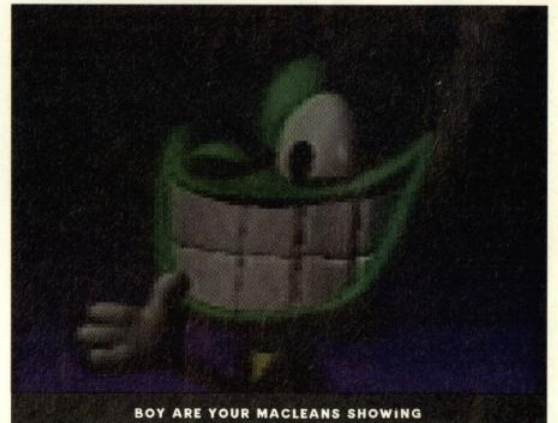
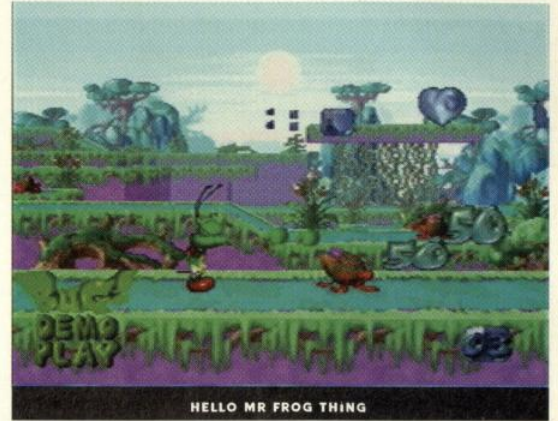
There just aren't enough different types of baddies to keep your attention either. While they each use wildly different and often novel methods to attack, you only need to go the long way with each of them once to figure out how to deal with it the next time. This isn't to say the game is easy, although the monsters are predictable they can move amazingly quickly, and you really need to pay attention to your timing.

### Spitting and Zapping

If for some strange reason you don't find jumping on monsters fun, you can always make use of the weapon power-ups. Unfortunately Bug doesn't start off with any firepower, and the power-ups are spread sparsely throughout the game. There are only two types, but they help enormously. For close range there's the Antenna Zap, it does a cool blue electricity thing to your enemy, but sadly doesn't last very long before running dry. Further away foes can be dealt with by ye olde faithful gob hock. Yep, you just spit at them.

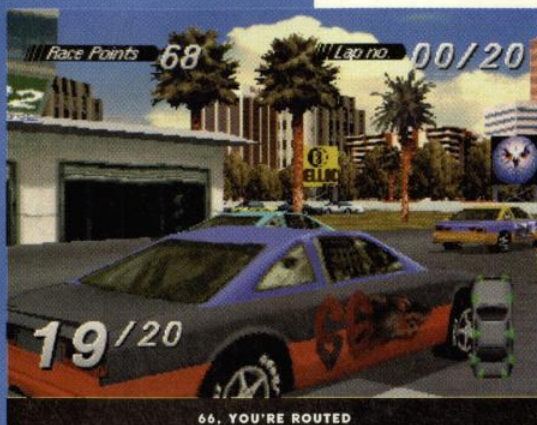
Bug is an OK game, if somewhat unspectacular. Grown-up gamers will be bored silly after an hour or so, but the game was designed for younger players and if that's you, you'll probably love the novelty of doing the platform thing in 3D.

Bug has been compared to the Playstation's Jumping Flash, but this is unfair on both games as they have little in common. What Jumping Flash does have though, is design flair and exciting gameplay, and by comparison Bug just plods along a well beaten path. Sure, the path is 3D now, but take that away and you're left with a soundly dull platform game with nothing original to do it the favour it desperately needs.

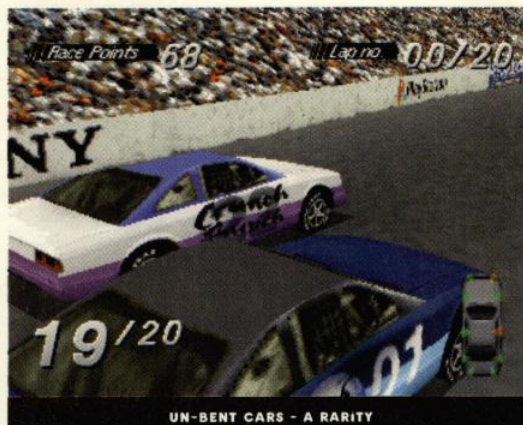


Available: NOW • Category: 3D PLATFORM • Players: ONE • Publisher: SEGA • Price: \$99.95 • Rating: G

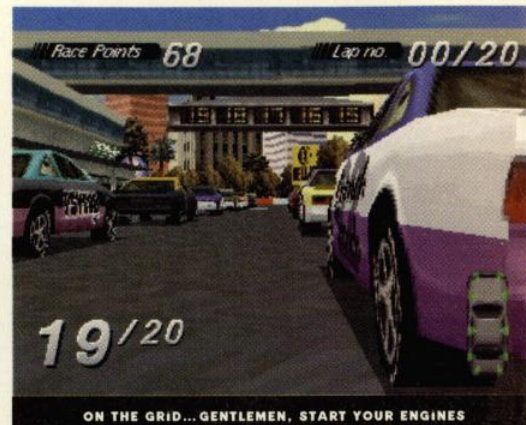
# DESTRUCTION DERBY ]



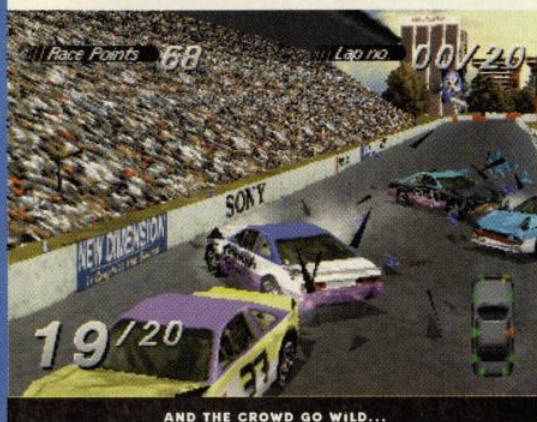
66, YOU'RE ROUTED



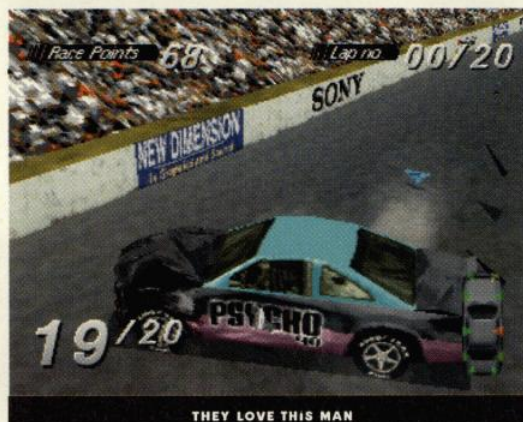
UN-BENT CARS - A RARITY



ON THE GRID... GENTLEMEN, START YOUR ENGINES



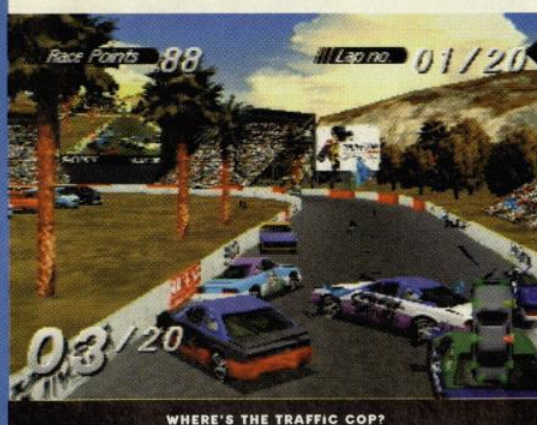
AND THE CROWD GO WILD...



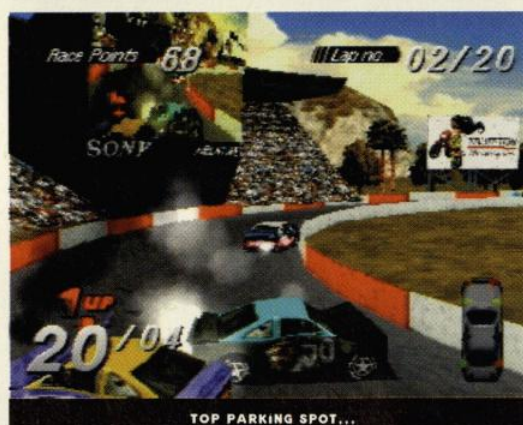
THEY LOVE THIS MAN



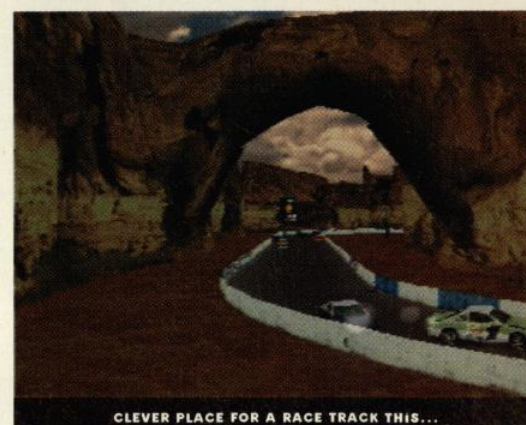
HMMM... TRANSPARENT MIST



WHERE'S THE TRAFFIC COP?



TOP PARKING SPOT...



CLEVER PLACE FOR A RACE TRACK THIS...

44 »HYPER

**VISUALS 95%** - Too good to be true. The backgrounds looks REAL and the cars, the cars! Phwoar! Detail in quantity without any drop in quality. **SOUND 79%** - Not quite the sampled grunt of Nascar, but the meat of these V8s is still raw and bloody, which is a good thing indeed. **GAMEPLAY 92%** - You'll wake up in the middle of the night, think "bugger it", and turn the Playstation on for another go. In linked multiplayer mode it's in a class of it's own. **LONGTERM 88%** - You'll play it to death for ages, shelve it, then bring it out again at regular intervals over the ensuing years. **OVERALL 92%** - A HYPER Hall of Fame Great Game. Rarely has such perfect gameplay been matched with equally sensational graphics.

# [PLAYSTATION

**if a paddock thrash in a beat up ute is more your style of driving than a million dollar parade in a mobile billboard, then have we got a game for you! BEN MANSILL won a few, then wandered off muttering "Nicole, Nicole!"...**

My God, this game is good! There's really no other way to put it. Games of this calibre and style normally appear in the arcades first, but thanks to the Playstation's sheer grunt and the design genius of British outfit Psygnosis, it's heading home to where it'll be most welcome.

Destruction Derby's concept is deliciously simple, as is the way with most world beating classics. Executing it usually proves too much though for over ambitious designers without a full dose of talent. Not so here, as this is a game where all the elements fuse perfectly, with the end result being a game you just can't stop playing no matter how hard you try.

## Car Combat

When I first heard Destruction Derby was coming I was mortified. I love pure racing games and the idea of deliberately taking out opponents was, to me, sacrilege. Where's the skill? Would it still be fun after a few minutes? I judged, sight unseen, that Sony and Psygnosis had made a grave error with the project, that we'd rate it around 10% and that you wouldn't be able to give it away. Well, it had to happen sometime. I was wrong. This game is truly awesome in every respect.

Although the game features seven tracks to rip around, all we wanted to play was the Destruction Derby in the Bowl. It's automotive combat in its finest form; Garage Gladiators duelling for glory. Starting out in a massive arena which feels about twice the size of the MCG, it's all-out carnage with a couple of dozen opponents vying to be the last car moving. It takes enormous skill; winning is an art, with luck only a minimal factor. The game's AI is superb. You really get the feeling that each CPU car is being driven by a real person with a real brain. While it sometimes feels they're all out to get you, a quick look at the outside view shows each car running its own race, fighting for survival and going for targets of opportunity while also taking evasive action when needed. Generally it's all over after a few minutes, but the excitement factor is so charged it feels like much longer.

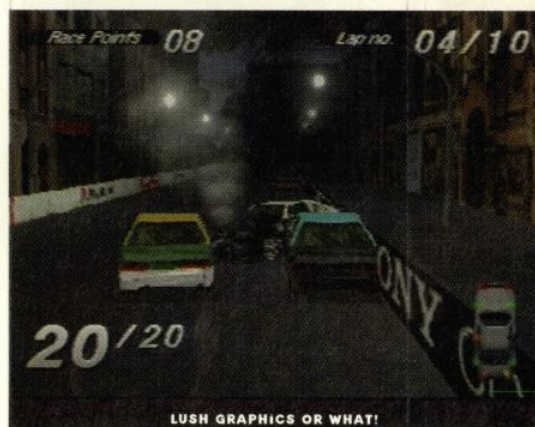
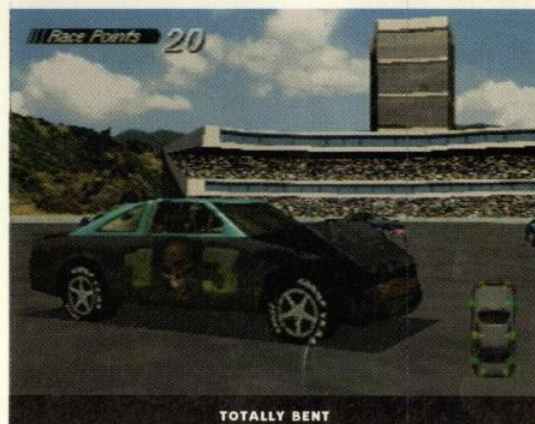
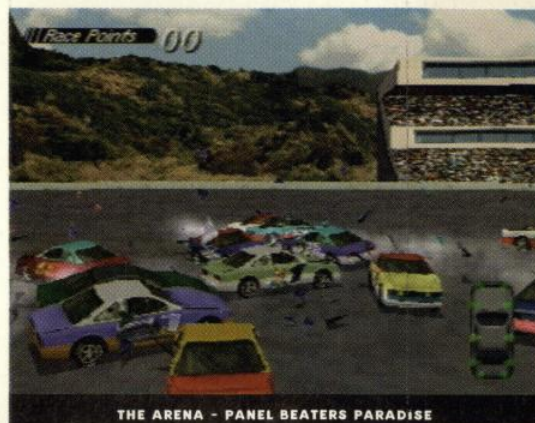
Each hit you take results in accurately modelled damage to your car, both graphically and dynamically. If the warning indicators glow red for your front end and the voice over starts shouting about radiator damage, then you know the next hit will be fatal. The trick now is to inflict damage with your strong bits, on their weak bits. This basically means reversing at full bore into an enemy's front end. Taking damage to your rear end may slow your car down a bit, but compared to the steering damage a frontal impact produces, it's well worth it. Get real good and you'll be using your front and rear quarters for hammering, this gives the best compromise between dishing out harm and minimising your own.

It doesn't take long to realise that the sensible thing to do is simply stay out of harms way, until the other cars have pummelled themselves into scrap metal. But hey, sensible is neither rewarding or fun. The game scores you on how much enemy panel beating you've caused. While a win may be a win, without points it's without honour. Pulling trickery like 360° spins impresses the computer greatly, which boosts your points accordingly. True greatness then, comes from causing the most expensive damage possible, with the greatest flair you can muster, without being suicidal. Tough.

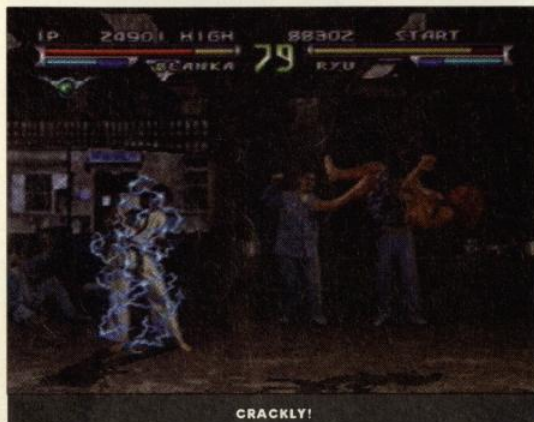
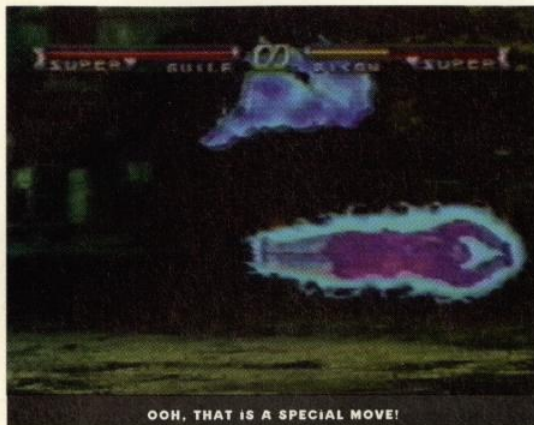
## Racing Clean

This also applies to the other ways to play Destruction Derby, regardless of the form it takes. There are some fantastically designed race tracks here, but racing "clean", with the goal of simply being first past the post doesn't suit the game and isn't particularly enjoyable (because it's usually easy). Many circuits have extremely sharp corners that your behemoth just can't take. Their turning circle is only marginally better than a super tanker at full speed, so to get around tight bends you need to bounce off other cars taking an outside line. Getting the technique right means a nicely rounded corner, an opponent car catapulted car into the wall and your race position improved by one. This is not conventional racing, this is big stupid fun and I love it.

There are heaps of options like time trials and various different cars but linking your Playstations will take the game to a whole new dimension. Its possible to play Tag Racing (where the other cars will gang up on the car that is "tagged"), Team pairs and Multiplayer Duel. The dirty nature of the racing takes nothing away from the spirit of competition, or the supreme skill that it takes to win, its just that a whole new set of skills need to be cultivated, and lucky for us these skills are huge fun to learn and unnaturally gratifying to put to good use.



Available: NOVEMBER • Category: RACING/COMBAT • Players: 1 - 2 • Publisher: PSYGNOSIS • Price: \$99.95 • Rating: G



**The mere fact that it's a Street Fighter game will sell a few copies, and having Kylie in it is an extre special bonus. But does the new game offer anything you're going to want? ROGER "she'll always be Charlene to me" BOLTON hits the streets...**

Yes, it's yet another in the long and by now quite venerable line of Streetfighter games from Capcom. In an effort to use every conceivable cross-promotional opportunity, Capcom has made a game of the movie of the video game. Confused? You bet. Next we'll see "Streetfighter: The Movie of the Game of the Movie". This will actually feature the original cartoon Guile playing the role of Van Damme and Cammy playing Kylie Minogue. Brilliant idea - now quick, let me sign away the license rights for a few megabucks.

### Play with Kylie

"Streetfighter: The Movie" boasts digitised characters taken from the less than sensational SF movie. Now you can take on the role of Jean Claude Van Damme as Guile or even play with our very own Kylie as Cammy. Hmm, I just know that I've been itching to get my turn to play with Kylie, and doesn't she look absolutely fabulous in her army green leotard and beret! They've obviously used a thigh double, as there's no way our slight Kylie has the steel cable legs that this one demonstrates! (Not true! The glistening silken thighs on screen are 100% Kylie - Ed). All together there are 14 characters you can control, all real life versions of the cartoon character fighters we all know from the many other incarnations of SF.

As well as the normal one player and two player versus modes, Street Fighter: The Movie has a new "Movie Battle" mode where you fight a sequence of battles following the plot of the movie, and attempt to win through and defeat General Bison in the One Hour limit before he kills all the hostages. Now, for those of us who need a plot associated with our biffa, this may be a good thing, but really who needs one in a fighting game? The action's the thing! There's also a "Trial Battle" option where you can test your "Mean Dude" quotient by facing a one-on-one battle with Guile, then getting a score on performance and style.

So, the question is, how is the action? Well to be as brutally honest as Honda's hundred hand slap, exactly like all the other Streetfighter games. Now this isn't necessarily such a bad thing as the SF series was a classic in its time.

However, in the meantime we've had Mortal Kombat III, Samurai Shodown II, Virtua Fighter II, Tekken and Tohshinden to teach us what a modern one-on-one fighter should be about. Compared to these new contenders, "Street Fighter: The Movie" is looking decidedly shabby.

### Jerky With No Crunch

Apart from the lack of anything new in the concept, SF: The Movie falls down in implementation as well. The movement of the characters is jerky and not even as fluid as the original Streetfighter animation. Also, all the characters and moves in the original Streetfighter have a very cartoon like style, and the translation to real people just doesn't work real well. We get a watered down and more realistic version of all the moves, but without any of the gore or crunch that make the MK series so successful. The computer opponent intelligence seems to leave something to be desired as it's easy to find repeat sequences that the computer just keeps walking into.

After the appeal of slapping around Kylie a few times has worn off (CRUNCH! that was for "Locomotion"), really there's not much too it, although two player mode will keep you slightly more amused than watching paint peel. If you're a die hard Streetfighter fanatic or a fan of Van Damme or Kylie, you've probably already bought the game, but for anyone else with a Saturn and an urge for some pixilated biffa mayhem, try your luck with "Virtua Fighter Remix" or wait for the conversion of VF II to come out instead.

Available: NOW • Category: FIGHTiNG • Players: 1-2 • Publisher: CAPCOM • Price: \$99.95 • Rating: MA 15+

# [STREETFIGHTER: THE MOVIE



NO, THAT'S NOT AN UMBRELLA, IT'S A FIGHTING MOVE



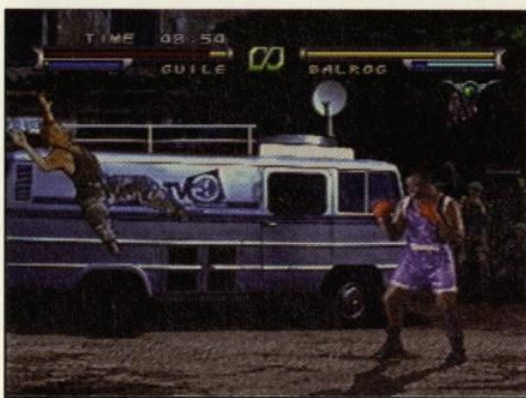
HERE'S OUR KYLES



WE'LL LET YOU MAKE UP YOUR OWN CAPTIONS FOR THIS ONE...



