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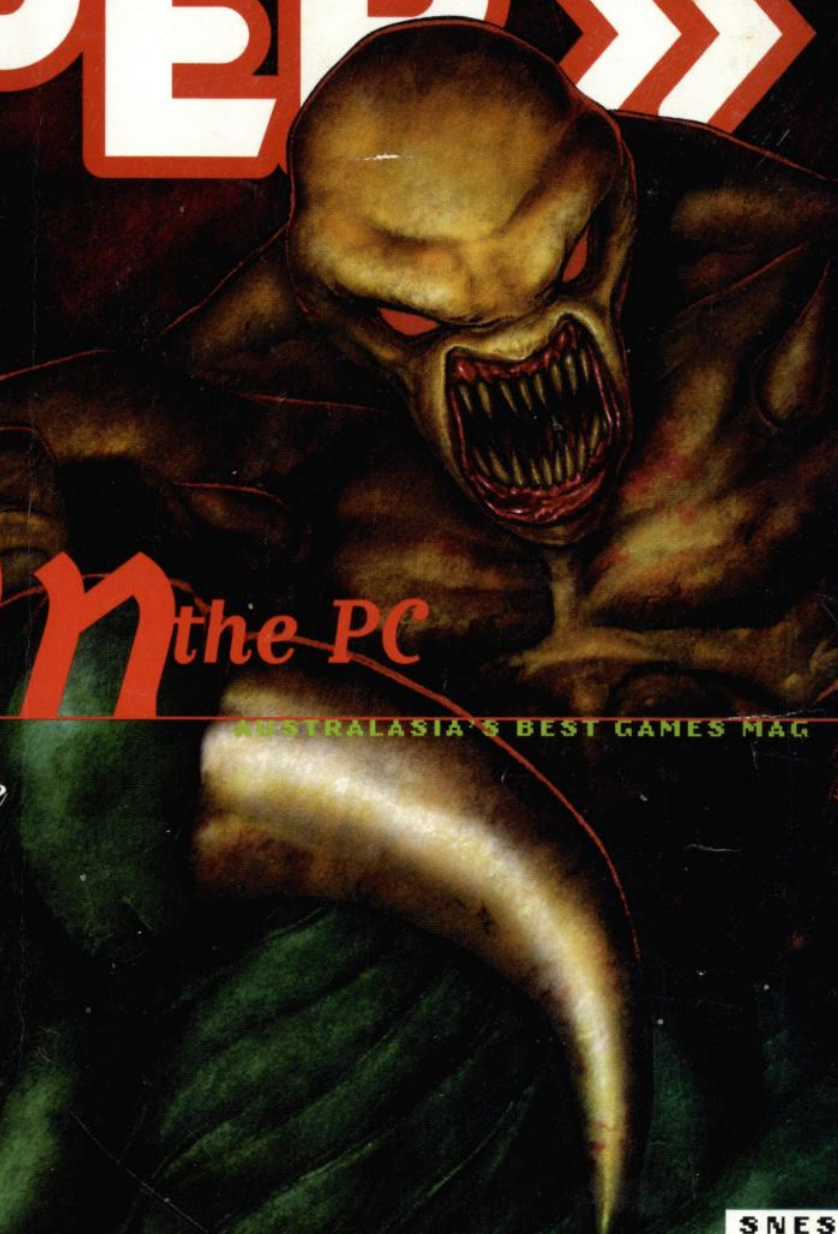
Nintendo's

# Doom

# Hexen the PC

*Mortal Kombat - the Movie*

AUSTRALASIA'S BEST GAMES MAG



**SNES**

Spawn

Bomberman 3

**MEGA DRIVE / SNES**

Big Hurt Baseball

Wrestlemania

**PC**

Rebel Assault 2

Stonekeep

Tekwar

EF2000

**PLAYSTATION**

Mortal Kombat 3

Assault Rigs

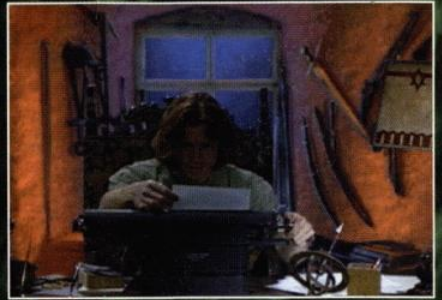
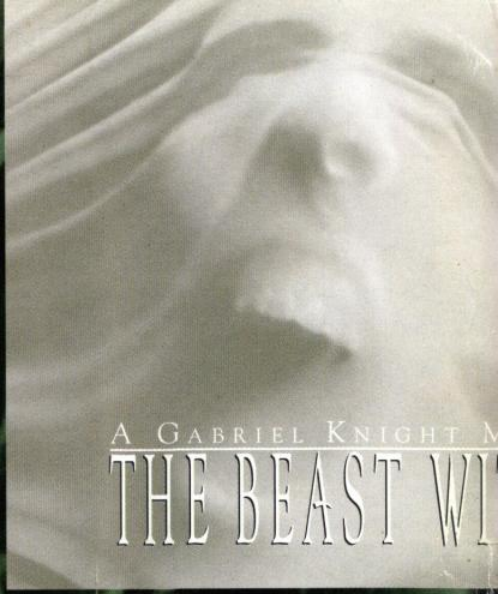
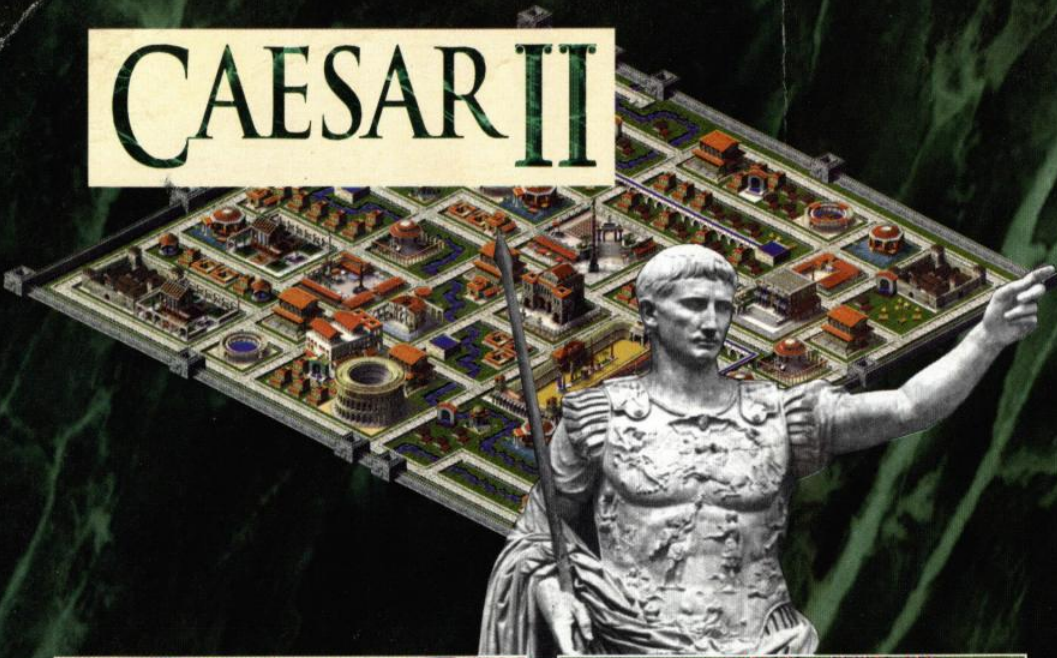
**SATURN**

Wing Arms

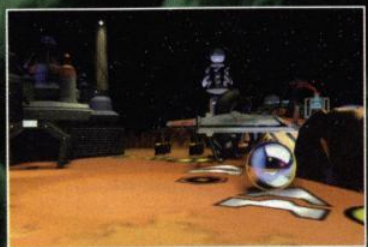
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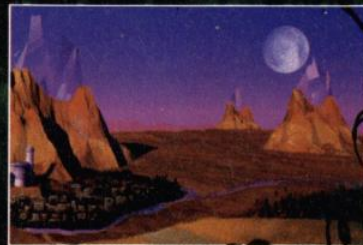
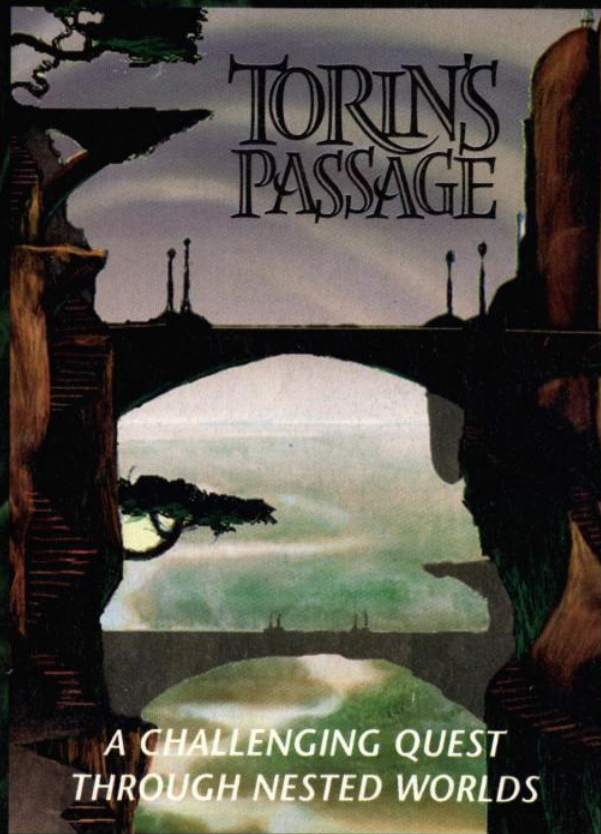


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# HYPERTIP You Don't Know Jack

Here we are again, entering another new year. And what does **1996** have in store for us? Oh, that was a rhetorical question by the way, because I'm buggered if I know.

What am I - Nostradamus?

I've actually learnt that predictions and speculation just come back to haunt you, so I'm not going to make any **WILD** statements about the **future** of video gaming. What we will no doubt see though is the shift to 32bit games and gaming systems becoming more pronounced, and the gaming world will hopefully be a happier place because of it. The **SONY PLAYSTATION** has been out about a month now and is making a **huge** splash right around the world, so there's no doubting that Sony will be major players in the games industry in the years to come. Meanwhile, **NINTENDO'S ULTRA 64** has been revealed in Japan and we'll hopefully have a full report on the **new beast** next issue. But as for the here and now - what can we offer you? How about another issue packed to the staples with **games, games, games**

The flood of hot Christmas titles hasn't stopped yet and the release schedules for the next couple of months look **chock-a-block** as well. This is a good thing. As you can see from the cover, **DOOM** has crossed over to 16bit - the Super Nintendo, to be precise. At last all you SNES owners will be able to see what us PC/Mac players have been **dribbling** about all this time. It's a great conversion and while some people may be disappointed that it doesn't really compare graphically to the PC, you've got to remember that it was never really going to. PC owners have id's latest game to worry about anyway. **Hexen** is truly wonderful and my sleep patterns have been very disturbed over the last week or two. I'm running out of room here, but just a quick reminder about our big **HINT, CHEAT AND PLAY GUIDE** book which is out now. It's got most of the hot hints and tips from the last year of **HYPERTIP** plus some new moves and cheats to keep everyone happy. I'm not just being a crappy salesman when I say that it's an invaluable resource, because it really is handy to have all the codes and tips in one easily accessible book. Anyway, check it out and keep hyping it up over summer.

**stuart**

Let's be honest, there isn't much out there that a bunch of friends can do together on a PC or Mac. That's what we thought anyway... until we played You Don't Know Jack from Berkeley Systems.

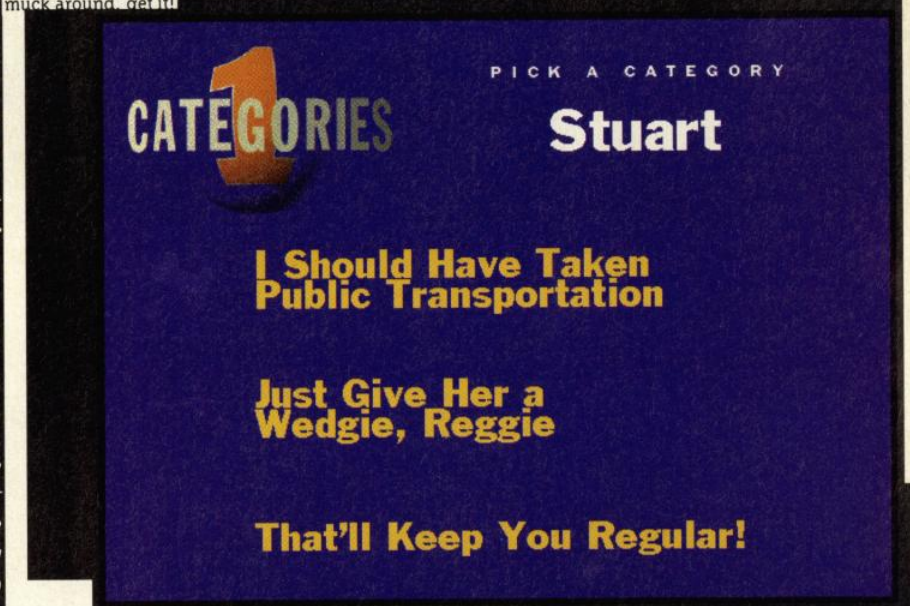
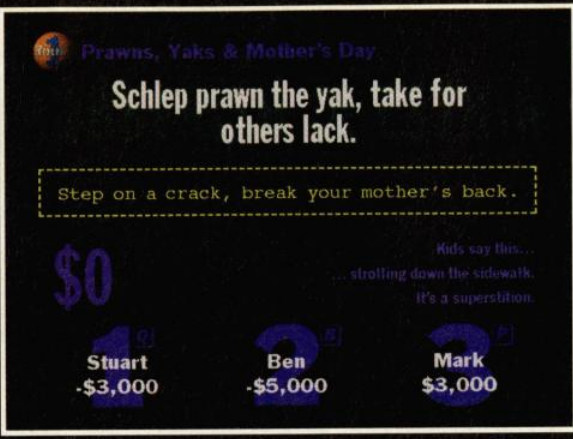
We weren't very excited when we sat down for the first game - the effect most trivia games tend to have, but it didn't take long to realise that this was a truly remarkable bit of software.

We laughed, we cried, we punched each other a lot but we couldn't stop playing. The questions are seriously wacky, sometimes rude but never impossibly obscure. This makes all the difference. Tony Barber would be too embarrassed to read some of the stuff in here, which is not to say it's a risqué adults-only affair, but you'd want to have been around for at least a bit to stand a chance as the questions are definitely not of the normal and boring variety.

Each player gets a key to use as their "buzzer". We liked this a lot, agreeing it added to the competitive ambience in a most substantial way. Winning a round lets you choose the next category, but the game never follows a set pattern of questions, as you might suddenly be called upon to find common phrases buried within meaningless gibberish or play word association against the clock. This

doesn't sound very exciting, but take from us that this is really, really fun. The narration and sound effects sparkle, it's chokka with "dudes", but of the amusing variety not the offensive type. The graphics are ordinary, but that means you can run the game on an average computer.

Extremely very highly recommended this. If you have a computer and a family or a few friends, then don't muck around... get it!



## The Sounds of Summer

No, this has got nothing to do with video games but it's got everything to do with having a good time over summer so we're going to share the word to you, our fun-loving readers. **Summersault** is the name of the music festival travelling around the country in late December/early January and it really is a must if you can get anywhere near your closest capital city.

Check out this for a line-up: **Beastie Boys, Foo Fighters, Sonic Youth, Pavement, Beck, Bikini Kill, The Amps and Jawbreaker**. Plus there's going to be lots of local support acts and the usual big music festival stuff like skating, art, good food etc. **Summersault** kicks off at the Royal Melbourne Showgrounds on December 29, moves to Sydney's Macquarie University on December 31, Gold Coast's Douglas Jennings Park on January 2, Adelaide's Entertainment Centre on January 5 and finally to Perth's Fremantle Oval on January 7. Tickets are \$51 plus booking fee (not bad for a day you won't forget in a hurry) and for more info ring 0055 12450. We'll see you there.



# WRESTLEMANIA

THE ARCADE GAME

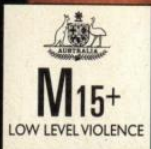
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### 3DO Sells Out to Panasonic!

The previously US-owned 3Do company has sold all the rights to its 64-bit M2 technology to Matsushita Electrical Industrial — the folks who own Panasonic. The price they apparently paid - \$100 million (US) in cold, hard cash. What this means is that Trip Hawkins and the other people who were responsible for the 3Do's initial drive and licensing to hardware and software third parties, have now have relenquished its destiny to Matsushita. Though it means the 3Do machine will certainly benefit from now being totally focused on by Panasonic (as opposed to a handful of third-party hardware developers), it cancels out the potential the company had to force a bit of competition into a totally Japanese ruled market!

Panasonic, of course, are chuffed because it means they "own" the incredible M2 technology — just like Nintendo, Sony and Sega own the technology that materialises in the form of their super consoles. Of course, there had been rumour that Sega were going to tap into the M2 technology in some deal with the 3Do company in a bid to get the edge on the Playstation and the looming Ultra-64 which threaten to push their Saturn out of the market. This now looks doubtful, unless of course Sega approaches Panasonic. But I wouldn't

### Wheel Performance

With the rash of hot racing games lining up on the starting grid, a steering wheel that does the job is fast becoming an essential piece of equipment for serious fans. Until now there's been several car lengths between the crappy economy models you wouldn't be seen dead with, and the high-end Thrustmaster which has a price to match its performance.

Smack bang in the middle comes the Per4mer. Versions for SNES, Mega Drive, 3DO, PC and Playstation will be available, with the Saturn conspicuous by its absence due probably to the fact that Sega make their own wheel.

The advantages of proportional steering over the control pad's full left and full right are huge. A little subtlety and finesse go a long way in a motor race, and the Per4mer delivers smooth control for navigating those tough corners.

What it doesn't deliver is proportional control for accelerating and braking. Buttons on the wheel are used for full go or full stop, with another two around the back of the wheel for gears. Half-way there is only half good enough, but we suppose that's half better than nothing.

It looks a bit dinky, but we can vouch for the Per4mer's sturdiness after a hard road test and a few major collisions. It's reasonable value at \$129.95, with Kaylee Computing the people to call if you can't find one, they're on 09 310 1692.

### Get a Grasp on Bill's Stick of Joy

They're coming ready or not... Microsoft are about to get into games in a big way. Their rip-off of Terminal Velocity (Fury3) wasn't the greatest way to enter the arena, but Bill probably fooled quite a few ill informed non-HYPER readers into thinking MS were at last taking fun seriously. Win 95 looks more promising as time goes by, but the Sidewinder range of joysticks are what we're really excited about.

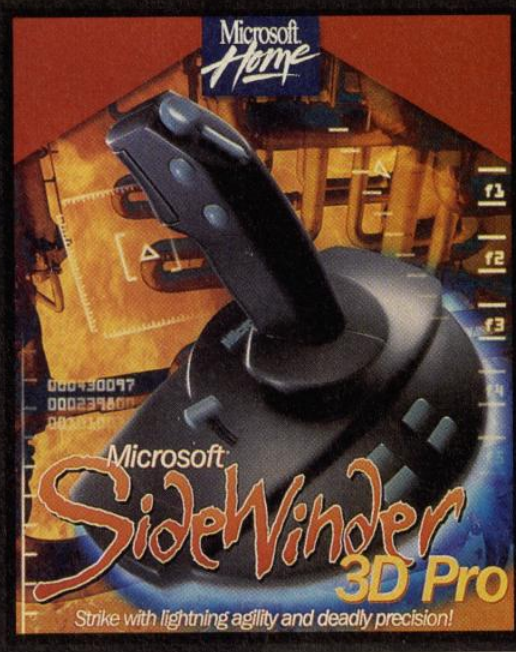
Like all good things, they come in pairs. The base model Sidewinder is your stock standard two button joystick, but includes a throttle control built into the base like the CH Flightstick Pro. At \$69 it's exceptional value. We tested it hard and can happily report that it's a durable, quality piece of injection moulded engineering. It's good and heavy too, which means it'll stay put without resorting to the usual pack and a half of blu-tack. Perfect for knockabout work and with a nice enough feel for precision flying.

The Sidewinder 3-D Pro is an altogether different beast. It looks mostly the same as the standard Sidewinder, but features innovations that are entirely new in Joystickland. Foremost is the revolutionary optical tracking. Instead of the mechanical potentiometers found in every other joystick on the planet, the 3-D Pro has little optical sensors to detect movement. This translates into more precise control; no more joystick "drift" and hopefully a longer life.

The other great leap forward is the twisting handle. This is an amazingly sensible idea and it's a bit sad nobody else thought of it before. Instead of having to fork out for expensive and necessary rudder pedals, gamers just twist the handle to achieve the same result. Rudders are damn useful for lining up tough carrier landings, strafing ground targets or turning that mech's torso without altering the direction of movement. Sure it's one more thing to think about in the heat of a battle, but the difference it makes to the way you fight is huge.

The Pro 3-D is an eight button job - which is two more than the standard Thrustmaster or CH Flightstick Pro. Look for native support for it in new games and don't panic if your game doesn't support the 3-D Pro, because it can happily emulate both the CH and Thrusty.

We think it's fantastic, but the 3-D Pro is still a little way short of perfect. The buttons seem to have been carefully placed in the least ergonomic positions and the thing has a huge footprint that'll eat up what's left of your precious desk space. Still, either Sidewinder will see you right in fierce combat and both are particularly pleasant things to wrap your hand around. Recommended.



### GAME PIRACY - a Thing of the Past?

We all know how tempting it is to simply borrow your friend's set of floppy disks and install a copy of their game on your own system. And how about CDs that simply let you copy all the files to your hard disk? Hmm. We could name a handful of top-selling CD titles that have been victim to gamers popping down to their video store, renting and simply storing on the hard disk. Just a little too tempting eh?

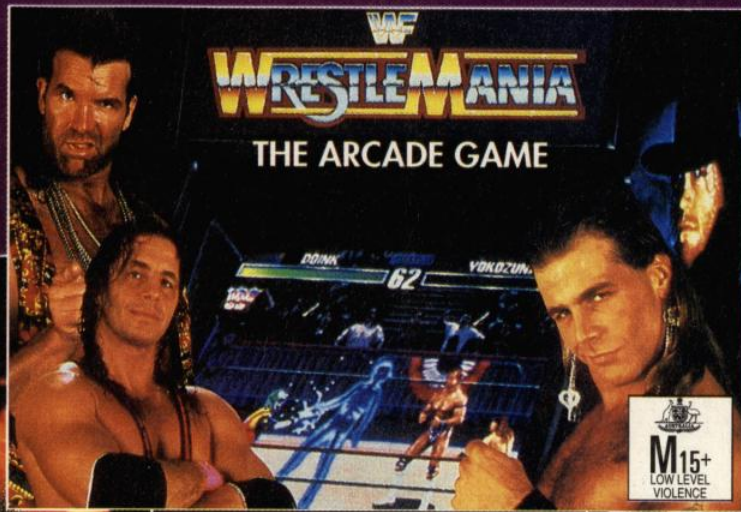
Well, as you all know this is terribly illegal and is horribly depressing for any game programmers out there who are trying to make a living out of providing YOU with entertainment. So it had to happen... Domark the game publisher has teamed up with Diskxpress to utilise a new copy protection system called Laserlock. Combining software encryption and laser marking on the CD, it means that the process is completely invisible to the user — and thus makes playing the game impossible unless the CD is actually in the drive. It even prevents you from "burning" a copy on current copying machines. Wow. That'll teach all you smarty pants.



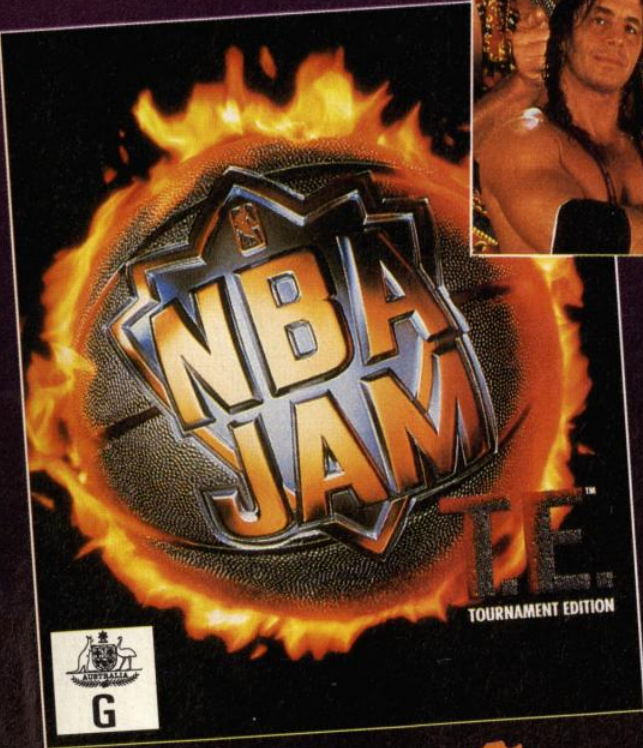
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DARK SEED II

# Overflow

A new chapter (let's call it Episode 5.5) has been created in the Star Wars saga for the purpose of becoming an Ultra 64. game. Star Wars: Shadows of the Empire was devised by the crew at LucasArts, but it's unknown whether da man himself George Lucas had anything to do with it. The game is said to be a first-person action game, with the plot dealing with the Empire's surreptitious dealings with an organised crime syndicate.

Sierra have bought commercial flight sim developers Sub Logic. Sierra plan to get serious about flight sims again, after letting the promising Dynamix fade away.

Origin have abandoned the MIDI sound format, in favour of streaming CD audio. Having game music sourced directly from the CD is a favour designed specifically for the majority of us who don't have one of the high-end MIDI capable sound cards. The bad news is that game music that transparently changes to match whatever action is taking place may be a thing of the past in Origin games.

The Saturn's internet adaptor should be ready around April/May, with an American price of around \$200. Whether it'll hit our shores is yet to be seen, but we hope it does because the device is designed for use with a network Sega are developing to allow real-time online gaming.

Creative Technology - makers of the Sound Blaster among others, have acquired peripheral manufacturer Revel. Revel make joysticks, mice, keyboards and the like, as well as a large range of Sound Blaster-compatible sound cards.

The first Mechwarrior 2 mission disk should be out now. Ghost Bear's Legacy features over a dozen new mechs, just as many new missions and the eight-player version of Netmech. Snow terrain is included, as is - get this - underwater missions!

Diamond's new Edge 3D accelerator for the PC has adaptors built-in that allow Saturn control pads to be used with PC games. This sounds like an excellent idea, considering the abysmal state of current PC control pads. But we suggest you shop around for a quality third-party Saturn pad in favour of the standard Sega unit, as it's a bit of a barker and that's being polite.

## PC Horror Story

Horror themed computer games have had a bit of a hard time of it lately, with Harvester pulled off the schedule owing to the extreme gore and Phantasmagoria banned across most of Australia. Here are two new adult horror titles due soon which look spectacular...let's see if they make it through classification...

**DARK SEED II (PC/MAC CD ROM)**  
Dark Seed II continues the unending nightmare of Mike Dawson, which began with the SPA's Best Fantasy Role Playing/Adventure Program of 1993, Dark Seed.

His struggle with the terrifying Ancients in Dark Seed nearly cost Mike Dawson his life and now he is fighting for his sanity. Mike retreats to his hometown to recuperate from a nervous breakdown, only to discover that the Ancients have returned to seek revenge on him with a diabolical new plan. When his high school sweetheart is murdered, Mike becomes the prime suspect and must clear his name before the Ancients carry out their most ingenious scheme yet for destroying mankind.

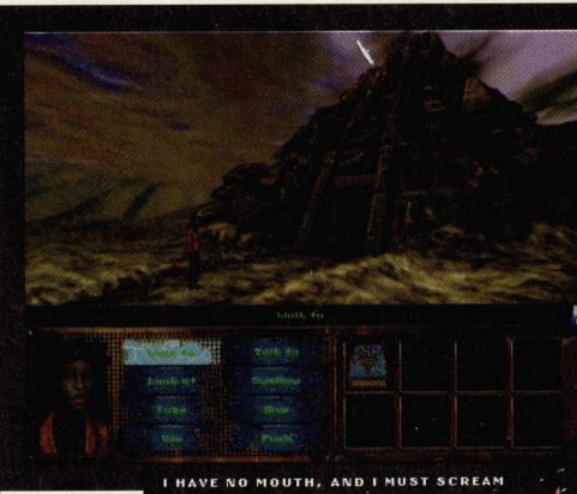
As in its critically acclaimed predecessor, Dark Seed II showcases the macabre artwork of distinguished Swiss artist H.R. Giger, designer of the horrific monster from the films, "Alien" (for which he won an Academy Award) and "Species".

Dark Seed II also takes advantage of the latest in computer entertainment technology, allowing the player to converse with the digitised voices of more than 40 characters, journey through more than 75 richly textured 3-D landscapes, and witness horrifying, edge-of-your-seat cinematic sequences. More importantly to game enthusiasts, Dark Seed II features an engrossing storyline, formidable puzzles and a fantastic universe to explore.

**I HAVE NO MOUTH, AND I MUST SCREAM (PC/MAC CD ROM)**

World-renowned author and essayist Harlan Ellison conceived, and collaborated on the design of this disturbing and innovative new game based on his famous short story: "I Have No Mouth, and I Must Scream", which is apparently one of the most reprinted stories in the English language.

This nightmarish adventure of post-apocalyptic survival allows the player to



assume the roles of five different characters to defeat an all-powerful super computer that has destroyed all of humanity. I Have No Mouth, and I Must Scream is a unique, often controversial interactive entertainment that combines mind-bending adventure with provocative psychological and ethical themes.

The five protagonists are each deeply scarred by a private history of emotional issues that emerges in the course of their adventures. Their psychological and moral choices will either allow them to overcome their personal demons and conquer the computer, or drive them deeper into emotional instability. I Have No Mouth, and I Must Scream (is not for the weak, timid or faint of heart: woven into the fabric of the game are profound ethical dilemmas dealing with highly charged issues including courage, friendship, insanity, the horrors of rape, self-sacrifice and the dark rivers of human emotion that surge beneath the civilised surface of all of us.

# MEET YOUR MAKER.

The good news is, the doctor thinks you'll live. The bad news is, his name is Dr. Frankenstein.

It's the classic Frankenstein tale reborn, with a beastly twist. Hanged for the murder of your only daughter, you awaken in a body not your own. Brought back from the dead, you are trapped in a nightmare world where the concepts of life and death blur. And in this new tale, *you* are the monster, experiencing his innermost thoughts and fears, in a story of intrigue, humanity and the timeless struggle of good and evil, man versus nature. Tim Curry, famous for the *Rocky Horror Picture Show*<sup>™</sup> and fresh from *Congo*<sup>™</sup>, will make your spine tingle as the demented Dr. Frankenstein. Complete with stunning, richly detailed graphics, realistic 3-D worlds and a cast of monstrously witty live actors, this eerily, hypnotic adventure game will leave you dealing with issues of life, death, morality and a really bad sewing job.

No wonder malpractice insurance was invented.



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**Sega Ozisoft**



## Mortal Kombat - *The Movie*

### Golden Game Hits the Silver Screen

Don't you just love that warm tingle of a feeling you get when a movie turns out to be exactly what you'd expected? No pleasant surprises, no unforeseen disappointments, just a faithful rendition of every single one of your preconceived expectations.

Mortal Kombat is one such low-risk movie. Play the game, watch the movie and if a book ever appears - avoid it any way you can.

The flick is based on the characters and dare I say, plot, of Mortal Kombat I. Shao Kahn (who unfortunately only shows his face in the closing seconds of the film), via his whip boy Shang Tsung, has arranged for Earth's finest fighters to compete in the Mortal Kombat tournament. If none of our heroes can defeat Shao Khan's lackeys, then the Earth will succumb to the evil forces of the Outworld and in all likelihood be left in a dirty great heap of rubble.

A bit of unnecessary character development in the first half establishes Liu Kang to be an honest lad with a heart of gold, Sonya Blade is a commando-type mega babe obsessed with hunting down Kano and Johnny Cage reveals himself to be a complete egotistical tosser. Our three heroes then find themselves biffing it out on a lush tropical island, highly motivated by the news that the future of the world is at stake.

The fighting scenes (the meat of the movie) are done with a pleasing blend of gymnastic style and brutal thuggery. We suspect that the actor who plays Liu Kang has appeared in several thousand martial arts movies before, such is his impressive proficiency. However we were slightly disappointed that the fireball frenzy that stamped the game

as a classic was a little sparse. Scorpion's "C'mere" move makes for a lengthy forest scene which warmed our hearts, while Sub Zero got a fair slice of the special effects budget as well. Not so impressive is Goro's slow motion stomping around. Not the most convincing four-armed giant mutant beast from hell we've ever seen.

Still, Mortal Kombat thoroughly poos on the sad Street Fighter movie and the equally embarrassing Mario flick. Don't bother looking forward to the Double Dragon movie either, as word is it's so bad that nobody wants to bring it into our fair land.

Go see Mortal Kombat. It doesn't take itself too seriously, is genuinely funny in parts and is worth it just for the scene where Sonya gets roped up to the wall while the boys fight over her.

Mortal Kombat - the Movie opens across Australia on December 26



PlayStation Update

# PlayStation



# Update



## TEKKEN™

Why bother with the arcade when you can now have the real thing at home! The long awaited release of this classic beat 'em up is now available for PlayStation in what the industry agrees is finally a true arcade perfect conversion!

The first thing that hits you about **Tekken** on PlayStation is the 3D polygon graphics environment. A great deal of detailing has gone into the appearance of the characters. This has been achieved using Namco's state-of-the-art System 11 – a real-time 3 dimensional CG system which has been jointly developed by Namco Ltd and Sony Computer Entertainment Inc. The result – 3D realism and smooth animation in a 360 degree world.

As for the fighters, all the heavies from the arcade version are doing battle on PlayStation. These include the initial eight - Kazuya Mishima, King, Jack, Michelle Chan, Paul Phoenix, Nina Williams Marshall Law and Yoshimitsu. Each fighter has its own personal strengths and weaknesses. There are a further 9 hidden selectable bosses, making it 17 playable characters in all!



**Tekken** on PlayStation also boasts a first - the first fighting game to offer a total of 4 selectable view points. Within each view the camera switches to the perspective that gives you the best action vantage point. Movement and zooming is ultra smooth.

To add to the realism of each bone crunching blow, PlayStation's CD sound quality adds to the impactful atmosphere of each battle. You can even choose between the original arcade soundtrack or the specially arranged re-recorded PlayStation version.

But overall it is the gameplay and longevity of **Tekken** that puts it in a **power league of its own**. There is an array of special moves with 10 hit combos for each of the characters and '9 hidden' bosses to discover. Once you've proven yourself good enough to battle to the end, each individual fighter has its own specific boss to defeat, before doing battle with the ultimate boss. Beware, each of the specific bosses knows your characters' weaknesses!

So prepare yourself for what is the most powerful beat 'em up for your home.

**HINT:** To help in your battle quest here's a 10 hit combo for KING

UB	U = UP	UF	RP = Right Punch
B = Backwards	O	F = Forward	LP = Left Punch
DB	D = Down	DF	RK = Right Kick
			LK = Left Kick

King 10 Hit combo: LP, RP, LP, LP, RP, RK, RK, RK, RK, LP

For further Tekken hints 'n tips call the: PlayStation PowerLine 1-902-262-662\*

## MEMORY CARD

Remember the number of times you've fought your way almost to the end of a game or found the secret levels or hidden characters of a game only to have it all wiped when you've had to unfortunately turn the machine off?

Well worry no more because the PlayStation Memory Card is here!

The Memory Card allows you to save and load game data, be it the best lap times in Ridge Racer to the hidden bosses in Tekken. Once saved you will be able to always access the information from your recorded memory card.

How does it work? Well the card requires no batteries for a start - utilising the latest in "flash" memory technology. Each card has a 15 block memory area. Each game requires a different number of blocks to record data. You will have to refer to the manual of each game to determine the necessary number of blocks required to save specific information.

It's all pretty easy. All you have to do is insert the Memory Card into the slot just above the joy pad slot. Then load up the relevant game from which the recorded information comes from. This will lead you to the menu where the information from the Memory Card can be accessed.

You can even copy part or all of the saved information from your memory card to your friends. (That's if you really want them to have your secrets!) Or swap data with each other.



So why lose it, when you can save it on the PlayStation Memory Card.

### SPECIAL OFFER:

Here's your chance to **WIN** one of three Memory Cards with the extra cars from Ridge Racer already saved. You'll have more cars to choose from! All you have to do is fill in the form below and send to:

**Ridge Racer Memory Card Competition**  
**Sony Computer Entertainment**  
 11-19 Hargrave Street, East Sydney, NSW 2010

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In ten words or less explain why you would like to win the Ridge Racer Memory Card:

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Name:.....

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I already own a Sony PlayStation Yes:..... No:.....

If you've already got a PlayStation what games do you have?.....

.....

1. Competition closes Friday, 1st March 1996. 2. Judges decision is final. No correspondence will be entered into. 3. The contest is a game of skill not chance and as such, all entries will be judged on merit



## Patlabor 2

At the turn of the century there is a labour crisis. The population explosion has caused shortages in housing and services. To meet these demands LABOURS are developed; huge mech Powersuits driven by human operators and programmed with the latest in state of the art technology. Labours are used in all aspects of the society, from the Military to civilian applications. A police division using Labour suits are also developed -the Patlabors.

The first Patlabor movie was based around a madman who set in place Global Bad Vibrations in order to send the worldwide population of labours crazy. The plot in the second movie deals with the plans of a man set on teaching Japan an objective lesson of war and peace.

Through terrorist activity starting with the destruction of a bridge, he manages to bring Japan to the brink of Civil war, and this, of course, has world-wide repercussions.

This is the best anime series that I have ever seen. It has an intensely detailed script and attention to character development that is normally indicative of a Hollywood production with its sights on an Academy award. The animation itself is unbelievable. It is so highly detailed it's as if the characters are alive; they have a life of their own.

Beautiful city backdrops and awe inspiring designs also bring the world of Patlabor to life. The soundtrack is haunting, and I shudder to think of the amount of money spent to produce this pants creaming production.

