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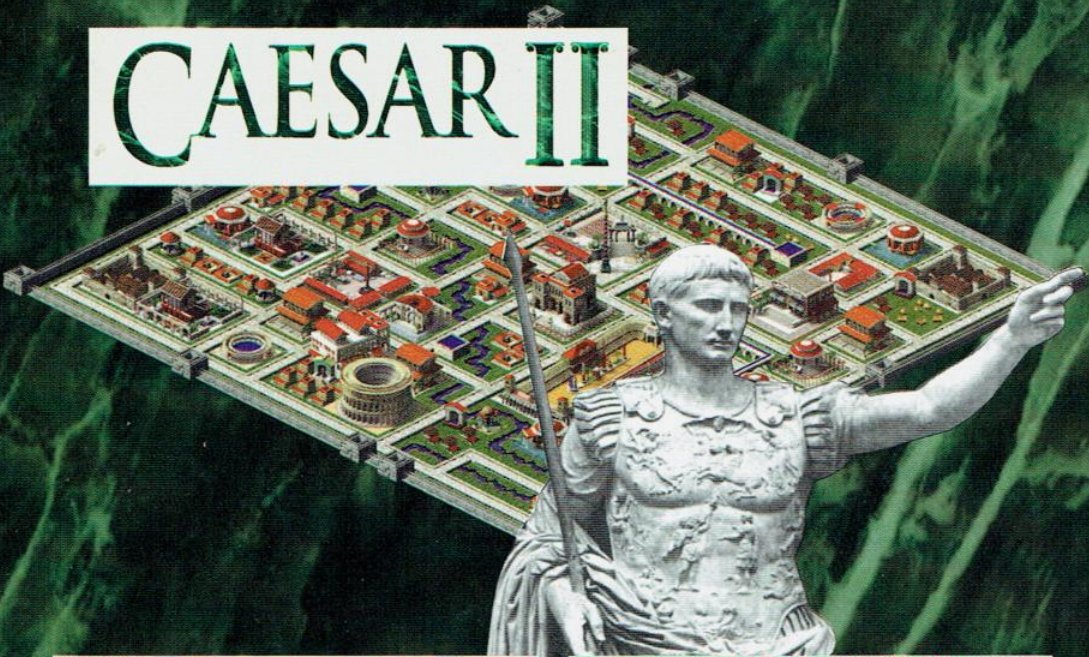
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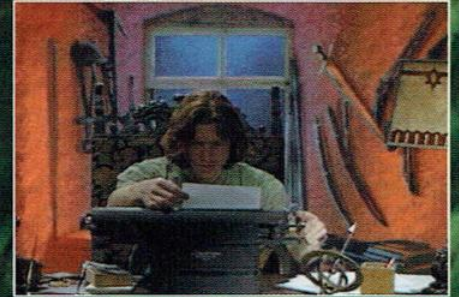


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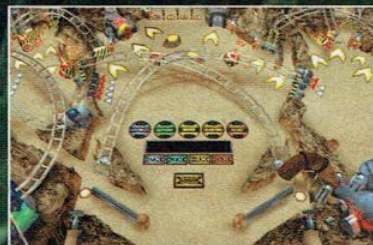
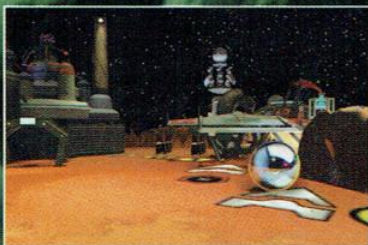
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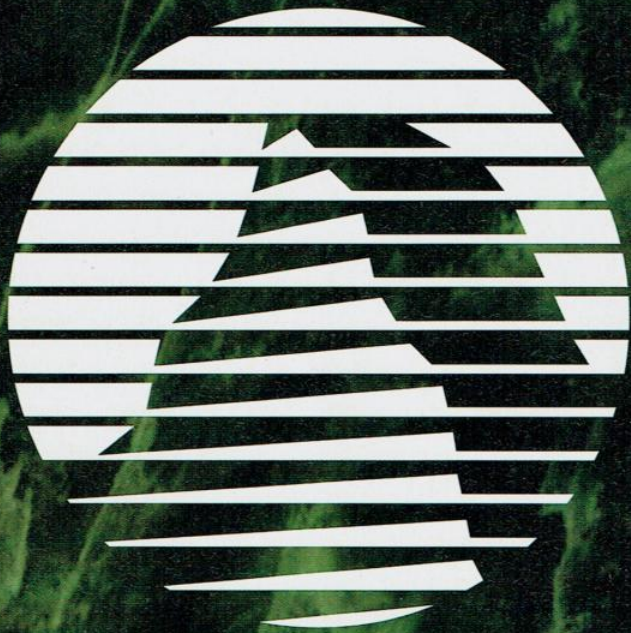


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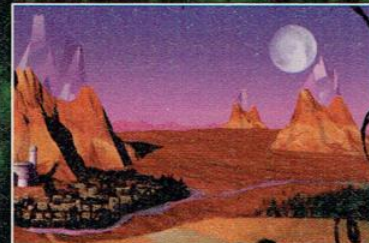
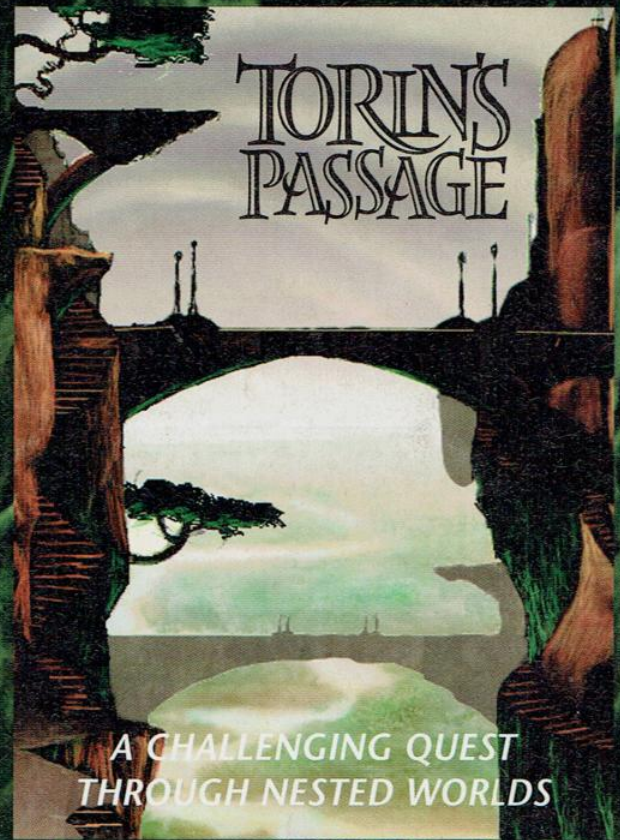


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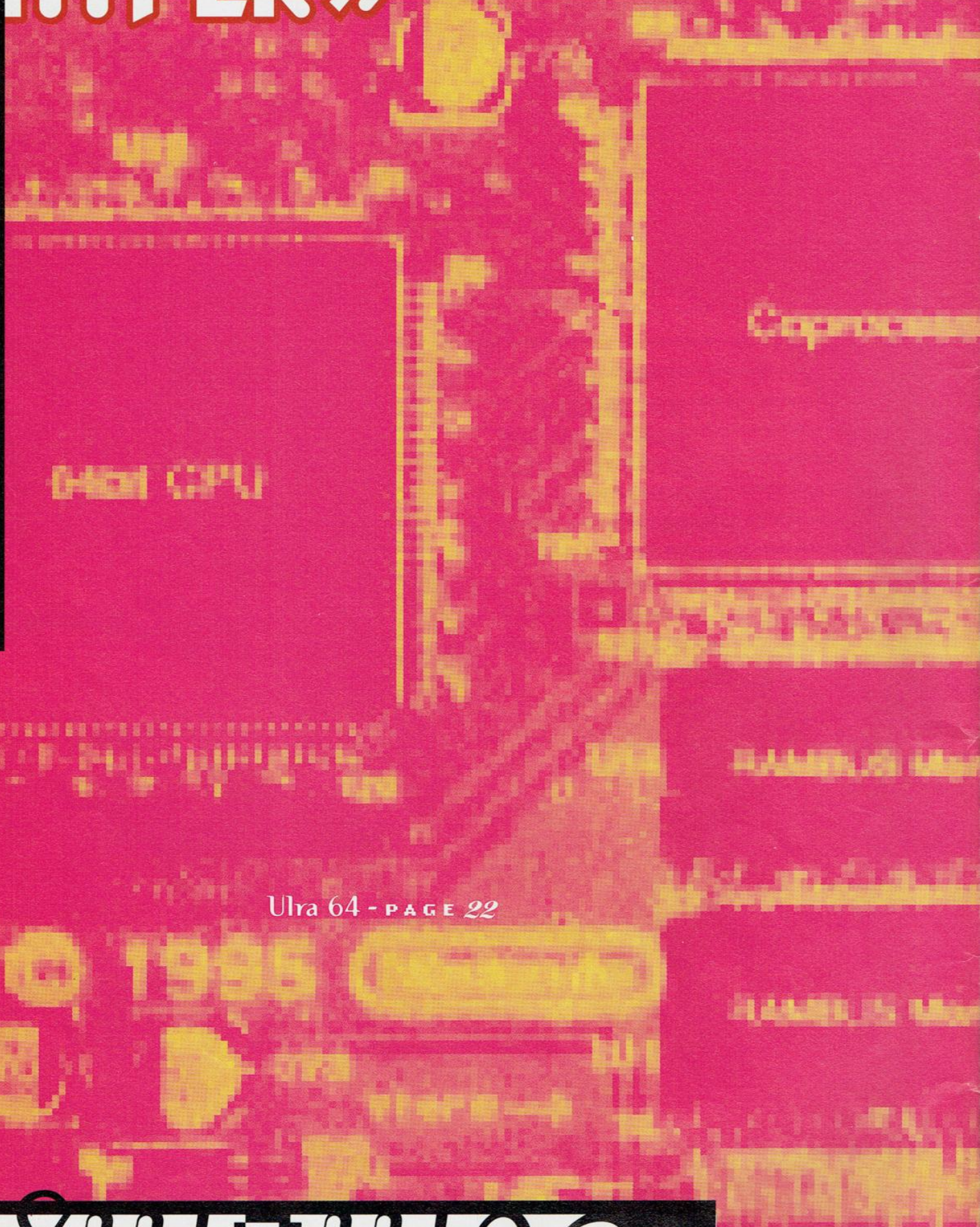
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HYPERT

Finally! After what seems like years of rumours, *gossip, hype* and misinformation, the **NINTENDO ULTRA 64** has been revealed to a slobbering world video gaming community, along with the first batch of games. While I haven't actually had my own hands on a machine, everyone who was in Japan for the launch came back mighty impressed. And we show you why inside this issue with our comprehensive overview of Nintendo's new **wonder toy**.

Of course, Nintendo's old wonder toy, the SNES, can't be written off yet as **Donkey Kong Country 2** proves. It's that wonderfully **cute** platforming **fun** that we've come to know and love from Nintendo and fans certainly won't be disappointed. Everyone's been saying that the main video games **BATTLEGROUND** is going to be between Nintendo and Sony over the next few years and while I wouldn't disagree with that, the latest games for the **Saturn** reveal that Sega can't be discounted from the picture at all. After some teething problems owing to the short development time for the first generation of Saturn games, Sega's programmers have obviously knuckled down and are **cranking** out some very, very tasty titles. While they're mainly conversions from arcade hits (*Sega Rally*, *Virtua Cop* and *Virtua Fighter 2*) they should see the Saturn regain some ground that Sega had lost with Sony's big budget hype campaign for the PlayStation.

The **PLAYSTATION** is still sitting pretty though and there are some more excellent games reviewed inside this month, including the stunning *Warhawk* and the most excellent *Extreme Games*.

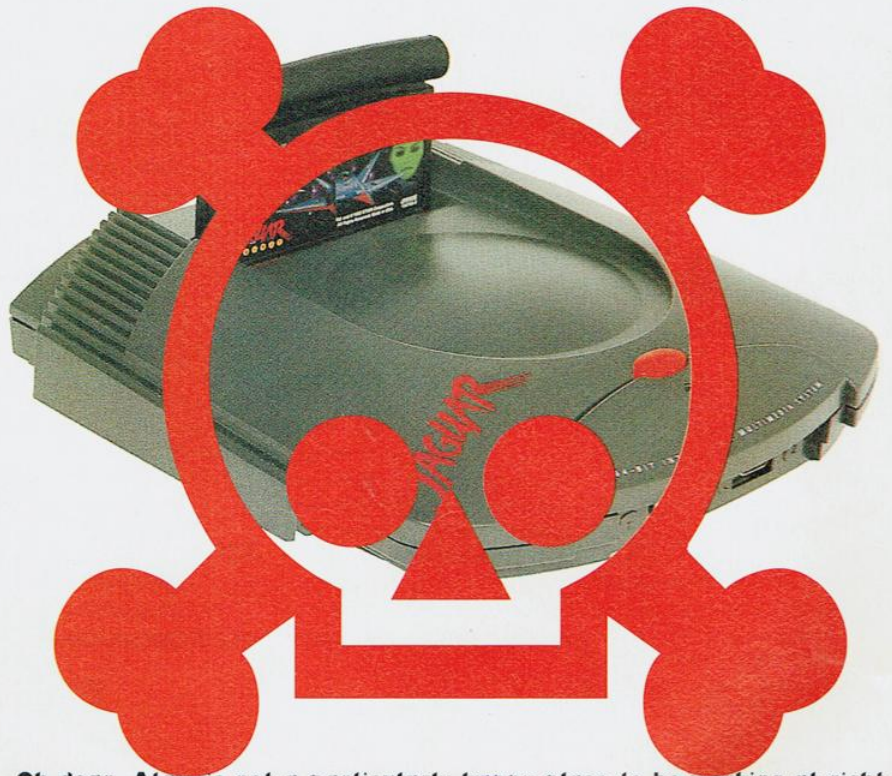
If you're sad about the fact that you don't have a PlayStation to play any of these **drool-inducing** games on, then turn to page 21 for your chance to

win one.

The PC gaming community should also be very happy with the release of *Indycar 2*, *Warcraft 2* and EA Sports International Cricket. All three are very hot, but that's not all we've got inside. There's another **jam-packed** issue waiting for you here but like any good game, I'll let you explore and have fun without too many instructions.

studrt

r.i.p jaguar?



Oh dear. Atari is not a particularly happy place to be working at right now, nor is happy the current state of most Jaguar owners. At Atari HQ most members of the Jaguar development team have been politely asked to leave and never come back. Also shown the door were the lads in Technical Support. The Jaguar production line has virtually halted and development of the planned Jaguar VR headset has been scrapped.

Not good and it gets worse. In an attempt to clear out existing stock, Atari have slashed the price of the Jag in the US by a third, from \$149.95 to \$99.00. The only staff members apparently left at Atari are those responsible for trying to sell-off the remaining warehoused Jaguars. Many of the games under development have been scrapped, although work is still proceeding on a few that are protected by contracts.

OK, so the Jaguar looks to be well and truly dead. What now for Atari? Well, there's going to be a lot of pissed-off Jag owners out there that won't be buying anything else with the Atari word on the box, which probably doesn't bother Atari because word is they're leaving the console game behind for good and moving into PC games development. With around \$50 million in the bank, Atari can afford to be choosy about their next move. Still, \$50 million is roughly what Sony have spent advertising their PlayStation for its worldwide launch, so don't expect anything too spectacular from Atari.

We're not happy about the demise of the Jaguar. While not exactly fabulous in the technology stakes, it was another choice for gamers who had only Sega or Nintendo to choose from at the time it first appeared. Our advice for Atari? Put the 2600 back into production and flog them off at \$20 each. They'd sell squillions, if only to tired old computer game journalists trying desperately to recapture their fading youth....

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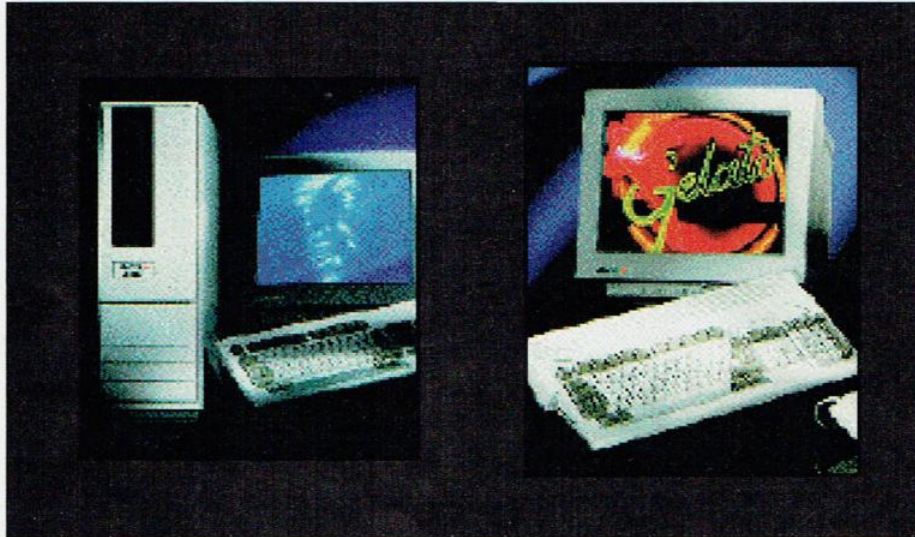


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Amiga Resurrection

it's been kicked around, beaten and flogged to within an inch of its life, but the Amiga refused to die and now it's back with a vengeance.

Under the confident leadership of new management, the new Amiga Technologies company plans to re-release several older Amigas, as well as introduce a couple of new models. The base-level machine will be the trusty (crusty?) old A1200. It'll be powered by a 68020 chip, which is not something to get too excited about, as the chip is roughly equivalent to the PC's 286. Still, Amiga pioneered the multi-processor architecture which the super consoles now use, so with dedicated sound and graphics chips it won't be a complete slouch.



Further up the tree is the A4000T. This beastie is well and truly the Amiga of choice for now, with a 25MHz 68040 CPU, 6Mb RAM and a 1Gb hard drive. Another A4000 is planned that'll be driven by the 68060 chip and packing more RAM.

The software to be bundled with the machines are mostly business and graphic design, although a couple of games will be packed-in. Unfortunately they're pretty lame: Whizz (a tragic platform game) and Pinball Mania. What worries us most, is that the original Amiga was marketed as a graphics workstation that happened to be rather good at games. This turned out to be a misguided approach, with the Amiga establishing itself foremost as a games platform. The new owners look like kicking things off by making exactly the same mistake. We're not expecting a massive resurgence in Amiga games development, but if the majority of new machines end up in offices then there won't be much incentive for developers to invest time and money on new titles.

More cheering news for Amiga game fans (there's still a few million of them out there), is that the CD32 is to be re-launched. While spectacularly unsuccessful the first time around, the machine can rightfully claim the title of being the worlds first 32bit CD games console. It was essentially an A1200 minus the keyboard and hard drive, but with a CD unit built-in. The usual story of stuff-all software support meant only half the CD32's manufactured were actually sold at their initial recommended retail price. Amiga Technologies are re-developing the CD32, with some effort going into schmoozing game developers in order that at least a few new titles appear for it. Expect to see the re-vamped console around the middle of 1996.

Of course, if no-one wants to import the things into Australia then it's got bugger-all chance of making inroads in this corner of the world. Ask your favourite import shop if they plan anything, if you're keen and partial to unusual technology.

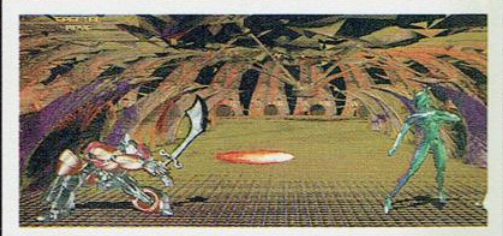
To be completely truthful, we don't give the new Amigas a rats' ass of actually going anywhere in a hurry. We've all owned and loved the dear old things, and honestly wish the new company all the best. Who knows though, anything could happen...

Readers Review

Sorry there wasn't a reader's review last issue but we were so packed we couldn't fit one in. This month we have a review from **David McLachlan** from Upper Mt Gravatt QLD, only it's not really a review, it's a preview! The game he's got the scoop on is called **RISE OF THE ROBOTS 2**.

Rise of the Robots 2: Resurrection

The original Rise of the Robots will probably get into the Hall of Fame for being the most hyped game in the history of gaming. It was under development by Mirage for nearly two years and by the time it came out everybody wanted it. Unfortunately, it sucked. The excuse being they were short on time, and rightly so, for none of the Mirage team had used 3D Studio before (on which the game was made) and when the game was released it came on all the 16-bit consoles and PC. Now Mirage are back to right the wrongs and deliver a blockbuster sequel with the sub-title Resurrection.



Mirage boasts it will sport 18 base characters and then variations on each, totalling a minimum of 48, a large amount for a one-on-one fighting game. They are scraping most of the old moves (and the clumsy power-up system), so even if you pick one of the old characters it will be a whole new ball game. The moves will include Prime-8 moves, combo moves and possible points for first attack, then projectiles and more arcade style special moves, as well as humiliation moves which are said to be extremely hard to pull off!

The control system will be improved upon as well. It will have four buttons - two kick and two punch, and on a control pad with only two buttons they are trying to make it so that by tapping the button you'll get a quick punch or kick, while holding the button will give a full-power move. They are also including the ability to jump over your opponent which was lacking on the original.

As with the first game the graphics are looking very nice indeed. A very fast local BUS and a DX2/66 is needed to run Rise 2 on PC but the ability to turn parallax scrolling and background animation off means that the game will still run cleanly on lesser machines. They are negotiating with legendary guitarist Brian May to be able to use his tracks "Cyborg" and the remix of "Resurrection".

All in all, Rise of the Robots 2 is looking very nice indeed and what little hype exists this time is looking a lot more promising than before.

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3DO Throws a Few Dollars Around.

Our confidence in The 3DO was bolstered just a bit when we heard the news that the 3DO Company has bought games developer Cyclone Studios. That they're confident enough about their own future to go off and buy a company enjoying its own success is heartening.

Cyclone are responsible for the impressive looking Captain Quazar and the joyously playable BattleSport. Never doubt a man as tenacious as Trip Hawkins (3DO chief) when he's got his back against the wall, we say.

A dictator rules the government.
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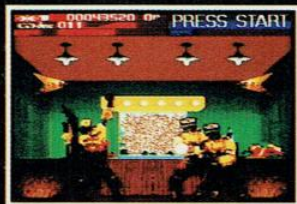


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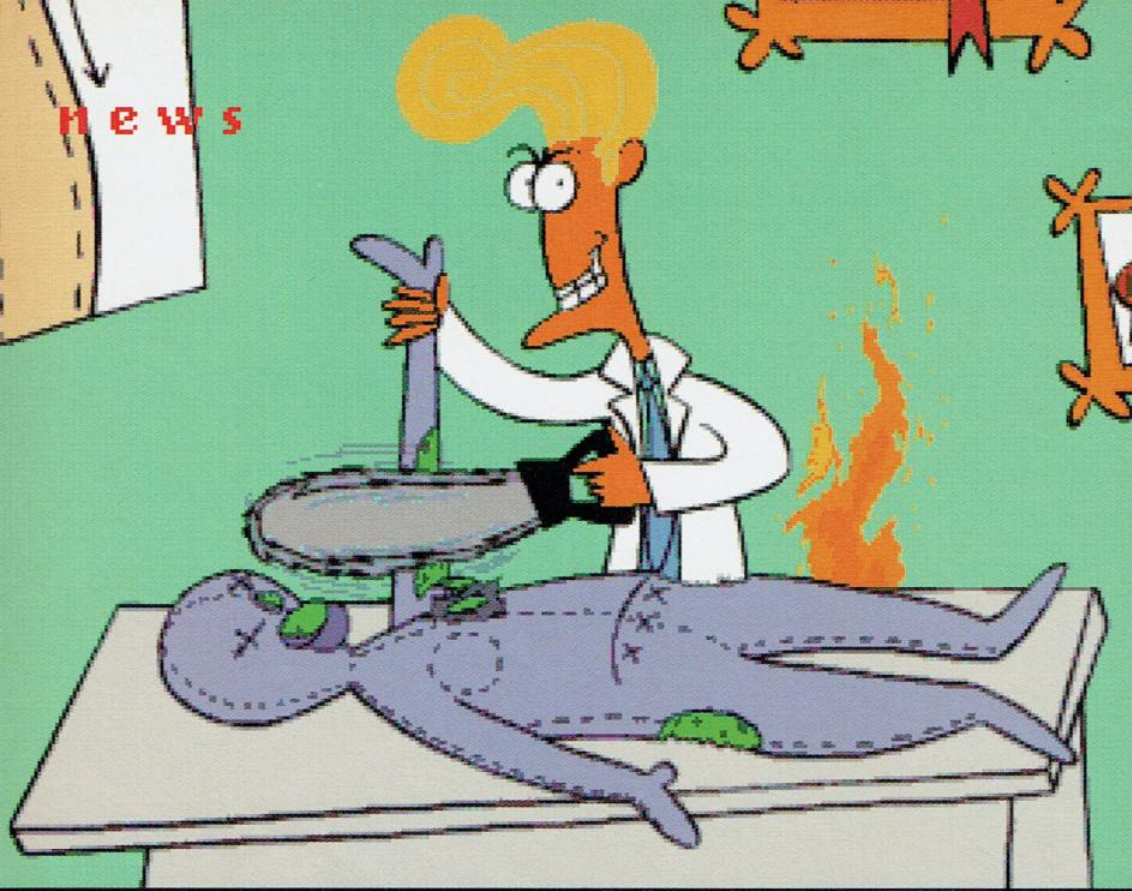
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The Totally Gorgeous CD ROM!

Kaz Cooke is one of Australia's best loved cartoonists, famous for creating Hermoine The Modern Girl comic strip. Recently she released a book called *Real Gorgeous - The Truth About Body And Beauty* aimed at dispelling the myth about "looks" and the importance of just being happy with who you are. I think we can all relate to seeing someone on the cover of a magazine and immediately feeling totally inadequate. I know I did when I caught a glimpse of the cover of *Horse Racing Weekly*; those nags pack a serious arsenal.

Well here comes the *Totally Gorgeous* CD ROM, bringing Kaz's message to the world of multimedia. Not only does it include the updated text of her best selling book, but there's also a stack of animated cartoons, photos and even video footage of Kaz getting a "makeover" and then having the photos manipulated by computer just to show how deceiving fashion magazines really are. One of the highlights would have to be a 10 minute animated film starring Hermoine, with the vocal talents of Judith Lucy (ex-The Late Show), Anthony Morgan (Denton) and original music from Paul Hester (ex-Crowded House). Not only is the CD-ROM highly informative but it's a hell of a laugh. There are even some funny little interactive games, like "The Thigh Quiz", complete with loser game-show host.

Although primarily aimed at teenage girls, there's stuff in there for boys and advice for just about everyone of all ages. As the blurb on the back of the box says, this CD-ROM is for anyone "who has ever believed an ad, worried about a body part, or worn stupid shoes. Get hip, get confident and get past the hype." We couldn't agree more.

Go on...Byte This!

Our tireless efforts to make video gaming part of Australian mainstream culture is paying dividends. The nation-wide Triple M radio network now has a show dedicated to games on every Sunday night. It's called *Byte This* (clever eh?) and if you tune in between 10.00pm and midnight on Sundays you'll catch techy freaks Peter Mobbs and Andrew Quested ranting gamestalk, as well as celebrity interviews with various Big Names who aren't afraid to come out of the closet and share their love for gaming with a national audience.

Rundowns on the latest games, cool new toys and weird technology are mixed happily with lots of music. You can even chat with the lads on the net while the program is on air. They announce that weeks' IRC address before each show, or if you couldn't be stuffed doing anything late on Sunday night, you can always check out their web site when you're more motivated (<http://www.aone.net.au/bytethis>).

The HYPER crew like it a lot. In fact there aren't many things we'd rather be listening to as we doze off in our respective beds, planning the next big week of gaming, just as you should be...



Overflow

The lucky owners of Creative's 3D Blaster can get excited now, for the hot 3D fighting game *Toshinden* is coming to their PC's. A release date is unknown at this stage, but it'll be soon, and besides.. it's coming! Yay!

Creative have also announced that the PCI version of the 3D Blaster will be based on an entirely different architecture to the established VLB 3D Blaster. The *Rendition Verite* chip will be the heart of the new card, which is generally a good thing, as the *Rendition* is commonly regarded as the most potent of the new 3D chips.

Electronic Arts are to sell-off their 18% holding in the 3DO Company. This is generally not a good thing, as it signals an intention on the part of **Electronic Arts** (and presumably its subsidiaries) to abandon support for the 3DO.

DVD is coming... The new FMV standard is set to take over from where MPEG never really started. We haven't heard of a major developer that isn't wildly enthusiastic about the new standard. Don't rush out and grab an MPEG card too soon...

Coming sometime soon from Sierra... *Outpost II* and *Earthsiege II*. And from Interplay *Descent II*...

*You probably know this by now, but in case you're an ignorant git... *Wing Commander 4* has been delayed. It's due for release early February. Well, there's an unexpected surprise...*

in other Wing Commander news, *Wing 5* will probably be released a whole lot sooner than you expect, and it's planned that a major big-budget movie will follow in its wake. Bet your life on Mark Hamill's name being in the credits.

*Cheerful news for Saturn owners, *Toshinden Remix* is heading your way. We're not exactly sure what the "Remix" bit means, but who cares and how bad could it be, it's *Toshinden* after all. And *Toshinden 2* is almost ready for the PlayStation...*

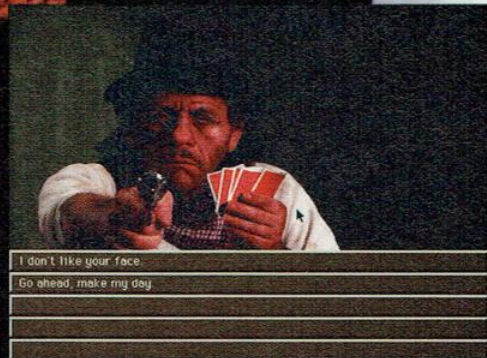
Well, if you really want to get into designing games... The University of North Texas is now taking students for its new course. What'll it teach you? Why, how to design video games dummy! Maybe Capstone, Gametek and Rocket Science could enrol a few of their team members...

DUST

A TALE OF THE WIRED WEST

WINNER

1995 Macworld Hall of Fame
"Multimedia Game of the Year"



See for yourself...



"...lush 3D animation... These guys have a hit on their hands."
{Rating:90/100} - CD-ROM Advisor

do, be your decisions."

- People

"Whether you're strolling down the streets of Diamondback or partaking in a gunfight, Dust's graphics leave most other adventure games in just that - dust."

{Rating:9/10} - Computer Player

"...the game is smart enough to let you decide your own fate in a multi-tiered story line - and sinister enough to make you come back for more."

- Newsweek

"...the beauty of the art and the ingenious plot details make this the best Western game to date"

{Rating:4.5/5} - Fusion

Dust takes a bold step towards a new era of highly interactive virtual worlds. CyberFlix is onto something good here."

{Rating:4.5/5}

"...doubles or triples the gameplay [of] many three and four -CD opuses."

{Rating:4/5} - Next Generation

Electronic Entertainment

Available on PC/Mac CD ROM

BMG
INTERACTIVE

LOCATOR

See the small globe at the top of the Locator? There are two ways you can use it to change your map view. Point to a place on the Locator globe and click. Or click on the Locator globe and drag it around like a ball. Release your mouse button when you see the place you want.

- See other ways to get around.
- Do something else.

GO TO Close

Western Australia
Indian Ocean
Australia

Map GeoLibrary

▲ Find ▲ Options Go Back ☺ Cosmo

NOW THAT'S *Edutainment!*



Encarta 96 Encyclopedia (Microsoft, \$79)	90%
Encarta 96 World Atlas (Microsoft, \$79)	90%
Cinemania 96 (Microsoft, \$49)	90%
World Of Flight (Microsoft, \$49)	80%
Music Central 96 (Microsoft, \$59)	70%
3D Atlas (ABC/EA, \$79)	60%

Technically speaking, **HYPER** is a games-only mag. Australasia's best games mag, as we proclaim on the cover without a trace of humility. So why are we devoting an entire page to a non-gaming handful of self-styled "Edutainment" packages? Because some of them are bloody good, that's why.

Microsoft have been churning these things out for a while, but it's only now that the technology has become available to make them genuinely interesting and, in some cases, essential purchases. The **Encarta 96 Encyclopedia** and **World Atlas** are both essential purchases. The former is a breathtakingly comprehensive CD featuring over 27,000 articles. This particular edition is an English spelling one and has a remarkable level of Australian content (I even stumbled across a picture and some text on Allan Border). The Atlas is equally good with a great level of detail and easy-to-use interface. Both include thousands of pictures and extensive use of top quality video footage. If you want an encyclopedia or atlas then these are the ones to get.

Also highly recommended are **World Of Flight** and **Cinemania 96**, again both from Microsoft. **World Of Flight** covers everything to do with things that have flown, have wanted to fly, and might be flying in the future.

From the *Red Baron* to the history of the *Air Hostess*, it's all here. If you adore film then **Cinemania** is an absolute must. A list and reviews (by several well-respected American critics) of virtually every film you would want to see plus many more that you wouldn't, snatches of dialogue, stills, credits, and even video footage of some of the all-time classics are all contained in this little gem. There's also a "Rental Suggestion" feature that lets you enter what sort of film you would like to see, and **Cinemania** will come up with a list of videos that might interest you.

Music Central 96 is less impressive even if it does cover similar ground to **Cinemania**. Maybe film is simply more suited to this sort of thing. Again there are exhaustive lists of albums, bands, and so on, as well as reviews provided by serious UK rock magazine, *Q*. The latter should give you some indication as to just who this CD is aimed at. Plenty of pictures, discographies, a few (very brief) video clips, and a few more sound bites, add up to a diverting but hardly riveting package.