THERE ARE SOME NEAT EFFECTS IN THIS GAME



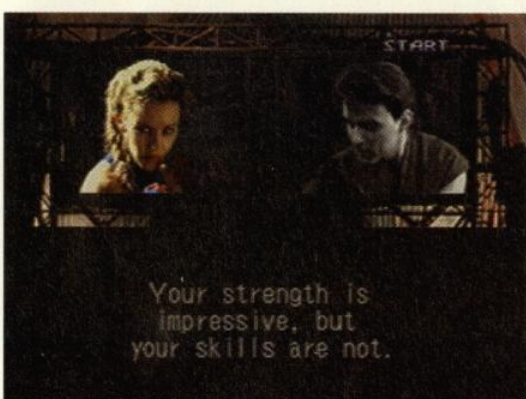
JEAN-CLAUDE IS SHOCKED BY THE POWER



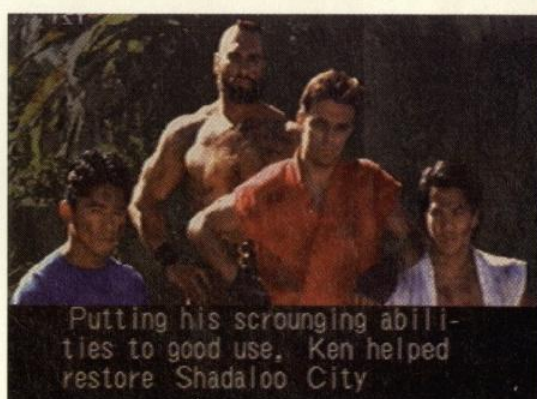
E. HONDA'S HUNDRED HAND SLAP



RYU DRAWS FIRST BLOOD



KYLIE TELLS IT LIKE IT IS...

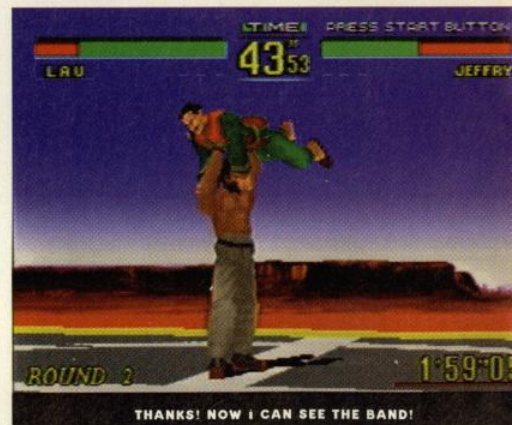
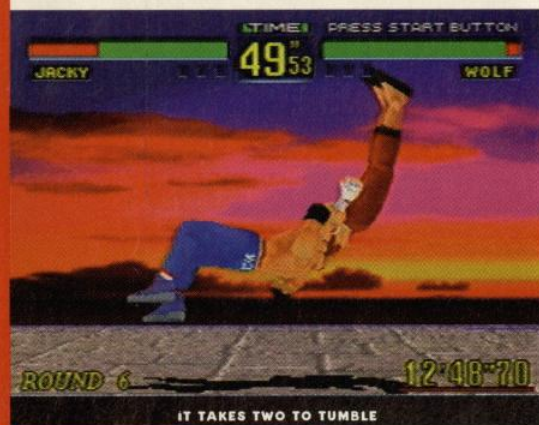
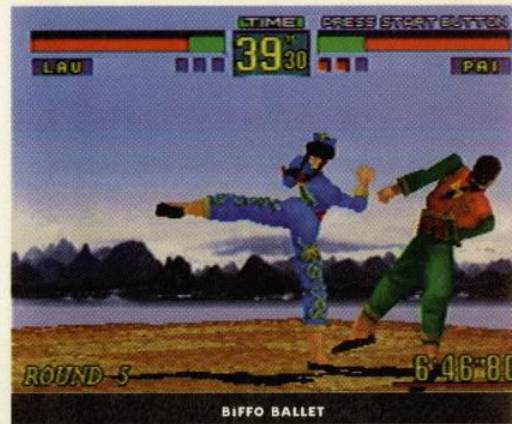
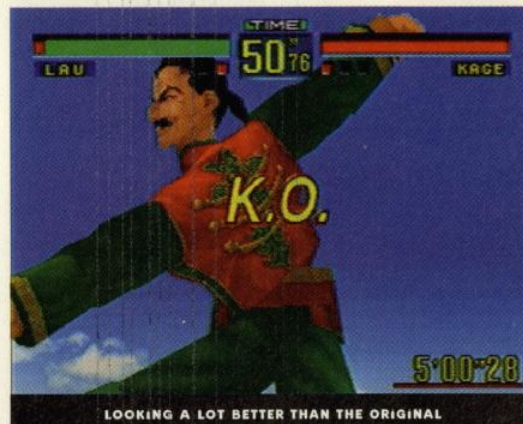


ONYA KEN!

HYPER» 47

**VISUALS 84%** - Digitised but grainy characters and some half decent backdrops. **SOUND 73%** - The usual nondescript ditties and thudding noises. **GAMEPLAY 76%** - Same as for SF2, which would be OK if SF2 hadn't first appeared about five years ago. **LONGTERM 61%** - What's left after you've ground Bison into the ground? If you've played SF before it won't take long to finish either. **OVERALL 74%** - Not a bad game if you crave a two dimensional fighter on your Saturn, but really it hasn't got anything compelling or original.

# VIRTUA FIGHTER REMIX ]



48 »HYPER

**VISUALS 92%** - The new coat of paint has improved the look of the game greatly, and just watching it in demo mode is a joy.  
**SOUND 83%** - The crunching noises and impacts will have you wincing. I particularly like the "DONG" noise your head makes as it impacts on the metal floor when you fight Pai.  
**GAMEPLAY 93%** - Slick as ever, this is an extremely polished beat 'em up with loads of secret moves and crucial timing.  
**LONGTERM 80%** - There's only the nine characters to fight but two player mode will keep you at it for a while.  
**OVERALL 91%** - A classic, but it's not worth the upgrade if you have the original. If you don't though, VF Remix is one of those CDs that will have a permanent place besides your Saturn.



# [SATURN

## Saturn's premiere fighting game's just ben given a bit of spit and polish, but is it worth the extra cash? ROGER BOLTON goes in for some polygon biffery...

If the original version left you feeling a bit low, load up your Saturn again for the 12" extended dance mix. Yes, it looks like Virtua Fighter 2, plays like Virtua Fighter 2, but it's only... um, Virtua Fighter One and a Half?? This "Remixed" version of the original 3D beat 'em up, features the texture mapped graphics style of VF2, but sadly only has the basic eight characters and same moves as the original.

### Extra Time & Effort

After the rush job that Sega's AM2 group did on the first VF, they've had the rare opportunity to go back and polish the game for another month or two. VF Remix shows what a difference having that extra time to clean up a game and optimise the game engine can do. The first Saturn VF left most people just a bit concerned about the Saturn's 3D capabilities when put side by side with the smooth and fluid animation of Takara's Tohshinden on the Playstation. Apart from the slightly jerky, flat polygons, there was obvious glitches and polygons disappearing especially during the replays and initial zoom in sequences.

AM2 has managed to not only remove all the glitching and polygon dropout, but have added a texture mapped look that's comparable to VF2 and kept the frame rate just as high. Only problem is, they should have fixed the glitching before the original release, and all the consumers who bought the original have to shell out the full amount for what is essentially a bug fix release if they want this too! You can't help wondering if we'll see a Daytona USA Remix too, as that desperately needs the same polish that AM2 have pulled here.

In the gameplay department, VF Remix is just as high as the arcade original, all moves and characters are identical. The only gameplay aspect that has changed at all is that the computer opponents seem to have been given a few more lessons in serious butt kicking. Getting through to Dural is a challenge even on the easiest setting, so if you've got no one else to play against, at least the computer will keep you bruised and battered for a while.

### Crushing Blow

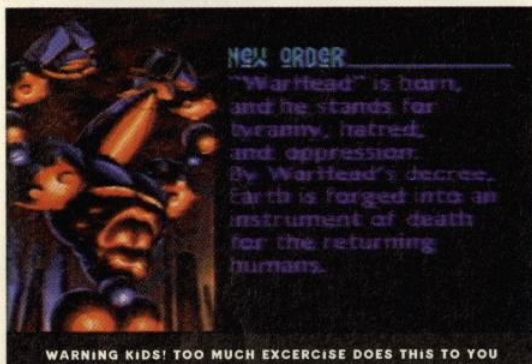
For two player head to head, VF Remix is still as ever serious fun, and while the play is identical it does make two player battles more enjoyable now that you can watch your opponents final crushing blow on the replay without seeing your fighters afflicted by momentary polygon leprosy.

VF Remix does show that the Saturn's twin CPUs can throw around a serious amount of texture mapped polygons when programmed correctly. Despite this, purely in graphics Tohshinden and Tekken on the Playstation still look more impressive. It's in the gameplay area that the VF series has no equal, with it's meaty impacts and realistic motion captured fighting, it's easily the match for the Playstation 3D fighters in that area. Now if only Sega would write games for the Playstation we'd all be in gaming heaven!

Anyone who bought the original of this will feel cheated at having to pay up the full price for this new version with window dressing and rightly so. If you're buying a Saturn now make sure you haggle until you get this as the pack in and not the original. Now, excuse me I'm off for another round against Kage and his "Yogurt-curry!".



Available: NOW • Category: FIGHTING • Players: 1-2 • Publisher: SEGA • Price: TBA • Rating: TBC



**Balls, Balls, Balls. Vectorman has big balls. But unfortunately that's one of the only things going for him. RUSSELL HOPKINSON tries juggling instead...**

Vectorman is certainly not bad by any stretch of the imagination, but ultimately its just another platform contender that just doesn't quite make it. The action/platform games tend to run in cycles; a few groundbreakers will come out and the rest of the herd will follow. So it's not surprising that the words Earthworm and Jim tend to come to mind when playing Vectorman, only without all the bits that make Jim a major joy to play.

**Impressive But A Bit Dull**

Remember Ballz? Well Vectorman himself is similar in design (i.e. a bunch of spheres) and although it allows for some quite impressive animation it also makes Vectorman a rather featureless and dull character to pilot (although I'm sure some people would disagree with me).

When the humans fled Earth so a group of "Orbots" could clean up all the mess, little did they realise the disaster waiting to happen. One of the "Orbots" is hooked up to a nuclear device. This slightly enhanced 'bot becomes the megalomaniacal (and aptly named) "Warhead" and immediately sets about plotting to surprise the returning humans with all manner of deadly stuff. However Vectorman escapes Warhead's mind control and decides to thwart the evil 'bot and aide his carbon-based masters.

Be that as it may, Vectorman is a very typical three lives, lotsa power-ups, blastathon kinda game. So was Earthworm Jim in some ways but Vectorman doesn't have enough character to transcend this fact. Vectorman jumps as well as using rockets for extra boost and he has a great big gun. various televisions that hang from the ceiling house all manner of goodies and although the levels are long and pretty, they aren't terribly hard to master.

Of course, there are bosses galore and these are pretty well conceived and quite challenging. Like most current platformers, Vectorman has a few snappy catchphrases but his voice is surprisingly scrappy and indistinct. Some of the power-ups transform you into bombs and missiles, while others help you swim or enhance your weapons. Although there didn't seem to be any continue option (or memory/password feature) there is at least one easily accessible extra life in each zone.

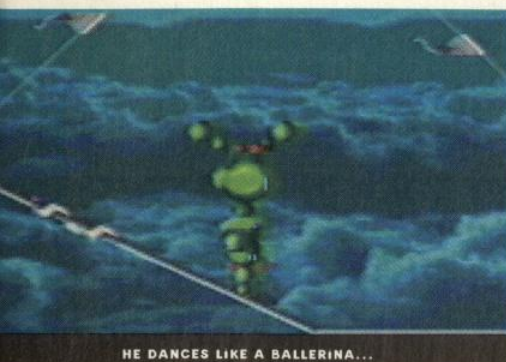
**Spherical Simplicity**

The graphics are pretty damn sharp, the backgrounds stretch the Mega Drive's limited colour palette to its limits and all the sprites are large and well animated. Vectorman himself is pretty easy to control and as noted, his spherical simplicity allows for a range of moves along with some limited rotation and some basic scaling (generally though, it's as two dimensional as a platform game gets). What you tend to do most in this game is blast away at anything that moves and a fair amount of stuff that doesn't. Galaxian styled patterns of flying enemies, televisions crammed with goodies and other robotic enemies all have to be blown away with dozens of shots and it began to wear me down not long after about the third level. Even the bonus level seemed to offer nothing but the endless shooting of big guns.

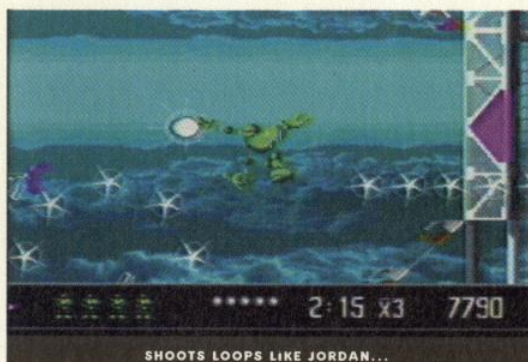
Now, the endless shooting of big guns is something I normally approve of but in Vectorman it just wasn't quite enough. Platform games can still excite; the Gorilla, Worm and Gecko are testament to that but even though it comes close, you can file Vectorman under "Also Ran".

Available: November ◦ Category: Platform ◦ Players: 1 ◦ Publisher: Viacom ◦ Price: \$99.95 ◦ Rating: G

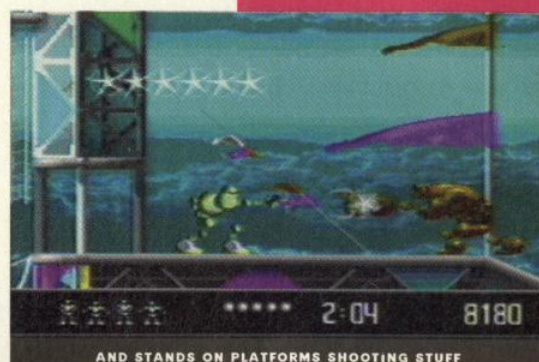
# MEGA DRIVE] [VECTORMAN



HE DANCES LIKE A BALLERINA...



SHOOTS LOOPS LIKE JORDAN...



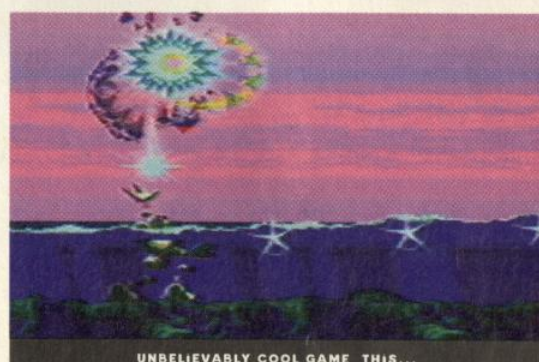
AND STANDS ON PLATFORMS SHOOTING STUFF



EEEK! BOSS ALERT!



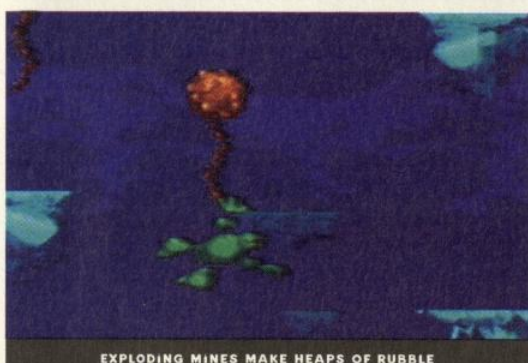
SHARKS ARE THE LEAST OF YOUR WORRIES...



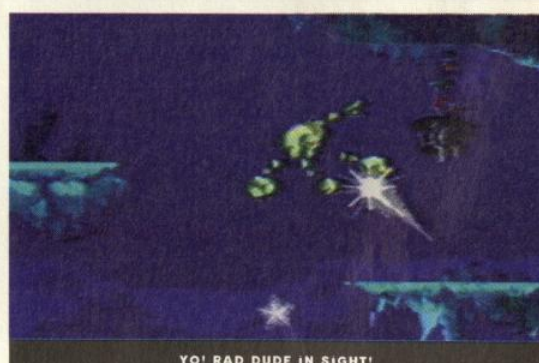
UNBELIEVABLY COOL GAME THIS...



HUBBLE BUBBLE TOIL AND TROUBLE...



EXPLODING MINES MAKE HEAPS OF RUBBLE



YO! RAD DUDE IN SIGHT!

HYPER» 51

**VISUALS 84%** - Sharp and colourful platform fare that pushes the Mega Drive's capabilities to the limit. **SOUND 68%** - Not too bad, but not too great either. **GAMEPLAY 80%** - Solid platform action that will have you smiling for a while but in general it teeters towards the mundane. **LONGTERM 78%** - There's a lot here but not everyone will want to finish. **OVERALL 79%** - Easily worth a rental and while its good it's not one of the classics.

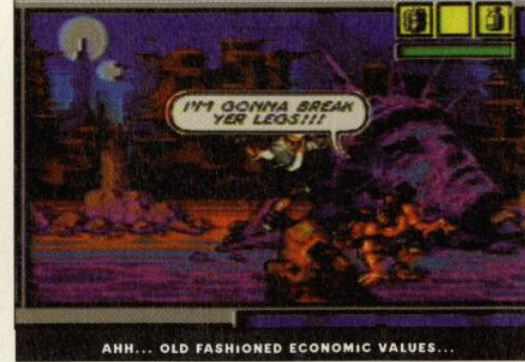
# COMIX ZONE] [MEGA DRIVE



WE ALL FEEL LIKE THIS SOME DAYS...



THAT'S NO WAY TO GREET A LADY...



AHH... OLD FASHIONED ECONOMIC VALUES...



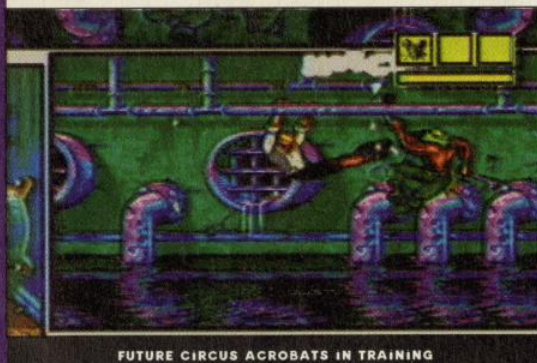
LIVING ON THE STREET GETS TOUGHER EVERY DAY...



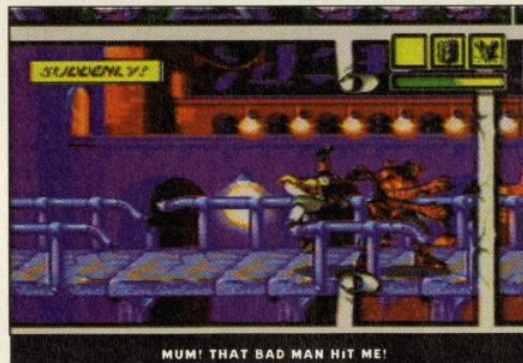
FALLEN LIBERTY, CLASSIC APOCALYPTIC ICON THAT



... BUT I DON'T WANT TO LEAVE!



FUTURE CIRCUS ACROBATS IN TRAINING



MUM! THAT BAD MAN HIT ME!



GIDDAY THERE RAT...

52 »HYPER

**VISUALS 93%** - No digitised humans, just great, colourful comics in the classic super-hero style. **SOUND 88%** - Twelve rockin' (well, as rockin' as a synth can get) musical options, lots of grunting and explosions and a hero that says "Seeya" every time he dispatches a baddie. **GAMEPLAY 90%** - So simple and yet so much fun. **LONGTERM 83%** - Could be a little longer and a little harder. The game's only downfall. **OVERALL 88%** - Great idea, great execution, and great fun. It's got a plot and a sense of humour to boot!

## EXTRA! EXTRA! READ ALL ABOUT IT! Comix Zone in Good Mega Drive Game SHOCK! STRETCH ARMSTRONG is selling newspapers on the street corner...

Two things that you've heard a lot about here at HYPER:

(i) We are always complaining about the ceaseless boring, formulaic games that developers continue to churn out. They're usually platformers or other lame genre copies - you're sick of hearing about them and we're sick of playing them; and

(ii) no matter what sort of specs or muscle or speed or whatever the new consoles have, it won't mean shit until the software is consistently up to scratch. In the end, it always comes back to the games.

### Digital Bliss

When a game like Comix Zone comes along it illustrates these points so perfectly it's downright sick. This is such a cool game, it blows the formula crap right out the window. It's got colour, action, and although it incorporates elements of other games, it has original touches that lift it way above most of whatever else is going on. And it's on the Mega Drive. Regardless of whether you think 16bit gaming is dead, terminal or just a bit sniffly, games that look great, play great, and engross you like this one does, will always have a spot reserved for them at the High Table of Digital Bliss.

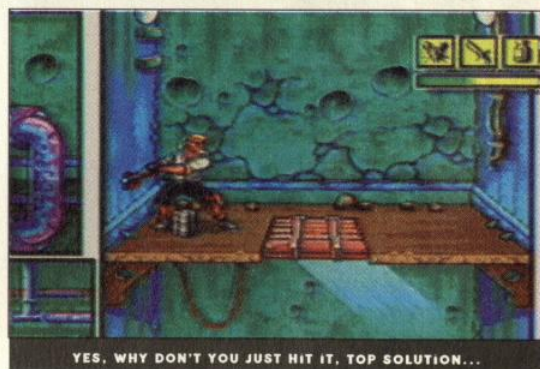
Anyway, you are Sketch Turner, renowned New York comic artist, and one day (for no apparent reason) one of your pen and ink creations emerges from the page and threatens to waste you. However, he can't just do it there and then; rather he tosses you into your own comic, where you are forced to battle for your salvation in a world, and against creations, that you (Sketch) have created. Gradually, the reasons for this sorry state of affairs are revealed and one of the delights of this game is that it really has a good plot, unlike...almost every other beat 'em up cart going around.

Visually, however, is where this game's strength lies: the game is basically a combination beat 'em up/puzzler and each sequence takes in one frame of Sketch's comic. You'll have to defeat the enemy or solve the puzzle in each one, before moving to the next. You'll often have a choice of where to go and the frames themselves have physical qualities that must be scaled, swung around, or blown apart. And it looks absolutely great, in classic desolate, super-hero style. The comic is full of detail, great colour, excellent backdrops, and the fact that your progression is not strictly linear makes it far more satisfying than standard left to right platformers and beat 'em ups. Even with all of that, there is also speech and thought balloons that bob up from frame to frame, either providing you with hints to help you out of your predicament or adding some welcome comedy relief to the proceedings, all the while keeping the comic book feel of the game in place. There's also a host of great little graphic features that add to the overall feel. For example, when you lose a life you don't die, you are simply crossed out by the Great Artist in the Sky.

### Senseless Hidings

The game's puzzle element comes into play at various stages; you have a variety of resources (strength/fatigue) to control and weapons (knives, bombs, rats) to deploy and you'll have to work out which combination is best suited to each situation. You also, because this is nominally a beat 'em up, have to engage in a fair measure of hand-to-hand combat. As with Acclaim's Hulk and X-Men games, the combos you have at your disposal are nothing on true fighting games, and a lot of energy will be devoted to simply pummelling the controller. Still, there are some nice moves in there if you care to experiment, and you'll enjoy dealing out a senseless hiding anyway. It must be said that neither the battles or the puzzles are especially hard, though they do increase in difficulty as the game goes on. Nor is the game as long as you might hope, but the miserly way that continues and lives are handed out certainly serves to extend the game to some extent. For the most part though, you won't care too much; the look and playability will have you shrugging off ashy minor complaints.