This is the best. See it - it's unbelievable.

**10/10**

DISTRIBUTED BY SIREN ENTERTAINMENT. RATED PG.

## Angel Cop

Part 4, 5, 6 & 7

It's for the safety of Japan.

At the close of the century violent terrorist activity has the "Land of the rising sun" in panic. To compensate, the Government forms the SSF (Special Security Force) to help keep law and order throughout the land. It's their



## Gunhead

In the year 2025, a great and mighty war erupted between man and machine. CHIRON

5, a powerful artificial intelligence was defeated on the island of 8JO by mankind's last hope Gunhead UNIT 507.

Part T2, part Blade Runner, all schlock, GUNHEAD is the latest live action release from Siren Entertainment. Set thirteen years after the great Robot wars, the story centres on a group of treasure hunters that journey to the now forbidden ex-warzone of 8JO. There they hope to salvage wreckage to convert into cash. However, upon arrival, things go terribly, terribly wrong. CHIRON 5, thought to have been destroyed in the last war, has been resurrected, and quickly eliminates the new invaders. Only a zany salvo mechanic by the name of Brooklyn lives, and as he battles to survive he meets up with Texas Ranger, a res-



job torture, mutilate or destroy any suspected terrorist in the neighbourhood. They cruise the streets in true Brazilian



death squad style, brandishing heavy paramilitary hardware whilst firing a few explosive rounds into anyone that doesn't agree with them.

After watching the first two episodes I was a little unsure what to make of this series. Sure, it had great animation, but the slow moving, highly complex narrative, not to mention the ultra extreme hard core fascist undertones, left an extremely bad taste in my mouth. So how do the following episodes measure up?

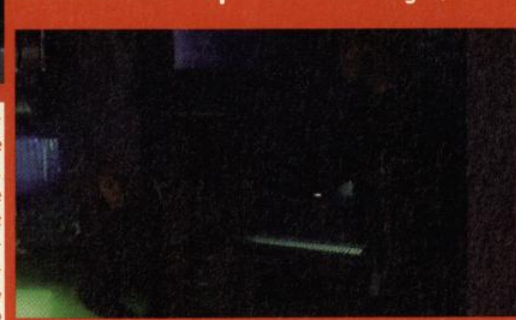
Well, the fascist undertones are still there, I'm afraid, but what it lacks in political correctness is more than made up for by the pure slickness of the production. I have to admit that this is one of the best series available at the moment, with the latest two videos leaving me in a slack jawed stupor at the brilliant and highly detailed animation, as well as its sci-fi designs and entertaining storyline.

Cyborgs, Serial Killer Psychics and ultra fascist cops battle it out for the survival of Japan and the fast buck, as almost every dangerous being alive springs from the woodwork to put the boot in. At times strangely eerie and intensely weird, this is the perfect series to watch when your thirst for blood and the bizarre needs that little extra something. Get this.

**9/10**

DISTRIBUTED BY SIREN ENTERTAINMENT. RATED MA.

urrected salvo mechanic by the name of BSergeant Nim, the sexy and extremely cheesy love interest (are you Sarah Connors?). Together they fight like dogs against Chiron; their only hope being to revive part of the salvage: Gunhead Unit 507!!!



Fully disposable and intensely bizarre, GUNHEAD is fantastic journey into Japanese schlock cinema. The acting is atrocious, the set design is a cheap cross between Blade Runner and Aliens. The plot keeps jumping like a scratched record, and the dialogue is as corny as. A fantastic effort. This is trash culture at its best. GUNHEAD will twist you.

**8/10**

DISTRIBUTED BY SIREN ENTERTAINMENT. RATED M.

## Tokyo - The Last Megalopolis

Those wacky, fun loving Japanese! The original animated version of this movie was a hoot. Weird priests defended Tokyo against a sorcerous freak called Kato, as he tried to resurrect the spirit of Masakado, the dead warrior and ghost guardian of the city. Penis shaped parasites exploded from the mouths of women, while behind closed doors brother raped sister under a sorcerous moon.

In the grand style of Wicked City and the Guyver here comes the live action version of Doomed Megalopolis..... here comes TOKYO THE LAST MEGALOPOLIS!!!

This is the plot. Under turn of the century Tokyo, a great and powerful warrior named Masakado is buried. Dead for a 1000 years, it's rumoured that the spirit of this great warrior of old is the ghost guardian of Tokyo. As the town planners scheme to make Tokyo one of the best cities in the world, up rocks evil Kato in full Bad Boy mode. It's his plan to cleanse Japan of the eyesore that is Tokyo, and to do this he plans to awaken Masakado!

It's always a pleasure to watch a film made outside of Hollywood. There's always a more theatrical feel to the movies, more blood, guts and grease off the rod. Tokyo the Last Megalopolis is a weird introduction to Japanese Horror cinema. Its got that beautiful disposable feel to it, blended with the tackiness of a stage production. The back of the video cover touts that Tokyo the Last Megalopolis is a "Brooding Gothic nightmare, and a terrifying glimpse into the world of Japanese horror". Yep. Not very scary though.

**7/10**

DISTRIBUTED BY SIREN ENTERTAINMENT. RATED M.



# charts

## HYPER'S GAME CHARTS SUPPLIED BY HI-TECH WORLD

### MEGA DRIVE

1. NBA Live 96
2. Dune 2
3. Triple Play Baseball
4. Micro Machines 96
5. Mortal Kombat 3
6. Road Rash 3
7. Star Trek: Next Generation
8. Fi World Championship Edition
9. Sonic & Knuckles (Gold)
10. Shadowrun

### SNES

1. Theme Park
2. Yoshi's Island
3. NBA Live 96
4. Mortal Kombat 3
5. Killer Instinct
6. NHL 96
7. Chrono Trigger
8. FIFA Soccer 96
9. Jungle Strike
10. Final Fantasy 3

### IBM CD ROM

1. Command & Conquer
2. Need For Speed
3. Crusader: No Remorse
4. Fade to Black
5. Werewolf vs Comanche
6. Mortal Kombat 3
7. Mechwarrior 2
8. LucasArts Archives
9. Apache Longbow
10. Wing Commander 3

### 3DO

1. Bladeforce
2. Wolfenstein
3. "D"
4. Hell
5. Daedalus Encounter
6. Flying Nightmares
7. Space Hulk
8. Drug Wars
9. Mad Dog 2
10. Need For Speed

### PLAYSTATION

1. Toshinden
2. Destruction Derby
3. Wipeout
4. Ridge Racer
5. NBA Jam T.E

### SATURN

1. Shin Shinobi Den
2. Virtual Hydlide
3. Bug
4. Panzer Dragoon
5. Daytona USA



# Have you got the Ballz?



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- And More.....

### Playstation

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### Hexen Cheat Codes Illustrated

Not sure how to remember the new, wacky Hexen cheat codes? Try associating some of them with faces. We're only doing this because we like you. :)

Face:					
Demo:	<b>BGOKEY</b>	<b>CRHINEHART</b>	<b>BRAFFEL</b>	<b>EBIESSMAN</b>	<b>PMACARTHUR</b>
Retail:	<b>SATAN</b>	<b>NRA</b>	<b>INDIANA</b>	<b>DELIVERANCE</b>	<b>Unknown</b>
Cheat:	God mode	All weapons	25 of each item	Pig mode	Version info

**VIRTUALLY REALITY**  
Freak boy Eric Scroger has been making his fully rendered 3D cartoon, Virtually Reality for quite some time now. Here's a guy with a sick sense of humour and some seriously good skills with computer graphics. The page is regularly updated with a new cartoon and you can browse through all his past creations. Do yourself a big favour and have a geez at:  
<http://www.onramp.net/scroger/vreality.htm>

**YOUTH CULTURE ON THE NET**  
Get spanked! If you're even vaguely curious as to what American kids get up to, then browse through Spank, an online 'zine all about the celebration of being a teen and its associated troubles. You can even leave a "tagging" of 25 words or less for others to read. eg. If convenience stores are open 24 hours a day, 365 days a year - why are there locks on the doors?

**GIZMOS**  
The Gizmo page at <http://www.iglou.com/gizweb/> has some detailed reviews of the 32-bit games machines, CD-ROM games and Virtual reality. If you want to get all the specs and see what the industry thinks, then this is a great source of information.

"Net Trawlin' across the universe"...well, cyberspace at least. This month sees the departure of our internet guru Roger Holton and the introduction of regular **HYPER** freak **BLIOT FISH** to guide us through some interesting and some not-so-interesting web sites...

Though it's all very American based, and a bit suspiciously conservative, it's well written and you can even apply to become a writer for the 'zine if you wish. Check it out at:  
<http://www.cadvision.com/spank/>

**HEXEN STUFF**  
All you Hexen freaks to be should definitely wrap your eyes around WaRRioR's Hexen Page at:  
<http://users.mwci.net/warrior/hexen/hexen.html> for some great screenshots, cheats, the Hexen FAQ and more links to Hexen related things. There's a huge selection of Hexen WADS too, so get to it! Or if that's just a little too serious for you, then why not drop into the Wacky Hexen Page at: <http://www.zensoft.com/Raven/Hexen.html> for a good laugh. Have a look at Hexen Recipes, the illustrated cheat codes or the page of Hexen Finishing Moves. In particular, I love the walkthrough they give you for level one. Sick puppies! If you don't believe me, simply look up the web page yourself. Oh! And you must remember to ask the Hexen Answer Wizard a question - the responses are ridiculous!

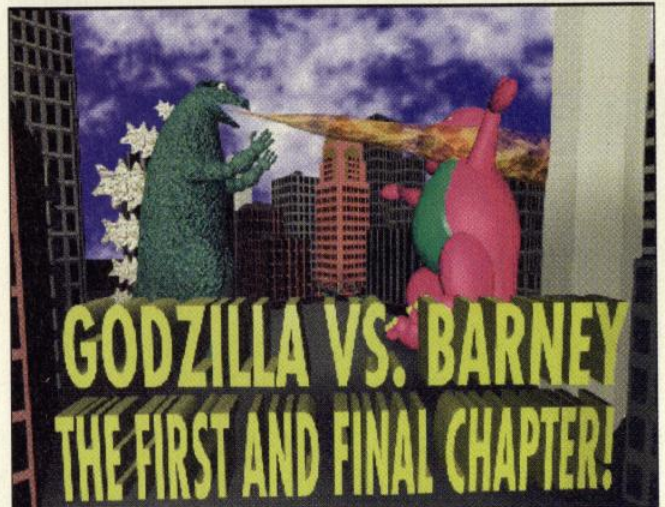
**MORE 3DO**  
Here's an unofficial 3DO homepage that has MPEG movies and audio samples of 3Do games. What a great idea. There are also cheats and codes, magazine articles and links to other good 3DO pages. It even has news on the M2.  
<http://tss.ca/hans/3do/3do.html>

**DIGITAL NOSTALGIA**  
This web page is dedicated to all the classic video games - Lunar Lander, Adventure, Pacman, Space Invaders etc. The games that started a revolution. You can download shareware versions of almost all the classics, but it's for PC only. If you want to see what great gameplay is... check out some of these great games at: <http://www.umich.edu/sloane/games.html>



**VIRTUALLY REALITY**

© 1994 ERIC SCROGER  
scroger@onramp.net

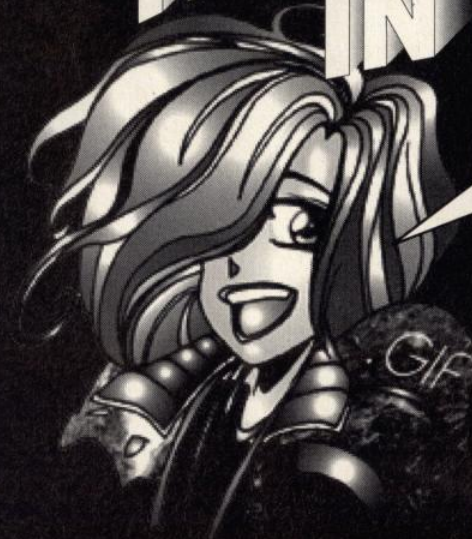


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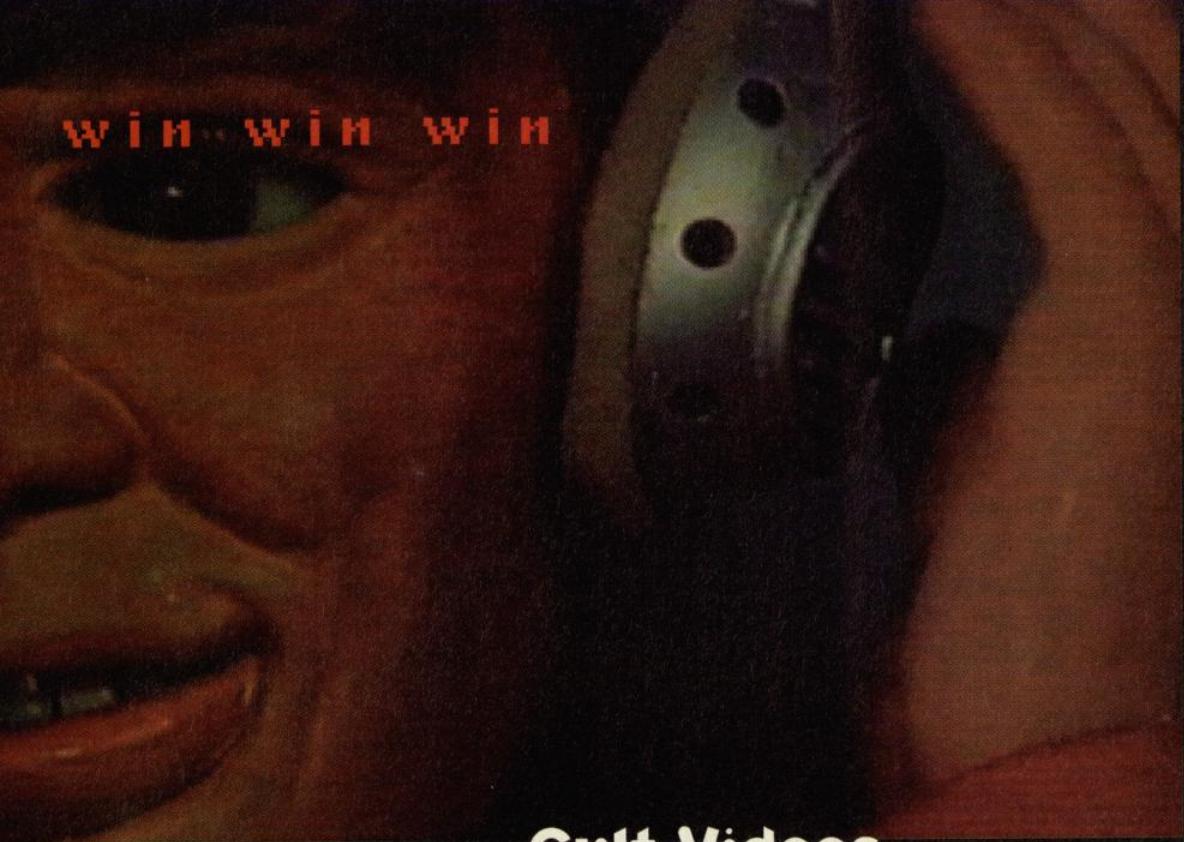
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Conditions of Entry. Entries must be received by last mail on the 31/01/96, entries received after this date will not be eligible to enter. Entry is open to all kids aged 14 years and under who are Australian residents and have completed the Reply Paid Card enclosed in Sega game boxes. Winners will be drawn at random on 5/2/96 at 9.00am by the promoter Nickelodeon, Wharf 8 Pyrmont NSW 2009 ACN 071 493 340, and published in the public notices of The Australian on the 7/2/96. Permit No. NSW TC95/5754, NT NT95/2005, ACT TP95/2332, SA T447.

win win win



## Cult Videos

If you're the sort of person who's up at the crack of dawn (no doubt to indulge in some healthy carrot juice and a jog around the block before tackling the day ahead), then there's no question that you've experienced the high-class drama of the superb Thunderbirds. Their acting may have been a little wooden, but "Marionette-vision" has become firmly entrenched in our subconscious.

However, the Thunderbirds was not the only sci-fi puppet show on TV... there was also Captain Scarlet - Revenge of the Mysterons, the Amazing Adventures of Joe 90 and the Incredible Voyage of Stingray. We highly recommend that you experience these lesser-known classics in the Thunderbird tradition. To win a video of each of the above mentioned three minor-classics (you get Volume 1 & 2 of each show, thanks to Polygram Video), simply answer this simple question..

**What's a healthy, early-morning drink?**

Write your answer on the back of an envelope with your name and address and post it off to  
**CULT VIDEO COMP, HYPER, PO BOX 634, STRAWBERRY HILLS NSW 2012**

## Stonekeep

At last! it may have taken five or so years for interplay to bring us Stonekeep but the wait is finally over and it's a great looking RPG which should appeal to all dungeoning & dragoning, hack 'n slashing, might 'n magicing computer game players.

Thanks to the excellent guys at Sega Ozisoft we've got 5 copies of

the game to throw to suitably motivated readers. Answer this question:

**What style of game is Stonekeep?**

Send entries to: **STONEKEEP COMP, HYPER, PO BOX 634, STRAWBERRY HILLS NSW 2012.**



## Balls in Space

Last issue we told you about the Spaceball Avenger, the excellent new 3D controller that was thought up right here in Australia. If you want to play 3D gaming well then you need one of these. Once you're used to turning a sphere rather than pulling on a stick, you'll probably never want to go back. The Spaceball comes with built-in support for such games as Doom, Heretic and Descent and native support for new games looks assured..

To win this very sexy and quite revolutionary new controller answer the following:

**Where was the Spaceball invented?**

Answer on the back of an envelope and send to  
**SPACEBALL COMP, HYPER, PO BOX 634, STRAWBERRY HILLS NSW 2012**

## Time to Get Wet

Wetlands, which comes from New World Computing, is a rather spunky looking shoot 'em up thing for your PC CD ROM. But it's far more than just a shoot 'em up as the animated cut scenes rival Full Throttle in the cool stakes. The story's quite a good one too...

Thanks to Australian distributors Directsoft, we have two copies of the game to give away. If you want to take a deep breath and submerge yourself in the damp world of Wetlands all you need to do is answer the following question:

**Which company is responsible for Wetlands?**

Send the answer plus personal details (no, not THAT personal!) to **WETLANDS COMP, HYPER, PO BOX 634, STRAWBERRY HILLS NSW 2012.**



## Winners

### ULTIMATE PLAYSTATION COMP

**Well we were seriously buried in entries and a big thank you for the thousands and thousands of you who entered. There can only be one winner however...hang on, there are two winners!!!**

Lee Jenkinson from Armidale in NSW

Han Keong Tan from Eastwood in NSW

**Congratulations guys! You'll be playing with your new games on your new PlayStation on your new remote control TV real soon! Thanks to Sony for organising such a hot comp.**

### BURIED IN TIME

Michelle Shillingsford (SA)

Stuart Jones (NSW)

John Richards (Vic)

Frank Howard (NSW), Vincent Lu (QLD)

### SEGA OZISOFT SUPERKARTS COMP

**Go-Kart:** Peter Still, Carlingford NSW

**VFX-1 Headset:** Ian McMullan, Fairview SA

**Virgin game:** Sam Burus, Mark Martin,

Malcolm Cook, G. Treven, Mark Alexander,

Mark Hatton, I. Mac Elroy, Adam Griffiths,

John Craddock, Paul Wacle, Ryan Little,

Darren Martin, Mark Ranger, Andrew Graham,

G. Tarsownik, Brendon Dempsey, Stefen Vuens,

Mark O'Leary, Dallas O'Connor, Ipkee Au,

Andrew Fisher, Darren Patterson, Ben Zappala,

Jason Connolly, Rob Petersen, Jarrod Smith,

Shaun Atlo, J. Lans, Frantz Landsraff, David Warby.

### RAD BOARD

John Thompson (NSW)

### Zoop T-shirts

Lenny Ward (Vic), Enzo Tomaino (Vic),

David Thring (SA), Bean Smith (WA), L. Fisher (Vic),

Karl Feurreiter (SA), Alexander Dzajkoski (NSW),

Paul Marciano (WA), Daniel Faccin (NSW),

Gavin Green (Vic).



# Mission Critical

PC CD ROM

AVAILABLE: DECEMBER

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: LEGEND



Mission Critical is a huge space adventure epic of interactive movie proportions sprawling across 3 CDs. You are cast as the sole survivor of a starship-wreck, rescued by the battlecruiser USS Lexington. On board you find that the captain of this vessel is none other than Michael Dorn - who plays Worf in Star Trek: The Next Generation. This might give you a clue as to what to expect from the rest of the game. It is, for all intents and purposes, a Star Trek game despite not bearing any official endorsement.

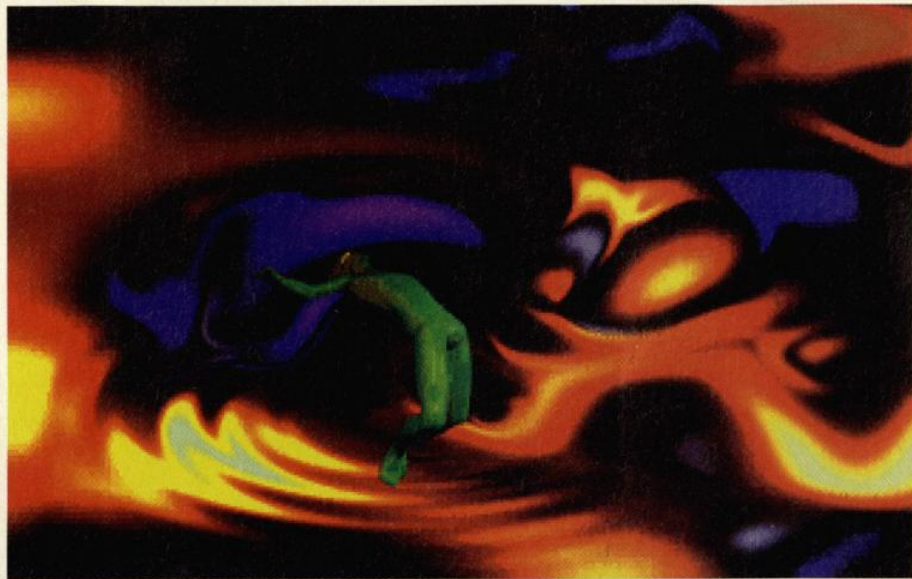
What follows is an adventure (with some space combat sections to break things up a bit) dealing with such pressing social issues as time travel and what, indeed, does it mean to be human?

Mission Critical boasts impressive use of FMV with Dorn and co-star Patricia Charbonneau displaying a subtlety unique to these "new generation" film/games. The actual gaming screen themselves, employing as they do a Buried In Time style 3D world (but with a much larger viewing window), look equally as good.

All in all, this is definitely shaping up as a title to keep an eye out for. We'll let you know whether it really does go where no one has gone before very soon.



Engineering



# Ripper

PC CD ROM

AVAILABLE: FEBRUARY

CATEGORY: INTERACTIVE MOVIE

PLAYERS: ONE

PUBLISHER: GAMETEK

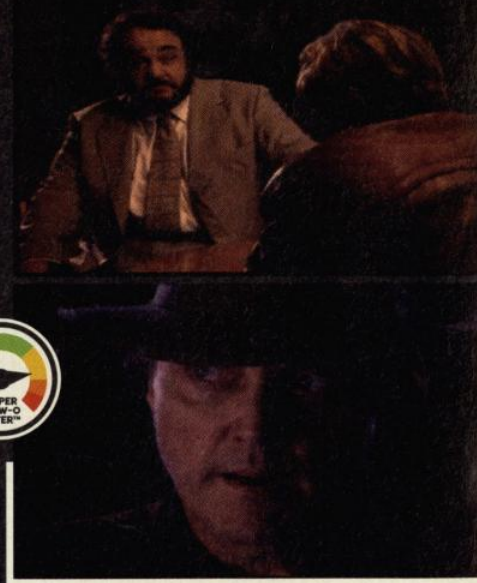


Jack the Ripper is back and someone's let him near the kitchen utensils. The year is 2060 and a rather unpleasant serial killer is prowling the streets of New York slicing, dicing and julienning his way around the tourist hotspots of that fair city.

Ripper is a four CD interactive movie epic from Take2 software, with more stars than the Oscars and a bigger production budget than Waterworld (OK, OK we're exaggerating), boasting "arcade style combat". Whether this refers to one on one beat-em-ups like Mortal Kombat or the long queues to get onto your favourite game we're not quite sure.

Ripper has an amazing line up of actors to help tell its story; Christopher Walken (Batman Returns, Pulp Fiction), John Rhys-Davies (Wing Commander 3, Indiana Jones), Burgess Meredith (Quack, quack quack quack - the Penguin from the Batman TV series) and Karen Allen (Starman) to name but a few. The player acts through the character of Jake Quinlan (why do they always have these boxy names?), a crime reporter for Gardening America who must follow the murderers trail through the "nether-regions of cyberspace" and hopefully the nether-regions of

his female co-stars as well. Stopping him before he kills again is naturally what it's all about. There are four different endings to Ripper along with various plot twists and puzzles which evolve as you go, for that added feeling of control that we know you all want. Could be good, so we'll keep you posted.



# get sucked in by BERMUDA SYNDROME



AVAILABLE ON  
PC CD ROM  
JANUARY 1996

# Zero Divide

PLAYSTATION

AVAILABLE: FEBRUARY

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: ZOOM



For those of you blessed with the power of the PlayStation, Zero Divide (it may receive a different name for local release) will certainly raise your blood pressure if you're into superbly rendered giant 3D mechanoids, beating each other to pieces (literally), surrounded by awesome backdrops, and accompanied by a pumping soundtrack. Although much along the same lines as the killer titles Tohshinden and Tekken, Zero Divide is different enough to make its own mark, with super smooth character movement and the option of altering the combat camera, number of rounds, how points are scored, combo key configuration and a host of other dandy little features.



Executing moves is more complex and individual than the other two titles, which only increases the game's staying power, and because you're up against bizarre multi-limbed opponents, there is an enormous variation in the style and type of attack, which is certainly a breath of fresh air.

As you can opt to use any of these beastly mechs, two player combat becomes an addiction. It's not only due to the greater skill involved, but with the exception of two characters the combat is totally hand to hand; forget the flashy sword work or fireballs, it's just pure metal-munching one on one combat.

Yes, we know it sounds on the borderline of divine, however there are some nice 'n' juicy faults as well, which we assure you we will expose in our full review. So you'll just have to hold back your excitement for the full shakedown next issue- that is, if we can pull ourselves away from it long enough to write the damn thing.





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## Shannara

PC CD ROM

AVAILABLE: DECEMBER

CATEGORY: RPG

PLAYERS: ONE

PUBLISHER: LEGEND



All those RPG fans out there who were disappointed by the dreadful *Dungeon Master 2* (we're still trying to recover), would no doubt have let slip a broad smile upon reading the name of this title.

*Shannara* is a monster of a game, based upon the best-selling *Shannara* series of fantasy novels written by Terry Brooks.

The game is an RPG, obviously, and while it takes much from the magical world created by Brooks it does not follow any particular storyline

from the series. Hence you don't need to have read the books to understand the game. Phew. Brona, the Warlock King and very nasty piece of work, has returned from the dead to wreak havoc throughout the Four Lands. Somewhat inconveniently, the once mighty Sword of Shannara (the only way to stop Brona) has been smashed to bits. The player has to recover the pieces of the Sword, restore it, then rid the Four Lands of Brona. And make it for good this time.

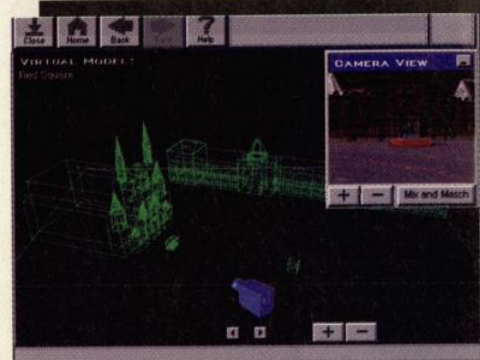
The demo we saw had glorious SVGA scenes aplenty, loads of pretty rendered beasties (horrible gargoyles and giant spiders to name but two), some nice flying over forests and mountains sequences, but not many actual in-game shots. Though there were a couple that looked suspiciously like *Dungeon Master 2* except with far better graphics. Legend promise there'll be full speech for every character you meet as well as a copy of the first *Shannara* book, *The Sword of Shannara*, in the box.

Here's hoping that *Shannara* will go some way to restoring our faith in RPGs.



## Spycraft: The Great Game

PC/MAC CD-ROM



AVAILABLE: DECEMBER

CATEGORY: STRATEGY/ADVENTURE

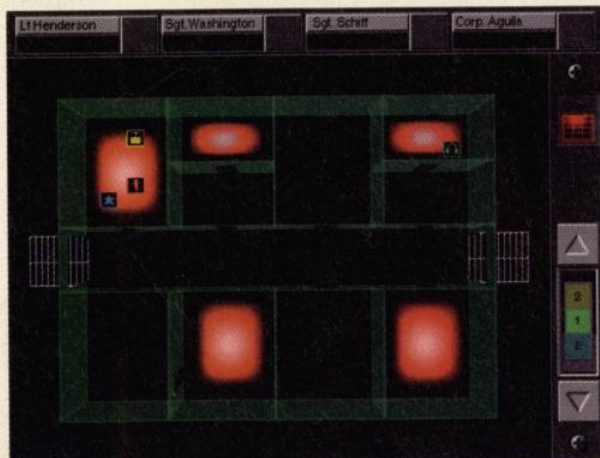
PLAYERS: ONE

PUBLISHER: ACTIVISION

If you've ever been even vaguely interested in what goes on behind closed doors with today's world powers, then *Spycraft* is set to totally consume your every waking hour. Its deadly brew of international espionage and assassination plots will have you perspiring until all hours of the early morning. Of course, if politics and subversive government manoeuvres bore you stupid, just think of the fast cars and cool disguises. Hey, you get to play with high-tech weapons too!

One of the most impressive aspects to this CD-ROM thriller, is the fact that it was made with the co-operation and collaboration of William Colby — a former Director of the CIA, and Oleg Kalugin — a former Major General of the KGB. With big wigs like this behind the design of the game, it can only be one of the most accurate, involving and revealing Spy games of the century. We hope. Of course, Bill and Oleg could have sat around eating doughnuts, just nodding their heads at the programmers — "Chomp. Chomp Gulp. Oh, hey, yeah that looks nice - it moves! Computers, eh? Pass me a beer, Oleg. Chomp. Chomp." Hmmmm. But from what we can see, the game looks very well put together.

Combining video footage, 35mm film, still photography and stock CIA footage, you'll really be putting in the hard yards to nut out the clues and avoid detection from your faceless enemies. You'll be performing all the usual spy duties — intercepting radio frequencies, satellite photos, searching through data bases and even tracking agents with your 007-like gadgets. The game also boasts a simulated internet, with "real time" online communication with one of your agents. Everything from strategically commanding special forces to going undercover yourself, should prove to be a fully rewarding experience. It looks like an amazing amount of detail has gone into the production of this top-quality thriller. Just wait for the coded transmission from HYPER for go ahead.



#3



Behold the  
 ravenous beast.  
 Born of  
 man and horse.  
 Poured from  
 earth-blood.  
 Cooled by night  
 And terrible  
 in his swift rage.  
 -Scih

  
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# Captain Quazar

3DO

AVAILABLE: DECEMBER

CATEGORY: SHOOT 'EM UP

PLAYERS: 1-2

PUBLISHER: STUDIO 3DO



Arcade style classics are a console's bread and butter. If you can create that flashy yet simple game that'll get the kids hooked and keep 'em coming back for more (merchandise, sequels, Saturday morning cartoons etc), yet retain enough devilish black humour to appeal to kids of any age, then you just may have a winner. Enter Captain Quazar, a lantern jawed space hero (of the old school) with a very large gun and a very large urge to use it. An isometric shoot 'em up that appears to have a lot going for it, even at demo stage. One mission was playable, a pretty basic "blow things up in style" assignment, but even in this embryonic state it's heaps o' fun. Lots of spirited action and a noisy soundtrack with demented music and some funny speeches. With the addition of a two player mode (enter Captain Pulzar) and with eight (apparently) huge worlds to explore, Captain Quazar would appear to be a very strong contender indeed, let's hope they're not serious about the "Captain Quazar Rap video" that apparently accompanies the game.

# Police Quest 5: SWAT

PC CD ROM

AVAILABLE: NOW

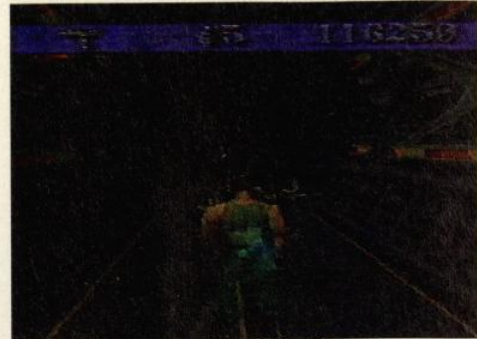
CATEGORY: ACTION/STRATEGY

PLAYERS: ONE

PUBLISHER: SIERRA

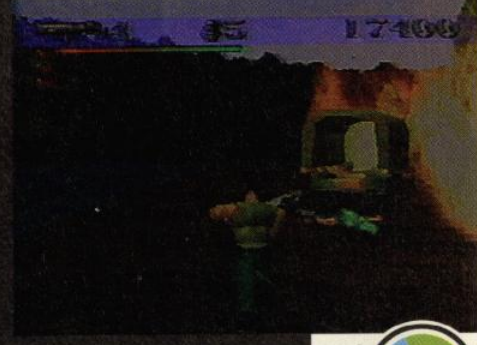


Nothing quite matches the feeling we get when a new game defies classification. Most games are comparable to at least something we've seen before, but Sierra's Police Quest SWAT breaks the proverbial mould in ways that are mildly earth-shattering. It's a simulation of life in an American SWAT (Special Weapons And Tactics) team - as you may have worked out. Being a Sierra product, it's a feast of high res. photo-realism and funky FMV. The "Police Quest" in the title doesn't mean SWAT is the next in the perennial adventure game sequence, instead it's more of a lateral departure from the norm, with the fact that it's Sierra, a law enforcement game and is the work of Daryl F. Gates to justify the normally dreaded "Quest" word. For those unfamiliar with the career of Daryl Gates, his resume includes running the L.A.P.D at the time Rodney King copped his world famous walloping, in addition to providing the guiding light for Sierra's previous Police Quest 4. What we didn't know, is that Daryl (can we call you Daryl, sir?) is the "originator of the SWAT concept". We suppose that with these seemingly impeccable qualifications the game will be a meaty treat to play. Intensive training in teamwork, weapons and tactics kick the game off, with a variety of missions following if you cut it. The action looks as hot as fresh toast, with a huge set of orders for you to dish out to your team in the heat of an operation. The daily grind includes fun stuff like long range sniping of hostage-holding thugs and surprise busts (not Pam's) with weapons ablaze. It's Sierra, it's a quest and contrary to expectations, it's wildly different. We're more than a little curious to see the finished product, so when we do we'll give you a full debriefing.



# Lone Soldier

PLAYSTATION



AVAILABLE: JANUARY  
CATEGORY: ACTION  
PLAYERS: ONE  
PUBLISHER: TELSTAR



It was a HYPER moment. We were as blown away as the carnage the little on-screen dude was causing. So smoothly did the action flow, so rich were the graphics, so simple was the recipe - such pure good time ultra-violent action stirred feelgood emotions not felt since our first sighting of the four-letter "D" word. This isn't a first-person perspective view though, so a better comparison is that Lone Soldier is more of a 3D Cannon Fodder. A large and detailed world is where you'll rampage your dude, wasting anything in sight, moving or otherwise. The way the commando and his world moves must be seen to be appreciated. Da man struts around believably and breaks into a trot when you need him too. All the while the perspective and viewpoint spins around furiously, but it's never confusing or painful, just a highly entertaining way of imparting a little tactical awareness. The point of it all is to bugger the plans of some bad people who have made off with a big missile that was stamped "Property of the U.S.". All manner of obstacles stand in your way, and there are two solutions for each little problem you face - blow it up or shoot it. Four tools are provided for these jobs, the Uzi, an Assault Rifle, a Rocket Launcher and ae Flame Thrower. Lone Soldier looks pretty damn cool and we're looking forward to doing a full review as much as you must be of reading it.



# PlayStation™

# Sports Power

## ESPN Extreme Games™



3D texture-mapped extreme action. Race on roller blades, skateboards, mountain bikes or street luge. 6 tracks. 2 player split screen. Instore Summer '98

## Actua Golf™

Ultra realistic 3D environment. Multiple player options. Multiple camera angles. Fully commented. Instore Summer '98



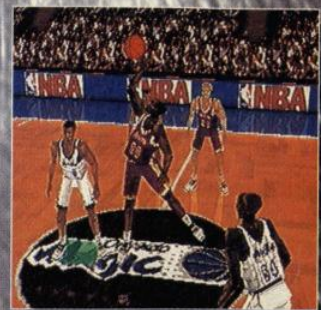
## Actua Soccer™



Use revolutionary Interactive Motion Technology™ for 3D realism. 44 real international teams. Full team edit facilities. Instore Summer '98

## Total NBA '96™

Multi-player, ultra realistic 3D hoop fest. Stunning graphics and player responsiveness. Square off against the best in the NBA. Instore Summer '98



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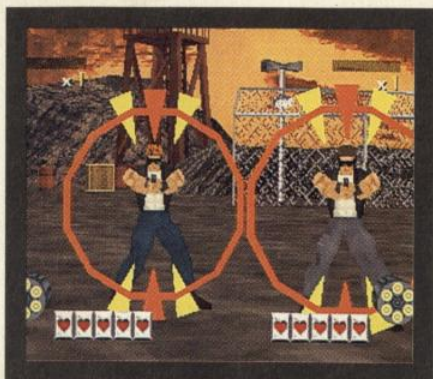
## Virtua Cop Saturn

AVAILABLE: DECEMBER  
CATEGORY: SHOOTING  
PLAYERS: 1-2  
PUBLISHER: SEGA



We've been a bit harsh on the Saturn recently, but the quality of these screenies truly shook our waning confidence in Sega's 32-bit box. More than a few passers-by simply refused to believe these images came from anything less than the full-blown arcade machine, but we promise you they truly are the Saturn version.