Finally, there's **3D Atlas**, which is the only product here not by Microsoft. And, sadly, it is the least successful. The 3D idea is a good one, but it isn't utilised very well and ends up being no more than a gimmick. Despite hiding away more statistics than can surely be healthy to consume, several curious FMV features that can only be described as novelties, and, er, nothing else, **3D Atlas** just doesn't have the detail of **World Atlas**. Fleeting fun, but ultimately useless. So if you're bored this summer and feel like being a bit more than entertained - get edutained!

PlayStation Update

PlayStation



TWISTED METAL™

VIDEO GAME OF THE YEAR!

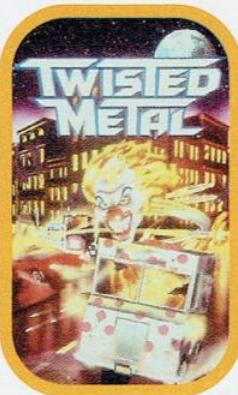
Drive-by shootings, manic police chases, pedestrian victims...suburbia will never be the same!

Influential US video games' bible - Electronic Gaming Monthly (1996 Video Games Buyers Guide) voted Twisted Metal "Game Of The Year".

Twisted Metal was also awarded "Best Sound Effects" - EGM, while Game Players Magazine awarded it "Best Original Soundtrack".

Awards!!...Awards!!...sounds pretty good. Well this is one hell of a high-action combat game.

Twisted Metal is a car-to-car combat game that challenges players to chase down their opponents through 3D rendered, live environments. The play takes place on the streets of a crime-ridden, smog polluted futuristic L.A where players have the run of the city. There are no pre-set tracks or courses. Players literally cut through parks, drive on footpaths, and fly off bridges as they hunt down other combat drivers in a search-and-destroy frenzy.



Choose from 12 high-tech vehicles armed with an arsenal of deadly weapons. The road to victory begins in an arena setting, where players must destroy an opponent's vehicle before proceeding. They then will progress to the warehouse district, travel across freeways, forge into "River Park", discover Cyberia, and finally arrive at their final showdown on the rooftops of L.A's skyscrapers.



Vehicles include a demonic ice cream truck, a "wacked-out" taxi and a police car with its own form of law. Each is equipped with advance missile launchers and machine guns, and is able to pick up special weapons along the way.

The storyline begins with a madman named Calypso, who summons the player to join a deadly contest on the streets of L.A. To win the battle, all other cars in the competition must be destroyed.

A one or two player competitive video game, Twisted Metal has four playing perspectives. Including POV (dashboard), a blimp view, and two third-person perspective views.

Prepare to do battle in this "must-have" PlayStation release! **Out 19th January.**

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

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* ITM calls are charged at a rate of \$1.50 per min. A higher rate applies from public and mobile phones.

SNEAK PREVIEW

LOADED: OUT 19TH JANUARY

Publisher: Gremlin Genre: Shooter

Featured on demo disc. This classic shooter is rating in the 90's ..Gamepro.. 94%. Hard and fast 3D 'blast-fest' featuring 6 of the wildest characters and 15 massive levels. 2 machine/ 2 player co-operative playing style.

X-COM: OUT 19TH JANUARY

Publisher: Microprose Genre: Strategy

Your mission: 'Protect the Earth from the threat of alien domination. First of the strategy games for PlayStation ensuring hours of intense gameplay.

KRAZY IVAN: OUT 26TH JANUARY

Publisher: Sony Interactive

Genre: 3D Shooter

Fantastic shooter rating in the 90's. ..92% GamePro (UK) Stunningly realistic mech-war battle held over 27 levels of pure carnage.

And for FEBRUARY

TOTAL NBA '96

Publisher: Sony Interactive Genre: Sports

Players: Up to 8 !! (with two multi taps)

THE SPORTING TITLE OF THE YEAR!

Unbelievably true to life 3D graphics and fantastic gameplay.



ACTUA SOCCER

Publisher: Gremlin Genre: Sports

Kick off using the latest motion capture technology to bring over 44 international teams to life.

ASSAULT RIGS

Publisher: Sony Interactive

Genre: 3D Shooter

Welcome to "The World Net Championship" - 2 Player serial link up, multiple rig types, amazing weapons and smooth-scrolling cyber-arenas.



DEFCON 5

Publisher: Sony Interactive

Genre: Strategy Thriller

Set in the future, you have to uncover a sinister plot to end world peace.

PHILOSOMA

Publisher: Sony Genre: Shooter

EGM (US) rates 8.5 out of 10. A next-generation shooter which employs the PlayStation's 3D and 2D power to deliver a multi-stage, multi-perspective mega-blast.

MICKEY'S WILD ADVENTURE

Publisher: Sony Computer Entertainment

Genre: 3D Platform

Classic interactive animation on PlayStation.



Streetfighter 2

THE DIRECTOR SPEAKS

Gisaburo Sugii has been involved with the anime industry since its early days; he worked on the first Japanese animated film White Snake Legend as well as the first animated TV series Tetsuwan Atom (Astro Boy) back in the 60's. Over the years his animated works have covered a wide diversity of topics, from the teen baseball stories Nine and Touch, to the historical drama The Tale of Genji, which is based on a literary classic written over a thousand years ago. Also to his credit are a variety of television commercials.

His latest project is in a completely different genre again: the theatrical and TV versions of one of the most popular video games ever: Street Fighter 2. After extensive Nando training, AMOS WONG catches up with him for an interview.

What inspired you to work in the anime industry?

When I saw the Disney animated film Bambi and The Humpback Baby Horse from Russia. I was eleven years old. Every day I'd walk past the cinema on my way back from school and sketch the stills that were on display; even now I remember how fascinated I was with the animators' techniques: the way Bambi's eyes were drawn to reflect light and how the highlight on his nose was drawn at an unusual angle! I was very impressed.

When animation studios were established in Japan I took an entrance exam without any hesitation. I joined Toei Animation in 1958 and I've never looked back since!

What attracted you to direct Street Fighter 2?

I really liked one of the posters for the game; each of the characters have a sense of being, but I found the world they inhabited to be unconvincing; it felt like a 'pop art' world. It would have been easy to make the film totally based on battle scenes...there hasn't been much success with anime based on video games that are all action and no drama, so I wanted to make Street Fighter 2 differently and incorporate both elements.

Anime directors and character designers are becoming increasingly involved with video games; is this a direction you'd like to pursue?

Developing the actual game doesn't interest me but

I'm keen on creating animation to enhance the game. Because the video game and animation industries are moving closer and closer, eventually the border will disappear and you may see all your favourite game characters up there on cinema or TV screens!

SF2's character designs are wonderful; their fighting spirit was expressed very well. Who was the hardest to design?

In the preparation of the film we got a lot of help from the Capcom staff - it's natural because they created the game, but from the point where the script was being written we took over. The game designers' efforts at Capcom were great. Murase, the movie's character designer revised their appearance and their wonderful performances were achieved with the hard work of the staff who were responsible for the animation direction.

Ryu was the hardest character to bring to life. We wanted to give him the image of the 'true fighter with few words'. He's the type of fighter that improves his ability by using his senses. On the other hand, Ken improves by training skills. We tried to make them distinctive in this way. Ken is also special because he was taught when he was young by his master to "Fight with your heart", which is conveyed by the scene at the end where he chants to bring himself back to a normal physical state. He becomes much stronger as what his master taught him has come alive and is now within him.

The backgrounds are also just as important as the characters; they are the 'art sets' in which the story unfolds. I've always believed that if you create a world without enough detail to give it a sense of reality, it then becomes unconvincing to the viewers. The backgrounds were all hand drawn like the matte paintings used in American movies, thanks to the hard work of Matsuoka, the art director. They really helped in providing the right atmosphere for the movie.

The special moves and fight sequences are spectacular...

The action director Mutou was responsible for the excellent fighting choreography; we wanted to make the battles as realistic as possible. Apart from Bison's Psycho Power (in Japanese, 'psycho' translates as

'incredible') we tried to keep the special moves in tune with the game and capture what a SF2 fan would be imagining whilst playing it. Because there's many fans of each character's special moves we avoided changing them too radically but of course, visually the result is different as the game is viewed side-on. I wanted to show the difference between the two mediums.

Could you tell us about the Street Fighter animated TV series? How different has it been animating for television as opposed to cinema?

The first part of the series consists of 29 episodes. It's a completely original story and we made it so that fans can enjoy an alternate plot development to the film. Both Ken and Ryu are 17 years old; they learn the Nando-Ken in India. Ryu, Ken, Bison, Guile and Chun Li's character designs and clothes have been completely revised. The climax is, of course, the fight between Bison's Psycho Power and Ryu and Ken's Nando. Because it's a TV series we've changed the overall style to make it faster-paced than the movie edition; since the TV story starts off when Ryu and Ken are young, we focussed on each fighters' journey rather than emphasising their friendship.

While movies and TV share similarities, they're different in terms of quality. Generally speaking, we don't find TV animation suitable for getting into the psychological side of characters; it's better to portray a character by using action. Our animation technique in Japan is different because we have our own directorial techniques in producing action scenes and setting up shots.

Can you tell us about any new projects you're working on? Is there a SF2 movie sequel planned?

Something that I really want to do now is a story set in the ancient times of Japan. As for a SF2 sequel, there are plans but production hasn't started yet.

Many fans here have been greatly inspired by Japanese animation; do you have a message for them?

Animation is still in the process of expanding as an industry. When I think of the possibilities of the worlds that animation can portray, I worry about how similar some of the works produced by Japanese animators are. As the computer plays a larger and larger role, animation will continue to change. I hope that it will be for the better. To the anime fans who want to create animation in the future, I hope they will not merely copy works of the past, but expand on the possibilities and create new worlds.

charts

HYPER'S GAME CHARTS SUPPLIED BY HI-TECH WORLD

MEGA DRIVE

1. NBA Live 96
2. FIFA Soccer 96
3. NFL Quarterback Club 96
4. Big Hurt
5. Skeleton Krew
6. Super Skidmarks
7. Mortal Kombat 3
8. Micro Machines 96
9. Road Rash 3
10. Earthworm Jim

SNES

1. Yoshi's Island
2. Chrono Trigger
3. NBA Live 96
4. Final Fantasy 3
5. Mechwarrior 3050
6. Mortal Kombat 3
7. Doom
8. Earthworm Jim 2
9. Donkey Kong Country
10. Secret Of Evermore

PC CD ROM

1. Rebel Assault 2
2. Warcraft 2
3. FIFA Soccer 96
4. The Dig
5. EF 2000
6. The Need For Speed
7. The Hive
8. Mortal Kombat 3
9. Destruction Derby
10. Wipeout

3DO

1. Killing Time
2. Po'ed
3. Star Fighter
4. Alone In The Dark 2
5. The Need For Speed
6. Wolfenstein
7. Action Pack
8. Road Rash
9. Hell
10. Samurai Shodown

PLAYSTATION

1. Tekken
2. Destruction Derby
3. Mortal Kombat 3
4. Wipeout
5. Extreme Sports
6. Discworld
7. Raiden Project
8. Ridge Racer
9. Warhawk
10. Toshinden

SATURN

1. Virtua Racing
2. Daytona
3. Bug
4. Theme Park
5. Myst
6. Robotica
7. Shinobi X
8. Panzer Dragoon
9. Digital Pinball
10. Pebble Beach Golf



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Goldstar 3DO



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Sony Play Station

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Tel: [02] 317 4506

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 1995年11月25日(土)・26日(日) 9:00~17:00
 千葉・幕張メッセ 日本コンベンションセンター国際展示場

特別!! これが時の名4ビデオゲームマシン!!

NINTENDO 64

入場無料 入場料は電子入場管理システムで、入場回数も電子管理システムで管理しています。

EA GAMES/ATARI GAMES/MSX GAMES/PC GAMES/PS GAMES/SEGA GAMES/SATURN GAMES/SUPER 32X GAMES/VIDEO GAMES/VIDEO GAMES/VIDEO GAMES/VIDEO GAMES

ULTRA 64

For the latest on Nintendo's Ultra 64, jack in at <http://www.anime.net/~gurupub/u64/u64.html> for a very well put together page just chockablock full of U-64 info. Drool over snaps from a whole range of titles such as The Legend of Zelda, Pilot Wings 64, Starfox, Robotech, Final Fantasy, Ultra Mario and more! Acts as a nice compliment to Nintendo's own home page (<http://www.nintendo.com>) and as a bit of a forum for console fanatics.

E-MAIL GAMING

You may not have ever thought of it, but playing games via e-mail is quite a popular pastime with a lot of Net-heads. If you're interested in discovering how this actually works, check out the Play By Mail Games Links at http://fermi.clas.virginia.edu/~gl8f/pbm_links.html#comeg. There's everything from strategic wargames and RPG/fantasy to sport-devoted PBEM games. Some are free and others require a payment per "turn", but before you know it you may be taking part in campaigns with hundreds of other geeks. Australia's own Dynamic Games have a PBM site at: <http://www.ozemail.com.au/pbm/>. Don't be discouraged if you find it hard to get started (and costly) - if you're into roleplaying and statistics etc. you'll love it.



It's summer, you may well have some spare time on your hands and you can't surf the beach every day, so start surfing the Net. *That way you don't even have to get wet!* ELIOT FISH is your guide...



what the hell is triple j?

Hottest 100!

December is Hottest 100 month on Triple J. For uninformed, The Hottest 100 poll is a poll Triple J conducts every summer where Triple J listeners get to vote for their track of 1995. This year voting is possible on the 'net. Last years winner won a fantastic trip to fly to the Lollapalooza festival in LA. This year we are giving voters the chance to win a trip to their ultimate holiday destination - in other words we will fly you TO YOUR COOL SITE FOR SUMMER! So make sure you put your vote in for the 1995 Hottest 100.

THIS IS A CALL

The call is out to all those creative types - artists, illustrators, writers and down-right funky people who think they are up to contributing to the next Triple J Magazine. [contact us now.](#)



PLAYMATES INTERACTIVE

Best known for their game Earthworm Jim, Playmates Interactive Entertainment have a site to glorify their products. Check out their line of toys at <http://www.playmatestoys.com/pages/shwroom.htm> or the interactive games site at <http://www.playmatestoys.com/piehome.htm>. It's not great, but it's getting better.

TRIPLE J

Anyone yet checked out the Triple J home page? Then you probably bloody well should do so at <http://www.abc.net.au/triplej/>. There's a heap of entertaining links here and you can even enter competitions by voting for your favourite song or band. It's certainly easy on the eyes (damn near tasty in fact), and purely for fun. Don't forget that you can hear HYPER Ed Stuart crapping on about games and other related computer fun on Triple J at various times right through summer.

STEVEN WRIGHT

If you've never heard of the comedian Steven Wright, then you've been missing out. Called the "Far Side" of stand up comedy, the web is chockers with Wright quotes. Check out this very comprehensive site of Wright's bizarre sense of humour at <http://www.weather.net/zarg/ZarPages/stevenWright.html>. You'll find gems such as... "I bought a dog the other day. I named him Stay. I liked to call 'Come here, Stay! Come here, Stay!'. He went insane." Sick!

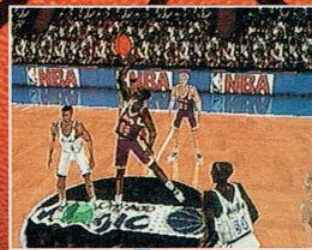
STAR WARS BOBA FETT Bounty on Bar-Kooda



STAR WARS

With the re-release of the Star Wars movies on video, you may be interested to find out about the extra scenes and characters that didn't make it into the final edit (some of these missing scenes are being added thanks to new technology for a re-release version of Star Wars to the cinemas in 1997). Peruse lots of snaps and even a few sound files of dialogue that's missing from the films at <http://www.cs.utk.edu/ereynold/cgi-bin/swcut.cgi> It'll make you wanna run out and buy Rebel Assault II, I guarantee you. Which reminds me... if you've never seen the Boba Fett home page then you're a dweeb. To regain your social standing go to: <http://www.cedarville.edu/student/s1070235/bobafett.htm>

the ultimate



basketball game



TOTAL NBA '96

- The most realistic and immersive sports game ever.
- Up to 8 players with two multi-taps
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- Statistic-based artificial intelligence makes the reactions of the players more believable than ever before.
- 3D true-to life animation, realistic textures, real sound, multi-cam viewpoints.
- OUT FEBRUARY



For PlayStation Game Info
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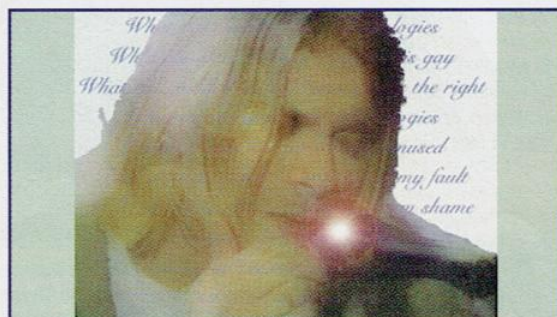
MARATHON ART

MAC GAMES

We know there are Macintosh gamers out there somewhere, and we know how neglected you all feel when it comes to good games sites... so how 'bout jumping to the Macintosh Games Page at <http://www.uta.fi/sttiel/mac/games.html> for what we think is the most thorough and convenient page of links to every Mac game and related sites known to Mac and humankind. And for freak followers of the mac game Marathon, you'd be a great big dolt if you didn't have a look at the computer art created by an illustrator who was inspired by the game. <http://www.esi.ogi.edu/pub/entertainment/marathon/pictures/cmullins.html> The art is simply INCREDIBLE - marathon comes totally to life - now if only he'd do some Doom art!!

ORIGIN

The makers of the incredible Crusader: No Remorse, Origin Systems, have their own web site at <http://www.ea.com/origin.html> You can find out all about their current projects and even download demos of Wing Commander IV: The Price of Freedom, Wings Of Glory, System Shock and CyberMage! Kewll!



Graphic by Chris Carrison

Kurt Cobain Suicide Investigation

Enter the main page.



COURTNEY DID IT!

If you've ever been into conspiracy theories, then you'll no doubt believe that Kurt Cobain of Nirvana was murdered, not in fact the victim of his own tormented soul... well, well, well, to help you with your investigation you can check out this web page totally devoted to the afore mentioned conspiracy... <http://www.muohio.edu/carmance/kurt.html> Examine a scan of the suicide letter, download .AU files of Courtney's speech and sort through police documents! Just don't get carried away, eh?!

win win win



Walking on Air

Walking into the HYPER office one recent morning, I was confronted by an upside-down head, about 1 inch from my right-side-up one. On closer inspection, I saw it was Ben, standing on the ceiling escaping a knife-wielding Stuart and his raves about deadlines, etc. We all wondered how he was doing it until we saw he had Airwalks on. Uh okay, I lied. Ben was about 2 inches away. I don't think Stuart had a knife either. Come to think of it I made the whole thing up. But the point is that they are great shoes.

Well, isn't that just an amazing coincidence, because this month, we have one pair of Airwalk (RRP \$100), shoes to give to the very lucky person who happens to be the first one drawn from the HYPER barrel, provided they answer the one easy question correctly. We only have the one pair to give away, so in a similar way to the Model T Ford, you can have it in any colour combination, as long it's black and white. The shoes, as the blurb says are the "hottest 'Active Casual' shoes in the world". To win them answer this simple question:

What colours are the Airwalks we're giving away?

Send answer and details on the back of an envelope to:

Airwalk Comp

HYPER PO BOX 634, STRAWBERRY HILLS NSW

cranberries cd rom

The rise to stardom that The Cranberries have undergone is quite astonishing. Two years ago, they were a tiny little indie pop group, jangling their way around the pubs of Ireland and the UK. Now, they play massive stadium shows right across the United States, and most other countries round the world. So, like other mega global pop stars before them - Prince, Peter Gabriel, David Bowie, and, er, Severed Heads - The Cranberries have released their own "Multimedia" CD ROM, called Doors And Windows. What do you get? Well, the CD can be played on any CD system imaginable (almost) - PC (Windows, natch), MAC, CD-i, and even your normal stereo CD player. Five previously unreleased tracks are featured, including live versions of "Dreams" and "Zombie". Fans will also be thrilled to the point of unconsciousness by the countless FMV clips, interviews with all members of the band, photos, lyric sheets and frequent shots of nice comfy lounge chairs. Really, if you love the melodic Irish popsters you will thoroughly enjoy this CD. But you don't have to go out and buy it yourself, cos Mercury Records have kindly donated FOUR copies for us to give away to FOUR of our charming readers. Just answer the question on the back of an envelope, okay?

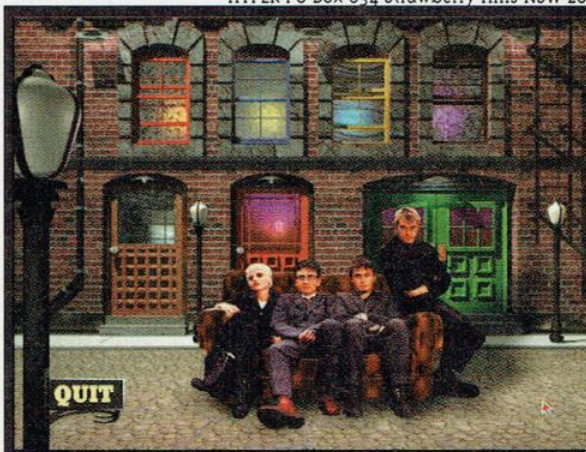
Q. What was the name of The Cranberries first album?

Write to:

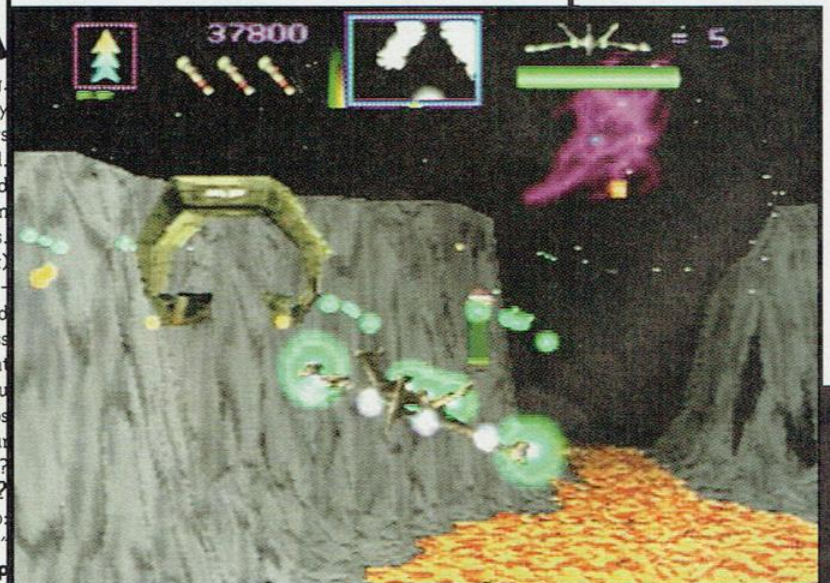
"Everybody else is doing it, so I thought I'd enter too"

Cranberries Comp

HYPER PO Box 634, Strawberry Hills NSW 2012



Total Eclipse Turbo



We liked Total Eclipse on 3DO. Despite some short-comings it's one of those games that only a devoted shoot-'em-up hater could hate. That's why we like Total Eclipse Turbo for the Playstation even more. it's more of the same, only better, as you would have no doubt discovered if you have read this issues' Byte Size review.

To complement the review, we have five copies of Total Eclipse Turbo on the Playstation to give away to five lucky readers. We reckon you're already lucky if you own a Playstation and you don't deserve more luck to win a bloody game. But we've got five of 'em collecting dust, and someone's got to win, so you may as well have 'em. Don't let it be said that we here at HYPER are tightwads. OK, say it. it wasn't us who paid for the things anyway. For that you can thank BMG. To win, simply send the answer to the simple question below:

Q: What format was the original Total Eclipse on?

Send answer and your details to:

Total Eclipse Turbo Comp

HYPER PO BOX 634, STRAWBERRY HILLS NSW 2012



Throwing Up

Stick tossing is amongst the crews fave ways to pass time, and now the sport's gone professional. The promoters claim the future of Devil Sticks will be huge, so they've given us five sets to give away. The caper is to juggle the big stick around with the two smaller ones. We've given it a go and can say that it's jolly good fun if you put in the time to master it.

You know the routine, answer the question and send it in.

What do the crew like to toss?

Devil Sticks Comp.

HYPER PO Box 634, Strawberry Hills NSW 2012

Passengers - Hop On Board

When do you have a new U2 album that's not a new U2 album? When you have the Passengers: Original Soundtracks 1, that's when. The biggest rock 'n roll band of the '80s and most of the '90s have teamed up with their long-time legend producer, Brian Eno (who also made the "Headcandy" CD ROM), to record these latest tracks. With the exception of a couple of songs they sound nothing like U2. Some say that this is a good thing.

Whether you get into U2 or not you're sure to find Passengers interesting listening and as all the tracks are "soundtracks" they make for perfect background gaming music as they don't get in your face too much. To win one of 10 (that's right TEN) Passengers CDs just answer the following question:

What's the full name of U2's drummer?

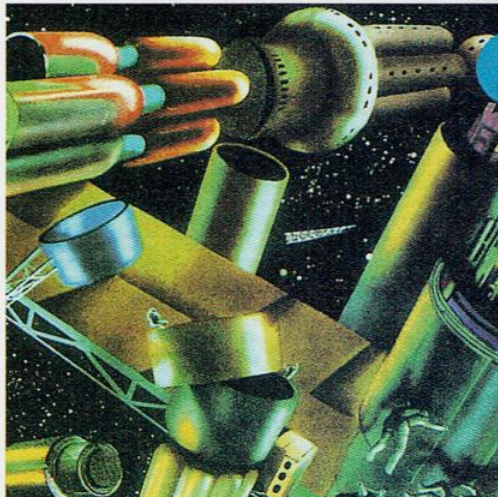
Send answers to:

Passengers Comp

HYPER

PO BOX 634

Strawberry Hills NSW 2012.



Winners

Command & Conquer:

Joe Sedgewick (Vic)

Bill Bennet (NSW)

Michelle Thomas (Vic)

Anton Ryder (WA)

Steve Jones (QLD)

Core Design:

The two big winners are -

Rick Lapham

(Launceston, Tasmania)

and Fiona Sutton

(Geelong, Vic).

The 7 runners-up are -

Lawrence Griffiths (QLD)

Ben Harris (NSW)

Ben Struthers (Tas)

Jason McLennan (Tas)

Josh Mitchell (QLD)

Pavan Kumar (NSW)

Shane Pearce (QLD)

Logical Computers:

Jack Lio from Papua New

Guinea was the lucky one

and he picked Wipeout

and Destruction Derby

for his PC.

Rocket Science:

The 5 first prize winners are:

Alan Chow (QLD)

David Hill (NSW)

Karl Wasserman (WA)

Maria (WA)

Martin Wilson (NSW)

The 25 T-shirt winners are:

Stuart van Eysden (Tas)

Chris Bowden (NSW)

James Anderson (WA)

Andrew Trevener (WA)

Rod Peters (NSW)

Andrew Jolley (ACT)

Shayne Wasley (WA)

Peter Branchi (WA)

William Chan (QLD)

Divakaran Mupnar (Fiji)

Geoff Wolfe (NSW)

Matthew Sanderson (SA)

Alexander Andruska (ACT)

Jonathon Umback (NSW)

Nick Litfow (QLD)

David Everton (QLD)

Andrew Camilleri (NSW)

Ben Plunkett (QLD)

A. Co (NSW)

Chris Coulthard (SA)

Andrew Richardson (QLD)

Mathew Brady (QLD)

Michael Newton (NSW)

Chris Seeto (NSW)

Weng-Seng Lim (Vic)

Top Gun:

Mark Carlaw (QLD)

Shane Kershaw (Vic)

Bradley Holden (SA)

Erin Tuckey (WA)

Matthew Cooper (NSW)



KRAZY IVAN

Issue No. 61289

Code 34zx 38/5

ALIEN THREAT? NO SWEAT SAYS IVAN!



☆ Rating in the 90's... "You've got to be Krazy to miss it"...

92% Game Pro (UK)

☆ 27 levels of fast paced, hard 3D shoot-em-up robotic gameplay.

☆ Two player with link cable for arcade action.

☆ 5 battle zones - Russia, Middle East, Europe, USA and Japan.

☆ Realistic graphics and stunning FMV sequences.

☆ OUT JAN 26



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VL-Bus 3D Blaster

can bring to your PC. This \$650 wafer of silicon heaven is something you just gotta have, so we're going to *give one away* (THANKS TO THE MOST EXCELLENT

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Address _____

Suburb/Town _____ Postcode _____

Enclosed is my cheque/money order, or debit my credit card for \$44.95

Bankcard Mastercard Visa

Card No

Expiry Date _____

Signature _____

HYPER

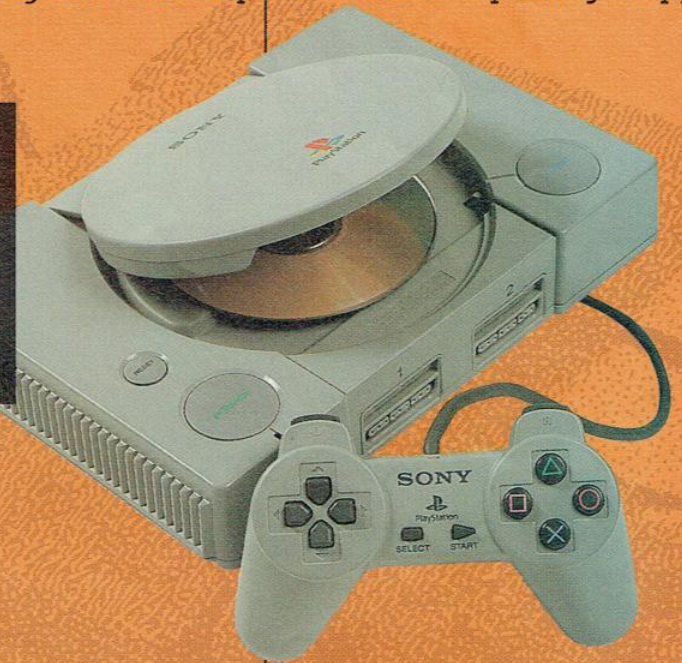
0028



Slam dunk at home with your very own *PlayStation* and a copy of the hot new game **TOTAL NBA**. We had so many entries to our ULTIMATE PLAYSTATION COMPETITION a few months back that Sony have put together another hot prize package for HYPER readers... Cut out the form, send it in and **YOU CAN WIN** • A Sony PlayStation • A copy of the Total NBA game • Basketball signed by celebrity player • Basketball Singlet • Multi-tap peripheral so you can play with 4 players on the PlayStation. If that's not enough for you we've also got 10 signed basketballs and 5 basketball singlets to keep 15 runners-up very happy.



WINNING IS EASY!



To win you must answer the following question correctly, cut out the coupon and send it to:
 PLAYSTATION/TOTAL NBA COMP. HYPER, PO BOX 654, STRAWBERRY HILLS NSW 2012.

Q: What does NBA stand for?

A: Name _____
 Address (inc postcode) _____
 Phone _____
 Age _____



Nintendos Ultra 64 revealed

Some might say "good things come to those who wait", and they'd be right, but here at HYPER all we have to say is "it's about bloody time!".

Anyone who doubted Nintendo's ability to deliver the goods on the Ultra 64 can skulk quietly away now. Sure, we all expected a 3D powerhouse with an extra dose of grunt to give it the edge over its competitors, but what we'll actually end up with is the proverbial paradigm leap in gaming that's often promised, but rarely realised. While the Playstation and Saturn are teetering toward a worrying trend of having mostly variations on the same 3D blasting theme, the first batch of Ultra 64 games already show a startling originality in their design and set a new standard for sheer quality. Delaying the launch until a hefty library of games is completed is one reason why the Ultra 64 looks like a winner, but for the most part you can thank Nintendo's design genius for the next generation of gaming we are all about to experience.

Nintendo's new gaming beast will launch in America and Japan in April. No official word as to the Australian date yet, but here's all the info we've managed to uncover so far...

t e c h y

The Saturn's design is a rush job caused by the fright Sega got when word of the Playstation's power got out. Open it up (not recommended) and you'll see a cityscape of chips packed into the box. The Playstation has a slightly cleaner design, but not by much. In stark contrast, the Ultra 64's main machinery is an elegant two chip design. This is the result of years' worth of refining the design to meet cost and performance objectives.

The enginehouse is a customised Silicon Graphics R4000 series CPU, supplemented by a single sound and graphics co-processor. Like Intel's range of PC chips, Silicon Graphics have a range of R4000 CPU's of varying power, the grunniest of which you'll find inside the SGI machines used for high-end Hollywood special effects. Of course the Ultra 64's R4000 is a somewhat de-tuned version, but the basic architecture is still the Rolls Royce of the graphically intensive CPU world and what you'll see in Ultra 64 games will happily reflect that. It pumps at a rip snorting 93.75 MHz, which is a figure that should impress even the snobbiest PC'er.

Delving deeper into the nether regions of techy-talk, you'll be pleased to hear that

the Ultra 64's memory bus speed is a record-breaking 500MHz. That figure is simply staggering in anyone's language. In real-life terms, it means graphics speed and detail that'll drop any jaw.

Game designers will have an unprecedented freedom to bring their fantasies to life.

Being a cartridge-based system worried us all for a while there. With all the world going the CD way, it always looked like the Ultra 64 would suffer from severe problems when it comes to creating massive game worlds. We can relax now, for while the cartridge will be the mainstay for many Ultra 64 releases, it will be supplemented by a mass storage device developed specifically for the system (which we spread rumours about a couple of issues back). It's not a CD, instead the device uses a magnetic disk system much like a humungous PC floppy disk, which also means you can write to it, unlike the read-

only CD ROM. Provisionally known as the DD Drive, it'll be perfect for games which weigh in on the heavy end of the data scales, but don't need the lightning fast response times of a chip-based cart. The Legend of Zelda 64 will almost certainly be the first DD Drive game, and while we can envisage games appearing initially on cart, further missions or scenarios may appear later on the DD Drive as an add-on.

For those turned on by this sort of stuff, the Ultra 64 is a technological work of art. That it will deliver games of astounding quality is now beyond all doubt.

T H E S P E C S

CPU: MIPS 64bit RISC CPU (customised R4000 series), clock speed 93.75 MHz.