In summary, this is superb and, with the secret super-hero option gradually revealing itself, you'll want to keep playing to the bitter end.



Available: NOW • Category: BEAT 'EM UP/PUZZLER • Players: ONE • Publisher: SEGA • Price: \$79.95 • Rating: G8

# MECHWARRIOR 3050] [SNES



ONE WONDERS AT THE PRACTICALITY OF SUCH A FIGHTING MACHINE..



THIS GUY'S BEEN STANDING TOO CLOSE TO OVERHEAD POWERLINES



FOR A LITTLE FELLA THEY SURE HURT



NEXT, THE TURRET



STRADDLING AN ELECTRIC FENCE, CHEAP FUN



SORRY LITTLE MAN, DID I STEP ON YOUR HEAD?



MECH-SICKNESS TAKES IT'S UGLY TOLL



IT'S A GUMFIGHT!



YEP, WE GOT THAT CAVE GOOD!

54 »HYPER

**VISUALS 84%** - While the graphics are better than the first version, a year on we're being impressed by some completely amazing stuff and this is only unbelievably excellent. **SOUND 90%** - Brilliant digitised effects will blow you away. This SNES game will boom boom shake shake your room, no worries. **GAMEPLAY 86%** - Dare I say a masterpiece of gameplay? Well, no, but it's pretty incredible anyway. There's so many ways to get things done, which leaves the strategy up to you and so it's highly challenging. **LONGTERM 86%** - By the time you've finally finished you'll just be getting good at it, with at least one more play through a dead set cert. **OVERALL 86%** - Top game this. Walk through walls, blow away mountains and tread on helpless soldiers. What more do you want?

**With Mechfever running rampant, Activision have spruced up their classic Battletech to keep pace with our unnaturally high expectations. BEN MANSILL is the lucky sod who got first go...**

Hot on the kevlar-plated heels of the PC blitzer Mechwarrior II, comes the SNES Battletech game, Mechwarrior 3050. While the isometric perspective looks nothing like the PC sim, it does bear a passing resemblance to the earlier Mega Drive title Battletech. In fact it's basically the same game, but with enough visual and gameplay enhancements to warrant both a re-release and another HYPER review.

When the now galactically famous Russell Hopkinson (You Am I stick-basher) reviewed Battletech in HYPER #13, he'd come straight from the equally famous FASA boardgame that spawned the Mechwarrior universe. Back then I actually had a life, which precluded me from engaging in the paper and pencil Grandpappy from FASA, but who cares, this is a computer game not a statistical dice roller, so let's go...

### Desert Strike In A Mech

Think of the Strike series from EA and you're halfway towards understanding Mechwarrior 3050. It seems most like the original Desert Strike; your Mech has a predetermined series of objectives that require refuelling and rearming mid-mission to see you through. Taking out enemy buildings often reveals all the goodies you need, and you'll need a fair bit because the pace and scope of this game is huge.

Getting around in your Mech is no walk in the astroturf, as enemy units home in on your location with gusto. Destroying radar installations helps somewhat towards semi-stealth, but expect the warm and friendly female voice to announce "enemy mech approaching" the moment things seem to quieten down. They're the ones to worry about most, the foot soldiers and APC's can be happily trodden on for an efficient kill, but those pesky mechs are a most annoying intrusion upon your festive destruction. The ticket to success here is economic ammunition management. Structures and smaller units should be dealt with by sending a quick burst of your chain gun their way, but the big mechs require something a little more potent. Save your big guns for them. Faithful to the FASA game, Mechwarrior 3050 outfits you with the now legendary PPC weapon, the Gauss gun and all the rest - like the extremely useful long and medium range missiles. They all come straight from the board game and have the same attributes. The heavier beam weapons are prone to overheating and tend to explode if you're a tad too generous in their usage.

The result is a game that asks you to think about things a little more than usual. Like Desert Strike, there are barely enough hidden ammo dumps to see you through. Combine this need for careful resource management with a ferociously paced circus of carnage and you've got a winner.

The big mech you pilot is the attractive Madcat. While the PC game and indeed the FASA boardgame included dozens of various mechs, the SNES version gives us but one. It doesn't matter much in the end, besides the Madcat looks big and suitably techy and the animation is superb. I'd love to know how many frames went into drawing the leg movement, it's so smooth and fluid that you can dance on the spot, a bit of backwards and forwards with no discernible jerkiness.

### Controlling the Madcat

Controlling the Madcat takes a bit of getting used to, but once you've settled in you can make the mech do amazing stuff. Torso movement is independent of leg movement and is controlled with the shoulder buttons. Unlike the PC game, this torso spins all the way around, so you can blast whatever takes your fancy while continuing your journey in an entirely different direction. A most cool way to play is the 2-player option, where one player drives and the other twists and shoots. Pick a buddy you've got a lot of faith in and there's nothing you can't do.

The war you fight ranges across five planets, with over 30 missions all up. This is pretty good value considering the size of the mission terrain and the outright difficulty they pose. The tasks at hand also offer value, cool stuff like dropping timed mines outside enemy cave bases, with the resulting avalanche burying whole armies of unhappy sprites.

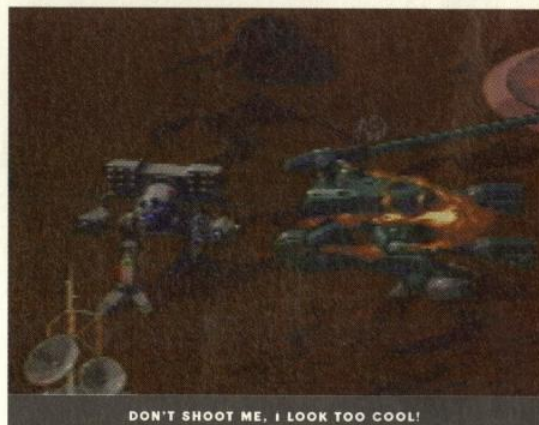
This is a game I'll be playing for a while, it's got everything playable and compulsive about the Strike series, but is way cooler thanks to the irresistible mechs and the universe they inhabit.



IF ONLY COYOTE HAD A MECH...



I'LL HAVE ONE OF THOSE!



DON'T SHOOT ME, I LOOK TOO COOL!

Available: NOVEMBER • Category: ACTION • Players: 1-2 • Publisher: ACTiViSiON/TiBURON • Price: \$99.95 • Rating: TBA

# APACHE LONGBOW



SURE, WAR IS HELL, BUT AIN'T IT PRETTY!



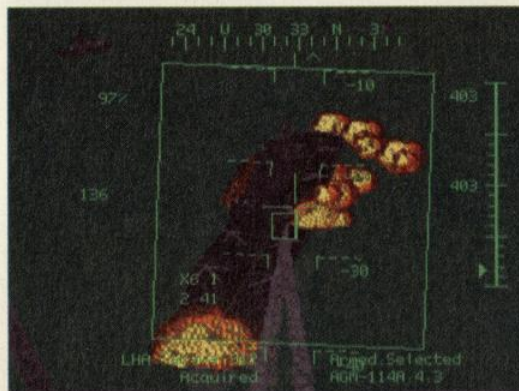
COMING IN FOR LANDING...



ABORT LANDING! BASE IS UNDER ATTACK!



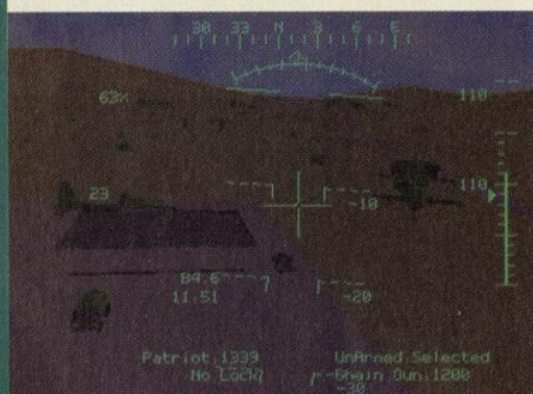
TOTALLY TECHY TOYS, WE LOVE IT!



OK, SO IT'S OUR OWN CARRIER, BUT IT LOOKS GREAT SINKING!



LANDING ON A CARRIER IS ALWAYS TOUGH, PLANE OR CHOPPER



A BUSY AIRPORT THIS...



NIGHT MISSION MINUS VISION ENHANCEMENT...



NIGHT VISION ON! THAT'S BETTER

56 »HYPER

**VISUALS 90** - Need a fast PC! Low res. on a DX2/66 is OK, but a Pentium 90 (or better) gives smooth SVGA which is really how it ought to be played, if only for the brilliant cockpit graphics. **SOUND 94** - Unbelievable. They make the game. From meaty rotor sounds to non-stop battlefield explosions, you get the full symphony of war. **GAMEPLAY 91** - A great balance between complexity and fun, easier than Tornado but just as satisfying. Wingmen commands would be nice, as would a more comprehensive mission planner. **LONGTERM 90** - A forever game. Never gonna get sick of this one. Great modem play options extend the fun even further; you can even play as pilot with a chum as weapons officer, cool! **OVERALL 92** - Big. Loud. Scary. Furious. Devastating. WWII. Way cool. Mission disks please Digital integration, you're the new masters of the genre now.



# PC CD ROM

It's been a long time between classic flight sims. Now salvation has arrived in the form of Apache Longbow and BEN MANSILL is one happy laddie. He tells why...

A good combat flight sim must have exceptional dynamic realism, it must faithfully replicate every declassified function of the aircraft it simulates, it must convincingly impart the sensation of actually being there and doing it, it must be tough to learn yet compelling enough to make you want too, but most of all, it must be fun - teeth grittin' gonna die any second now fun, but fun nevertheless. Apache Longbow is a good combat flight sim.

This comes as no great surprise considering it's heritage, developers Digital Integration gave the world Tornado, which was the first truly great jet sim since the revered Falcon 3.0. These folks take their craft very seriously and it shows. Producing even an average flight sim is beyond most designers, so quality of the Apache calibre is extremely rare and it should be appreciated accordingly.

## America's Finest

The AH-64D Apache Longbow is America's finest attack helicopter. It's armoured like a tank and packs a weapon load that borders on the ridiculous. Despite weighing in at over 7 tons, the Apache is extraordinarily fast and nimble - it's 0-100 kph time is 4.6 seconds and it rolls like an F-16.

That Digital Integration have accurately modelled such a beast is to be applauded, that they have surrounded their cockpit with the most convincing war zone ever deserves a standing ovation. This is where Apache shines; besides being in control of a highly complex and sensitive war machine, you've also got to take it into the most frantically lethal combat environment yet built for the PC.

The amount of activity outside your canopy is simply amazing, as your chopper skims at tree level towards its target, fighters duel ferociously above. Lots of them too, so you can park under a tree and just watch if you want, dozens of combatants fuelled by the finest enemy AI I've seen. Ground wars rage around you, tanks and artillery constantly bombard each other, while other choppers buzz over the battlefield amidst the pyrotechnic display of AAA tracers and SAM launches. All this is accompanied by utterly convincing sound effects, and being anywhere close to a battlefield means an enveloping cacophony of war sounds. The Apache must have thin glass, because you hear everything, booming artillery, targets exploding, jets racing by with full doppler effects, the incessant chatter of your wingmen and the thoroughly appropriate and timely ranting of your computer co-pilot. Talk about atmosphere! WWII is a busy place and it feels like you're right in the middle of it.

Lucky it is then, that you're sitting in a machine that's well capable of living in such an environment. The challenge though, is to fly and fight with enough skill to ensure you survive for more than a few minutes. The golden ticket here is to stay low - like around 50ft whenever possible. Without the automatic terrain guidance Tornado spoilt us with, it's demanding work. Piloting the Apache takes a little getting used to, only the ancient Gunship 2000 offered even remotely similar realism. Even a basic take-off and transition to forward flight takes practise to get right, but Digital Integration have beautifully modelled the air cushion effect a helicopter generates at low altitude. The end result of this is that with a little fine tuning of the collective, your Apache will pretty much maintain a nice low height above ground without any further input. All that's left for you to do is steer it through the waypoints and over any pesky trees or hills that get in your way.

## Life Wasn't Meant To Be Easy

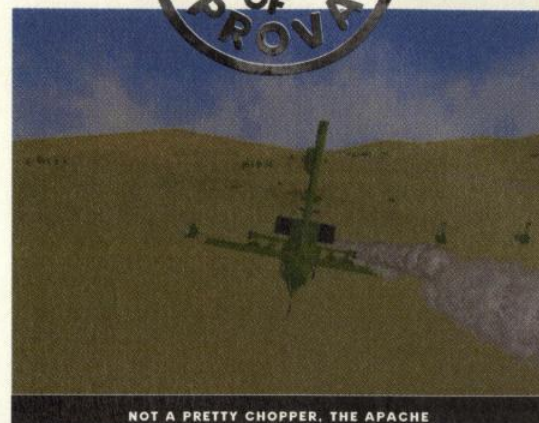
Unfortunately life is never as simple as it ought to be. Keeping your chopper over 50ft and under 100 may be a treat when there's nobody around to bother you, but in a war zone you'll suddenly find yourself with fifty more things to worry about, with the first few hours of play punctuated by many deaths caused by running into the ground or straying into high altitude SAM territory. Getting to the point where you can fly well subconsciously, while engaging multiple targets and making sure you don't take any hits is hard, but the point of it all is to simulate the real thing and these problems are the same ones they have out there in reality. Life's like that - tough.

Doing the dirty work is made easier thanks to the complex but immensely useful radar systems. Your ground radar has several modes which prioritise targets according to the threat they pose. Most helpful this, as a mad clutter of blips can be simply reduced to only SAM and AAA units. Take them out with your Hellfire missiles then finish off what's left with guns at a more leisurely pace.

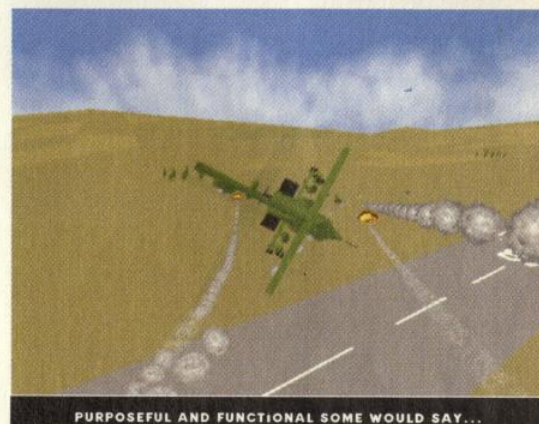
Apache features a cut down version of the esteemed Tornado mission planner. Perhaps the power and complexity of the original was deemed to be just a tad too intimidating. Still, neat features like 3D flythroughs of your mission are available and complete editing of all aspects of your mission can be done with ease.

The missions themselves have been created with loving genius. Multiple objectives may be found in some, with cool stuff like illuminating targets with the Apache's laser designator, so F-16's can hit it with smart bombs. The only thing missing are wingmen commands, and often you feel like you're just along for the ride because of this, but it's OK to let them fight their war while you either help out or fight your own.

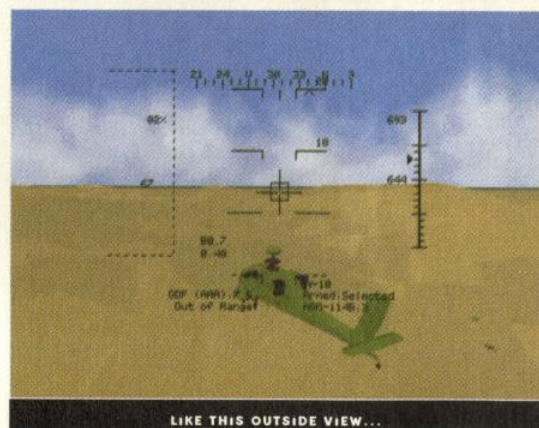
Apache Longbow is without doubt the best chopper sim ever, and it's up there with the best flight sims of any category. Classic.



NOT A PRETTY CHOPPER. THE APACHE

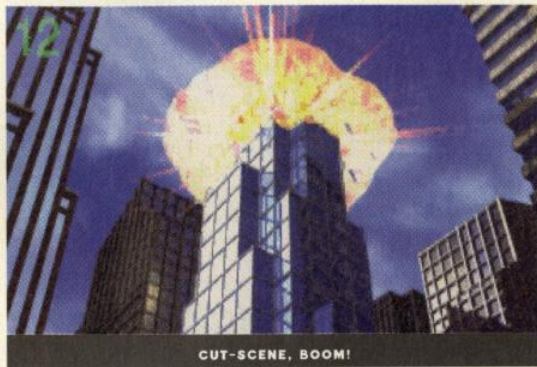


PURPOSEFUL AND FUNCTIONAL SOME WOULD SAY...



LIKE THIS OUTSIDE VIEW...

Available: NOW • Category: FLIGHT SIM. • Players: 1-16 • Publisher: DIGITAL INTEGRATION • Price: \$89.95 • Rating: G8



CUT-SCENE, BOOM!



CUT-SCENE, CRUNCH!



NOT A VERY CLEVER AMBUSH THIS, EFFECTIVE THOUGH...

## Attention all Dune 2 addicts: your salvation has arrived! it's bigger, it's better, it's faster and it's harder. BEN MANSILL has a stupid grin on his face...

We waited, we anticipated, we salivated... we were seriously hanging out, then finally, after what seemed like a short forever, Command & Conquer actually arrived. The long wait that began when we first played Dune II and wanted more, was over. Warcraft was a pleasant short-term fix, but we knew C & C was coming and we were sure it would be wonderful, so we waited. Now it's here and we've played it to death. Do we love it? Should you buy it? Yes Mister, we do and you should.

### Beauty Shines Through

At first glance C & C doesn't look any different to either of its predecessors, the game engine is identical with only the style of the graphics to set it apart. Play for a few days though, and the beauty of the design begins to shine through. The mechanics of the game holds true to the winning concept that hooked us in the beginning. Real time tactical combat with base building and resource management. Lovely stuff. What lifts C & C above the crowd are the three features that matter the most: the user interface, the enemy AI and the mission design.

Driving C & C is utterly effortless. The interface is so simple and efficient you initially feel like you're playing a kids game, but in reality its perfectly elegant design simply lets you concentrate on the important business of waging a successful war. Dune II's interface was less than perfect. Only one unit could be given orders at a time. You had to first select the unit, then click on the orders panel, then click on the map. In the heat of a battle this convoluted system cost many lives needlessly. C & C on the other hand, lets you select as many units as you want simultaneously. Just drag a box around them, release the mouse button and send your entire army forth as one! The new smart cursor lightens the load even more. Click on the map and off they march, pass it over an enemy and it changes to a target, just click to kill. Good game design doesn't get any better than this.

With the basic training thus accomplished, it's time to sally forth. In the C & C box you'll find two CDs, one for each opposing side. The game sets the evil Brotherhood of Nod against the pure forces of the Global Defence Initiative (GDI). Although the meat of the game only takes a few megs, there's a CD full of astounding cut scenes for your between-mission pleasure. Unnecessary sure, but a treat worth the trouble. Doing it the two CD way also makes for very convenient modem play - something which this game is perfect for, just lend your friend the one you're not playing and go for it.

### Up Your Arsenal

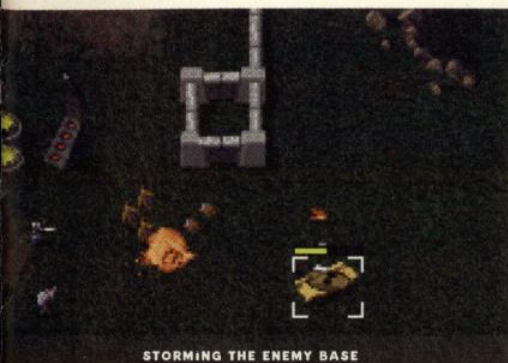
The subtle differences between Dune II's three forces are magnified many times in C & C, as each side gets a vastly different arsenal. Despite this there is still balance. GDI is equipped with a rich array of air units, where NOD gets none. NOD however, get incredible base defences (including SAM launchers), as well as some unique vehicles like high-speed recon bikes. All up it seems fairly even, however there's one glaring exception that simply sucks. Remember Dune II's Death Hand? The Harkonnen missile that obliterated your base every few minutes? Well it's back in the form of an Orbiting Ion Cannon. Only GDI gets it and it'll win any battle without you ever needing to leave home. It's grossly unfair. Because of it you'll never want to play as NOD against the computer, with a gentlemen's agreement not to use it the only way to play by modem. Sure, you can expend most of your precious army destroying the satellite uplink facility that controls it, or you can spend every cent you make from mining resources repairing the damage, but there is no comparable weapon in the NOD arsenal and this comes close to spoiling the game for the NOD side. Take note, Westwood!

That wee problem aside, I could quite happily play as the GDI side forever, so good is the game as a whole. The design of the missions is outstanding. Whereas Dune II threw progressively bigger armies at you with each subsequent mission, C & C mixes it up with some very creatively designed individual missions. One GDI mission for example, assigns you just one commando dude to take on the might of the NOD army! Scary stuff.

Aside from the Orbiting Ion Cannon, the game's only other weakness is the low resolution it runs in. The 320 X 200 you get looks only average, but it does scroll around the screen amazingly fast on any reasonable machine. This is what Westwood wanted, but in this age of plentiful Pentiums the choice for SVGA really should have been included - C & C's prime competition will be Warcraft II and it offers high-res if you want it. Let it be known though, that we were playing a final Beta version, with rumours abounding that a higher-res. final release was a possibility. Command and Conquer is a beautifully designed strategy game that lets the gamer focus 100% on the task at hand. The terrain has been created to provide numerous ways of accomplishing each objective, while the units are capable and fun to use - individuals will favour particular strategies and will prefer using their favourite unit types to get the job done. In short, this seemingly simple game offers rewarding depth and great replayability. A classic, no less.

Available: NOW • Category: STRATEGY • Players: 1- 4 • Publisher: WESTWOOD Studios • Price: \$99.95 • Rating: G8  
Min Requirements: 486 DX33; 4MB RAM; DOUBLE SPEED CD

# [COMMAND AND CONQUER



STORMING THE ENEMY BASE



THESE PEOPLE HAVE A FIST FIXATION



SOUND OFF, ONE TWO, SOUND OFF, THREE FOUR!



JUST PASSING THROUGH, SORRY ABOUT THE CHURCH...



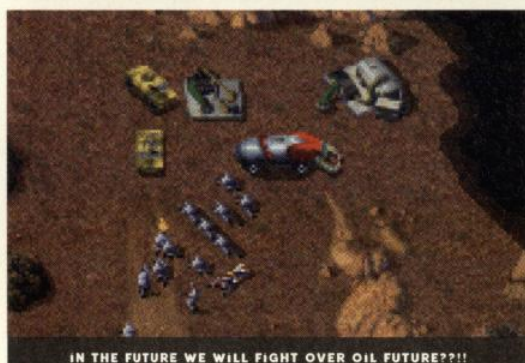
OPEN FIRE, ALL WEAPONS!