Buyers of this most lush looking conversion get a plastic gun in the box as part of the deal. A good thing too, as playing shooting games with a control pad sucks in the biggest way possible. Speaking of which, a beta version of the game arrived in the country at the last possible minute before HYPER's deadline, so we muscled into Sega's office and demanded a play. Naturally we got what wanted, but the gun wasn't ready at the time so we were forced to perform our bloodletting with a control pad. The experience wasn't as bad as we expected, but with a gun it'll be a trillion times better. Our brief session showed Virtua Cop to be almost as smooth, nearly as detailed and entirely as bloodthirsty as the arcade shooter. What we can't vouch for at this early stage is how faithfully the console version stays to the arcade game's levels. A practise shooting gallery (which we didn't see) is apparently part of the Saturn game, so there's at least something to set it apart. Get set for the full review next issue.





## Marvel Super Heroes

CAPCOM



Capcom, the parent company of the irrepressible Streetfighter has rejuvenated the beat 'em up genre by allowing us to fulfil our fantasies of being big and green or wearing your undies on the outside or entwining someone in a massive spider web. So exit reality and let the battle begin.

The wonderful world of Marvel has been recreated to the tiniest detail, with even the end of round insults being cutting and ego deflating. Highly rendered characters flow smoothly over a variety of traditional background battle locations - science lab, fiery hell, cityscapes. But you're not playing this game for the journey but for the learning experience. Every character - be it Spiderman, Captain America, Iron Man, Hulk, Wolverine, Magneto, Psylocke, Shuma Gorath, Blackheart or Juggernaut have very individual forms of attack. Mastery of manoeuvres comes only with parting with your hard earned cash or by being a natural superhero. Unleashing an in air combo using the Streetfighter joystick/button setup (kick/punch- soft, medium, hard) will take a little getting used to as experimentation will end in the best results and maximum battle damage to you opponent.

Gems are an interesting addition and give the character a short burst of either: Time, Power, Reality, Space Mind or Soul; which in my humble opinion can be carried on into real life. I mean, if a hippy chick can give me a rock and tell me it will improve my wisdom, then why can't a gem give you some Space Mind? In any case, the gems work in this way. If you have a 'power' gem, by utilising it you have increased power for a limited duration. Gems can also be stolen from your opponents and used against them (ha ha).

Another unworldly quality is the use of 'infinity power'. When the special infinity power gauge reaches max, a few twiddles of the joystick and button pressing combo will have your character doing a hell manoeuvre on your opponent. A tip- whilst summoning 'infinity power' a character is at his/her most vulnerable. This is when it is time for a combo air strike, followed by your own infinity power attack, which should see your opponent take a dive.

Futuristic sound effects and war cries dominate the game's soundtrack. Unfortunately, most sound effects are often lost in the cacophony of noise that is an arcade parlour. In many overseas arcades, this problem is dealt with by providing headphone jack ports which is what this game in particular is literally crying out for.

Marvel Superheroes is a great game and you shouldn't let it go by without experiencing it. Especially when Dr Doom is awaiting punishment as one of the final stage bosses. So power up dudes and take the trek to the arcade today.

× × × ×

## Ridge Racer

And you thought that racing car simulators couldn't get better. Hooking up with Namco's Ridge Racer, Mazda have decided to supply a real car for that extra realism (well, they did for Sydney's Pitt St Timezone anyway). Although the car doesn't lurch skid and (most unfortunately) crash, it does make one think of driving more radically in real life. This is a good thing. If you're around Pitt St in Sydney then check it out. Make sure you've got \$ on you though

# Virtua Cop 2

SEGA

"Go ahead, make my day... and you hiding behind that garbage bin - make my day, and you - yeah, you over there- you can make my day as well".

Trying to cheer yourself up after having a tough day has now never been so easy. All you need is a quick dose of Sega's latest arcade game - Virtua Cop 2.

There's been a jewel heist. A massive gang of ruthless thugs have just ripped off thousands of dollars worth of jewellery. You enter the store only to find killers hiding behind counters and you're fortunately/unfortunately crazy enough to

hang around for an intense shoot-out.

This is about where the differences between Virtua Cop 1 and Virtua Cop 2 begin. For a start, far more accurate shooting is needed, especially as now there are more snipers to contend with. Civilians seem to pop up everywhere, so beware of the obvious places where they might find shelter.

Bullet distribution has to be kept to a minimum as very precise aiming and timing must be made throughout the game to pick off bad guys one by one. In other words, extra coolness is needed as opposed to just blasting away. End of round bosses are far tougher and include jetpack wearing dudes making out like angry insects, except they're armed with guns.

There are three levels of action (easy, medium, hard). The first is called 'Car Chase' in which you chase a gang of jewel thieves through a city on foot and (obviously) by car. The second has been named 'Save the Mayor' where your battle continues on-board an ocean liner. Scene three takes place in the city subway train system - 'Rail Line Shootout'.

After completing all three stages of this metropolitan shoot-fest there are two bad guys to contend with. One thinks he is a tank, the other thinks he is a fly (another jet pack guy).

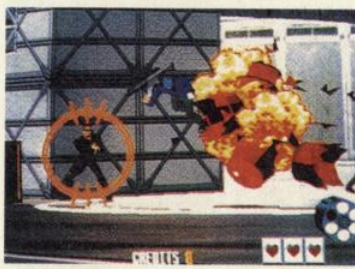
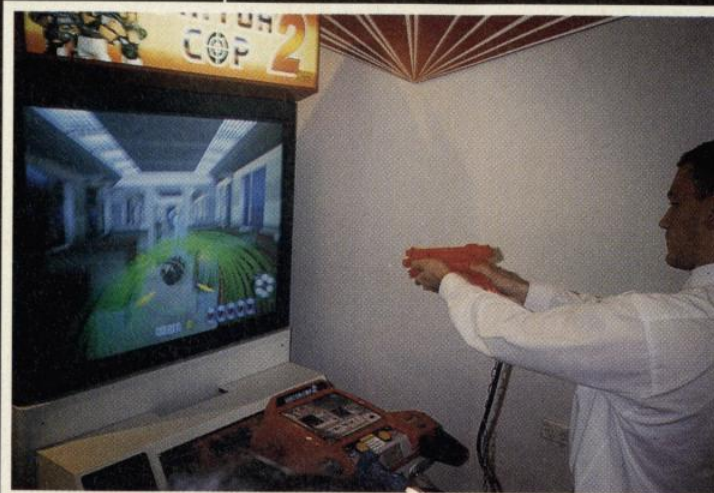
The soundtrack is unfortunately pretty snazzy but as long as there is the constant BLAM BLAM! sound then you can overlook this minor hitch.

Graphic quality has been enhanced slightly with the characters seeming to be less blocky as well as having greater background detail. Many gangsters merge with the background due to colour selection so always look for that glowing green target which surrounds each enemy gunman.

Another tip is to look for extra weapons that are hidden behind fixtures, such as computer consoles, TV screens and cooking implements.

All in all, the new Virtua Cop is a great adventure and far more challenging than the first. A definite must for gung-ho gun freaks.

✕ ✕ ✕ ✕



# PlayStation™ Arcade Power

## Tekken™



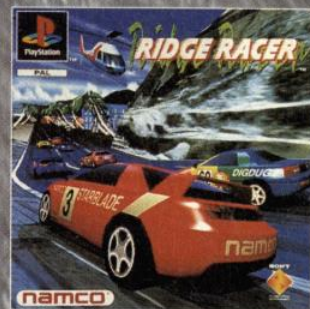
The most powerful beat 'em up yet. Perfect arcade conversion with added features. 360 degree, 3D real-time power action. 8 characters, 8 bosses, secret moves and hidden characters! Instore Summer

## Mortal Kombat 3™

The classic is back! Boasting many firsts including seven new warriors for a total of 14 characters; "Kombat Kodes" an encryption system that unlocks secret powers and a new "run" button for faster, more intense play. The best get better! Instore Summer



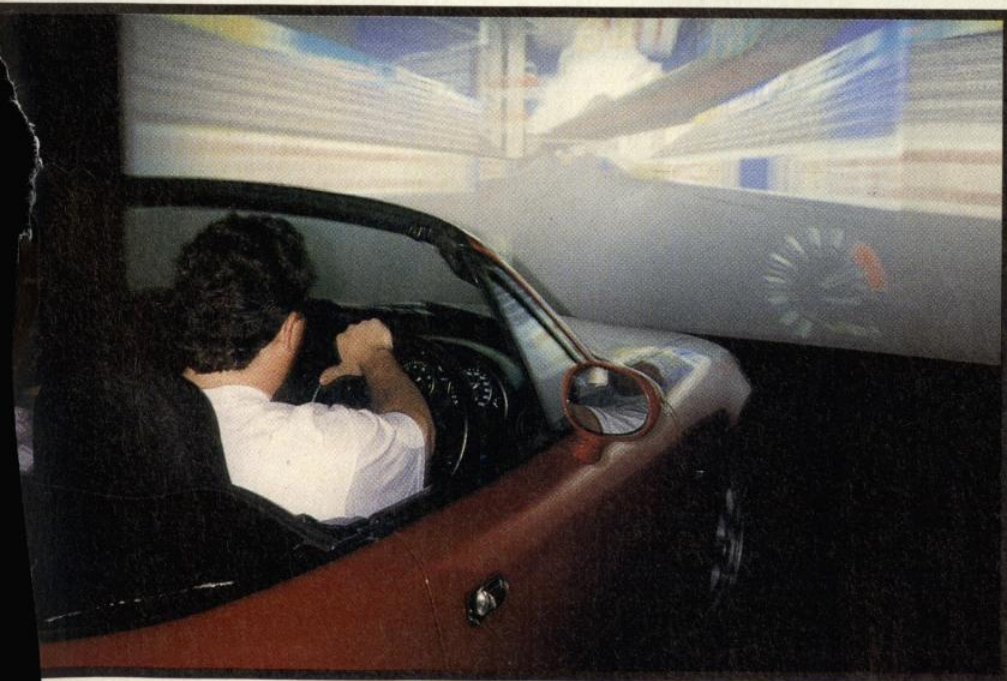
## Ridge Racer™



Take the driver's seat in this exhilarating adaptation of the arcade mega-hit. Up to 13 different cars, 4 routes & 8 races. 3D rendered graphics, arcade quality sound and gameplay. Go Ridge Racer! Instore Now

## Air Combat™

All action flight sim, mixes a very realistic 3D engine with addictive and ultra playable gameplay. Choice of a dozen high performance planes. 17 missions and an unfolding storyline have added to this arcade-hit flight sim.



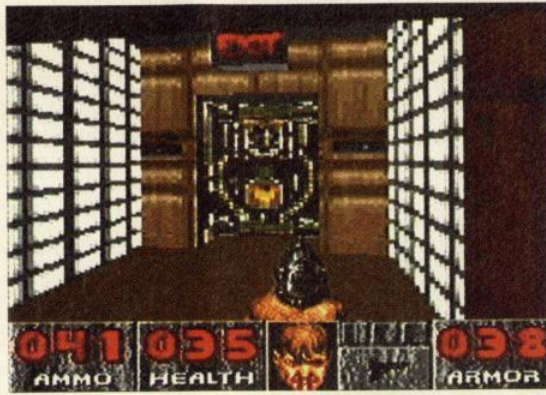
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THIS HAS TO BE SEEN MOVING TO BE APPRECIATED



YOUR WORK HERE IS DONE...



YOU'VE NO IDEA HOW MUCH YOU'LL LOOK FORWARD TO T



WOW. BLOOD ON A SNES



AHHHH... DOOOOON



THE SHOTGUN IS OUR FAVOURITE VIDEO GAME WEAPON E



ON A SNES? AMAZING!



LET YOUR SNES TAKE YOU ON A WILD RAMPAGE



NOTHING'S WASTED HERE, EXCEPT FOR THE IMPS





Available: NOW • Category: Action • Players: ONE • Publisher: NINTENDO • Price: \$129.95 • Rating: MA SNES

It's time for the pure HYPERactive adrenalin rush that only Doom is capable of, as Doom SNES-style malevolently stalks unwary console gamers who are yet to be mauled by the cyberdemon in the middle of the night. Once again, you, your trusty arsenal of destructive weaponry, and a few inter-dimensional demonic types get together to play "shotgun tigg", as Doom maroons you in a spaceport which has been overrun by demons from the pits of Hell.

**J e r k y   B u t   A m a z i n g**

Doom on SNES is an amazing conversion. Admittedly it is a little jerkier than the 32X version, but the overall result is still quite fast and playable. Also the fact that the SNES (with a little help from the fairy godmother of custom processors), is even capable of texture-mapped 3D polygons is pretty bloody amazing. Doom for SNES also manages to retain the foreboding feel of the original as there is still the engrossing mix of psychopathic wanton destruction and labyrinthine puzzle solving which we have come to know and love. However the SNES isn't nearly as powerful as the other platforms this game has been released on and sadly it shows.

In particular, the graphics have a tendency to pixelate extremely badly, to the point where target acquisition at extreme ranges becomes frustrating and near impossible. Also, the floor and ceiling are bereft of texture mapping, but this doesn't really cause any major disappointments, and I can just imagine how slow the



THIS IS A SWITCH.. REALLY!

Naturally on the SNES you are using a joypad instead of a mouse or keyboard. Thus Doom feels very different to play. Some of the tactics change, as the joypad is sometimes a little less precise than you want it to be, like when dodging incoming missiles and doing other Doom tricks. The SNES 3D engines' inertia rate is definitely harder to get to grips with when compared to Doom on a decent PC. And because the screen update rate isn't as high as the PC, it's hard to make fast, precise movements (which are all too often necessary when dealing with some of the harder architectural challenges on offer). This makes Doom on the SNES a lot harder to play (until you get a feel for it), and certainly adds a rather nasty frustration factor to the equation.

**A d d i t i o n s   &   S u b t r a c t i o n s**

Now when it comes to sound the SNES has never been accused of being a slouch (in fact it has been able to hold its head high in most console circles until recently). Indeed, the demonic growls, and other foreboding sounds of Doom come through really clearly, but the music is definitely a let down, as the gritty top end treble and synth effects of the PC version have been replaced by smoother sounding instrumentation which totally fails to capture the malevolent feel of the original vibes.

It is also debateable whether Doom SNES will offer a save feature. This is an important thing to suss out, as the game is nothing less than unplayable without the ability to save, and I reckon a game like

Doom deserves a battery back up, as the use of a password system doesn't work well either (remember Doom 32X?). At the time of writing Nintendo

*They said it couldn't be done but they've done it. SNES owners can now hold their heads up high and shout to the world - "I CAN PLAY DOOM!" But is it any good? STEVE POLAK is packing the trusty shotgun...*

were unable to confirm whether Doom would feature a battery back up, but my advice is that the game is a lot less interesting (and shit-

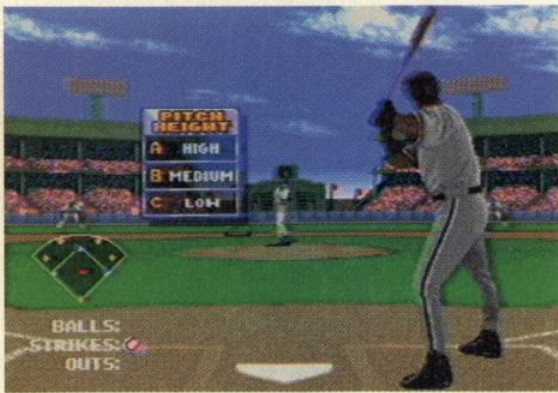
loads more frustrating) without it, so make sure you suss this issue out before forking over your hard earned. Doom 16bit also contains 22 stages from the original game, with only 5 out of the original 27 missing. But the gameplay dynamics have been changed somewhat when compared to the PC. At times I was astonished by the ease with which I could dispatch some of the foes (especially the Cacodemon), as you could get away with simply standing there and blasting for all you were worth without fear of retribution. However there were some foes (such as the sergeants) which were much harder to dispatch than I had been used to, in that they were much quicker to fire on you and much more accurate with their weapons. This tended to unbalance the feel of the game as the low level baddies often made life harder than those higher up the hierarchy.

**A d v a n t a g e s   &   D i s a d v a n t a g e s**

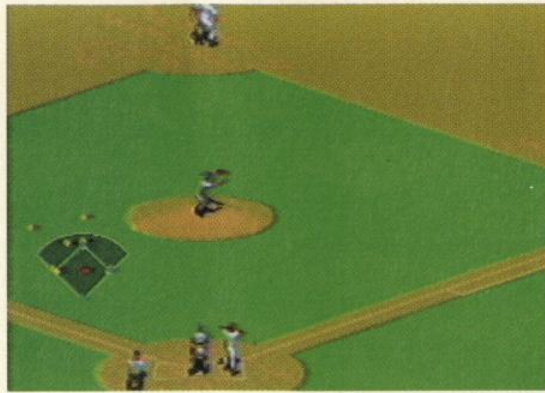
However I think to some extent I may be missing something important here...ah, yes, that's it. Consistently comparing Doom on PC to the SNES version is perhaps not such a good idea anyway, as those of you who have the PC version are hardly likely to zip out and grab the SNES version (unless you're total Demon-hating FREAKS!). So the fact that the SNES version isn't nearly as good as the PC is probably not worth worrying about too much. Anyway, Doom on the SNES does have one advantage over Doom for PC - price tag. Instead of forking over squillions for your wonderful new Pentium, you just whack in a cart which costs only slightly more than a 100 quid into your SNES and you are knee deep in demonguts before you know it.

Doom is the kind of game which deservedly attracts superlatives like a magnet, but remember you get what you pay for, and it is impossible for a machine costing less than 200 bucks to emulate the performance of one which costs thousands. That said, Doom on the SNES is a mighty fine effort with a few limitations. Just check it out thoroughly before you enter the portal.

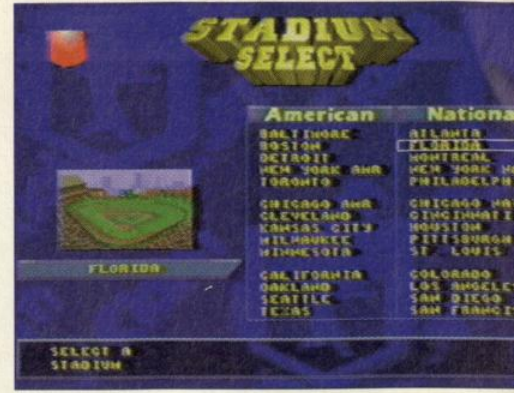
- VISUALS 80** - It's incredible that the SNES can do this at all, although the 3D comes at a cost - pixelation
- SOUND 78** - Good samples but the music is about as hardcore as East 17 - Uurgh
- GAMEPLAY 82** - There's plenty here and once you get a feel for it, SNES Doom plays pretty well, but it's a bit on the fiddly side of excellent
- LONG TERM 85** - 22 levels is not bad going at all, but there better be a save game feature
- OVERALL 80** - It's Doom, it's on the SNES and in itself it's an amazing thing. There's good, messy fun to be had here, just don't expect miracles



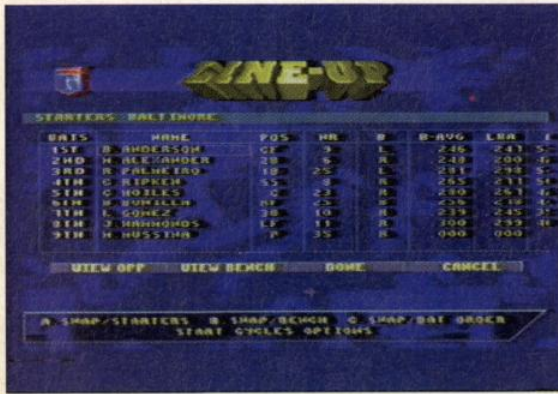
THEY DID BUILD IT AND HE DID COME



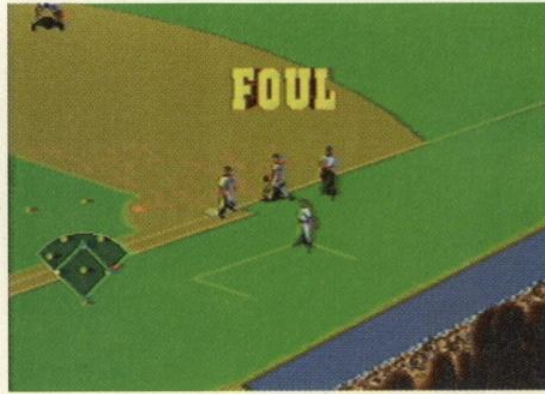
MAN WITH STICK HITS BALL



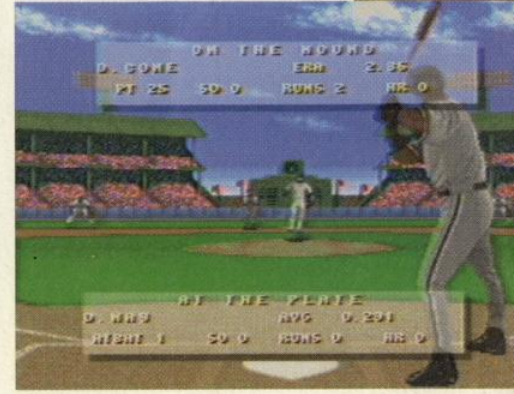
AHH YES... ALL THE OLD FAVORITES



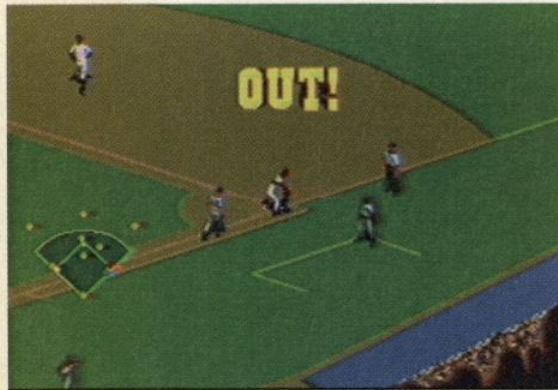
UM... YEPI! LOOKS GOOD



FOUL IS ONE THING THIS GAME AIN'T



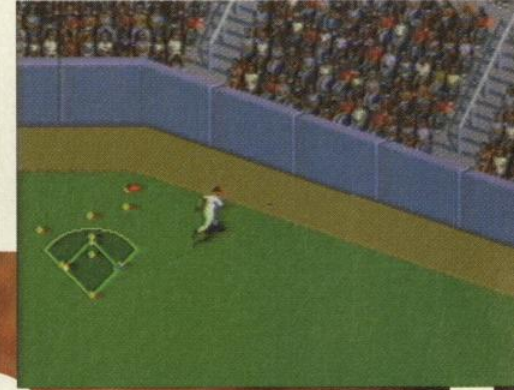
BATTA RUP



OUTIES



HIS MUM'S GOT THE OMO READY



THATS A FOUR!

Available: Now • Category: Sports • Players: 1-2 • Publisher: Acclaim • Price: \$99.95 • Rating: G **SNES/MEGA DRIVE**

When I play baseball sims I like to play as Atlanta. I don't know why, but in the course of many seasons, in many different games, on several formats, Frank Thomas has strode to the plate, gone for the tonk and put the ball into the stands. Goodbye Mr. Spalding. Thank you, Frank. Vicariously, and in the privacy of my lounge room, Big Frank Thomas turns me into a hero. Now Frank has his own game, "Big Hurt", which I presume is a reference to how you feel if you are a pitcher or, more acutely, a ball, once Frank gets a hold of you.

**Rare As Crap Platformers**

But in a world where baseball games are about as rare as crap platformers, one would expect that Frank will need something more than just the fact that he is a f\*cking good baseball player to send his cart racing to the top of the charts. Tony La Russa, Cal Ripkin... the world is not exactly short of famous faces on game boxes stuffed with stats. Well Frank has got something. He's got Motion Capture Technology on his side and the good people at Acclaim will probably say that it's enough to knock Triple Play '96 of it's perch as the best baseball sim going around. They'll tell you that, but we'll tell you that they are wrong. So what is Motion Capture Technology? Well, I'm no tech head, so I can't tell you how they do it, but what it all boils down to is that Motion Capture Technology = Very Good Graphics (on the batter, at least). Just as Triple Play did, Big Hurt gets you down on the plate, from the batter's perspective and make you feel like you're really in the box. What it does better is digitise the batter so that the swing is incredibly smooth, accurate and lifelike. Triple Play '96 looked great, but this looks better, although in some ways it's like the difference between Mortal Kombat and Streetfighter - even if one looks more "life-like" the other will still have its advocates. Elsewhere, Frank has all the other attributes that a quality baseball sim must have - full teams and season play, fully recreated stadiums, MLBPA licence, player trades, more options that Wall Street and stats coming out his butt... but somehow it just doesn't integrate as well or seem as lovingly crafted as Triple Play. Yep, everything is in there but there's no doubt that most of the effort here went into the action at the batter's plate and the rest is merely workmanlike.

**The Difference Between Good & Great**

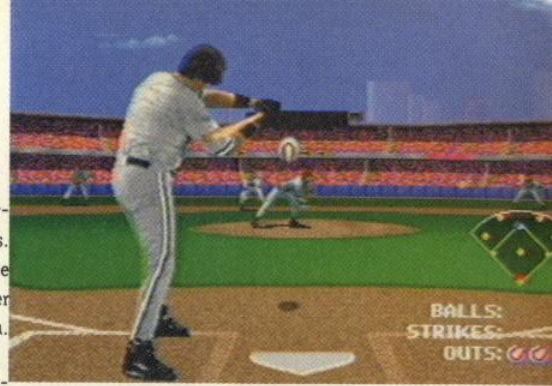
I'm not trying to overly harsh, but this game has pretensions to greatness and only went halfway - the pitcher's interface is all push button and no feel and the fielding is an afterthought. In Triple Play you feel like you are running the show and taking responsibility for every aspect of the game. Here, you feel like you're watching something cool, but you're not really in it. Basically it's the difference between a good game and a great game.

On the plus side, apart from the great batting animation, the Home Run Derby is a lot of fun as you pit yourself against Frank in any stadium you want, as any player you want and see if you can out hit him over a ten hit sequence. There's also the Clutch option which is an excellent innovation. Here you are set a scenario which you must try to work your way out of. For example, its the bottom of the ninth, you're one in front, you're a terrible pitcher and you're about to pitch to the greatest line up in history.

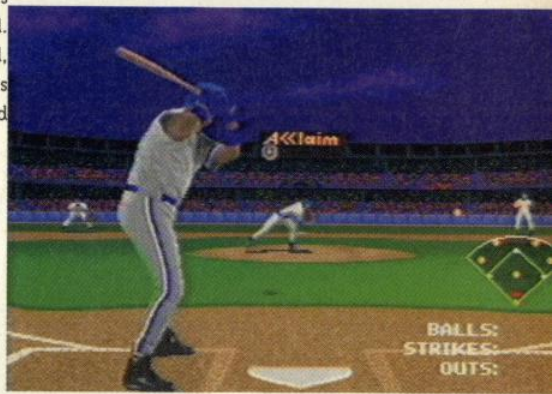
Can you save the game? It's a great idea, a great challenge and one of the more original ideas that has made its way into a sports sim in a long time.

But of course, it's not the main game. Welcome to the second best baseball sim on the market.

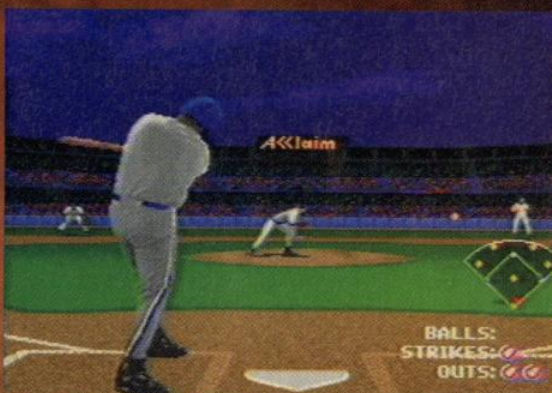
**A ball, a stick, lots of men in tight pants. What does this add up too? That's right - another baseball sim!! STRETCH ARMSTRONG pitches a curve ball...**



FROZEN IN TIME: THE STUFF OF LEGENDS



NIGHT MATCH, DON'T THESE PEOPLE HAVE ANYTHING ELSE TO DO



YOU'RE A DODDY BLOKE FOR AN ATHLETE NAME

# Big Hurt Baseball

**VISUALS 90** - The high mark is due to the excellence of the batter. Elsewhere it's good but not revolutionary. Particularly annoying in game advertising.

**SOUND 88** - Good but it's standard sports stuff, both in the crowd and in the game.

**GAMEPLAY 80** - A bit half hearted, compared to the visuals.

**LONGTERM 80** - Season play will always take up time, but I'm not sure I'd be playing my season here.

**OVERALL 82** - Being second best is fine, but I suspect it's not what they were after.



HOW WERE DID I PUT THAT PARACUITE?

**The year simply wouldn't be complete without the latest Bomberman update. So without further ado, here's DAVID WILD-GOOSE with the word on the third in the classic SNES series...**

I must say what a joy it is to be playing a genuine game again. You know, something you can actually play more than once. Something that doesn't have a definitive end, so you can keep coming back to try and rack up that high score or shave milliseconds of that fastest lap. Or, in this case, just to outwit your friends and laugh yourself silly when they fall for that old planting the bomb next to the teleport trick yet again.

**I N S T A N T   C L A S S I C**

So what's the Bomberman story (morning glory)? The first Super Bomberman poked his little helmeted head into our lives two years ago. At the time, we were impressed by its simplicity, its abundance of explosions, and the fact that it was "an absolute must have and an instant classic - 92%" (Hyper #2). Bomberman 2 swiftly followed and was essentially the same game, but with a few new features. It was brilliant but sadly missed review in these pages. Next came the Mega Drive's Mega Bomberman which our Great Leader described as "Extraordinarily addictive fun" in a most eloquent and entertaining review in Hyper #12, awarding it a thoroughly deserved 91%. It updated the Bomberman formula

greatly, adding mine carts to zip around the screen in, kangaroos to hop around the screen on, and lots of different Bombermen for you to be as you zip and hop around the screen.

And now Super Bomberman 3 arrives with yet more exciting enhancements and inspired improvements. Basically all the stuff from all the previous games is in Bomberman 3, plus a heap more.

Let's begin with Normal Mode. This is for one or two players, the aim being to clear the screen of nasty critters, destroy the glowing orb things and nip out the exit and onto the next level. Reach the last level of one of the five stages and you take on a boss character. It's easy stuff. I got to the first boss (a strange creature with a leaf on his head who transforms into a swirly ice creature and then back again) on my first go without losing a life, played a little bit of the second stage, then reset the machine and arrogantly swaggered into the Battle Mode.

You really only play Normal Mode to get acquainted with the controls and the power-ups, although I've found that the "younger" player seems to enjoy it enormously. Admittedly, I did enjoy myself too. The layouts are much more cleverly designed than before, meaning that you actually have to think about where you should place your bombs. It's quite deceptive really, as the obvious way is usually not the best way. But it is still a bit dull.

**W H E R E   I T   A L L   H A P P E N S**

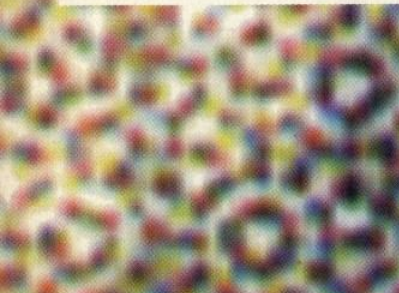
Battle Mode is where it all happens. This is what makes Bomberman such a fantastic game. There are five bombermen (which you pick from an initial selection of eight - all totally different), and each has an unlimited supply of bombs with which to blow up everyone else. There are ten different levels, each one with a unique layout. There's the basic grey brick level, an Egyptian one with moving sand and statue, a playground level with four see-saws that enable you to fling bombs across the screen, an icy one with igloos for you to hide out in, and plenty of others featuring various combinations of trapdoors, teleports and tunnels. Blow up a particular block and you may be rewarded with a power-up, ranging from the essential (an extra bomb so you can drop two at a time) to the mildly useful (speed skates) to the downright horrible (the skulls - which do very bad things indeed).

Aside from the new characters and levels, Bomberman 3 also boasts the kangaroos mentioned above (only previously seen in the Mega Drive version) which virtually give you a second life, and allow you to leap over bombs and blocks. As well as a feature that lets dead bombermen rejoin play. After they've been blown up they appear at the side of the screen and can circle around the perimeter of the playing area, hurling bombs at those who still survive. A great way to give that bastard who killed you a taste of his own medicine.

**B I Z A R R E   B O N U S   B I T S**

Then there's this bizarre bonus game, where the Battle Mode winner gets to take a soccer penalty shot to try to hit one of the kangaroo 'goalkeepers' and pick up a bonus power-up. It's weird, but I expect nothing less from a Japanese game. Finally, there's the new Tag Team option. Here you can put the five bombermen into two teams (so you can play people vs computer, or you can all gang up on someone, or whatever), so you need only worry about killing those in the opposing team. But, of course, you immediately forget who was who and who was in which team, and just blow up everyone anyway. Oh yes!

If you haven't got either of the first two Bomberman games, then you simply must get this one. Bomberman 3 is definitely the best version yet - the levels are more varied, there are far more options and characters, the computer players are also a hell of a lot smarter, and the Normal game is greatly improved. However, if you do already have one of them, I would suggest you think very carefully before buying.



ONE PLAYER LOOK ON A KANGAROO



I AM LANTERN AND MY FAVORITE BISHOPS

# SUPERB

**VISUALS 70** - Clear, effective, and pleasing to the eye.  
**SOUND 72** - Jolly tunes and chunky explosions.  
**GAMEPLAY 94** - It's just about perfect. Frantic, addictive, highly competitive multi-player action.  
**LONG TERM 94** - We'll be playing this one until Bomberman 4 comes out.  
**OVERALL 93** - It's a classic game, and it just keeps getting better.



DO YOU WANT TO BELIEVE HOW HARD IT WAS TO GET THIS



THIS IS A DRAWN GAME - BELIEVE IT OR NOT



EGYPTIAN LEVEL FUN WITH KANGAROO



THOSE FISHES HAVE REMOVABLE SUBRODS



NOTE SPECTACULAR WOBBLY WATER EFFECT



SILLY BONUS SOCCER GAME WITH KANGAROOS



DO THE EXPLODE LIKE THAT UNDERWATER?



DEAD MAN RESURRECTED ON THE RIGHT



THERE'S GREEN SHOWING OFF IN THE MIDDLE

# hyperman 3




# WWE Future

**UNDERTAKER**

FROM: DEATH VALLEY  
 HEIGHT: 6 FT. 11 IN.  
 WEIGHT: 322 LBS.  
 FAVORITE QUOTE:  
 REST IN PEACE.

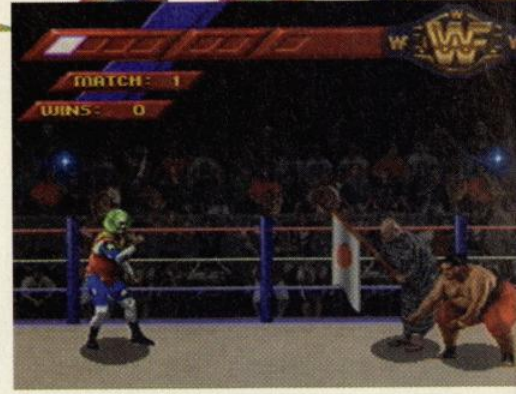
POWER:   
 SPEED:   
 AGILITY:   
 RECOVERY:



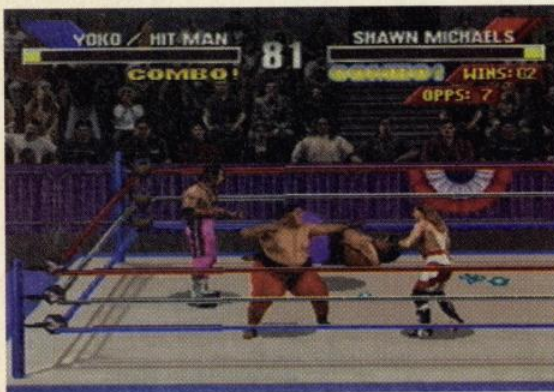
WILL YOU BE MY FRIEND?



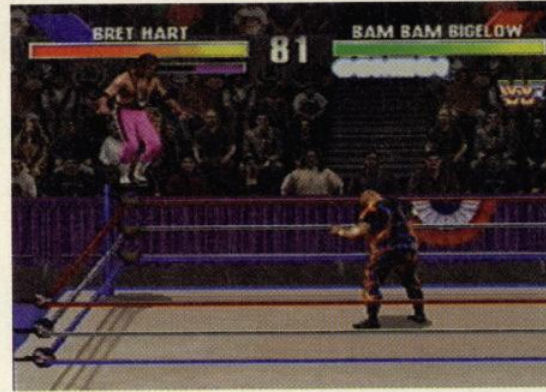
NOW YOU TRY...



STOP CLOWNING AROUND!



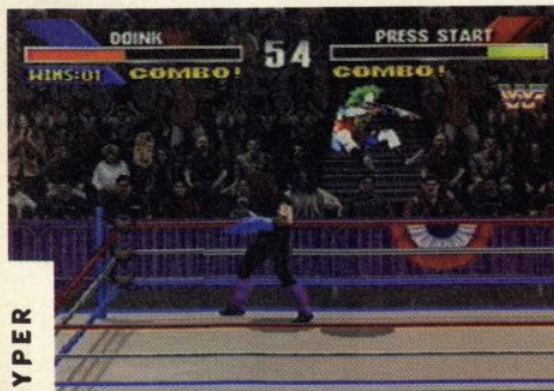
FOUR FIGHTER FURY



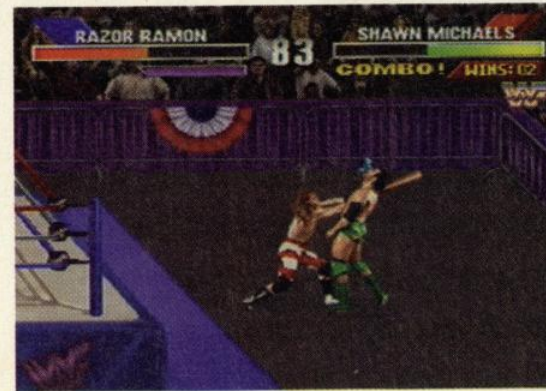
I CAN SEE FOR MILES AND MILES AND MILES



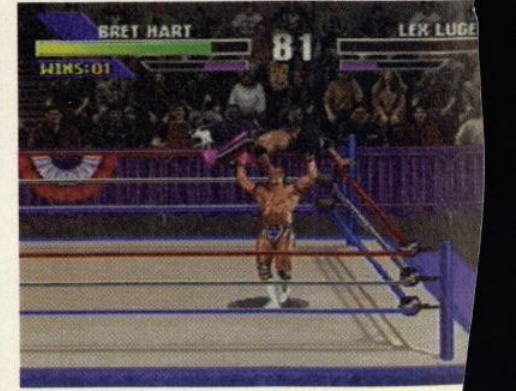
YOU WON'T GET ANYWHERE WITH YOUR HEAD TH



CATCH ME IF YOU CAN



SLIPPING OUT OF THE RING FOR A BIT OF STICK ACTION



IMPRESSIVE, BUT ULTIMATELY FUTILE

Playstation/SNES/Mega Drive

# Wrestlemania



HOW WE ALL FEEL SOME MONDAY MORNINGS...