MEMORY: RAMBUS D-DRAM 36M bit, transfer speed: maximum 4,500 bit/sec.

CO-PROCESSOR: RPC: SP (sound and graphics processor) and DP (pixel drawing processor) incorporated. Clock speed: 62.5MHz.

RESOLUTION: 256 x 224 - 640 x 480. Flicker free interlace mode support.

COLOUR: 32bit RGBA pixel colour frame buffer support, 21bit colour video output.

GRAPHICS PROCESSING: Z-buffer, anti-aliasing. Realistic texture mapping: tri-linear filtered mipmap interpolation, perspective correction, environment mapping.

DIMENSIONS: Width: 260mm, Depth: 190mm, Height: 73mm.

WEIGHT: 1.1kg.



c o n t r o l l e r

The Ultra 64's controller is truly the most revolutionary lump of injection-moulded plastic we've ever seen. The design offers gamers precise and complex control within games, as well as inspiring game designers to explore radical new ideas.

For those who fear the unfamiliar, the controller is a thing to run away from fast, back to their eight-direction joypads and limiting on-off, do-don't buttons. Every console controller the world has seen thus far is based on this now obsolete way. Mark our words, this is indeed the new way and it won't take long for Playstation and Saturn controllers to look decidedly dinky.

The heart of the controller is the analogue control on the middle handgrip. It'll move target cursors around the screen with unprecedented accuracy, driving games will finally feature proportional control for steering and throttle, while platform games will enter an entirely new dimension. A potent example of just how much this seemingly unpretentious little knob will shake the gaming world is Super Mario 64. The little fella moves around his new 3D world almost completely controlled by the analogue device. A separate jump button is the only remaining link with the old way. Mario walks, runs and can move at any velocity in between by moving the control proportionally. Move it a little bit and he strolls, push it a bit more and he breaks into a trot, or push it to the stops for the full gallop effect.

A conventional direction pad is built into the pad too, which is why there are three hand grips - depending on the type of game, you'll be grasping the two which the are deemed most appropriate by that particular game's designers, although switching controls mid-game for special levels is something to expect.

The controller also houses the now regulation memory card, and while we can't think of a good reason why it shouldn't have been slotted into the console itself, in the end it really doesn't matter.

Further pushing the "little things that matter" envelope, Nintendo will make available controllers in six different colours. The practical reason for this is so you and your chums don't get confused during a heavy bout of multi-player gaming. The standard unit will probably be boring grey, with the extra units available in green, light blue, dark blue, black and yellow, making the Ultra 64 controller attractive, practical and a generally happy thing to use.



Super Mario 64

The 50% complete version of Super Mario 64 saw the light of day at the Japanese unveiling of the Ultra 64. To our eternal dismay we weren't there to play it, but check out these quotes from the lucky bastards who did:

"The best interactive game I've ever seen"

"The best video game in history"

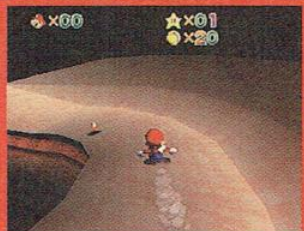
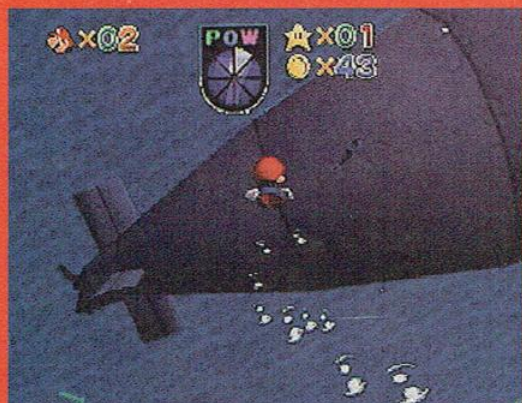
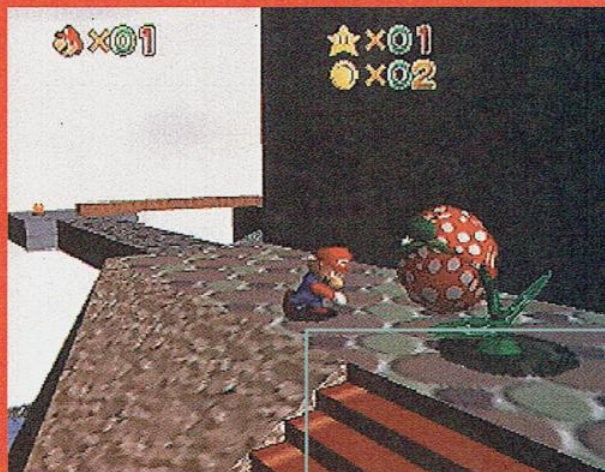
"It's hard to think about anything except Super Mario 64"

"This is simply the best game I've ever played"

Well, there you go. Sounds like a wee ripper doesn't it? Bear in mind too, that **Super Mario 64 is the first of the first generation of Ultra 64 games, so the future of Ultra 64 games looks pretty incredible.**

Mario's new world is an entirely 3D one. We're not talking the "go where we say you go" 3D that sunk Sega's Bug, but a true virtual world which you can explore freely. Mario can interact with his environment in powerful new ways, if you feel so inclined you can jump in a lake for a swim or climb a tree just for the hell of it. The 3D effects look incredible and the gameplay is said to be absolutely perfect.

The next generation of console gaming is about to arrive, and it's got a cute red hat on.



some of the first games...

MARIO KART 64

Nintendo won't be showing this one running until it's at least 80% complete, but we think you'll agree that these special preview screenies look rather tasty. Just check out the four-player split screen shot; that the Ultra 64 can shift around four fully texture mapped screens says a lot for its power.

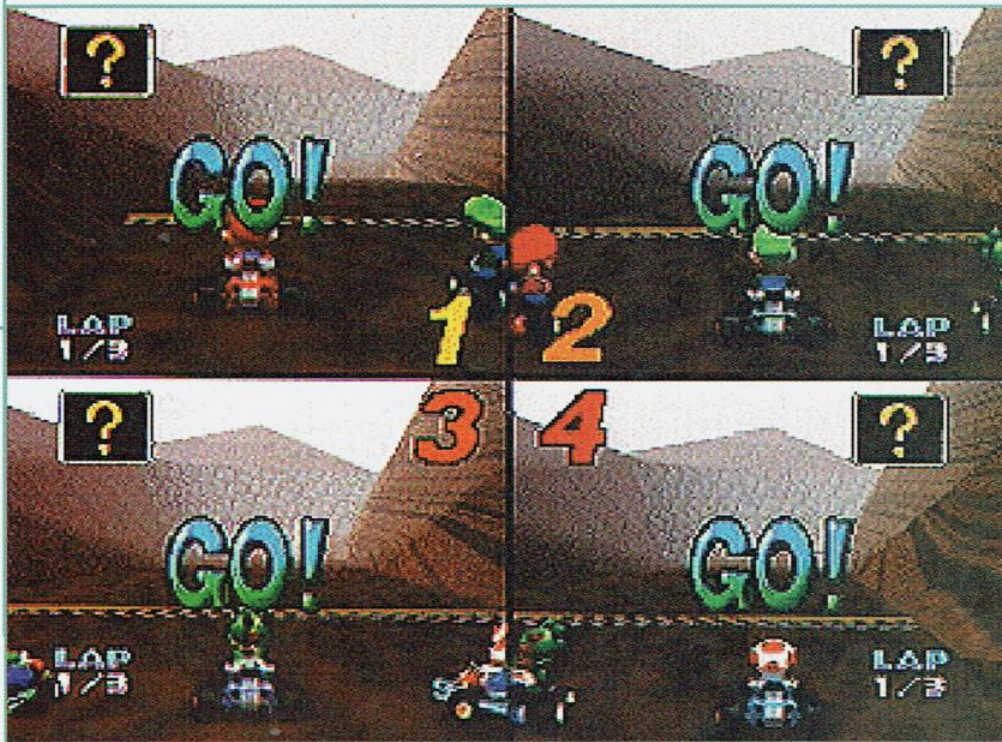
The gameplay that earned the original a permanent place in every gaming Hall of Fame is mainly unchanged, although Nintendo are considering a battle mode for the new version.

Our brave call for its future success? You'll be telling your grandkids about the day you first saw Mario Kart 64.

PILOTWINGS

The Ultra 64 flies! Not your run on rails variety, but the full glory of free flight over a condensed version of the good old US of A. Soar between mountain peaks strapped to a hang glider, make perfectly timed swoops under waterfalls at the controls of a helicopter or take to the stunt circuit with a jet pack hanging off your back. Many other flying craft will be included, with the terrain to fly them over being both massive and gorgeous.

Pilotwings will show off the Ultra 64's 3D texture mapping abilities and hopefully be a free and easy relaxed delight to play. Or, if you prefer, an exhilarating test of your seat of the pants quotient.



MARIO KART 64



KIRBY BOWL 64

KIRBY BOWL 64

Be Kirby as he plummets down the slopes on a snowboard, control his direction and momentum precisely with the analogue controller, then plug in with three others and go wild in a combat knock-out on a surface that changes constantly.

Kirby Bowl will be packed with many different game styles, each of which is set against the surrealistic world that has marked previous Kirby games. Count on three things with Kirby Bowl 64: it'll be cute, addictive and mad fun.

THE LEGEND OF ZELDA 64

The name alone should be enough to start a few salivations, so start getting wet kids, because the name is about all we've got to go on for now. It'll be a DD Drive game, it'll be huge and it'll hopefully forever put an end to the PC's dominance in the RPG genre.

GOLDENEYE 007

A first-person action game that's from Rare, which means fantastic gameplay and red hot action. Impressive enemy ai is said to be a strong point, so stop thinking about Doom, don't even start thinking about Pierce Brosnan and gear up for some intense gunfighting action.

WAVE RACER 64

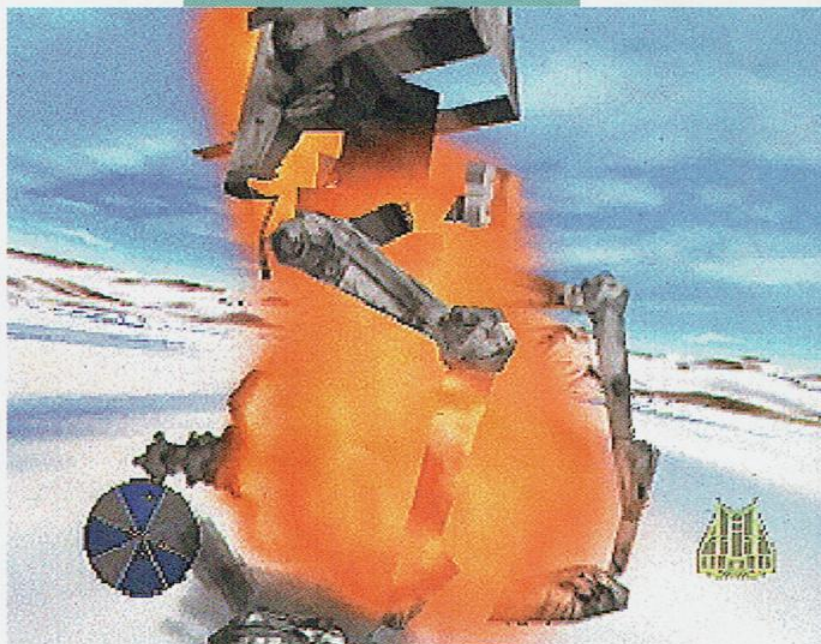
Straight racing, with heaps of different environments and highly cool jet speed boats. Water is see-through out here in reality and now it'll also be the way it should on your video game screen. Any resemblance to the Game Boy title is extremely unlikely.

BLASTDOZER

Another Rare game. You're at the controls of the bulldozer from hell, with a need to race through urban territory sweeping all aside in your path of plundering excavation. Weird? Yep! Cool Fun? We'd bet on it.

SHADOWS OF THE EMPIRE

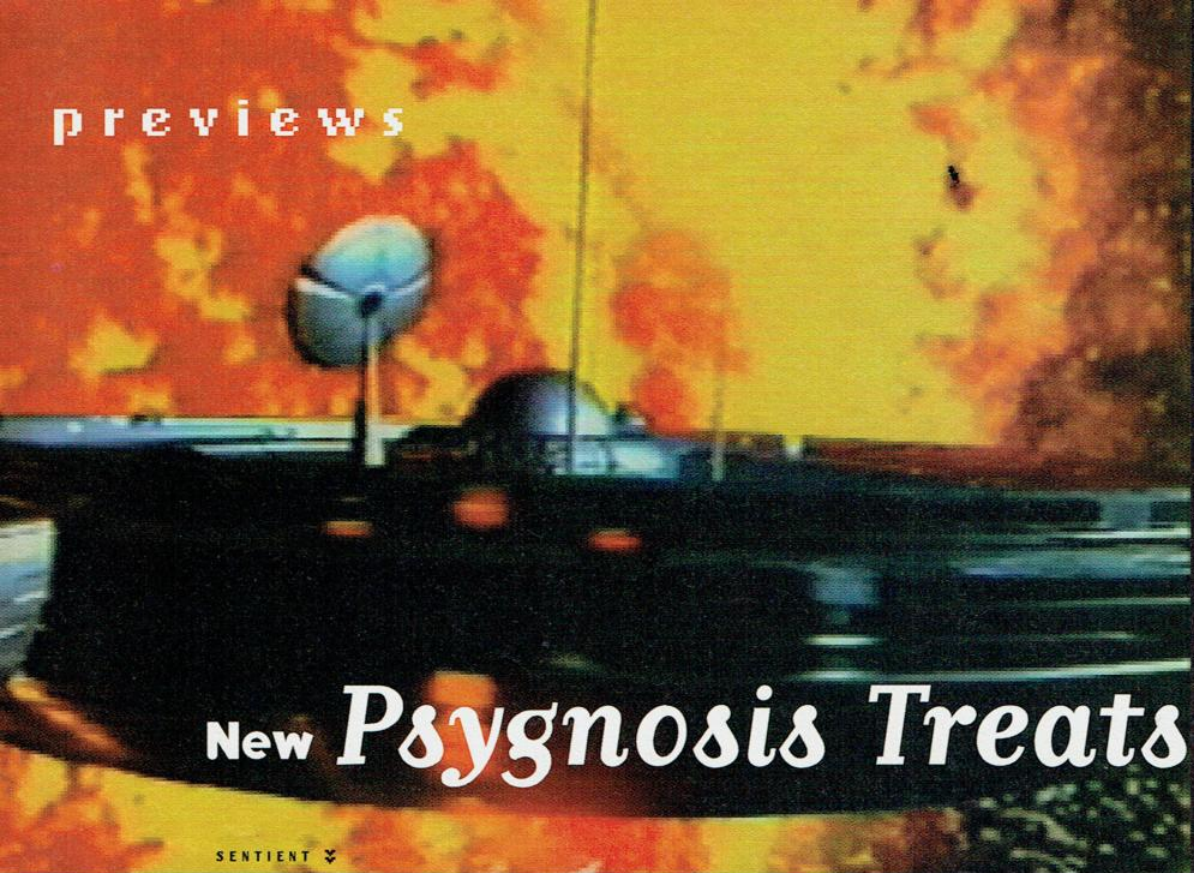
Shaping up to be the ultimate Star Wars game of all time, and it's coming to the Ultra 64 direct from LucasArts. Battle Walkers in your snow speeder, then say hi to some stormtroopers in a Dark Forces style first-person segment.



SHADOWS OF THE EMPIRE



BLASTDOZER



New Psygnosis Treats for Playstation

SENTIENT



CRONICLES OF THE SWORD



Those stylish UK developers Psygnosis continue their enthusiastic commitment to the Playstation with three intriguing new titles.

First up is **Chronicle of the Sword**, a beautiful point-and-click adventure set in mythological medieval England. All the old favourites are there, including brave and gallant knights, buxom ladies-in-waiting, and wizened old Merlin the wizard. There should be much feasting and questing and rescuing going on as well as a few "Ye olds" type speech peppering the conversations. The action is presented in the traditional third-person perspective, and the interaction accomplished through moving the pointer arrow over the desired object - simple stuff.

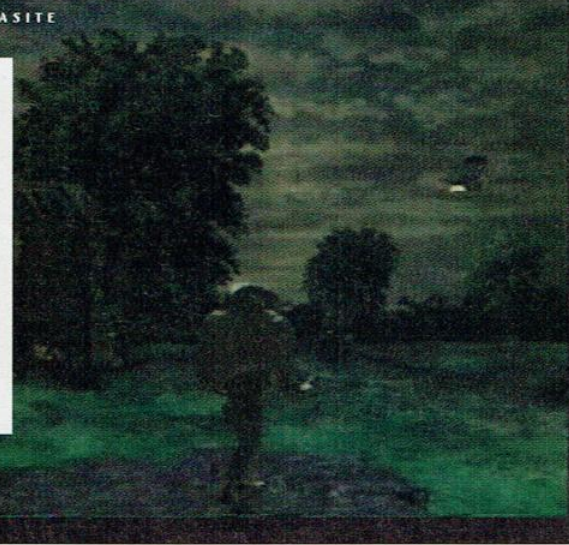
What sets Chronicle apart from other adventures is the use of stunningly rendered characters, objects, scenery,

and just about everything else. We might be mistaken here, but it could be that Chronicle is the first third-person adventure to use rendered 3D graphics throughout the entire game. Reason enough to take at least a small interest, and quite possibly a very big one.

Next on the list is **Parasite**. The cute little intro sequence to this is a winner. It shows a magnified parasite ambushing innocent blood cells as they hurtle along an artery. Having captured several of the cells, the cheeky parasite then constructs a beach chair from them and settles back with its feet up and hands behind its head to watch you play the game. We're not sure of the connection between this and the actual game (which is a pseudo-3D side-on platformer, with smooth animation in the Flashback mould) but we enjoyed it anyway. Anyway, the game does appear to have similarities to Flashback, although it uses footage of a "real actor" instead (and it should be mentioned that he looks like a complete dick at times), but we won't know any more about it until we actually get our hands on it and see



PARASITE



how the buggler controls.

And the third in this alphabetically-correct sequence is the space-epic, **Sentient**. Set on an orbiting EcoStation (orbiting what, we don't know) this is a curious adventure game. First impressions can be misleading, and this is a good case in point. The first impression of Sentient is that it is nothing more than a Doom-clone. But it ain't. It is actually a text adventure in disguise! Everything is shown through normal Doom first-person 3D, but when you walk over to someone and talk to them (that's right, you "talk" to people instead of slaughtering anything that looked like it was thinking about moving) up pop these boxes of text to display the chat. Plus there's a highly advanced parser that lets you string together various words and phrases to create all sorts of complex commands. Sentient (Doom With Words?) should be great.

All three games are due out in the next couple of months and if they keep up the tradition of Psygnosis' previous efforts for the Playstation we'll be happy little gamers indeed.

THE HOTTEST GAME IN THE UNIVERSE...



MECHWARRIOR 2 DOS

THE #1 BEST-SELLER*, RATED 5 OUT OF 5 STARS BY MULTIMEDIA WORLD - DRAWS YOU INTO THE ULTIMATE COMBAT EXPERIENCE

*SOURCE: PC DATA

DEMO MECHWARRIOR 2 AT [HTTP://WWW.ACTIVISION.COM](http://www.activision.com).

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GHOST BEAR'S LEGACY

DESIGNED TO SATISFY A MECHWARRIOR'S RAVENOUS HUNGER FOR COMBAT - MORE MISSIONS, MORE 'MECHS AND AMAZING NEW WORLDS TO CONQUER.



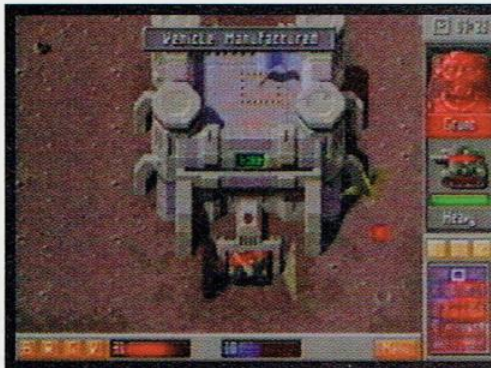
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Z
 PC/PC CD ROM
 AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-4
 PUBLISHER: WARNER INTERACTIVE



Never judge a game by its main interface screen. We did, then came to realise the magnitude of our blunder soon afterwards. Z looks just like a Dune 2 clone, which is not an altogether bad thing, but after digging a little deeper it became abundantly clear that this is a very different beast.

The top-down, real-time strategy element is the only thing Z has in common with Dune 2 (or C&C and Warcraft for that matter), which is something to celebrate because this style is rapidly becoming a strategy game standard and we couldn't be



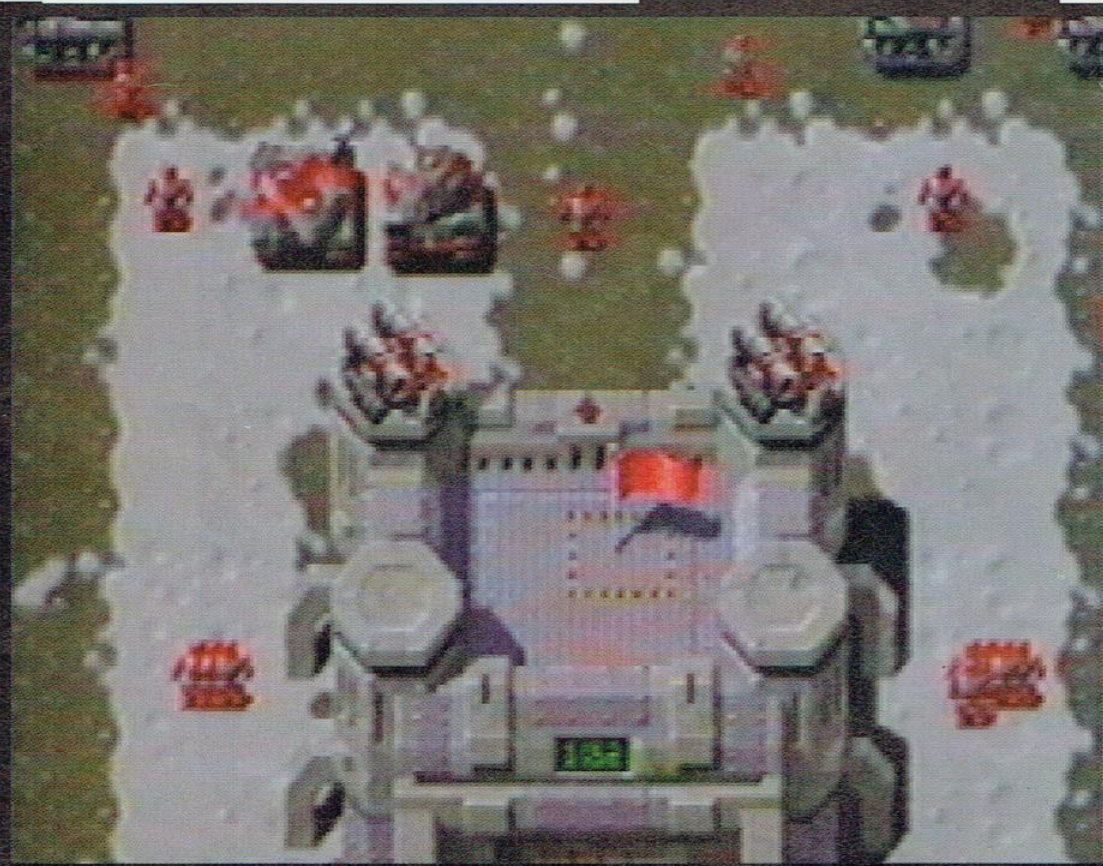
happier. But the gameplay is very different and refreshingly original.

Coming from the gods at Bitmap Brothers, we wouldn't expect anything less than solid gold gameplay and that's exactly what you get.

If you've ever played Command & Conquer's "capture the flag" option (modem play only), then get set for an entire game based on this method of warring. In Z each team must capture and defend a flag deep within enemy territory, whilst defending their own banner from an enemy with similar goals. As your game progresses and more enemy territory falls to your mighty army, the game screen rewards you by revealing far more of the hidden map than you've actually discovered the old fashioned way. This means that sheer firepower is needed to accomplish what the building of a radar centre did in games which rely on structure building and upgrading.

The focus on pure combat is enhanced by the graphics, which are an unadulterated festival of meaty explosions and ridiculously high-powered weaponry.

All this is topped off by the coolest cut-scenes we've seen in yonks, so look out for the letter Z on the shop shelves, as well as in the next HYPER when we do a full review.



...JUST GOT COOLER.



-MULTIMEDIA WORLD

#1 SELLING GAME

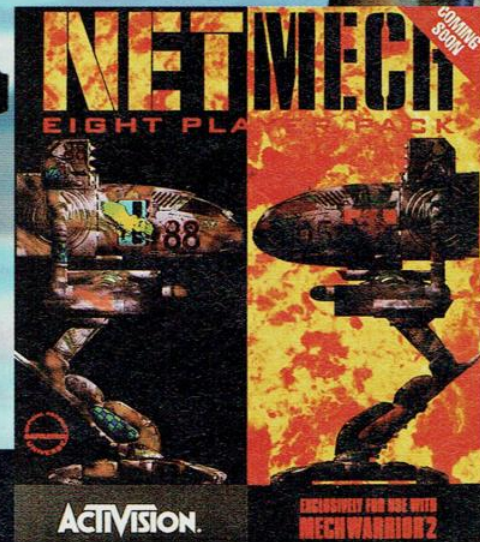
-PC DATA



MECHWARRIOR 2 WINDOWS 95/
PENTIUM EDITION

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WHILE PUSHING THE LIMITS OF 32-BIT SPEED
AND POWER.

BONUS NETMECH INCLUDED!



NETMECH EIGHT PLAYER PACK

GO HEAD-TO-HEAD AGAINST UP TO SEVEN
OTHER MECHWARRIORS VIA LAN OR MODEM!



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Alien Trilogy

PLAYSTATION/SATURN/PC CD ROM

AVAILABLE: FEBRUARY
 CATEGORY: ACTION
 PLAYERS: ONE
 PUBLISHER: ACCLAIM



Word is this will be one of the hottest titles for 1996. Acclaim have been working overtime to ensure that it's more than just a crappy license with an alien or two to justify the name on the box.

By being totally faithful to the movies, Acclaim look to have captured the sheer terror and unrelenting pace that made the movies the awesome near-death experience they are. Accurate recreations of the architecture are planned, right down to the techy bits like machin-



ery and computer consoles.

The game is so named for a better reason than because the word "trilogy" sounds nice, the aim is to represent all the cool bits from all three movies, which we hope means bucketloads of the first two and a couple of minutes of the last. Playing out the original film will be a suspenseful affair with lots of careful exploration and tactical mindgames with the beast. The middle bit (Aliens) will be a full-on rampage of carnage. Scenes like the Atmospheric Terraformer will have you needing to be super accurate so you don't inadvertently set off a chain reaction and bring about a premature appearance of the dreaded words "game over".

It looks to be far more than just an arcade rampage too, shoot an alien when it's too close and the critters acid blood will send your health-bar plummeting. Dodgy company men from the dreaded Bio-Weapons division will be part of the scenery too, they'll try and stop you doing the dirty work, using whopper guns this time instead of evil trickery. The good news is that they'll be a handy source of power-ups once they've been despatched. To top-off the atmosphere, Alien Trilogy's sound effects will be as cool and meaty as the movie sounds were. That means the sexiest gun sounds imaginable and the terrifying shriek of an alien lurching towards you, mouths agape.

We're so excited about this game that a visit to the video shop seems like the only way to get a fix until the game shows up, when it does you know where to read all about it.



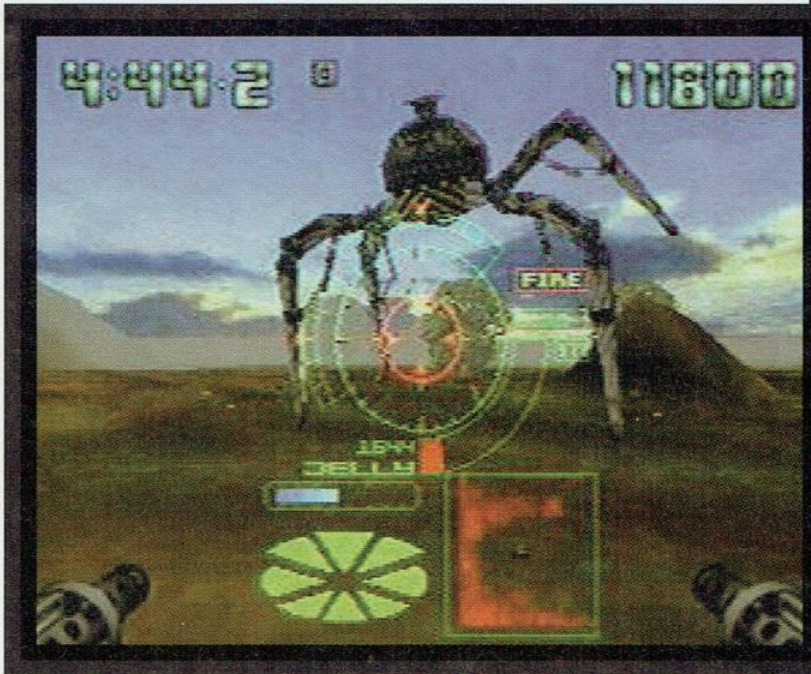
Krazy Ivan

PLAYSTATION

AVAILABLE: FEBRUARY
 CATEGORY: FIRST PERSON
 PLAYERS: 1-2
 PUBLISHER: PSYGNOSIS



Lots of HYPER readers have been asking if Mechwarrior 2 is being released on any of the super-consoles. The answer to that question is maybe, but not for a while. In the mean-time Playstation owners should prepare themselves for Krazy Ivan which not only looks better and moves faster than Mechwarrior but plays just as well. To put it bluntly - this game kicks! Actually, it's not totally fair to compare Krazy Ivan to Mechwarrior 2, as Ivan is much more of a simple arcade action shoot 'em up. Still, it's a hell of a lot of fun with gorgeous graphics, tight and addictive gameplay and hot sound. It's set in the year 2018 and whaddaya know - alien robots have invaded Earth and only maverick Russian soldier Ivan is crazy enough to jump into a huge metal power suit and duke it out. There are five battle zones - Russia, the Middle East, Europe, USA and Japan with 27 opponents to destroy. The enemy "Sentients" range in difficulty as you would expect and there are going to be some protracted, nail-biting battles before you save the world. Luckily you get to improve your arsenal after each zone and you'll have some blistering toys at your disposal before too long. Movement is silky smooth, the video and computer animated cut scenes are awesome and completely tacky at the same time and the controls, while taking a bit of getting used to, are excellent. If only we had room to give you the full review, but we don't so you'll have to hang out until next time for the HYPER report. Here's a hint though - we're already inking the Big Rubber Stamp of Approval...



BASEBALL ACTION SO REAL IT HURTS

FRANK THOMAS

BIG HURT

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Fighting Vipers (SEGA)

Who cares about tradition anymore? Where do ninjas, drunken old masters and karate guys fit into a modern day street scenario? Well, they don't really. And with this realisation, the people at Sega decided to repackage Virtua Fighter II into something more palatable for today's youth market. Yes - it's Virtua Fighter goes glam. These new characters are far more identifiable to today's troubled youth. Not only do these characters have snazzier outfits, but weaponry is also far more realistic as you bash your way to the top (wherever that is) using your skateboard, guitar or rollerblades. To complete the whole MTV rock clip feel, a Swedish heavy metal band from 1986 have impregnated the game with a riff layin', solo guitar playin', totally rockin' soundtrack. Polygon rendering and 'camera' movements now have greater fluidity and speed. As an added bonus, a famous cola brand is displayed prominently not only in the game's industrial battle grounds (truck stops, abandoned fairgrounds, airport container terminals etc), but ironically on one of the weapons as well (on the bottom of a skateboard). But enough crapping on about the lavish packaging, because no one would deny that this game is state of the art.

Characters to choose from are:

Bahn: A juvenile gang leader- Special attack- Big Stroke.

Raxel: The battle rocker- Special attack- Guitar attack.

Candy: Fashionable girl. Special attack- Cat punch.

Sanman: Mad rider. Special attack- Bodily crush.

Jane: Enthusiastic Fighter (see Vasquez from 'Aliens'). Special attack- Punch combo.

Grace: Skate queen (rollerblader). Special attack- Leg combination.

Tokio: Justice Viper. Special attack- Spin kick combo.

Picky: Skateboard fighter. Special attack- Skateboard attack.

Apart from each character's special attack, six other attacks are available ala VF II. The joystick and button layout is identical to VF II.

Instead of the action occurring in a 'ring' which you can be thrown out of, the battles occur within a caged boundary. A tip - if your opponent's energy is nearly depleted, a strong punch, kick or throw will see him/her sailing through the boundary walls and into the distance.

Armoured parts are now worn by all characters, which are slowly damaged through the course of battle (see 'armour gauge'). Once your armour is fully depleted, damage to the body is doubled (ouch!) and you have to wait till you make it to the next 'battle' to recover all the armour lost.

If your character is thrown, damage can be reduced by pressing P + K + D (punch, kick, defence) for a mid-air recovery.

At the end of each game your character has a rating for: Wins, Time and Skill, though this reviewer has yet to see anyone complete this game outright.

For any one who enjoyed the Virtua Fighter titles, Sega's new fighting game is a must play.

XXXX



Ultimate Mortal Kombat 3 (MIDWAY)

Ultimate? Does this mean the final one? No way - it's just an update so all you MK fanatics keep pumping those coins into the machines. What's the difference? Easy - just more characters to learn (there are now 20 in all); Scorpion, Reptile, Jade & Kitana. But wait - there's more. Now there's another Master route to your Destiny, a four player/two on two combat and eight player tournament combat.

Unfortunately, in keeping with MK tradition, none of the new special manoeuvres are shown on the display cabinet. Thoughtfully though, a 0055 number (0055 26190- 50 cents per minute) is available to give you those much loved fatalities, animalities and friendship moves.

Apart from the extra four characters (and backgrounds), you will find everything basically the same as the other MKs. Only make sure you take some Mortal Kombat buddies along (especially after seeing the film), to make use of the four player option. Besides, what's the fun in beating up total strangers?