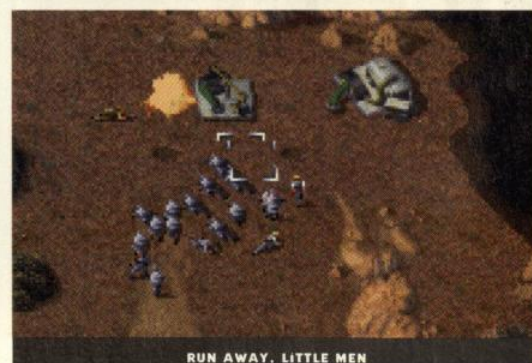
HMMM.. ROCKET LAUNCHERS...



YOUR FLIGHT IS BOARDING, PLEASE REFRAIN FROM SHOOTING



IN THE FUTURE WE WILL FIGHT OVER OIL FUTURE??!!



RUN AWAY, LITTLE MEN

HYPER » 59



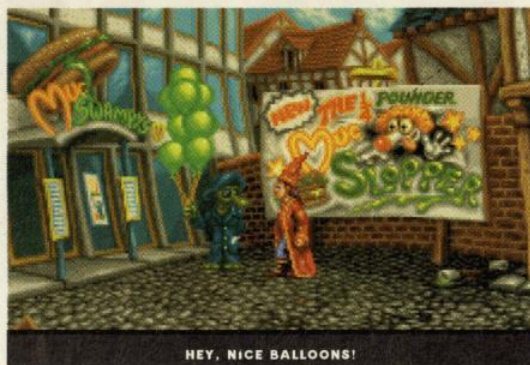
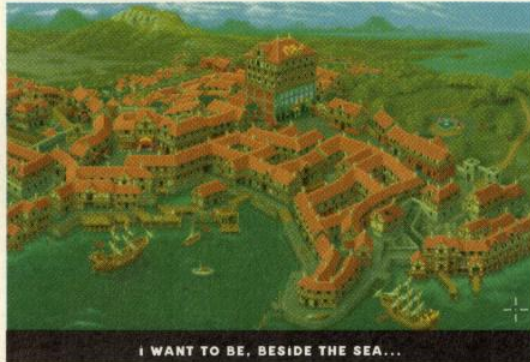
**VISUALS 80%** - The cut scenes are both plentiful and exceptional, however the low resolution gameplay is a disappointment. You'll forget about that after a few minutes of playing though!

**SOUND 76%** - The obtrusive rockin' rap music is inappropriate and annoying, but you can turn it off. The effects are suitably war-like, with lots of speech and meaty explosions.

**GAMEPLAY 93%** - The best real-time strategy game yet. Impossible to stop playing once you start and open to many individual approaches to particular problems.

**LONGTERM 88%** - Each side offers vastly different challenges, with high replay value thanks to the complex scenarios. Even when you tire of the CPU opponent, C & C offers supreme modem fun.

**OVERALL 90%** - A tough game to beat, but only because it asks so much of your tactical prowess. An essential item in every serious gamers collection.



## Simon used to be a funny little apprentice sorcerer who had lots of amusing graphical adventures. But what's he up to now? DAVID WILDGOOSE tells us the story...

The Headmaster paces the small room. The long, thin cane looks comfortable in his grip as he taps it against his palm. Simon sits quietly, feeling exposed in the tiny chair, his eyes lowered. "You do know why you've been sent here, don't you, boy?" , begins the Headmaster, ominously.

"Yes sir" , Simon weakly replies.

"We've - and more importantly - I've been extremely disappointed in your behaviour of late. There's been a marked change in your attitude since the last time I saw you (Hyper #3, 91%). Then you were only ever here to be congratulated, you were a bright and charming young man, full of youthful exuberance and in possession of an agreeably feisty wit. Back then you knew where you were going, you had some real goals in life, Simon. We all had very high hopes for you. But you've disappointed us, you've let us down, Simon. All of us, including yourself." He looks unsmilingly at Simon.

"Yes sir."

"The problem, as I see it, is that you've stood still Simon. As a graphic adventure you haven't changed at all in nearly two years. Since then I've seen numerous lads like you go past, the most outstanding being that strapping young Full Throttle - what an impressive sight he is! But you Simon, you used to be as impressive as him, but now you look very scrawny indeed. When once your graphics appeared gorgeous and delightfully detailed, now they look small and weedy and quite poorly animated. Functional at best, I'd say. Your tunes used to be music to my ears, but now they just grate. And ever since your voice broke (Simon 2 comes with a "Full-talkie" CD ROM version), your speech has become stilted and silly. Are you hearing me, boy?"

"Yes sir."

"BUT! The biggest problem with you, lad, is that you frustrate and infuriate beyond belief. You seem to think that by constantly telling the player that they are only playing a computer game, and by poking fun at all aspects of graphic adventures, that you can get away with including the worst faults of the genre (yes, every single bloody one of them) and expect us to laugh about it too. Oh, the irony! Hahaha.

"For instance, your puzzles are stupidly difficult. No, they're not illogical, they're just so incredibly obscure that only trial and error object-using will enable you to get through half of them. The first game was never like this. It also had a decent plot, where you knew at all times what your short- and long-term objectives were, as well as a reasonably good idea how to achieve them. No such luck here, either. The humour of your first adventure was also a big plus. Here, in your second incarnation, it's a big downer. The 'Fractured Fairy Tale' feel has been mostly ditched in favour of pathetic schoolboy humour - it's very British humour, making fun of boys wearing anoraks and girls with "full figures". You yourself, Simon, are guilty as well. Your intrusively sarcastic and cynical tone quickly becomes irritating and is rarely amusing. I did enjoy the scene where the two goblins were betting on dice though, that was funny."

"Thank you, sir."

"Hush, boy. I'm quite saddened by this turn-around, Simon, I did so much enjoy your first game - I even pulled it out again (just in case my memory was playing up on me), and yes, you really were a good little game back then. Maybe I've been spoiled recently, I don't know. All I do know is that, like Dungeon Master 2 last month, Simon 2 is another sequel for whom the passage of time has granted no favours."

"Yes sir."

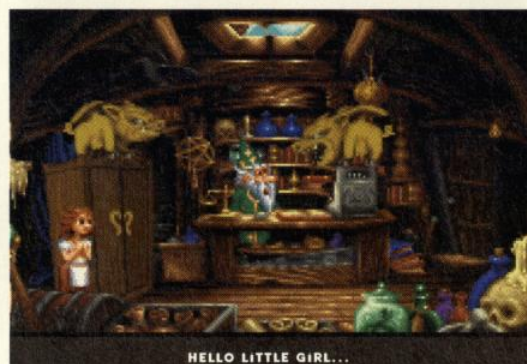
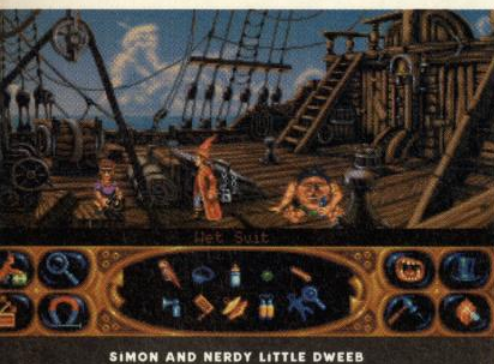
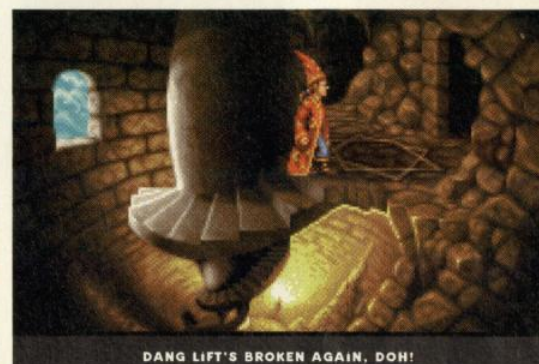
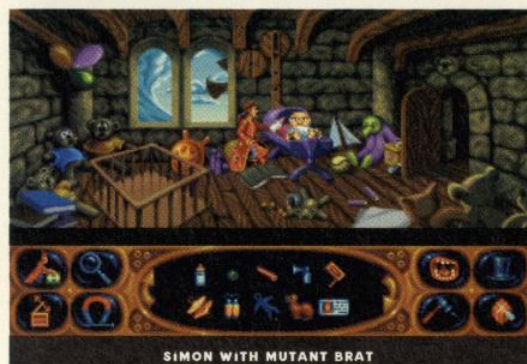
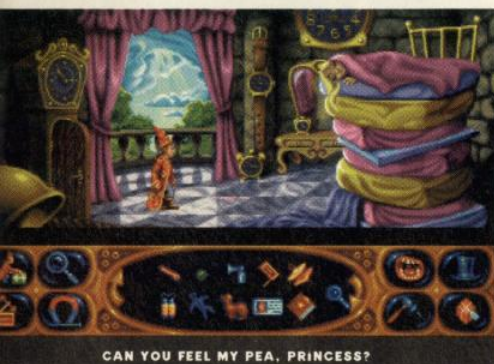
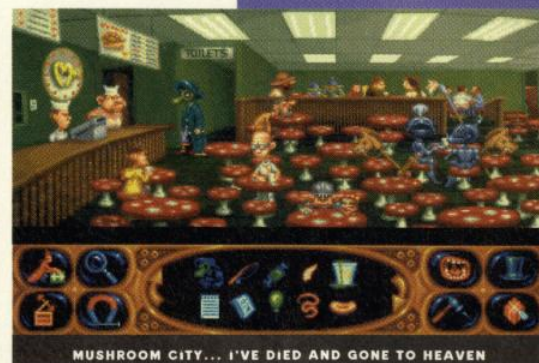
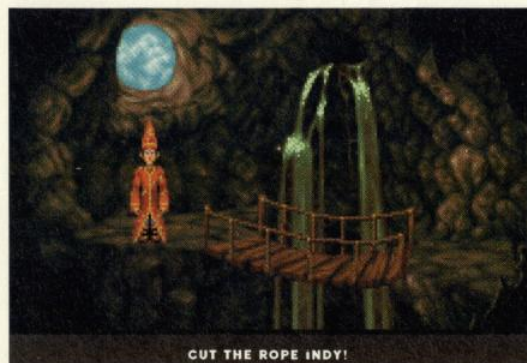
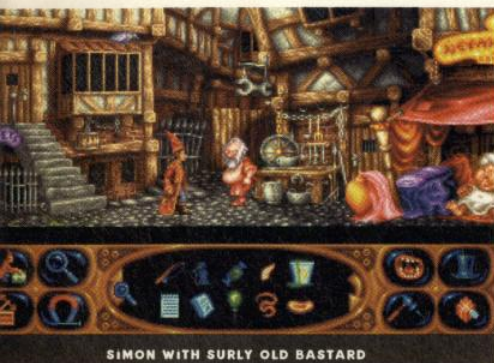
"Now Simon, before I enact your brutal punishment, I wish to remind you that I don't ever want to see you in here again, is that understood?"

"Yes sir..."

The Headmaster menacingly raises the cane, "Just remember, Simon, you are NOT a sorcerer, you're just a very naughty boy!"

Available: NOW • Category: ADVENTURE • Players: ONE • Publisher: ADVENTURE SOFT • Price:TBA • Rating: G8  
Min Requirements: 386DX; 4MB RAM; SINGLE SPEED CD

# [SIMON THE SORCERER 2



HYPER» 61

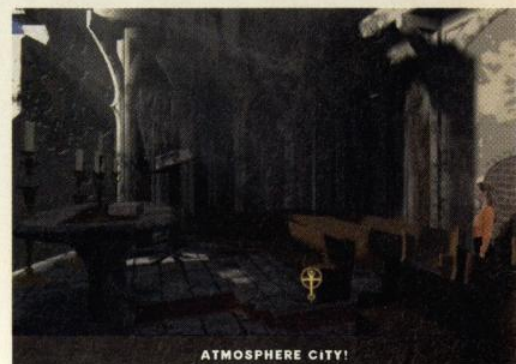
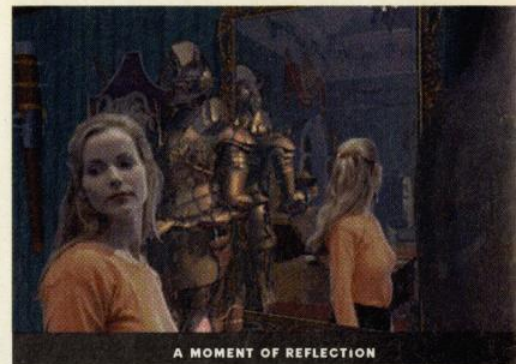
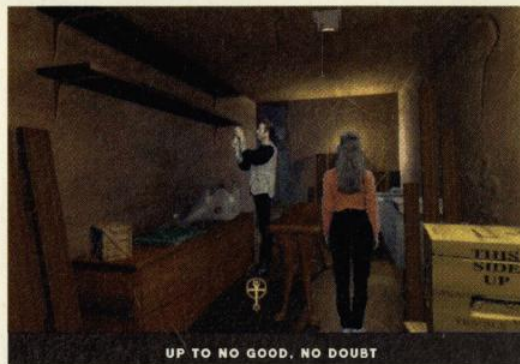
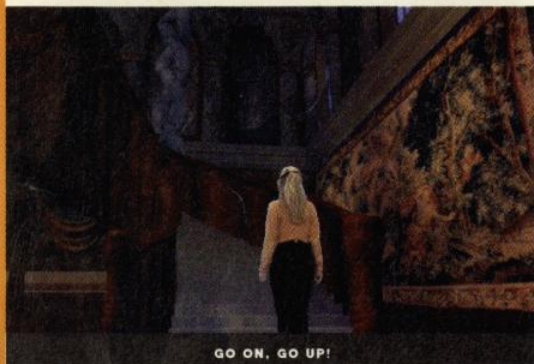
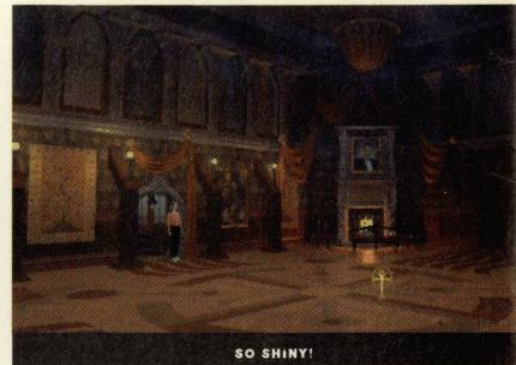
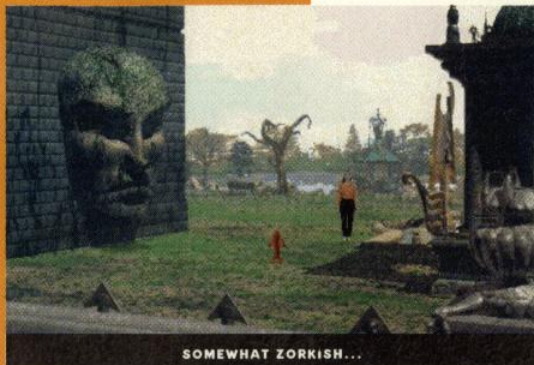
**VISUALS 75%** - Quite pretty at times, but nothing memorable. It looks very outdated compared to other recent titles.

**SOUND 72%** - Nice music, but the speech, despite using the voice of Danger Mouse, is annoying and often inappropriate.

**GAMEPLAY 70%** - A point and click graphic adventure - you know the drill. **LONGTERM 65%** - It's long, and the puzzles are hard (though obscure may be a better word), but it's really boring most of the time.

**OVERALL 70%** - It's not bad, but after Full Throttle this isn't good enough any more.

# PHANTASMAGORIA ]



62 »HYPER

**VISUALS 90%** - The rendered scenery is terrific, the digitised actors look pretty good too but the actual streamed video sequences are very grainy and generally primitive when compared to the likes of Command & Conquer or Wing Commander III.

**SOUND 80%** - Generally pretty good with the usual choir-effect used in most horror soundtracks. Some of the lip syncing was out of whack though. **GAMEPLAY 65%** - Underneath all the gloss it's really nothing more than a very average adventure game.

The use of digitised actors means that player interaction is limited to highlighted 'live' objects (like Noctropolis).

**LONGTERM 60%** - The visuals alone make Phantasmagoria a curiosity but as an adventure game it really won't enthrall experienced gamers. The generally crappy acting doesn't help matters either!

**OVERALL 65%** - Phantasmagoria is sadly lacking in the area of gameplay with an unoriginal and uninspiring plot to boot. In my view Sierra better shape up and stop producing very expensive duds or they'll go down the gurgler.

## [ PC CD ROM

**Here's the game most of you won't be able to play. JULIAN SCHOFFEL reckons you're not missing out on too much...**

Controversy, sex, violence, Michael Jackson and Phantasmagoria. If you were playing word association you'd probably be doing pretty well by now. Phantasmagoria also happens to be Sierra's latest adventure game and no, Michael Jackson isn't in it (but I got your attention, didn't I?). It's big, very pretty, slightly gory, ridiculously overdue and now mostly banned in Australia. At the time of writing, Sega Ozisoft (the Australian distributor of the game) are attempting to overturn this in court. If they are successful, the game will be released and all of you guys and gals out there will have the chance to form your own opinions of the game. If they're not successful well you'll just have to settle back and let me form your opinions for you. Why? Because I've played the game and you'll never even see it. Nah, nah, nah-nah nah!

**Dark Mystery**

Phantasmagoria has been Roberta William's (designer of the King's Quest Series) pet project at Sierra for the last three years or so. It is a massive adventure game and comes on no less than seven CDs! It is the first adult oriented product from a company long regarded as the purveyors of sickly sweet, politically correct graphic adventures. In Phantasmagoria the player assumes the role of Adrienne, who, with her husband Don, has moved into a large island home originally built by a famous illusionist known as Zoltan. As Adrienne, players must unravel the dark mystery surrounding the house and combat the evil force that seeks to control her husband. Yes it does sound a lot like Stephen King's novel "The Shining" doesn't it?

Phantasmagoria was filmed at Sierra's state-of-the-art studio in Oakhurst, California and looks like no other adventure game previously released. Well this isn't strictly true, as a lot of you will have played Myst or Noctropolis and Phantasmagoria is, in a sense, a sort of cross between these two games.

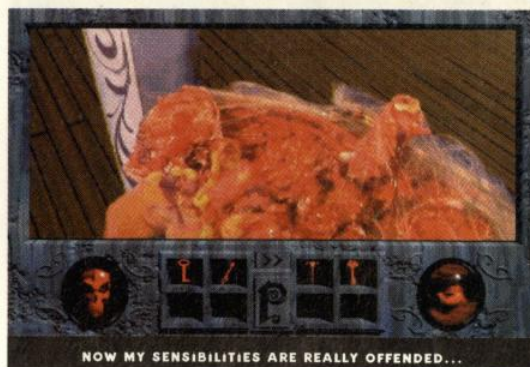
Gameplay consists of moving the digitised actress who plays Adrienne around the house and the surrounding landscape. It is basically traditional adventure fare with the player discovering and using objects, interacting with other characters while exploring the extremely Gothic gameworld. Sierra have successfully integrated the digitised actors with the rendered backgrounds resulting in a mind-bogglingly beautiful game. Because Phantasmagoria is basically an interactive horror movie, the player can expect plenty of goulsh surprises hidden amongst the spectacular scenery.

**Why All the Fuss?**

"OK then, why all the fuss?" I hear you ask. All the really nasty bits in Phantasmagoria come in the form of non-interactive cinematic cut-scenes. The controversial cut-scenes consist of human actors performing some rather nasty deeds. While I was playing the game I saw four fairly offensive sequences: in one Adrienne was raped by her husband (they are both clothed at the time), in two others Adrienne witnesses a ghostly re-enactment of Zoltan killing two women in rather ghastly ways and in the last scene (one of the possible losing endgame sequences) Adrienne has her head cleaved in half by a massive swinging blade and you get to see her brains go everywhere. While these scenes are pretty nasty, they are pivotal to the plot of the game, last about ten seconds (blink and you'll miss them), and the player is just an observer and not a participant. In this way they really aren't any worse than the stuff in many MA15+ rated horror movies. I hasten to add that the game has a built-in censor feature which allows the player to cut them out of the game entirely if he or she wishes to do so.

The fact that the game has been refused classification is, quite simply, a joke. Transfer these sequences over to a different medium like VHS video tape in their complete, unaltered form and they would probably get an R rating at the most. The contentious issue appears to be that anything on the CD ROM format may allow a degree of interaction on the part of the person operating the computer. The reality is this: computer games are years, perhaps decades away from putting the player in a situation where reality and fantasy are impossible to tell apart. The technology just isn't there yet. Sure there are a few VR helmets around now, but if anything they make games look even more primitive than they do when played normally. But as the whole classification farce stands at the moment, mature players in Australia will miss out on all of the new wave of adult oriented games, and by adult I don't mean pornographic or gratuitously violent, rather games which have mature themes and subject matter unsuitable for young kids.

Anyway, in conclusion Phantasmagoria is a great looking adventure game but it's not a great adventure game. It's not particularly original and a tad too easy to complete, but who cares; now it's been banned you'll all want to play it anyway. Right?



**Available: POSSIBLY NEVER! • Category: GRAPHIC ADVENTURE • Players: ONE • Publisher: SIERRA • Price: \$89.95**  
**Rating: MA15+ (Tas, SA, Vic); Refused (All other states)**  
**Min Requirements: 486DX/33; 8MB RAM; HARD DRIVE SPACE; D/SPEED CD**



SORRY KIDS, THIS IS JUST AN INTRO SHOT, NICE THOUGH!



HMMM... WISPY CLOUDS...



NIGHT VISION - WHO NEEDS HEADLIGHTS

**Playing Werewolf vs. Comanche is a bit like being visited by an old friend you never expected to see again. Problem is, not enough has happened in the intervening years to make it an interesting conversation. BEN MANSILL wipes away those melancholy tears...**

Somehow I expected just a little more... I'm not complaining mind you, but what amounts to just another mission disk for a two year old game strikes me as pretty damn lame. Balancing this disappointment with the fact that we're getting a mighty healthy dose of a classic game is a bit of a dilemma - what's a reviewer to do? Is this a good thing to rush out and buy, or is it a quick and nasty cobbling together of old code? Let's look at what's in the box...

### Old and New

Two CD's - each of which is a stand alone game, one old, one partly new. The old is the Comanche CD, it's the same old U.S attack chopper that charmed the pants off us with its stunning 3D terrain and arcade playability blended with sim-quality mission design. Fifty new missions are included, as expected they lead you through with easy missions to familiarise yourself with, up to near impossible ones that open with several enemy missiles just a second or two away from impact.