THIS HERE IS A SNES SHOT...



...AND HERE WE HAVE THE MEGADRIVE

**HYPER fact #1:** We've never met anyone who doesn't rubbish real-life WWF wrestling as the hopeless orchestrated joke that it is.

**HYPER fact #2:** There ain't nobody who doesn't appreciate the WWF video game as a thorough masterpiece of competitive biffery.

Coming from lords of the genre Acclaim, this is no jaw dropping surprise. These folks sure know what makes a quality sprite vs. sprite head banger. In Wrestlemania they went off; all the essential elements of a great fighting game are here - and then some. Yes indeed, this here is one pumping fighting game. What's probably best of all is that to love it, you're better off residing on the "WWF is stupid" side of the fence, as this is one seriously funny game.

Being set in a ring has a lot to do with it. You can move anywhere within this area, instead of just 2D facing off like most of the other fighting games we're bored silly of. This allows for some intense tactics - like making a neat side step as your opponent launches himself from the ropes; time it right and he'll fall flat on his face, which you'll subsequently bloody by jumping on it repeatedly.

### WHIRLWIND OF ACTION

The pace is incredible, and at no time are you allowed the luxury of a staring contest with your opponent in a war of nerves, as every split second is attack, defence, fleeing or chasing. Normally this translates as "incomprehensibly difficult frenzy for hyperactive street fighters", but in WWF even raw beginners will effortlessly keep tabs on the whirlwind of action. Why? Good design. Comprehensive interaction with your surrounds is another major plus, ye olde faithful bounce off spring rope and elbow opponent, the climb onto corner pillar and cry "death from above" move as you enlist gravity as a personal assistant and naturally the crowd pleasing "take it to the people" battle in the front row. The eight wrestlers (a term used lightly) conform perfectly to the requirements of real life wrestlemania stars - they're complete egomaniacal tossers. Before each bout they'll perform a little psycho-motivation dance, taunting you with the same macho bravado that works so well for the All Blacks with their haka. Once underway, combat becomes a fairly faithful replication of the standard WWF moves, but by utilising the power, glory and potential for the ridiculous that is the computer game WWF also includes quite a few extreme special moves. While not as over the top as your Street Fighter or Mortal Kombat, WWF still has it's fair share of fire balls and magic. The manual lists a few of the basics for each fighter, but we can smell a few Cheat Mode pages coming on...

**Ever felt the inclination to slip on the Speedo's, paint the American flag on your chest and roll around on the floor with a similarly attired madman? Nope, neither has BEN MANSILL but he'll tell you why you should consider it...**

### RIP SHORTER

While the general crew consensus was that this is a rip snorter of a game, the lack of a tag team option in two player mode proved a bit of disappointment. If you're a nice person and have a friend to show for it, you can either go the biff one-on-one or team up against two computer opponents. The problem is that all four of you are in the ring at the same time and it gets crowded and confused from the word go. It's not by any means a disaster and fun is there to be had in this mode, but it's just not our preferred way to play. Being an Acclaim fighting game, the sprites are your regulation digitised actors. Because of this they don't move quite as smoothly as a polygon wonder, but the look of the characters is of such high quality that it's all worthwhile. Naturally enough, the supreme WWF experience is to be had on the Playstation version. The SNES and Mega Drive provide the same rich gameplay but miss out on the audience detail of the Playstation as well as some of the shine on the sprites. No great loss though, they still look hot enough. WWF is a game made for two player action. Up against the computer a satisfying experience is there to be had, but there are better vehicles for human vs. computer combat, while you'd be hard pressed to find something as much fun yet competitively testing to chuck on when a chum visits.

This game takes a subject that has absolutely no style and turns it into a class act. We like it a lot.

**VISUALS 80** - Fine looking and fast moving sprites that glisten with the sweat of real actors.

**SOUND 78** - The commentators voice over is way cool - "no one gets up from that!" and the like. We loved it and so should you.

**GAMEPLAY 85** - A rich tapestry of head mashing and pain infliction. Lots of room to cultivate your skill but you can pick up and play from the first bout.

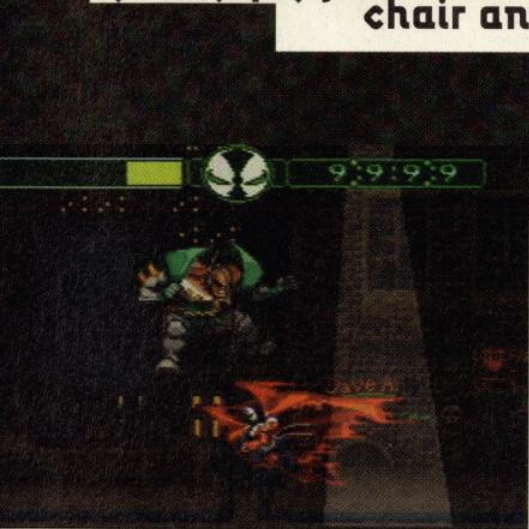
**LONGTERM 87** - A choice game to have on hand for visiting friends you don't want to talk too. Tough enough to drive you on to eventual greatness.

**OVERALL 85** - Top game this. Don't be put off just because the real thing is boring and involves no skill whatsoever, this is totally the opposite. A hot play.



SPAWN GETS MAX AIR

YOUR FEEBLE POP GUN CAN'T HURT ME!



GREEN STARCH COLLAR MAN ATTACKS!

# SPAWN

If anything is going to prolong the life of our beloved 16-bit machines, it certainly isn't going to be average platforming beat 'em ups like Spawn. However, a lot of you can't seem to get enough of this tired genre; and as long as you keep shelling out

the dollars for bad games, the programmers will keep making bad titles. So please... take our advice this time. It may look cool, it may feature a popular Marvel Comic character, but when it comes to the all-important gameplay — Spawn is your tried and true, no-frills, no-challenge scrolling beat 'em up. If you've played one — you've played 'em all. We suggest you spend your money more wisely... like a subscription to HYPER for instance. Ahem.

#### Ultra-Kewl Characters

Hands up who reads Marvel comics? I certainly did when I was still a young lad — but now I've grown old and lost touch. Whoops! Wasn't meant to tell you that. I'm really not that old. Well, anyway, Marvel sure do have some ultra-kewl characters. Wolverine, Spidey and Venom, the X-Men... they're all cool and we all love 'em; Spawn though is a bit of an

enigma. But I won't go into that. He wears a

menacing costume and has some neat moves, so a video game is an obvious step.

Comic character video games have never been really good though, have they? I

mean, it's like the same problem with movie conversions — the programmers just get lazy knowing that the name itself will sell the product, and the game suffers due to lack of motivation. I am looking forward to the one-on-one Marvel-character fighting game though, so let's hope that's good. But I digress, let's get back to the problem of Spawn.

Basically, it looks great. The controls feel pretty good. There's a plot too. But the big suck is the level design. Eeeewww! It reeks! Talk about unimaginative, boring, silly levels! And I will. Hasn't anyone figured out by now that scrolling platformers need interesting, intricate, interactive levels to play with? Maybe warps to secret levels, powerups or a variety of objects to use. Ack! But no! How about endless dumb-ass thugs who fall over with even the slightest flick on the nose? How about endless, flat alleyways to walk along? If you played Maximum Carnage or the X-Men platformer, then Spawn may even disappoint you. Now that's bad.

#### Interesting Ideas

I won't totally dismiss Spawn, though. A bit of effort has gone into trying to spice up the game with some different ideas. There's a bit where you have to hop to the top of a building, narrowly avoiding a gun-sight which chases after you like a thirsty mosquito. This may be annoying and dumb, but hey, it's a bit different and it's a challenge the first time. Then we have the constant battles with mini-bosses and the difficult showdowns with \*\*\*\*\*. There are some interesting ideas in here, but they're just not executed properly. Unfortunate. You'll constantly find yourself cursing the game for its bad design. One minute you'll find yourself enjoying the beat 'em up action and indulging in the smooth graphics, and the next you'll be pissed off that you died because of some stupidly positioned baddies. Some of them even throw themselves off the roofs in a hilarious lemming-like fashion. The AI seems non-existent (except for the bosses).

Spawn certainly isn't much of a challenge, either. I found everything way too easy until the fights with \*\*\*\*\* which actually took a bit of figuring out. You'd have to be a fairly inexperienced gamer to get a long-life outta this one. With its password feature, most of you will finish Spawn in a flash. And I doubt you'd have the urge to return for more of its very average beat 'em up action.

**What's this? Spam? A game about tinned ham? Oh, Spawn... well, that's quite different really isn't it! There go all the greasy pig jokes. ELIOT FISH gets strapped into the reviewers chair and is submitted to platforming torture...**

**VISUALS 80** - Rich colours, lotsa detail and cool animation.

**SOUND 78** - Not great but it's what you come to expect from scrolling beat 'em ups.

**GAMEPLAY 69** - Pretty dull stuff really. They've tried to make it interesting but it's not.

**LONGTERM 60** - You'll only want to finish it if you're a true beat 'em up freak.

**OVERALL 65** - It's OK, but you'll probably be wise if you saved your money.



# AWWW



SPAWN LEAPS UPON LARGE PINK THING



SNAP, CARCKLE, POP



SPAWN STRIKES HIS COOLEST POSE



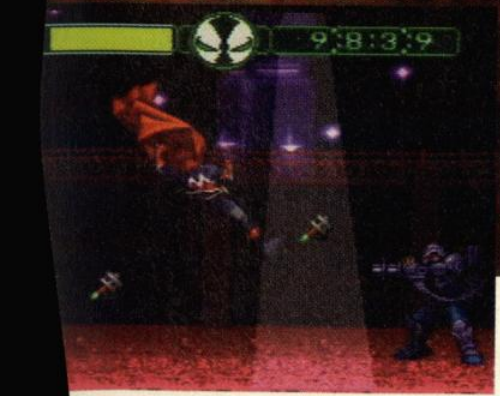
LOOK, STOP WITH THE POSING AND JUST HIT HIM



SPPPPAAAAAAAWWWNN...



HEY BOYS, JUST PASSING BY



GO TO THE LIGHT SPAWN, THE LIGHT



SPAWN LIKES A BIT OF A FLOURISH, HE DOES



OH NO! MY BEAUTIFUL CAPE, RIPPED!



GIANT PLUMES OF GUSHING WHITE SPRAY



OK, I'LL HAVE THIS ONE...



LET 'EM HAVE IT FROM BEHIND



GOSH DARN THIS LOOKS GOOD



HMMM... SHIMMERING WAVES



STAY ON TARGET, STAY ON TARGET



UM... WEREN'T YOU A DEEP-SEA OCEAN PLATFORM ONCE?



DOOM DOOM, COME MEET YOUR DOOM



BUDDY, YOU'RE SHIPS ARE DOWN

# Wings

Available: DECEMBER • Category: ACTION FLIGHT SIM  
Players: ONE • Publisher: SEGA • Price: \$89.95 • Rating: TBA **SATURN**

It's always a pleasure sitting back and chomping away on the eye candy that unfolds in these big super-console intros... it certainly gets you in the mood for some serious action. The smooth, cinema-like bomb runs over naval fleets had my saliva glands on overdrive. But then, it's kinda what you'd expect from a 32-bit machine. Mmmmm, cut scenes!

Once I had checked the specs on a few of the planes, I slipped on my jumpsuit and settled into the cockpit of a WWII Spitfire (there are 7 planes to choose from). Each plane is decked out with virtually the same machine guns and missiles, so the only real difference between them is in the handling (and there's not much difference either). After receiving my mission objectives, I took to the skies with my trigger-finger feeling remarkably itchy.

#### Bouncing Off Islands

On first impressions, the view from the cockpit was a feast for the eyes — the feeling of height, depth and speed was deliciously realistic — the choice of three different views smoothly panning from one to the other in glorious 3D. Diving at the ocean through transparent clouds, watching my bullets rip through the water impressed me immensely... until I hit a small island — and promptly bounced back into the air! Carefully lined up, I sat there with my Spitfire happily pogoing up and down on the spot. Huh?!! Sure, my shield levels were dropping with every nose to ground impact, but whatever happened to realism?? Since when did World War II aeroplanes have Star Trek-like shield abilities? That's when you realise that Wing Arms is purely an arcade style shoot 'em up. If you know

that going in you won't be so disappointed. I was. Squadrons of enemy planes appear on your radar and politely pull out in front of you so you can send them

burning into the Pacific. Only as you get closer to reaching 100% on your little mission completion dial, do the enemy attempt to dodge your fire and maybe even hang on your tail. If you ever played Wing War, the two-player polygon-aeroplane fighting game that Sega had at the arcades which gave you the opportunity to fly a WWI bi-plane against a Comanche-style helicopter, then you'll remember the technique that this game used for perspective changes during offensive and defensive manoeuvres.

When you have a bogey on your tail, the view changes to a spot just behind your enemies plane, giving you the opportunity to outmanoeuvre their fire. It's different — but it works. As soon as you manage to get your plane to roll out of the way, the perspective puts you right back to where you were so you can go on shooting. Depending on your patience levels, this can become extremely tedious or a real challenge. Unfortunately, the game only offers continues with no option to save or receive passwords to levels and playing the same missions over and over just to get back to where you were is a right pain in the butt.

#### Graphic and Gameplay Limitations

The canyon mission sucked in particular. I've always hated games that have "patchy" graphics where there will be terrain in the distance until you get close enough to realise that there's actually a wall there — the game just doesn't draw it in until you get closer. Lose. Fly a little too close to the canyon wall and you can see around the shoddily drawn 2D graphics. Lose. There were moments of greatness in this game though. There is no set flight path, so you have complete freedom of movement which is always a good thing — but you can't fly out the top of the canyon (you bounce back down) and when you hit a certain altitude the plane just levels out — so there are major limitations. The dogfighting was enjoyable but few and far between... and the AI is non-existent. No doubt the game plays the same every time you plug in.

All up, everything felt just a little too restrained and repetitive to be worthy of greatness. We all know that looks aren't everything, and with Wing Arms it's very easy to fool yourself into thinking that it's better than it really is. After completing it once (and it's not very big at all), you'll be longing for something with a lot more depth.



REV IT UP, REV IT UP LET'S FLY

**Scramble all pilots! The Saturn's pushed up to full throttle, guns blazing, flaps er...flapping and it's got a missile lock on the Playstation's Air Combat! Is it a heatseeker or a big fat dumbfire missile? ELIOT FISH drops chaff and takes a dive...**



REALISM BE DAMNED, THIS WAS BUILT FOR FUN



THE HAPPY LIFE OF A TAIL GUNNER COMES TO AN ABRUPT HALT

**VISUALS 78** - Stunning at times and very patchy at others...

**SOUND 72** - Gee, not much here at all... a few piffy guns and some strident military speech.

**GAMEPLAY 78** - A real rollercoaster at times and tedious and frustrating at others (namely the dud canyon bit in mission 3).

**LONGTERM 60** - Pure arcade action and zero strategy means you'll only return to it to show to your friends. No difficulty setting!

**OVERALL 70** - If it were bigger, the missions were consistently interesting and there was more variety in the approach this could have been a corker.

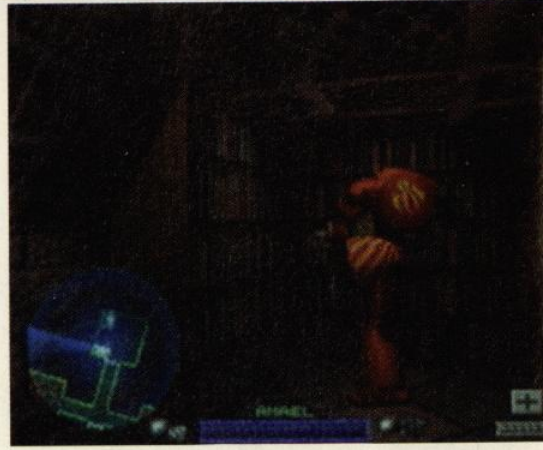
# SPACE



THE ANATOMY OF AN ALIEN



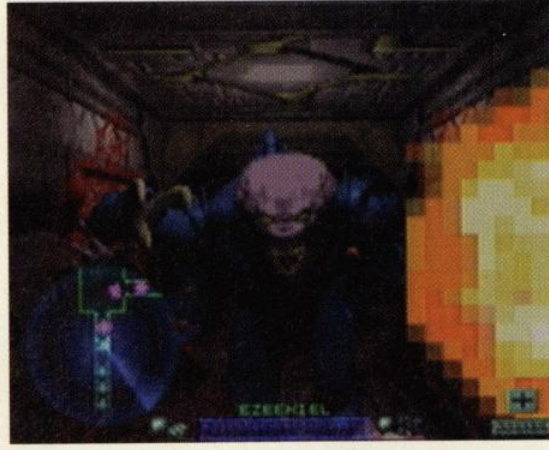
YOUR MISSION JIM, SHOULD YOU CHOOSE TO ACCEPT IT...



MECHS LIKE TO HAVE A QUIET READ IN THEIR SPARE TIME



9 OUT OF 10 ALIENS DON'T BRUSH WITH MACLEANS



PURPLE PAIN, PURPLE PAIN



MAMA...



"HI BOB" "OH, HI REX" "YO, DAVE"



AS IT SHOULD BE...



"DORA! BRING ME THE SPRAY 'N WIPE PLEASE"



I'M SORRY, BUT YOU'RE UGLY AND I MUST KILL YOU



NICE TEXTURE MAPPING!



NOT YOU AGAIN!

After a boring few months when 3DO's new game roster dried up to a trickle and the Playstations' performance made anyone who had bought otherwise feel a bit sheepish, it's nice to finally get a 3DO game that is leaps and bounds ahead of the competition. For I say it now...there is no better 3D shoot 'em up than Spacehulk on any console at this present time.

We're not just talking about snazzy graphics or earthshaking digital sound (of which Spacehulk has bucket-loads) but also a mind bogglingly brutal game environment. The Spacehulk universe is a bleak, distant future where man fights bloody and pointless wars with all manner of alien races (one of which, the GeneStealers, are represented here), in an age of declining technology and rampant barbarism.... Sounds like fun, hey?

**Genetic Parasites**

The GeneStealers are a malignant race of genetic parasites who float into "our" solar systems in huge, ramshackle space hulks (large abandoned spaceships) and infest worlds. Unfortunately, this being a remote backwood part of the galaxy, there isn't enough firepower around to simply blow the Spacehulks away. Therefore, you, as a member of the Blood Angel Space Marines, have to don your Terminator Powered Armour and enter the Spacehulk and wipe the 'Stealers out, alien by alien. This is not as simple as it sounds, for not only are the GeneStealers gargantuan, six limbed, killing machines; they're also pretty handy in the brain department too. Having existed once as a rather childish boardgame and again as a fairly nondescript Amiga/PC game, it seems like a case of third time lucky here because Electronic Arts have not put a foot wrong in the design and execution of this game. From the awe inspiring FMV opening onwards, Spacehulk is a truly engrossing experience, and although at the start it may seem next to impossible to play, believe me after a bit of practise you won't feel like playing anything else.

Spacehulk is a mission based game with two areas in which to adventure. The first is the training area, which has missions that range from extremely simple to extremely hard. You can learn game mechanics, like moving, firing and, most importantly, commanding your troop of Space Marines. The other section of the game is a campaign, with a huge number of missions to complete. At first you are merely a grunt, being ordered to close doors, pick up Archive Records and give cover. This is fairly easy but survival is still a challenge. After five missions, you become a Sergeant and are given control of a troop of marines. This is where the challenge really starts. Not only do you need to constantly blast away enemies, you need the mind of a tactical genius!

**"i'm detecting movement, Captain... there are HUNDREDS of them!... AAAAARGGGGHHHHH!!!!!"**  
**Get set for Spacehulk, the best 3DO game in ages. Or so says RUSSELL HOPKINSON...**

**The Chaos Factor**

Whoever designed Spacehulk is a ruthless bastard, there are no easy options, and in campaign mode you get one life and the number of Marines you command is very finite. If someone dies they stay dead, reinforcements are few and far between and the Genestealers and their mates are extremely smart. Once you've had Chaos Marine (these Evil renegade Space Marines trying to hinder your progress out of pure malice) shadow you, jumping out from behind doors to fill you full of lead whilst his buddies head around back to ambush your pals, you won't wanna play any other 3DO shooter, they really make the Hellspawn in Doom seem like complete dolts in comparison! Even when you press pause, in order to give commands or peer at the map, you only get a very short time before the game starts up again. This is governed by the "Freeze Bar", as long as you remain in play, the bar moves up. Once you stop to have a breather, the time stored up runs down like an hourglass. Except it's more like a 15 seconds glass, so learning to give orders promptly is of utmost importance! Games Workshop, who designed the Spacehulk world are masters of atmosphere, and this game reflects that. Their cracking art department have supplied EA with excellent material to work with. The interiors, the Terminator marines and the enemy sprites all look utterly fantastic. The soundtrack has very minimal musical fanfare, the designers have instead created an atmospheric soundscape that emulates the claustrophobic feel perfectly. The Terminator Powered Armour whirrs as you creak along the labyrinthine passageways of the hulk, the voices of your fellow Marines buzz in your intercom and the sound of gun fire echoes down the halls. Both visually and sonically, it's a triumph.

The Marines all have quasi-religious names and talk to you with crisp British accents, trying too hard to hide the fear in their voices as wave after wave of enemy bear down on them. The doom laden, Gothic ambience is a Game Workshop speciality and all in all Spacehulk manages to combine "Aliens" with the Crusades. A far future with a dank, medieval brutality.

OK, I've bumbled on enough about this fantastic game. All I can say is that if you own a 3DO and need something to place in the CD tray, then Spacehulk is about as good as you'll get. A completely in your face, totally engrossing experience. In short - A CLASSIC!

- GRAPHICS 92** - You think the 3DO is a bit lacking? Spacehulk looks as good as any 32 bit game on the market.
- SOUND 93** - Speaker shaking sound effects and crisp British voices enhance the desperate atmosphere perfectly.
- GAMEPLAY 94** - Spacehulk is a complete bastard of a game, and that's a compliment!
- LONGTERM 94** - Don't expect to go anywhere for a while, OK?
- OVERALL 93** - I waited months for this and the wait was worth every second. A true classic in every sense of the word.





MEATY EXPLOSION CAPTURED MID-MEAT

Psygnosis have gone off again with their latest Playstation title. Will the great games never stop? ROGER BOLTON hopes not...



NO MORE TRAFFIC HASSLES



TRON 2000

Available: January • Category: 3D Shooter • Players: Two (link cable)  
• Publisher: Sony Computer Entertainment • Price: \$89.95 • Rating: N/A **PlayStation**

Video games have progressed from the incredibly early days of Pong, through the late 80's side scrolling shooters and platformers, to the current state of the art Virtual Reality games and 3D fighters and shooters. Some time in the future comes Assault Rigs, with players entering enclosed capsules free to spin around any axis and battle it out in simulated tanks across a surreal virtual world. Or at least so goes the stunningly rendered introduction to Assault Rigs, and while this game doesn't include the hydraulic pod its a mighty fine and playable game anyway.

**The Tron School Of Design**

After the introduction has set the scene, you choose your class of tank and enter the arena to battle it out against computer controlled drones or a friend (with the link up cable and another PlayStation). The design and aesthetics of Assault Rigs borrows heavily from the classic Tron school of design, glowing wire-frame style graphics and a world that deliberately tries not to be photo-realistic. Similarities also abound with CyberSled, the main difference being that the mazes and arenas are far more complicated and that collecting crystals is the main goal rather than destroying enemy tanks.

At start of each level your tank is constructed before your eyes, drawn wireframe piece by piece then detailed and textured - kewl! The clock is ticking and it's a race against time to collect crystals and find the exit while avoiding gun turrets, drones and mines and picking up any ammunition or weapon power ups available. The tank controls feel good with just the right amount of inertia to make it work realistically, and there are options for spectacular jumps and power slides round corners. You can also view the action from five viewpoints with differing situations making a in tank, from behind or top viewpoint most practical. The arenas use the 3D style to good effect with lots of ramps, fly-overs, elevators, floating platforms and tunnels to cruise around and through.

**A Missile's Point Of View**

On higher levels the arenas get large and complicated and require you to find dozens of crystals before the exit becomes activated. Just exploring the mini-worlds and finding the crystals in time is difficult enough but keeping your shields intact and dealing with the drones tanks as well becomes a real challenge. Thankfully, options for power-ups including a Gatling gun, lasers, homing missiles (which you guide from the missile's point of view - very groovy) and more powerful ammunition types give you an edge.

The game has over 40 arenas to get through and lets you either save your progress on a memory card or enter a code to continue from where you were. Considering the size of the later arenas and the added bonus of two player head to head battles if you have a friend with a copy, Assault Rigs looks a winner and should last a good while. There's also some puzzle solving involved, like pushing blocks around in the right order and finding hidden paths to elusive crystals. Combining shooting, exploration and a small amount of problem solving, Assault Rigs is an original and compelling title that feels good to play and has enough longterm appeal to make it a worthy purchase. Another quality game for the PlayStation's growing library.

# ASSULT RIGS

**VISUALS 88** - A stunning intro and fast Tron-style 3D during gameplay.

**SOUND 84** - Reasonably unobtrusive commentary and some rather decent techno tunes to battle too.

**GAMEPLAY 89** - The jumps and slides feel good, and the weaponry is fun to play with - what more do you need?

**LONG TERM 80** - The 40-odd arenas will take a while to get through and a two player option always adds to the long term appeal.

**OVERALL 85** - Not quite a classic, but a fun game nevertheless. And isn't that what it's all about?



TANK PREPARES TO GET A LITTLE AID



NOW THAT'S WHAT I CALL A REALLY BIG GUN



TANKS FOR COMING BUDDY



THE OVERHEAD VIEW IS ALMOST A NEW GAME



BOOM CRASH OPERA



ONE SERIOUSLY GOOD-LOOKING GAME THIS



YAY! WE ROLLED A TANK!



THE INSIDE VIEW MAKES THE EXPERIENCE SPECIAL

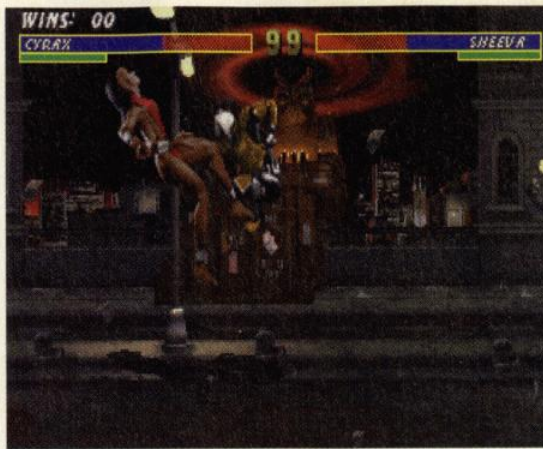


IT AIN'T ALL JETS AND HOVER THINGIES

# It Rigs



YOU WANT BLOOD?



THE CYRAX STOMP



WHAT A GAL!



HEY FOUR ARMS! DOWN HERE!



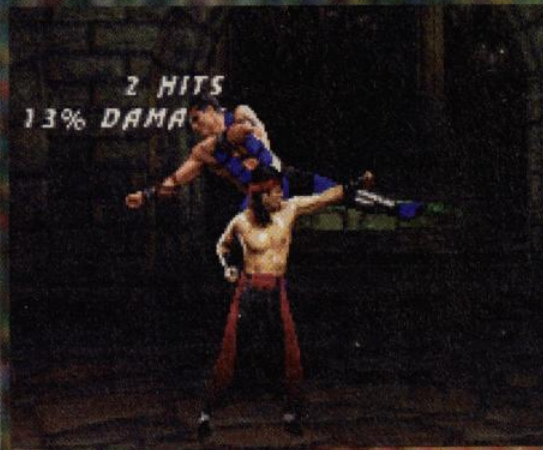
GOING UP...



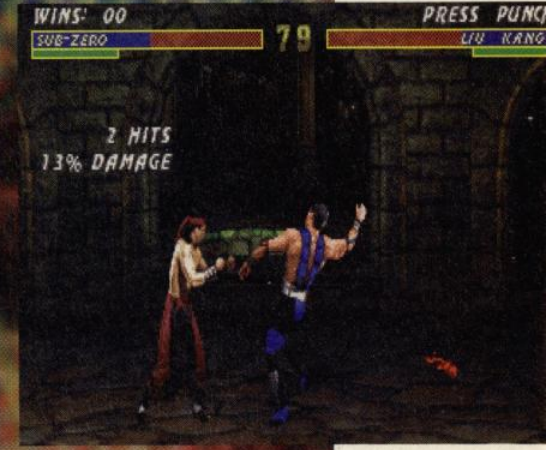
HEY LITTLE MAN!



OOOH WHAT LUSH GRAPHICS



PC» SUB ZERO FLIES, LIU KANG STAYS FIRMLY ROOTED



COP THAT YOU DIG LOSER

PLAYSTATION

# Mortal Kombat



Available: Now • Category: Fighting • Players: 1-2 • Publisher: Acclaim/Sony • Price: \$99.95 • Rating: M15+

PC Requirements: 486/CD ROM, 66 MHz (recommend Pentium 100 MHz), 8 Mb RAM. **PLAYSTATION/PC CD ROM**

If you've got a PlayStation or PC, prepare yourself for more carnage and mystery, as Mortal Kombat 3, the hottest arcade game of the year, is now here. MK3 serves up more of what you want; new characters, more fatalities, babalities, friendships and now mercies and animalities! The evil Shao Kahn, ruler of the Outworld, now more powerful than ever before, has opened a portal between earth and the Outworld and is on the verge of taking all of our souls! The chosen komatants on this journey must be ready to fight like never before.

#### PLAYSTATION KOMBAT

The PlayStation version is an excellent conversion from the coin-op, with everything complete including Shang Tsung's morphs. There are 14 playable characters (not including secret ones), some from MK1 and MK2, and new friends. There is Sindel, Shao Kahn's lost bride, Nightwolf, an American native warrior, and 2 cyber-ninjas; Cyrax and Sektor. The basic moves are the same as the arcade, and the PlayStation controller works well with the game. The run button is both L2 and R2 on top of the controller, with L1 and R1 being used as the block button. The run button is a great new feature, providing more of a challenge and adding a new dimension to the game mechanics.

Another new feature of MK3 are the kombo moves. It is possible to do 2, 3, or even 6 hit kombos that waste your opponents in no time! There is a kombo meter bar on the screen that depletes when you perform these moves. Then there's the Kombat

Kodes. These can be entered on the VS screen and allow many mysterious new komatants to enter the game (eg Smoke). The kodes appear at the end of the game, only for a few seconds, so you'll need to be quick! Other secrets about the game will inevitably emerge.

The sound and music on MK3 is of CD quality (of course), and provides a very dark and evil atmosphere. The announcer's voice laughs wickedly as you annihilate your opponent, and the players scream and howl in rage. There are 5 difficulty settings for your one player games, and you can choose between 3 pathways (novice, warrior or master) to the bosses; Motaro the centaur, and the demonic Shao Kahn. This determines how many komatants you will face. Blood and fatalities can be turned off for the kiddies as well.

The loading time created by the CD ROM does unfortunately effect gameplay in some instances. When Shang Tsung morphs into another character, the game stops mid way during a round for a few seconds until the CD loads the new character onto the screen.

During normal gameplay, however, the loading time between players is acceptable and you would swear that you were playing a carbon copy of the arcade. The graphics are definitely the strong point, with large, boldly depicted characters looking more realistic than ever before. The backgrounds are dark and creepy and provide a real sense of horror to the game. Familiar earthly settings such as churches, streets and subways have been transformed into terrifying places of darkness and slaughter.

This is the game to own for the PlayStation, as it's the best and closest conversion from the arcade to emerge so far. It will no doubt be a huge selling title for Sony and go down in gaming history as a classic.

#### PC KOMBAT

MK3 for the PC is a visually stunning representation of its arcade brother. The graphics are very detailed and colourful, drawing you immediately into the mysterious and bloodthirsty world of Mortal Kombat. The backgrounds are beautifully drawn and portray a real sense of depth and realism. Street lights flicker, layers of mist move like ghosts in the graveyard setting, and rubbish on the ghetto streets blows violently in the wind. The first noticeable difference from other versions is the speed. It plays fast and furious and if you have a Pentium 100, there is also a secret turbo mode which is totally manic! You'll have a tough time even controlling your player on turbo mode, let alone performing any special moves!

The entire game loads onto your PC and only draws from the CD for music, so it doesn't appear to have any loading delays. That means more action and non-stop gameplay. The music and sound FX seem to be fully intact and identical to the arcade and PlayStation version. There is also a tournament mode on the PC version for 2 player games, where you can choose up to 9 players each to battle it out elimination style. This feature provides greater longterm value for the game, and even more of a challenge.

The idea of playing such a game on a keyboard may seem awkward to novice gamers but, in fact, MK3 plays very well, and the key controls can be calibrated to suit you. Even two players can battle it out quite easily at either end of the keyboard. The only negative is that you can't do some special moves, because they require more than 3 keys being pressed simultaneously, which most PCs don't seem to be able to cope with. Use a joypad I hear you say? Well you can, but the PC doesn't seem to be completely compatible with the 6 button joypad needed to make all the moves. If you're serious about MK3 on the PC it might be wise to search for a good, compatible joystick to play it with.

Nonetheless, this is an excellent arcade to PC conversion and will satisfy MK freaks no end.



A BAD TIME FOR A ZIT TO GO...

**ANDY HODGSON is the lucky lad that played the MK3 we've all been waiting for. Does the Playstation deliver? Read on and find out...**



GOTTA LOVE THOSE BACKGROUNDS...



LIU PULLS A FRIENDSHIP

# about 3

**VISUALS 90** - The backgrounds are deep and detailed, the characters move fast and smoothly and the fatalities are foul yet funny.

**SOUND 92** - Very atmospheric. Dark, evil and menacing.

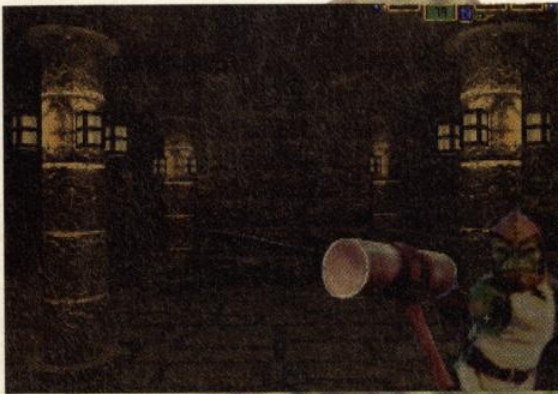
**GAMEPLAY 92** - It's one on one fighting but with so many moves and secrets to find it's a lot of fun to play.

**LONG TERM 92** - By the time you get bored with this you'll either be a MK champion or a big loser.

**OVERALL 92** - It's Mortal Kombat 3! You're going to love it or hate it and you probably already know where you stand.

Available: NOW • Category: RPG • Publisher: INTERPLAY • Players: ONE • Price: \$99.95 • Rating: M15+ • Min. Requirements: 486DX33 with 8 Meg.

# Stom



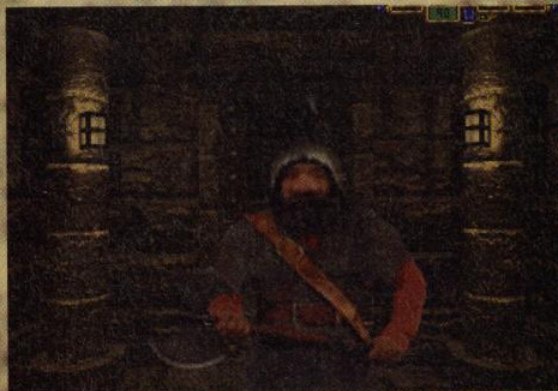
I LIKE THESE ODDS



FIVE YEARS FOR THIS?!!!!??



UH OH... HE'S BACK WITH HIS FRIENDS



HOW TO SAY THIS POLITELY... YOU'RE ONE UGLY MOTHER



THIS IS YOU, YOU HAVE NO CHOICE IN THE MATTER



MY ENORMOUS STAFF CLAIMS ANOTHER VICTIM



CAN'T WE JUST GET ALONG?



CALAMARI RINGS TONIGHT! YUMMY



THE AMAZING EXPLODING OCTOPUS

# Stonekeep



YICK! WHO DOES YOUR INTERIORS?

Come with me now on a journey back to the dawn of time. The earth, taking form from a cloud of dust and gas, hardens and cools. Volcanoes erupt violently, an atmosphere is created. Slowly life begins as proteins become single celled animals which become plants and then fish. Soon amphibians are crawling out of the mud to breathe the air of the new world. At around this time Brian Fargo and Tod Camasta of Interplay start talking about something they call "Dungeon Game". As mountain ranges rise and fall and Ice Ages come and go the project slowly takes shape as "Stonekeep". A script is written and the guys at Interplay wait patiently through the development of the wheel and the electric toothbrush for the technology to realise their dream.

**Stonekeep has been on Interplay's release schedule for longer than the HYPER crew care to remember. It's finally here though and GEORGE SOROPUS gamely enters the dungeon...**

Centuries fly by until at last all is ready, production work starts on capturing the live video sequences and everything goes well for five months, until tragedy strikes; "You mean this thing takes batteries?" were, I think, the cameraman's final words.