XXXX 1/2

Speed Racer (NAMCO)



Here he comes, here comes speed racer. Yes, all your fantasies come true - a car racing game which doesn't attempt to grab realism by the tailpipe. In fact, steering almost takes a back seat in this game of button pressing fury and comic action. This game is not only a race, but a battle of good (speed racer) against evil (snake).

The object of this game is to pilot your vehicle over extremely hazardous territory, not only steering clear of the many obstacles but relentlessly battling other opponents who choke the road and are seemingly impossible to shake. Each 'race' (either fire or desert) is divided into four quarters in which a check point must be reached in the required time. To assist you on your journey, each of the five cars have been individually fitted with optional extras for attacking other vehicles and defending your own.

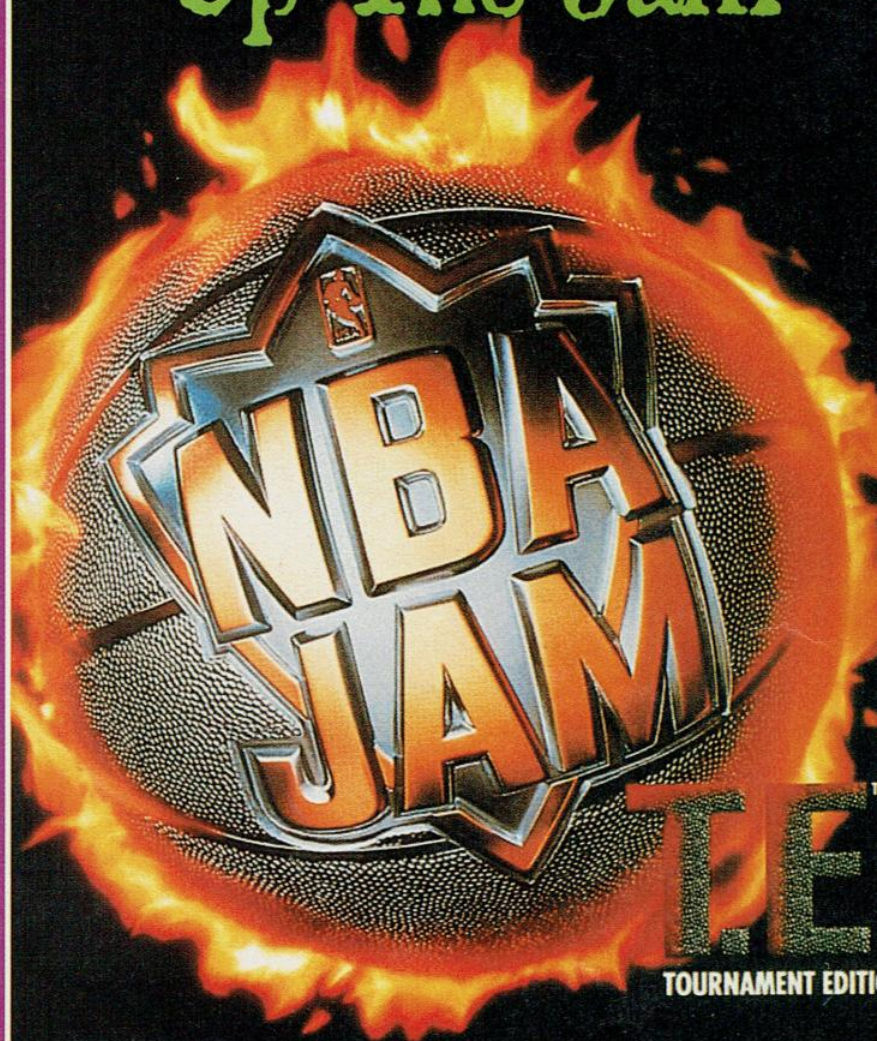
There are five vehicles to choose from (with extras).

- 1) Ninja : Machine gun, spike board, flame.
- 2) Kabala : Missile, mine, wheel spike.
- 3) Speed : Gizmo, cutter, defence.
- 4) Racer X: Machine gun, oil, turbo.
- 5) Snake : Missile, oil, turbo.

All vehicles have the essential 'jump' button, which unfortunately can only be used sparingly as a time lag is required between each jump. A jump gauge is at the side of each screen to show when each jump is ready for full boost and therefore highest jump. If you damage an enemy vehicle in front of you, be ready with the jump button to clear the now stationary vehicle. Also the jump button is needed to clear ravines and rivers of molten lava. Another tip - always watch carefully in your rear vision mirror so to be able to drop spike boards, mines and oil into the opposition's path. Unfortunately only a limited supply of 'extras' are able to be used per checkpoint, so make sure every item is not wasted.

Speed Racer is a fun game and while not a classic, it's worthy of a few coins.

We Pumped Up The Jam



- Exclusive NBA full motion video
- Best arcade translation ever
- Fastest gameplay of any platform

See what
your
PLAYSTATION
can really
do!



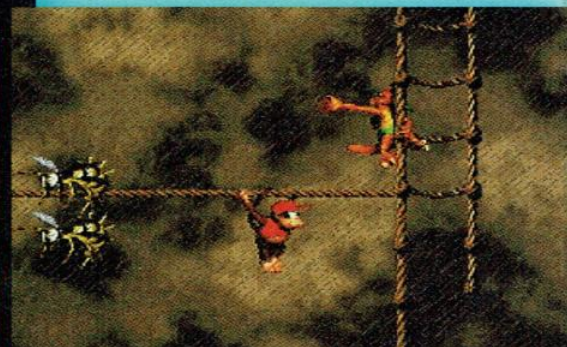
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WILL YOU BEE MY FRIEND?

DKC 2

The SNES has been —



HANGING AROUND WITH DIDDY

Surprise, surprise! Just when you thought it was safe to reach for that banana, the Kong crew returns with some more mischievous monkey business. The follow up to Donkey Kong Country is here, hot on the heels of the superb Yoshi's Island, but it remains to be seen if Rare's baby has what it takes to topple the sheer genius of the Miyamoto inspired Mario sequel.

C H I M P S I N L Y C R A

Ok, well let's get down to basics. The new Kong offering is still in many ways a conventional platformer. In other words, you jump on enemies heads to kill them, you have to pick up tokens, avoid chasms and all of that. However, if you like platform games (and let's face it, a hell of a lot of you seem to, otherwise they wouldn't be so successful), then Diddy is definitely among the best out there.

Diddy's Kong Quest is a pleasant, although admittedly formulaic, extension of the concepts found in its predecessor. There is all of the lavish colour and rich orchestration found in DKC, and the baddies are in many ways similar. But Rare seem to have been doing more than sit around on their arses and watch the bucks roll in after the success of DKC, as the second instalment does give you a lot more variety than the original, and there are some real gameplay enhancements. The most obvious change to the gameplay is

the inclusion of a female chimp character who replaces the kidnapped Kong (who was a bit awkward to use in DKC anyway). The new addition, Dixie Kong, has a lovely pink cap, lycra body suit, and even blonde eyelashes (uurg!). Still, the woman can definitely move. Dixie adds to the game in that she has the ability to float in mid-air by using her long blonde locks as a helicopter (yeah, I know it sounds ridiculous, but such is the life of the video game sprite). DKC2 also works in a very similar fashion to DKC, in that you tag team your way through levels. However, this time you can actually pick up the character you are not using and chuck them at your foe as a sort of simian heat-seeker. The monkey missile is very useful, and despite the fact that the hurled chimp will tend to get a bit grumpy when thrown, it is more politically correct than hurling a dwarf. Diddy's Kong Quest also shows much improvement when it comes to the ACM (you know, that Advanced Computer Modelling technique Nintendo keeps crapping on about) character animations. Diddy and Dixie move much more smoothly, and execute their special moves with a great deal more aplomb than before. This also goes for all of the other characters, and enemies as well.

F I N G E R I N G J E F F K E N N E T T

DKC2 follows the tradition of DKC in that you have lots of special "friends" who help you on the way. Quite a few of the cast from the original are here, but all of them have a new attack form - the deadly "power-up" option. This enables you to do a prolonged dash attack, which will bowl over anyone in your way. Nintendo have also approved a few new cuddly pals for you to play with, the coolest of whom is a sneaker-wearing spider who can create "web platforms" that enable you to build a staircase in the sky. Not bad for an arachnid. There is also a truly bizarre seal character who coughs up ice or cold fish when you jump on him, cooling lava pools so that you can swim through safely. Weird!

It seems DKC2 has suffered under the yoke of privatisation, as you now pay for bloody everything in true fascist fashion. You can still visit Cranky, but now the senile old git charges for hints! (Maybe he's not so senile after all - Ed). You also have to pay just to save your game. And what makes matters worse is that there is even a casino where you gamble on your knowledge to win tokens with which to pay for everything. Sure seems like a certain Mr Kennett has quite a few fingers in a few pies!

Diddy's Quest is brilliant to behold, as the background visuals are again breathtaking, and the sound is big and boldly arranged. Everything from shithouse kiddie hip hop to jazz to big ambient washes of synth.

There are lots of hidden bits, and some additional quests which vary from finding the hidden token, to smacking all of the baddies with barrels before the clock runs out. DKC2 also features heaps of little details which just add that extra degree of flamboyance. Diddy and Dixie both have suitably cutesy cool animations if you leave them, and each of them do little musical encores when you finish a level, with Dixie even pulling out a guitar and massaging a few power chords out of it. The control mechanism also benefits from a little TLC in that it is a touch more responsive.

There is a bit of Lazarus syndrome surrounding the humble SNES. Just when you think it has breathed its last breath, and is incapable of improving, along comes a whiz bang offering like DKC2 which pushes the boundaries of the envelope just that little bit further.



MY LITTLE MONKEY RIDES PORKERS

VISUALS 94 - Bloody excellent! I want an SGI now!

SOUND 93 - Good - if you like cutesy vibrations, that is...

GAMEPLAY 94 - So much to do and see

LONGTERM 90 - It's not the toughest game ever, but at least there are over 100 worlds to play through

OVERALL 93 - The 32-biters may have the grunt, but that little ol' SNES just keeps on churning out the gameplay

Diddy's Kong Quest

SNES

— enjoying a bit of a renaissance in recent months with hot titles everywhere you look. STEVE POLAK scratches his hairy armpits while telling you whether the trend will continue...

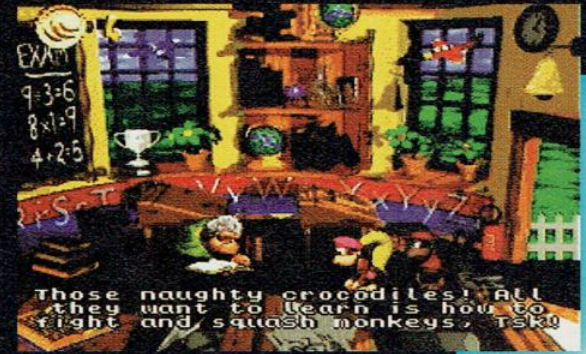
Available: Now • Category: Platform • Players: 1-2 • Publisher: Nintendo • Price: \$99.95 • Rating: G



DO A DIDDY, DIDDY DUM DIDDY... DOH!



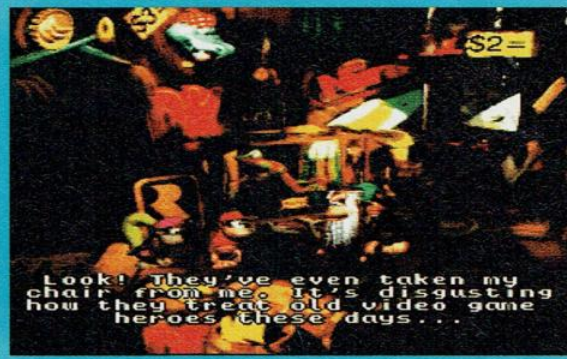
HMMM... BARRELS



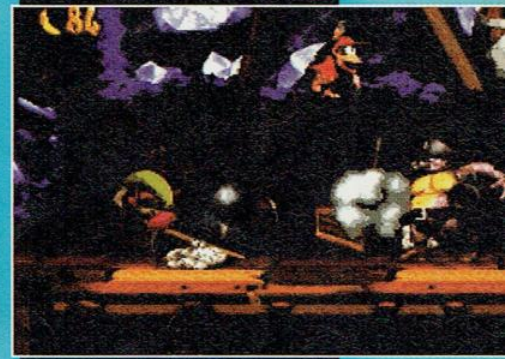
DON'T FEEL TOO SAFE KIDS, CROC'S LIKE PEOPLE TOO



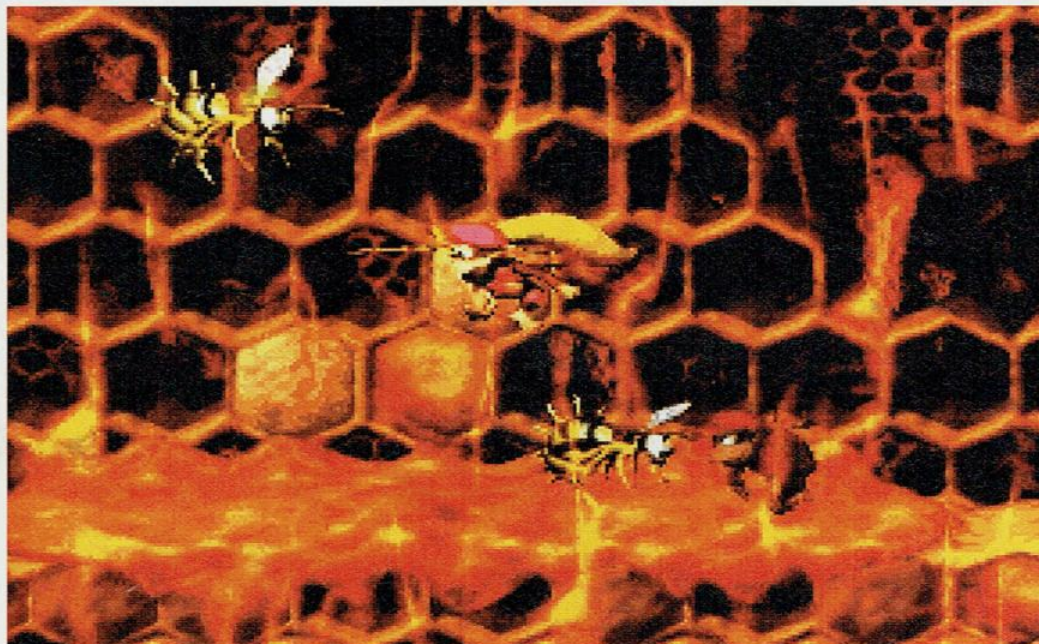
THAT'S WHAT WE CALL A LUSH BACKGROUND



OLD VIDEO GAME REVIEWERS DON'T FADE MUCH BETTER



GOLLY, A FLYING MONKEY



FABBO! MORE BARRELS





WHIPPIN' IT THROUGH, WHO NEEDS STYLE WITH SO MUCH RAW POWER

Sega Rally

Cool game. Drive fast. Soil erosion. — BEN MANSILL. Words...

Here's a game that tells a story. With the world in the not unpleasant throes of Playstationitis, Sega of Japan's boffins have been beavering away at a game that finally realises the full potential of the Saturn. The game is Sega Rally and it proves that the Saturn is well and truly capable of delivering the goods. Sega's unconventional twin-CPU design is apparently a headache to get the most out of, and if it takes the cream of Sega's in-house talent to red-line the Saturn, then your average smaller independent developer just isn't going to bother, when the same result could be achieved on the programmer-friendly Playstation for a fraction of the effort. Given time, Saturn games will certainly achieve the consistent quality that is the Playstation's hallmark, but for the time being it seems that the meatiest Saturn experiences will come predominantly from Sega's own sweatshop.

What's So Special?

So what is it that makes Sega Rally so special? Everything about it as a matter of fact - how's that for a non-specific generalisation! Graphics and gameplay actually, which is what a game like this really counts on. If you've seen or played the arcade version of Sega Rally, then you'll know that Sega perfectly captured the esoteric flavour of motor racing that is rally driving. Some folks don't much like Sega Rally, but if you ever meet one look them in the eye and say: "you're a narrow minded, ill informed fool". Driving a rally car well takes far more skill than any of the current Formula 1 drivers possess (it's my review, so it's my opinion), and Sega's virtual paddock thrash is the most gratifying driving game I've ever had my hands on (with the possible exception of Need for Speed). For the Saturn, Sega takes the experience into your living room in a conversion that doesn't miss a beat, remarkable considering the game was re-written from the ground up.

The result is spectacular. The 3D graphics are so fast I'll just have to call them perfect. Ridge Racer and Motor Toon GP (both Playstation) suffered painful graphics slowdown in places, but Sega Rally just keeps powering on, regardless of how much is happening on-screen. The only glitches occur off the track, and sometimes you'll see trees "floating in water", but as this doesn't affect gameplay at all, it can be forgiven.

Muddy Powerslides

Graphics as fluid as this perfectly compliment the equally fluid gameplay. Although there are many different driving surfaces, the basic go is to take long corners in a sideways powerslide. Daytona and (especially) Ridge Racer expect this approach too, so their game engines are built to reward an easy sequence of brake, turn and power with a regulation and very artificial power slide. Sega Rally is totally different. The dynamics feel just right and you really have to drive the car like it was real to get anywhere fast. This means racing that is spontaneous, exciting, demanding and fun. I quickly fell in love with the Forest course, as it mixes snaking asphalt road with sweeping mud segments. As the car leaves the mud you can really feel it bite the tarmac and accelerate. Conversely, grip deteriorates as much as braking distances increase the moment you hit the mud again.

About here I'd normally whinge about how crappy it is to drive these games with a control pad, but with Sega Rally it works surprisingly well. Having an engine go full-on to full-off with a button touch suits the style of driving perfectly. You'll blat-blat it through winding roads and lift off for realistic feeling engine braking.

Either the fast Toyota or nimble Lancia can be taken through the three basic courses, with a fourth bonus track if you win the championship. With Sega Rally's most impressive overall quality, it's no great surprise to find that the split-screen two-player mode is about the best ever made. Save for a few cows and some trees, each player gets the full dose of graphics and the action is as smooth as you'd want it. Anyone hankering for a truly great driving game should play Sega Rally first. For your money you get sexy cars that handle like they should, beautifully designed courses that'll test you for months and probably a couple of new friends once word gets out about the cool split-screen mode.



DECISIONS, DECISIONS



A WISE CHOICE

VISUALS 97 - Fine looking worlds with good detail - and soooo fast and smooth! Play this and you'll start to notice the shortcomings of lesser driving games.

SOUND 92 - Be impressed, be very impressed. The Saturns' sound has so far been only "allegedly" superior, now savour the realised potential with Sega Rally.

GAMEPLAY 93 - No boring "perfect racing lines" to take, instead you'll be sliding around on the edge of disaster at each turn. Every race is different and exhilarating.

LONGTERM 88 - No matter how good you think you are, that perfect lap and nanosecond off your best time always beckons. The two-player mode is sensational.

OVERALL 97 - You'll wake up early and forget your Weet-Bix to play this. One of the most fantastic driving games ever released on any platform.

Saturn



Mud. Dirt. Power slides. Screaming turbos. Massive jumps. Great skill. Cows.

Available: Now • Category: Racing • Players: 1-2 • Publisher: Sega • Price: \$99.95 • Rating: G



POWER SLIDES THAT'LL STIR YOUR INNARDS



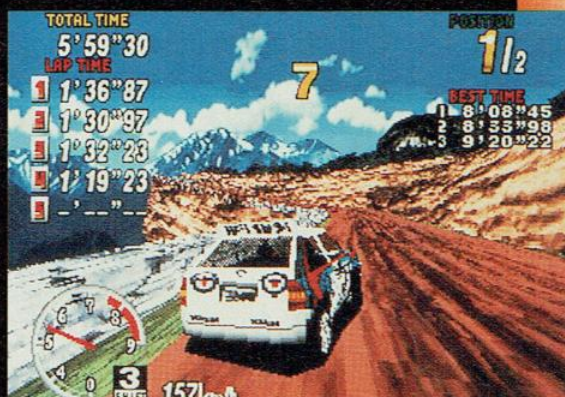
ALL FOUR WHEELS ON THE GROUND IS RARE



NEVER WALK IN WET CONCRETE KIDS



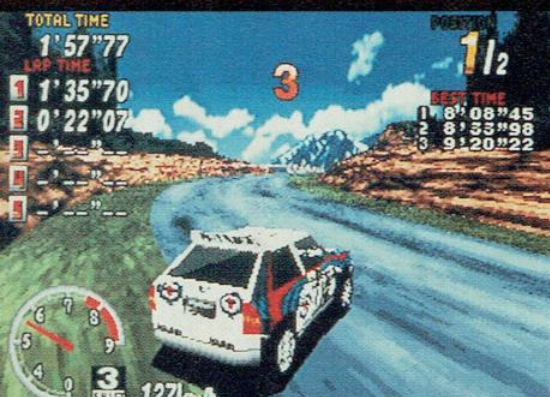
NO, YOU CAN'T WIPE OUT THE SPECTATORS



DOES SHE GRIP! NOOOO!



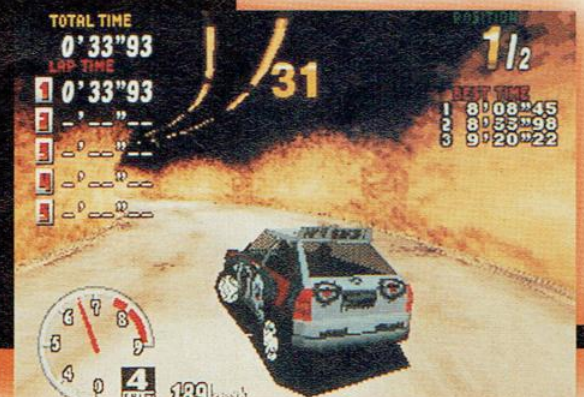
WIN ALL THREE FOR A BONUS TRACK



ULTIMATE SKILL IS WHAT AT TAKES



TOO RIGHT!



YOU JUST GOTTA SEE THIS MOVING!



A BIG BRIDGE TO GO VERY FAST OVER...

Virtua Racing

Virtua Racing is now the granddaddy of

In the age of Sega Rally, Rave Racer, Cruis'n USA et al, does Virtua Racing still mean anything to you? The arcade version is older than HYPER itself, while the first home conversion on the Mega Drive was reviewed way, way back in issue #4. Since then the Saturn has been graced with Daytona and now Sega Rally, so surely no one really cares about Virtua Racing any more. Right? Wrong. Cast aside such blinkered, pre-conceived thoughts. Open your mind. Think again. Virtua Racing on the Saturn is excellent.

ARCADIE VS HOME RACING

It isn't, however, the complete arcade experience in the comfort of your living room. And it never could be either (and if you were expecting it then you're dreaming). Arcade racing games and home console racing games are two very different beasts. The arcade Virtua Racing is all about quick, cheap thrills. You put your couple of dollars in, press Start, feel the exhilarating rush of screaming round a racetrack for a few minutes - the deafening music and engine roar, the bright, firecracker graphics, and the wild, juddering hydraulics of the machine - and then it's all over. And you want to do it all again. The Saturn hasn't a hope in hell of competing with that, but it can still do a mighty fine job. Let's see how it fares.

The Graphics. The arcade's breathtaking huge-screen action would be impossible to translate to your small lounge room TV, so Sega have taken a different approach. By concentrating on achieving a decent frame-rate, they have had to reduce the number of colours. But it's a price I'm willing to pay for scrolling as smooth and glitch-free as this. To be honest, you won't even notice the difference - after all, Virtua Racing wasn't the most colourful game to start with. **The Sound.** Whilst I could never imagine Virtua Racing with a Road Rash-style guitar rock soundtrack (it's far too elegant and refined for such macho crudity), something with a little more "Oomph!" would be nice. The effects are good though, and suffer less than most games would from comparison with a vacuum cleaner. The best solution is to hook your Saturn up to your stereo and place an extra pair of speakers just behind your head just like there is in the arcade.

Turning the music off and putting on Swervedriver's Mezzal Head CD is also much recommended.

The Gameplay. This is where Saturn Virtua Racing scores heavily over its arcade parent. The aim of the latter was to squeeze as much money out of as many people in the shortest possible time. Hence the time limit rather than a true Grand Prix race structure. There are no such ruthlessly capitalistic imperatives with the Saturn version, so it is not unreasonable to expect something in the way of value for money. Because, let's face it, you simply wouldn't cough up \$90 for the very gameplay-slim time trial game no matter how arcade perfect it was. Thankfully, here you can select a Grand Prix mode in which you race against fifteen computer drivers through a series of tracks, each one of which is over ten laps. You collect points for finishing in the top six.

NEW TRACKS & CARS

Some of the new tracks (there are six plus the original three) are excellent - I particularly liked the tunnels and night-driving of the Metropolis street circuit. Besides the extra tracks there are also five kinds of car to drive. From Formula One to go-kart, and they all handle in their own unique way. For the traditionalists there's still the Arcade mode - the time trial "race" for one player only. And on top of all that, there's a two-player split-screen mode too, for a really competitive race. Basically, all this means you'll be playing for ages - far longer than say, Daytona or the execrable Hang On GP, both of which are much too limited. **The Control.** Again, Sega have done an admirable job. Ben said he thought the control was just a tad sluggish, but he's a stickler for technical perfection when it comes to racing games. I reckon it's fine just the way it is. You can really throw those karts around the track. For better handling maybe it'd be wise to invest in the Saturn steering wheel controller, but you'd have to be a serious racing freak. **The Hydraulics.** Hmm, you need to be sitting in a swivel chair, and have a friend standing behind you ready to spin you round when you hit a corner or, even better, tip the whole thing over when you crash. Try it. It's great fun.



WHAT A FUNNY LOOKING CAR



THINK I'LL PARK AND GRAB SOME FAIRY FLOSS

VISUALS 84 - Big, bright, clean, crisp, smooth, stylish polygons.

SOUND 65 - A few above average effects and so-so music. Pahl

GAMEPLAY 88 - Top racing action. Loads of tracks and cars, too.

LONGTERM 88 - Four difficulty levels and a two-player option ensure a long-life.

OVERALL 86 - One of the best releases for the Saturn so far. Virtua Racing's not dead just yet!

Saturn

— polygon based racing games, but the Saturn version adds a whole lot more than we've ever had before. DAVID WILDCOOSE lines up on the grid to take it for a lap.

Available: Now • Category: Racing • Players: 1-2 • Publisher: Sega • Price: \$99.95 • Rating: G



WE LIKED THE KARTS BEST



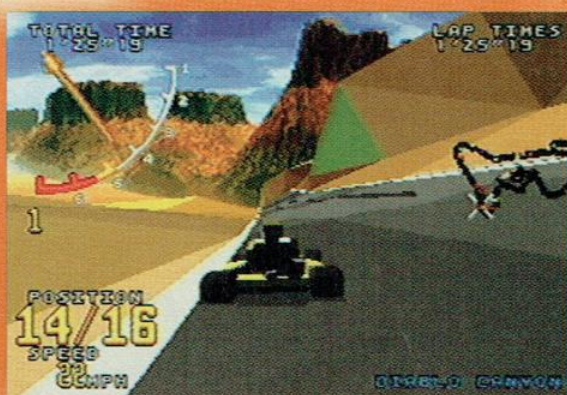
OH GREAT, ANOTHER GAME WITH EASTER ISLAND HEADS



SPLIT SCREEN WORKS WELL...



WE ONLY STOP AT NON-BARRY SHEENE ENDORSED STATIONS



COHERENT GRAPHICAL ELEMENTS - NOT!



THE PRECISION PARKING TEAM IN ACTION



LOW AND FAST IN THE KART



PRETTY COOL...



TAKES HIM IN THE INSIDE LANE



NOT A HEALTHY LOOKING ENGINE THIS...

This is the best Formula 1 sim I've ever played on a console. Before the gravity of that statement weighs you down too much, let's qualify it a little, shall we... F1 is the first one I've seen on a 32bit system (not counting Virtua Racing, which is more arcade than sim). So there's not much to compare it too, unless you want to put it up against the likes of Super Monaco GP, but that would be kinda dumb, so for now F1 Live Information in is a race of its own.

Handling Dynamics & Opponent AI

Discounting the obvious pleasures of texture-mapped scenery, the game is a very nice bit of work. In my book only the dynamics of the cars' handling and the AI behind your opponents really matter in a racing game, and this one has these qualities in spades. This makes two especially hot driving games I've played this month, the other was Sega Rally and that was for Saturn as well. Is there something to all this? Am I talking through my ass? I guess we'll just have to say that the Saturn is the reigning king for cool driving sims...

There is a fairly obvious reason for this games' name, as during the course of a race you're treated to a non-stop commentary from a bunch of guys that don't seem to need to breathe. The cool bit is that their voice-over changes dynamically to match the events on the track. Drive the Benetton as Schumacher for example, and they wail "Ohhh Schumacher, Schumacher" if you do something amazing. Unfortunately, as we were playing the Japanese version of the game, some other subtleties may have escaped us. While it's impressive, you'll probably find yourself racing the option that doesn't have the voice-over, for this is racing to be experienced for it's own sake. Besides, the local version may not have any commentary at all and believe me, you're not missing much if it doesn't.

Super Realism

The real reason you'll be wanting to play is to appreciate the work Sega put into making the cars seem realistic. From the moment you first leap from the grid, it's apparent that this is a high-quality bit of work. As the race progresses you'll begin to notice a few things that top it off. Like the cars' handling progressively changing to reflect the lightening fuel load, or the steady decline in grip as your tires wear. Of course, the definitive test of a racing games' credibility is whether or not it'll roll down a hill from a standing start - it does. In one god-like performance, I won after running out of fuel and rolling past the line at walking pace, followed a nanosecond later by the rest of the pack, all cursing my name under their breath as they thundered past at lightspeed. The car must have rolled a mile, all the while bleeding off speed, then picking it up slightly as the hill got a wee bit steeper. Fantastic stuff this, the plastic superficiality of lesser racing games bore me stupid after about two minutes, but this I could play for ages. There is a setup screen for adjusting front and rear wing angles, tire selection and fuel load. While it's not as comprehensive as the PC sim Indycar, at least it's there.

Tracks and Cars

Six tracks come on the disk - three genuine F1 circuits (Suzuka, Hockenheim and Monte Carlo), as well as three fantasy tracks. The "Sega Motor Land" circuits are well designed, with more of a mind towards purist racing than arcade thrills. Five cars are here for the taking, but I couldn't pick any significant differences between their performance. As always, one should only drive in the manual transmission mode to be considered a "proper" driver. The Saturn's shoulder buttons do the gear work, and because the engines don't explode from high revs (they should) you can slam down the gears to cut speed, using brakes only for hairpins.

The perfect F1 sim is yet to appear on any platform, but for now this one is both challenging and faithful to the code. It takes itself seriously and has every right to do so. Check it out if you're a fan, you might just love it.



ROCKY RIDGE RACING



SLIPPING THROUGH THE INSIDE LANE...

VISUALS 84 - Good trackside detail, outstanding car detail and tracks that let you see what's coming. The cockpit is great, but was it really so hard to make round wheels?

SOUND 86 - As to be expected from the Saturn, the sounds are fantastic. Lovers of F1 will be in aural ecstasy.

GAMEPLAY 87 - It's warming to see Sega respect the finer points of F1, replicating them faithfully in a sim that could possibly alienate non-fans. Their loss.

LONGTERM 74 - Six different tracks isn't too bad but the complete set of F1 tracks would have been good.

OVERALL 85 - Cool game. A tad on the easy side, but it's better than any other F1 game out there so give it a whirl.

Live Information

Saturn

Real life F1 has been a bit dry of late, so make it interesting yourself with this little gem of a sim from Sega. BEN MANSILL takes up where Nigel left off...

Available: Now • Category: Racing • Players: ONE • Publisher: Sega • Price: \$89.95 • Rating: G



HMMM... AUTHENTIC TEAM COLOURS



THE TUNNEL AT MONTE CARLO, LOOKS GOOD, COURSE SUCKS



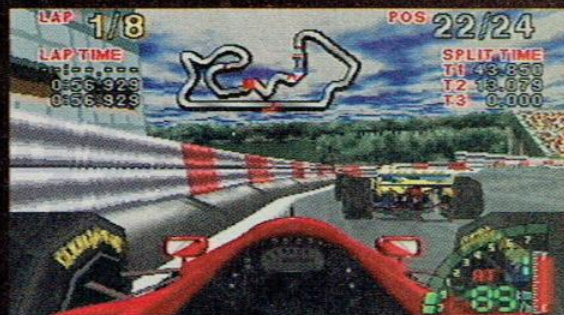
THE OUTSIDE VIEW, NOT A "PROPER" WAY TO RACE



THE WHEELS AREN'T ROUND FOR A REASON...



F1 CARS DON'T HAVE HANDBRAKES YOU SEE...

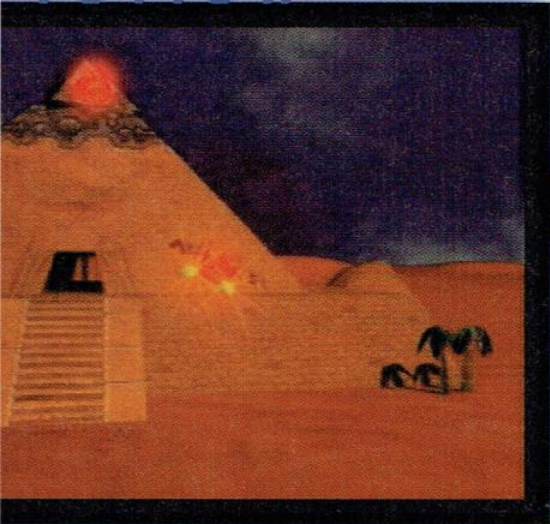


SO THESE WHEELS LET YOU HILL-PARK WITHOUT ROLLING!



HMMM... PERFECT RACING LINE





BILL GATES' NEW DOGHOUSE

Warhawk; The Red Mercury

*It's time for some more flying destruction on the PlayStation—
JASON SERDA & JULIAN BURES have more details...*

As phenomenal games are continually pumped out for the Playstation, one of the latest and greatest falls into our grubby little hands. Not another predictable, monotonous or basically dead title, but a real contender for the crown of caffeine addiction. Warhawk: The Red Mercury Missions is a full blown 360 degree, "go anywhere you want" flight sim. This game really smokes, and is certainly set to give the Saturn's Panzer Dragon a run for its money.