With the original Comanche, its two mission disks and the special edition CD there are already more missions out there that you'll ever have time to fly. The new ones just don't offer enough to motivate. Taking off on the very first new mission simply feels like a Monday morning - the same old stuff in a big long sequence that you want to finish just so it's behind you. More work than fun. Of course, many of you have never played Comanche, so if that's you then rush out now and buy this because it's you that Nova Logic targeted with this product. It still holds its own despite its age and is a great play. But for seasoned Comanche pilots, the addition of translucent smoke and better debris modelling aren't enough to justify slipping this in the CD tray.

So we load the new Werewolf and hope for the best. A read of the manual proclaims it to be a very different beast. The Russian attack chopper's twin-rotor design apparently equates to far superior manoeuvrability, while the heavier armour should mean we get to stay up there a bit longer. This is indeed the case. Werewolf handles differently enough to attract the most weary Comanche pilot. It dances around the sky on clouds of quicksilver, turning, twisting, climbing and falling like a feather in a hurricane. No friction or drag, no momentum effects, endless power on tap, it's unnatural how magically agile this thing is, which is in fact the problem.

### Different Flying Models

The comparatively sluggish Comanche has handling so docile that it effectively hides any flight model shortcomings, leaving one under the happy illusion that it's better than it really is. Werewolf on the other hand seems too unreal; perhaps the real-life Werewolf is as nimble as Nova Logic would have us believe, but I doubt it. Flying Comanche feels like an arcade game with enough sim in it to warrant credibility, Werewolf just feels like pure arcade shooting action. Some fun, great hand-eye co-ordination practise but zilch in the realism stakes.

Despite it's shortcomings, Werewolf is the only new thing in the package so it's the one you'll play first and most. It's a bit strange then, that Nova Logic only knocked up thirty missions for it, compared to the fifty you get on the Comanche CD. You can play the lot through in a day, and these aren't the kind you tend to play again. The whole package is just a lavish mission disk, but some salvation comes in the form of excellent modem and network support. This is your reason to buy if you've done it all before. Head to head and combined missions are supported, which makes this old game a zillion times more appealing. Buying one box means lending one CD to a friend, with the first fight on to determine who gets the superior Werewolf. The obvious solution to this unharmonious disparity is to buy a box each, then you can both go the tong in the same bird.

So, if you've never seem Comanche and love 3D arcade shooters, get this. If you've played Comanche to death, but have "Nova Logic Rule" in texta on your school bag, then buy this. Ditto if the new game price justifies the multiplayer support. But if for some reason you had the temerity to expect something new, different and better, then my advice is to save your money, you'll only be disappointed.

Available: NOW • Category: ACTION • Players: 1-8 • Publisher: NOVA LOGIC • Price: \$99.95 • Rating: G8



# [WEREWOLF VS. COMANCHE



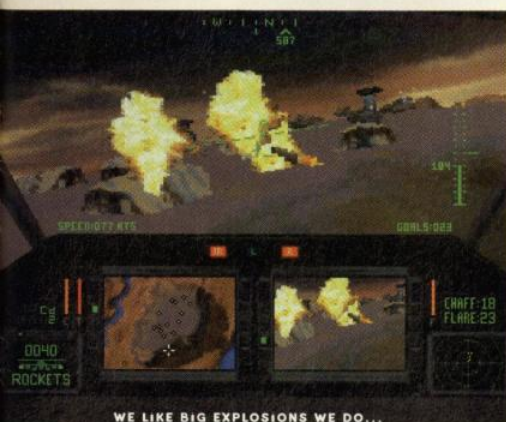
MORE INTRO, MISSILE AWAY!



THE PLANES NEVER GET OFF THE GROUND. WE'RE SORRY TO SAY...



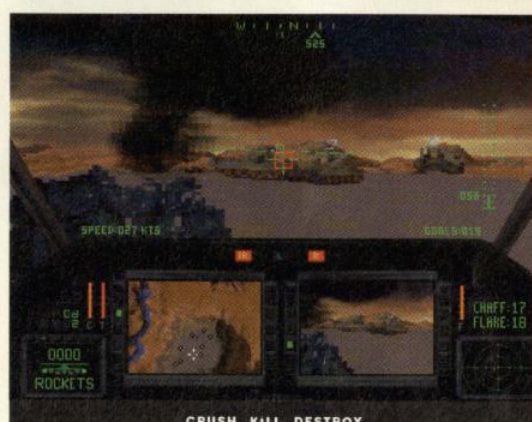
LUCKY WE PACKED THE SNOWBOARD IN THE BOOT



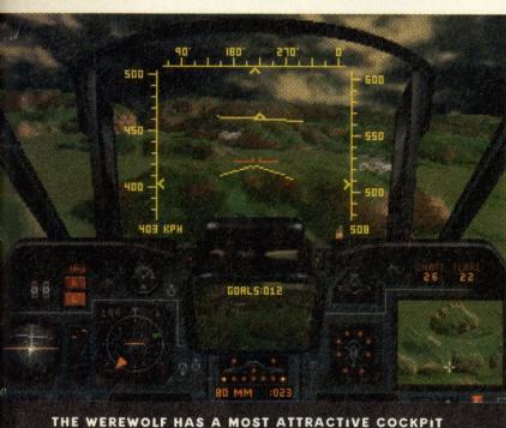
WE LIKE BIG EXPLOSIONS WE DO...



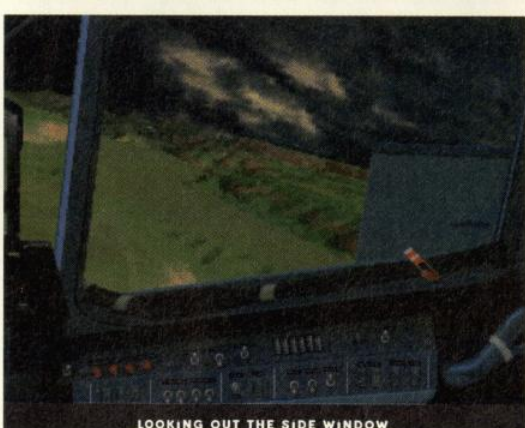
DAMN THE WAR. I'M JUST GONNA SOAK UP THE SUNSET



CRUSH. KILL. DESTROY



THE WEREWOLF HAS A MOST ATTRACTIVE COCKPIT



LOOKING OUT THE SIDE WINDOW



HEADS UP FELLAS...

HYPER» 65

**VISUALS 79%** - The Voxel Space 3D engine blew us away then and we still get tingles of joy now. See-through smoke and improved debris effects lift the game a little, but what have these people been doing for two years? **SOUND 55%** - I'm not quite sure why it never bothered me before, but these effects are sadly basic. The missile "whoosh" in particular is as dinky as any Master System sound. **GAMEPLAY 80%** - Simple controls leave you to focus on terrain-masking and pop-up attacks. When that gets dull it's game over for Comanche. A classic, yes, but so little extra after so long! No fair! **LONGTERM 75%** - Werewolf - on and off for a couple of weeks, modem play - another month, the new Comanche missions - a day or two... the enduring classic which was Comanche has ceased to endure. **OVERALL 75%** - Newcomers will roll around on the floor giggling with joy, old timers will laugh with superior derision - which one will you be

# The Ultimate Doom



**PC CD ROM**

Available: **NOW**  
 Category: **DOOM**  
 Players: **1-4**  
 Publisher: **iD**  
 Price: **\$59.95**  
 Rating: **MA15+**

All Doomed-out with nowhere left to turn? Beginning to feel like a regular Doom God that can whip even the toughest WAD? Well it's time to start doubting your own self-confidence, because within just a few minutes of playing Ultimate Doom you'll be feeling well and truly humbled.

The Ultimate Doom comes direct from the house of iD, so in the credentials dept. it's an impeccable thoroughbred. The box includes the original three worlds of Doom (in their final version -1.9) along with nine never seen before levels crafted by the legends Romero and Co.

While it's a treat to re-play the original classic that was probably long ago deleted from your hard drive, the real reason to buy this fine looking box is for the new levels. The quality and complexity of the new ones can't be understated, they seem designed with a glorious hatred of we the gamers. Getting through the lot takes every ounce of Doom skill you've got, with the unavoidable feeling along the way that the evil spirit that nutted them out didn't want you to get very far at all.

Strangely enough, they get a little easier after the first three or four levels, and it must be said that the last couple are only average. Fighting through the first few though, is enough to warrant giving this a go; the levels aren't just sprawling mazes of the usual variety, instead they craftily challenge you with devilish tests. One for example, is almost completely floored with radioactive gunk, with just enough radiation suits lying around to see you through, although your health is likely to be around the 1% mark by the time you finally finish.

Despite road testing some amazing shareware WADS, Ultimate Doom is easily the best set of levels we've ever seen. If you can make it through the lot on Ultra Violence without saving mid-game, then we salute you as the Doom master you truly are.

Ben Mansill

**VISUALS**

**90**

**SOUND**

**90**

**GAMEPLAY**

**94**

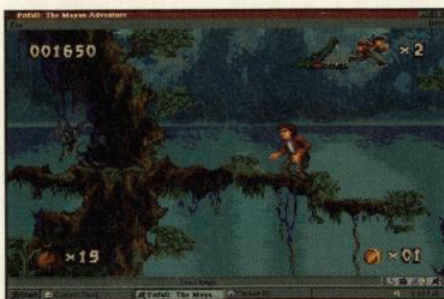
**LONGTERM**

**82**

**OVERALL**

**89**

# Pitfall: The Mayan Adventure



**PC CD ROM windows 95**

Available: **NOW**  
 Category: **PLATFORM**  
 Players: **1-16**  
 Publisher: **ACTIVISION**  
 Price: **\$79.95**  
 Rating: **G**

A piece of history this. If Windows 95 lives up to the promise of being the PC games platform, then this otherwise inconspicuous gem will be remembered as the first native Win 95 game (not including Microsoft's silly bundled games).

Setting up and running Pitfall (as with all Win 95 games) means popping the CD in the tray and waiting a few seconds. Then, like magic, the game bursts forth and you're set to go. I'm no brave punter, but I reckon that if it's all as easy as this then Bill's got himself another market cornered - namely the PC games market.

In its 256 colour environment Pitfall looks fantastic, and while you'll need a fast PC to make it look fantastic, it's an undeniably beautiful game world to get lost in. That outstanding feature dealt with, Pitfall's gameplay is next in line for scrutiny. Nothing remarkable, nothing disappointing, such is the way with quality platform games. The level design is very complex in an Earthworm Jim sort of way. Getting from A to B is rarely a straightforward matter, multiple routes (no jokes, please) are abundant with loads of devices like trampoline bouncers to help you decide which way to go. Vine swinging and mine car rides are other fun things to keep you busy, Pitfall goes overboard in the prop dept. Many obvious carry-overs from the original Atari 2600 legend are here, but the token alligators, vines, quicksand and the like don't really feel much like the flavour of the original, instead the original features have fused perfectly with the many new features to make a top game that's as far removed from being a sequel as a Pentium is to the 2600.

For many PCers this will be one of their first platform game experiences, and perhaps mindful of this, Activision included just about every cool bit from winning console platformers. Not a lot of innovation here, just plenty of formula fun that's been tried and tested for years.

Top platform action means compelling gameplay. Pitfall has it in spades and is a thoroughly worthy game - Win 95 or not.

Ben Mansill

**VISUALS**

**80**

**SOUND**

**78**

**GAMEPLAY**

**82**

**LONGTERM**

**74**

**OVERALL**

**80**

# Harpoon II Deluxe Multimedia Edition



**PC CD ROM**

Available: **NOW**  
 Category: **STRATEGY**  
 Players: **ONE**  
 Publisher: **INTRACORP**  
 Price: **\$109.95**  
 Rating: **G**

The legion of Harpoon fans out there are fanatical military technology fans that appreciate the game as the only truly accurate strategy game that suits their tastes. The original Harpoon hails back to the early days of the Amiga 500, and is still being played in preference to the imperfectly designed Harpoon II by many fans. Now it's time to shelve the venerable original, because this latest release of Harpoon II addresses all the problems and offers gameplay second to none.

Because it's the "multimedia" edition, a pretty little window pops up every time you do something, showing the event as one of over 100 video clips. Turn this option off and you're left with a fantastic game, leave it on and the game grinds to a halt every few minutes while you watch a clip you'll have seen countless times before. The sort of gamers who play Harpoon II want their war uninterrupted by these bothersome intrusions, and why Intracorp thought they were doing a good thing here is a mystery to me.

Complexity and computer AI are Harpoon II's strongest points, the new scenarios model the good old fashioned NATO vs. Warsaw Pact conflicts we love most, and the game engine performs flawlessly throughout. Managing dozens of individual units simultaneously is far less of a chore than it could have been thanks to the clever design; windows can be created that follow the path of particular units - most useful if you've got an airstrike going into hostile territory, but need to keep a eye on the big picture at the same time. Two new scenario sets are included, plus the long awaited scenario editor. The built-in scenarios model either full-on WWII conflicts, or smaller regional skirmishes. They are far more appealing and playable than the original Harpoon II missions, while the editor extends the fun even more, with internet postings from proud designers a safe bet.

This Harpoon II is the most intense and hard core strategy game around, the graphics are mechanical and functional, the interface complex and difficult to grasp. Not a game for everyone, but for many, the only game worth playing.

Ben Mansill

**VISUALS**

**78**

**SOUND**

**65**

**GAMEPLAY**

**87**

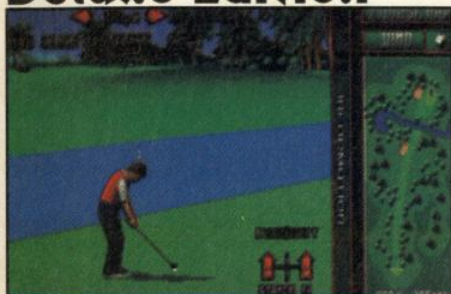
**LONGTERM**

**89**

**OVERALL**

**86**

## Nick Faldo's C'ship Golf: Deluxe Edition



**PC CD ROM**

Available: **NOW**  
 Category: **SPORTS**  
 Players: **1-4**  
 Publisher: **GRANDSLAM**  
 Price: **NA**  
 Rating: **G**

Good God, what on earth is this? Get out your thesauruses everyone, and look up the words appalling, rip-off, and shonky and so save me the trouble of writing this review. I mean, don't you just love it when marketing types emblazon breathless, conceited tripe all over the back of game boxes to make the guff within seem indispensable to your daily life? "Stunning texture-mapped (ooh-ooh) polygon graphics...". Unfortunately the only thing likely to stun you is the fact that you just forked out good money for a game which makes your groovy, happening PC look like the clapped out Amiga you're constantly harassing your friends for owning (by the way, this was an Amiga game originally, gosh no, it's not bleeding obvious, is it?).

The game also boasts a "Full screen display". Well, let the bells ring out, call forth the virgin maidens and anoint my backside with rare oils from the Far East, as the picture actually goes does go from one side of my monitor to the other. I'm sure it took the power of three hundred SGI workstations and several elderly tea ladies to achieve this, funny they didn't mention it.

The game plays like a wounded elephant; slow, clumsy and temperamental. Why anyone would bother releasing a piece of software which is so obviously inferior to others which have been on the market for years is completely beyond me. Well, not completely beyond me, obviously it's a cynical attempt to use Nick Faldo's name to sell a turkey. I bet Mr. Faldo is completely unaware he's just gotten into the poultry business!

George Soropos

**VISUALS**

**40**

**SOUND**

**60**

**GAMEPLAY**

**40**

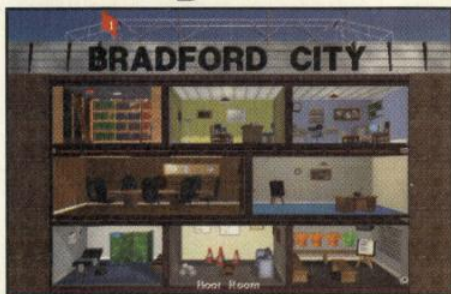
**LONGTERM**

**30**

**OVERALL**

**45**

## Player Manager 2



**PC CD ROM**

Available: **NOW**  
 Category: **SPORTS**  
 Players: **1-4**  
 Publisher: **ANCO**  
 Price: **NA**  
 Rating: **G**

I really love football - yes, real football (ie soccer). Therefore, I really love football management games. Especially when they're this good.

Player Manager 2 dumps you (and up to three of your friends) in charge of a struggling English 2nd Division side. As manager, you get to do all sorts of manager-y type stuff (pick the team, buy/sell players, organise coaching, fiddle with the tactics, etc). This is where PM2 really excels. It is extraordinarily comprehensive in off-the-pitch matters, allowing for a great deal of flexibility and individuality. The interface is very easy on the eye and while intuitive, it could have been simplified slightly. It also creates fictional team squads, which I regard as a Good Thing.

Since you are a player manager, you are able to determine affairs on the pitch as well. Pick yourself in the team (and to begin with you will, cos you're the best player there) and you actually get to play. The match engine is quite reasonable, with a good selection of views, and the role-play mode (in which you play only yourself, as opposed to the player nearest the ball) is very satisfying, albeit difficult at first. The nearest-the-ball mode feels more like pinball than football at times, but this is common to many footy games.

Where PM2's faults lie are in its inflexibility during a match. You can only alter your tactics when making a substitution, which is a bit silly when you are on the field most of the time. It is especially frustrating when you have a player sent-off and are unable to compensate for it. There are also a number of "bugs" concerning substitutes and penalty shoot-outs, but they shouldn't worry you unduly.

All in all, this is a fine game, and easily one of the best football management games around. However, One-Neil (a great shareware title) is just as good, and Sensible World Of Soccer (which is brilliant on the Amiga) is just around the corner...

David Wildgoose

**VISUALS**

**74**

**SOUND**

**60**

**GAMEPLAY**

**85**

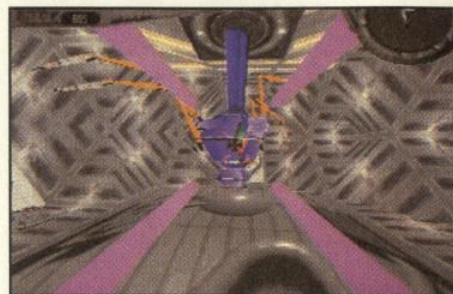
**LONGTERM**

**90**

**OVERALL**

**86**

## Terminal Velocity Deluxe CD Edition



**PC CD ROM**

Available: **NOW**  
 Category: **SHOOT 'EM UP**  
 Players: **1-8 Nnetworked**  
 Publisher: **3D REALMS/APOGEE**  
 Price: **\$69.95**  
 Rating: **G8**

Terminal Velocity. Stupid name. Cool game. Reviewed in Hyper #22, got 92%. Not bad. This is the full CD ROM version.

I start playing. Won't let me use my two-button joypad. Bastards. Fiddle with the keyboard controls and I'm off. Mission-based 3D air-combat. Plenty of ground installations to destroy. Huge glorious explosions. Light up my eyes and my ears. Not much edge-of-your-seat dogfighting. Plenty of inches-from-the-ground daredevil acrobatics. Graphically wonderful. The ground looks great, moves fluently. So too the distant mist, even though it would have been done for speed considerations.

Despite the name, Terminal Velocity, this is not an all-out speedfreak blaster. You have to take it slowly if you want to stay alive. At times it feels more like you're piloting a helicopter than a super-sleek... er, futuristic flying thing. Hey, I've got it! This is Desert Strike 3D! No, really, I think it is...except I hate Desert Strike. But I luurve this. It's fabulous. Until you crash into the ground. Grrr, why can't it be like Magic Carpet and allow you to always hover just above the surface? Especially when you spend so much time there.

Anyway, this CD version has a few minor - very, very minor and purely aesthetic - enhancements to the original floppy version. There are loads of nice-looking cut-scenes for you to look at, which is to be expected, I guess. More importantly, they've beefed the detail levels up, although you need 16Mb RAM to see them. But everyone has that, don't they?

Still, if you've got a CD drive and a Ninja computer, you'd be pretty silly not to get this, eh? Floppy-only owners shouldn't feel to left out.

David Wildgoose

**VISUALS**

**94**

**SOUND**

**91**

**GAMEPLAY**

**90**

**LONGTERM**

**93**

**OVERALL**

**92**

## Links Pro CD



**MAC CD ROM**

Available: **NOW**  
 Category: **SPORTS**  
 Players: **1-NETWORK**  
 Publisher: **ACCESS**  
 Price: **\$79.95**  
 Rating: **G**

What have we here? A special CD-ROM version of the marvellous Links Pro — the golf game to beat all golf games. And just when I thought the PGA Tour Golf CD had come along to steal the crown! Methinks there is some serious golf game warring going on... but who cares, at least that means the winner is us, the gamers!

You might remember my review of the PGA Golf Tour CD-ROM (then again you may not have even read it because golf bores you to tears - and I don't blame you), where I complained that the controls let down what was potentially the greatest golf game available. Well, everyone knows that Links Pro has the greatest interface for computer golf known to humankind, and it's no surprise that they haven't changed a thing. It's perfect. So what have we got here on this special CD-ROM version? Hmm... well, maybe not as much as you'd expect. There's one extra course - Banff Springs, some exceptionally corny commentary from the exceptionally embarrassing Bobcat Goldthwaite, and some simulated aerial fly-bys.

So, obviously there's nothing here that's really worth the purchase price if you already own Links Pro. Spend the money on a couple of extra courses instead if you must. However, if you DON'T own Links Pro and have never graced its virtual courses, then I highly recommend that you purchase this here CD-ROM. Of course, a love or interest in golf would help. Otherwise spend your money on a copy of Doom II. But as far as golf simulations go...the Links Pro CD edition and the PGA Tour Golf CD are about neck and neck at the top of the pile. Personally, I think Links Pro wins out again...

Eliot Fish

**VISUALS**

**90**

**SOUND**

**86**

**GAMEPLAY**

**89**

**LONGTERM**

**88**

**OVERALL**

**90**

## Power Pete



**MAC CD ROM**

Available: **NOW**  
 Category: **ACTION/SHOOT'EM UP**  
 Players: **ONE**  
 Publisher: **MACPLAY**  
 Price: **\$69.95**  
 Rating: **G**

It's not very often that an "arcade" style game appears on the Mac, but here is Power Pete in all it's action/shoot 'em up glory. Think along the lines of the SNES/Mega Drive fave Zombies Ate My Neighbours and that's Pete to a T. In fact, it's a joke to think that this game came on a CD-ROM. For what reason? There's nothing here that wouldn't fit on a couple of floppies.

The only explanation I can muster, is that it was a good opportunity for Macplay to include a stack of demos for its other releases. Unfortunately, half the demos aren't even interactive - so all up, this CD-ROM is a farce. Sure, each Pete level has a nice piccie (though they're all very similar) and there are some vocal samples - but the game is nothing I wouldn't expect on the old SNES or Mega Drive. So obviously, the next thing to observe is "age-group". The game is rated G, and I assume that's because this is definitely aimed at a younger market. The tame, scrolling, shoot 'em up game enclosed could only really excite virgin gamers or those still not allowed to play games like Doom II because their parents are still buying the games for them.