After several more disasters (programmer Peter Oliphant being kidnapped by Godzilla, Interplay's office coffee machine being refilled with International Roast etc.) Stonekeep is ready for the CES trade show. Almost. Interplay executives stand agape when they see that their carefully crafted video grabs for the game have been accidentally replaced by old footage of Mr. Squiggle, CES visitors leave bemused. But perseverance eventually pays off for the Stonekeep team and here, at last, it is!

**Legendary Delays & Problems**

Stonekeep has probably built up more expectation than any other RPG in history due to its almost legendary series of delays and problems. The story is an all too familiar one though. You, as young adventurer Drake, must search through the massive Stonekeep and find the Goddess Thera's orb so that you can free her from the evil clutches of Khul-Caan (who also happened to wipe out your entire family, and molest the chickens, when you were just a helpless little boy). Drake starts the game with a bare chest and bare knuckles and must quickly find armour and weapons to survive this first person dungeon world.

Stonekeep is a 'traditional' RPG in every sense of the word; one step at a time movement, endless passages and doorways, a bit of hack'n'slash and some magic thrown in to boot. This is both its strength and its weakness. Die hards will love the full screen graphics and easy interface, the combining of video and computer animation with the game environment has been done exceptionally well (this is what caused 12 months of delays so it should be!), and is easily the best I've seen on this type of game. The interface is simplicity itself with no on-screen menus or buttons, an automapping, auto-notetaking diary to keep track of things and a magic scroll which keeps all your goodies in order (there are no limits on the amount of objects you can carry). The atmosphere of the game is definitely enhanced by the dark, moody music and the audio effects are also quite good.

**Mothbally Smell**

RPG buffs will revel in this 'comfortable' environment, but gamers used to the pace of Hexen or Crusader may find it a bit dated. Stonekeep suffers a bit from the same disease that afflicted Interplay's earlier release, Dungeon Master 2. That game was hopelessly outdated by the time of its release and Stonekeep, while not being anywhere near as crusty, still gives off a bit of that nice mothbally smell you may associate with your grandmother or other elderly relative.

The main reasons being its antique step-by-step movement and dull combat system. The heart of any RPG is its combat system and Interplay, unfortunately, have blown it by using another RPG cliché, the point and click mouse battle. Guys, its just not that exciting! Haven't you ever played Doom? The combat's only half the fun you say, what about the puzzles? What puzzles? All the ones I encountered were very simple, straightforward annoyances rather than puzzles. Gosh I have to find the round shaped thingy to go in that hole?

And I have to walk back through the umpteenth levels I just finished to get it? Oh what joy!

Stonekeep is a game for the die hards out there who must RPG at any cost in order to protect their delicate souls from the outside world. If that's you, then this game is a treat, with endless levels of magic and monsters.



NOW WHERE HAVE WE SEEN THIS CHAP BEFORE?



DON'T CALL ME A HERO, JUST DOING MY JOB

**VISUALS 80** - Very monotonous brick walls but nice monsters and video bits.

**SOUND 89** - Rich atmospheric tones reminiscent of that "D" game.

**GAMEPLAY 74** - Traditional RPG fare, a bit dated. Definitely one for the addicts.

**LONGTERM 78** - This is a big game with lots and lots to see (most of it being bricks).

**OVERALL 80** - As they say in the maternity business, this one's overcooked. If it had been released when it was supposed to be it would have been very impressive.



NOT WHAT YOU WANT TO BE LOOKING AT IN A WAR ZONE



HE HE HE, MOST GRATIFYING FUN THIS

We all have our favourite games. **BEN MANSILL** is partial to combat flight sims, so when we gave him this we thought we were doing a good thing. The unhappy look on his face the next day told a different tale...



SURE LOOKS PARTTY...

It was with great trepidation that I greeted the news that DID were to do a serious combat flight sim. TFX was a feast of eye candy but was tragically short on substance, it's predecessor F-29 Retaliator an even more extreme case of this most heinous flight sim crime. These are folks that specialise in fine looking 3D, and we assumed that EF2000 would look fabulous, but would the meat of the game shape up?

It does indeed. I've been playing this one to death and can happily report that for the most part EF2000 is a hell of a nice combat flight sim. The world is a strange place though, and the 3D that is DID's field of expertise is by far and away the game's weakest point. I'm not talking about the terrain and the objects inhabiting it - they're the best that's ever been seen in this sort of game. No, what we have here is a revolutionary idea that simply doesn't work.

**A Pain in the Butt**

What DID have tried to do is replicate a full 3D cockpit. It's an idea that really had to be tried, but pity poor DID because it's a complete disaster. Instead of the traditional fixed array of instruments along the bottom half of the screen, you get a free floating virtual cockpit that you're supposed to move around in by way of the keyboard, Thrustmaster or CH coolie hat and mouse. It strikes you as kinda neat at first because all the instruments are fully functional, but this functionality is ironically only aesthetic. You just can't glean any useful information from them, for the cockpit is both highly pixilated and worst of all, moves around dramatically as a result of the slightest joystick movement. This last feature is supposed to simulate the effects of g-forces on the pilot. Pull back, for example, and he'll slump in his seat with the cockpit correspondingly moving up on the screen. While to some extent this does produce the desired result, it also hopelessly ruins any hope of playing the game in this mode. Performing mild manoeuvres is a pain in the butt, trying to survive in an intense dogfight while the cockpit swivels, twists and jumps around the place madly is impossible. Your view of the outside world is constantly hidden by a curtain of instruments you can't even read, you rarely have any idea which way your plane is heading or what's going on around it and motion sickness is a very real probability due to the extreme degree of cockpit movement.

So you turn it off and fly with the full-screen HUD mode on, it's either that or take it back to the shop for a refund. Checking instruments and radars involves a convoluted "virtual look down and check it out" routine. It's how you're supposed to do it with the 3D cockpit and either way it's just another case of DID showing they really have no idea. A basic radar and threat indicator can be superimposed over the full-screen view, but to get useful information means going through the "look down" drama that takes a few surely seconds to run, not including perusal time. In fierce combat you'll be blind for long enough to be either be shot down or crash into the ground. Inexcusable and idiotic.

**Best Terrain Ever**

This pathetic design is a great shame, because the terrain (set in Norway) is the best ever. A palpable sense of altitude and velocity is gained just from looking around - far more so than any previous sim.

Also brilliant are the missions. EF2000 mixes aerial ballet with down and dirty mud moving. DID claim their ground attack systems are the best yet developed for a PC sim. I think not, and while EF2000 is very impressive, Tornado is still the wearer of that crown. Dogfighting is

above average, but not exceptional. Enemies are driven by an AI that'll have you sweating, but start praying if you run out of missiles because the gun HUD mode has a most annoyingly basic aiming reticle, making gunfighting a mix of guesswork and good luck.

The all-important flight model is a delectable treat. The Eurofighter won't enter service for a few years, so EF2000 is based on a bit of concrete fact dosed liberally with likely speculation. DID's EF2000 is a plausibly difficult challenge to fly. Taking off is a little unrealistic, but landing feels more "right" than anything else of late. In flight, tree-top level terrain-hugging is an intuitive and mesmerising experience.

Were it not for the abortion in the cockpit, EF2000 would be the finest all-round combat sim yet built. So, despite it's massive shortcomings, EF2000 is worth playing just to experience the elements DID got right.

- VISUALS 93** - A monumental tragedy of perfection marred by the clumsy hand of a well-intentioned but ill-informed idiot.
- SOUND 82** - Finally, a jet engine sound that's more than annoying white noise. Incidental effects are both plentiful and convincing.
- GAMEPLAY 75** - Gorgeous plane, great missions, dynamic battlefields, in-flight refuelling, intelligent wingmen, accurate weapons characteristics, fjords... it's almost got it all.
- LONGTERM 40** - Try as you might, no sane person could tolerate the agonisingly bad cockpit design for very long.
- OVERALL 80** - Not fair! The perfect combat sim is tantalisingly within reach...If they release a patch or upgrade with a proper cockpit we'll love it to bits.

Available: NOW • Category: FLIGHT SIM • Players: 1-8 • Publisher: OCEAN/DID • Price: \$99.95 • Rating: G  
Min Requirements: 486 DX266; 8MB RAM; CD ROM

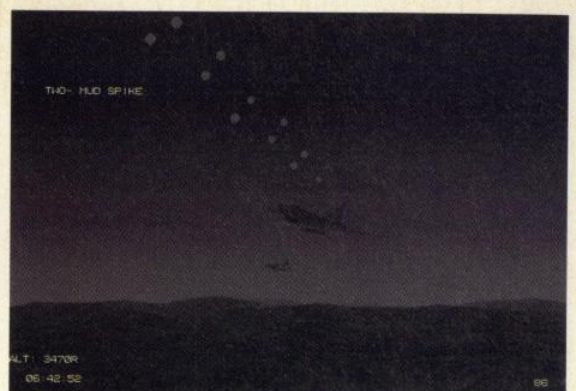
### PC CD ROM



TAKE DAMAGE, SEE DAMAGE, FEEL DAMAGE - COOL



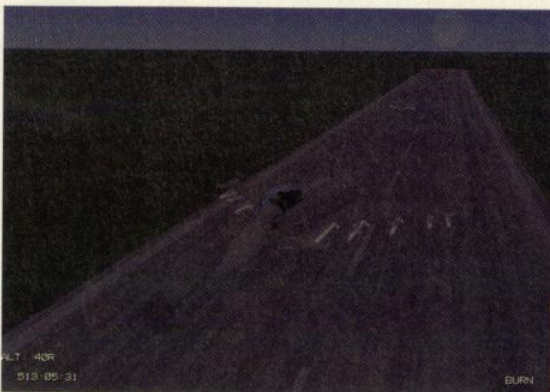
LUSH OR WHAT?!?!



INTO THE FRAY WE GO TODAY



EJECTION MOST DISHONOURABLE, GOTTA PUT THIS BIRD DOWN



WE HAVE LIFT-OFF



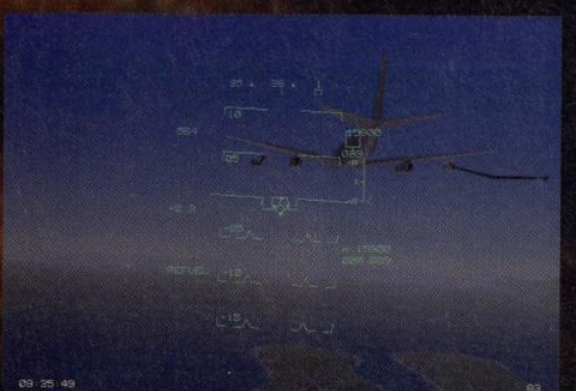
YOU ARE CLEARED FOR TAKE-OFF



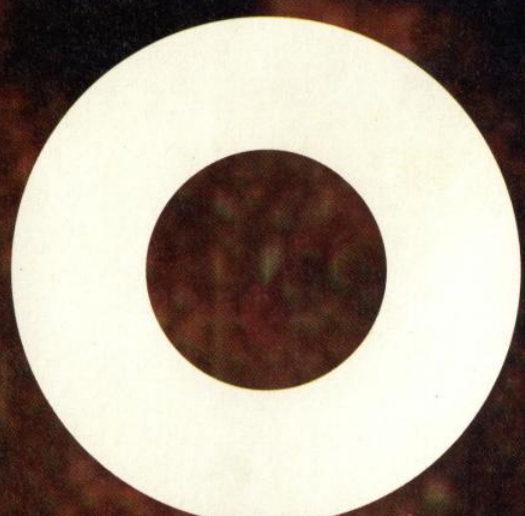
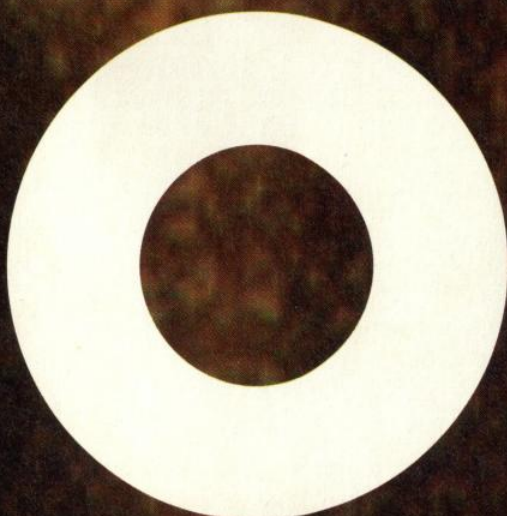
TAKE OFF AT DAWN AND LAND WITH THE SUN UP

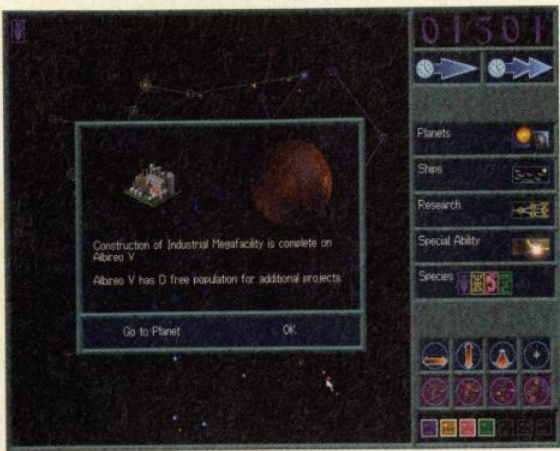


WE LIKE A BIT OF LENS FLARE, WE DO



MID-AIR REFUELLING IS INCREDIBLY HARD, BUT FUN





THIS SCREEN APPEARS 7 TRILLION TIMES IN THE COURSE OF A GAME



SOLAR SYSTEM SANS USELESS BUT PRETTY GRID...



TECHY GRID IN PLACE - IT'S THAT SORT OF GAME



CLOSE UP OF A BUSY LITTLE COSMIC CORNER



EASLIY KEEP TABS ON YOUR EMPIRE...



GETTING A PLANET THIS FAR IS A BIG JOB, NOW DO IT ANOTHER 200 TIMES



THE PRIDE OF THE FLEET



KILL THY NEIGHBOUR...



BUT HAVE A BIT OF A CHAT FIRST

# ASCENDING

Available: NOW • Category: STRATEGY • Players: ONE • Publisher: THE LOGIC FACTORY • Price: \$99.95 • Rating G

Requirements: 486DX/33, 8 MB RAM, SVGA, 2 X Speed CD ROM **PC CD ROM**

I've always had a soft spot for empire-building galactic conquest tactical combat resource management city development scientific advancement games. Yep, they really get me going. This affection stems both from my endless belief that I'm really a planted alien spy just waiting to be "triggered" (I'm ready! Take me now!), as well as 1000 accumulated hours playing the undisputed ruler of the genre, Master of Orion.

So when Ascendancy hit my ergonomic workstation my chums thought I was talking in tongues - such was the incoherent babble that spouted forth from my dribbling mouth. First impressions of Ascendancy were so favourable that I instantly knew how my impending week off was going to be spent. Twas verily the perfect game, it seemed. One week on and I'm not so sure. A few games played through revealed some pure design genius, but also uncovered a problem - just the one problem, but a biggie of galactic magnitude.

#### Cosmic Glory

First the game, later The Problem. Beginning a new game means choosing which of the 21 races (no humans, but very plausible aliens) you'll be leading to cosmic glory. Each has a special ability, some are fabulously useful, like being able to see the structure of the entire galaxy and the movement of all enemy ships, others are just plain silly.

But a choice of 21 special abilities means you can play the game in whichever way suits your style.

Like almost every other game screen in Ascendancy, the main map screen is a shining example of a really well designed interface. You can choose from several galaxy sizes, with the game randomly generating each one fresh. Your galaxy is presented as a 3D sphere which can be rotated in either axis, you can also zoom in or out just about as far as you like. Initially this can be mighty confusing (especially with larger galaxies), but as you get out and explore the "star lanes" linking the dots are revealed and it all starts to make a little sense.

Not all star lanes lead to Rome though, certain stars connect only to certain others, which is the key to the strategy element in Ascendancy. Enough exploring should reveal that your starting point is in fact part of a large collection of stars which can be entered only through one or two choke points. This allows you to develop a quiet little corner of the galaxy, with sentry ships needing only to be posted at the star that is your effective front gate.

Each star can have any number of planets orbiting, which in turn could be any of the multitude of planet types. Some are richly productive, others barren rock. Clicking on a planet shows it represented as an isometric view of resource squares. Upon these can be built various structures which enhance that planet's production and research capability.

Developing planets is fundamentally what it's all about. Ascendancy runs in an unusual pseudo real time mode. The action continues until something noteworthy happens, then the game automatically pauses so you can attend to your galaxy's needs. A completed planet structure is the most common interruption by a galactic margin. Herein lies The Problem.

#### The Problem

Each planet can have dozens of development squares. By the time an average game gets up to speed you'll have at least several hundred

squares to attend to, each of which can and should have it's completed structures updated as new technology becomes available. The end result is that every game turn means another dozen or few more factories or whatever to be built. Over the course of a game many thousand such actions must be taken.

This gets screamingly tedious and it kills me to say this, but the game is utterly spoilt as a result. 99.9% of Ascendancy is spent performing mundane chores. In one game I played which looked particularly exciting, I despatched my mighty fleet to do battle in a neighbouring system. In real time it should have taken about three minutes for the fleet to arrive, but a full two days (non-stop, real reality time) passed before they finally entered the war zone. During this time I was forced to build or upgrade another few hundred bloody structures manually. I was seriously about to throw a brick at the monitor, such was the mad frustration.

This is a game for people with a heck of a lot of spare time and an extraordinary tolerance for things dull and mundane. I was playing an almost complete Beta and I hear that facility for leaving planet development up to the computer may be available.

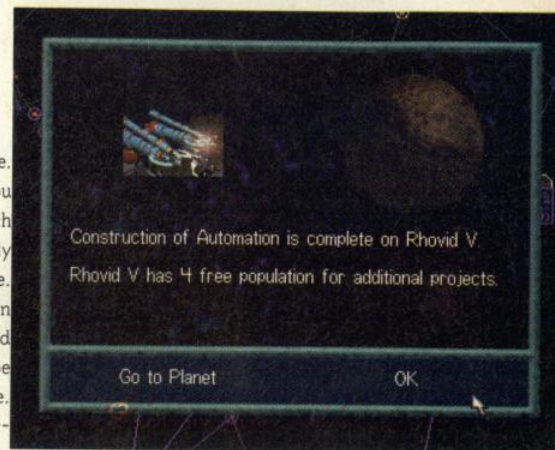
Unfortunately I also hear that the computer does an abysmal job, and to play properly you'll want to customise certain planets purely for ship building and others for research. This can only be done manually.

It's a tragic situation because Ascendancy is otherwise the best of the genre by light years. The technological advances are fascinating and their application even better. Combat is brilliant and is heavily dependant upon the highest technical level you can reach. Unfortunately getting there means repeating the one boring action thousands of times when you should be able to do it more than once.

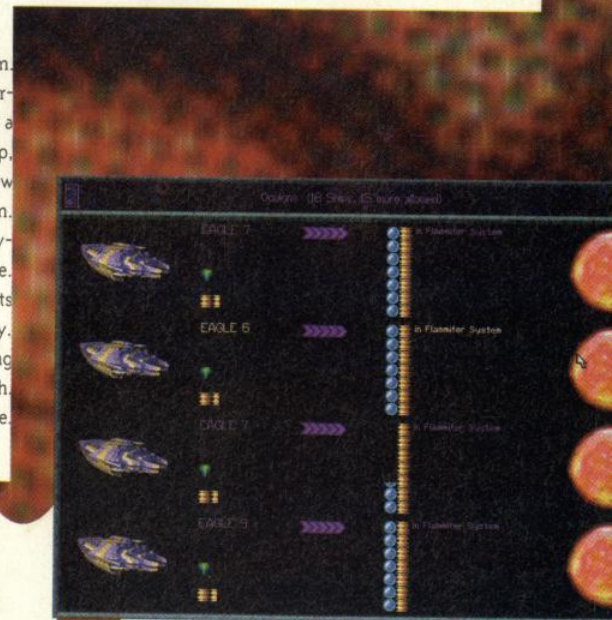
**If we don't blow ourselves up or poison the planet we'll be out exploring the galaxy one day, Ascendancy is the best way so far to live that fantasy on your PC. BEN MANSILL goes into deep sleep...**



BE NICE TO YOUR DOG, IT COULD EVOLVE AND MAKE THE RULES ONE DAY



UPGRADE TIME - OR "DO IT ALL OVER AGAIN"... ARGGGHHHH!



AIN'T NO ALIEN'S GONNA MESS WITH THIS FLEET

# ASCENDANCY

**VISUALS 8.5** - Elegant and austere style in a SVGA so sharp you could cut your finger on it. The 3D spherical galaxy representation has been tried before but here it really works.

**SOUND 7.8** - Perfectly sparse effects and haunting yet unobtrusive background music.

**GAMEPLAY 7.5** - Pretty goddamn perfect, but for The Problem. If you can bear with it you're in for a monster of a strategy experience.

**LONGTERM 7.5** - One average game takes about a week (no work or school). For the most part the game is so compelling you'll be at it for months, but for The Problem.

**OVERALL 8.0** - It's agonising how close to perfection Ascendancy comes, only to be dragged down to the heap of mediocrity because of just one bad design element.

PC/MAC CD ROM



It's no great surprise to see how far a game can go, when driven by the mighty forces of snappy graphics and the magnetic appeal of the Star Wars universe. The original Rebel Assault was a pleasant enough little arcade blaster, but dressed up with the aforementioned livery it became the hottest game on the shelves for a lengthy period.

LucasArts knows enough about life, the universe and what sells truckloads to not mess with these magic ingredients, which means Rebel Assault 2 is basically the same game, but with the benefit of a couple of years of gaming technology to draw from. The most noticeable enhancements are the spellbinding cut-scenes which now star real live actual people, as well as a tasty new SVGA option. The gameplay is the same. Some new flavours have been added, but the feel of the game remains unchanged.

**Intensely Annoying Frustration**

Having only 15 levels is a bit of a suck, and on a medium difficulty setting I played the game from start to finish in one sitting. It was no marathon effort either, just before lunch 'till just before dinner was all it took. The experience wasn't an entirely happy one either as Rebel Assault 2 perfectly preserves some of the intensely annoying frustration which marred the original. Being able to finish the game in one session doesn't mean it's easy, it just means that you'll end up trying each level half a dozen times before you get it right, with the end of the game rolling along just as you get up to speed.

Hard is generally a good thing in games, but Rebel Assault 2 is hard in ways that are not particularly cool or fun. Six of the levels involve a form of "flying" which will thoroughly drain you of every ounce of patience you possess and ask much of your carefully developed hand-eye co-ordination. Canyons, starship interiors, forests and the like must be navigated, in or on an assortment of Star Wars transportation. As with the first game, the video streams with you having only minimal control over your destination. The canyon scene is particularly annoying and even in SVGA the scenery is so hazy you just can't tell how close you are to something. The original game was plagued by this problem and the tradition has continued.

**Star Wars Cliches**

In keeping with the Star Wars cliches which feature so strongly here, a few levels will have you flying inside massive structures. Here we find game design hitting an all time low. Only minimal adjustment is possible to your trajectory. The flight path is mostly predetermined, with input from the player only necessary to avoid large moving obstacles at the very last moment. Here there is only one correct course to follow and don't expect it to have anything in common with your instincts or common sense. Too many times you'll take evasive action, only to feel your craft being sucked in the other direction by the computer. This method wants you to play the level a few times to memorise what the computer wants you to do for success. Asteroid avoidance levels are here too that suffer the same affliction - just like the original. It's not the disaster Microcosm was, but I've seen arcade/action done a lot better.

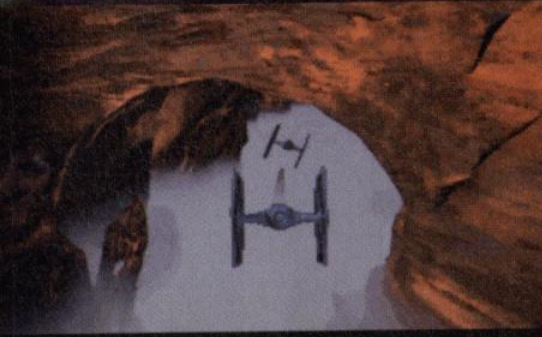
Other levels test the waters of new game styles with more success. Two of them show you from behind, taking cover then popping up for a snap shot at stormtroopers. The caper is timing and it'll last up to a dozen plays before it reaches the boring threshold. There's also a pseudo-Doom level in which you're firmly rooted to the spot, shooting madly until the computer deems you worthy enough to be walked through to the next stage.

**Space Combat Fun**

Despite some dud levels, six of them are pure Star Wars space combat fun. All you're really steering in your fighter is the target cursor, but to me this is the essence of no-frills arcade joy. Sure, you're just blasting TIE Fighters for the most part, but they come in such challenging patterns and often outrageous quantities that the experience is both cool fun and comfortably the best part of the game. On the whole though, the gameplay is only average at best. Contrary to the HYPER credo, this is partly compensated for by the graphics - both gameplay and cut-scene. The Star Wars universe obviously has the staying power and it's a warm fuzzy feeling one gets from receiving a fresh dose. So much so in fact, that Rebel Assault 2 will probably sell squillions despite its inclination to inflict annoyance instead of enjoyment, and that after you've finished it in one day you'll probably take an oath never to play it again (except to show off the fabulous graphics).



TRANSMITTING THE LANDING CODE NOW



DAMAGE: [Progress Bar] PILOTS: [Progress Bar] SCORE: 0038076

JUST LIKE SHOOTING WOMP RATS IN BEGGARS CANYON

That it's a Star Wars game should be enough, but the graphics are an even better reason to play it. As BEN MANSILL reveals though, just a little more gameplay would be nice too...



DAMAGE: [Progress Bar] PILOTS: [Progress Bar] SCORE: 0101942

LET GO OF YOUR FEELINGS...

- VISUALS 90** - Fabulous to watch, not so nice to play with. Fear not that you'll miss some details, as the dozen goes it takes to get through each level will reveal all.
- SOUND 92** - Exceptional. The voice-sync had nothing in common with the actors lip movements, but overall this is quality number one.
- GAMEPLAY 50** - There's a particular type of person out there that'll love it, easily impressed and very bored young children are likely candidates.
- LONGTERM 40** - You may want to squeeze a little more value out of it and play again on the hardest difficulty. If that's you - get a life!
- OVERALL 60** - Everything about the game screams "epic achievement" - until you open the box and actually play it. A short term arcade distraction for a dull weekend.

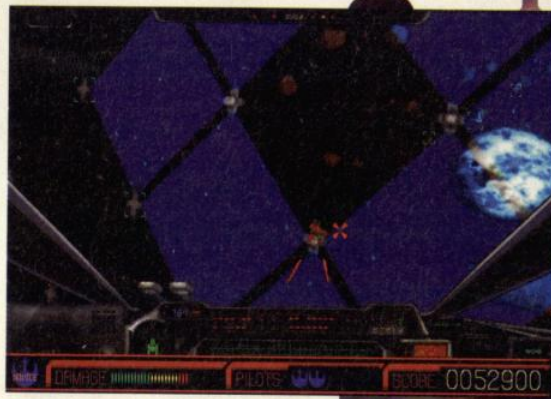


Available: Now • Category: Arcade • Players: ONE • Publisher: LucasArts • Price: \$99.95 • Rating: G8

# STAR WARS™



DON'T GET COCKY KID...



THAT'S A SMALL MOON!



WATCH THOSE TREES!



STAY ON TARGET, STAY ON TARGET!



GREAT SHOT KID, THAT WAS ONE IN A MILLION!



NOW LET'S BLOW THIS THING AND GO HOME



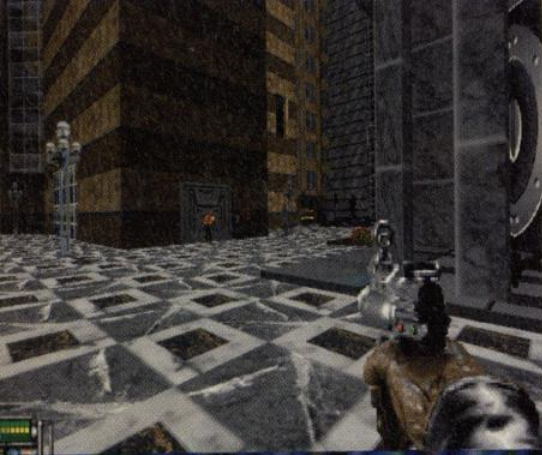
THERE HE IS! GET HIM!



THE FORCE IS STRONG IN THIS ONE



LET'S PARTY!



RUN AMOK IN VIRTUALLY REAL REALITY



# William Shatner's



DISPENSE SOME MEZZANINE JUSTICE

Recovering from the shock of seeing a decent game knocked up by two of the biggest losers ever takes some effort. William Shatner (who was classic in Star Trek) was found guilty of crimes against humanity for his role in T.J. Hooker. Since then he has allegedly written an allegedly successful sci-fi series known as Tek War. Capstone (known affectionately as Crapstone), are responsible for all ten of the ten worst games of all time. "Games" such as the Beverley Hillbillies, Surf Ninjas and Wayne's World are colossally pathetic and serve only as a reminder of how much value we should place on really good games. Instead of sticking to their niche, these two have been messing with the natural order of things by producing a game that is most unnaturally impressive. Tekwar is a first-person action game that takes the genre to vertigo inducing new heights. It looks like they actually read the HYPER reviews of their previous abominations and got real serious, real quick.

#### Chatting Up Receptionists

Where Tekwar excels is in the friendly old realism dept. The Tekwar world may be set in the future, but instead of looking whiz-bang futuristically techy, it comes across as a world you could walk out your door right now and see. You'll wander streets complete with passing traffic and milling civilians. You can enter just about any building and poke around an office foyer, or hospital waiting room, or police station, or factory or just about anything else everyday and ordinary. The inhabitants of this universe behave just as they should too. Receptionists sit behind desks while being chatted up by suited young men, small groups gather in the park for a chat, workers toil over industrial equipment - in short, what we have here is the most convincing virtual reality I've ever seen, reality being the key word.

Now the idea, of course, is to take out the baddies and leave the civilians be. But in effect the end result is that Tekwar is the most perfect

vehicle thus far for budding Wade Frankum type frustrated postal workers. It's a fair bet that the first time buyers of Tekwar fire it up, they'll run happily around blasting hapless civvies and laughing madly

**Let's not call them "Doom clones" anymore, OK? The first-person genre encompasses all game styles and Tekwar breaks the ice for the first reality-sim that's worth raving about. BEN MANSILL raves...**

as they plead for mercy. We did. This is completely at odds with William "the pacifist" Shatner's decree that the game include stun weapons and encouragement via mission guidelines that only forces of evil cop your walloping.

#### Rampaging Blast

Eventually though, this anti-social flavour of fun will wear off and you'll be wanting to play the game for real. The sooner you take it seriously the better. Tekwar is a hell of an impressive game and it can be extremely rewarding. Plot alert! Tek is a drug that has a tight hold on the minds and wallets of tomorrow's working class. The cartel that runs the show has split its resources into several different zones in a bid to make the fight against them more difficult. Through each of these you'll rampage, busting up deals in progress, blasting the plentiful henchpeople and ultimately taking out the drug lord in each zone. Sporting a refreshingly subtle toupé, Mr Shatner briefs you on the specific objectives before you head off. It's generally not required viewing, but is worth it just to experience the bewildering realisation that the man still hasn't learnt to act after all these years. Besides looking wonderful, this world boasts a staggering array of devices and cool secret bits. You can jump on a desk and rip off the ventilation grill, then embark on a sneaky journey through the labyrinth before leaping out in some far away place ordinarily unreachable. Baddies play dead too, the nondescript corpse you just passed may suddenly open fire just as your back is turned. Bathroom mirrors show your reflection, until you blow it into a million shards of glass. Passing cars, trucks and the like can be leapt upon for a free ride through town. The subway train must be ridden on to reach new areas and can be used as a moving weapons platform as you race past the stations sniping at waiting commuters. The detail is mind blowing. In fact, half the fun is exploring the brilliant world Capstone have created. Something as good as this can't be perfect and it's not. Often you'll be taking hits from a mystery sniper you simply can't see. Even the stock standard baddies can be very difficult to make out clearly amidst the lush backdrops. Major PC horsepower is needed to run in SVGA too. Low res is fine on any old PC, but for high res. you'll be needing a Pentium 90 as bare minimum. A mighty pleasant surprise this. It's way more the thinking killer's Doom than Dark Forces was. Take a close look.



HOW TO MOTIVATE LAZY WORKERS...

- VISUALS 93** - Low res. looks fine, but SVGA is a special treat that fast Pentium owners would be mad to miss out on.
- SOUND 78** - Pretty good but not fantastic. Meatier gun sounds would have pleased me greatly, but it's a real-world simulation here, not a fantasy blastfest.
- GAMEPLAY 90** - All up, this is huge fun all up and one not to miss if you can help it.
- LONGTERM 85** - Network play extends the life a little. Hell, you could conceivably play through against the computer a few times over and not lose the thrill.
- OVERALL 90** - One of the better first-person action games we've ever seen. A little more work and it could have been one of the all-time great games.

# PORTAL



YUP, THE SPEEDBOAT REALLY DOES SPEED!



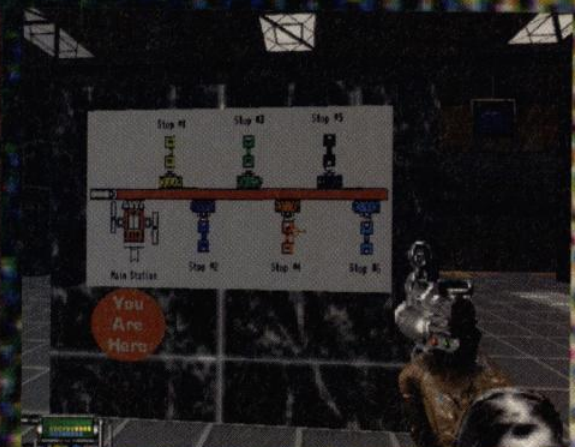
FOYER LOVERS OF DEATH



PERHAPS YOU'D LIKE TO RECONSIDER MY JOB APPLICATION...



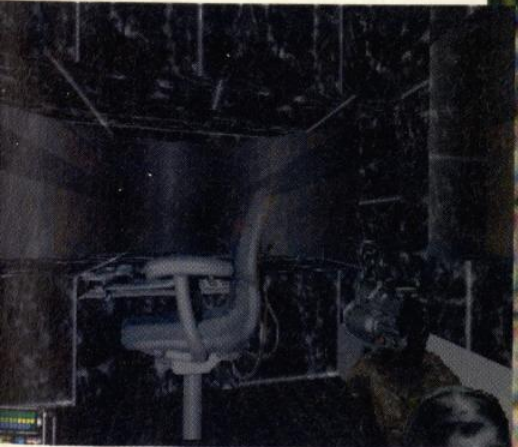
NOT SINCE KYLIE HAS A LOCOMOTION REEKED OF SUCH DEATH



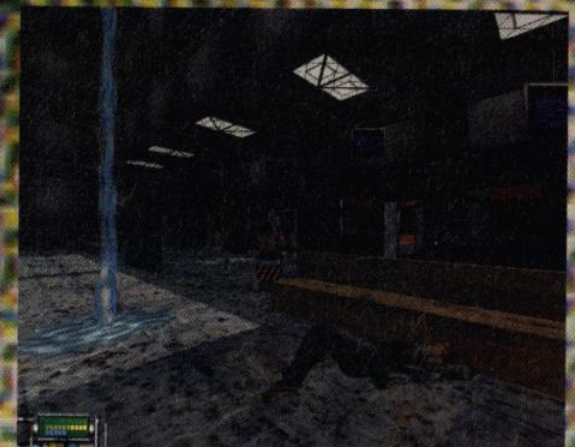
THE SUBWAY STOPS, EACH LEAD TO A MASSIVE WORLD



BATHROOM MIRROR WITH ACTUAL REFLECTION



GET INTO THE DRIVERS COMPARTMENT AND GET TUNNEL VISION



POST APOCALYPTIC STATION COMPLETE WITH WATERFALL



EXCELLENT SHIPING SPOT THIS, PITY I FORGOT THE GUMBOOTS

# The Dame



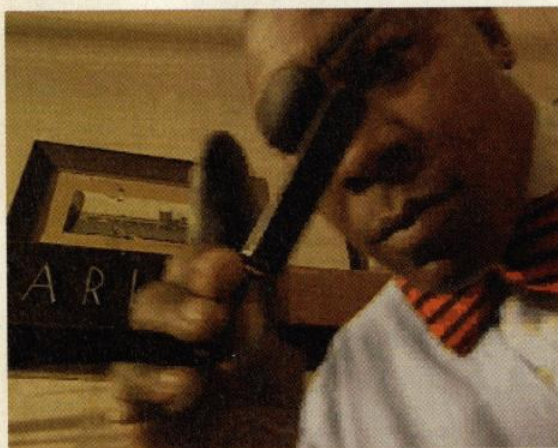
A SHADY FIGURE LURKS...



RELAX LADY, THAT NAIL POLISH WILL DRY IN NO TIME



BEFORE THE WORK ETHIC WAS INVENTED OUR LIVES WERE SIMPLER



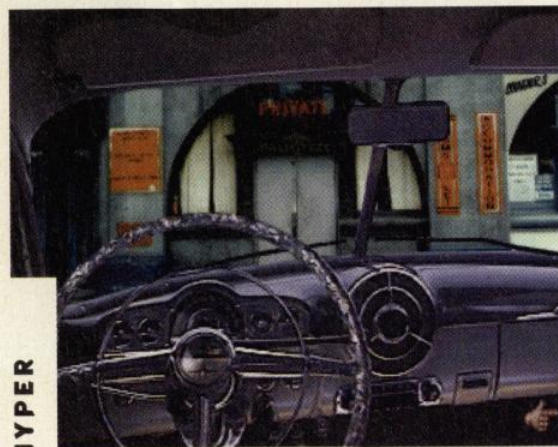
A PROFESSIONAL RAZOR INSPECTOR, OLD ONE EYE



I DON'T WANNA GO TO ANY OF THOSE PLACES THOUGH...



WHERE'S THE DONUTS?



INSIDE THE HYPER STAFF CAR



UMM... DAME?



COME ON GUYS, SMILE ALREADY!!