S U I C I D A L H O T S H O T

Yes, you are the brave (suicidal), skilful (lucky) hot shot test pilot (you are obviously expendable) who has been chosen to take command of the experimental fighter/helicopter called the WarHawk. The design of the craft has been deliberately moulded to the specifications of the dropship in Aliens; capable of extreme speed, agility and lethal combination of weaponry. Placed in an incredible 3D texture mapped world, you are the last hope against the evil, world conquering forces of KreeL. Well now, that's a change!

Multi-perspective views, from the cockpit as well as a third person behind the ship view, give you the scope to really kick some ass. The pixel refresh rate is silky smooth and the clever use of colours gives great 3D depth which is of the highest importance for a game like this to really work well. There are no polygon glitches to speak of which supports the game's well constructed environment.

As far as doing the all important task of crushing your opposition, you will encounter air to air intercepts as well as highly potent ground targets, across five awesomely realistic levels and through deserts and canyons of the future Earth. At varying points in the levels you are required to not only destroy the oncoming onslaughts of KreeL forces but to enter the larger enemies by flying inside them. This give WarHawk not only the elements of a flight sim action game but also follows the tradition of the PC hits Inferno and Descent. This element of the game not only looks good, but gives it variation, and therefore a wider appeal.

J U S T L I K E T H E G I R L I ' V E A L W A Y S W A N T E D ...

The game never stops, with continual action and incredible gameplay which sounds just like the girl I always wanted. Control feels great, quite comfortable actually, with curves that seem to go on for ever...which also happens to be just like that same girl.

One of the nicest features during combat is the auto targeting locks, and although some may see this as a stain on their marksmanship skills, it really helps when you're facing multiple targets who don't have you in mind for their date to the school formal. And just when you think you've passed most of your foe's defences you encounter the Gauntlet Level. The Swarm missiles and the intense radiation beams which seem to emanate from the walls and floors are a big challenge and not for the weak.

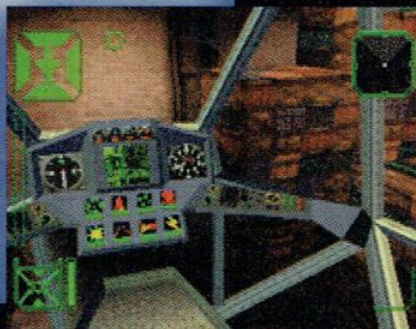
All the essential elements come together to make Warhawk a great experience. The canyon and water sequences reflecting shadows and other such realistic elements make the game all the more worth playing. The catchy music and FX sequences really pumped our blood something shocking, and it still amazes us how much a great piece of music can really set the mood for slaughter. Go forth, HYPER brethren and fight with honour, and make sure you defeat the forces of KreeL and bring him to his knees (after milk and cookies naturally). Good luck - we're certain you'll need it.



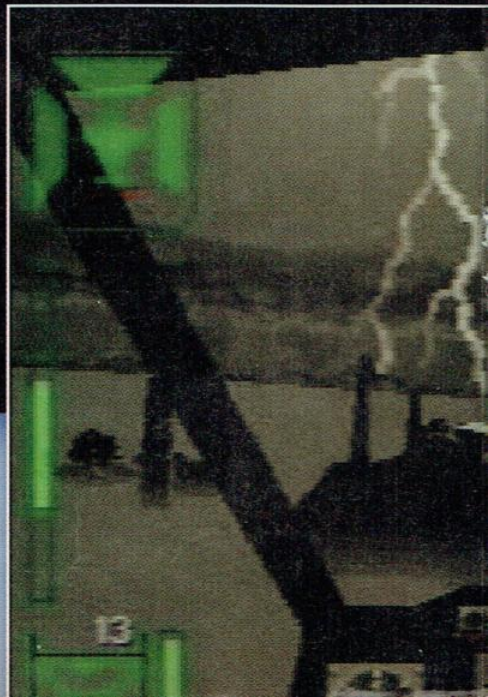
INSIDE SOMEWHERE VERY BIG



BEAUTIFUL...



WOW.



VISUAL 92 - A truly masterful piece of work. Everything's sharp, detailed and very slick.

SOUND 80 - The soundtrack's non-existent but the FXs are nicely done.

GAMEPLAY 92 - Amongst the best of the best. A real 3D immersion experience.

LONGTERM 8.5 - A little short, but you can always try the harder difficulty settings. The game is so good that you'll want to.

OVERALL 92 - A fantastic game and the PlayStation's flagship flight combat title.

Missions

Playstation

— with a game that almost plays as well as it looks.

Available: JANUARY • Category: ACTION/FLIGHT SIM • Players: ONE • Publisher: SONY • Price: \$99.95 • Rating: G8



BLUE SKY FLYING



THERE'S ONE, KILL IT!



ROMAN COLUMNS? UM... OK



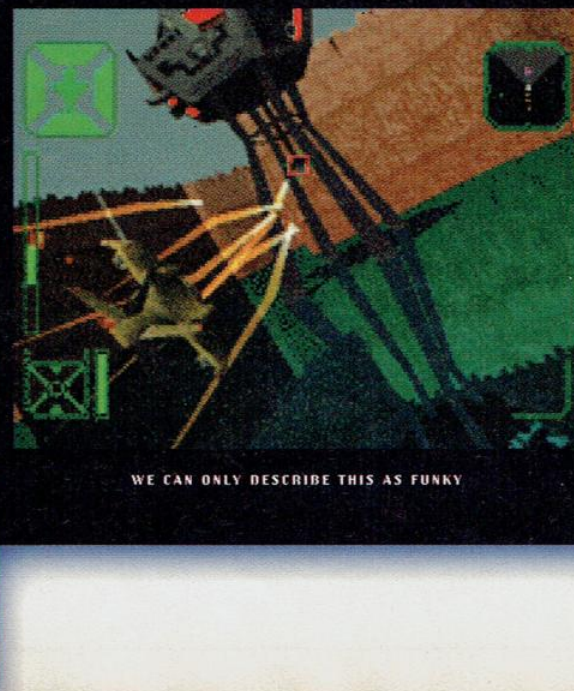
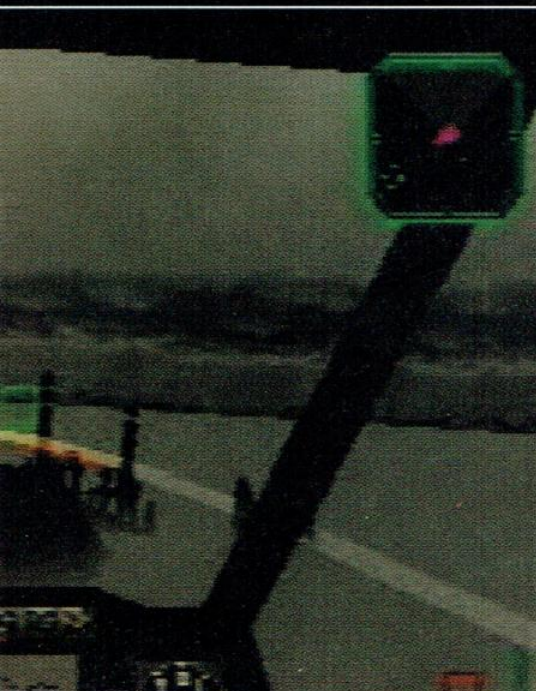
NO, IT'S NOT PANZER DRAGON...



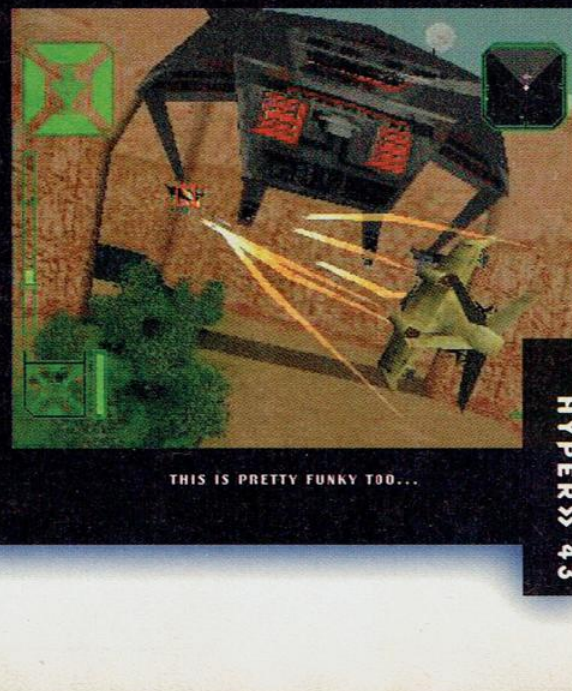
COOOOL...



"NUM, I TOLD YOU NOT CALL ME AT WORK"



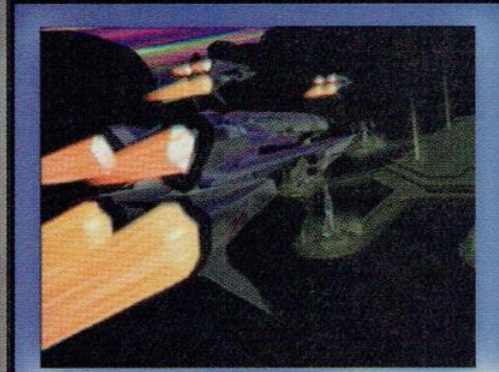
WE CAN ONLY DESCRIBE THIS AS FUNKY



THIS IS PRETTY FUNKY TOO...



THE INTRO IS BETTER THAN MANY ANIME MOVIES...



COOOOOL!

Have you ever had the experience of receiving a birthday present, where the wrapping paper is more exciting than the gift? This sums up *Philisoma* in a nut shell; the game comes with the most stunning movie action sequences we've seen on anything, but where the game itself is concerned, it's really nothing more than a well packaged, souped up version of your basic 2D arcade R-type/Raiden space action game.

IT'D MAKE A BETTER MOVIE

Philisoma is a combination of two main features; full motion cartoon video and 2D shoot 'em up. The short movie sections at the completion of each stage are nothing short of brilliant, putting other animated sequences (from rival games to the very best of Japanese animation), to shame. The *Philisoma* designers have very cleverly taken your standard 2D shoot 'em up and given it a real shake over. The traditional overhead view for combat has been given: entirely new perspectives; above angle, side angles, front and rear combat; and they all work well. The scrolling scenery is also quite smart, but unfortunately you can't play scenery.

The actual game itself is rather depressingly typical of spacecraft combat games. Although the game's designers have done their very best to immerse you into their sci-fi world of plot and movie shorts, when compared to the actual game you'll be agreeing with us that it makes a better movie than anything else. The plot isn't what you'd call groundbreaking; you and your wing of pilots rescue the earth from an enormous and quite grotesque object which we suppose is meant to be scary. There are five "phases", each with their own short movie intro, and in each one you fly through the level, destroying everything that moves. As with most long games of this type a save game card is essential to reach the game's end; you can save at each new phase and can watch the movie sequences at any time once you reach the next level.

First up you face the grunts. Y'know, the seemingly endless number of those tiny kamikaze ships, which manage to get off one shot before you blow them back to pixel land. Mixed in with these is the occasional slightly tougher grunt; these are armed a little more, and can take a little more punishment before exploding to bits, naturally without damaging the multitudes of enemies around it (doesn't anyone around here believe in shrapnel?).

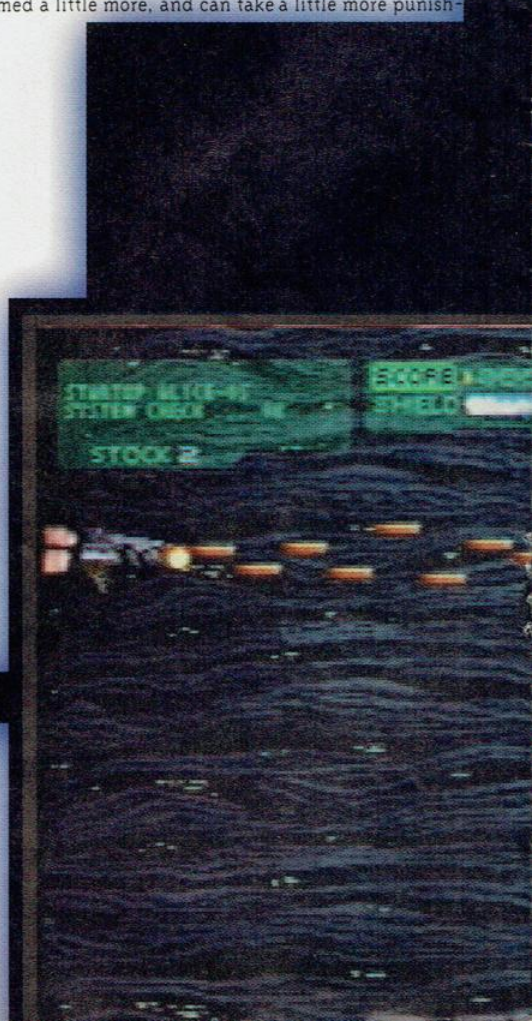
WEAK SPOTS

After you have fought your way through wave after wave of craft, you're faced with the boss at the end of the level. Bosses seem to take ridiculous amounts of firepower to destroy, but this matches the ridiculous amounts of fire power that you carry, so that kind of balances it out. As always with this style of game the boss has only one particular weak spot and once this is found they are generally easy to kill; dodge the blasts and give them a bloody nose in the soft spot 10 or 20 times.

Although you receive shielding in this game, for a fighter craft which carries 624 billion rounds of vulcan ammo, you receive protection about as tough as an umbrella, so three hits and there's not enough of you left for even your dentist to recognise. The game takes skill, fair enough, but what is not so fair is you suffer the same amount of damage taking a hit from those super wimpies as you do from a guided laser strike (guided lasers?) from some scaled down version of Jabba the hut at the level's end.

For some reason all the shield powerups are just where you don't need them, and once you've upgraded your vulcan cannon to maximum, that's the only gun you'll be using, which leads to the tip of the month: tape down the fire button with cello tape and kill kill kill.

Although this is a well used (and abused) game genre, *Philisoma* would have to be the best-looking of its kind to date, and even if it's not your cup of tea, the amazing amount of time and skill involved in the creation of this game makes it seriously worth a look.



VISUALS 75 - Movie sequence are stunning. Play sequences are not.

SOUND 58 - Well, you won't be looking for the composer at the end of the credits..

GAMEPLAY 62 - Only for the die-hard Raiden fans, otherwise save your moolah.

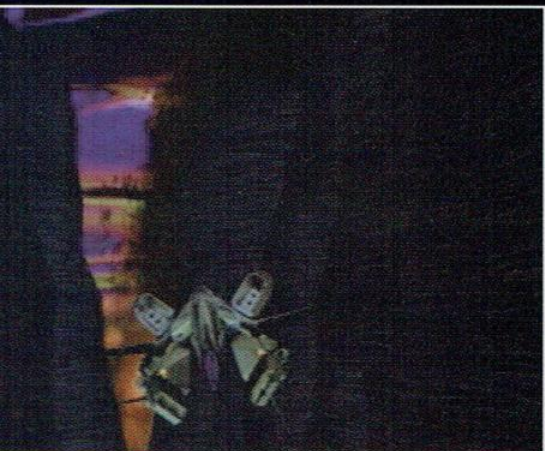
LONG TERM 55 - It really doesn't have any staying power, even if you like Raiden.

OVERALL 63 - Terrific idea, shame about the reality.

Playstation

The Playstation proves it can handle 2D sprite games as well as 3D polygon crunchers with the very tasty looking *Philosoma*. But technical proficiency doesn't necessarily mean a good game as JASON SERDA and JULIAN BURES discover...

Available: JANUARY • Category: SHOOT'EM UP • Players: ONE • Publisher: SONY • Price: \$89.95 • Rating: TBC



I SEE LIGHT!



...AND WE LOVE OUR ANIME MOVIES



TRADITIONAL TOP-DOWN DESTRUCTION



TOP SWATH-CUTTING WEAPON THIS



THE TUNNEL OF BLOOD



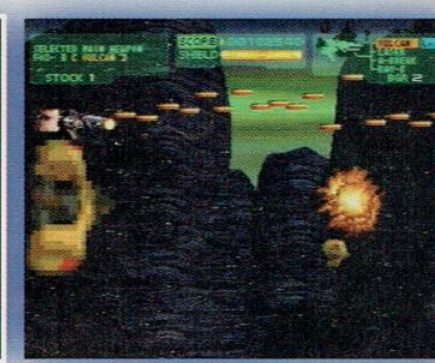
IMPERIAL SHUTTLES PERHAPS?



SON OF ZAXXON



A MOST ATTRACTIVE GAME THIS...



CAST TREAMS OF FIRE

Extreme Games



Admit it, you've secretly wanted to ride a skateboard under-

Bob "Tough on crime, tough on the causes of crime" Carr would hate this game. Because, as you might know, the NSW Premier is not too keen on the baseball cap wearing youth of today. But it is not only such fashion accessories that Bob finds offensive to his refined sensibilities, it's the supposedly wayward and amoral behaviour this type of headwear produces in those who adorn themselves in this manner. If the activities featured in Extreme Games are any indication, then I can only agree wholeheartedly with our bespectacled leader. As a video game though, Extreme Games is a winner.

Radical Dude

Mountain biking, in-line skating, skateboarding, and the street luge are the so-called "extreme" sports you can compete in. The game begins in your garage where you can select your player (or "radical dude") from a selection of sixteen. Each character is decked out in the appropriate clothes - cap, huge baggy t-shirt, shin-length shorts (no doubt borrowed from erstwhile *HYPER* Deputy Editor Andrew Humphreys), and equally oversized shoes. They also all have different skills which make them better suited to using a particular type of vehicle, for example, my character, Saul, was an expert on the luge, pretty good on a bike, but a poor skater. But then again, each course is different too, with some vehicles able to cope more successfully than others with the varying conditions. So you've got plenty to consider before you even begin the race. There are five tracks in all - the long desert straights of Utah make it the easiest, while the rest (the streets of San Francisco, the mountains of Italy, the South American jungle, and Lake Tahoe) grow ever more twisty and treacherous.

Crack The Big Time

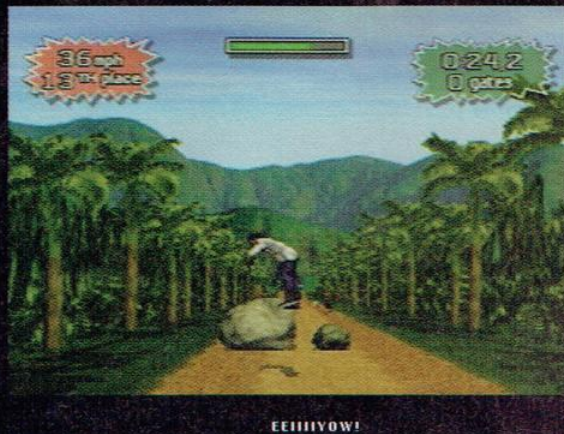
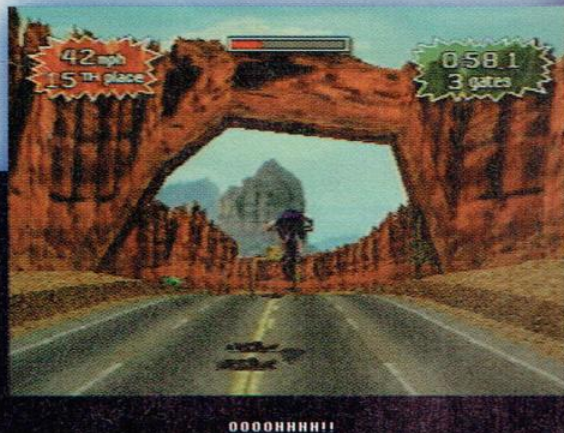
The game is structured to take you through all five races in one season. It doesn't matter where you finish in the current race (even last) because you will be allowed to continue and enter the next one. The aim of each race is, obviously, to win. Fortunately, this is just not possible at the beginning (unless you're some kind of gaming messiah, that is) because both you and the equipment you own are a bit wet behind the ears. To improve your performance you must buy better and faster vehicles. To buy anything you need money, and to get money you need to collect it during the race. Littered throughout each course are loads of coloured gates which you must pass between to collect bonuses. Green gives you money to spend at the end of the race, yellow give you points to add to your season tally, while blue open up secret bits, short cuts, and hidden gates. The short cuts often contain more gates than the normal track too, so they're definitely worth going for.

Despite all this, it's unlikely that you'll ever win the championship in the first season. Thankfully then, you are able to play on into a second season and carry over all your hard-earned snazzy new stuff. Pick up as much cash as you can in the first season and you'll be prepared to have a crack at the Big Time in the second.

Utterly Realistic

But it doesn't end there. Extreme Games is not simply a racing game, it has managed to sneak in a few beat 'em up elements too - you know, just for laughs. You can perform a couple of nifty punches and kicks upon the other racers as you jostle for position and hopefully send them flying face first into the gravel. Whilst they waste valuable seconds picking themselves red-faced up off the ground, you'll have sped away into the distance. Well, unless smart-arse does the same thing to you. It's very, very competitive. Complicating matter further still are the hundreds of incredibly annoying obstacles scattered all over the tracks. Tyre walls, tractors, cart, falling boulders, trees, road signs, chickens (who make a very bloody and satisfying splat when you mow them down), and even tram and train crossings (though there are jumps in front of both to help you negotiate them).

I've just got enough space to mention the excellent graphics. They are very special indeed. Speed is no problem, as even though none of these vehicles go like F1 cars, it still really feels like you're zooming along at a terrific velocity. The scenery is also worthy of praise. Dark tunnels, city streets, mine shafts, lush jungles and an awesomely expansive desert-scape are all beautifully detailed and mostly utterly realistic. Extreme Games is very good indeed and succeeds in generating a level of thrill and excitement that is almost equal to the mighty Road Rash.



VISUALS 86 - Very impressive. Smooth, fast, and very easy on the eye.

SOUND 70 - The usual allegedly "adrenalin-pumping" music that doesn't really work. Nice FX however.

GAMEPLAY 85 - Highly competitive racing. Very rewarding and satisfying.

LONG TERM 88 - It's tough and, with 4 difficulty levels, will take a long time to conquer.

OVERALL 86 - A very polished title. You're a racing fan? Buy this game.

Playstation

— a moving truck at speeds illegal even for a car. Well, maybe not, but as DAVID "GRAVEL RASH" WILDGOOSE explains, you're missing out big time...

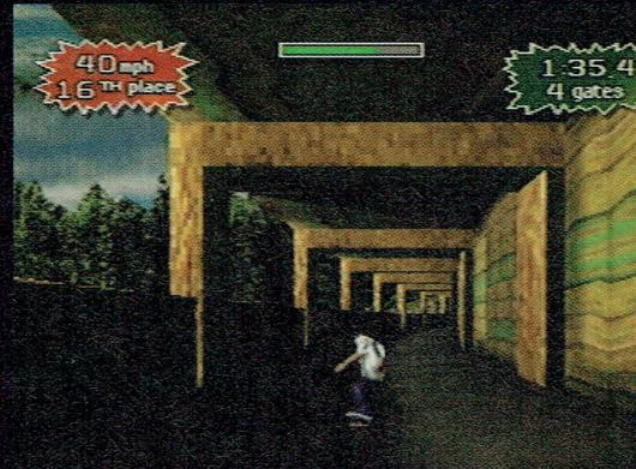
Available: Now • Category: Racing • Players: 1-2 • Publisher: Sony • Price: \$89.95 • Rating: G8



WHOOOOAAAAA!!!



Y00000!!!



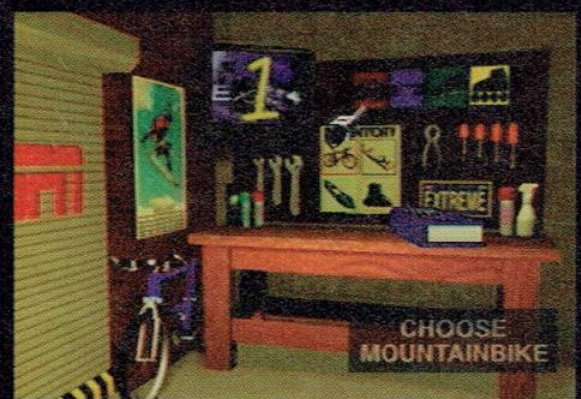
WAAAYYYYY!!!!



YEAHAHH!!!



W00000000!!!



UM...



N00000!!!



YEEAAAAA!!!



W00H00BEEH00000!



SPLAT!

Virtua Cop

Grab a gun, grab a friend and go shooting.



From day one, we here at HYPER have always said that it doesn't matter how good the hardware, it's the software that will make or break a console. We're always sent tech specs that make the weaker of us soil our Y-fronts, but we know that they doesn't mean squat if the games aren't up to scratch. We want software programmers who can take advantage of the awesome power available. Sega turns to one man in particular, Yu Suzuki, the man responsible for many huge arcade hits such as Virtua Fighter I & II and Virtua Racing, as well as classics like Outrun and Hang On. Now Suzuki has brought his version of Virtua Cop to the Saturn.

Legal Killing

So here it is. You are a cop, a good one, not the kind being asked questions by the I.C.A.C. In other words your wages are crap, the hours are bad, but you get to kill

people - legally. You're outnumbered, outgunned, your friends are dead and your dog was smeared by a lorry this morning. On top of that, you're left with only lite beer in the fridge which really makes you mad. Maybe we're stretching the truth a little, but there is plenty of killing; to be had here - in fact, that's all there is.

Virtua Cop is a first person perspective shooting game which uses the 3-D solid modelling technology used in fighting games such as Virtua Fighter. As with all games of this format, you're up against the entire membership of some brainless gang of cloned meat heads. Still, you've got a chance, as Virtua Cop is two player, you're faster, more accurate than most other shooting games, and you gather a variety of vicious weapons to even those odds.

As you start, your only weapon is a gutless six shooter, but you'll need it as these clones just keep coming. Shooting barrels, crates and boxes will arm you to the teeth with semi-automatics, machine guns (love that carnage), and ye old faithful, the shotgun. Keep this one, as a wide dispersal of pellets will send the criminals home in a box.

Zooming and Panning

The game environment allows tremendous depth of field, and your chance of accuracy is increased due to Suzuki's 3D engine, which uses unique zoom and pan action. The criminal who is closest to firing is highlighted by a yellow target circle, which rapidly changes to red as they prepare to fire. The circle has pointers, that when joined, let you know they're gonna fire, then it's sayonara, sucker. Guys with grenades and hand axes appear suddenly to liven things up a bit. This we expect, but why someone would choose an axe instead of an Uzi is beyond us.

Although the target assist picks out the most dangerous character, you can shoot whoever and wherever you want. Pumping the scum with multiple shots is quite satisfying (they scream with each bullet) and although shooting innocents will cost you one of your five lives, sometimes they deserve it for standing up from behind cover, right in front of a thug about to open fire at you. Then they've got the nerve to say "don't shoot me!" Who says today's AI is smart? You won't here it from us.

As is typical, the bosses are as far away from you as possible, and you have to work through three gruelling episodes (Beginner, Medium & Expert); the arms black market, the underground weapons storage, and finally gang headquarters. By the end you'll make Schwarzenegger look like Pavarotti. Not that it's going to be easy, so possibly a little two player action may lighten the burden a little.

Too Smooth

A couple of small problems. Although the movements of the enemy and the zoom camera are very smooth, they're almost too smooth. It's like all the thugs are on a potent tranquilliser. Also, the wave after wave of the identical men in black suits and shades is a really outdated technique, and really sours the game's visual appeal.

Unfortunately, one other pet hate which was brought over from the arcade version was being shot by an enemy just as he appears on screen. It cost me a lot of money then and it costs me my patience now. Although you can prepare for them in time, you worry about it so much you're often blasted from the other side. Still, you can forgive Virtua Cop for these faults; the fact the Sega was able to create such an attractive conversion from the original is success in itself, but what really amazes us is how well that gun works.

You're shooting a plastic gun at your lounge room telly, and the shots go where you want them to! Magic. Now, if we could just turn on the tube at 7 o'clock and shoot the whole cast of Home and Away...but don't worry, that's probably next.



WOOOOOSH



VISUALS 93 - An almost flawless conversion from the arcade. If you can spot the differences, you've been playing it too long.

SOUND 86 - Once again as true to the original as you can get. No soundtrack but solid, realistic effects.

GAMEPLAY 94 - Using the control pad is a joke, but with the gun, it's as fast and accurate as you are.

LONG TERM 90 - The levels of difficulty will suit anyone, and the two player option will keep you and your mate going and going and going...

OVERALL 92 - A brilliant game worthy of a place in everyone's Saturn collection.

RETURN

-Don't worry about getting in trouble - you're a cop!
 JULIAN BUREŠ & JASON SERDA get away with multiple polygon homicide...

Available: Now • Category: Shooter • Players: 1-2 • Publisher: Sega • Price: \$149.95 (inc. gun) • Rating: M15



CLICK-CLICK



POW...UNGH



BRROOM...CRASH!



BANG!



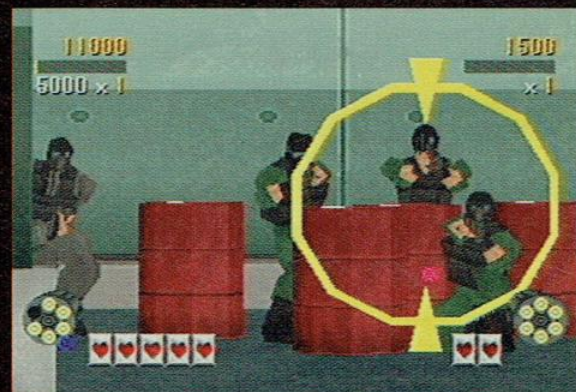
KABOOM...



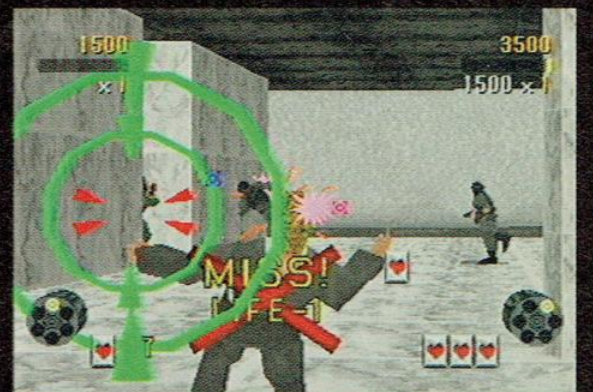
BATTA-TATTA



AAAAAAH



POW...POW...POW...POW



»» Mission Critical



"SO I SEE THIS FABULOUS MAGAZINE IN THE NEWSAGENT, HYPER IT'S CALLED, AS YOU CAN SEE COMMANDER THIS IS NO ORDINARY GAMES MAG"

Mission Critical is a bit of a surprise package really. It features the talents of Michael Dorn (Worf in Star Trek: The Next Generation) among others, and goes along way towards explaining just what old Star Trek actors get up to in their spare time. The game is in the sci-fi vein and uses a 3D interface interspersed with some very impressive digitised video - some of the best I've seen actually!

Epic Philosophical Questions

The plot of Mission Critical is reminiscent of a Star Trek episode and deals with the usual array of epic philosophical issues such as: What does it mean to be human? How does mankind control the evolution of technology? And how did they come up with the number 8 in the "8 items or less express lane" at Woolworths?

At the beginning of the game Michael Dorn's character is killed which means he only appears in the intro sequence (at least I think he does, although I haven't finished the game yet). In fact you are the only surviving crew member of the USS Lexington, which is on an incredibly important mission upon which the whole fate of mankind rests etc. I'm sure you get the idea. Your first goal will be to fix a gaping hole in the Lexington, then you must discover just what the hell you're doing here and should you bother to visit that sinister looking planet you're orbiting around?

The game has a great interface which challenges the player a lot more than other recent offerings (The Dig for example). You must build commands to figure out the best way to utilise the objects you find eg. Say you're holding a magneto-socket wrench (OK, so I made it up but it sounds hi-tech, doesn't it?), you will be able to select from a number of different commands such as Use, Look at, Push, Shove up your behind etc. While this is a little more time consuming than the likes of The Dig or Full Throttle, it does force you to think carefully about what you're doing and stops you from going into auto-pilot and missing half the game.

Puzzled Exploration

The graphics of Mission Critical are great, the cut scenes are up there with those of Wing Commander 3 and the digitised video is even better. Most of the time you're navigating your way through corridors and rooms (in much the same way as in games like Buried in Time) and while movement is railed and not smooth-scrolling it doesn't really matter because there's more than enough to keep you occupied in the way of puzzles and exploration.

Mission Critical is rather a complex game, probably not suited to those new to the adventure genre. The gaming world is large and detailed, allowing the player to immerse him or herself totally in the storyline.

The acting is generally pretty good and the dialogue doesn't insult the player's intelligence or presume that he or she is a seven year old fresh out of Sunday school.

In conclusion I liked this game rather a lot. It is slickly presented with plenty in the way of eye candy, but lots of challenging gameplay to back it all up.



VISUALS 85 - The digitised video was so clear I could count Michael Dorn's nasal hairs. The rest of the game looks great too.

SOUND 85 - As above, except for the part about the nasal hairs.

GAMEPLAY 75 - Very similar to games like Buried in Time with plenty to do and plenty to see.

LONGTERM 85 - This game is very large and has the capacity to challenge even the most prodigious of intellects.

OVERALL 80A nice surprise from Legend. Let's hope their Shannara game is just as good.

PC cd rom

Still upset that all the new Star Trek: Next Generation episodes have finished? Don't worry, because here's your chance to get into your own epic space adventure with Star Trek's favourite Klingon. JULIAN SCHOFFEL sets his phaser to kill...

Available: NOW • Category: ADVENTURE • Players: ONE • Publisher: LEGEND • Price: \$99.95 • Rating: M15+
 Min Requirements: 486DX/33; 4MB RAM; D/SPEED CD



"DID YOU HEAR THE ONE ABOUT..."



The first thing you notice is the freezing cold cyclone and the cloud of swirling debris. The next thing that registers is the unearthy, keening howl generated by the passage of air through a hull puncture on the far bulkhead.