Power Pete is no dud, however. I wouldn't buy it (especially if you're a hardcore gamer), but it's a bundle of joy nonetheless. It's good, wholesome, humorous fun and as long as you get it just to play in your lunchbreaks at work or you're inexperienced when it comes to action games, then Power Pete will keep you addicted long enough for a permanent grin to affix itself on your ugly mug. Running around saving fluffy bunnies and shooting a variety of weapons at possessed toys can be quite entertaining - and if you enjoyed the Zombies console cart then Power Pete is right up your alley.

Eliot Fish

**VISUALS**

**79**

**SOUND**

**78**

**GAMEPLAY**

**80**

**LONGTERM**

**70**

**OVERALL**

**77**

## Doom



**MAC CD ROM**

Available: **NOW**  
 Category: **DOOM**  
 Players: **1-4**  
 Publisher: **iD**  
 Price: **\$99.95**  
 Rating: **MA15+**

Let's cut to the chase. Is Doom on the Mac any good? Does the Pope shit in the woods? Oh well, I bugged that joke up, but you get the idea. Mac Doom is a winner. Without any doubt.

Mac owners around the world have been slobbering for almost two years, just waiting to get their hands on iD's masterpiece and while I wouldn't say the lengthy wait was entirely enjoyable, all good things do take time and Mac Doom (McDoom?) is definitely a good thing. If you've got a good Power Mac (601 chip) you're going to be in Doom heaven (or is that hell?) because it runs like a dream even in 640x400 resolution, which is double what the PC can do. This means that the graphics are far sharper, so even hardened PC veterans should take a look because it's Doom looking better than Doom has ever looked before. Don't worry if you're PowerMac-less, because it still plays well, you may just have to decrease the detail and playing window to have fun.

Now for some more good news. All the PC WAD files that have been created over the last two years can be played on the Mac. All you need is a converter program (like WADtper) and being such nice people we've put a copy up in HYPER@CTIVE for you all to download. You can also play networked games against friends on a PC, so now no-one need miss out a Deathmatch.

I've said it before and I'll say it again: Deathmatch Doom is currently the ultimate in computer game entertainment. If you (and a couple of friends) can't have fun playing this then it's time to give up gaming. The HYPER office (being on a Mac network) echoes to the sound of Doom screams almost every day now and we've been playing the bloody game ever since it was first released on shareware. If that's not good longterm value, I don't know what is.

The only complaint about McDoom is that the Macintosh keyboard configuration makes it hard to strafe. However the keyboard controls are customisable and I'm sure you'll find a key that suits your playing style.

If you've got a Mac (especially a PowerMac) you really should have Doom as well. Your computer is not complete without it.

Stuart Clarke

**VISUALS**

**94**

**SOUND**

**92**

**GAMEPLAY**

**96**

**LONGTERM**

**96**

**OVERALL**

**96**

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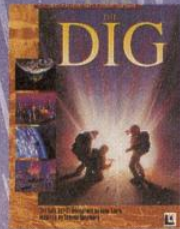


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# SOLUTIONS

## Discworld



### ACT I

Walk to the closet and pick up the broom. Use the broom to wake up the luggage and open the wardrobe. Collect the pouch and proceed to the arch chancellor's room. After chatting with the arch chancellor walk to the library and open your luggage. Give the banana to the librarian and you will receive the dragon-lair-compendium book. Return to the arch chancellor and give him the book. You now need to collect the five ingredients that are pictured in the book. To get the staff, walk to the dining hall and swap the broom with the magical staff Windle Poons is holding. Walk outside of the university and talk to the apprentice wizard until he shows you how to unlock the gate. Pick up the frog and head to the Livery Stable. Collect some corn from the sack and head to the market square. Grab some tomatoes and throw them at the tax collector. Pick up the worm from one of the tomatoes and head to the Toymaker shop located in the main street. Collect the string and tie the worm to it. Proceed to the alchemist in the Alley and avoid walking on the exploding tile. Use the corn with the flask and look at the imp. Go outside and use

the worm on the hole to catch the imp. Head back to the market square and talk to the street urchin. After learning how to pickpocket, proceed to the barber shop on the main street. Look at the hair roller in the woman's hair and chat with her about it. Talk to the barber and when he sees the milkmaid use your pickpocket skills on his pocket. Proceed to the Palace and talk to the guards. Walk into the jester's room and collect the small mirror on the wall. Put the mirror in your inventory, not the luggage. Return to the Alley and step on the exploding tile. Climb to the tower and hang the mirror on the tip of the flagpole. Rotate the mirror to attract the dragon and get the ladder. Visit the psychiatrist twice and pick up the net on the wall. Place the net in your inventory and proceed to the path inside the university. Use the ladder on the window and catch the pancake with the net. Go to the kitchen and collect the frying pan. You can head to the arch chancellor armed with the items. Use the dragon detector to locate the dragons lair (somewhere in the lower left corner of the map).

### ACT II

Proceed to the library and talk to the sleazy guy about the golden banana in his ear. Exchange your gold for the golden banana and give it to the librarian. Enter the L-space and step back in time. Follow the thief with the dragon summoning book to locate the secret hideout. Go to the park and put the frog in the mouth of your drunken clone. Use the net to catch the butterfly. Release the butterfly near the lamp on the street corner (where the monk hangs around) and collect the pot. Travel back to the present and you collect the black robe near the toilet. Head to the Broken Drum and order a drink. Take the tankard and ask the barman about the bottle of wine located behind him. Take the glass and travel back into the past. Quickly head to the hideout and turn the left drainpipe in the direction of the door. Wait for the thief and using the glass on the right drainpipe. After learning the secret password, wear the robe and join the ceremony. Return to the present and head to the Broken Drum. Talk with the scared person and visit the inn. Take the bedsheet and visit the same person in the past only this time disguise yourself as a ghost with the sheet. You need to do this twice to get it right. Collect the gatepass and proceed to the present. Show the gatepass to the gatekeepers and walk to the edge of the world. Shake the tree and use the net to catch a coconut. Go to the mountain pass and collect the egg and the feather. Walk to the Barn and get the screwdriver. Use

the screwdriver to poke a hole in the coconut. Speak with the street urchin and walk to the psychiatrist. Proceed upstairs when summoned and collect the pictures. Walk to the palace and show the pictures to the guards. Talk to the peasant inside. Return to the kitchen and get the cornflour. Go back to the past and read the graffiti on the inner side of the toilet door. Proceed to shades and find the House Of Negotiable Affection. Talk to Big Sally and give her the egg, cornflour and the coconut. Return to the present. Give the newly made bloomers to the street urchin, who in turn gives you a bra and shows you the secret handshake. Visit the mason in the shades and show him the handshake. You will then receive his golden trowel. Talk to Dibbler and collect the doughnut. Give it to the dunnyman and visit the milkmaid. Get a note from her. Give the note to the barber and you can now use the apparatus on the Dunnyman. Collect his gold tooth and head to the hovel. Use the bra with the ladder and drop the ladder silently on the hovel. Get the golden key and the feather from the sleeping thief as well as your ladder. Head back to the past and proceed to the Broken Drum. Start a bar fight by looking at the picture behind the little man, and then turn his glass around. Use the ladder on the shingle outside and get the drumstick. Return to the present and ring the gong in the dining hall with the drumstick. Walk outside and collect the prunes. Proceed to Nanny Ogg's house in



the Dark Woods and fill the pot with the custard. Walk to the fishmonger and tie up the octopus with the string. Pour the custard in the toilet and drop the octopus in there. Place the prunes in the fishmonger's caviar and when he goes to the toilet, collect his golden belt. Grab a garbage can from the back of the university and the bubble bath from the inn. Go to the Palace and use the ink blot on the guard. Use the garbage can on the jester. Empty the bubblebath into the tub and collect the cap with the golden bell. Collect the hogfather doll from the toymaker, the matches from the Broken

Drum, and the gunpowder/fireworks keg from the crate at the city gate. Use the doll in the chimney of the alchemist and enter his shop. Use the string with the keg to make a fuse and place the keg into the fireplace. Walk outside and with the matches light the fuse in the drainpipe. Pick up the golden brush now. Give all six golden items to the dragon. Talk to the dragon and proceed to the market square. Buy the carpet from Nanny and steal her custard book when she wants a kiss. Return to the past and swap the covers of the books. The thief will come and steal the wrong book.

### ACT III

In order to complete this act the following need to be found. A talisman, a moustache, a birthmark, a magic spell, camel-flage and a magic sword. Return to the Hideout and knock on the door. Collect the custard tart and visit the alchemist. Talk to him and when he disappears grab the camera. Go to the Livery Stable and read the bumper sticker on the cart. Go to the dragon sanctuary and talk to Lady Ramkin. Walk to the back of her house and then knock on the front door. When the door opens, go to the back again and take the nail, leash and rosette. Return to the Broken Drum and buy a drink of Cactus Juice. Put the worm in your inventory and buy the paperbag of leeches from Dibbler. Proceed to the palace and use the leeches on the palace guards. In the palace descend into the dungeons and use the worm on the mousehole. Examine the rat, and you will find it is actually the imp. Put the imp in the camera and head to the fishmonger. Pick up the octopus picture and return to Nanny Ogg. Talk to her about the truth potion. To pick up the potion eat a portion of the custard tart when she awaits a kiss. Follow the wool and place the rosette on the sheep. Take a photo and get the mallet. Frame the picture using the octopus picture. Return to the broken drum and hang the picture on the nail. Talk to Braggart and mix his beer with the truth potion. Use the carpet on the bridge to avoid the monk and walk to the temple. In the temple pick up the blindfold and tie the luggage to the leash. Wear the blindfold. Fill the pouch with sand and exchange it with the Eye of Offler, Indiana Jones style. Go to the well in the woods and fill the pot with water. Use the pot with the soap found in the inn. Proceed to the palace and use the leeches on the guards. Get the brush out of the bathtub and use it on the pot with frothy water. Return to the Livery Stables and use wet brush on the bumper bar. Examine the number plate and enter the shades. Get the knife out of the hovel and place it in your inventory. Walk to the alchemists and step on the exploding tiles. Use the knife on the ladder belonging to the assassin. Talk to the assassin and go to the market place. Use the scissors from the barber shop on the donkeys tail.

Return to the library and grab a bone from the skeleton. Use the bone with the gluepot from the Toymaker and give it to the dog located in the inn. Examine the sailor's tattoo and then chat to him. Buy him a glass of milk and you will be given a whistle. Return to the market and pick up an egg. Grab the snake and go to the back of the university. Collect the fertiliser and use it with the light in the closet. Get the starch. Use the starch on the fertiliser and then on the snake and exchange it again with Windle Poon's "stuffed" staff. Use the broomstick with the net and enter the arch chancellor's room to get the hat. Return to the Edge of World and blow the whistle. Throw a lit firecracker at the parrot and use the net to capture it. Talk to the sailor again. Return to the Edge to get the whistle. Collect the lamp at the fork and use it with the magic hat. Climb down the world and collect the shiny object. Give the whistle the sailor. Go to the casting agency three times and then talk to the barber. Take the appointment book and show it to the milkmaid. Proceed to the woods and show the appointment book with the ottograph to the barber. Talk to the urchin and use the knife on the rubber band Custard King machine. Get the rubber band and place it in your inventory. Climb the tower and tie the band to the tip of the flagpole and jump. You will now have a birthmark tattoo.

Go to the library and examine the spot where the sleazy guy used to stand. You will find a magic book. Collect it and proceed to the kitchen. Pick up the spatula and walk to shades. Use the spatula on the mural and pick up the soot. Go the woods and use the screwdriver on the crank of the well. Use the crank on the racks in the dungeon and you will get a funny sword. Talk with the carrot (one of the city guards) about the sword. Look at the map for a new location. Proceed to the land of dwarfs. Talk to dwarfs and go to the Broken Drum. Talk to the barman and walk to the inn. Talk to the person behind the door and then use the screwdriver on the door. Talk to the bogeyman and return to the wine cellar. Fill the tankard with elderberry wine and put the tank in your inventory. Return to the dwarfs and hand the blacksmith the wine. Give him the sword and leave the mine.

### ACT IV

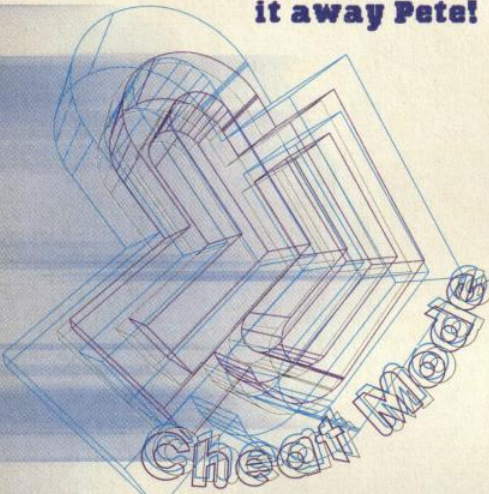
Get the key from Lady Ramkin and walk to her estate. Unlock and enter the dragon cage. If you step on the molten pile do not turn around. Keep clicking the mouse to go through it. Collect the mambo and head back to the market

square. Use a lit firecracker with the mambo. Leave the square and return to start the showdown. Throw tart with the love custard at the dragon to finish the game.

Harry Maragos

# Cheat

It's cheating time again, folks. If you're a regular **HYPER** cheater you'd probably be familiar with the Peter Brodie, the game freak who has been gracing our pages with hot hints ever since the mag began. We thought it was about time to give Uncle Pete his very own cheat pages. So here they are. Take it away Pete!



**DOOM**  
32X

Doom on the 32X isn't quite the full item, but it's better than nothing and if you have the urge to chainsaw your opponent quicker than usual (and you will), here's the deal. Collect the Red key on the 2nd level and exit the first room. Turn right and pull the switch on the Slime room. Go back and enter the newly-opened area. When you come across the Green armour, shoot the wall behind it. Walk into the passage and go upstairs to where a switch is mounted on the wall. Pull this and you will be able to enter a new room containing a chainsaw! KILLKILLKILLKILL! What? Oh yes nurse, I've been taking my tablets...



**BRUTAL: PAWS OF FURY**  
MEGA DRIVE

This wasn't SF2 with fur, but it did provide something different. Can you blame them for at least trying? Anyway, if the game IS proving trying then use this Level Skip. At the Title screen enter Up, Down, A, B, C, C, B, A, Down, Up. Away you go my little maniacs!

**TRUE LIES**  
SNES/MEGA DRIVE

The level codes for the SNES and MD versions of True Lies were printed a few issues ago and here's more yonking stuff for both versions. Arnie will like you if you win. Enter these passwords for:

- Full Weapons - BGWPNS
- Infinite Lives - BGLVS
- Invincibility - BGRLY

Arnie sez good. Arnie sez buy anything with his name on it.



**VIRTUA FIGHTER**  
SATURN

Do you have a Saturn? If so, you have Virtua Fighter (and if you're under 18 you're also a dead lucky little sod!), but I won't hold it against you. Instead, I'll give you Stage Select. Press Up at the Title Screen 12 times, then go to the Options Screen. Go down to Exit and press Down a few times and you'll find a new Option Screen that will let you select your stage and adjust the ring size (!).

**OGRE BATTLE**  
SNES

Ever wanted to be all-powerful, able to drink lotsa beer without falling over and have da girls after you? Well, this cheat won't do that, but it will make things easier. Start a new game and enter your name as FIRE-SEAL. You will be almost unstoppable (like me after a coupla shandys and a vegemite sanger), have 300,000 Goth (money) and be in the company of Gods; well, have seven armies at your command, anyway. You should be able to finish the game quickly (unless you're a totally useless sod, like me after a coupla more shandys). Sigh.



## DAYTONA SATURN

More Saturn action with that fab racer Daytona! Pity about the re-draw problem, but AM2 say they've seen to that. Well, we'll just have to, er, see, won't we? Anyhow, to access the Mirror mode without completing all the courses, select Saturn mode and at the Course Selection screen hold down the Start button while pressing C on the course you wish to race on. Got it? Instant Mirror mode! It's like watching Gladiators with the picture off! Wow!

Even more Daytona stuff. I know you don't appreciate it, but I'm used to that. Fade in the ermine violin while I sob out this next tippette. You know Jeffrey, that fighting-type sod from VF? Good. He makes a monumental trackside appearance in this game and if you stop in front of him and press X, he'll start dancing!



## FLINK MEGA DRIVE

If you've bought Flink, that slightly slo-mo but ever-so-mystical platformer, you might be in need of some potent, er, potions to speed things along. Here they are:

**Dust Devil** - combine Magic Leaf, Silver Ring and Eagle's Feather for a mini-tornado that will do the ol' shoofty on yer foes.

**Magic Shield** - Diamond Ring, Fairy Tear and Gold Ring combined will protect you against enemies.

**Lightning Spell** - Diamond Ring, Eagle's Feather and Diamond Ring will create an instant thunderstorm.

**Demon Spell** - Gold Ring, Magic Mirror and Magic Necklace will summon up a helpful demon, but you'll pay the price by using a lot of magical energy to do it. See what happens when you play with things that go bump in the night?

**Platform Spell** - This creates an instant Sonic game (Not! haha). Combine Eagle's Feather, Tiger's Eye and Eagle's Feather and you'll have a temporary platform to help you reach those hard to explore places.

**Quick Grow Spell** - Magic Leaf, Eagle's Feather and Silver Ring. Make sure you're standing on a leaf when you cast this spell and you'll be shot towards the heavens by Plant Power. Burke's Backyard were hot for this!

**Shrinking Spell** - Magic Mirror, Magic Necklace and Magic Amulet will combine to shrink you small enough to enter that hole in the Big Tree of the Second World.

**Ghost Spell** - Skull, Goblin's Tooth and Magic Root (nup, no comment, not me!) will combine to get you into the Altar on the Third World. My self-restraint amazes even me at times.

**Spirit Bomb** - Eagle's Feather, Gold Ring and Magic Leaf will send magical energy bombs towards your enemies. I mean, would you rather they went towards you? Right.

## ABRAMS BATTLE TANK MEGA DRIVE

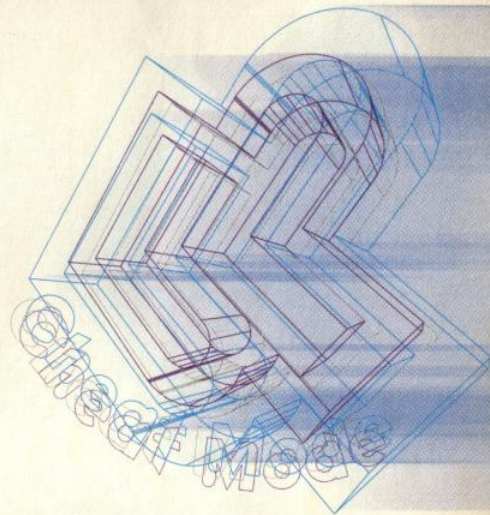
Hopefully, once a month I'll be able to bring you one of those old cheats for one of those old games that refuse to go away 'coz they're still brill! And old farts like me live in a Haze of Remembrance. Bouncing around in an 80 tonne tank can be hazardous to your health, such is the difficulty curve of this game. Thank goodness I can make you invincible and give you unlimited ammo! I'm a God! No, really, I found this and it went all over the world, even ending up in official Sega tips books 'n' all that. Anyway, during the Opening Demo enter B, B, C, B, C, C, C, B, C, B, B, C and press START. Laugh in the face of the Russkies and their evil machinations in this obviously pre-Fall of the Wall game.

## KING OF FIGHTERS NEO-GEO

Regardless of popular belief, I think there are some Neo-Geo players out there. Playful types with more money than sense, but I would say that, as I could never afford one of the things. If you Neo-Geo players like watching Mai Shiranui's bouncy chest and blood galore, then do this stuff. At the Ranking screen press and hold A and D on Controller One, and press and hold B and C on Controller Two, then begin a normal game. You should now have the original Arcade mode in all its bouncy and gory glory. Phew, that's definitely it for me...

## CANNON FODDER MEGA DRIVE

Oh, to be immortal! Oh, to have a life (sob). Enuff guff, if one of your warriors manages to reach a very good rank and then carks it due to an over-indulgence of incoming, then simply press C when the Phase Objective screen comes up. This will return you to Boot Hill and you'll be able to have another go at the phase.



# cheat



## MECHWARRIOR 2

PC

Let's get right into it. Hold down CTRL-ALT-SHIFT and type:-

- blorb** - toggles invulnerability
- cia** - toggles unlimited ammo
- coldmiser** - toggles heat tracking
- dorcs** - view the MW2 Sim Programmer Dorcs web pages
- enolagay** - explode an atom bomb
- front** - toggles mini-front-view
- gankem** - destroy targeted mech
- flygirl** - add jumpjets to mech
- hangaround** - toggles mission time limit
- icantackit** - end mission successfully
- idkfa** - end mission unsuccessfully
- michelin** - toggles bounding spheres on debris and mech parts
- mighty mouse** - toggles infinite jumpjet juice
- tinkerbell** - view battle from free-floating camera (c - to turn off)

*use ctrl-left to turn left                      ctrl-down to decrease altitude*  
*ctrl-right to turn right                        z to move forward*  
*ctrl-up to increase altitude                shift-z to move backward*  
**xray** - enhanced imaging with see-through (w - to turn off)  
**zmak** - toggles time expansion  
**meepmeep** - time compression key enabled  
**unmeepmeep** - time compression key disabled



## FIFA SOCCER '95

SNES

### Secret Modes

Enter any or all of the pagan incantations below to make your copy of FIFA 95 do very weird and evil things. Or access some secret modes.

- Crazy Ball - X, A, B, Y, Y, B, A, X
- Curve Ball - B, A, R, B, Y, L
- Dream Team - A, A, B, B, Y, Y, X, X
- Invisible Walls - Y, Y, Y, X, A, A, A, B
- Super Attack - R, R, R, R, R, L, R
- Super Defence - L, L, L, L, L, R, L
- Super Keeper - A, A, A, A, A, Y, Y, Y, Y
- Super Power - B, A, B, B, B, B, B, B, B



## DONKEY KONG COUNTRY

SNES

"Maybe I just wanna fly" sing Oasis. Perhaps they were playing DKC. If you wanna fly too, reach the halfway point of the Minecart level, get the save barrel, and kill yourself. When you restart at the halfway point, press Y, B, Y, B, Y, B, etc, until you want to take-off.

## STREET RACER

SNES

Just a little "drive stupidly fast" tip this one. On the Car Select screen press X, Y, X, Y, X, Y. Then hold down X and Right to fill up your accelerator bar. Just remember there's nothing clever about speeding, right kids?

## SUPER R-TYPE

SNES

### Skip Levels

Wait for the second Title screen to appear then press R nine times, Up nine times, and start the game. Now press A, R, SELECT, while the game is paused. Now you can "skip levels" to your heart's content. Until the game ends.