# as Loaded



WHAT A CHEERFUL LOOKING BLOKE THIS IS...

"A Scott Anger Adventure". That's how Philips and Beam Software have chosen to promote their big new release. Not, it should be noted, as "The World's First Interactive Multimedia Movie (Really, Truly, Honestly This Time)". This could be a good thing, Stuart remarked. If it doesn't sell itself as an interactive movie, then it may very well turn out to actually be one. That is, by concentrating on being a game with the added bonus of FMV, rather than the opposite, it might just work.

**PLOT MAKES A COMEBACK**

Let's begin with the plot. Long derided for being a waste of time and mostly completely ridiculous, the plot is making a comeback. With this sort of game it doesn't have any choice - bad plot, bad game - there's nothing else there to hold your attention. In *The Dame Was Loaded* you have been cast as Scott Anger, hard-boiled 1940s Private Investigator, very much in the Phillip Marlowe tradition. A month ago, your girlfriend (or should I say dame), Angela Donald, a nightclub singer, was murdered in a shoot-out in the alley behind your office. Since then you've been to the very depths of despair, your only company being the bottle. But now, thankfully, you seem to be getting your life back together again. You've even decided to return to your PI work with your partner, Ralph Spencer. The first morning back at the office you sit down and in walks Carol Klein, a pretty, young, country girl (played by the ever-talented Tiffany Lamb, who we have all admired in shows such as *Paradise Beach* and *TVTV*) whose brother, Dan, has apparently gone missing. This is what you needed - another case to get you back into the swing of things, and a gorgeous girl waiting for you once you've cracked it. And this is also where the game starts.

**CRUISING IN A CADILLAC**

Ralph advised me to check out the police station to see if Dan has a record, or maybe the newspaper in case he may have made the headlines in some way. I hopped into my Cadillac and checked my street map. From here I could click on a location and be taken there automatically. Always being one for personal grooming, I decided to visit the barber's and get a shave. Mack the barber (the bloke with the eye-patch) is good for a little gossip. Next I went to Meg's Diner, where I ordered a coffee and some donuts. Meg wasn't particularly pleased to see me, but took my money quite happily. Neither of these two were incredibly useful to me, but they do contribute to the overall feel of the game. They give the city a bit of character and warmth. Eventually I popped over to the offices of the Tribune, to have a peek into their Morgue (that's where old newspapers go to die). Here I met up with Frankie Henderson, an old flame as it turns out. She wasn't impressed when I offered her a donut. And she didn't recognise Dan. Nor did the Morgue reveal any secrets. Hmm. OK, how about the police then. Officer Denton (a very gruff Gus Mercurio) was manning the front desk, and I managed to persuade him to help me out. All such encounters are played out using video footage for most of each character's responses. Every important clue will be shown this way, with the irrelevant bits just spoken over a static picture. You interact in one of two ways. Conversation involves selecting a name or topic from the list provided and then listening to the reply. All the usual adventure-type icons are in attendance as well - look, pick-up, use etc - you should know them intimately by now. Anyway, it turns out that Dan Klein does indeed have a few secrets he hasn't told his sister about. Perhaps those denizens of the underworld (and your good friends, of course) Mickey and GG might have heard of Dan. Next stop - the seedy Jake's joint. But I've already said too much...

**TONGUE-IN-CHEEK APPROACH**

*The Dame Was Loaded* is a very good-looking game. Whenever you enter a new location you see a short sequence that pans around the room and shows any people that might be there. The quality is great, it's certainly smooth, and the resolution (while not being as good as it looks here on the page) is more than adequate. There's not a huge variety in colour, but - hey, that's realism for you! I'm no film critic, but the level of acting seemed to vary wildly throughout the game. Some performances aren't too bad at all, while others really ham it up, and one or two make you squirm with clenched-buttocks embarrassment. But I liked it. It suits the tongue-in-cheek approach of the whole game. One of my usual complaints with adventure games is the hopelessly linear gameplay. *The Dame Was Loaded*, surprisingly, offers a bit more lee-way than most. Perhaps it was simply my expectations, but I was a bit shocked when *Dame* turned out better than I thought it would be. I'd even have to say I liked *The Dame Was Loaded*. And if you like detective thrillers, adventure games or a send-up of film noir, then you're sure to get plenty of enjoyment out of this too.



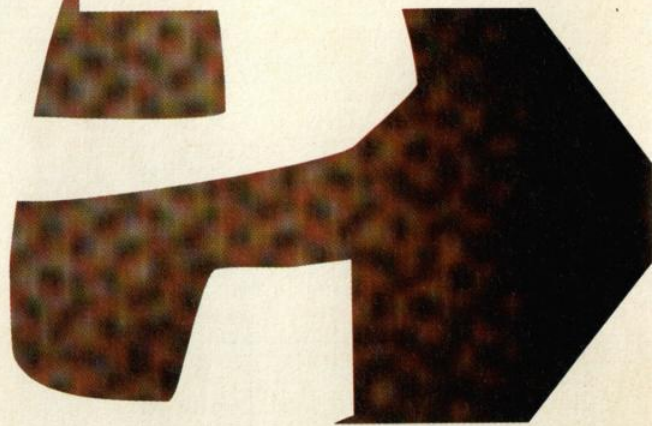
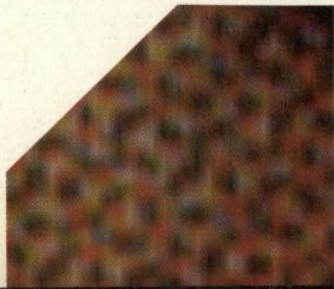
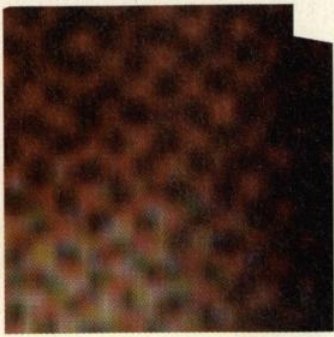
A CRUSTY OLD BLOCK OF UNITS

*Australia's very own Beam Software get into the PC adventure biz in a big way with The Dame Was Loaded. DAVID WILDGOOSE finds out that full-motion video and gameplay are not mutually exclusive...*



YOU JUST STAY BEHIND THOSE BARS BUDDY

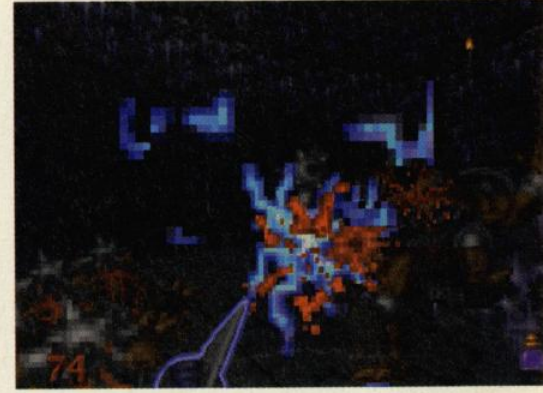
- VISUALS 86** - The video looks very nice and it leaves room for some gameplay as well.
- SOUND 85** - Top speech throughout, plus some cool jazzy tunes on your car radio.
- GAMEPLAY 82** - Well-above average adventuring fare with a good, solid story.
- LONGTERM 60** - Still, you will only play it through once.
- OVERALL 82** - Full Motion Video adventure game with gameplay. Whatever next, eh?



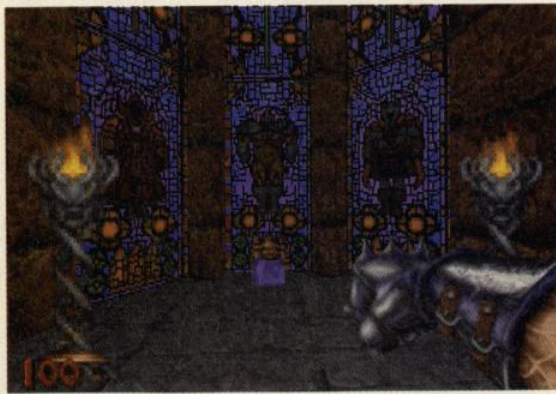
MR FROSTY SAYS: GROW ANOTHER HEAD!



REMEMBER THE TOILET SCENE IN THE ABYSS?



ANOTHER ONE BITES THE RUST



GLOVE THIS GAME!



TWO HEADS AND A SNAKE EYE - ENDLESS POSSIBILITIES



SAY HI TO OLD FRIENDS



AHHHHH CHOOOO



WAVE 'EM AROUND LIKE YOU JUST DON'T CARE



RAPUNZEL RAPUNZEL...

Available: Now • Category: Action/RPG • Players: 1-4 • Publisher: id • Price: \$99.95 • Rating: M15+ **PC CDROM**



STILL BEING DRESSED BY MAMA



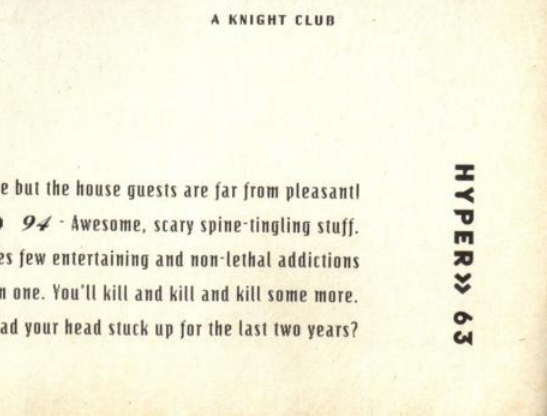
Crystal vial



YOU COME HERE OFTEN?



quartz flask



A KNIGHT CLUB

Once more, it happens. The hairs on the back of my neck are rising, desperate breaths are drawing shorter and shorter, sweaty palms fumble with a slippery overworked joystick as the tortured cries of unspeakable monsters rend apart the fetid dungeon air. I swear I'll never accept another dinner invitation to Stuart's place again, even if I live to be a hundred. What? It was only a game? Hexen? Wha...

**SHARPEN THE KNIVES**

Phew that was close, nearly lost it there, it's amazing what a good dose of smelling salts and a fresh kipper can do in these situations. Yes folks, the wait is over. Hexen, the great grandson of Doom, is here. Rejoice, rejoice and sharpen the knives. Those fabulously twisted souls at id have trawled the depths of their fevered minds to find yet more ways to wrack our souls with terror, yet more cunning traps and fiendis Hexen breaks further away from the Doom mould than Heretic did before it by giving you the option of choosing one of three a fighter, a cleric and a mage. If this sounds a bit RPGish, don't panic, it's still all hack, slash and burn, baby! The different simply differ in their abilities in combat, the fighter is strong, fast and powerful, while the weaker mage can keep his dist:

long range magic blaster. Clerics are a compromise between the other two classes being equally good at hurling bolts of deadly spell power or engaging in slightly more intimate, face to face carnage. Each of the classes also uses different weapons, five different flavours each, and, while they all battle across the same world, the creatures they

**It's time to get hooked all over again. Hexen takes id Software's Heretic game engine about as far as it can go and the world is a happier place because of it. GEORGE SOROPOS immerses himself in a magically scary adventure...**

each face differ slightly as well. Hexen abandons the heirachical level structure of the previous games and presents a world in which every level interconnects with every other via "Ethereal Travel". You can no longer be sure that "the switch to that door just has to be on this level somewhere", as chances are it won't be! The layout and look of the terrain has that familiar Doom/Heretic feel, and the designers probably do that deliberately as they know that a lot of tragic, alienated people like me feel more at "home" here than anywhere else. This is also about the only criticism I can make of Hexen in that one gets the feeling that a lot more ideas here could have spiced up the game considerably.

**SPINE CHILLING EFFECTS**

Some of the monsters will surprise you however, and there's a very rude Centaur that has a shield which completely negates your attacks. Just wait for him to move though and he's vulnerable. And the sound, well I personally think id must have some sort of knowledge of psychoacoustics because there is simply no other game, even after all this time, that comes close to having the spine chilling effect that these guys have been able to produce since the very first Doom, and in Hexen there's more scary sounds than ever. In the current climate of self importance and bombasity by software companies each trying to out bull the other, it's not only comforting but sneakily satisfying that such a down to earth bunch as id so obviously is (what other company gives you DOS prompt command switches and interchangeable WAD files?), can gather and keep a large and loyal following for no other reason than having a damn good product. There are many far bigger companies who have a lot learn from this!

**VISUALS 92** - The terrain will feel like home but the house guests are far from pleasant!

**SOUND 94** - Awesome, scary spine-tingling stuff.

**GAMEPLAY 93** - Not quite as revolutionary as Doom was when it was released but still one of societies few entertaining and non-lethal addictions

**LONG TERM 94** - Choice of different characters almost makes this three games in one. You'll kill and kill and kill some more.

**OVERALL 94** - If you're a fan you won't need me to tell you to go out and buy it, and if you're not, then who's bottom have you had your head stuck up for the last two years?

# Actua golf

## PLAYSTATION

AVAILABLE: JAN  
 CATEGORY: GOLF  
 PLAYERS: 1-4  
 PUBLISHER: GREMLIN  
 PRICE: TBA  
 RATING: G

Remember that episode of *The Young Ones* where Rik says, "Okay, hands up, who likes me?" and the other three immediately throw their arms to the floor? Well, walking into the HYPER office and saying, "Okay, hands up, who likes golf games?" would no doubt prompt an identical response. Why, when you could be thrilling to the exhilarating speed of *Wipeout* or the insane carnage of *Destruction Derby* on your spunky new Playstation, would you want to

be playing a golf simulation? It's not even a real simulation of golf. Oh no, this is *Actua Golf*. What on earth does that mean? Something that's nearly like something that's not quite like the real thing? I don't understand. *Actua Golf* may be quite a decent golf game. It certainly has enough options to satisfy even the most anal of golf freaks. Two complete courses, loads of comps (matchplay, strokeplay, skins, foursomes etc), heaps of players, a plethora (yes, a plethora) of settings to fiddle with (wind, weather, difficulty, ten camera angles, maps, tap-ins, and on and on it goes), enough to make your eyes water. But, god, it's a boring game. The only thing to engage my attention was the view that let you wander all over the hole (Doom-like) before teeing off. This made me think about how you could improve golf games. What they need to be is not "golf games" but rather games based on the sport of golf. You would tee-off normally, then it would switch to a first-person view and you'd set off to find your ball. Along the way there'd be snipers hiding in the trees taking pot shots at you, booby-traps in the rough, rich wankers driving around in buggies trying to mow you down, stray golf balls flying past your head,



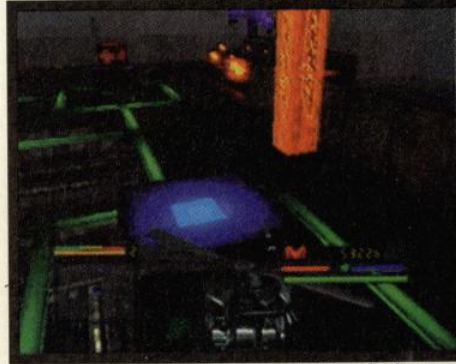
quicksand in the bunkers and piranhas or something in the water hazards, little kids who scoot onto the course and nick your ball, bonus points for hitting the cars in the carpark, and anything else that might add some spice to a very dreary gaming genre. I don't care if something is an "accurate simulation". If it's not fun to play, then it's not a good game.

DAVID WILDGOOSE

VISUALS 70  
 SOUND 50  
 GAMEPLAY 50  
 LONGTERM 50  
 OVERALL 50

# Bladeforce 3Do

AVAILABLE: NOW  
 CATEGORY: ACTION  
 PLAYERS: ONE  
 PUBLISHER: STUDIO 3DO  
 PRICE: NO RRP  
 RATING: M15+



If it were left to Studio 3DO to be the sole designer of games for the 3DO then boy would they be in trouble because for the most part what they've produced has been CRAP! Do you think if *Bladeforce* really was an exciting third generation 3DO game where they really utilised the machine's latent strengths, that it would be languishing back here in *Byte Size*? Of course not and *Bladeforce* disappoints in a big way, there's no doubt about that.

It's supposed to be a 3D shoot 'em up with 6 directions of movement and amazing rendered cityscapes. In reality, whilst the game engine is fast and there's quite a bit of variety in where you can go, the game is let down by an appalling lack of anything decent to look or shoot at!

Really, *Shockwave* looks better than this and is probably about seventy times more fun to play (It always did think it was underrated!). You fly through the city of *Meggagrid* and take out the "enemies" (indistinct turret shapes or indistinct flying polygons) before capturing the level boss. There are several different Crime Bosses to capture and seeing how they all bought their equipment from the same bloke, all their military hardware is exactly the same.....oooh boy, is it boring!

The world of *Meggagrid* is a poorly conceived cyberpunk cliché, the storyline is pretty standard and most of it doesn't go anywhere near to explaining why you're zipping around an approximation of a cityscape taking out extras from *Tron*. There's not much to rave about in the sound either, as the sound effects are uninspiring, there's no in-game speech and the "Guitar Rock" sound track sound like Yngwie Malmsteen jamming along with a Casio Organ (thankfully it can be switched off). As for the Cinematics, they're slick but unappealing.

The game engine itself is very smooth and hopefully Studio 3DO will put it to good use some day (as "Wipeout" Styled racer perhaps?). The high fps rate is wasted here, and the game tries to be both sim and arcade game but fails to replicate the game-play elements of either style. Instead it sits in an uncertain middle ground, and becomes an altogether confusing and disappointing example of the 3DO Company shooting itself in the foot once more.

RUSSELL HOPKINSON

VISUALS 72  
 SOUND 60  
 GAMEPLAY 60  
 LONGTERM 55  
 OVERALL 61

# NFL Quarterback '96

AVAILABLE: NOW  
 CATEGORY: SPORTS  
 PLAYERS: 1-4  
 PUBLISHER: ACCLAIM  
 PRICE: \$99.95  
 RATING: G



Some people have no shame. it's easy to tell who they are, because they're usually the ones with no talent, originality or creativity either. Ouch! The people at Acclaim who are responsible for this shameless ripoff should be carefully whipped on the buttocks with wet towels.

*NFL Quarterback* is basically EA Sports *John Madden Football*'s evil twin brother (say that without taking a breath!) - you know, the one who's not quite as pretty, and gets beaten up in the end. It's been awhile since I've seen a game soooo close to another. Close in many ways except for the only area where it would actually have been OK. The gameplay department.

Someone definitely slipped something into the pre-game Gatorade, because these footballers perform like blind gorillas. The control pad response was really quite sluggish. If you ask me (and you are if you're reading this), it felt like playing a test version for one of the Madden games. I guess I needn't be so nasty, it's just that there's no point to clones like this one when there's an original out there which does the job so much better, and has been doing it better for years. Give me the fluidity, response and clarity of a Madden game anyway. I played my copy of *Madden '95* to death.

But to return to the problem at hand... *NFL Quarterback* is still a healthy football game - if you're an NFL fanatic. Some nice realistic pics of the ref are in there, clear dialogue and stats galore, piles of plays and a game engine which is Madden all over. So if you're a big American Football fan, you can't go too far wrong with that. But the verdict is that it just doesn't play as well - and that is all that matters. Save your golden pennies for the release of *Madden '96* which is charging over the horizon. It should prove to be a whole lot better than *NFL Quarterback Club*.

ELIOT FISH

VISUALS 76  
 SOUND 75  
 GAMEPLAY 74  
 LONGTERM 76  
 OVERALL 75



# Fifa Soccer '96

SNES/MEGA DRIVE

AVAILABLE: NOW  
 CATEGORY: SPORTS  
 PLAYERS: 1-4  
 PUBLISHER: EA SPORTS  
 PRICE: NO RRP  
 RATING: G

No one will argue that the original FIFA sent heads spinning at Christmas '93, when it burst onto the scene and shamed most other sports sims on the paddock. Somehow though, I thought it managed to go backwards with FIFA '95 - yes, it had domestic competitions and some other bells and whistles that I can't remember right now, but some of the fluidity and grace of the original version seemed lacking. To me at least, it seemed that the quest for tactical correctness had somehow seen pace and ease of play suffer. There's nothing wrong with making a game tougher, but I don't believe making it less fun should also be part of the equation. How then does FIFA '96 stack up? Pretty well actually. Sure, the 16 bit original is now eating the dust of FIFA on the 3DO and PC CD-ROM but it's bounced back well on its home ground. Some rather extravagant claims (that I don't necessarily buy) are made for its new features, but generally speaking, the kinks of '95 have been corrected, even if the original thrill of the game may never return to those who have lived with it for a couple of years.



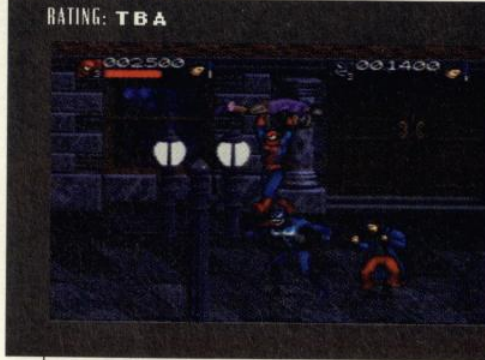
The good bits: new animation sees more detailed sprites performing a greater range of moves, it's faster and harder (but this time in a good way), you have new attacking moves (a step over fake and a rainbow kick, but they're not easy to perform), there is now an excellent practice mode and, best of all, the player with the ball can now utilise a speed burst, not just the defenders. Phew! Last and definitely not least, the game now features real player names, from the Italian and Brazilian World Cup teams right down to the Sarawak goal keeper in the Malaysian league. This may not affect the gameplay but certainly enhances the enjoyment factor. The downside? None really. If you don't have this game on one platform or another it's time to emerge from the shed. There's no real difference between the SNES and Mega Drive versions, by the way.

STRETCH ARMSTRONG

VISUALS 90  
 SOUND 85  
 GAMEPLAY 90  
 LONGTERM 94  
 OVERALL 90

# Separation Anxiety

SNES  
 AVAILABLE: NOW  
 CATEGORY: BEAT 'EM UP  
 PLAYERS: 1-2  
 PUBLISHER: ACCLAIM  
 PRICE: \$99.95  
 RATING: TBA



No, this ain't a game about gun-toting psychologists or karate proficient psychiatrists, though it might have been better if it was. It is, in fact, another Spiderman game! Great, huh? Well, you'd think that a whole year on from Maximum Carnage (Spidey's previous scrolling beat 'em up), things would have improved dramatically. Hah ha ha. Well, let me see... I guess that at least the game's so pissy so quickly that you won't waste any time on it, leaving you more time for Killer Instinct or Doom. That's good. Er... it makes you laugh. That's good. Gee. I think that's it. Play together with a friend as Spidey and Venom, punching at baseball cap clad dudes, and then at each other in an argument over who's to blame for playing the game in the first place. That should prove to be vaguely more exciting. Of course, if you throw caution to the wind and actually play into the game, you'll discover a smattering of Marvel characters and some very lame beat 'em up action. See if you can spot Captain America, Daredevil, Ghost Rider and others. It's really not that exciting, but if you're a Marvel comic wierdo then it will be vaguely rewarding. The game also contains some of the worst sound effects I've heard on the SNES. So bad in fact that they've included some textual BIFFs and POWs so that you know that what you're hearing is not your SNES having some internal mechanical failure. If you're after a run-of-the-mill, repetitive beat 'em up then this is the game for you!

ELIOT FISH

VISUALS 70  
 SOUND 50  
 GAMEPLAY 63  
 LONGTERM 60  
 OVERALL 62

# Super Skidmarks

MEGA DRIVE

AVAILABLE: NOW  
 CATEGORY: RACING  
 PLAYERS: 1-4  
 PUBLISHER: CODEMASTERS  
 PRICE: \$99.95  
 RATING: G



Apparently this game was a monster hit on the Amiga. Perhaps Codemasters have completely stuffed up this conversion, because I cannot see how such a mediocre game could have proved so successful. Mediocre games that are successful are generally only so because they have spectacular graphics which look very convincing in magazines and on the back of the box. Super Skidmarks does not have spectacular graphics and the gameplay is seriously flawed, so what else am I to conclude? Either Codemasters have done a very bad job porting SS across to the Mega Drive or most of the Amiga games buying public in the UK are very stupid. Or maybe it's both.

Super Skidmarks, as the name might suggest, is a racing game. And it's very much in the Micro Machines style. That is, it doesn't take itself too seriously. There are four series of tracks, each with their own unique visual trimmings (beach, wood, snow and desert) and own type of car (buggy, mini, jeep, big American car). There are loads of drivers (well, cars actually - you don't get to see the drivers) with silly names like Undies and Putrid. Yes, it's that funny. And there are two different racing modes - Championship, where you race through each series against five other cars, and Match Race, where you can race on any track you wish. There's also an option to allow up to four people to join in. You can choose either split-screen mode (which works surprisingly well) or a full-screen you-get-penalised-for-falling-too-far-behind mode.

But it doesn't work. The cars are very twitchy, skid and slide about everywhere, bounce ridiculously off the sides of the track, accelerate too quickly, and so on, the whole thing degenerates into an uncontrollable mess. Despite looking cute and silly, it's a pure racing game. There are no Mario Kart-type bonuses to pick up, or any way of shooting your opponents, which is a gross oversight as far as I'm concerned. And finally, there's a real lack of humour and charisma. The cars themselves are all very dull and, colour aside, look exactly the same. But, they've got wacky names! Oh, well that's alright then.

Super Skidmarks is a very ordinary game and certainly isn't even fit to polish Micro Machines' bumper bar.

DAVID WILDGOOSE

VISUALS 70  
 SOUND 60  
 GAMEPLAY 65  
 LONGTERM 60  
 OVERALL 65

# Sim isle

**PC CD ROM**  
 AVAILABLE: NOW  
 CATEGORY: SIMULATION  
 PLAYERS: ONE  
 PUBLISHER: MAXIS  
 PRICE: NO RRP  
 RATING: G



Sim: from simulation; meaning 1) pretending or feigning; 2) assumption of a particular form. This being the case this is definitely a Sim Computer Game. It pretends to be fun and amusing while assuming the appearance of a eco-friendly fluffy-bunny, tree hugger tutorial. It's actually a kind of fun game about trying to run a small island nation with industry, tourism and the environment to organise. SimIsle gives you the power over a nation of primitive villagers in a resource rich land. You must create powerful city states of natural beauty and fine technology, be a captain of industry, manage those resources, alleviate that economic pressure and bring your common man to a higher, car-driving, furniture-buying, mass-consuming state. If you get your kicks out of the various Sim-games by wielding God-like power, constructing machinery to fatten your bank accounts, enslaving the poor and weak to build huge pollution riddled monstrosities, riding the razor's edge of public revolt to bleed your seething herd of humanity to further empower your Fat Cat elite, then there is still something in this game for you. The game mechanics are generally smooth, with a few bugs that don't ever slow you down too much. Information on the various aspects of your nation/empire is a bit piecemeal and it's hard to keep track of where all the money goes and where all the money comes from. The scope of the game is excellent and you can go from farmers in grass huts to cities producing high technology. The only worry might be in the idea behind it. It sells itself as an eco-friendly game, trying to teach you the threat of industrialising rainforests. But playing the game, even reading the manual, the story's different. You want to win, double the coal mine's production, don't worry about the resulting pollution, just stay in power. Buy the villagers off their land to build a ferry port for the incoming tourist dollar, don't worry about the now homeless villagers they've moved to town to get jobs dressing funny and singing in night-clubs. Yeah, its a joke, but it's still what you have to do to win.

MARTIN EGAN

VISUALS 76  
 SOUND 75  
 GAMEPLAY 70  
 LONGTERM 80  
 OVERALL 72

**Worms**  
**PC/PC CD ROM** AVAILABLE: NOW  
 CATEGORY: PLATFORM/PUZZLER  
 PLAYERS: 1-16  
 PUBLISHER: TEAM 17 SOFTWARE  
 PRICE: TBA  
 RATING: G



Just when you thought the world has run out of Lemmings clones, along comes another one. Worms is a strategy platform game with a difference; its a hybrid between Lemmings and Cannon Fodder and designed to appeal to your nasty side. Kill or be killed is the only rule that matters as up to four platoons of four worms slug it out in a multi-directional scrolling landscape. It may sound silly (well, actually it is) but it gets worse. Each platoon of worms comes equipped with an arsenal; bazookas, Uzis, homing missiles, exploding sheep, tunnelling equipment, banana bombs and much more. In addition, the worms can also "Dragon Punch", and throw fireballs with explosive effect. But the action doesn't stop there, as worms can even perform individual finishing moves which include using a chainsaw and baseball bat. There's no danger of the carnage slowing down either, as throughout the game weapon crates are scattered over the playfield and airstrikes can be used too. The winner being the person with the most survivors at the end of a scrap. Worms is a game that simply must be played to be believed. The game reeks of gameplay and can get easily become very addictive. The graphics are adequate and effective and the game itself is crammed with options. There's a network/modem option, time limits, sudden death modes and even a option to allow you to name your individual worms.

As a one player game, Worms is pretty good, but as a two-or-more player game is where the game really comes into its own. There are countless of different strategies that can be used but the basic strategy is that you must protect your worms whilst causing as much pain to the other teams as possible. A lot of pleasure can be gained depending upon the persons you are playing with. The cocky player is always worthy of a shotgun to the head, while teaming up against the short tempered player is also fun. By the end of a Worms sessions many friendships will be in tatters. If you thought Lemmings was too cute but fun to play, then this game is for you. It will leave you itching for more.

HARRY MARAGOS

VISUALS 70  
 SOUND 76  
 GAMEPLAY 90  
 LONGTERM 88  
 OVERALL 88

# Trial By Magic

**PC CD ROM**  
 AVAILABLE: NOW  
 CATEGORY: RPG  
 PLAYERS: ONE  
 PUBLISHER: SILVER LIGHTNING  
 PRICE: \$59.95  
 RATING: G8

I did so much want to like this game. I knew it was never going to be the greatest game in the world, but I was hoping that beyond the cliché Dungeons & Dragons scenario, beyond the naff, Amiga-on-a-bad-day graphics, beyond the jerky animation, beyond the dreary surface of the gameplay, the seemingly endless wandering around drab corridors finding the occasional foe to slay, treasure chest to plunder or secret door to open, beyond the dreadful speech during the cut-scenes, and beyond the fiddly control method there would be a nice, cuddly little game - endearing in its mediocrity - that could charm its way into my heart.

I had to think this way for Trial By Magic is, after all, an Australian game. But, I must admit, my hopes weren't exactly high.

So, imagine my surprise when I found myself having a bit of fun. Well, maybe not so much "fun" exactly, but I don't know, I was compelled by this game. Admittedly, the scenario was still clichéd, the graphics still naff, the animation still jerky, the speech still dreadful, and the control system still fiddly, but the gameplay was compelling. Wandering around the endless corridors became a heart-in-mouth thrill of "what's round the next corner?" anticipation. The fact that you can only see as far as your torchlight extends contributes enormously to this effect. The occasional encounter with a dastardly foe became a fierce, toe-to-toe, battle to the death. Discovering a treasure chest and plundering the gold and gems contained within became an exciting, sparkle-in-the-eyes moment.



Triggering a hidden trap caused a few panic stricken seconds as you wonder what fate awaits your on-screen companion. Surviving one of the twenty-five levels brings a smug sense of satisfaction and pride. Even stumbling upon a scrap of food lying on the floor prompts a warm glow from the depths of your belly...but let's not get too carried away. Thus, I will excuse Trial By Magic for its fashion crimes. And I will also excuse it for being nearly identical to the ancient PC/Amiga RPG, Legend (TBM has only one character compared to Legend's four). Even though Legend is the superior game. Trial By Magic is alright really; there are far better games around (there are many that are far worse too), but diehard RPG fans will lap this up.

DAVID WILDGOOSE

VISUALS 55  
 SOUND 45  
 GAMEPLAY 70  
 LONGTERM 70  
 OVERALL 65

# 3-D Ultra Pinball

## PC CD ROM (win)

AVAILABLE: NOW  
 CATEGORY: PINBALL  
 PLAYERS: 1-4  
 PUBLISHER: SIERRA  
 PRICE: \$79.95  
 RATING: G

Here's an interesting idea. Sierra have taken their somewhat disappointing strategy epic, Outpost, ripped it apart, and rebuilt it as a pinball game. You have to build a space colony, adding buildings and mines and stuff, and eventually you will launch a Starship (sadly, I didn't make it that far).

This means you have tangible goals in mind, rather than playing to accumulate as many points as you can.

The game is split over three tables, each of which has a main table plus two smaller sections at the sides. You begin on the Colony table, but when you've collected the right bonuses you can warp to one of the other two - the Mine (pictured above) and the Command Post tables. By collecting 20 Premium points (by hitting various targets and rollovers) you gain access to the Operations Centre where you can choose to build a new structure for your colony or pick up an extra ball or continue bonus.

Well, so far so much like any other pinball game. What makes Ultra Pinball different is that it takes advantage of being a computer game, leaving behind pinball



convention and doing things only a computer game can do. There are five Challenges on each table - start one of these and you enter a sub-game where you might have to shoot an energy ball that hops around the screen, chase a meteor through tunnels, load a mine cart then hit it along the rail tracks, ward off an alien attack, and many more.

These bonus games add a lot to Ultra Pinball, and make it even quite enjoyable for a while. But there's something lacking: the adrenalin rush of a game like Pinball Fantasies isn't there. Ultra Pinball looks pretty, but the static screen doesn't excite - everything is too small and distant. Plus there are a few annoying graphical glitches where the ball sort of hesitates for a second and puts your timing right off. Ultra Pinball has some cool ideas, but the basic pinball game underneath doesn't quite measure up.

DAVID WILDGOOSE

VISUALS 80  
 SOUND 70  
 GAMEPLAY 75  
 LONGTERM 70  
 OVERALL 75

# Hellfire Zone

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: SHOOTER  
 PLAYERS: ONE  
 PUBLISHER: GAMETEK  
 PRICE: \$49.95  
 RATING: G8



Does anyone remember a game called Choplifter? 'Twas a crusty old game that involved piloting a chopper behind enemy lines to find and rescue numerous hostages and return them to a life of daytime TV and nasty fast food. Ahh, the American way, where would we be without it?

The reason I'm dribbling on about this is that Hellfire Zone is a very similar game, not in presentation but in theme. Your main task in Hellfire is the finding and retrieval of pilots downed behind enemy lines. Well it wouldn't be much fun if they were lost in Darling Harbour would it? To achieve this end you are given an Apache attack helicopter armed with Stinger and Hellfire missiles, a chain gun and flares (what purpose bellbottoms serve on a battlefield is still a mystery to me, but perhaps the unlucky pilots only feel comfortable being rescued by members of fashion victims anonymous).

The graphic front end looks quite unique; big, detailed SVGA sprites dominate a slightly cramped playing area and smoothly scrolls over nicely rendered terrain. Your chopper is viewed from a 3rd person perspective, like the 'external' view on most flight sims, and controls are extremely straightforward, without much need to go to the keyboard. My main beef here is that the up-down joystick controls are the opposite of what most flight simmers would be used to, and I find this to be not only very stupid but it really detracts from the playability of the game as you will constantly find yourself going the wrong way. Most annoying!

Hellfire Zone gives the impression of a Mega Drive on steroids, as it's a very 'console' game. It's also very hard and some of you may get very frustrated with it. On the other hand I don't play a lot of this sort of thing so maybe it's just me!

GEORGE SOROPOS

VISUALS 80  
 SOUND 75  
 GAMEPLAY 78  
 LONGTERM 65  
 OVERALL 75

# NHL 96

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: SPORTS SIM  
 PLAYERS: 1-4  
 PUBLISHER: ELECTRONIC ARTS  
 PRICE: G8  
 RATING: \$99.95



It's no secret that team sports games usually leave me cold, and not just ones played on ice either. This is usually because I always end up competing against the programmer's dodgy interface rather than the on-screen opponents. EA have overcome this problem, producing an absolute ripper of a game that no sports fan can be without. NHL 96 kicks butt!

The gameplay is fast and fabulous. It takes a bit of practice, even at the easiest level, to get to the point where you can really give it some stick (so to speak), but this is only to be expected in a game which is so true to life. The movement of the players around the ice is very fluid and realistic, you won't be able to pull off any sudden 180 degree turns for instance (fans of soccer and football games may be a bit disconcerted by this but you'll soon get used to it), and the wide range of animated moves adds even more to the feeling of being there. Trip your opponent and watch him fall A over T and slide across the ice or shoulder charge him into the wall and shout with glee as he wilts to a crumpled heap. If all that agro isn't enough, NHL has returned with a fight mode that could almost be a game in its own right. The Mega Drive and SNES versions gave you a simple profile of the two offending players and let you punch it out in 2D, but now you can chase your opponent around the ice in 3D, landing uppercuts, jabs and crosses. You can also pull off his jersey but this isn't as much fun and could lead to embarrassing propositions.

For those of you out there with particularly tight sphincters there is enormous scope for creating your own teams, players and competitions, lots of mind boggling statistics to read, memorise and bore people at parties with. I have to give another big "Yay!" for the audio, which is about the best I've ever heard on any sports sim. The sounds of the sticks whacking, whistles blowing and pucks pucking must have been recorded inside a big stadium as all the ambience and reverb are there... lush.

The only bad things I can say is that the puck is quite hard to see at times and that it's too hard to initiate punch-ups, but apart from that it's a winner. If you don't have a Pentium though, be warned, the game will run SLOWLY.

GEORGE SOROPOS

VISUALS 90  
 SOUND 90  
 GAMEPLAY 90  
 LONGTERM 86  
 OVERALL 90

# Screamer

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: DRIVING  
 PLAYERS: 1-7  
 PUBLISHER: VIRGIN  
 PRICE: \$79.95  
 RATING: G

Simple arcade fun. That's what we have here. You know the kind, funky music ever present, game-play more show than substance, pumped up voice-over dude - basically the sort of game that you'll be bored silly of within a week.

There's nothing particularly tragic about Screamer, but there's nothing particularly good about it either. It's a racing game, as you may have figured, which means only one thing is really important - how well the cars handle. Well they don't, basically. Check out Ridge Racer either in an arcade or on a Playstation, it's the game that was the inspiration for Screamer and features an almost identical driving model. It's a driving model that bears no resemblance to anything out here in reality. That in itself isn't a criticism, because the game doesn't try to simulate, it tries to entertain. To that end the dynamics have been tweaked to provide a wholesomely unrealistic drive, one which is intended to be nothing more than clean, simple fun. Unfortunately clean, simple fun sometimes ends up being mindless, boring crap. I'm sorry to say that that's pretty much



what we have here. Each race pits you against a horde of fluorescent supercars, and by default is set to three laps - which should give you a clear idea of how seriously it takes itself.