ROXANNE, YOU HAVE TO PUT OUT THE RED LIGHT



This is the Lexington's state-of-the-art communications center, the 22nd century equivalent of the 'radio shack' on an old surface vessel. This room has just about everything needed for intership and ship-to-ground communications, including tachyon beam uplinks, lasers, and microwave transceivers.

TECHNOLOGY - OUR TRUE FRIEND



"BUT FATHER! I LOVE HER..."



"ENGAGE THE AMAZING DRIVE"



A LARGE BLUE ROUND THING



THIS IS NO TIME FOR VIDEO GAMES...



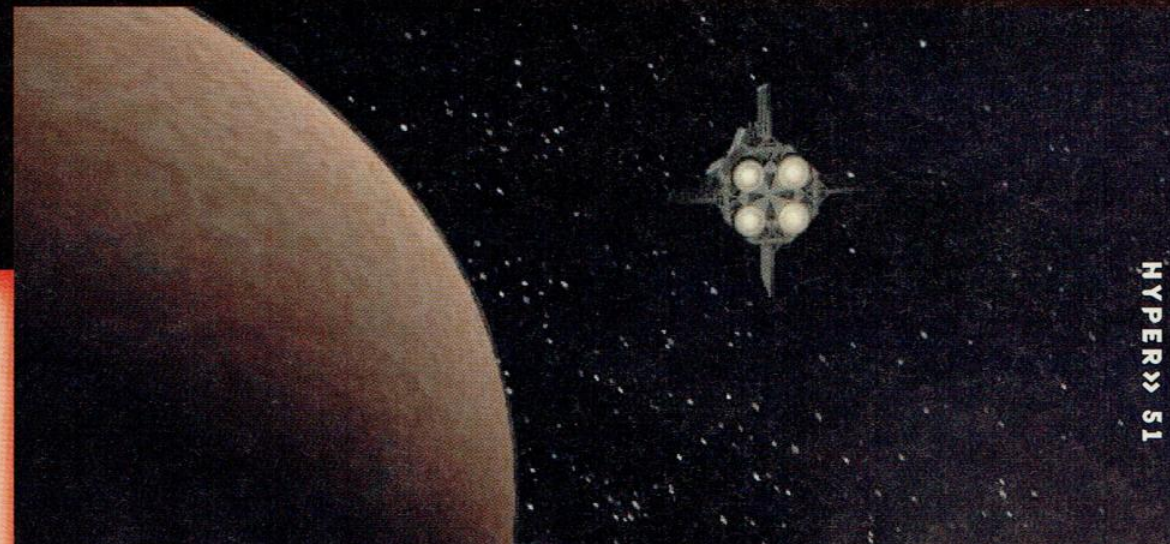
THIS PLACE IS SO DRAB!



"...AND THEN THE IRISHMAN SAID..."



A FEW POSTERS, SOME COLOURFUL CURTAINS, YES...



Fatal Racing

Make sure those seat belts are firmly locked, because it's time to get into some hard-core stunt driving action.



WAIT FOR ME!

Everyone loves a good racing game, and it appears that just about every software publisher has recently produced a driving game of some sort. Some have been successful (Need For Speed) and some downright dismal (Powerdrive). Fortunately for the humble PC gamer,

Gremlin's Fatal Racing seems intent on trying to take out this year's chequered flag. One of the things that set Fatal Racing apart is the inclusion of stunt-based races rather than the straight forward track-based driving. The action centres around eight major car companies competing in a major championship to prove who produces the most advanced cars. Your task is to lead your car racing team to victory over an assortment of tracks, each littered with aerial jumps, twisting corkscrews and rollercoaster style roads that defy even the most obscure laws of physics. However, driving through a number of hair raising twists, turns and loops, while generally behaving like the Dukes of Hazzards on heat is not all you have to deal

with. There are other racers eagerly keen to take you out of the race...permanently.

Cunning Stunts

You have a choice of eight different cars, and each one comes jam packed with thundering power. These cars are tough, and they sure need to be in order to withstand high speed collisions that inevitably occur in this derby of death and destruction. There are sixteen fun filled tracks with various hazards. The stunts you must perform increase in difficulty as well as add a high level of realism to the game. Approach a loop too slowly and the result is your car does a spectacular backflip, approach it too fast and you'll roll the vehicle. Half the fun is wrecking your car by crash landing upside down after a 180 degree roll.

While this may sound unrealistic, this is a fun game and under no circumstances should you confuse it for a driving simulator. After a couple of races you'll notice that ramming will inevitably become a part of your strategy. The downside, though, is that every time you crash or ram an opponent your car sustains damage. As the damage level increases, the performance of your car deteriorates and smoke bellows from beneath your bonnet. Sustaining enough damage will cause your car to explode into a ball of flame. Fortunately though, pit stops can be made for repair.

The great thing about this game is that winning races is made slightly easier because you actually race for a team rather than as an individual. For instance, if you're leading but being tailgated by a rival simply tell your partner to keep him off your back. On the other hand if you are hard pressed for time, a quick order to your team mate and you can use him as a shield to block the other drivers ahead. It's a bit of a suicide mission but it works for me!

Da Fundamentals

Leaving the carnage behind for a moment, it's time to describe the fundamentals of the game. The game engine uses texture mapped polygons throughout to create an exciting, visually impressive driving environment. The detail of each car is so defined that it makes Nascar look pretty mundane. There are two modes of graphics - SVGA and VGA. Unless you have Pentium processing power, its best to stick to the later.

Fatal Racing features smooth, fast graphics which manages to convey the feeling of speed and excitement well. You can feel your stomach churn as you crest hills and see the road dropping away beneath you, with further spirals and loops visible in the distance. It's guaranteed to get the adrenalin pumping, stretch your nerves to breaking point and leave a nasty dent in your front panel.

The sound effects are equally impressive. Skids, explosions and various different digitised samples compliment the gameplay perfectly. There is also a techno soundtrack, but if you're a rev head you'll turn it right down so you can pay attention to the mean sounding roar of the engine.

The game comes complete with a 16 player network option, modem/serial link as well as a vast array of camera angles and views from which to watch the action. Overall sharp graphics combined with slick presentation go to make up a package that is well worth checking out. If you were a big fan of Stunt Car Racer and Hard Driving you're going to absolutely love this game.



CARS AT THE NEAR-FATAL END OF THE SCALE



LIFE'S A ROLLERCOASTER

Visuals **92** - Very stylish, and impressive hi-res graphics.

Sounds **86** - Excellent digitised samples and effects. Also the engine actually sounds like an engine rather than a lawnmower.

Gameplay **75** - The car's handling does take some getting used to, but once mastered, it's time for hell to pay.

Longterm **88** - Features many options, plus the added novelty of network play can only enhance the longterm.

Overall **85** - You'll be putting Nascar back on the shelf after giving this a spin. Fast and addictive.

PC cd rom

HARRY MARAGOS is the **HYPER** Evil Knievel...

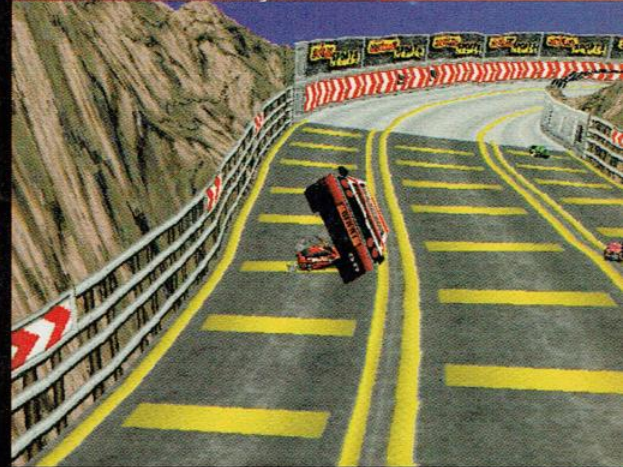
Available: NOW • Category: Racing • Players: 1-16 • Publisher: Gremlin • Price: No RRP • Rating: G • Minimum Requirements: 486/dx266 VGA 4 MB RAM 25 megs HD



FROM THE OUTSIDE...



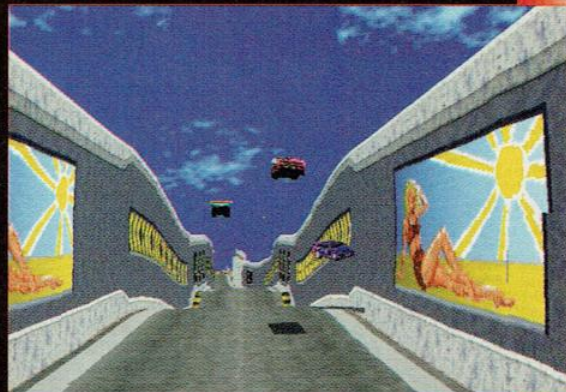
FROM THE INSIDE...



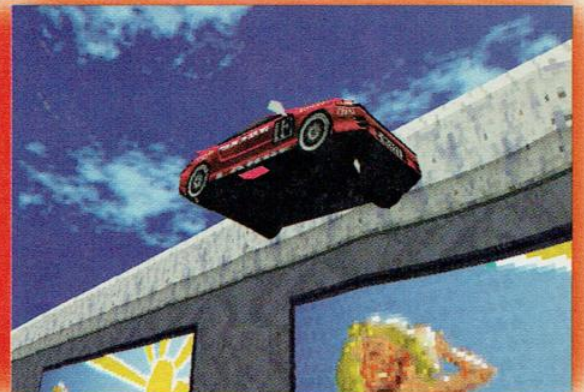
...AND BEHIND. WOW.



HAS HE GOT A CUP-HOLDER MISTER?



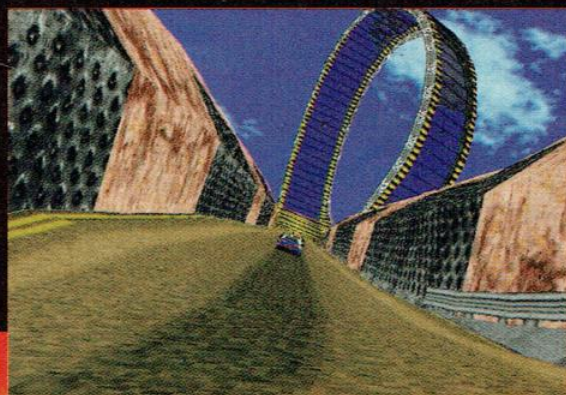
THE SPEEDHUMPS FROM HELL



COOL OR WHAT?



LUSH COOL FAB HOT



WHOOAAAAAAA!



LOOKING GOOD...



WE THOUGHT THIS GAME LOOKED RATHER GOOD...

IndyCar II

Forget the parochial IndyCar vs. —

Seeing that driving games are the flavour of the month, it comes as no surprise that Papyrus have released a sequel to their award winning IndyCar Racing game. If you cast your mind back a few years, IndyCar was one of the two major contenders competing to be the ultimate driving simulator for the PC - the other being F1 Grand Prix from Microprose. People back then would argue hours on end on which of the two simulators was better. F1 Grand Prix however, seemed to gain the slight edge with the crowd due to its high level of accuracy. Not content with being second best, Papyrus' sequel looks set to tip the scales back in their favour.

Drool On Your Keyboard

From the moment the logo loads up on your screen in SVGA, you know you are in for a special treat. The graphics have been enhanced to such an extent that you will be drooling all over your keyboard. IndyCar 2 uses texture mapped scenery which gives you an astoundingly realistic picture, all in a crisp, clear 640 x 480 resolution. The game is based around the 1995 racing season and all the billboards, cars, sponsors, drivers as well as racing teams have been painstakingly replicated to present a totally authentic look. Quite often, I found myself colliding head on into a wall while being distracted by the scenery (just like you do in real-life Harry, Ed.).

The scenery, nevertheless, is not the only thing that tends to cause collisions. It should be noted that IndyCar II is more of a driving simulation than anything else. Don't expect to cruise around the circuit with ease, the initial difficulty of the handling of the cars takes some getting use to. Papyrus, by the looks of it, have gone to extreme lengths to make the controls

as accurate as the real thing.

In addition, not only do you feel like your truly behind the wheel, but you also get to tweak the car to your liking. You have the option to adjust everything from the turbocharger, brake bias, to the anti-roll bars.

Screams From Behind

Nothing gets the adrenalin pumping faster than the screams of the cars approaching from behind. The engine noise roars like a REAL engine, and not a cheap 2 stroke lawnmower. The sounds have been carefully digitised so that both the engine and crashing effects come blaring out of your speakers in digital and stereo sound. Also, there is a side line commentator who loves to keep you updated with the results.

IndyCar II comes jammed packed with features. To begin with there are fifteen actual tracks representing every type of IndyCar racing experience. From the super speed oval of Michigan to the tight corners with the tricky surfaces of Long Beach, this game will cater to all your driving needs. On top of that there is a multi-player option will allow you to link up with other drivers via a modem or serial link. Papyrus are also working on a multiple player feature, codenamed "Hawaii" which will allow more players to race at once.

From what you've probably gathered so far is that I thoroughly enjoy IndyCar II. It's hard to find a fault in the product, as every aspect of indycar racing is covered. This simulator sets new standards for realistic handling - to such an extent that you feel like buckling up before driving.

The best thing though, is that IndyCar II offers a learning experience to all types of drivers.

With the built in option of replaying the action from almost any angle, it makes it possible to review accidents, analyse your strengths and weaknesses as well as check out new race strategies. If your after a truly remarkable driving simulator, this will keep you busy. It will be interesting to see if the over hyped and much delayed F1 Grand Prix II can top it.



THIS IS THE PITS.



IT'S GO FAST TIME

VISUAL 92 - Stylish and slick, especially during collisions where bits of metal dent or fly off depending on the severity of the accident.

SOUND 90 - Digital stereo sound effects as well as racing commentators. What more do you need?

GAMEPLAY 88 - Controls are a hurdle to master at first and may be distracting, but practice is the key to a healthy driving career.

LONGTERM 92 - Fifteen tracks to master as well as a multiplayer option will keep you busy for a while.

OVERALL 92 - A great attempt at breathing new life in a trusted old classic.

OC cd rom

— Grand Prix war, if you love driving games then this should be checked out by fans of each code. Harry Maragos is your instructor...

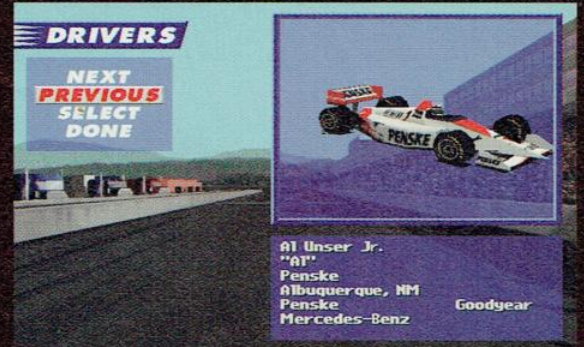
Available : NOW • Category: RACING SIMULATOR • Players: 1-2 • Publisher: POPYRUS • Price: TBA • Rating: G
 Min Requirements: 486 DX266; 8MB RAM; DOUBLE SPEED CD



FOR THE MOST PARTICULARLY ANAL AMONGST YOU



LOOK REAL CLOSE AND YOU'LL SEE US IN THE CROWD



HI AL



RACING...



OH NO! COPSI!



AND THE CROWD GOES WILD



ROLLING, ROLLING, ROLLING



...THINK I'LL JUST WATCH FROM HERE



HI BOYS



»» The 11th Hour



Just like The 7th Guest, this game was a long time coming and —

It's been a long time between drinks but The 11th Hour (sequel to the 7th Guest) has finally hit the shelves. The 7th Guest was the first true CD ROM game to be released for the PC about three years ago. It featured incredible pre-rendered 3D graphics, digitised video sequences and a wonderfully atmospheric soundtrack. Thousands of people bought it simply as a way of impressing their friends:

"Hey Bob, come and see what my mega-powerful 386 with its cutting edge double-speed CD ROM drive can do!"

Because of The 7th Guest's fancy graphics and sounds, many people overlooked the game's fundamental weakness - limited player interaction. Indeed the entire game followed this pattern; solve a puzzle, watch some video footage of extremely bad actors poncing about in stupid costumes and gain entry to a new part of the mansion. In this way The 7th Guest pioneered a rather disturbing trend which was to manifest itself in countless CD ROM games released in the following years. Developers decided that the best way to ensure a game's success was to cram as much digitised footage and pre-rendered graphics onto a CD as possible, while gameplay

took a backseat. So now with the release of The 11th Hour I'm sure gamers have a right to expect not only beautiful visuals and sounds, but awesome gameplay as well, right? Wrong! While The 11th Hour certainly looks beautiful it is still just a puzzle game which uses video sequences as the proverbial 'carrot' dangled in front of the gamer to keep him or her interested. But let me explain...

The Horror Begins Again ...

It's 70 years since the murders in The 7th Guest took place. Since then the town of Harley has been ominously silent. The 11th Hour begins with the disappearance of journalist Robin Morales while investigating the mansion of evil toymaker Henry Stauf. You play Robin's colleague and lover, Carl Denning, and at the start of the game you receive a marvellously sophisticated laptop which broadcasts images of Robin begging you to come and help her. But where is the poor lass? Stauf's mansion of course. So you hop onto your trusty motorcycle sans helmet (for maximum cool effect) and race over to Harley to rescue her. But once you're inside the evil house you'll be wishing you completed a master's degree in cryptic puzzle-solving instead of wasting your time working as a sleazy investigative journalist. Yes kids, it's puzzle-a-rama from here on in!

Gameplay in The 11th Hour follows an almost identical pattern to its predecessor with a few minor changes. The game is viewed from the first-person perspective and the player uses the mouse to navigate the house and its grounds. Movement is 'railed' instead of free-scrolling, which means the player must move along a pre-defined route. While there are plenty of doorways, tunnels and other interesting places to explore the player must first pay the price of admission and yes, you guessed it, that involves solving a puzzle. As you wander around you're constantly taunted by Stauf and while he just insults you a lot of the time, he also provides you with cryptic clues.

To get fresh clues (and entry to new areas) you also have to solve the numerous puzzles lying around the house. These puzzles are fiendishly difficult and very frequent, ranging from the obligatory chess related ones to the impossible (for me at least) mathematical ones. Thankfully the player can get help with the puzzles using the hint system of the gamebook (or as I like to refer to it: 'the psychic laptop'), but whether the player is penalised for this in some way I cannot be certain.

Visually The 11th Hour is very impressive, but certainly no more so than many other contemporary games (unlike The 7th Guest it doesn't really have the; "WOW" factor). The game's developers have hyped their new 'groovy' video engine which is supposed to yield full screen, 24-bit digitised video at 30 frames per second. Unfortunately you need a very fast computer with a very fast PCI graphics card (complete with 2MB of VRAM) to enjoy the full effect. The rest of us (me included, even though I have a Pentium 120 but only 2MB of DRAM on my PCI video card) have to be satisfied with full screen interlaced (little lines through the screen) 16-bit (256 colours) video instead. But the video sequences are still quite impressive nonetheless. The music and sound-effects are top rate, as you would expect, but I did find Stauf's constant commentary extremely irritating after only a short while.

Horlicks and Valium

Like its predecessor, The 11th Hour is very much a horror game, so the player can expect to be treated to numerous depictions of wriggling severed fingers, grinning skulls, morphing mutants and Paul Keating (OK, I just threw that last one in for the hell of it). As a puzzle game The 11th Hour has no peer, but if you yearn for fast-paced action, combat, interaction with other characters and good old fashioned strategy, it would be cheaper to make a cup of Horlicks or drop a couple of Valium (both of which will have the same effect on you as playing The 11th Hour). I'm no longer dazzled by video sequences and 3D rendered graphics so the only aspects of The 11th Hour which really appealed to me were the puzzles and exploration of the Stauf Estate. If you like puzzles, fancy 3D graphics, puzzles, hammy acting, puzzles, limited player interaction, puzzles and loads of video footage then you'll absolutely love The 11th Hour. If you crave fast-paced gameplay that doesn't rely heavily on the titillation value of schlock horror and the novelty of reasonably high quality video footage on your PC then The 11th Hour may not be your cup of tea (Hey, I'm a poet and I didn't know it!). One last word of warning; I have heard (via Compuserve and the Net) that many people are having hardware compatibility problems with the game, so make sure it will run on your system before you buy it.



VISUALS 90 - Very similar to The 7th Guest with some impressive video footage thrown in for good measure.

SOUND 90 - Great soundtrack, good effects and loads of irritating commentary from Stauf.

GAMEPLAY 70 - If you like solving puzzles and exploring a railed 3D environment then you'll be in 7th heaven. If you don't then you'll be asleep.

LONGTERM 80 - This game is big, but only because you have to solve a damned puzzle to get anywhere.

OVERALL 70 - A very slickly presented puzzle game with an element of exploration to reward you for all your cranial exertion.

Cd rom

— as JULIAN SCHOFFEL finds out, you may find it just as disappointing...

Available: NOW • Category: PUZZLE/ADVENTURE • Players: ONE • Publisher: TRILOBYTE • Price: \$99.95 • Rating: M15+



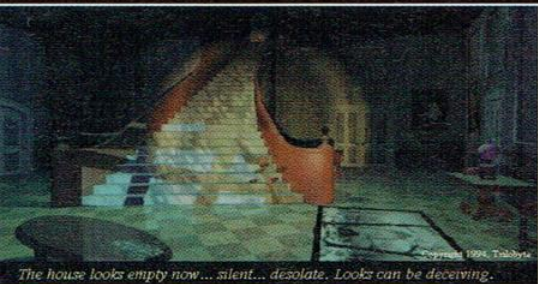
"I'LL ONLY BE ANOTHER MINUTE"



A YELLOW DUCK



EARS SHOULD ONLY BE PIERCED BY A TRAINED PROFESSIONAL



The house looks empty now... silent... desolate. Looks can be deceiving.

HOW MUCH TIME HAVE WE ALL SPENT IN THIS ROOM?



Copyright 1994, Trilobyte



Copyright 1994, Trilobyte

OH MY GOD! A SKULL IN A CASSEROLE DISH!



Copyright 1994, Trilobyte

I SUPPOSE A RUNNING RACE IS OUT OF THE QUESTION?



Copyright 1994, Trilobyte

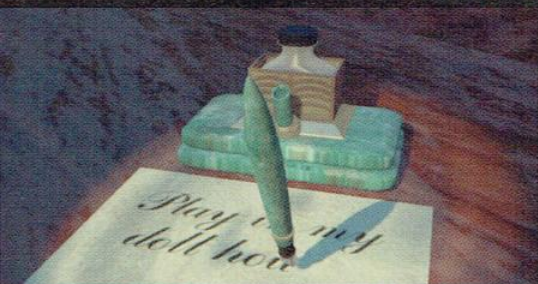
THIS IS PROBABLY SIGNIFICANT



Copyright 1994, Trilobyte

Knighly, knighly!

ENOUGH WITH THE CHESS PUZZLES ALREADY!



THE NEW-MODEL HANDS-FREE PEN



Copyright 1994, Trilobyte

Warcraft 2: Tides of Darkness



MY MIGHTY KNIGHT OF ETERNAL GLORY SAYS: "COP THAT LOSER!"

Lots of little men running around poking swords

The top-down, real-time strategy genre is booming. Dune II got the ball rolling, Command and Conquer gave it a healthy kick, Z will be with us soon and Warcraft is regarded with great reverence by all who have played it.

As wonderful as the original Warcraft is, several faults with the enemy AI become apparent after a few plays, which severely dented its replay value. Once you've figured out how easy it is to win by using the old ambush trick, it's game over for good. A neatly arranged contingent of your finest warriors could comfortably take out the dumb enemies who pursued your scout. Worked every time. Also flawed was the design of the mission progression, with the boring exception of a labyrinth mission, Warcrafts' campaign simply had you fighting the same war in each round, with success meaning only another go at the same situation on a slightly bigger scale. Well it looks like the folks at Blizzard read their mail, because every little problem has been addressed and the sequel is an altogether different beast.

Battle Tactics

Immediately obvious is the stunning new SVGA landscape. Naturally it's far more pleasing to the eye than the chunky-style Command and Conquer, and the re-styled buildings top it off nicely. Also obvious are the radical changes made to the game engine. Warcraft 2 fights an entirely different battle. Enemies now exhibit reasonable intelligence and the game must now be played in a totally different style to the original. The ambush days of old are long gone and most enemies now stay well clear of your fearsome archers, venturing close only for brief hit and run assaults. While I'm still experimenting with a few different tactics, it seems a fluid "running battle" approach is the go.

The interface now allows you to drag out a box to group-select up to nine units. Do this and send them forth to do battle with the enemies outlying units, withdrawing them quickly when the enemy reinforces. Oddly, the only enemy unit that consistently pursue your retreating units are the slow moving catapults.

This is a bit of a weakness in the AI because you can safely swarm over them (they can only attack from a distance), hacking it to bits once it's followed you far enough away from the enemy base - which the computer tends to guard conservatively instead of adopting a more aggressive approach.

For the most part it's a bloody war of attrition. In a traditional scenario where it's your city vs. the computers, your army is best employed making hit and run assaults on the enemy squads positioned around the outskirts, reinforcing the inevitable losses as you go. The need for super-efficient resource management that was required in the original has largely been done away with, which makes such a tactic practical. Gold mines now house a significantly larger amount of the stuff, so once your basic infrastructure is up and away you can easily keep knocking out fresh fodder for the cannons.

Resource Management

Many scenarios though, are far from straightforward. Warcraft 2 has oceans, so combined use of land and sea forces is a regular event. Having a navy (including submarines!) doesn't necessarily mean a mighty clash of armadas, although this can happen; sea units are used mostly for either shore bombardment or escorting troop carriers. They are also handy for defending the oil rigs you'll be building. Oil is a new resource, which together with the more complex tree of building and unit upgrading, makes for far more interesting economic and resource management.

Other changes include an adjustment of the costs of the structures and units we grew so familiar with in the first game. Why, I'm not so sure - a bit of fine tuning I guess.

The game is speeded up too; your men walk around a lot faster now - even on the slowest setting. Gold miners in particular now do their work in a fraction of the old time. Air units are new too, but for most of the 14 scenarios each side plays you get only the reconnaissance birds. While these are extremely useful, it's only in the later scenarios that combat air units become available. Alliances are new, several species automatically join your cause through the course of a game, making available even more exotic weapons and units. I'm a little hesitant to gush out words like "brilliant", as Warcraft 2 is more a solid improvement and major bug fix from the first game. That said, it's still the best of the genre I've played so far - which means, yes, that I think it's better than Command and Conquer. Go play this game, it's as perfect a strategy game as you'll find at the moment.



SPECIAL HYPER XMAS SCREENIE



THERE'S SEAMEN EVERYWHERE!

VISUALS 88 - A smidgen short on character animation, but otherwise tasty. The stylised Breish structures are especially wonderful to behold.

SOUND 80 - As good as it needs to be. Clashing armour, whooshing catapults, wavy sea sounds and wads of speech.

GAMEPLAY 94 - Each scenario requires a new strategy, which is how it ought to be. Warring solely with "favourite units" is past, as each has its place and gets a specialised run.

LONGTERM 89 - Very tough, but 28 scenarios in total won't last forever. In multiplayer mode it will though.

OVERALL 92 - The best of the real-time action strategy genre so far. It's a bit depressing to realise that such superb AI still has some way to go. Lap it up anyway - this is gold.

PC CD ROM



—into each other... Now that's what we like. BEN MANSILL has a look at the much awaited sequel to the mighty Warcraft...

Available: Now • Category: Strategy • Players: 1-8 • Publisher: Blizzard • Price: \$89.95 • Rating: G
 Min Requirements: 486 DX33; 8MB RAM; DOUBLE SPEED CD



CLICK ON THE LITTLE MEN A FEW TIMES...



...THEY SAY FUNNY THINGS... HA HA



CHOP DOWN TREES AND DIG FOR GOLD, WAY HEY



OF COURSE THE REAL FUN IS KILLING LOTS OF BADDIES



KILL, KILL, KILL, KILL...



BIG BOATS TO KILL WITH TOO



CUT SCENE - YOU DON'T GET MUCH OF THIS UNFORTUNATELY



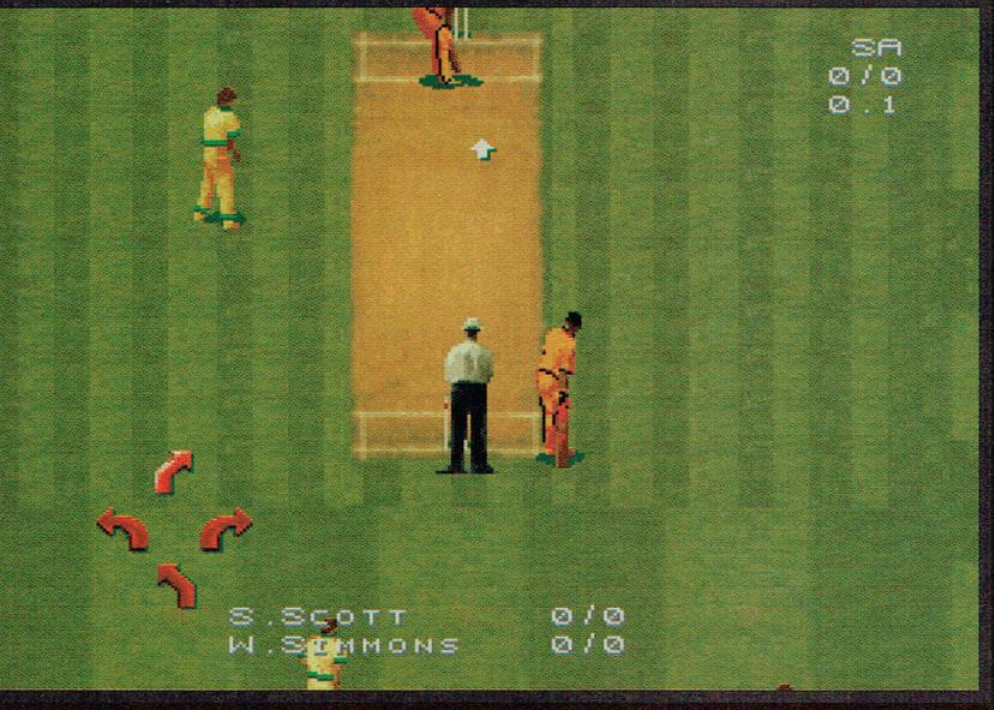
HELLO LITTLE MEN!



TASTE MY STEEL, SCUM

EA Sports Cricket

PC



IT'S A SUPER SUNNY SYDNEY SUNDAY AT THE SCG

It's time to pull up the stumps in your

It's not very often that a sport which isn't popular in the U.S. makes it onto your PC. In fact it seems like an eternity has passed while I've waited in vain to enjoy the sublime pleasures of Caber tossing in the privacy of my own home. I mean, with so many tossers over there in the good ol' U.S. of A. I've always thought that I'd see it eventually. Soccer has always managed to get a guernsey, so to speak, and now at last you can pad up at your computer desk, get the box firmly in position and get ready to thwack that little red ball around in EA Sports' Cricket.

D E C I D E D L Y L O C A L F L A V O U R

How exciting can computerised cricket be? Well, even those of you who would rather have your eyeballs marinated in sulphuric acid than spend a day watching a Test Match will enjoy this, I think. Australian company Beam Software is responsible for bringing what was originally a Mega Drive game to life on the PC, and have managed to retain all the playability and fun of the original, while adding some bits of their own to give it a decidedly local flavour. The core of the game is rock solid, all the moves are there for aspiring batsmen to play their shots, and bowlers to try and stop them. The gameplay is fuss free and, as is essential in a sports sim, intuitive. If you're batting, choose which direction you want to hit the ball (a small arrow indicates where it will bounce), hit the right mouse button to dance around the pitch (foxtrots and tangos preferred), and the left button to swing the bat. Where

the ball goes and what type of stroke gets it there depends on your timing and position. A small diagram in the top left of screen shows you the pitch in

miniature, moving your mouse down will make a red arrow appear to show you the direction your batsman is about to run, keep moving the mouse down and off they go. Popping off a four or six will reward you with a short FMV clip of hairy game programmers waving their arms about - kind of scary really.

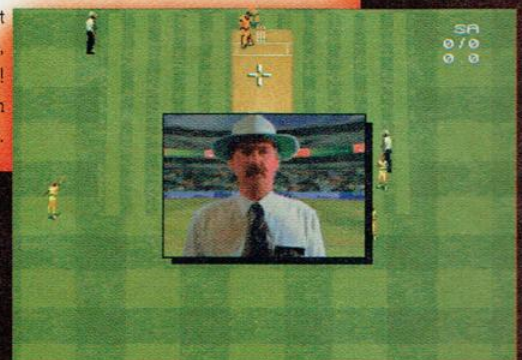
On the bowling side of things you can choose spin, fast or medium pace, each one having four different types of delivery but, alas, no 'mystery' balls. The prevailing weather and pitch conditions effect the amount of swing and spin on the ball in a realistic way, and this changes over long matches too. Fielding positions can also be altered at any time in the game. Quick matches, One Dayers, Tests and the World Series are all catered for with virtually all the world's cricketing nations represented.

A M I L D W H I N G E

It's here that I'll start to whinge, but only mildly. The one major bummer about EA Cricket is that it doesn't have all the detail that EA Sports game lovers have become used to. There's no replay facility for those totally awesome shots you just have to see again, and you can't see any of the teams in detail let alone edit them. And the really, really major bummer, and I realise this would have been a purely financial decision, is that instead of getting all of the real Australian players (as well as those from everywhere else) all you get are the names and ugly mugs of just about anyone who had anything to do with the production of the game. Aargh! More programmers!

And to continue on with this line of whingeing, where's Tony and Ritchie? The game commentators included are a lame combination of an over the top Aussie accent and a sedate Pom who tend to say the same things over and over and over no matter what the results of the innings/match. And just one more dig for all the bowlers out there; at the end of each innings the best batsman is lauded with praise but the poor old ball chuckers get no recognition, even if you pull off a 9/0 spell and the best the batsmen can do is 12 or something. Phooey!

These are only minor gripes though, as EA Cricket is huge fun to play. If you all rush out and buy it, maybe Beam will be given enough money to add all the details to the sequel.