**Lips** by  
M i c k  
J a g g e r,  
**Neck** by  
A n t h o n y  
K i e d i s,  
**Hair** by  
E v a n  
D a n d o,  
**Nipple**  
**Ring** by  
A x l R o s e,  
**Face** by  
T i m B u r t o n,  
**Legs** by  
K i m  
G o r d o n,  
**Torso** by  
C a r o l i n e  
K e n n e d y  
o f t h e  
P l u m s

**Rolling Stone**

T H E  
e m b o d y m e n t o f  
R o c k .



# cheat



## Killer Instinct SNES

### Play as Eyedol

Submitted by: Ranma (ranma@niia.net)  
Pick Cinder. Then, where it shows the pics of the guys you picked, hold RIGHT on the control pad. Then press in this order: L, R, X, B, Y, it should say Eyedol.

## Sim City 2000 PC/MAC

### Big cash

Everyone in the whole wide world knows that typing FUNDS gives you a bond issue at 25%, but did you know that doing it twice, then buying a real bond sends the interest rate into the negative, a most helpful thing! Remember to do it right at the start of a new city, or it won't work. MAC users have it a little differently, type PORNTIPSGUZZARDO for an instant \$500,000. More! If your parents didn't love you enough to send you to a Swiss finishing school, and you know a few naughty swear words (eg TIT, PORN, BALLS), you can try typing them in to get funny responses. This lot comes from the lads James, VanDell, Wang, Zier, Carroll, Paradiso and others. Phew.

## Super Street Fighter II Mega Drive

### Cinema endings

Thanks Pete, where would we be without you.  
Go to the OPTIONS and select EXPERT MODE, where you fight every character including your clone and not the random arcade mode. Your chosen fighter will now receive a full cinema ending appropriate to their character, even on the easiest level.



## Virtua Fighter Remix Saturn

### Secret Menu and Dural

Submitted by: David Schiffman (davey@unicom.org)  
During "Press Start Screen" Press the up button 12 times. Then select "start". Go to the "Options" menu, you will hear the system say "K.O". At the bottom of the screen go to the "Exit" then press DOWN and C to view the secret options menu.  
To add Dural to the players "record list", press UP 17 times in the "press start" screen. Go to the "records" list and Dural should be added.

## Star Control 2 3DO

### Cheap starships

Timothy Finnegan (tfinneg@wilkes.edu)  
Get all three egg cases and sell two of them to the Druuge. Also, before you get the 'caster from Altair, defeat the talking pet at the Umgahh homeworld and get their caster. Then you can trade one of them to the Druuge for three mauler starships.

## Toughman Contest Megadrive

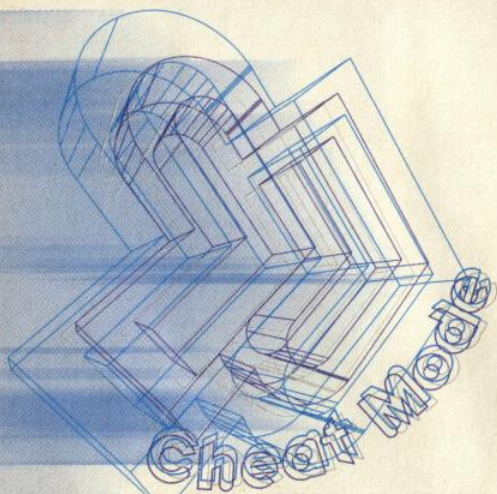
### Power-up passwords

Demitri Nikolias sent this in on Royal Australian Navy letterhead, don't they have wars to fight or something? Shouldn't they be up Muroroa way?  
In the game setup menu, select RESTORE FROM PASSWORD and enter the following codes:  
RUBE - Headless opponents and maximum blood  
FQSTER - Opponent is black  
NUCLEAR - Turns opponent into neon fluoro fighters  
MRBUG - Throw all power punches  
MAXX - Player one is invincible

## Tekken Playstation

### 2 Ships in Galaga

Get a second controller plugged into your Playstation and when you turn on the machine hold down Up, L1, X and Δ on that controller and you'll get to control two ships in the Galaga game that plays before Tekken. This of course makes it far easier to destroy all the ships and face the Big Tekken Boss - Devil Kazuya. You only get one continue on Galaga though, so that's the only catch. Thanks to HYPER contributor Andy dgson for that one.



# BACK ISSUES



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Be warned, there are only limited stocks of issues #1 and #3. New Zealand readers please pay AUD\$7.50 per issue.

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**Issue #2** Sonic Spinball and CD, Super Empire Strikes Back, Pocky and Rocky Play Guide.  
**Issue #3** NBA Jam, Rebel Assault, Aladdin Play Guide and VR founder Jaron Lanier.

**Issue #4** Virtua Racing, Doom, Sonic 3, Clay Fighter, NBA Jam Play Guide.  
**Issue #5** Sold Out  
**Issue #6** Mechwarrior, Mega Man X, Ultima 8, Sonic 3 Play Guide plus  
**Issue #7** Streets of Rage 3, Turn and Burn, PC Sub Sim Special.

**Issue #8** Sold Out  
**Issue #9** Mortal Kombat 2 Preview, Stunt Race FX, Theme Park, Clayfighter Play Guide,  
**Issue #10** Super SF2, Mortal Kombat 2, TIE Fighter, Harpoon 2, Subterrania Play Guide  
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**Issue #13** Donkey Kong Country, 32X Preview, System Shock, Doom 2 & Urban Strike PlayGuides  
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**Issue #18** Virtua Fighter vs Tohshinden, Dark Forces, Super Punch Out & Ecstacia Play Guides, Ridge Racer,  
**Issue #19** Mortal Kombat 3 arcade, Dark Forces & Wing Commander 3 Play Guide, Chris Roberts, Bioforge, Decent.

**Issue #20** Daytona USA, Ed Boon & John Tobias, Dark Forces Play Guide, Gex, Panzer Dragoon,  
**Issue #21** Rebel Assault 2, Mechwarrior 2, Slam 'n Jam 95, Full Throttle & Bioforge Play Guides.  
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# Letters



**Thunderhawk from Core Design was (and still is) one of the best games available for the Mega CD. The good news is that Firestorm: Thunderhawk 2 is almost here on PC CD ROM, Saturn and Playstation. It looks real nice, so take a look at this pic, start getting excited and we'll tell you more about it next issue...**

HYPER #24, HYPER #24, HYPER #24, ahhh, that's two years worth, although it somehow feels like two years and a few weeks... and maybe a few hours on top of that too. How time rushes madly ahead. As we collapse into the office comfy sofa, we look back with nostalgic fondness upon the great things we've achieved... nothing springs to mind right now, but we're fairly sure we've accomplished something... we must have... sigh. A word of thanks - thanks, to the local distributors who have supported us, despite some of the horrible things we've said about the products they're trying so hard to sell. EA, Sega Ozisoft, Playcorp, Nintendo, Sony, Hotpoint, Mannacom, Activision, Directsoft and all the rest. The last two years have seen other Aussie games mags come and go. Gee, there must be something about HYPER that everybody likes - maybe it's because we come in everyday because we love the games, not the pay cheque at the end of the week (although we're quite fond of that too). A wee ta to all of you too, our readers - we're doing it for you and hell, we love you all! Thank you and goodnight.

Drop us a line.  
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 freakscene@next.com.au

## **PISSED OFF WITH SONY 1**

Dear HYPER,  
 In this world, there are a few things that really piss me off. The French, STDs, hangovers and the ridiculous price that the Playstation is going to sell at in Australia. That's not to say that the machine is not worth the cash, but when you consider the Yanks are paying \$US299, I think it is fair to assume that we should pay about five hundred Australian bucks at the most. Certainly not the \$700 that they are toying with at the moment (without a game). OK, so maybe the world is a bit pissed that we live in the greatest country and have access to the world's best magazine before them, but they should know that the HYPER on-line version kicks arse too! (Yes, I do suck, but I want this published). At the end of the day, the Playstation will finally be released, and yes I'll probably buy one, but I hope their neglect of our market will cost them a few sales and give them a good kick up the freckle. There, that's better. Anyway, just one question... Will the official PAL machines feature a full screen, or have those annoying borders at the top and bottom of the screen (a la SNES/MD)? Thanks very much.

Steve Goodwin  
 North Rockhampton QLD

*I think a lot of people were disappointed with the Playstation's Australian price point. Everywhere else in the world Sony have made sure that they undercut Sega's price but here the machines are basically the same price (as you get Virtua Fighter with the Saturn). Very sad, but that's what you get for having a small population. Virtually all PAL Playstation games will be full screen although some of the initial Namco releases will be letter-boxed.*

## **PISSED OFF WITH SONY 2**

Dear HYPER,  
 I am totally pissed off at Sony. Why is it that they are not releasing the Playstation here now? They already have a PAL version made because it's available in the UK. Why the wait? Also in America the Playstation only costs \$299 US or about \$375 in Australian. However when its to be released here it will cost \$695 with no games.

This is unfair. Do they think the average games player can afford \$695? If the Ultra 64 when released here costs less than \$400 it will kick ass. You would think that Sony would learnt by the overpriced flop of the Mega CD and the slow sales of the 3DO. Here are some questions for your capable brains.

1. Could you give me the address of Sony or write in to them yourself?
2. How much do you expect the Saturn and Playstation will go down in price by Christmas 95?
3. How much will a second joy-pad and RAM cards cost for the Playstation?

Yours sincerely  
 Ryan Kinsman

*1. I'm sure the nice people at Sony will read this themselves so there's no need to write again 2. They probably won't go down in price officially but I'm sure there will be some price cutting at the bigger retailers 3. A PlayStation joypad costs \$49.95 and a memory card will cost \$39.95.*

## **SEGA MISLEADING**

Hi,  
 Just read your September issue, thought it was great etc etc. One question though. Do you look at any of your advertisements that you put in your mag? I ask this question as it has to do with the advertising by Sega for the Sega Saturn, (page 13 of issue 21 August '95). "Where on Earth can you get SATURN?" It says, and I quote "FACTS... 32 Bit Parallel processing", and the Saturn is a 32 bit console so that bit is right BUT in issue 22 Sept '95 on page 11 it says "FACTS... 64 Bit Parallel processing". Is it just me or does this seem wrong? Could Sega be trying to flog off the Saturn as a 64 bit system to make it look better in the eyes of the consumer? Or have they just thought that two 32 bit chips make a 64 bit chip? OR has Sega, in one month, overhauled and redesigned the whole Saturn with some substitute 64 bit chips? I doubt it. More like Sega is trying to up the dupe people into thinking that a Saturn has 64 bit processors. Then again it could have been a typing mistake, but the distance of a slip on the keyboard from a 2 to a 6 is a mightily long way! I

love the system and all but I just don't like seeing Sega lie to their customers.

Oh, just as an after thought I was wondering if any of you have heard what the "OFFICIAL" release date for the Playstation. In your mag you said "mid-October" but when I have gone into many different game shops I seem to get a date around mid to late November.

**Lucas Khoo**  
Swinburne University of  
Technology

*Well spotted, Lucas! We actually spotted that little misleading gem ourselves and rang Sega to see what the story was. Unfortunately no one knew (surprise, surprise). Just to confirm - the Saturn is a 32bit machine and don't let anyone (even Sega) tell you any different. As for the Playstation (another 32bit machine by the way), the official release has indeed been pushed back until mid-November.*

#### 16BIT VS SUPER CONSOLES

Dear HYPER,

I am writing to you with regard to 16-bit machines (such as the Super Nintendo's) demise now that the 'Super Consoles' have been released. It was my intention to purchase a SNES, due to the fact that they're now so cheap, however I am unsure, because I am concerned that the SNES may no longer receive decent software support because it has been superseded.

I'm aware that there are still good games being made for the machine, such as Yoshi's Island, and also that many people own them, therefore games will still be made for them. Still, it is worrying to think that, upon purchasing the machine it will no longer have software support, and will become a 'dinosaur' like it's predecessor the NES.

I was also intending to purchase a Gameboy, and the same arguments apply, as the Gameboy may soon also be superseded by the 'Virtual Boy', which in my opinion is a bit of a dud machine, and the Sega 16-bit handheld. I was wondering if you could assist me in this dilemma: Should I buy the SNES and GB or should I wait for the new machines? Please do not give me an "It's your choice" answer, as I'm not

well informed enough to make such a decision. Congratulations on a good magazine, and thank you for your help.

Yours faithful  
**Ben. A.**

*The SNES and Gameboy will continue to receive good software support for a long while to come, so don't be afraid on that count. And don't put yourself down by saying that you're not informed enough - your letter proves that you are perfectly informed. Buying a SNES would certainly not be a bad move, but don't worry about the system so much - worry about the games you want to play on it. Obviously a "super console" will allow you access to newer, more spectacular games, but the SNES has some very fine games - Killer Instinct, MK3 & Doom, for example.*

#### QUICKIE

Dear HYPER,

I just have three short questions for you that I need to know,

1. Are Virtua Fighter 1 and 2 out on the Playstation if so how much are they?
2. Will Daytona be coming out on Playstation?
3. Is Killer Instinct going to come out on the Playstation?

Yours sincerely  
**Josh**

1. No 2. No 3. No

#### SUFFERING FROM POLYGONPHOBIA

To the legends at HYPER,

Congratulations on a great mag. HYPER is packed with all the latest news, previews and reviews and all in a writing style that's easy to enjoy. Anyway, enough of that stuff now.

First thing I'd like to say is that I agree totally with Zerebubth (issue 22) that Cruis'n kicks Daytona. I mean, sure Daytona was a great game when it came out (apart from a few minor complications with the steering wheel) but it's time to face reality: Daytona doesn't even come close to Cruis'n.

Now that that's off my chest; I am thinking of buying a Super Console but am not sure which one. I've got four in mind: The Playstation, The 3DO, The Ultra-64 and Apple's new toy - The Pippin. The Saturn is definitely not an option, as I have polygonphobia and puke



THE TALENTED HAYSOM BROTHERS FROM BRISBANE HAVE BEEN GOING OFF AGAIN - THANKS TO TIM & MILES FOR THEIR EFFORTS. THIS PIC WAS OUR FAVE.

at the sight of Sega's Virtua games, plus I don't think too highly of Sega after watching them (many times) insult the name of Video Games. I am a soccer fan and was outraged when I heard of Virtua Striker and how Sega were Polygonning soccer.

I have a few questions that would help me in chasing my next generation console.

1. Will EA be making games for the Playstation and will there be a 64-bit upgrade for the Playstation?
2. Does anyone out there have any idea about when the Ultra 64 will be coming out or how much it'll cost? Anyone?
3. Having Apple's own 603 Power PC chip, the Apple/Bandai Pippin will be the best machine ever when it comes to technical merit, but no machine can be good without the proper support from software producers. Do you think that the Pippin will die out like the Jaguar did or do you think that it'll good software support and come out on top?
4. Will FIFA International Soccer come out on any other system apart from the 3DO, and the same with Need For Speed & Road Rash?

I hope you can answer my questions and thanks for your time.

Keep up the good work.

**Jordan NSW**

1. Yes, EA are making Playstation games and will have 9 games out in time for Christmas. 2. It'll probably be released in Australia sometime between April and June 1996. Nintendo are still claiming to be able to launch the Ultra 64 at US \$250.
3. The Pippin will be able to play ordinary Mac games and there are a lot of Mac games coming out now, including Doom, Dark Forces and Full Throttle. Having said that, I still don't think the Pippin will take off.
4. Yes, FIFA and Road Rash are coming out on Playstation and Saturn and the PC CD ROM of Need For Speed is set to be released any time now.

#### ONE-EYED NINTENDO LOVER

Dear HYPER,

I am writing to you complaining about what you said about the Virtual Boy (issue #20 page 7). Don't you listen to what goes on in the gaming world!

Nintendo have announced that the Virtual Boy will be red and black, but also have a special chip that will turn it into colour. Secondly Nintendo said that the Virtual Boy is not a "next Generation Machine". \$360 might

be too much to ask for a red and black screen. But look - how much is the 32X selling for? And how about the Saturn Playstation and 3DO? All these systems are way too much.

Overall I think Nintendo has some of (I should say all of) the best and cheapest games. I rang up a game shop asking about the Ultra 64 and they said it would be \$299.00(Aus) with a game. Nintendo Lover. And always will be.

**Thomas Ryan TAS**

*Thomas - we love Nintendo too (no, really!), but you can't be totally blind in your devotion. Where did Nintendo announce the Virtual Boy colour chip? I haven't heard about it. And its not only HYPER which has its doubts about the Virtual Boy - most of the world's gaming media is not convinced of its value and even Japanese game players (who usually go mad about anything new and electronic) are unsure and the unit is not selling very well. Read our article in this issue though as we go through the first VB games released. As for the Ultra 64 price you were quoted - don't believe it. It was someone's educated guess and no more, Nintendo Australia still don't know what price the U64 will sell for.*

## CHOOSE YOUR FIGHTER



GAVIN JACKSON FROM BATHURST, NSW HAS BEEN HAVING FUN WITH THE MORTAL KOMBAT PLAYER'S SELECT SCREEN. WE LIKE IT.

### PROUD SATURN OWNER

Dear HYPER,

I am proud owner of a Sega Saturn with several great games including Daytona USA. I would like to thank you for saving my sense of hearing with the karaoke cheat for Daytona. Now I don't have to listen to the f\*#king shit music when I play the game. I am planning to buy the Sony Playstation because it will cost me less than upgrading my 486/SX 33 PC and I will be able to play some of the best PC games on the Playstation anyway. Now for the questions.

1. Will Japanese games work on the Australian Playstation? or do I have to buy a f\*#king converter like my Saturn.
2. Will Command & Conquer or Crusader: No Remorse come out on Playstation? If yes, when? My PC is too shit to play those games.
3. Will any Neo Geo games eg. Samurai Shodown 2, King of Fighters 94 come out on Saturn/Playstation?
4. What's the release date for Virtua Cop? Will the game come with a gun?
5. Is the Saturn steering wheel any good?
6. How much is the Playstation mouse?
7. What the hell happened to Ultra 64?

Thanks for your time  
LONG LIVE HYPER  
Jeffrey Jefferson Darwin NT

1. You'll probably have to buy a converter. We've got a Jap Playstation so we can't test this.
2. No word as yet, but you'll be able to play Command & Conquer on your PC - don't know about Crusader: No Remorse though.
3. I think that's fairly likely.
4. Virtua Cop should be here in December (or maybe January). It should come with a gun (if Sega have any sense).
5. Yes, it's pretty good.
6. The Australian price has not been confirmed.
7. It's coming, it's coming...

### 3DO MISMANAGEMENT

To HYPER,

There is something I can't understand. Why on earth aren't 3DO's being sold in "major" retail outlets in Australia. I don't know about overseas, but in this neck of the woods, it looks like the 3DO company could learn a thing or two about marketing & management. I've read so many articles about 3DO, stressing that the company needs to sell many more units to successfully compete with giants Sega & Sony. How can they possibly expect to increase sales, when currently, the only places you can buy a 3DO, are small-time, specialist shops like Sprint Electronics, Virtual Reality Game HQ, or Hi-Tech World. I'm not putting down these shops, but it's obvi-

ous that they only attract a small share of the market, namely, hard-core gamers like myself who buy game mags and get to see their advertisements. Major retail outlets on the other hand, such as Harvey Norman & Toys R Us, (who are already selling Sega Saturns) attract a much larger share of the market and general public & therefore sell more.

Could this situation be the result of:

- \* Poor management by the 3DO & associates.
- \* Rejection of 3DO by the industry due to a lack of faith.
- \* Perhaps 3DO simply think that Australia is an insignificant market place in it's quest for world domination.

Couple of Questions

1. How is 3DO on a global scale. Taking a beating?
2. Any word on the supreme M2?
3. Where the hell is Star Trek TNG for 3DO?

Thank you kindly

Nino K.

The fact that the 3DO company does not make 3DO hardware itself has left it at the mercy of the hardware distributors such as Panasonic and Goldstar. Panasonic decided against releasing the console in Australia, while Goldstar only released their NTSC machine. So it's not exactly the fault of the 3DO company itself

but the end result will be the same - 3DO looks like getting crushed by Sega, Sony and Nintendo (especially in Australia). 1. On a global scale the 3DO is not doing too well either, especially now the Playstation is available in America. Still, it's not down the drain yet... 2. The M2 is set for release in January/February next year but there's not much word on the software expected for it. 3. Wish I knew.

### CRUIS'N vs DAYTONA AGAIN

To the people at HYPER,

I am returning a letter from Zerebubuth (issue 22) who was bagging Daytona (sorta) and giving his pissweak arguments about Cruis'n USA.

First thing, I actually never said I HATED Cruis'n USA, I just preferred Daytona because, well, I did, but this guy/girl/it insists on calling me names with the equivalent intelligence of "Skip" and uses totally biased, pissweak arguments for Cruis'n USA. Well, I shall just use some more arguments against it.

OK, now where the hell is Cruis'n USA too fast??? I mean as soon as more than 3 trees get in the screen it starts to slow down - fantastic processing power there. Secondly, he calls me crap. Well, I wouldn't exactly say that Cruis'n USA requires any brain power or skill to finish every single track. In fact, most of the tracks you could run on automatic and still finish first. At least Daytona requires a hell of a lot more skill than Cruis'n USA, with a lot more gear shifting, a more realistic feel, faster paced graphics and a higher resolution. And it's puzzled me why Daytona still attracts more customers, even though it's \$2 a play and Cruis'n USA is now (well, with the exception of Timezone) only \$1. Strange, isn't it. What's more, I've never seen more than two Cruis'n USA machines linked up, but with Daytona, eight linked machines is a fairly common sight. Who cares if Cruis'n USA offers more

tracks and vehicles, they're all shithouse anyway and offer no real differences. Oh yes, and I'm sure that Daytona is the easiest car racing game. Bull. It's probably because you got so frustrated because you finished 40th on the beginner track. Face it, you've lost the argument before it even started. I'm sure there are many more people in favour of Daytona rather than Cruis'n USA simply because...well, Cruis'n is nowhere near as good.

Regards  
Jeremy S. Vic

There wasn't much sensible argument in that, was there Jeremy? Obviously everyone's got their own opinion on games, so we'll leave the Cruis'n vs Daytona saga there, I think. As I've said before, they're both great games so find out which one YOU like best and have fun with it.

### GLADIATOR GAME ALREADY EXISTS

Dear HYPER

I am writing in response to Tim Asquith's letter in HYPER #22 about whether there will be a Lois and Clark or Gladiators game. I question his sanity over actually liking Gladiators, however there is already a game out on the Mega Drive. It's called American Gladiators, is published by Gametek, and has been available since 1992 on import from the good (bad?) old USA. You'll probably find a copy in a second hand games catalogue somewhere. I've sent in a photocopy of the magazine I saw the game in, just to prove that I didn't pull all this out of my arse.

Jimmy ACT

Jimmy, even though it smelt like it came out of your arse, the photocopy proves that there is, in fact, a Gladiators video game already available. It looks like a dog, which is fairly appropriate I think. Well done!