It's an OK game if you give it the respect it deserves (ie. none). Screamer's biggest problem is that it just can't offer any longterm value. Within a week or two at most you'll have gotten everything out of this game that it can give. Network support is there, and in this guise Screamer will probably provide the most joy. But then every second game now offers network support, so we can't use that as a selling point any more.

To summarise: Screamer is a boring racing game with graphics that look fantastic on a Pentium 133 or better and a driving model that's more a thing unto itself than any sort of simulation.

DEN MANSILL

VISUALS 74  
 SOUND 70  
 GAMEPLAY 75  
 LONGTERM 40  
 OVERALL 70

# The Riddle of Master Lu

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: ADVENTURE  
 PLAYERS: ONE  
 PUBLISHER: SANCTUARY WOODS  
 PRICE: \$79.95  
 RATING: G



Surely this sort of point-and-click adventure game is on its last legs? It now takes an exceptionally well crafted story for the player to maintain any degree of interest in these sort of games. And an exceptionally well crafted story is something that The Riddle Of Master Lu does not have.

This is a boring game and infuriating as well. I'm sure you've all spent numerous wasted hours sitting in front of the monitor literally tearing your hair out in frustration as you play some endlessly exasperating adventure game. The sort in which you can't enter a particular building or can't go through this door or that door purely because they aren't deemed utterly essential to the plot (why bother having them there in the first place?). The sort in which solving a puzzle consists of trial-and-error mouse clicking, battling your way through the various stock responses of "You can't do that" or "That's not going to work" to your perfectly reasonable requests. The sort in which the puzzles you come across are merely distractions from the storyline, artificial and contrived obstacles impeding your progress.

TROML has found some new ways to infuriate as well. In attempting to become some kind of interactive multimedia extravaganza, it uses "real" actors to portray each character. This does not work. The actors are mostly appalling, they often appear to be floating above the background, and it simply makes for a very staid and limited game. Using "real" actors does not make a game like a film. You need dramatic close-ups, multiple camera angles, some sense of action and movement. With big, empty, static locations populated by tiny characters, TROML fails on all accounts. And I haven't even mentioned the cringingly politically-correct, sub-Indiana Jones nonsense that constitutes the plot.

DAVID WILDGOOSE

VISUALS 60  
 SOUND 60  
 GAMEPLAY 45  
 LONGTERM 40  
 OVERALL 30

# Wetlands

PC CD ROM

AVAILABLE: NOW  
 CATEGORY: SHOOT 'EM UP  
 PLAYERS: ONE  
 PUBLISHER: NEW WORLD  
 PRICE: \$69.95  
 RATING: M15



During a routine infiltration of the world's game makers, our deviously efficient investigative reporters managed to record the following exchange. Allegedly.

Executive Production Manager: "How's our latest product coming along? Wet Ones or something, isn't it?"

Lead Visual Artist: "It's Wetlands, sir. And it's coming along quite well I believe. Take a look at this. [He plays an impressively animated Wetlands demo in which a bloke runs around various shiny high-tech locations, beating up masked guards, surviving earthquake tremors, getting captured then escaping again, leaping into sleek ultra-fast submarines, and chatting up a girl with unnaturally large breasts while everything is exploding around him]. Whaddya think?"

EPM: "Wow, that looks cool! So it's, er, a kind of next generation interactive adventure action multimedia, er thing, then?"

LVA: "Well, no. Try as we might, we just couldn't manage to work any gameplay into these scenes, sir."

EPM: "Hmm, no interaction, eh? Don't we have an old - oh, what's it called? - shooty-shooty type game lying around? It was a clone of Micro Cosmic or Microcosm or something. Just stick that in there somewhere, the customers won't notice."

LVA: "Oh, you're a genius, sir. Can I have my cheque now?"  
 EPM: "Here you go. Well done. Now tell me about this new multimedia FMV 3D ray-traced next generation, er, interactive rendered..."

Wetlands is one long gee-whiz cut scene with occasional piss-weak shoot 'em up bits. Wetlands is a shallow, shameless rip-off. Wetlands is crap.

I particularly liked the fact that you need to switch control devices at times (this entails quitting and re-installing in the middle of your game) because even though about 90% of the game can be completed using the mouse, there are several sequences that are just totally unplayable unless you're using a joystick. Start with the joystick and you're stuffed from the beginning. Dumb.

DAVID WILDGOOSE

VISUALS 85  
 SOUND 70  
 GAMEPLAY 25  
 LONGTERM 30  
 OVERALL 30

# the Hive

PC CD ROM (windows 95)

AVAILABLE: NOW  
 CATEGORY: SHOOT 'EM UP  
 PLAYERS: ONE  
 PUBLISHER: TRIMARK INTERACTIVE  
 PRICE: \$99.95  
 RATING: G8



The Hive is one of the first games to be released exclusively for the Windows 95 operating system. It is incredibly pretty to look at and really showcases just what Win 95 can do when it comes to slick graphics and sounds.

The Hive is strictly an arcade style game where the emphasis is placed firmly on action and subsequently the player's joystick dexterity. In a lot of ways it reminded me of LucasArts' megahit Rebel Assault, where the player takes control of spaceship/laser-turret in a variety of different environments with some mighty attractive cut-sequences thrown in to give the whole exercise a feeling of continuity and purpose.

The storyline is fairly typical sci-fi fare, and sees the player saving the galaxy from mutant bees known as Hivasects, whose honey possesses extremely harmful biological characteristics. The player must thwart the plans of an evil crime syndicate who wishes to use this honey as a biological weapon.

Like Rebel Assault, The Hive puts the player in a series of pre-rendered environments where the main aim is to shoot as many of the enemy as possible while avoiding hostile fire. I could cite the game's limited player interaction as a major flaw but The Hive doesn't pretend to be a Wing Commander style space combat sim, instead it is an unashamedly audio-visually extravagant shoot-em-up. Unlike Rebel Assault, The Hive is insanely easy to install: just insert the CD (when in Win 95) and away you go!

While I did find the game a tad on the boring and repetitive side, these type of games aren't really my style. But there are plenty of people who love them and in this Rebel Assault/Cyberia action genre, The Hive reigns supreme. The graphics and sound-effects are superb, the interface simplistic and the difficulty levels extremely challenging. So if you own Win 95 and have a penchant for arcade shoot-em-ups, you'll absolutely love The Hive.

JULIAN SCHOFFEL

VISUALS 93  
 SOUND 88  
 GAMEPLAY 80  
 LONGTERM 70  
 OVERALL 84

# Alien Odyssey

AVAILABLE: NOW  
 CATEGORY: ACTION/FMV  
 PLAYERS: ONE  
 PUBLISHER: PHILLIPS  
 PRICE: TBA  
 RATING: ??  
 PC CD ROM



Oh no, it's another FMV shoot 'em up thingy from Philips. Thankfully this one's a bit more interesting than most. You play the part of Psaph (named after the sound you made the first time you broke wind in your mother's arms), a planetary surveyor who has crash landed on the world of Betan. You have made a friend of Gaan, one of an oppressed race of aliens and the two of you must find a way off the planet as well as saving it from destruction.

Alien Odyssey is essentially three games in one, with the aim of the first mission being to get to the Communications Bunker via a standard FMV type shoot 'em up level very reminiscent (ie. a rip off) of the Endor hover bike scene in Return of the Jedi.

After this the game gets more interesting as the 'Communications Bunker' section is a different game altogether. This part, along with the last section called 'The Armoury' will look familiar to anyone who has played Alone in the Dark as they have the same polygon animation and feel.

The camera angles are a bit awkward sometimes, and again Alone in the Darkers will be familiar with this, but the puzzles are quite good and The Armoury level has over 70 locations to check out. The combat in these levels is also quite satisfying.

These two 'adventure' sections of the game add most of its interesting elements and take away the predictability normally associated with these sorts of games. In between these levels is another FMV shooting stage, 'The Mines', which has the innovation of letting the player rotate left and right within the FMV. This has never been done before but isn't really that exciting and FMV still has a long way to go before it becomes truly interactive. This is probably Phillip's best game to date, and hopefully they'll just keep getting better.

GEORGE SOROPUS

VISUALS 83  
 SOUND 79  
 GAMEPLAY 78  
 LONGTERM 70  
 OVERALL 78

# Steel Panthers

PC CD ROM  
 AVAILABLE: NOW  
 CATEGORY: STRATEGY  
 PLAYERS: 1-2  
 PUBLISHER: SSI  
 PRICE: \$39.95  
 RATING: G8+



Wow. I've just come up for a breath of fresh air to write this wee review, then I'll be straight back into my European campaign, leading the might of the German army to the victory it could have had, were it not for the misguided interference of a madman the world would have been better off without.

There have been more WWII strategy games than I've had cold beers (now that's a lot! - Ed), but this is by far and away the best. First a short preface: while you can play as just about any of the major forces in the Big One, the biggest and most effective army (at the outset at least), are the Germans. Some people have been understandably upset about the favourable treatment of the bad guys - internet newsgroup talk is rampant on the subject of this games' morals, so for some, this game and others like it are best left on the shelf.

No single factor makes Steel Panthers the winner that it is; instead one could simply say that this one has it all. As mentioned, you can lead most members of either the Allies or Axis teams (like the Italian army with their ineffective tanks if you're after a real challenge). Many fascinating re-enactments are included, but the meat of the game is the Campaign, where WWII is fought in its entirety from 1939 until whenever you achieve unconditional surrender from your opponents. A gold plated touch that makes this monumental endeavour worth the effort is the emerging availability of actual technology through the years. Here it makes a lot of sense to play as the Germans, as the U.S. Sherman was lacking in both firepower and armour, whereas the Germans had relatively top notch gear throughout the war - the King Tiger being an unstoppable but rare case in point.

Some players fed on a luxury diet of real-time strategy may be put off by the traditional turn-based, hex-grid gameplay, all I can say is you're missing out big time! Air strikes, artillery bombardment, an online encyclopaedia and the unusual ability to order unit leaders (with varying attributes) to rally depressed troops further enhance the appeal.

To adequately cover just the noteworthy aspects of Steel Panthers would take up most of this magazine. Take that as a stout recommendation and put it on your shopping list.

BEN MANSILL



VISUALS 87  
 SOUND 72  
 GAMEPLAY 92  
 LONGTERM 95  
 OVERALL 90

# Burn Cycle

PC/MAC CD ROM

AVAILABLE: NOW  
 CATEGORY: ADVENTURE  
 PLAYERS: ONE  
 PUBLISHER: PHILIPS  
 PRICE: \$79.95  
 RATING: MA 15+

I should perhaps start the review of Burn Cycle by mentioning that the CD it came on is now being used as a drink coaster on my coffee table. During the intro the lead character, your alter ego, makes the comment "It was like someone had put a shotgun upside my head and blown a hole through my brain". He could be referring to some sort of prerequisite for enjoying this game or to its after effects. My guess is both.

Burn Cycle looks very much like a CDI port. CDI is a sort of souped up VCR that Philips brought out around the same time as their wildly successful Digital Compact Cassette system and proved to be every bit as popular. Now they're trying to inject a bit of profitability into what must be very saggy CDI sales by converting software over to the PC. Unfortunately CDI is a very limited system which doesn't come close to the versatility of a real PC.

Burn Cycle's world is a "Blade Runner", Gibson-esque hybrid in which you play the part of Sol Cutter, data thief. You find yourself inside a high-tech tunnel network after being zapped while trying to pinch some valuable data. A deadly virus has been downloaded into your brain, there are only two hours before it kills you.

The game plays in real time so you actually only have two hours to complete the task at hand and it's almost certain that, unless you have the mind of a flea, you'll get very bored long before this! First you have to find your way out of the passageways and then figure out who gave you the virus and how to get rid of it. Lots of identical twins roam the corridors trying to stop you, and the game very graciously lets you know when they're around by stopping, smoothing out



the graphics and putting a cross hair on-screen instead of a cursor. If the Russians had a warning like this in '41 the war may have been over a lot sooner!

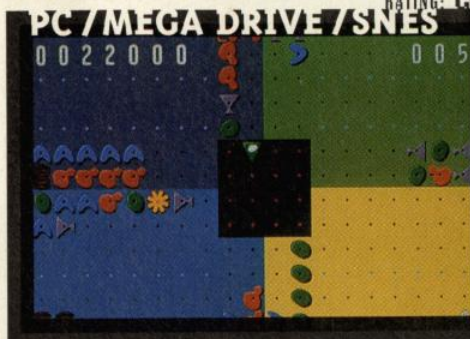
Beyond the corridors Burn Cycle becomes more of a traditional graphic adventure, visiting locations, picking up objects etc. The graphics are all pre-rendered and come off the CD in short bursts as you move around, giving the game a very stilted feeling and also making it quite slow. The graphics are quite dull overall and the audio is extremely irritating to say the least. There are lots of much better games than this around and I wouldn't bother with this one, unless you're short of drink coasters, of course.

GEORGE SOROPOS

VISUALS 65  
 SOUND 60  
 GAMEPLAY 30  
 LONGTERM 25  
 OVERALL 40

# Zoop

AVAILABLE: NOW  
 CATEGORY: ACTION/PUZZLE  
 PLAYERS: ONE  
 PUBLISHER: VIACOM  
 PRICE: \$69.95  
 RATING: G



**Zoop is a game from another time. It doesn't simulate anything, it's non-violent, free of sexual imagery (well, at least I think it is) and you don't need a 53 page manual to play it. It has nothing to do with martial arts tournaments, wizards, princesses, shooting things, outer space, fast cars, fast motorbikes, fast boats, explosions or overpaid, overexposed American sporting stars. It belongs to a time when you would become so fixated on rotating blocks falling from the sky that you would see them in your sleep, on the bus and in the shower.**

**Zoop is simple to learn, it consists of one idea, it looks crap and it's infuriatingly good fun. Zoop, of course, is merely the latest in a line of puzzles that probably began at the time of the woolly mammoth and has encompassed, at least in the last couple of decades, everything from the Rubik's Cube to Tetris. One suspects that Tetris will, at least in popularity, be as good as simple puzzles ever get in the video games environment, but players are looking for other things now. Zoop is not as good as Tetris but it is fun and addictive, and a refreshing break from the bigger, better, faster, more ethos of commercial gaming.**

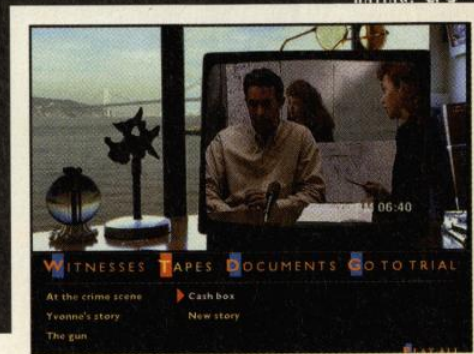
**You are in a small central square and you control a coloured arrow. Blocks and shapes approach you on all four fronts, in a variety of colours. You fire your arrow at the blocks and if hits one the same colour, that block disappears. It hits one of a different colour, your arrow then takes on that colour. That, folks, is Zoop. That's as complicated as it gets but within that simple ideas lurks strategy, pace and certain exasperation. I won't go on - there's nothing else to say. Unless you're a puzzle freak you probably won't check it out, but if you do you'll have fun. They should sell it for \$20 and it'd move by the truckload.**

STRETCH ARMSTRONG

VISUALS 76  
 SOUND 70  
 GAMEPLAY 77  
 LONGTERM 40  
 OVERALL 70

# In The 1st Degree

AVAILABLE: NOW  
 CATEGORY: COURTROOM  
 PLAYERS: ONE  
 PUBLISHER: BRODERBUND  
 PRICE: \$99.95  
 RATING: G S+



"Your Honour, I plead guilty to the charge of having a pre-conceived misconception. Upon first sighting Exhibit A - the video game 'In The 1st Degree', thoughts of negative prejudice entered my mind as I observed that it was a courtroom drama with FMV as the apparent heart of its substance.

Having played the game, I now feel great remorse for the error I made and throw myself at the mercy of the court to dispense an appropriate punishment... No sir, I wasn't laughing at your wig".

In my defence, it was a bad experience with Capstones' (before they came good) LA Law that helped form such prejudice. This is different though. I'll limit my comments on the FMV to a brief mention of its graphic quality and an unnatural level of competence on the part of the actors. I'll also mention only in passing that there's been a murder and you're the prosecuting attorney.

Where 1st Degree stands out is amazingly enough in the gameplay. Each game (you can play it through a few times, but there's no great longterm value here) can be divided into two halves. The first half has you studying evidence and interviewing witnesses and the accused. This part is relatively fun, as the intricacies of the case run deep and your brain will be asked to perform. All is not as it would seem, so approaching the case with an open and fully functional mind will reveal certain winning courtroom tactics.

Once you've figured out what angle to take, it's time to go to court and show your stuff. You can call just about anyone to the stand and question them along certain lines and with variable emphasis on particular points. There is of course an optimal route to take, once you figure that out it's shelf time for the game, but until then you really can play it like it was real and explore different avenues.

Being a prosecutor, the best you can hope for is a guilty conviction of First Degree Murder. Anything less and you've failed.

It's not a game you'll be telling your grand children about in years to come, but it's a happy little experience that could have you enthralled before you know it.

BEN MANSILL

VISUALS 50  
 SOUND 60  
 GAMEPLAY 82  
 LONGTERM 75  
 OVERALL 75

# TOPGUN

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## Wipeout

### Playstation

**ACCESS RAPIER CLASS**  
To access Rapier class without completing Venom first, highlight one player on the start screen, press X while holding down L2, R2, Left, Start, and Select, and you'll be able to choose the new class.

**SECRET TRACK**  
To access the Firestar track without completing Rapier (after you've not completed Venom by using the cheat above), again highlight one player on the start screen, then press X while holding L1, R1, Right, Start, Square, and Circle.

## Nba Live 96

### SNES/Mega Drive

**YOU CAN BE MICHAEL!**  
For the SNES, enter the name Jordan, and a new yet familiar character will appear, complete with stats. For the Mega Drive, you will have to enter Michael Jordan. Thanks to Leon "Slug" Slattery for that one. Oh, and Leon, why do your friends call you slug?

## NBA Jam T.E.

### Playstation

Get to the Tonight's Match Up screen then enter any of the following:

- Baby mode**  
- square, circle repeatedly.
- Big head mode** - square, X, circle, triangle repeatedly.
- Huge mode**  
- triangle, X repeatedly.
- Mammoth head mode** - square, triangle, circle, X repeatedly.
- Manpower**  
- right, right, left, right, X, X, right.
- Power-up defence**  
- right, up, down, right, down, up.
- Power-up dunks**  
- left, right, X, circle, circle, X.
- Power-up fire** - down, right, right, circle, triangle, left.
- Power-up three pts** - up, down, left, right, left, down, up.
- Quick hands**  
- left, left, left, left, circle, right.

## Mortal Kombat 3

### Playstation

**CHEAT MENU**  
Wait for the screen after the logo screen, then press X, L1, L2 on controller one. Did you hear something? Good. Now don't press start on the Kombat icon, instead press up and a cheat menu will appear.



## Rapid Reload

### Playstation

**CODES**  
After the opening demo has finished and you're sitting at the title screen, hold L1, L2, R1, R2, and Select. The words Secret Code should appear. To change the code press U/D and T/X.

- They are:  
Stage 2 - MA  
Stage 3 - UT  
Stage 4 - RH  
Stage 5 - MK  
Stage 6 - HT



## Cybersled

### Playstation

**FIVE NEW SLEDS**  
Press up, left, down, right, up, triangle, up, right, down, left, up, and circle when the screen says "press start button". Now go to the sled selection screen. Keep moving right and you'll find another five sleds to choose from.

## Primal Rage

### SNES

To access the Cheat Menu, go to the Start/Options/Credits screen and press left, left, left, right, right, left, left, right, right, right, left, right. There should now appear a fourth option, simply called Cheat. Incredibly, this takes you to the Cheat Menu.

## Ridge Racer

### Playstation

If you would like to race in a sleek black Diablo, then follow this difficult cheat. Pick any car to begin with. You must win all three races and the time trial. Succeed, and you'll get another four courses to race on - backwards! During the last one (the time trial) you'll come across a speedy black Diablo. Beat it to the chequered flag and you'll be able to drive it yourself.

## Mechwarrior 3050

### SNES

Short one. Enter the password MiRoG3. You have unlimited ammo. Cheers.



## Streetfighter: The Movie

### Playstation/Saturn

Both these cheats allow you to change the configuration of your controls. On the Playstation, during a game press Start to pause, then Select to reach the new menu. For Saturn, during a game press Start to pause, followed by A or C.

## Snatcher

### Mega CD

You want blood and gore? Course you do. Start the game and nip over to use the Jordan computer. Select Load I.D. File and enter your name as Konami. You should now begin to notice a few visual differences - most of them red.





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## Mortal Kombat 3 Super Nintendo

### TO PLAY AS SHAO KAHN

At the menu screen, press:  
X, B, A, Y, Up, Left, Down,  
Right, Down

You'll see Scott's Menu pop up. Go there and enable Shao Kahn. Then, on the character select screen, press start on controller 2 and you should see him in the MIDDLE square. (See Scott's menu section for more details on other options in the menu).

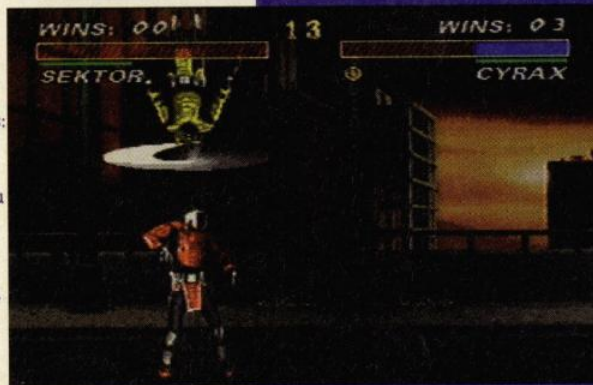
### SHAO KAHN'S MOVES

Shoulder Slam F, F, LP  
Upward Thrust F, F, HP  
Sledge Hammer B, F, HP  
Fireball B, B, F, LP  
Taunt D, D, LK  
Laugh D, D, HK

### TO PLAY AS MOTARO

At the menu select screen, press:  
Select, A, B, Right, Left, Down,  
Down, Up, Up

You'll see the Kooler Stuff menu pop up. Go there and enable Motaro. Then, on the character select screen, press start on controller 2 and you should see him in the MIDDLE square. (See Kooler Stuff menu section for other options in the menu).



### MOTARO'S MOVES

Grab and Smack F, F, LP  
Fireball F, D, B, HP  
(Try half circle away + HP)  
Tail Whip B + LK  
Teleport D, U

### NOTE ON PLAYING AS BOSSES

If you have Smoke enabled with the bosses, all of them appear in the middle square. You'll see one in the middle and then the tile will flip and then there is another there. You can't seem to have Smoke fighting the bosses nor can you have the bosses fighting each other. You also CANNOT have two of the same bosses fighting each other. Remember you CANNOT use the bosses in a one player game nor will you see their faces in the character select screen.

### TO PLAY AS SMOKE

At the copyright screen that shows up when you first turn on the game hold LEFT on the control pad and hold button A. When the Williams screen appears, hold RIGHT on the control pad and hold button B. When the quote screen appears (There is no knowledge that is not power) hold both the X and Y buttons. If you did the

kode right, you should see Smoke walk across the screen that has the "MK3" symbol on it. On the character select screen, you can now choose SMOKE!

### NOTE:

You can also access Smoke via the Kooler Stuff Menu.

### KOOL STUFF KODE

This kode will allow you to access a cheat menu (kool stuff). At the main menu screen, (the one that says "start" and "options" do the following on the control pad:

Press Up, Up, Down, Down, Left, Right, A, B, A

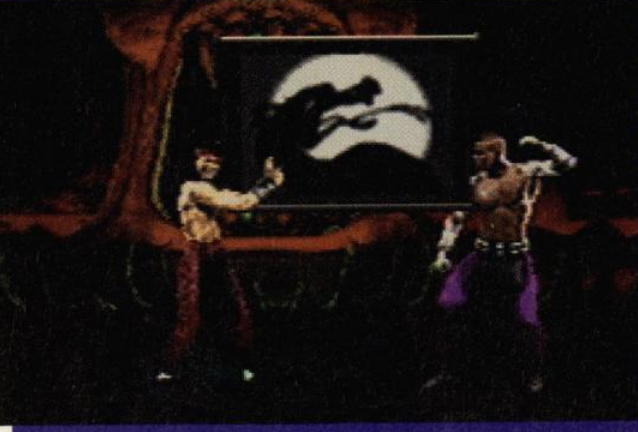
If you do the kode right, you will hear Shao Kahn laugh and see the "kool stuff" option appear. (See Kool Stuff Menu section for options on that menu).

### RANDOM SELECT

On the character select screen, press Up and hold start.

### STEALTH SELECT

OK, here's a better way of doing the stealth select. This kode keeps your opponent from seeing who you are going to select. On the character select screen:  
Controller 1: Rotate the control



pad counterclockwise  
Controller 2: Rotate the control pad clockwise  
This motion must be done VERY fast. No need to press select.

### TOURNAMENT MODE

Just as in MK2, you can hold button L and button R on and then press start on the menu screen. One thing I found is that if you hold start on the screen and press A, the computer will select your opponent for you. And then there is the "?" The ? simply means that you won't find out which character the

computer chose for you until he/she actually pops up in battle....interesting!

### MID GAME CHARACTER SELECT

Press start on the other controller (the one you're not playing with) and the game will pause. Now, simply press start on your controller and you can select another character.

### SOUND TEST

At the menu select screen, press:  
A, Y, B, X

### SCOTT'S MENU

At the menu screen, press:  
X, B, A, Y, Up, Left, Down,  
Right, Down

Here is the list of options, explanations are provided whenever needed:

THROWS ON/OFF

BLOCKS ON/OFF

SWEEPS ON/OFF

SWITCHEROO ON/OFF

(Your character will morph into someone else every few seconds)

UNLIMITED RUN ON/OFF

QUICK UPPERCUT ON/OFF

(When this option is on, the uppercut recovery time is lessened)

012-012 = Timer Disabled,

Health Recovery

432-234 = Timer Disabled,

Limited Damage

120-120 = Credits screen

before fight

989-898 = Tournament Mode

221-557 = Always uppercut

through ceilings, even if there

isn't one!

944-944 = One Round, One

Button Fatalities

191-191 = Turbo Mode

**KOOLER STUFF MENU**

At the menu select screen, press:

Select, A, B, Right, Left, Down,

Down, Up, Up

Here is the list of options,

explanations are provided

whenever needed:

2x HEALTH

(Damage is reduced when you

are hit by an attack)

2x DAMAGE

(You do twice as much damage

to your opponent)

### QUICK FINISH

(One button fatalities)

ENABLE SMOKE

ENABLE MOTARO

ENABLE POWER KODE

(Damage is reduced even more)

HEALTH RECOVERY

30 CREDITS

### ONE BUTTON FATALITIES

Ever wanted to see all of

the fatalities, babalities,

etc. in the game but are

never quite good

enough to pull them

off? Well, now you can

see them all! Just

activate one button

fatalities and you're all

set. If you're wondering which buttons correspond to which finishing move, I have experimented and made a list. Keep in mind that you can be standing anywhere on the screen to do any one button fatality, just so long as you press the right button, and hold it down.

Button B = Fatality (Close)

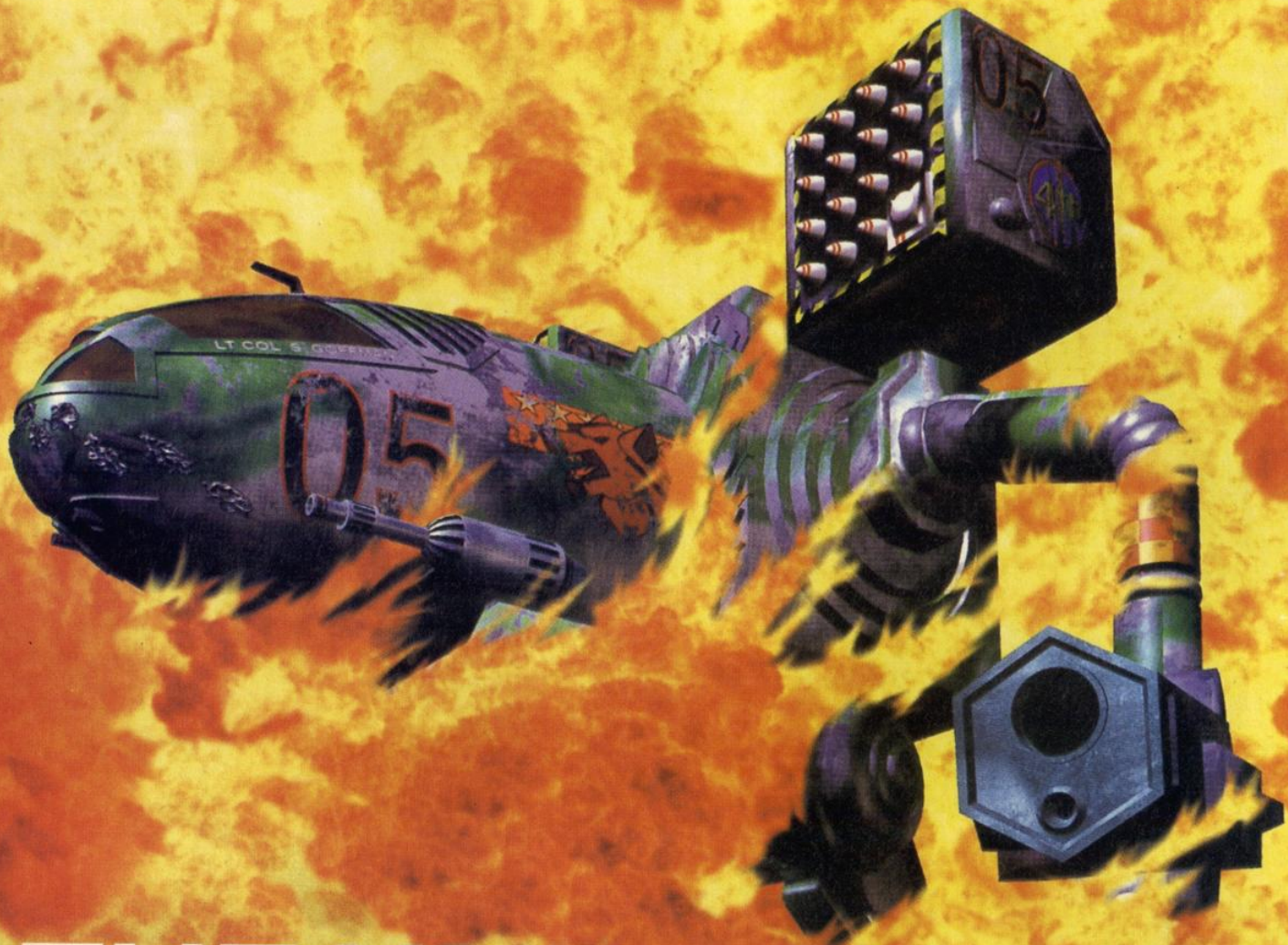
Button X = Animality

Button Y = Fatality (Far)

Button R = Babality

Button A = Friendship

Button L = Stage (Pit) Fatality



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## Hexen

PC

### CHEAT CODES

Last issues cheats were for the pre-release demo version. Here are all the cheats for the commercial version of Hexen.

The first HYPER reader to send them in was Duc Phan of Wagga, NSW.

- SATAN - God mode
- NRA - all weapons
- LOCKSMITH - all keys
- INDIANA - all artifacts
- SHERLOCK - puzzle pieces
- MAPSCO - map toggle
- CASPER - no clipping
- CONAN - remove all but 1st weapon
- DELIVERANCE - turn to pig
- BUTCHER - massacre
- INIT - restart level
- NOICE - sound check
- PUKE - run script



## Pitfall: A Mayan Adventure

SNES

### UNLIMITED CONTINUES

On the continue screen, move the cursor to CONTINUE and press: B, Y, B, Y, B, Y, B, Y, B, Y. Thank Alex Wallbank for this one.

## The Horde

Any Format

### TRIDENT

In Kar-Nyar (the desert level) dig water out to the funny tree thing you're not allowed to dig up. Next to it, put: Green Meat, Blue Fruit and Purple Nuts. Now the green imp Wimbli will give you his trident.

## Master of Magic

PC

### EVERYTHING

Peter, Bô and Raistlin are seriously weird dudes, but they gave us these cheats so they can't be too much of a worry. Go to the MAGIC MENU and hold ALT while you type in PWR. Now you'll have all the spells you can research, 10,000 mana, 10,000 gold and a hundred casting skill. Sounds good eh? The bad news is that your opponents also get this bonus, so think of it as a fast track to the interesting part of the game.

## Mortal Kombat 3

PC

### CHEAT CODES

Peter Grayton sent these in, we're grateful. Type these codes in at the DOS prompt (C:) with a space after MK3 (eg. MK3 666).

- 666 - Play as Smoke
  - 8000 - Turbo speed
  - 1000000 - Play as Shao Kahn and Montaro (two player mode only)
  - 54321 - Players become half size
  - 12345 - Players become twice normal size
  - 1995 - Players become semi-invincible
- You can put more than one code in at a time, MK3 666 1000000 8000 for example.



## Weaponlord

Mega Drive/SNES

### FATALITIES

We gave you a few specials last month, here's the good stuff. Fatalities can only be performed at the end of the second winning round.

### ZORN

- Move, Hellfire - FORWARD + DOWN, DIAGONAL DOWN RIGHT, UP. Gut.
- Down, Corpse Striker - BACK + DOWN FOR 1 SECOND, UP, DIAGONAL UP RIGHT. Decapitate.
- Demon Axe - FORWARD, LEFT FOR 1 SECOND, DIAGONAL DOWN RIGHT, LEFT. Decapitate.

### DIVADA

- Psycho Blades - FORWARD + UP, DIAGONAL UP RIGHT, LEFT. Gut
- Down, Power Flip - BACK + UP, DIAGONAL UP RIGHT, DOWN. Decapitate.
- Combo, Ground Blast - BACK + UP, DIAGONAL UP LEFT, LEFT, DOWN. Explode.
- KORR
- Knee, Tarok - RIGHT, DOWN, DIAGONAL DOWN RIGHT + FORWARD. Decapitate.
- Move, Tarok - FORWARD + DIAGONAL DOWN LEFT, DOWN, DIAGONAL DOWN RIGHT, RIGHT. Decapitate.
- Move, Gut Slash - LEFT, DIAGONAL DOWN LEFT, DOWN, DIAGONAL DOWN RIGHT, RIGHT + FORWARD. Gut.
- Combo, Heart Strike - BACK + UP, UP, DOWN. Explode.

### BANE

- Bezerker - FORWARD + LEFT, RIGHT, DIAGONAL UP RIGHT. Head Explode.
- KEN TAI
- Move, Shield Stab - LEFT, RIGHT + FORWARD. Gut
- Back Blade Strike - FORWARD + RIGHT, LEFT, DIAGONAL DOWN LEFT, DOWN, DIAGONAL DOWN RIGHT. Decapitate.
- Combo, Leg Breaker - DOWN, DIAGONAL DOWN RIGHT, RIGHT + FORWARD. Explode.
- Down, Down Strike - BACK + UP, UP, DOWN. Decapitate.
- ZAREK
- Move, Web Grip - RIGHT, DIAGONAL DOWN RIGHT, DIAGONAL DOWN LEFT + FORWARD. Web Trap.
- Down, Guillotine - BACK + DOWN FOR 1 SECOND, UP, DIAGONAL UP RIGHT. Decapitate.

### TALAZIA

- Move, Talon Blade - LEFT, DOWN, LEFT + BACK. Decapitate.
- Combo, Air Tear - BACK + UP, DIAGONAL UP RIGHT, RIGHT.

## Terminal Velocity

PC

**UNKNOWN PLANET LEVEL**  
Rohan Peterson says: To get to the Unknown Planet without going through the entire game, at the login screen type Terminal as your name and Reality as your callsign. Remember to use a capital letter at the start of each word.

OK...  
tell us how to beat the  
fluffy bunny or else!

**HYPER»**

Hint, Cheat and Playguide

ANNUAL  
NOV 1996

All the **gaming tips** you'll ever need... and a little more!

SEGA NINTENDO PC SBO PLAYSTATION MAC ARCADE

It's a bit of a bother really. The games usually dry up for a while after the early pre-Christy rush, but this year they kept on coming in right up 'till the last minute.

Boy did we work hard to tell you all about them!

This happy situation doesn't look like changing either, a veritable avalanche of games has been spotted on the horizon and we're all set to play hard then give you the juice. It's a tough job...

A big wet hug of a thank you this month to our legion of contributors. They aren't merely exceptionally talented wordsmiths, they're

*game lovers* too who have sacrificed a normal social life in the interests of keeping you informed. Golly, what a bunch of troopers!

Think it, write it, post it.

HYPER Letters

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Strawberry Hills

NSW 2012

Fax: (02) 310 1315

E-mail:

freakscene@next.com.au

## HORN INDUCING

Hello there HYPER, you big lovely thing;

Your magazine certainly is cool, although it could do with some photos of naked chicks and perhaps a free sample of Dieter Brummer's favourite magical plant stuck to the front cover. I currently own a SNES and I (like so many others) have been pondering which of the "super duper who needs a life when you've got one of these babies?" consoles I should purchase. I'm in no major hurry though, as the latest SNES stuff is so damn horn inducing, I'm having too much fun to be all stressed out about replacing the funky, old, grey fella. Nevertheless (which is a great sounding word with no precise meaning) I will have to move on eventually, so how about answering some questions for me? C'mon you slack bastard, it is your job after all.

1. Do you know of any promising action-style RPGs in the pipeline for the Playstation and/or Saturn?
2. Can 3DO's M2 upgrade bring the system back from the rather endangered position it currently appears to be in?
3. I'm a big fan of Nintendo's, yet that Virtual Boy thing hasn't exactly been showered with praise by the games media, do you think this criticism is premature, or the machine simply a useless piece of crap?
4. Do you believe the Ultra 64 will be the huge leap forward that Nintendo boasts about? If so, will it be a big enough leap to (at least slightly) justify the long wait?
5. Roughly how much will an Ultra 64 cartridge retail for?
6. Why is it that I always feel so shitty the day after a night of beer-fuelled mayhem with my mates? This sudden, mysterious reduction of health has me totally baffled.