NOBODIES GONNA TAMPER WITH THIS FELLA'S BALLS

VISUALS 82 - Nothing spectacular, but more than enough to do the job.

SOUND 84 - Nice crowd ambience and "thwack" sounds but the commentators will grate after a while.

GAMEPLAY 90 - Quick to learn, simple yet a lot of fun.

LONGTERM 90 - Will always be good to drag out on a rainy day.

OVERALL 88 - Only minor details drag it down. If Tony, Ritchie and all the players were there it would be a truly legendary game.

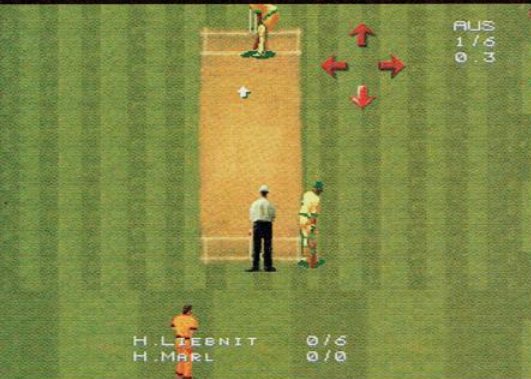
adrom

-backyard and stick them into your PC, because Electronic Arts have made a cricket game! GEORGE SOROPOS is the man we sent into bat for HYPER...



HE PUMPS A POWERFUL STROKE WITH THE MEAT OF HIS BAT

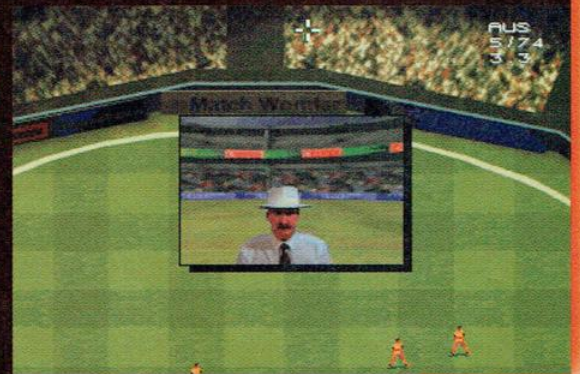
Available: Now • Category: Sports • Players: Two • Publisher: Electronic Arts • Price: \$99.00 • Rating: G
Minimum Requirements: 486 DX33; DOUBLE SPEED CD; 8MB RAM



UMPIRE! THERE'S A KEY WEDGED IN THE PITCH!



"I'M NOT DIVING, MUM'S RUN OUT OF OMO"



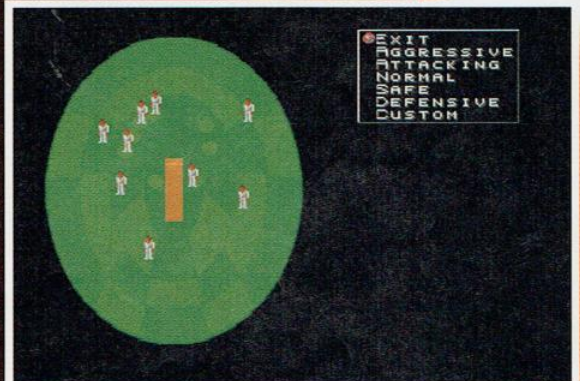
GOOD HEAD



...AND THE CROWD GOES WILD

AUSTRALIA			
R. CONNOR	0000	H. LITNEY	0000
J. IRELAND	0000	J. VANDER	0000
J. VANDER	0000	J. QUINERT	0000
J. QUINERT	0000	R. BESSEN	0000
R. BESSEN	0000		
M. SCOTT	0000		
M. SIMMONS	0000		
M. WINTER	0000		
EXTRAS	1000		
TOTAL	1000		
OVERS	1000		
RUN RATE	1000		

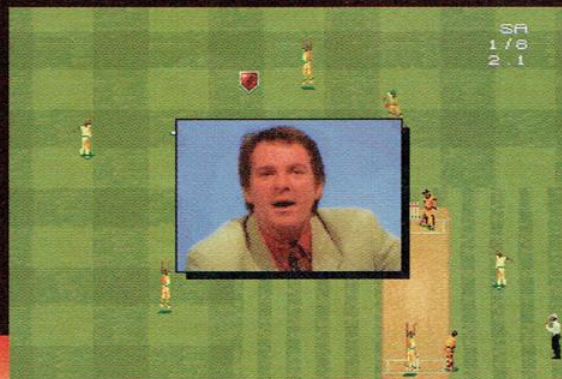
THAT'S 2 FOR 2 FOR 2 FOR 2 FOR 2



OK, YOU STAND HERE...



SUPER SHOT THAT



DEAR GOD! BEIGE AND RED??!!!!??



...AND...SAFE



» The Dig

This game has been —



IS THAT A BONE IN YOUR POCKET?

The Dig is based on an idea of Steven Spielberg's. Initially he wanted to develop this idea into a film, but the costs involved would have been too great. That's how the story behind the game goes anyway. In fact this tenuous link to Spielberg is being seriously milked when it comes to the marketing of the game. Personally, I have a few problems with this: (1) When has cost ever stopped Spielberg from making a movie (ie. Jurassic Park)? (2) Who says that Spielberg's ideas are particularly good anyway? Most of his films consist of schmalzy dialogue spruced up with lashings of eye candy. Anyway if The Dig is really worthy of the Spielberg association, then I suppose gamers are at least entitled to expect absolutely stunning effects, an epic storyline and amazing animation. Well, while the storyline and soundtrack are suitably epic, the animation and effects are far from cutting edge. The Dig is, in essence, a fairly mediocre adventure game. Here's why...

Attila The Asteroid

The Dig begins with the appearance of an asteroid (Attila) in orbit around the earth. Unfortunately Attila's orbit is deteriorating and it looks like it may collide with our precious little planet. NASA decides the only way to avert this catastrophic collision is by sending a team of astronauts to detonate some nuclear charges on the surface of Attila in the hope of blowing it back into a safe orbit. The game's intro sequence is an omen of things to come with plenty of corny, melodramatic dialogue and animation of varying quality.

From the outset it becomes plainly obvious that Sean Clark (the author and project leader of The Dig) was not interested in presenting the gamer with a realistic depiction of a team of astronauts on a do or die mission. They take a common, garden variety shovel up to the asteroid for God's sake! I can imagine ground control going through the checklist: "Nuclear charges alpha and beta. Check. Arming device. Check. Communicator. Check. Garden shovel. Check..." And it doesn't end there...

Remember this is a mission where a successful outcome is of vital importance. If the asteroid hits the earth it could take out a entire city! So who does NASA send up? One experienced astronaut, an arrogant scientist and a reporter (both of whom have no prior experience on complex and dangerous space missions!). I don't think so! Of course all of this would be perfectly acceptable if the design team were trying to create a humorous game in the Monkey Island style, but they're not, as the whole scenario is supposed to be deadly serious. But let's forget this glaring departure from reality for a moment, after all it is an adventure game I suppose. Being a LucasArts title I was looking forward to some witty character interaction garnished with plenty of impressive visuals. Unfortunately all I got was an abundance of cliché dialogue and animation reminiscent of Indiana Jones and the Fate of Atlantis. Sure LucasArts have pasted in some rendered animation for the cut scenes, but even this looks a tad dated when compared to other contemporary adventure releases.

Alien Worlds & Illogical Puzzles

OK I've covered the negative aspects of The Dig and a lot of you will probably be wondering whether the game has any merits at all. Well, once the initial shock that this was not going to be the Spielberg adventure masterpiece everyone has been waiting to play for the past two years had worn off, I did discover a large and challenging game in the traditional LucasArts mould.

The game proper is set on an alien world and your goal is to find a way back to earth. There are the usual assortment of fairly illogical puzzles eg. Tie wire from alien ship to glowing flower to charge up an electric door etc. and the interface is simple enough for a lobotomised monkey to figure out in ten seconds. The game's primary goal is to present the player with a large and interesting world to explore and at this it succeeds to some extent. The only remaining problems are the one dimensional characters under the player's control. One is a "by the book astronaut" and the other is a "Lois Lane style journalist" whose only goal is not to be seen as an (you guessed it) inscrutable journalist. The German scientist gets killed early in the game (he may be resurrected but I didn't play long enough to find out).

In other LucasArts' titles I grew attached to the characters under my control and played through the game to see what happened to them. In The Dig I found that I really didn't give a shit. This is the game's biggest problem. If they'd made Commander Boston Low into a kind of "Roger Ramjet" character I might have stuck by him, but as he is, I lost interest very quickly.

I don't want to sound like I hated The Dig, I didn't. I'm just used to expecting a lot from LucasArts games. So while The Dig may not have lived up to my (very high expectations), I'm sure that it would be perfect for new initiates to the adventure genre.



BIG BOMB GOES BOOM

VISUALS 70 - A serious dose of retro gaming circa Indiana Jones and the Fate of Atlantis. Some rendered cut scenes and animated closeups are thrown in, but they just didn't gel with the rest of the game.

SOUND 80 - The music is fantastic, the effects good and the speech crisp. It's just a pity that the dialogue itself was so corny and dull.

GAMEPLAY 72 - The game's interface is supremely simple. The Dig plays like traditional LucasArts fare.

LONGTERM 70 - I couldn't stick with it for very long, but that's because I couldn't empathise with any of the characters. The Dig may be best suited to first-time adventure players.

OVERALL 70 - After a massive wait and too much hype The Dig doesn't live up to expectations. But if you can deal with the corn you'll find a large and challenging adventure game in there somewhere.

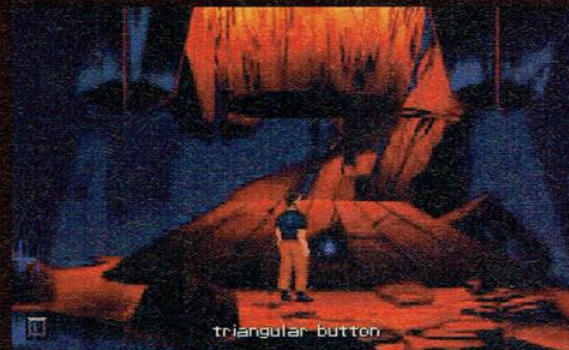
PC cd rom

— on the release schedules almost as long as Stonekeep. Can even LucasArts live up to the massive hype? JULIAN SCHOFFEL finds himself on another world...

Available: NOW • Category: ADVENTURE • Players: ONE • Publisher: LUCASARTS • Price: \$99.95 • Rating: G8 • Min Requirements: 486DX2/66; 8MB RAM; D-SPEED CD

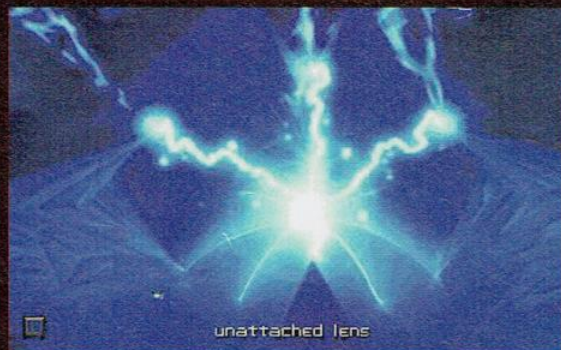


THIS SURE AIN'T KANSAS...



triangular button

COME ON MAN, DO IT! PUSH THE BUTTON!



unattached lens

LONELY LENS LOOKING FOR FRIEND, LIKES CANDLE LIT DINNERS

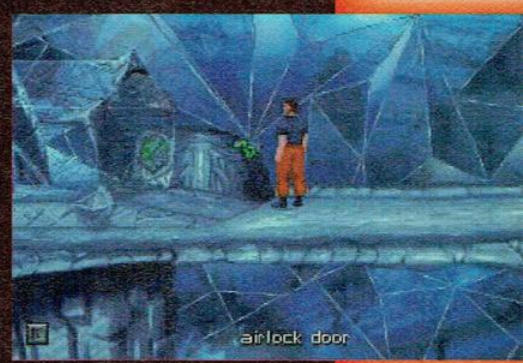


explosive unit Beta

INSERT NUCLEAR DOMB HERE



UH, NOPE... I DIDN'T SEE ANYTHING



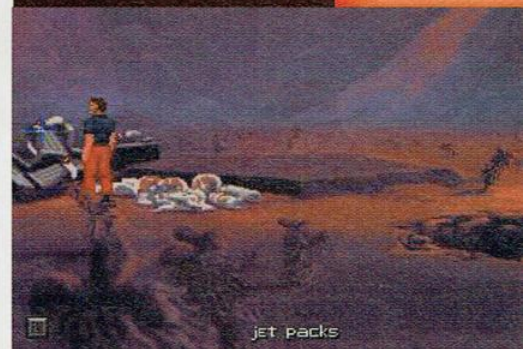
NICE ART...



Erink



DIG IT?



jet packs

WE HAVE LEGENDS TO FORGE

The Raiden Project

PLAYSTATION

AVAILABLE: NOW
 CATEGORY: SHOOT 'EM UP
 PLAYERS: 1-2
 PUBLISHER: OCEAN
 PRICE: \$99.95
 RATING: TBA

If there's one game genre I hope doesn't die under the feet of the trampling hordes rushing to embrace all things InTerActive, then it's the two dimensional shoot 'em up - ye olde vertically or horizontally scrolling blaster. This genre has produced some of the all-time classic games, from Defender to R-Type, Flying Shark to, of course, Raiden. The Raiden Project brings together both Raiden and its sequel, Raiden 2 (surprise, surprise), in one great package. Both are good, however Raiden 1 is showing a few signs of old age

now. Raiden 2 is the vastly superior game. Believe it or not, but there is actually a plot in here somewhere (something about the Earth being invaded by aliens, only this time they're "exobiological beings"), though it is of no concern to us. More interesting is the array of options available - four difficulty levels, four music tracks (the original soundtracks plus remixes), traditional skinny-screen vertical scrolling, "panoramic" wide-screen vertical scrolling (where everything has been stretched across), and a horizontal mode (this is identical to the arcade original, only it has been flipped onto its side so to fit everything on screen - the manual warns against turning your TV on its side to get it scrolling vertically again).

So how does it play? Very well indeed. Your ship is highly responsive, the collision detection is sharply accurate, and the scrolling very fluid. There are many neat graphical touches such as airborne enemy craft dropping out of the sky and crashing to the ground when you shoot them rather than simply exploding. Raiden 2 is the more exciting game, mainly due to the, at times, astonishing power-ups you collect. The explosions also seemed to have been beefed up significantly for the sequel. And spectacular explosions, as we all should know, are essential to any decent shoot 'em up. The explosions and weapons aren't quite as beefy as the arcade



(which is a bit of a disappointment), but they'll still put a smile on your face. However, both titles suffer from the old shoot 'em up bugbear of what happens to your hard-earned power-ups when you die. Raiden 2 deals with this a little better (by allowing you to pick up a few for "free" when you restart), but it's still not entirely satisfactory. The Raiden Project is hardly state-of-the-art gaming, but shoot 'em up freaks won't be disappointed.

DAVID WILDGOOSE

VISUALS 75
 SOUND 82
 GAMEPLAY 84
 LONGTERM 80
 OVERALL 80

Striker 96

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: 1-4
 PUBLISHER: RAGE
 PRICE: TBA
 RATING: G

PLAYSTATION



Striker 96 - is it as good as FIFA 96? Tough one. At the time of writing we had yet to obtain a copy of FIFA on the Playstation, so a comparison was impossible. However, having played (and played) the PC version (to which we expect the Playstation version to be identical, if not better) I think I can quite confidently say, no, Striker 96 is definitely not as good as FIFA 96. So I will. "No, Striker 96 is definitely not as good as FIFA 96."

Why? I'll tell you later. Let's start with the good bits. Striker 96 is a stunningly good-looking game. Certainly, when it comes to graphics it is at least on a par with FIFA. The animation is just as fluent and there are a huge range of moves for each player. A "buffered" control system (hard to explain, but it's sort of like setting up the next player to receive the ball before it is passed or headed to him) means you can build up swift passing movements, although much practice is required. Striker 96 does play a reasonable game of football, but there are a few faults.

Unfortunately, most of the camera angles are completely useless (I only found one to be entirely satisfactory) and the speed of the players is unrealistically fast. The intuitive passing is not as good as it could have been. You tap the button to pass to the nearest team-mate in the direction you're facing and the ball heads towards him, but control always switches to that player too quickly resulting in many passes pulling up too short and being intercepted. All passing and shooting is done on a power-up basis. This means you hold the button longer for a more powerful kick or tap it gently for a short pass, but whatever you do the ball doesn't leave your boot until after you have released the button. Coupled with the inordinate length of time it takes for the power bar to fill, this makes shooting at goal an unnecessarily complicated process.

Despite the fact that Striker 96 is very much an arcade football game (and as such doesn't concern itself unduly with tactics and things), it would be good to be able to adjust your team's playing style to a greater extent than simply choosing a formation and strategy. You can't even alter the team lineup and all the names are awful plays on those of the real players - it's dire.

If Striker 96 was the only football game for the Playstation then I wouldn't hesitate in recommending it. But the fact is that FIFA 96 (unless something goes tragically wrong) will blow it away.

DAVID WILDGOOSE

VISUALS 93
 SOUND 85
 GAMEPLAY 70
 LONGTERM 75
 OVERALL 76

Rayman

PLAYSTATION

AVAILABLE: NOW
 CATEGORY: PLATFORM
 PLAYERS: ONE
 PUBLISHER: UBISOFT
 PRICE: \$99.95
 RATING: G



Certain people I know turn their noses up at anything 'cute'. They scoff at big round eyes and make disparaging remarks about fluffy woodland creatures. "It's only a kiddies game!" they claim, as if this was a criticism in itself. Obviously they are fools, as the likes of Mario Kart and Super Bomberman (to name but two of literally millions) have proved time and time again. Rayman is ever so nearly another one.

Rayman is cute. In fact, it is utterly gorgeous. Hundreds of incredibly beautiful creatures populate some of the most sumptuous scenery ever seen in a video game. I love the exquisite detail on each level, the adorably charismatic characters, the delightfully eerie backdrops. I love the butterflies as they flit and flutter, teasing all manner of brightly-coloured flowers. I love the way Rayman teeters on a platform edge, his hands flapping in a panic. The way he winds up his arm like a propeller before sending it zipping across the screen then back again boomerang-style. The large, juicy melons that you can punch around and land on the head of an unfortunate foe. I also love the silly faces that Rayman pulls, poking his tongue out at his enemies in a daring and provocative gesture - "Hey, I know we all look ridiculous, but what the heck - come and have a go at my cheeky but lovable nature, if you think you're hard enough!" is a close translation.

From beginning to end, Rayman is a visual treat. The animation is superb, although a few short cuts have been taken. Rayman himself is actually made up of six separate entities. His head, torso, two hands and two legs are not joined, but rather just "hang" together in a loose collective. It still looks cool - perhaps it's even an improvement.

But (oh yes, there is a but) Rayman is not without its fair share of common platform game flaws. There's the old dead-endly water for a start. Stupid and annoying. Then there's the regenerating monsters (they reappear the very nanosecond the screen scrolls past their starting point, but of course none of the bonuses do the same - not even after you've died). Very stupid and annoying. And there are "leaps of faith" where you have to jump onto platforms below that you can't even see. Very stupid and very annoying.

Having said that, I had fun with Rayman. My patience was tested at times, but I could see myself playing it through. Little kids, who seem to have a far higher tolerance for such flaws and repetitive game design (similar to the way they can watch the same video over and over and over), will absolutely adore it. A beautiful game, but not a great one.

DAVID WILDGOOSE

VISUALS 92
 SOUND 70
 GAMEPLAY 70
 LONGTERM 75
 OVERALL 75

Lemmings 3D

PLAYSTATION

AVAILABLE: NOW
 CATEGORY: PUZZLE
 PLAYERS: ONE
 PUBLISHER: PSYGNOSIS
 PRICE: \$ 9.95
 RATING: G

Its time once again to get those midnight snacks lined up as well as a truck load of stress relief pills because the Lemmings have invaded the Playstation. Love them or hate them, the Lemmings are back and this time they're in glorious 3D. In case you have not yet experienced the Lemmings phenomenon, here's a brief run down. Lemmings are foolish creatures (quite like yourself), who without help, will endlessly roam the playfield until they fall off a cliff, drown or die from some fiendish deathtrap. Your job is to ensure that a specific percentage of them survive, by giving individual Lemmings special powers such as digging, blocking and building bridges in an effort to guide them home. Achieve this within the time limit and you move onto the next stage. Now this is where the headache begins. Unlike the previous Lemmings games this one is played entirely in 3D which makes things much more complicated. Not only do you have to worry about guiding the Lemmings to safety, you are also required to master the movement of a 3D world.



Rotating and shifting the screen, zooming in and out, can be very frustrating at first, but once you come to grips with the controls get ready for a mind boggling adventure. The graphics and sound are great and exactly what you expect from a Playstation. There is a virtual mode where you get to be a lemming and about 100 levels of play each ranging in difficulty (actually they're all difficult!). The sound by the way, is recorded in Dolby Digital Surround and features over 30 different tunes as well as plenty of cutesy lemmings voices. The only feature of the game that I found annoying is that the graphics are far too "cutesy"; gone are the days where clicking on the self destruct button meant that the lemmings exploded into a gory red pixels. Now when they explode all you see is your screen clutter with fun bouncy blue balls. If you can stomach the cutesy factor then this is the ultimate puzzle game. 3D Lemmings will tease, torment and challenge every Lemmings enthusiast. Be prepared to book yourself in with a good therapist, cause you'll be needing it.

HARRY MARAGOS

VISUALS 88
 SOUND 92
 GAMEPLAY 84
 LONGTERM 80
 OVERALL 86

total eclipse turbo

PLAYSTATION

AVAILABLE: NOW
 CATEGORY: SHOOT 'EM UP
 PLAYERS: ONE
 PUBLISHER: CRYSTAL
 PRICE: TBA
 RATING: G



Shoot 'em up fans rejoice! Crystal Dynamics' original space blaster for 3DO has been upgraded and enhanced for the mighty Playstation. Although this version has the same storyline, levels and enemies as the 3DO, the game has been lifted to new heights with sharper, more defined graphics, and much better control. Hence the addition of "turbo" to the title. The graphics, whilst nothing totally mind blowing, do create a convincing 3D effect. Lunar surfaces with bit-mapped mountains and valleys are impressive, and you'll also find yourself in long, tight, treacherous tunnels on your journey through the cosmos. The combination of flying in an environment like that, and getting to blast alien scum at the same time, is almost magical.

The real difference in the turbo edition is in the control. Crystal Dynamics have tweaked the control to perfect accuracy. The general manoeuvring and barrel rolls are very smooth, and your ship reacts flawlessly, creating a sensation of actual flight. The weapons are effective, but you will need pin-point accuracy to take out your enemy. The tunnel sequences are not very graceful, bumping into the walls is almost unavoidable, but the special mass destruction bomb can be used at any time, if things get too tough.

The full motion video in the game has also been improved, so expect pretty visuals to reward your efforts during the game. If you missed this one on the 3DO, it's definitely worth a look on the Playstation. But if you've already got the 3DO version, i'd wait for the next chapter to emerge.

ANDY HODGSON

VISUALS 80
 SOUND 78
 GAMEPLAY 80
 LONGTERM 75
 OVERALL 78

NBA Jam Tournament Edition

PLAYSTATION

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: 1-4 (WITH MULTITAP)
 PUBLISHER: ACCLAIM
 PRICE: TBA
 RATING: G



Pump up the jam, Playstation style! Here it is, the ultimate monster jam-fest, and I'm not talking Cottees! NBA's best known and most loved basketball extravaganza has made it to the next level of home video gaming.

As soon as you load this one into your Sony mega-biter, you know you're in for a true arcade gaming experience. But I know you want more! Acclaim have actually managed to improve on it's arcade big brother, packing in more features than ever before. Large scaling players, with actual player heads, and an updated NBA roster of over 120 NBA stars. There are Rookie and All Star teams, 3-5 players per team to choose from, and now you can substitute between quarters. There are loads of secret players (over 50 that I know of), and the best and most useful cheats so far seen. You can customise a game to your needs; shot clocks can be adjusted, as can overtime, and there is a 5 speed, adjustable juice mode built in, for ridiculously fast jamming. Hot spots and power-up icons allow you to pick up 9 point shots; temporarily being "on fire", perform huge "monster jams" and much more. There is also a tournament mode to put an end to all this tomfoolery.

The sound is incredibly good, with authentic stereo sound FX and even voice calls for individual players. The Playstation's standard controller performs beautifully, and player control is spot on. Up to four people can play if you have a Playstation multitap. The memory card serves as an auto save, and is easy to use. Loading times are minimal so there'll be no waiting around.

NBA Jam T.E. for the Playstation is the best version around, and if you like the game, get this one.

ANDY HODGSON

VISUALS 92
 SOUND 92
 GAMEPLAY 92
 LONGTERM 88
 OVERALL 92

Parodius

SATURN/PLAYSTATION
 AVAILABLE: NOW
 CATEGORY: SHOOT 'EM UP
 PLAYERS: 1-2
 PUBLISHER: KONAMI
 PRICE: \$99.95
 RATING: G

Parodius is a parody of the shoot 'em up genre. Hence the first half of the name. I've spent the last few minutes racking my brain trying to think of which ancient arcade classic the last bit comes from - Xevious, perhaps? It doesn't really matter anyway, Parodius is good enough to stand on its own. Almost invisible amidst all the 3D new generation games and "big name" arcade conversions, Parodius is a quite remarkable little game. It's stylish, it's beautiful, it's a terrific laugh to play, it feels perfect. It's great. Parodius a cutesy shoot 'em up. No, scratch that. Parodius is a cootsy, woosy, iddly, diddly, cuddly, wuddly, fluffy white cat in a pink bonnet and mittens playing with a pink ball of wool while wrapped in a big soft and pink doona, kind of shoot 'em up. No really, it IS good. Don't worry if you normally despise cute games because here's your chance to get revenge. Laugh heartily as the tubby goldfish explode across the screen. Cheer boisterously



when you drop a ground-hugging missile into those funny-looking Wile E. Coyote-type things who poke their heads out of the grass lining the sides of the screen. Grip the controller manfully as you weave in and around juggling day-glo clowns. Cackle maniacally while pumping laser cannons into a family of innocent pink and blue penguins. And finally stand in triumph after you've destroyed the pirate ship guardian with the great big cat's head (complete with scarf and eyepatch, of course). And all that's only about halfway through level one. Parodius is a superb shoot 'em up. It handles excellently, is cruel but fair, and has heaps of user-friendly options. But apart from some updated graphics, it is also much the same game as it is on the SNES. And that version is over two years old. Still, eh?

DAVID WILDGOOSE

VISUALS 82
 SOUND 80
 GAMEPLAY 86
 LONGTERM 85
 OVERALL 85

The Mansion of Hidden Souls

SATURN

AVAILABLE: NOW
 CATEGORY: ADVENTURE
 PLAYERS: ONE
 PUBLISHER: SEGA
 PRICE: \$89.95
 RATING: GS



The Mansion of Hidden Souls is a conversion of an old Mega CD game. Is this Sega desperately scraping the bottom of their barrel? Well, not quite. Mansion is, in fact, a not at all bad spooky adventure thing. But honestly, the Saturn could certainly survive without it. And by not making any improvements beyond the graphics it does seem a bit pointless. Sigh. Anyway, it's here now and I'd better get on with the review.

The mansion itself is a bizarre place. You arrive on a night where the sky is illuminated by a blood-red full moon. You have been summoned by The Elder because only you can see the butterfly-forms of the inhabitant's souls. He tells you there is evil at work in the mansion. He tells you that you are their only hope. Natch.

The gameplay is all very 7th Guest. Lots of pre-rendered 3D graphics streamed straight off the CD, plus a few puzzles to solve. They're the basics, but to dismiss Mansion on these grounds would be presumptuous. It has an undeniably charming fairy-tale feel to it. All the characters you meet are delightful (some are funny, some are rude, some are just plain weird) and the music and effects create an eerie ambience. However, those who cannot stomach anything of a remotely twee nature I think would find it all a bit childish. It's dark, but in a nice kind of way, if you follow me.

I also appreciated the puzzles. Those in Mansion are not like those in 7th Guest. They are not tedious sliding-block and matching tile puzzles like those found in the promising-but-flawed PC game Shivers (reviewed this issue). No, they are your more traditional object-ferrying adventure game puzzles.

As I said earlier, the graphics have been improved. Hugely. There are far more colours than before, the resolution is much sharper, and each sequence glides along with the absolute minimum of juddering.

Mansion is a neat little game. Young kids will adore it.

DAVID WILDGOOSE

VISUALS 80
 SOUND 82
 GAMEPLAY 70
 LONGTERM 60
 OVERALL 70

Hang On GP 95

AVAILABLE: NOW
 CATEGORY: RACING
 PLAYERS: ONE
 PUBLISHER: SEGA
 PRICE: \$99.95
 RATING: G



Oh dear. In Hyper #25 we said that we were a bit excited about Hang On 95. Oh dear, oh dear. In fact, we may have also said that we thought it had a better chance of Saturn success than Sega Rally. Oh dear, oh dear, oh dear, etc. So, we were wrong. But why? OK, Hang On GP is appalling. Glance at a still screenshot and it does look good. There is definite potential there. Your biker is detailed, the scenery is nice enough, and the distance and perspective look about right. So far, so superficially correct.

Start playing and it all falls to pieces. The sense of motion is non-existent. Okay, it does give an impression of movement, but nothing like the speed you should be travelling at. The scenery saunters past in a smooth manner, but it's simply not fast enough. Which is an unforgivable crime for a high-speed racing game. Second big problem is the control of your bike - it's ridiculous. You know those base-weighted toys that you can tip over to one side and then watch them spring back up again settling back to their normal position? They're usually clowns or something, with a round bottom instead of legs. Well, the control in Hang On 95 is like that. Press left or right and your bike flops over to one side, let go and it bounces back to vertical. It makes the bike appear like a cardboard cut-out. Not only does it look terrible, but it makes steering far more awkward than it should be.

Further problems arise with the different views available. There are two different viewpoints from behind, but in both your on-screen alter ego tends to obscure your sight of the track ahead. The third option is a first-person perspective, which is better although the control is a bit touchy. Then there's the way you are able to drive straight through any of the other bikes in the race, the absurd crashes, and the whole boring structure of this type of game. We've seen it all too many times before. To sum up: Hang On GP 95 is crap.

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DAVID WILDGOOSE

VISUALS 65
 SOUND 60
 GAMEPLAY 50
 LONGTERM 20
 OVERALL 45

Advanced Civilization

PC CD ROM

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-8
 PUBLISHER: AVALON
 PRICE: TBA
 RATING: TBA

Don't be deceived by the title, for Advanced Civilization has absolutely nothing to do with Civilization (the Sid Meier strategy classic). The more cynical among us may even suggest that the similarity between the two names could be construed as less than coincidental. I'm a trusting soul, so I'll refrain from accusing anyone. Mind you, the typeface on the box seems remarkably familiar. "Advanced" Civilization, you'll be astonished to discover, is a strategy game - but not a particularly good one. Despite containing all the elements essential to any self-respecting empire-building planetary conquest tactical combat resource management city development scientific advancement games, Avalon somehow conspired to turn it all into an insufferably tedious mess. The root of the problem is that AC is based upon a board game (called, rather confusingly, Civilization) and it shows. Play takes place in and around the Mediterranean Sea beginning way, way back in the year 8000 BC. You have to do all the usual empire-building (etc) stuff. To save space, I'll just list the things I didn't like about it.

It's turn-based. Territories have population limits. Say the limit is 3 and, at the end of your turn, you have 3 tokens there. When your next turn comes around this will have increased to 6 (due to the unstoppable procreational drive of the inhabi-



tants). Yet, the limit is still 3, so the extras will have to be moved elsewhere, into other territories with equally "catholic" citizens, or be lost altogether. The amount of pointless fiddling around each turn is mind-numbingly dull. Combat is shockingly limited to the point of virtual non-existence. If, at the end of everybody's turn, there happen to be two sets of tokens in the one territory, and their number exceeds the limit, then the computer does some mysterious calculations so that, come the next turn, one of the sets will have vanished. I found it slightly difficult to get excited by this.

Finally, there's the resource management bit, and this is where AC's seams split wide open to reveal the naked board game flesh beneath. It's all about cards, you see. Trading, bluffing, and swapping "goods" cards to accumulate points. It's a bit silly, frankly. Especially when there's the chance of getting a "calamity" card instead, which reduces the occurrence of plagues, famines, and barbarian invasions to the luck of the draw. Surely your own management ability and tactics should have some bearing on proceedings?

VISUALS: 60
 SOUND: 63
 GAMEPLAY: 50
 LONGTERM: 55
 OVERALL: 55

DAVID WILDGOOSE

Battle Isle 3: Shadow Of The Emperor

PC CD ROM

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-6
 PUBLISHER: BLUE BYTE
 PRICE: TBA
 RATING: TBA



Blue Byte, those curators of carnage, are at it again with the release of the third part of their Battle Isle series. The original game was hailed as the first "sexy" strategy game (whatever that means), because of the way it softened the image of this dry, salty genre by adding nice graphics, interesting game play and a bit of sci-fi to boot. It was however marred by an unfriendly interface which made the gamer play as much against his or her keyboard as against the computer opponent. Battle Isle 2 added a story to the slaughter by including good ol' cut scenes in between campaign battles to try and make you feel like it was all worth while. It also added the concept of 'shops' and factories so that you could repair and build your units, a concession to resource games like Dune II and Civilisation. Unfortunately the interface between gamer and computer still left a bit to be desired. Well now we have number three. Just how much have the Battle Isle builders learnt from the past?

Of course the game has lots of new, all singing and dancing cut scenes but, really, who gives a stuff? Intros and cut scenes can quite often take longer to produce than the actual game itself and adds enormous costs onto a production. If more gamers realised this and lobbied software companies to stop wasting their time and our money we could be getting games in half the time and at half the cost - no joke! The cut scenes in B13 really add nothing to what is essentially the same game as Battle Isle 2 with new missions and a few new units. Don't get me wrong, this is a solid strategy game that appeals because of the way it sits ideologically speaking, in between pop strategy like C&C and hard strategy like Harpoon II. It just irks me that so much time has been wasted on video bits when Blue Byte could have been developing the game engine. That's the part we play, after all.