### POTENTIAL SATURN OWNER

Dear HYPER,

Congratulations on a great mag. Keep up the good work. My only criticism is that you should try to be more objective when reviewing 3DO, Saturn etc games. Also I feel some of the scores 'Super Consoles' receive are too high. It is too early to



give 3DO games 95%, for example. You should leave some room in case a better game is released. I believe some of the reviews are compared to 16bit machines and are judged on their grading level. I mean, these are 32bit machines, they expected to have high quality games and realistic graphics.

That aside, I am considering purchasing a Saturn and hopefully you can answer my questions regarding this new Sega console.

1. I understand Virtua Fighter is the game you receive with the purchase of a Saturn. I have seen screenshots of this game and it looks like shit. When Virtua Fighter Remix is released, will it replace the original VR as the 'pack-in' game?

2. I know the Saturn is CD based but I have noticed a cartridge slot at the rear of the machine. Is this to play Mega Drive 32X games or will some games for the Saturn be released on cartridge?

3. I have read that the Saturn will play Music CDs. If so, will the sound come from the TV's speakers or will speakers be hooked up directly to the Saturn (without the need of a TV)?

4. Will a perfect conversion of Myst (with its awesome graphics) and Theme Park make their way to the Saturn. If so, do you have the release dates?

5. Why does Sega continue producing Virtua games such as Virtua Hydride and Virtua Hang-on? Are they trying to beat the number of Police Academy movies? What's next - Virtua Wanking? Anyway thanks for answering my questions.

Yours truly  
Anthony K.

*I would agree that some of the "super console" games scored too highly, but that was perhaps inevitable at the beginning. Now we've got quite a few 32bit games available, so comparisons will be easier and scoring should be more accurate. 1. I don't think so, but there's no harm in asking, is there? 2. Apparently some Saturn games will be released on cartridge but all we use the cart slot for is the Universal Adaptor (to convert foreign games) and the Action Replay (for cheating). You can't play Mega Drive or 32X carts on the Saturn. 3. If you've got your Saturn*

*hooked up to a TV then the sound will come out the TV speakers. You can't hook up speakers to the Saturn directly. 4. Both Theme Park and Myst should be on Saturn before the end of the year and yes, they should be perfect conversion (unless something goes horribly wrong). 5. That wasn't really a question was it? It was just an excuse for you to use the word "wanking", wasn't it? There, I used it to.*

## SATURN LOVER

Dear HYPER crew,  
First of all I way to say your mag is hot (enough of the sucking up already). 3 weeks ago I went to Melbourne and test played a Sega Saturn. I played Daytona USA and the music wasn't bad at all. Well, fair enough, you could hardly hear the engine roar but apart from that it was good. I fell in love with the Saturn and asked my mum & dad if I could get one and they said only if you sell your Mega Drive and this lady was going to buy it unfortunately she wanted six of the games and my dad said stuff you so now I have only got my Pentium and my Mega Drive to escape from the real world. Now for some questions.

1. Now that I can't get a super console is it worth getting a 32X or a Mega CD?  
2. Can you do some 32X reviews please?  
3. I want to buy Mortal Kombat 2 and I have played MK3. Should I wait for MK3 to come out?  
4. Is Doom on 32X PC perfect?  
5. Is there any cheats for Relentless Twinsen's Adventure and if so what are they because I can't do jacksh%t of the game?

Yours sincerely  
Mark Govers.

*1. I wouldn't. Start saving for a Saturn instead. 2. We do 32X reviews 3. It's a better game, so I'd probably wait. 4. No, it's far from being PC perfect (unless you've got a slow PC). 5. We did a huge Relentless play guide in issues #16 and 17 (March/April 95). Take a look at that.*

## For Sale

**Mega Drive** with 7 games: Golden Axe 1 and 2, Quack Shot, Juju, Castle of Illusions, Sonic 2, Magic Princes, 2 controllers with rapid fire. All in excellent condition with original boxes + 1 controller + a free games mag. Worth over \$400, all this for \$315. Call Xavier on 415-6460.

**Mega Drive 2** as new in box, 2 controllers, 5 top games. Value \$400. Will sell for \$250 the lot. Ph Nathan on (07) 727 074.

**Prince of Persia** for Mega CD. Never used, unwanted gift \$50. Also the original Doom for PC (version 1.666, including all 3 episodes), \$40 ea. Ph Gavin (02) 888 3180 or write to me at 10 Milne Street Ryde Sydney NSW 2112.

**PC games for sale:** Police Quest 1 (3.5) \$15, Space Quest 1 (3.5) \$10, Kings Quest 3 \$20, Return To Zork - with instructions \$60, Ninja Turtles with instructions \$20, Robo Maze 1-3 (3.5) \$30, Monty Pythons Flying Circus \$35, Kings Quest Hint Book 1-5 \$25. Ph (03) 9398 4565 NOW!  
**PC CD ROM "Full Throttle"** perfect condition, original box and all instructions. \$80 Ph James (09) 445 1004

**BARGAIN Mega Drive 2** and Mega CD, 14 games, bright gun. Will swap for any 3DO. \$500. Games - MD, NBA Jam TE \$50 Mortal Kombat \$20. Call for more. Ph (09) 343 3174.

**SNES** with 2 control pads (ISN pro pad), Super Key, 6 games, Samurai Showdown, Illusion Of Time, Art of Fighting, Megaman X, Super Metroid and The Lost Vikings. Excellent condition. \$300 the lot. Game boy with 5 games including an 'Anime-Framed' based DBZ game from Japan \$150 the lot. or both for \$400. Call Vincent on (09) 386 0605 or fax me on (09) 386 0605. Nedlands Perth WA.

**Copies of Super Street Fighter 2 Turbo.** One Must Fall 2097, Heretic and Wacky Wheels Shareware Editions. Only \$5 ea or \$17 for the lot. Eric (02) 688 1974.

**Arcade Power Stick 2** for Mega Drive, 6 button, adjustable speed Rapid Fire, Worth \$100 new. In excellent condition. Will send to anywhere \$80. Ph (047) 54 43 12.

**Mega Drive 2** (with box 6 months old), 3 button controller, 6 button controller, 4 games \$200 Ph Oliver (after 4 pm weekdays WA time) (09) 354 3053.

**Mega Drive 2 + Mega CD** and Gameboy. MD and MCD come with 2 6 button control pads, 12 games which include: Sonic CD, NBA Live '95, FIFA CD, MK2. Gameboy comes with four games, night sight and carry case. Everything is in excellent condition. Will sell the lot for \$650 ea. Ph Damien on (042) 833 598.

**FIFA International Soccer** on the SNES worth \$110. Sell \$55 ea. Call Luc (Luke) Tissot after 3.30pm on weekdays and anytime on weekends. Ph (07) 5578 4509 Gold Coast.

**Mega Drive games** for sale. Haunting, Bulls vs Blazers, Battle Squadron \$15, Road Rash, PGA Tour Golf 2 \$20 cheap? The lot \$75 ring Rob on (02) 607 0203.

**Sega Master System 2.** no control pad, 6 games, Desert Strike, Teddy Boy, Castle Of Illusion, World GP, Wonder Boy \$60 or will swap for SNES games. Ph Panu (056) 647439

**NBA Jam TE** \$60, Bulls vs Blazers \$15, Mortal Kombat 2 \$40, NBA Showdown '94' \$30, (or all for \$120) All boxed with instructions and in great condition. Ph Daniel on (08) 322 3162.

**SNES**, 2 control pads, Multitap (5 player), overseas adaptor, NHL Hockey 94, NBA Live 95, NBA Jam TE, Mario Kart, Unirally. All boxed with instructions. \$310 ea. Ph (02) 875 1896 Ask for Ryan.

**Mega Drive** comes with arcade powerstick, 2 controllers (three and six button), 18 games including Samurai Showdown, Street Fighter 2CE, Mortal Kombat 1 and 2 and Psycho Pinball. All games boxed/instructions and in mint condition, also 9 Sega mags. Worth over \$2000. Sell for \$700 Ph Peter (03) 9367 1791.

**SNES** with 2 controllers, 3 games (Donkey Kong Country, Stunt Race FX, Bubsy) and a Super Game Boy. Everything in very good condition with cheats for Bubsy and DKC. Only for a great price of \$450. Boxes and instructions included. Ph Matt on (049) 388164. After 5pm each weekday.

**SNES** for sale including 3 controllers \$15 each, Donkey Kong Country \$60, Mortal Kombat 2 \$80, Mario World \$15, Earthworm Jim \$70. Will negotiate prices or separate sale. Ph Luke (03) 331 220 after 5pm.

**Sam & Max** \$40, Day Of the Tentacle \$40, Rebel Assault \$50, Mortal Kombat 2 \$40. All PC CD ROM games - boxed in tip top condition, with instruction etc. Buy the lot and get Indycar Racing (3.5" disk) free!!! Wow!!! Ph Joel (046) 831 732 after 7pm weekdays.

**Mega Drive**, 4 games, Sonic 2, NBA Jam, Jungle Strike and Earthworm Jim, 1x Joystick 1x3 button and 1x6 button control pads, also 34 cm colour TV A-1 condition \$700. Call Jay Stark on (03) 9728 1138.

**Panasonic 3DO** with 2 pads, 5 games, PAL converter included. Dragon's Lair, SSF2T, Need For Speed, Road Rash, Theme Park \$750 Chris on (09) 443 2229 Perth.

**SNES Street Fighter 2** pack with 2 controllers \$135, Mortal Kombat 2 \$55, Mortal Kombat 1 \$20, Donkey Kong Country \$45, Honey Bee Controller \$20, Pro-Action Replay \$45. Altogether \$290. Sean Macdonald, 143 Sylvan Road Toowong 4066 Brisbane. (everything in original packaging and instruction booklets included). Ph 870 7848.

**NEO-GEO Pal** with 3 top games. One month old, excellent condition worth \$1100, sell \$700. Ph Sean on (03) 309 8985 after 8pm.  
**IBM games**, Quarantine CD ROM \$65, Aladdin \$50. Also Wing Commander (Academy) \$20. WWF European Rampage \$10 and Street Fighter for \$20 only. Boxed with instructions and cheats. Ring (02) 832 0894 NSW and ask for Andy. Ring between 5pm - 9pm.

**Dune 2: Battle for Arrakis** for Mega Drive. A good price, hell, a GREAT price is offered. Phone Glen on (03) 9397 8288. Please leave a message.

**SNES** 2 controls with DKC, MK, SFII, Final Fight, Axelay, NHLPA Hockey 93 (U.S.) + (Jap U.S.) converter. All boxed \$400 (06) 2974952 Ask for Steven.

**Sega Mega Drive**, 3-button control pad plus autofire. Eight games including Predator 2, Terminator 2 Arcade Game, Sonic 2, Chaos Engine, Jungle Strike etc. Original boxes etc. \$310 ono (057) 841 817.

**Jaguar** alone \$300. Jag games, AVP \$50, Doom \$60, Wolfenstein \$40, Checkered Flag \$50. All together for \$450 plus! Cybermorph. Ph (089) 272548 ask for Carlo.



**Jaguar games** AVP \$60. Chequered Flag \$40 (both mint) Ph (089) 452 415.

**Mega Drive** games for sale. Mortal Kombat \$45, Sonic 1 \$25, Sonic 2 \$35, Aladdin \$45, Speedball 2 \$35, The Hulk \$25, The Revenge of Shinobi \$35, Shadow Dance \$30, Forgotten Worlds \$25, and Alien Storm, Altered Beast and Alex Kidd \$20 each. All games boxed with instructions, call 734 786.

**Sega Package:** Mega Drive, Mega-CD, 20 games, Action Replay, CDX-Pro, 3B infrared joypads, 6B Pad, H/made Steering Wheel \$400 the lot (not separate) Ph Kevin (064) 583 663.

**PC CD ROM Slipstream 5000** \$60, Jammit with PC Pro pad \$40 and Who Shot Johnny Rock \$20. All boxed and with instructions. Excellent condition. Call Brent on (02) 524 8553.

**Mega Drive.** Lion King \$70 ono, Streetfighter 2 (SCE) \$50 ono, Wiz 'n' Liz \$50. Will swap Lion King or Streetfighter 2 (SCE) for Sonic and Knuckles. Also Ren & Stimpy card set (Topps 1993, prismatic cards) 49/50 in set missing no# 46. Sell for \$50 ono (worth \$80 according to August "Card Crazy".) Contact Ben after 5pm on weekdays Ph (02) 825 1334. PS Please do not think about it, just do it.

**3DO system** (Panasonic), 2 control pads, PAL converter, 10 games including Gex, Immercenary, Road Rash, FIFA Soccer, Way of the Warrior, Rebel Assault and more!!! Excellent condition \$1000. Call Tom now! (048) 612262.

**Star Trek 'A Final Unity'** \$70, Full Throttle \$65. All boxed with instructions and in perfect condition. Ph David on (047) 335 414.

**PC Rise of Triad** \$55 Brand new, boxed instructions. Original 3.5" disks. Call Glenn on (03) 9543 1124.

**SNES plus Donkey Kong** Country, MKII, Mario Kart, Super International Cricket, Madden 93, SSF2 (Jap), American Rocketeer and Fatal Fury, Action Replay 2, two controls, all with boxes & instructions. \$300. Ph Doug on (02) 634 3527.

**Panasonic FZ-10 NTSC 3DO.** Machine is less than one year old and includes Need For Speed, Gex and SSF2X. \$710 or near offer. Ph Derek on (02) 416 7920 after 5pm weekdays.

**MD games** Virtua Racing, Virtual Bart, Bloodshot and Syndicate. Will sell or will trade for Sega Mega CD games. Ph and ask for Andrew anytime (02) 796 2719.

**BARGAIN SNES** 2 control pads with 5 games including NBA Jam, Mario Kart, Mario All-stars. All very good condition with booklets. HURRY \$350. Call Kris on (09) 535 5094 after 5pm. Perth metro only.

**Rise of the Robots** \$70, Under a Killing Moon \$75, (PC CD ROM) and The Mask \$50 (PC CD ROM/Macintosh) all recent purchases, in as-new condition. Ph Declan on (003) 761064 or write PO Box 50 St Helens 7216 TAS.

**Panasonic 3DO**, 10 games, 2 control pads, perfect condition \$700 or nearest offer. Ring Will on (06) 241 8692 between 6pm-10pm weekdays.

**Mega Drive 2** in mint condition with two 3 button control pads & one 6 button turbo fire control pad \$160. Sonic 3 & Mega Games One together \$60, Winter Olympics \$20 and Sonic 2 \$20. Worth \$260, sell all for \$240. Ph Alexander (09) 389 9196.

**Mega Drive** games Spiderman \$25, General Chaos \$25, Sonic 2 \$25, Golden Axe \$30, Mortal Kombat \$30, Cosmic Spacehead \$30, Sonic Spinball \$30. Ask for Scott on (068) 697 615.

**SNES with multitap**, 4 control pads, AV cable. Super Bomberman 2 \$55, NHL Hockey '94 \$45 or the lot for \$280. All boxed with instructions and in perfect condition some new. Ph Brett on (066) 283 557.

**Gameboy** with 4 games. Mario 1, Soloman's Club, Pop-Up and Tetris. Best condition \$150 Ph James on 209 6834.

**Sega 32X Doom** - \$70 ea. Ph (076) 357 546.

**Mega Drive 2** with six button control pad with Urban Strike. Only 2 months old and in excellent condition. All boxed. Worth \$240 - selling for \$140. Phone Michael on (07) 3344 1101.

**SNES 2** control pads, 1 super control, 12 games - Virtual Bart, King Of Dragons (US), Choplifter 3, MK2, SFT, NBA Jam, NBA Jam T.E., Mario Kart, Clay Fighter, DKC, World Cup Soccer, Ren & Stimpy, TW. Valued at \$1300 selling for \$800 ono. Boxes manuals all in mint condition. Under 1 year old. Call Andrew (02) 4888 130 after 4.30.

**Jazz Jackrabbit**, all six episodes (on disk) to sell for \$40. Brand new, perfect condition. Boxed with instructions. Ph Nihal on (02) 626 7425 between 6pm and 8pm Sydney time.

**IBM Tie Fighter** 3.5 \$75 & Defender of the Empire 3.5 \$35. All for \$70. Myst \$100 & Under A Killing Moon \$90, CD ROM will sell for \$70 each. All games in excellent condition and in original boxes. Contact Tim on (077) 836015.

## Swaps

**I'll swap my copy of Full Throttle** for a copy of Dark Forces or Mech Warrior 2, it must be boxed etc. Please Ph (07) 55 730 683 ask for Michael after 4pm.

**SNES Rival Turf**, will swap for FIFA Soccer, Super Metroid, Legend of Zelda 3, Illusion of Gaia (Time), Final Fantasy 3, Secret of Mana. Ph (003) 301103 after 4pm and ask for Gareth.

**2 games** Kirby's Dreamland and The Legend of Zelda for \$50 or swap both of those games for Wario Land or Mario Land or Mario Blast (? - Ed). Please phone Tom on (02) 99828 111 Okay!

**NBA Jam** or Fatal Fury plus Ghouls and Ghosts for Landstalker or other games on the Mega Drive. Ring (08) 336 9791. Ask for Dan or Rye.

**Amiga CD 32** with two control pads, eight games, share ware games, PD games and demos for one of the following systems with games. A Playstation, 3DO Saturn or a Neo Geo CD system. Ph (08) 2715013. Anton.

**FIFA 3DO** for Road Rash or Wing Commander 3. Ph (071) 599 907 between 5-7pm only. Quintin.

**Sonic 2** for Mutant League football. Call 734 786.

**Jungle Strike** or Flashback for Road Rash 3. Call 734 786.

**3DO games** Myst or Off-Road Interceptor for Immercenary or Road Rash (064) 583 663.

**SNES game NBA Jam** for Rock n' Roll Racing. Call (03) 8668 597. Ask for Nat.

**3 Gameboy games** for Mario All Stars. Ph 2096834 Shailer Park.

## Wanted

**Sonic 3/ Japanese edition.** I'll pay you \$100 if it's in top condition (eg box, instructions) I'll even pay postage. Call Frank after 6.30pm on (07) 356 7794. PS Sorry Frank, I'll never live it down!

**NBA Live '95** on the SNES. Willing to pay about \$80. Phone Steven on (03) 9803 2077.

**Super NES games** Super Star Wars, Super Empire Strikes Back, Pilotwings, Aliens 3, Desert Strike and Lemmings. Will swap for my John Madden '93 or Super Tennis (non English instructions). Will also buy any for \$40. Phone Casey on (058) 871 318.

**I'm absolutely dying for PIGSKIN** on Mega Drive. If you don't mind parting with it for some \$ \$ \$ please call Daniel on (077) 799 611 anytime after 4pm.

## Penpals

**My name is Joel** and I am looking for a penpal to write to. I love Nirvana and I think Kurt Cobain was a legend. I love to party and just muck around. I like to rollerblade but I can't do flips (who can?). I am looking for a female penpal from 13-15 years old who isn't a square. I don't like homies or rap music and my favourite food is KFC. Please write soon. Joel Du Prie PO Box 736 Ipswich QLD 4305.

**My name is Matt.** I am looking for a male/female or a Chinese penpal at any age. I can speak Cantonese if you want to contact me by phone. My hobbies include the computer, internet, piano, flute, video games (I have eight machines, favourite games include SSF Turbo, Dragon Ball 1,2,3) and reading. I PROMISE to reply to all sensible letters. Send your letters to: 19 Lucas Avenue Moorebank NSW 2170. Or ring me on (02) 821 3754. If you want to e-mail me, you can get my internet address when you write.

**Hi, I am 12** and I'm hoping to find a male or female penpal aged between 10 and 15. If you are interested in SNES games such as Mortal Kombat 2 and Super Mario Kart like I am, or even if you aren't you can still write to Brent 21 Nottingham Avenue Somerville Vic 3912.

**Hi! I'm Rob,** I am desperately trying to find a penpal. A male penpal aged around 12 would be nice but females are cool too. Must like the SNES and its games and basketball cards. Will return all sensible letters. Please include photo. If interested write to 7 Valencia Street Dural Sydney NSW 2158. Please hurry.

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**I'm desperate for a penpal,** male, female who likes both Nintendo and Sega, likes gross stuff (like Manga), and aged 9 to 11. (I'm ten if you're wondering). Last but not least these gross-minded (Eh? - Ed). If you like the sound, look no further. Joshua 18 Newton Terrace Enfield SA 5085. PS Sorry about 43 words couldn't help it.

**Hey, what's up?** I'm a 15 year old female who likes Snoopy Doggy, Warren G, and TLC. I am looking for a penfriend aged between 13 and 17 to write to (preferably with a SNES) Either sex will do. Write to Cassie Robertson 215 Clyde Street Ballarat VIC 3350.

**Wanted now! Crazy fun 12 year** old male penpal to discuss games, movies and anything else interesting with bored 12 year old girl. Please send a letter to me now! Write to Fiona Harris, 4 Catani Place Monash ACT 2904.

**My name's Scott,** I'm looking for a penpal between 13 and 16 years old. Doesn't have to have anything in common. So get to it and write to Scott Cannon "Bulgandramine" Tomingley NSW 2869.

**Hi, my name is Mario,** I'm looking for a penpal, boy or girl, around 12. I have a PC CD ROM. If you are my penpal. I can send you computer games (only for PC) and cheats. Some of my favourite computer games are Rebel Assault, MK2 and Kings Quest 6. Please include a photo of yourself. PO Box 2169 Runcom Qld 4113.

**Hi, my name is Adele.** I'm a girl and I'm looking for a penpal around 10. Can be a boy or girl. I've got a PC CD ROM. I'm interested in games like Sam & Max and Monkey Island (Oh, Adele, you've won my heart - Ed). So if you've got a PC CD ROM. Write to Adele Hatt. PO Box 2169 Runcom Qld Australia. Also send a photo of yourself.

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# PRISONER OF ICE



## THE ICE CAN SOMETIMES HIDE MONSTROUS SECRETS!

JANUARY 1937.

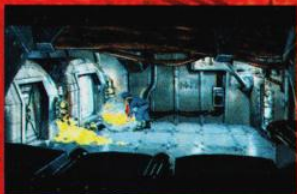
UNDER THE ICE OF THE SOUTH POLE LURK SOME TERRIBLE CREATURES - THE PRISONERS OF ICE. AT THE HEART OF THE SECRET GERMAN BASE SOME NAZI SCIENTISTS ARE TRYING TO APPROPRIATE THE COLOSSAL POWER OF THESE CREATURES. BRUCE RYAN, A YOUNG AMERICAN SOLDIER, IS SENT ON A SECRET MISSION TO TRY AND STOP THEM. INSPIRED 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.



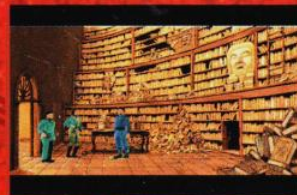
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150 environments  
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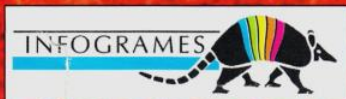


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