That's all I have to ask at the moment. Thanks and I truly do love you all.

**SAM "THE SPAM" HILLIER**

Thanks Sam, and the love's comin'

right back at ya! As for your questions

1. *Shining Wisdom* is the latest in the *Shining Force* series and will be out on Saturn in early 1996. There aren't too many more that have really caught my eye but we'll be having a look around in the next couple of issues so we'll see what we can come up with.
2. Time will tell. If it's outstanding as the specs suggest then they could be on a winner, but they need much more software support.
3. I'm leaning towards useless piece of crap myself.
4. I think it the Ultra 64 will be an excellent system but we'll all have to wait and see whether the long wait is worth it.
5. No idea, but they shouldn't be over \$100.
6. Excessive alcohol consumption damages your brain, you big tool. Drink some water before you go to bed and you mightn't feel so bad.

## WHOLE BUNCH

Dear HYPER,

I wanna ask you a whole bunch of questions

1. Will the CDX ever come out in Australia
2. Will the Saturn, Playstation or 3DO ever come down in price like the Mega CD did when the company realised they wouldn't sell very well at such a high price?
3. Does Doom on SNES move as quickly or smoothly as the PC version.
4. Will Dragons Lair come out on Playstation or Saturn.
5. Will Primal Rage come out Playstation.
6. Is the Mega CD going to go down in price anymore.
7. Is Doom coming out on Playstation
8. Will Daytona come out for the 32X

**MA, TAMWORTH**

1. Sega Ozisoft say no
2. I'm sure all systems will come down in price
3. It moves well but graphically it doesn't really compare to the PC
4. I don't really care
5. Yes, should do
6. I

thought it was already in the bargain bins 7. Yes 8. Eventually, if the 32X is still around.

## FAVE GAMES

Dear HYPER-condriacs,

Yours is one sick mag, hence the pun in the intro. Anyway what I really need is some help. Now, I know you must throw away hundreds of letters a month asking which "Super Console" is the best, so I thought I'd try a different approach. How about a list of the ten (or 15, or even 20) best console based games currently available and on what systems. The system with the most games in your list wins \$700 from me! Oh, and one more thing. Since I have no access to a PC I have never played or

or something I've sent in a photocopy of the ad. In case you don't print it, I'll tell the readers that it looks just like the lists of games for sale in HYPER. What does this mean? Is someone pulling our third leg or are there beta version passing for the proper game? And I'm sure I saw 'Lands of Lore 2' for sale somewhere as well. One last question: What the hell is 'Gouraud Shading'? Oh, and the American magazine was a bucket of shit compared to HYPER.

Thank you

**F MIAN**

Kemps Creek NSW

Game retailers and mail order outlets often list games that are not out so they can get anxious gamers to pre-order it

need a MPEG decoder like the Saturn?

2. I am a fan of basketball games and I was wondering if any basketball games will be released for the Playstation such as NBA Jam Tournament Edition or NBA Live 95 or 96?

3. In one of the advertisements in your magazine, it states that Universal Adaptors and Action Replays are available for the Playstation. Will these plug straight into the memory slots in the front?

4. I read somewhere that Namco will be producing games such as Ridge Racer for the Saturn. Is this true? And if it is, will they be better than the ones on the Playstation?

I would be really grateful if you could



TECK W. TAN SENT US THESE VERY ATTRACTIVE PICS AND WE WERE SO IMPRESSED WE USED ALL OF THEM

even seen "Doom" outside your mag (I know, sad isn't it?) but I've heard and read enough to know I need it! Which consoles will "Doom" be available for?

Your assistance in helping me wisely spend my life savings is much appreciated.

Thanks heaps

## CRAIG

OK Craig, here's my ten favourite "Super Console" games in no particular order: Road Rash (3DO, PlayStation, Saturn), FIFA Soccer (3DO, Playstation, Saturn),

Wipeout (Playstation), Destruction Derby (Playstation), Panzer Dragoon (Saturn), Jumping Flash (Playstation), Virtua Fighter Remix (Saturn), Tohshinden (Playstation), Assault Rigs (Playstation), Warhawk (Playstation). So there you go, but remember it's only my (Stuart's) personal picks and I expect many of you will have different faves. As for Doom, it's coming on Playstation and 3DO (although it's been coming on 3DO for more than a year). No confirmed word about the Saturn but I'd say it'll make an appearance there too.

## PULLING OUR THIRD LEG

Dear HYPER,

There are just a few dilemmas that I have and would like to be solved. First of all, just the other day I was going through some American games magazine from April 1995 and found something weird. The games 'Stonekeep' and '7th Guest: 11 Hour' were for sale in one of the advertisements at the back. The thing is that in your September 1995 HYPER it said that these two games were delayed in production (yet again). Just so you guys at HYPER don't think I'm like OJ Simpson

through them, so don't get tricked as you're going to have to wait until the game is released like everyone else. No one sells Beta copies and if they did they'd get their asses sued. "Gouraud Shading" allows programmers to colour an object with shades of the one colour. It is more realistic than Flat Shading (only one colour in one shade) and less realistic than Texture Mapping (which can be multi-coloured). Mechwarrior 2 is a good example of Gouraud Shading - there's not many colours used in the terrains but there are lots of light and dark shades of the same colours which gives a more realistic look.

## SATURN VS PLAYSTATION

Dear HYPER,

I have just started reading your mag and I think it's great. Ever since I started reading news about the Sony Playstation, I have put aside some of my money in order to get one. However, after seeing the Sega Saturn and its multimedia capabilities, I have a few doubts in my mind. I therefore have some questions to ask you:

1. Will the Sony Playstation be able to play CD movies? And if it can, will I

answer these questions and in the mean time, keep up the good work.

Yours sincerely

## AN ANONYMOUS READER

1. An MPEG card for the Playstation is not yet confirmed, but it's likely
2. NBA Jam T.E should be out on the Playstation by the time you read this and EA will definitely release a basketball game for the Playstation
3. Yes
4. Not 100% sure if it's true yet but I doubt that Ridge Racer on Saturn will be better than on Playstation, unless they include extra bits.

## ANTI-SEGA

Dear HYPER,

After reading your letters column over the last few months, I've decided to express my opinion of the Saturn. Crap is the first word to come to mind. How can people honestly prefer the Sega Saturn over the other super consoles? On the hardware side of things, the other consoles piss all over the Saturn. Sega has never been known to be at the forefront of hardware, they pump out whatever shit they think will sell. Look at the Mega CD for example, hardly amazing, and the 32X is just a glitchy

piece of junk. The only good thing Sega has done is release the Mega Drive.

"But its the games that count!" I hear you cry. Well yes, it is the games that count, but the other consoles have the Saturn by the balls in this department also. Whatever game is on the Saturn is, it can be done better on another console. Virtua Fighter isn't as good as Tohshinden, The Need for Speed is better than Daytona and Gex is better than Clockwork Knight. And then there are the developers. The Saturn has good third party developers but when they realise the market is bigger elsewhere, they will slow down the production for the Saturn and move

Civilisation is released will it be the same as the original (besides the multiplayer part).

2. I have heard about a 3DO card for PCs but have not seen it anywhere. Could you fill me in with some details. If you could provide me with some answers I'll be sure to pass them on to the old man.

**WAYNE BYRDEN**

1. Yes 2. The 3DO Blaster for the PC has not been a great success largely because it's too expensive and you can only use it with a few compatible CD ROM drives.



onto greener pastures.

And to all you whingeing gits, yes I have played the Saturn and yes I have the other consoles, and yes I do want

you to write in telling me how stupid I am, but the fact is that although the Saturn isn't that bad, there will always be something better than a Sega.

**TROY WATSON**  
Gympie Qld

Well thanks for your opinion Troy. I'm sure there'll be letters about that one.

**COUPLA QUICKIES**

Dear HYPER  
Just a couple of quick questions for you. I must confess that I actually looked for help from someone else first. An old man who lives at the end of my street. Whenever I need to know something I can usually ask him and he will tell me the answer. He's great for football tipplings. Anyway, I asked him a couple of questions and he couldn't tell me the answer. He just kept mumbling HYPER, over and over again. So here I am.

1. When the multiplayer version of

**NEW TO COMPUTERS**

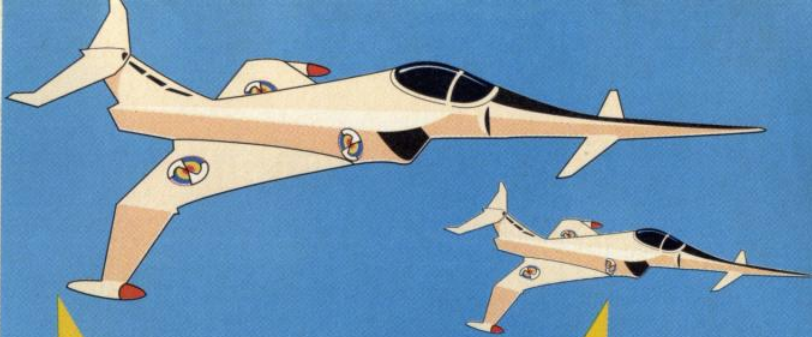
Dear HYPER,

I am fairly new to the computer world and know very little about computers. My family recently purchased a Pentium with 90Mhz and a quad speed CD ROM drive and already my dad is screaming down my throat about getting a computer virus on our dearly beloved Pentium. Please help me out and answer a few of my questions about the deadly virus.

1. If you lend a computer CD to someone with a virus infected computer can their virus be transferred to the CD?  
2. Can hardware (such as a printer) be infected by a virus when connected to an infected computer?  
3. What is the risk of getting a virus off of the internet?

**JOSEPH BUISDEN**

Cabooltu re Qld  
1. No 2. No 3. Tiny



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# Censorship Sucks

We've been getting a whole load of letters recently regarding the CENSORSHIP OF COMPUTER AND VIDEO GAMES. Here are some of our reader's thoughts on the issue...

## THE RIGHT TO CHOOSE

Dear HYPER,

A basic right that all humans have is the right to choose. The freedom that we have, to choose the games that we want, is being stripped from us by hypocritical politicians. These are the same politicians that live in the ACT, the only place in Australia where X-rated video material is available. They condone this by saying that the public can choose whether they want to view the video material. If we were all created equal, why is the gaming population being denied the same rights that everyone who watches videos have. What is worse, an X-rated video or an MA (maybe even R) rated game where the high level scenes can be cut out completely, an option you don't get with the video.

Over 18s are mature enough to make decisions about what they want to view. Censors though are playing God and taking the choice away from us. Saying that it will cause individuals in society to become rapists or axe-wielding maniacs (and the rest of that crap) is ludicrous. Considering that in Phantasmagoria the player is a victim and not the aggressor, basically they are saying it's no OK to behave in this way. I would rather see this than the graphic, violent, aggressive and sexually explicit material in many MA movies.

I don't think that the restrictions imposed are justifiable when the carnage of war etc. can quite happily be shown on the news at a 5.30pm time slot. If video games are the cause of people becoming rapists and murderers then shouldn't the same be said for videos that contain the same level of graphic scenes or worse? Of course, but that's too logical. This obvious case of double standards has to stop.

All new things shock (eg adult viewing in computer games) but this is not reason to ban them altogether. If we simply just 'got rid' of all that was new and "shocking" then we would still be living in caves and making gargling noises. It's appalling to think that as soon as you turn 18 the government turns around and starts treating you like a 5 year old. I know that when I turn 18 in March my vote definitely won't go to the hypocritical, vote-seeking politicians that kick up a fuss and impose all the restrictions and who blame a game (after all, this is a game we are talking about) for all the problems that narrow minded people like themselves have caused in today's society.

I'm not a rapist or a murderer or someone who is corrupting society because I watch or play games. The games themselves don't make me angry and mad -

my freedom of choice being taken away does. To all the ignorant, technophobic conservative community groups, politicians and bureaucrats - get your head out of the sand and stop looking to a game as a scapegoat for societies problems. To everyone else fight for what you want, don't let these people ruin a fantastic gaming experience.

NATASHA NUNN

## WAKE UP FROM THE 16TH CENTURY

Dear HYPER,

I think its good that video games get G, M and MA ratings on them but banning them is both totally stupid and unfair. The idiots who decide to ban a game must think that because it's a video game that it's automatically for kids. Well that shows what they know, as I bet people of all ages play video games for the entertainment, challenge and most of all fun. In the video store you find movies for all age groups and all different tastes (Horror, Comedies, Action, Pornos etc). Video games are the same. So why don't they treat them the same? And that garbage about the "interactiveness" of the game making the player think he/she's committing the acts themselves. BULLSHIT!!

It don't matter how realistic a game is, you never feel like your doing it yourself. After I perform a fatality on someone in Mortal Kombat I don't dodge the police every time I see 'em fearing that they

might arrest me for cold blooded murder. The censors have to

wake up from the 16th century and get their act together.

BRIAN JEFFERY

## CONSUMER RIGHTS BEING VIOLATED

Hyper,

Why do I get the feeling that my rights as a consumer are being violated, yet again, by the same people who are supposed to protect my rights.

I am a 19 year old bloke from North Queensland, and when I get to the local video store and see a R rated video on the shelf that looks good then I'll rent it out, but if I see an R rated video (or any video for that matter), that doesn't look any good then I'll leave it there. The same goes for games. When I go to the game shop and see a good game, whether it be M or R rated or whatever, I'll get it, but if I see one I don't like then I won't get it. People have different tastes and it is because of these tastes they are able to decide what they want to see and what they don't want to see.

What about the game "Phantasmagoria"? A few seconds of "clothes on" sex - please spare me the crap! How is it that full on, hard core sex videos are available through mail order purchase. All you have to do to get a video is sign a piece of paper saying that you are over 18. It is not hard for a kid to forge his big brother's signature, is it? And what about the female gamers out there? How often do you get to play a female character. I don't think I've seen

too many games where the main character is a female.

You guys wrote in your article, and I quote "the Office of Film and Literature Classification readily admits that their knowledge of video games is not comprehensive enough to let them make accurate and informed decisions about the medium" and these are the people who affect the "well being" of people in today's society. It should be illegal to do something like that.

And as for the conservative community groups - shove it right up your conservative arse, it's not games breeding rapists and murderers, it's bastards like you.

Yours respectfully  
JOHNNY GOOD

Johnny, we should point out that the Office of Film and Literature Classification did not write the legislation, they're just given the unenviable job of following the guidelines and copping the blame when they're forced to ban a game. It's not their fault, it's the Federal Governments.

## DISCRIMINATION IS ILLEGAL

Dear HYPER,

For the record, I'm 34 years old and living proof that adults play computer games. I love 'em. And - as an adult - I dislike few things more than some pretty bureaucrat making decisions about what I can and cannot bring into my own home.

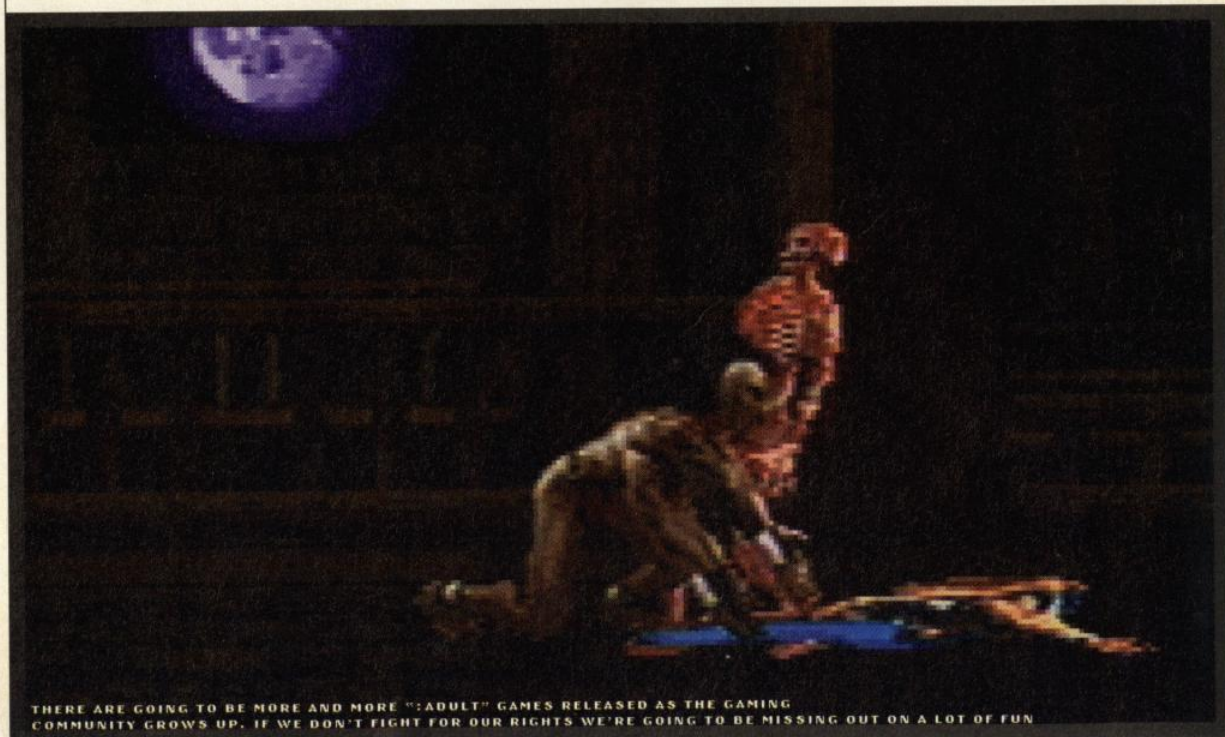
That's why I'm thoroughly pissed off about the abolition of the 'R' classification for computer games and the banning of games like Phantasmagoria. There's something wrong with a society that will

permit the distribution of videos that depict explicit sexual violence and yet won't condone the distribution of computer games that contain elements of implicit sexual violence. Movies such as The Bad Lieutenant - in which a cop on the edge forces two teenage girls to fondle each other while he watches and masturbates - and The Exorcist - in which a pre-pubescent girl is extremely intimate with a religious symbol - have been rated 'R' as a warning that their content is not considered suitable for viewers under the age of 18. So why should computer games be treated differently? If both videos and computer games are forms of home entertainment, there is no valid reason to do so.

This is the purpose of organisations such as the Office of Film and Literature Classification: to advise the individual concerning the alternatives that are available so that they might then make an informed decision. Any other act on the part of these authorities is clearly an insult to the adult individual's right to make their own choices. OK, so there are limits - things like child pornography, snuff flicks, material that promotes racial hatred and the private ownership of nuclear weapons... But, c'mon guys; do the right thing. Allowing the distribution of games such as Phantasmagoria isn't the same thing as making them compulsory - and it's past time that the idiots who demand these bans woke up to the fact.

Re-instate the R classification for computer games; use it; and leave to the 18s-and-over to make up their own minds. Failure to do so is discriminatory - and discrimination is supposed to be illegal!  
BRAD TURNER

P.S. I'm going to organise a petition and distribute it to as many computer game retailers as I can. If you see it - SIGN IT! If you don't - START YOUR OWN PETITION! Lets make democracy work for us.



THERE ARE GOING TO BE MORE AND MORE "ADULT" GAMES RELEASED AS THE GAMING COMMUNITY GROWS UP. IF WE DON'T FIGHT FOR OUR RIGHTS WE'RE GOING TO BE MISSING OUT ON A LOT OF FUN



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Overfiend \$15, Battle Angel Alita \$15. All  
in perfect condition, and may sell for  
cheaper. Ph David (02) 635 8549.

**PC CD ROM Star Trail**, perfect  
condition, still in plastic wrap. \$60 or  
swap for some MD games. Ph David  
(03) 789 1028 after 6pm.

**Mega Drive and Mega CD**. 2.6 button  
control pads, 20 games & Master  
System converter. \$500. Also 16 bit  
sound card \$90. Ph Matt (074) 485 135.

**SNES with MK2**, Mario Allstars & 2  
controllers. Ph Alex (08) 3621 440 after 3:30pm.  
**Super Game Boy** with FIFA International  
Soccer. Brand new with instructions \$100  
ono. Ph Kane (066) 223 678.

**Urgent! Super Metroid \$60**, Super  
Mario Paint \$60 (in mint condition)  
sell both for \$100 or swap for a game  
gear and one game. Ph Andrew (090)  
273 389 weekdays after 3pm.

**Sega Saturn**, 2 control pads, Virtua  
Fighter, Daytona, Victory Goal, Panzer  
Dragon, Unwanted Gift. \$700. Ph Minh  
(02) 568 2414.

**SNES games cheap**. Excellent condition.  
Super Star wars, Prince of Persia,  
Streetfighter 2, Super Ghouls 'n Ghosts. All  
\$40 (box & instructions). Ph Christian on  
(074) 464 765 between 5-8pm.

**Mega Drive 2** with Sonic 2 & Bubsy  
(both with boxes & passwords), 3  
button control pad. All in good  
condition. The lot for \$200. Ph Adam  
(09) 305 4272.

**SNES plus 5 games** including Killer  
Instinct \$220. Ph Ben on (049) 72 5128.

**Goldstar 3DO** with 8 games: Need for  
Speed, Roadrash, Wing Commander 3,  
Super Streetfighter 2 turbo, Gex,  
Shockwave, Starblade & FIFA Soccer.  
Also incl 1 controller and Pal converter.  
Still with box. All Games & machine in  
mint cond. Ph Sean (051) 551 881.

**SNES \$100**, Super Mario World,  
Turtles in Time, Mortal Kombat & Super  
Adventure Island \$50 ea, with 1 joy pad  
\$10 & 1 new in box joy pad \$20. No

manuals or boxes for games. Price  
negotiable. Ph (055) 682 368.

**Panasonic 3DO**: 6 games & controller  
\$650. Also 5 3DO games. Selling  
separately from \$50, incl Myst, FIFA,  
Wing Commander 3. All new. Ph Jens  
(02) 452 1247.

**Mac Games**, Super Wing Commander  
CD ROM \$60, Civilisation Disk \$60 ono.  
Exc cond. Ph Chris (002) 283 439.

**SNES with 1 control pad**, 1 6 button  
arcade joystick & 3 games: Mario All  
Stars, Super Mario Kart, Tetris & Dr  
Mario. Everything in excellent cond.  
\$200 ono. Ph Andrew (03) 791 6102.

**SNES games:** Legend of Zelda 3 \$45,  
Virtual Soccer \$455 boxed with  
instructions except Zelda (in good  
cond.) Only Melbourne residents &  
deliver. Ph David (03) 9460 1752.

**Mega CD games:** Road Avenger \$30,  
Lethal Enforcers \$90 & NBA Jam \$90. Ph  
Damian (066) 661 264.

**Sega Mega Drive 2** with 2x6 button  
control pads, and 7 games incl Mortal  
Kombat 1 & 2, Sonic 3, Streetfighter 2 &  
Earthworm Jim. All new, boxed with  
instructions. Perfect condition \$550 ono.  
Ph (004) 257 150.

**Panasonic 3DO:** FIFA Soccer, SSF2T,  
Road Rash, Myst, Shockwave + controller.  
NTSC. Perfect condition, boxed. Ph  
Andrew (02) 388 2836.

**PC Games**, Dark Forces 455, Magic  
Carpet \$50, Warcraft \$45, Mortal Kombat  
2 \$40, Tie Fighter \$45, Alone in the Dark 2  
\$40, Privateer \$20. Ph Geoff (042) 72 5531.

**Mega CD 2:** Sherlock Holmes 2, Road  
Avenger & Fatal Fury Special Demo CD.  
All boxed with instructions and  
directions. Good condition. Hardly  
used \$250 for the lot. Ph (02) 568 3504.

**PC CD Rom:** Discworld \$60, Return to  
Zork \$50, Dracula Unleashed \$45, Who  
shot Johnny Rock? \$40. All boxed, in  
excellent condition. Mad Dog McCree  
\$20, Iron Helix \$20, (no box) & Simon  
the Sorcerer (3.5) \$20. Ph Steven (042)  
61 7085 after 3pm.

**Gameboy games for sale:** Mr Nutz  
\$20, Metroid \$20, F1-race \$20, Mario Blast  
\$25, Road Rash \$25, Top Ranking Teams  
\$20, Soccer \$20, Zelda 4 \$30, Kirby's  
pinball Land \$30, 4 player adaptor \$5 or  
the lot for \$200. Ph Lucas (051) 992876.

**Gameboy: 6 games**, accessories. All for  
\$150. Ph Josh (066) 462644 after 4pm  
except Thursday. No WA residents please.

**Mega Drive 2:** Bubsy \$25, Sonic \$15,  
Sonic the Hedgehog \$5. Ph Joyd (065)  
536 141 after 4pm.

**SNES: 2 controls**, 7 games: Mortal  
Kombat 3, Killer Instinct, Donkey Kong  
Country, Kirby's Dream Course, Mega  
Man X, Micro Machines & Unirally.  
\$500 ono or sell separately. Ph Paul  
(09) 418 3343 (Perth residents only).

**SNES games:** Super Mario Allstars \$40  
or swap for Killer Instinct on Gameboy or  
MK3 on Gameboy. Write to Craig Sharp  
at 10 Camelot Close Camden NSW 2570.

**MD Road Rash 3** \$50, PC CD Full  
Throttle \$60. Ph Ashley (03) 9822 9650  
6 to 9pm weekdays.

**SWAPS:**  
**Amiga CD32**, Diggers & Oscar,  
Liberation and Pinball fantasies, swap  
for Amiga 200HD or Amiga 1200HD or  
Panasonic 3DO FZ-1. Must be in prime  
condition. Ph Scott (08) 296 7912 or  
write to: Amiga Swap 74 Sunshine  
Avenue Brighton SA 5048.

**Mega Drive:** Mortal Kombat 2 for  
Mortal Kombat 3. Will also swap Alladin  
for Mutant League, Hockey or Football.  
Ph Lee (071) 552 430 after 3:30pm.

**World League Basketball** for a  
Racing Game & Jurassic Park or  
Clayfighter for Street Fighter 2  
(Champion edition game). All game  
SNES. Ph Leslie (069) 951168.

**Super Probotector** for WWF Royal  
Rumble. Ph Lucas (055) 626 198.

**Slam "n" Jam** for other 3DO game,  
preferably SSF2TX but will consider  
anything. Call Thomas (048) 212 368.

**Stunt Race FX** for Zelda 3. Ph Louie  
(051) 992 876.

**Turn and Burn** for Samurai  
Showdown or Gamesaver or any one on  
one fighting games for SNES or will sell  
for \$50 or less. Contact Floyd Anthony  
PO Box 407 Rakiraki FIJI ISLANDS.

**Dominus, Drugwars**, Megarace, Star  
Trail or FX Fighter for either Warcraft 2  
or Command & Conquer. I will also sell  
them all for Sony Playstation or Sega  
Saturn. Ph Tim (09) 385 7653.

**Mega Drive** with 9 games (including  
a new Menacer Gun, Sonic 1/2, Mortal  
Kombat, Alien 3) and two control pads  
(and maybe about \$200?) for a PAL  
Saturn with at least one game. Ph  
Leigh on (060) 33 2550.

**MD2 with Chakan**, Sonic 2, X men,  
Aladdin, Atomic Runner, Master Mega  
Converter with Sonic 1 and Mercs, 2x3  
button control pads for a SNES with  
MK2, Donkey Kong Country, Super  
Metroid, Mario Kart, Mario Allstars, plus  
1 or 2 control pads. Must be boxed with  
instructions same for games. Ph Richard  
(004) 262 865 after 4:30pm weekdays.

**Gex 3DO** for any good 3DO game. Game  
must be in good condition. (Sydney area  
only). Ph David (02) 771 3971.

**MK2 (CD)** for MK2 (3.5), Rise of the  
Triads (3.5) for Heretic (3.5). All games  
boxed with manuals. Also swap  
Oxspring Smash or Pearl Jam Vitalogy  
for anything by Nirvana except  
Unplugged in NY. Ph Daniel (087) 620  
240 after 5:30pm.

**Mega Drive game:** Wonderboy in  
Monster World for Shining in the  
Darkness or \$30. The Wonder Boy in  
Monster World is 5 months old and  
comes with a booklet. Not boxed.

**Mega CD 2**, Moral Kombat, Sonic 1 &  
Jungle Strike on the Mega Drive,  
Tomcat Alley and Road Avenger for the  
CD, will swap for 386 PC or Amiga  
CD32. Ph Daniel (004) 711 101 after 3pm  
weekdays.

**I'll swap my copy of Rise of the Robots**  
or Starwing or Super Mari Kart all on SNES  
for NBA Jam TE on SNES. Ph (042) 283 126.  
Ask for Jason.

**Basketball cards** for the original star  
wars, Empire Strikes back or Return of  
the Jedi figures or ships. Also swap  
Earthworm Jim for Return of the Jedi on  
the SNES. Ph (07) 3888 0162.

**WANTED:**  
**3DO games.** Any titles in good  
condition. Preferably Wing Commander 3.  
All prices considered. Ph (079) 261 845.

**Playstation with PAL** adaptor, 1 controller  
with or without games. Will consider any  
price. Ph Michael (079) 261 845.

**Ranma 1/2 3.** Will pay top dollar Ph  
Sam (02) 872 1619.

**Command or Conquer** or Warcraft 2.  
Ph Tim on (09) 385 7653.

**The complete PC gamer's guide.**

Spring/Summer 1992 magazine. Will  
pay full price. Ph Scott (07) 3888 1202.

**US SNES games.** Please send a list of  
your US games you wish to sell to: Graham  
M/S 2217 Oakwood Road Bundaberg QLD  
4670. All replies answered.

**Game Gear TV tuner.** Will pay up to  
\$60 depending on condition. PC-CDRom  
games: Quantum Gate 2 (3CDs), Dragon  
Lair, Journeyman, Lemmings, Chronicles,  
all \$25, all brand new in Jewel cases with  
instructions. Ph (063) 82 5469.

**Rebel Assault** on the Mega CD. Willing  
to pay good money if its in good  
condition. Ph Luke on (09) 409 2509.

**Second hand SNES** for under \$100 or  
less has to have at least one control pad  
and all the stuff that makes it work Ph  
Daniel (080) 915 101 weekdays after 4pm.

**Lemmings** SNES must have box &  
instructions. Ph Glenn on (086) 33 2617.

**MK2 cheats for GG** Will. Swap for other  
cheats for games. Send to Corey Galea 3  
Challenger Street Mackay QLD 4740.

**MK2 on SNES.** Must have box, with or  
without instructions. Will pay \$60-\$75.  
Ph Sean (049) 304 154.

**Flashback Manual**, Tie Fighter manual,  
Castles 2 Seige and Conquest plus Solar  
Winds 2. I must have these!!! Will negotiate  
price. Ph Aaron (09) 574 2731 after 6:30pm.

**New Mac Games** especially Warcraft,  
if it exists. Ph Chris on (002) 283 439.

## PENPALS:

**Hi! I'm Semen.** Well not really, some  
bastard at school cursed me with it!  
Anyway, I'm 14, love basketball and  
skateboarding, Greenday, Foo Fighters,  
Regurgitator, Primus and HYPER. Age,  
sex, interests (apart from blading) I  
don't care just write to Matt Debrecey  
223 Canamie Street Armidale NSW 2350.

**Hi! I'm Daniel.** I'm looking for a  
penpal aged between 12 and 15, male  
or female! If you are interested in the  
SNES, Killer Instinct, Mortal Kombat 2  
and other fighting games, write to  
Daniel 90 Coridean Street Heathridge  
Perth WA 6027.

**Hi! My name is Michael Moors,** I'm  
looking for chaps or chappettes with  
attitude, in short, no morals. Age  
open, interests anything and  
everything, SNES, Mega Drive etc you  
name it, its my life, my food, my  
sanity, its an addiction I cant seem to  
kick, and HYPER isn't helping (that's  
great!). So if your a addict like me just  
send me something (maybe something  
plastic with the queen on it) at 5  
Bransfield Street Tregear NSW 2770.

**Hi! My name is Scott.** I'm looking  
for somebody 11-13. I've got a SNES,  
NES and Gameboy. If your interested  
write to Scott Mc Intyre 22 Alice Street  
Stanthorpe QLD 4380

**Wanted now!** Crazy fun 11 year old  
female penpal to discuss games, movies  
and anything else interesting with 11 year  
old male. Please send a letter to me now!  
Write to Jarrid Uusioja 36 Rutherford  
Avenue Burraneer Bay NSW 2230.

**MK3, MK3, MK3,** If I have your  
attention that means you must like it!  
Well so do I and the rest of the series.  
My name is Damien and I own a PC CD  
ROM and a Gameboy as you know I  
love the MK's and I love the Doom  
clones and flight and Racing Sims. So  
if you fit the bill nicely, send all letters  
and cash donations to Damien 120  
Wellington Road, Portland VIC 3305. (I  
live at 36 Ward Terrace Enfield SA 5085.

We're being overloaded with  
HYPERMART ads, and we can no  
longer guarantee that they  
will all be printed. To maximise  
your chances - keep them  
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Strawberry Hills  
NSW 2012

**Hi, Im a 13 year old male** looking for  
a male or female between the age of 12-  
14. Must have a Master system a PC or  
Gameboy. Must like Mortal Kombat or  
Killer Instinct. Write to Ashley at 19 Mc  
Bride Crescent, Seaford 3198.

**Attention all Manga Lovers!!!** My  
name is Damien and as you know now I  
love Manga and Anime! My favourites  
are Alita: Angel Warrior & Akira. I own a  
PC CD ROM and a Gameboy! So if you fit  
the bill nicely send all letter to Damien  
120 Wellington Road Portland VIC 3305.

**G'day,** My name is Chris Mc Ardell and  
if you people out there have any Killer  
Instinct cheats or special moves or any  
SNES cheats, please send me to me at 54  
Sanderson Road Lesmurdie WA 6076.

**Hi! I'm Robin** and I'm looking for a  
male or female penpal between the age  
of 11 to 14. I've got a PC-CD Rom and a  
Mega Drive and I like all sorts of sports.  
Please write to Robin Caswell 24 Starrs  
Road Quinns Rocks Perth WA 6030.

**Hi, my name is Heath.** I am looking  
for a male/female penpal, any age  
between 11 and 14 years. I like both  
Mega Drive and SNES. I am a Mortal  
Kombat 1 & 2 and 3 freak. Send letters  
to PO Box 499 Tully QLD 4854.

**My name is Corey** and I am looking  
for a penpal to write to. I have a PC CD  
ROM, and a Game Gear. Has to be  
funny and mad. I like playing fighting  
games and watching Horror movies. I  
like Stephen King (but you don't have  
to) I am around 11-12 (11 and 1/2). Write  
to Corey Galea at 3 Challenger Street  
Mackay QLD 4740.

**Hi, my name is Christopher** and I'm  
14. I would like a penpal between 13-  
15. I like Nintendo and Sega. All letters  
answered, please write to 46 Scott  
Road Bridgewater TAS 7030.

**Hi, I'm Elliott** and I'm trying to find  
a penpal aged between 11 and 13 so if  
you are bored and have a SNES like me  
then please write to me at 41 Mort  
Street Katoomba 2780.

**My name is Hugh Waudly.** I'm  
desperate for a 11-13 year old penpal.  
Male or Female. I own a Mega Drive and I  
am looking for someone who likes Gore  
or mucking around. Please write to Hugh  
Waudly PO Box 38360 Winnellie NT 0821.

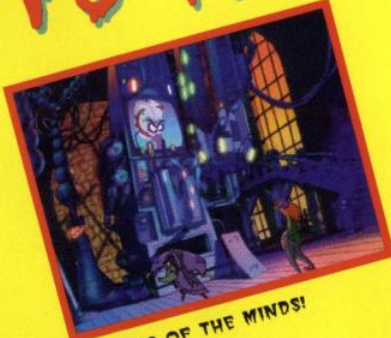
**Bored?** Want to write to someone  
interesting? You must own an IBM, be  
over 15 and preferably have a sense of  
humour! I'm 18, write to M King  
'Killarwarra' via Wingham NSW 2429.  
Worthy letters will receive replies.

**Attention all 12-14 year old boys!**  
Looking for a penpal? My name is  
Megan and I am a Computer Freak, not  
your average girl..... but please! I  
need a penpal urgently. If you think  
you're pretty cool then write to 42  
Boundary Road Dubbo NSW 2830. Hurry!

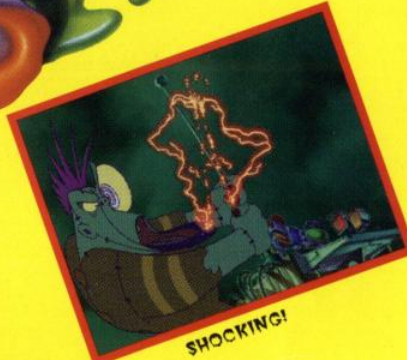
**Wassup?** Hi my name is David and  
I'm looking for a penpal. I'm 10 years  
old, and I like Sega & Nintendo, my  
favourite game MK3. Cannon Fodder  
and Probotector. I draw my own  
comics and my best friend is Joshua. I  
live at 36 Ward Terrace Enfield SA 5085.

GET THE GAME  
OR THE SHORT,  
FAT, GREEN GUY  
BUYS IT!

# BRAIN DEAD 13



MEETING OF THE MINDS!



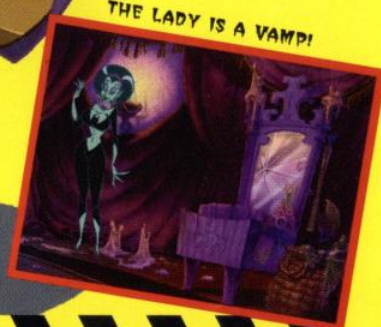
SHOCKING!



SUSPENSE, DRAMA,  
INTRIGUE!



AWESOME ANIMATION!



THE LADY IS A VAMP!

EDGE HOOKS, EVADE THE ALWAYS WELLARMED  
RITZ, AND HUNT DOWN THE EVIL DR. NERO  
NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE.  
BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY  
INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!

**WARNING:**  
**Extreme Cartoon Violence!**  
No cartoon characters were maimed or  
mutilated during the making of this game.

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PREPARE FOR  
THE NEXT ASSAULT.

**STAR WARS™**  
**REBEL**  
**ASSAULT™**  
**II**



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