The computer AI is still the same beast from B12 and if you've already sussed it out you will have to play networked for a challenge, and this is the best fun anyway. The game runs under DX2, and allows you to customise the interface. Unfortunately you can't really 'customise' it at all as the screens have a very limited degree of resizing, some none at all! Battle Isle 3 is a solid strategy game but probably should have been released as an upgrade to Battle Isle 2 without all the video bollocks and unnecessary hype.

VISUALS: 82
 SOUND: 72
 GAMEPLAY: 85
 LONGTERM: 80
 OVERALL: 82

GEORGE SOROPOS

Earthworm Jim

PC CD ROM

AVAILABLE: NOW
 CATEGORY: PLATFORM
 PLAYERS: ONE
 PUBLISHER: ACTIVISION
 PRICE: \$ 9.00
 RATING: G



Leading the charge of games being ported from the consoles to PC is Earthworm Jim. In case you're kinda like Jim and have been living under a rock all your life, here's a brief rundown on the game. EJ is a very original 2D platform game that took the console world by surprise. Featuring a worm with an attitude, it's goes way beyond the average run of the mill "jump and shoot" platformers. The plot basically revolves around an ordinary earthworm who winds up with a superpowered suit. Your role is to guide Jim through the daunting task of keeping the super-powered suit away from the many enemies who will stop at nothing in obtaining it. It's not all bad though, because you are armed with a fierce arsenal of weapons ranging from whips, plasma guns, hamsters and other high-tech equipment.

EJ's console success can be put down to the variety of highly entertaining events which take place. One minute you'll be bungee jumping, in another you're sending a cow into hyperspace. It would appear that the transfer from console to PC would be a risky task, but thankfully Activision have handled it well. Although you'll need a high-end machine and Windows 95, PC users are in store for a pleasant surprise. Along with the speed, gameplay and fun of the original, EJ has been treated with major enhancements to make the game more entertaining. Gone are the maximum 64 colours of the Sega version. The backgrounds and characters have been retouched in a whopping 256 colours and new animations have been added into the game. But the enhancements don't just stop there. There's an entire new level, complete with new enemies, as well as over 50 minutes of CD quality music. To top things off, Jim can now blast his way through all the levels using a new homing rocket weapon that was not featured in the cartridge versions.

Earthworm Jim for the PC retains all the originality and flavour of the console version and will make a worthwhile addition to your library. If you like platform games, and yearn for one that offers great value then this is definitely a must get. It's much better than opening a can of worms.

VISUALS: 90
 SOUND: 86
 GAMEPLAY: 90
 LONGTERM: 80
 OVERALL: 88

HARRY MARAGOS

Anvil of Dawn

AVAILABLE: NOW
 CATEGORY: RPG
 PLAYERS: ONE
 PUBLISHER: NEW WORLD COMPUTING
 PRICE: \$79.95
 RATING: MA15



The world of Tempest is in a spot of bother. It seems that the Gods, or children of the Void as they prefer to be known, have been so busy watching Melrose that they've completely overlooked the teaming hordes of evil, puss filled public servants who are threatening to crush all things warm and cuddly beneath their mighty brown loafers. These despicable fiends are being led by a great lord of battle, a beast whose incendiary flatulence is legendary and who wears the badge of naughtyness proudly upon his sleeve. The only way to stop this cad is to find the secret source of his power. Four adventurers have been sent, of which you are one. And the rest, as they say, will be history.

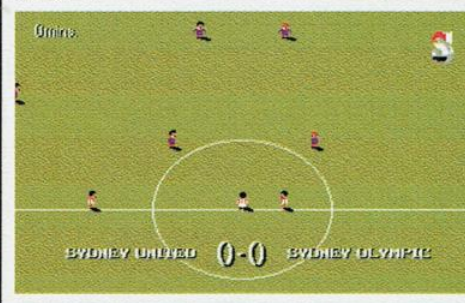
Anvil of Dawn is an RPG, a first person, right-angles only, "3D" slash fest. In fact it has all of the elements that I bagged in Stonekeep last issue but, bugger me silly with a warty cucumber, I have to say I like it. The game just has loads more character and depth, and that great Doomy edge of your seat paranoia. This is the first RPG that I know of from New World Computing and they've nailed it right off. Put this beside Dungeon Master II and have a good chortle. Anvil's graphics are good but not dazzling, the story is unoriginal but the all important little details come together to give you an addiction cigarette manufacturers can only dream about. Lots of spells from seven different realms, 37 different monsters, heaps of weapons and magic items, dungeons full of traps, puzzles and pressure plates and a big, big gaming world. Those of you only interested in walkabout 'graphic' adventures won't find much joy here, the exteriors are mostly pre-rendered FMV's which link the different areas together, and there is only limited gameplay involved in them. Hack, chop, bludgeon, poke, that's the name of the game. Your character has the usual attributes (strength, agility etc.), gains experience points seperately for weapon and magic skills and you're allowed to allot your aquired points wherever you like. There is an encumbrance level set by your strength, so you can't do any removalist truck impersonations but you can lug a fair amount of stuff before you start straining. The audio is quite atmospheric and the voices and monsters are great. I'm sure the days of these sorts of RPG are numbered, I'm amazed that no one has yet done a really good RPG using a Doom-like game engine. There are obvious limitations in the 90 degree turning, one step at a time drill that Anvil of Dawn uses, but it works hard within those limitations and succeeds in giving the player a lot of fun.

GEORGE SOROPOS

VISUALS 83
 SOUND 87
 GAMEPLAY 88
 LONGTERM ??
 OVERALL 87

Sensible World of Soccer

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: 1-64
 PUBLISHER: WARNER INTERACTIVE
 PRICE: TBA
 RATING: G



Most of you have probably already taken a peek at the phenomenal rating at the bottom of this review. And most of those of you who did are probably scratching your heads wondering why this obviously extraordinary game is only receiving a Byte Size instead of a double-page appraisal. Two things. One, Sensible World Of Soccer (SWOS) with it's small and weedy graphics simply isn't a big, sexy, glamorous title like FIFA 96. Two, even though SWOS is just as good as FIFA (and better in a lot of ways) its appeal will be nowhere near as universal as EA's legendary game.

SWOS is a game that will appeal mainly to football fanatics. It boasts an astonishing amount of options. Teams from all over the world (you want to play for the Warringah Dolphins in the NSW 1st Division? Go right ahead), DIY Cups and Leagues (knock-outs, group stages, away goals and the rest, including up to 64 human players!), and a Career mode (where you are the player-manager of the team of your choice). As a manager you needn't worry too much about finance, as player transfers are the limit of your business activities. Transfers are handled fairly well, with each player given a monetary value (rather than skill levels) which fluctuates throughout the game.

There is a wealth of tactical considerations. You pick the team and formation as you did in previous versions of Sensi. But here you can also fine tune each player's position, from where they line up to the runs that they make when a particular team-mate has possession. Then there's the actual game. Basically, it's much the same as the other Sensi. Except much, much harder. Only expert Sensi players will be able to start in the Italian 1st Division or the English Premier League. Most of us would be well-advised to venture first into the lower European divisions or the Australian A-League.

While graphically I can see little improvement, the sound in SWOS is much better than before and features context-sensitive crowd roars and chants as well as commentary. And a very silly theme song called "Goalscoringsuperstarhero" plus full video clip.

SWOS contains not only the best football simulation there is, but also the most comprehensive tactical designer around. Personally, I love it more than FIFA, but I should stress again that this isn't for the casual football supporter and gamer.

DAVID WILDOOSE



VISUALS 60
 SOUND 80
 GAMEPLAY 96
 LONGTERM 95
 OVERALL 95

V for Victory: Commemorative Collection

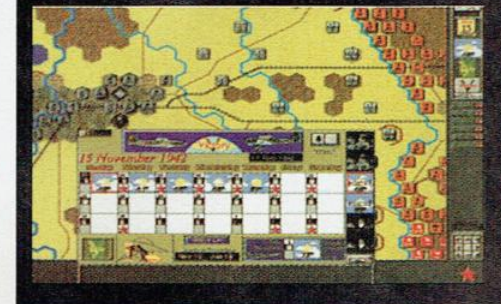
AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: ONE
 PUBLISHER: THREE-SIXTY
 PRICE: \$89.95
 RATING: G8

PC CD ROM

It's been half a century since the big boys decided to put away their Lego and go home, as I'm sure all of you out there know after a year of teary eyed reminiscing and political opportunism. A year when some of the long held secrets of WWII could finally be revealed, "You mean officers of the Army weren't supposed to have cabin boys? Well what was that smart young man doing in General Walloper's quarters every afternoon?" A year in

which Germany, as a nation, became dreadfully embarrassed, "We did what? Oh surely not, I was out in the shed the whole time knocking up a few thousand sausages to feed the boy scouts, you know, the ones in those nice black uniforms with their initials on the collar". A year when the world discovered that there are two hundred ways to say "kiss my butt" in Japanese but not one to say "I'm sorry". A year when the world discovered that a nation that permits the sale of schoolgirls soiled underwear in street vending machines is above any regret for fixing half the world. A year when people like Three-Sixty can bundle four of the best WWII strategy games ever into one package and give you excellent value for money under the guise of a special commemorative collection.

Most of you into the historical strategy thing will be familiar with these games; Utah Beach, Market Garden, Velikive Luke and Gold-Juno-



Sword, and if you already own one then this is the perfect opportunity to get the lot at a good price. Each one is painstakingly accurate on a tactical level and they all share Three-Sixty's smooth, painless interface. The only criticism I can give of this package is that the excellent user manuals of the originals have been sacrificed (to save money I guess) and replaced by a cheaply printed tome which could double as a housebrick, if you are considering renovations. This lot will keep all the armchair Generals out there busy for a long time, much to the relief of the cabin boys, I'm sure.

GEORGE SOROPOS

VISUALS 86
 SOUND 84
 GAMEPLAY 88
 LONGTERM 90
 OVERALL 87

Silent Steel

PC CD ROM

AVAILABLE: NOW
 CATEGORY: INTERACTIVE MOVIE
 PLAYERS: ONE
 PUBLISHER: OCEAN
 PRICE: TBA
 RATING: TBA



"Shiver me timbers Cap'n, a Libyan sub has just snuck out of the Mediterranean, headed our way!"

"Right you are Ensign, put those rubber gloves away, we'll have to continue that later."

And so begins Ocean's epic new 'interactive' movie Silent Steel, an underwater thriller that takes us back to those halcyon days of the Cold War when the good guys fought for freedom and justice and the bad guys had one eyebrow. You play the part of Captain of the USS Idaho, a nuclear attack sub on patrol in the Atlantic. And darn it if some of those Godless Libyan maniacs aren't roaming about out there somewhere, just itching to get us. The nerve of them, thinking they can come out here into international waters and just sail about, willy nilly, without our permission! Of course they must be found and dealt with; we'll show 'em what happens to people who refuse to embrace the obvious benefits of Christianity and capitalism. And of course what would any Cold War thriller be without an appearance by those lovable Russians, portrayed here in typical beady-eyed, bald headed, trigger happy fashion.

The format of Silent Steel allows you to make decisions regarding the operations of your sub and the actions of your crew every 30 seconds or so. This is done by selecting one of three options presented to you at the end of each video sequence, which in turn effects which video sequence is played next. This may sound a little dull but enough different footage has been taken so that you see a good variety of outcomes and scenes each time you play. Some of the choices you have to make to continue through the game, if I can call it that, are not based on logic however, just on guess work, this makes Silent Steel more replayable but takes away much of the notion that you are in control and thereby defeats the whole purpose of this 'interactive' business really!

The performances of the cast is one of Silent Steel's strongest points and the production values are very high but, call me old fashioned, I honestly think this format is far too limited in its gameplay potential to be of much interest to the serious gamer as, like its Hollywood contemporaries, it doesn't tax the brain enough to be a challenge. It's basically a purely visual experience, and not really a game at all, so it's up to your own tastes whether it interests you or not!

VISUALS 88
 SOUND 86
 GAMEPLAY 75
 LONGTERM 75
 OVERALL 78

GEORGE SOROPOS

Total Distortion

AVAILABLE: NOW

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: POP ROCKET

PRICE: TBA

RATING: G

PC CDROM



Here's a strange hybrid beast which calls itself a 'music video adventure game.' A by-line like that is sure to generate less excitement than the Royal Saint Uncle Toby's Blind Celebrity Golf Tournament, and the "Made with Macromedia" badge on the box is enough to send a shiver down any seasoned punters spine, but one must press on in the interest of science, and see what's going on here.

The story goes that you're a video producer on alternate Earth who's just inherited a heap of cash. So you decided to spend it on a Personal Media Tower (a portable house cum A/V production studio) and teleported to another dimension to find 'groovy' footage for the videos which will, hopefully, make you rich and famous. It's not sounding much better, is it? Well, bear with me, as this is actually about the best Macromedia type game I've played and even though I wouldn't rank it up there with any of my favourite 'real' games its inventive gameplay might appeal to some.

Total Distortion is the dimension you've landed in, so called because of the prevalence of loud and tacky guitar feedback (keeps getting worse, i know). Inside your Personal Media Tower are all the things which you will need to survive your new home and make your movies. The Kitchen level can make up drinks and sandwiches to your specification, the Engine level has the engines, the Library level has lots of interesting multimedia books to check out, including a homage to San Francisco, and the penthouse suite houses your trusty Video Sequencer. This gizmo allows you to browse through a library of video clips, put them in sequence with titles

and music and sell it to the world. The adventure part of the game is the search you must make into the world outside for new clips for your videos. This involves guitar based combat(!) and the usual roaming about.

All in all it's an interesting effort, but these sorts of things usually lose their gloss quickly and i'm not sure if it will retain your interest for long.

VISUALS 86
 SOUND 45
 GAMEPLAY 70
 LONGTERM 60
 OVERALL 70

GEORGE SOROPOS

Fighter Duel

PC CD ROM

AVAILABLE: NOW
 CATEGORY: FLIGHT SIM
 PLAYERS: 1-2
 PUBLISHER: PHILIPS
 PRICE: \$79.95
 RATING: G



Having played more than a few half-complete beta versions in my time, I'm well familiar with the feeling of flying only a nuts and bolts game engine, without the prettiness of the final releases' graphics, mission structure and the like. It's the same feeling I got after ripping the shrink wrap off the finished Fighter Duel and giving it a whirl.

Here we have a combat flight sim that's very faithful to the name of its genre, for a simulation of fighting flight is what you get, but nothing more. None of the bells and whistles that attract folks with reasonable expectations to this sort of game are included. Bells and whistles? Sorry, no, let's say "fundamental essentials" instead shall we. I'm talking about missions with objectives, campaigns even... Some scenery would be nice too, as would a point to it all.

Fire the game up and you get an ugly little selection screen where you chose which of the 13 WWII planes you'll fly, what sort of planes you'll be up against and how many of them, as well as the convoluted luxury of being able to choose whether you start in the air or on the ground.

Now, call me an old fashioned anally retentive whiner, but my idea of living the fighter pilot fantasy is not repeating the same straight dogfighting combat routine ad nauseam, over the same tiny square of ocean decorated only by the same three or four blotches of green and a carrier. It never changes! The islands are utterly sparse, in a tight clump and owners of this game will get to know their minimal contours intimately. The only graphical deviance is the option to turn the clouds off.

Gameplay? Take off, shoot them down within a couple of minutes (the bad guys wait conveniently nearby), then do it again a few hundred times to justify the money spent. Woo hoo.

As I remove my bloodied boot from the carcass of the game, it's worth mentioning the sweet flight model. It's wasted though; tinsel that tarts up a hollow shell of the game.

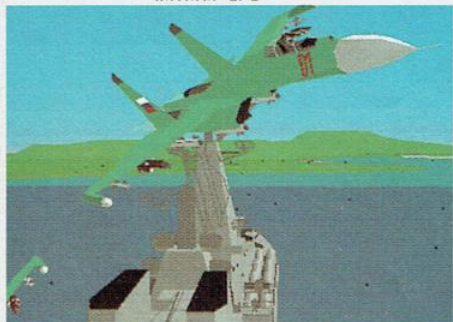
BEN MANSILL

VISUALS 72
 SOUND 50
 GAMEPLAY 75
 LONGTERM 70
 OVERALL 75

SU-27 Flanker

PC CD ROM

AVAILABLE: NOW
 CATEGORY: FLIGHT SIM
 PLAYERS: ONE
 PUBLISHER: SSI
 PRICE: \$49.95
 RATING: G8



The SU-27 is Russia's premiere air superiority/interceptor fighter. It's a sexy looking beast with awesome capabilities. Sounds like a prime candidate for a combat flight sim to me. In what must rate as a cool factor of about a million, SU-27 was developed entirely in Russia, by Russian programmers and with the overseeing guidance of one Anatoly Kvochur, who is as close as you'll get to a celebrity fighter pilot. Even the manual is a quirky translation. Love it. This is a sim overflowing with the right stuff. Particularly joyous is the flight model; not only does it feel just right, but you can watch the included in-cockpit video footage

of Kvochur pulling a few manoeuvres, then do them yourself and marvel at how faithfully the sim replicates the performance characteristics.

This sim's war has Russia and Ukraine fighting over Crimea. It's refreshing to see the Russians aren't bound by the obligations of political correctness which seems to typify western flight sims.

The SU-27 you'll be flying takes a few liberties with reality. As with the American F-15, there are dedicated air-to-air and air-to-ground versions, but the plane modelled has both capabilities in the one version. Reality be damned I say, as it makes for many varied missions. The complete repertoire of sim missions are included, from stock standard intercepts to attack missions on enemy missile sites. All require 100% concentration, complete mastery of intricate systems and the employment of every air combat trick in the book - like terrain hugging ingress runs to avoid SAMs with high altitude capability, followed by rapid zoom climbs immediately after weapons release to put some space between you and the AAA sites guarding your target. Cool fun.

As with any sim of this complexity, it's got its fair share of bugs, but a major patch should be available about the time you read this.

It's been a long time between quality jet combat sims. SU-27 is the best since Tornado and if this is your flavour of fun then you'd be mad to miss it

BEN MANSILLOV

VISUALS 75
 SOUND 76
 GAMEPLAY 90
 LONGTERM 90
 OVERALL 89

Frankenstein: Through the Eyes of the Monster

PC (windows) / MAC CD ROM

AVAILABLE: NOW
 CATEGORY: ADVENTURE
 PLAYERS: ONE
 PUBLISHER: INTERPLAY
 PRICE: \$89.95
 RATING: M15+

For anyone who enjoyed Tim Curry's hysterical performance as the perverse 'Dr Frankenfurter' in The Rocky Horror Picture Show, this game will have a certain tongue-in-cheek 'je ne sais quoi' (look it up in a French dictionary) from the word go. While Curry is playing it straight this time, his portrayal of Dr Frankenstein is still rather flamboyant to say the least. If you pay attention, you'll also pick up more than a few allusions to the cult 70's hit. But please don't get the wrong idea, Frankenstein isn't a game which concerns itself with the deeds of transvestite aliens from the planet Transsexual. The game actually plays very much like Myst, with plenty of beautiful rendered locations to explore and more than a few puzzles to solve.

In an effort to extract some more mileage from this well worn story, Interplay have introduced a new twist to the proceedings which sees the player playing the part of the monster himself. While the game was obviously inspired by Mary Shelley's novel, it certainly doesn't attempt to remain true to the plot of this venerable classic. In fact I can't really define a cohesive storyline, with the game preferring to lead the player on a quest of exploration and puzzle-solving.

The graphics of Frankenstein are stunning, definitely up there with those of Myst. Like Myst the player views the action from the first person perspective. The game fea-



tures plenty of digitised video which the developers have managed to successfully integrate into the rendered scenery. The acting in the game is above average: Tim Curry certainly gives the proceedings a touch of hammy class. Sound-effects and music are also crisp and clear.

In Frankenstein, the player must explore the many rooms, mazes and tunnels of the castle. While the mazes alone may prove to be too challenging for many gamers (a book of graph paper is a must here), there are also plenty of mind-numbing puzzles. This fairly taxing combination may mean that Frankenstein is best suited to more mature gamers or possibly child prodigies.

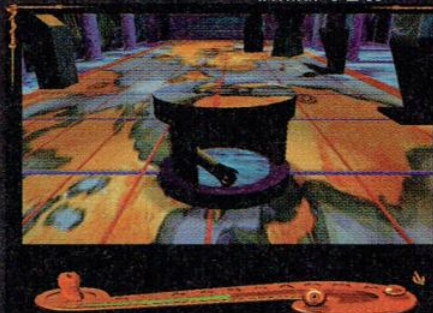
In summary I liked this game quite a lot. PC owners be warned though: it is a Windows game and will require either Win 3.1 or Win95 to run.

JULIAN SCHOFFEL

VISUALS 90
 SOUND 80
 GAMEPLAY 75
 LONGTERM 85
 OVERALL 80

Shivers

AVAILABLE: NOW
 CATEGORY: ADVENTURE
 PLAYERS: ONE
 PUBLISHER: SIERRA
 PRICE: \$99.95
 RATING: TBA



PC (windows) / MAC CD ROM

Shivers is yet another Myst-inspired adventure game. This time with a horror bent. You play some obnoxious American teenager who, as it is revealed in the patronising FMV intro (complete with acting that could generously be described as rubbish), has been locked inside the grounds of an apparently deserted museum of the strange and macabre, for a whole night.

The museum is the brainchild of the "eccentric" Professor Windlenot, who disappeared, along with several of the museum's visitors, under the obligatory Mysterious Circumstances several years ago. Naturally, being the star of a computer game that you are, you decide to seize the opportunity to snoop around the old building and attempt to discover just what really happened. But of course, the actual gameplay is nothing of the sort. What you really do is wander around a series of pretty graphic stills desperately searching for something to DO, finally giving up after about three hours of intense boredom, and then loading up Descent (The Greatest Game Ever - FACT!) instead.

Avid readers may be wondering why I liked similar games such as Gadget (HYPER #23) or even Mansion of Hidden Souls (this issue), but not Shivers. I'll tell you. Shivers is aimless. Sierra would have you believe that this is a totally non-linear game, and in a sense they're correct; you can attack the puzzles in virtually any order you wish. But what it really means is that the gameplay meanders, it sags badly and doesn't adhere firmly together. Gadget and Mansion of Hidden Souls are both tightly scripted, their taut structures don't allow the player to lose interest for a second. Shivers has crap

puzzles. Sliding block puzzles do not make for a thrilling game, and they barely even qualify as a futile effort at patching up a threadbare storyline. In an adventure I want puns, predicaments, paranoia, perversity, pursuit, PURPOSE, not bloody sliding block puzzles.

Oh, and the graphics. Presumably they're supposed to be a bit scary. Well, they're certainly striking in their clean rendered splendour (as if the artists had borrowed the palette of Henri Matisse). But the ghosts who appear on occasion (you're meant to capture them in various pots) are drawn in a different style to everything else and seem incongruous. And the way the pointer changes to an hourglass and the CD drive starts whirring away whenever you approach one of the said spectral creatures, kinda dilutes the shock value somewhat when they finally do leap into view.

DAVID WILDGOOSE

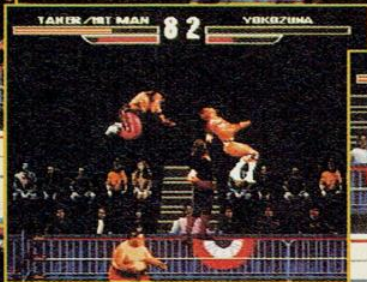
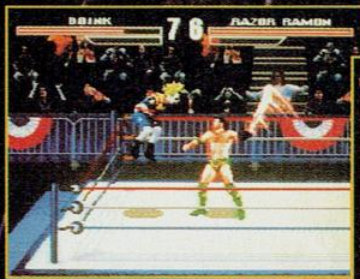
VISUALS 80
 SOUND 87
 GAMEPLAY 60
 LONGTERM 64
 OVERALL 65



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NBA Jam T.E.

Playstation

CHEAT CODES

Pump it up homeboy, these codes are hot.

On fire - D, R, R, CIRCLE, TRIANGLE, I

Dunk anywhere - L, R, X, CIRCLE, CIRCLE, X

Defense - R, UP, D, R, D, UP

3's - UP, D, L, R, L, D, UP

Quick hands - L, L, L, L, CIRCLE, R

Max power - R, R, L, R, X, X, R

Big head - Repeat this five times:

SQUARE, X, CIRCLE, TRIANGLE

Mammoth head - Repeat this

five times: SQUARE, TRIANGLE,

CIRCLE, X

Baby mode - Repeat this five

times: SQUARE, CIRCLE

Huge mode - Repeat this five

times: TRIANGLE, X

Twisted Metal

Playstation

LEVEL CODES AND CHEATS

For the inept amongst you, here are the passwords for the levels in Twisted Metal, say five John Piddocks every time you use them:

Warehouse - Circle, Triangle,

Square, Circle, Circle

Freeway - X, Square, Square,

Circle, Triangle

Park - X, Triangle, Square,

Circle, Square

Cyberbia - X, Square, Triangle,

Triangle, Triangle

Rooftop - Square, Triangle, X,

Circle, X

CHEAT CODES:

Secret Level (More enemies):

Square, Triangle, Circle,

Square, Square

Helicopter View: Circle, Circle,

Triangle, X

Lemmings 3D

PC

LEVEL CODES:

FUN

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TRICKY

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TAXING

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MAYHEM

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Doom

Playstation

MAP CODE

The first of many more codes for this smouldering conversion. First pause the game, then enter: TRIANGLE, TRIANGLE, L2, R2, L2, R2, R1, CIRCLE. OR: TRIANGLE, TRIANGLE, L2, R2, L2, R2, R1, SQUARE.



Balla - Directors Cut

3DO

FIGHTER MORPH

If Shang Tsung can do it in MK, so can you in this top 3DO game.

Ronk - L, L, A + C

Turbo - R, R, A + C

Divine - UP, R, A + C

Zombie - D, D, A + C

Yoko - U, L, A + C

Tsunami - L, R, A + C

Boomer - R, L, A + C

Crusher - U, L, D, R, A + C

Bruiser - U, R, D, L, A + C

Warcraft 2

PC CD ROM

CHEAT CODES

Here they are (some at least!) cheats for the commercial

version of this most classic

strategy game. Press ENTER

while playing to bring up the

multiplayer communication

line, then press ENTER again

once you've put in the code

you want.

SHOWPATH - reveal map

VALDEZ - 5000 oil

LUMBER - faster wood choppers
MAKE IT SO - faster construction
THERE CAN ONLY BE ONE
 - win current game

1995 ROCK & ROLL YEARBOOK

NDD • ISSUE 517 • YEARBOOK 1995 SNZ8.95 [GST INCL.] \$7.95

Rolling Stone

SPECIAL ISSUE

PJ
Harvey

John
Travolta

Teen
Bedrooms

Green
Day

Helen
Demidenko

Jerry
Garcia

Magda
Szubanski

Nicolas
Cage

X-FILES

UNCOVERED

An Investigation By

ANDREW DENTON



ON SALE NOW

Sega Rally Saturn

Mirror Mode: Hold down Y and press C when at the Select Game screen in Arcade mode.

Hyper Car Mode: Hold down X and press C when you choose your car at the Car Select screen.

Warhawk Playstation

CODES, CODES, & MORE CODES

(S-square, T-triangle, X-cross, O-circle, include spaces)

TTOTSTTX - infinite weapons
OOOXTXX - infinite weapons, invincibility

SOSSTXTT - 9999 flashbombs

XOOSXTOT - super swarms, ultra lock-ons

TXTSOXOO - Stormland

TOTOTXSS - Gauntlet level

STXXXTOS - Volcano level

XTXSSTST - Airship level

OTTXOOSO - Canyon level

TSXTXXSS - Desert level

Theme Park Mega Drive

MONEY & RIDES

Enter the following passwords:

ZARKON - will give you all the shops, rides, etc for the stage.

8AAACAA9999 - will give you oodles and oodles of cash.

Thanks to Matthew Lamb from QLD for those.

Yoshi's Island SNES

To gain some practice on the bonus levels instantly, simply press X, X, Y, B, and A while holding down Select on the level select screen.

Rayman Playstation

EXTRA CONTINUES

Submitted by: Dave DeBry
(grue_xmission.com)

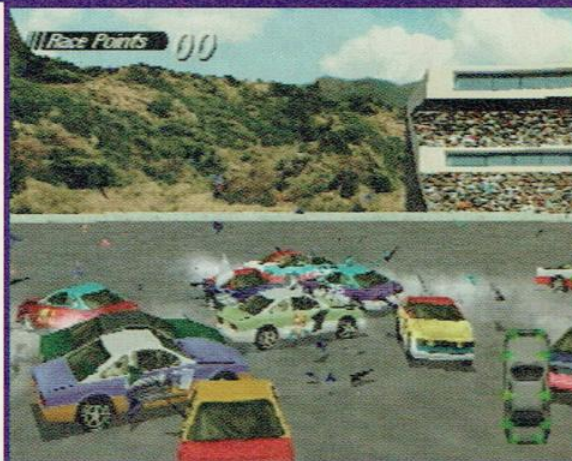
If you have 0, 1, or 2 continues left, slowly press Up, Down, Right, and Left, in turn at the Continue screen. You should get 10 continues. Make sure you press them slowly though.



Magic Carpet 2 PC CD ROM

CHEATS

Submitted by: Baron
(baron_odyssey.net)
During play, type "i" and "windy", then press:
Alt+F1 - all spells
Alt+F2 - more mana
Alt+F3 - destroy other players
Alt+F4 - destroy other castles
Alt+F5 - destroy other balloons
Alt+F6 - full health
Alt+F7 - kill all creatures
Alt+F8 - next experience level
Alt+F9 - free spell
Alt+F10 - invincibility



Twisted Metal Playstation

CODES

Invincibility - STX O
Infinite weapons - T S00
Level 2 - CTSCC
Level 3 - XSSCT
Level 4 - XTSCS
Level 5 - XSTTT
Level 6 - STXCX

Destruction Derby Playstation

HIDDEN TRACK

Andrew Perry from NZ reckons you can enter your name as "REFLECT!" (including exclamation mark) to gain access to a special hidden track. Oh, and congratulations on your first ever tip, Andrew!

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

HYPER»

Hint, Cheat and Playguide

NOV 1996

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

SEGA NINTENDO PC 3DO PLAYSTATION MAC ARCADE

MK3 SNES

SMOKE'S MOVES.

We showed you last month how to choose Smoke, but we foolishly left out his moves. Doh. This month we come close to making amends with just two of his moves (the only two we know):

Grappling hook: B, B, LP
Teleport punch: F, F, LK.



MK3

Mega Drive

PLAY AS SMOKE

When the MK3 logo appears, and the bell tolls, enter:
A, B, B, A, down, A, B, B, A,
down, up, up.

CHEAT SCREEN

At the main menu, press
A, C, up, B, up, B, A, D.

Wacky Wheels PC

CHEATS

When typing "WW" at the dos prompt, add the following:
Fire: Receive 99 Fireballs per race.
Ice: Receive 99 Ice Cubes per race.
Hog: Receive 99 Hogs a race.
Jump: Jump (press accelerate and brake simultaneously during race).
Turbo: Turbo boost (Simultaneously press brake and fire during race).
Also, during the game, to receive ice cubes which slow down your opponents, hold down the fire button.

Street Fighter: the Movie Playstation

PLAY AS AKUMA

Highlight Guile on the character selection screen. Press up R1, down L2, right L1, left R1. Must be done very quickly and precisely. Akuma's moves are as follows:
Fireball: D, DF, F, punch (can be done in mid-air).
Red Fireball: B, DB, D, DF, F, punch.
Hurricane Kick: D, DB, B, kick.
Dragon Punch: F, D, DF, punch.
Teleport: F, D, DF or B, D, DB and two punches or two kicks.
Double fireball (need full "SUPER" bar): D, DF, F, two punches.
Super Move: D, DF, F, D DF, F, punch.

Daytona USA Saturn

SPEEDO CHANGE

At the title screen, press X+Y+Z on controller 2, then start on controller 1. Begin a new game and you will find that the speedometer is in kilometers per hour, not miles. And I thought I had wasted my money on that game.

WWF Raw 32X

SUPER PUNCHES

At the legal screen, hold start and press up five times.

PLAY AS KWANG

Press DOWN+A+B on character select screen.

MIRROR MATCH

On player select screen, after selecting character hold UP+A+C.

CHANGE PLAYER ATTRIBUTES

On View Stats screen, enter these the appropriate code to change the attributes of the given wrestler:
Bret Hart: Diagonally down-left + START.
Yokozuma: Up + A and C.
Luna Vachon: Diagonally up-right + C.
Undertaker: Right + START + A.
Razor Ramon: Left + A and C.
Lex Luger: Diagonally down-right + START.
Doink: Left and START + A and C.
Shawn Michaels: Diagonally down-left + A and C.
Diesel: Down and START + A and C.
Kwang: Down + A + C.

ESPN: Extreme Games Playstation

SOLO RACE FOR EASY CASH

Go to the TV marked with a 1 in the equipment room and press X. Then go to the equipment selections and deactivate each one by pressing X. You can now race solo, winning every time, thus earning heaps of cash. Repeat until your loaded, then go burko buying great equipment.

NFL Gameday Playstation

CHEATS

You can thank Killboy Powerhead for these. His parents also deserve credit for their sense of humour... Enter these codes by going into the OPTIONS screen, press SELECT, then SELECT again. All letters must be in CAPS and don't forget the dots.
URNOTREDE - Ultra difficulty in 1 player game.
SKELETON - 2 new teams.
PICK.CITY - Interceptions anyone?
BIG.BOYS - Backs are huge and powerful.
OFFENSE - Awesome offense.
DEFENSE - Vice versa...
STICKUM - Try it!
MAYHEM - ...and again.



Criticom Playstation

LEVEL CODES

Not the most fabulous game ever, Carlos Manalo likes it though and if you do too, then these are for you.
GORM - Level 2: CHAM, Level 3: MARV
YENJI - Level 2: SPID
S.I.D. - Level 2: ODTN, Level 3: BATM
EXENE - Level 2: SPHE

HWED Deathkeep 3DO

UNLIMITED SPELLS

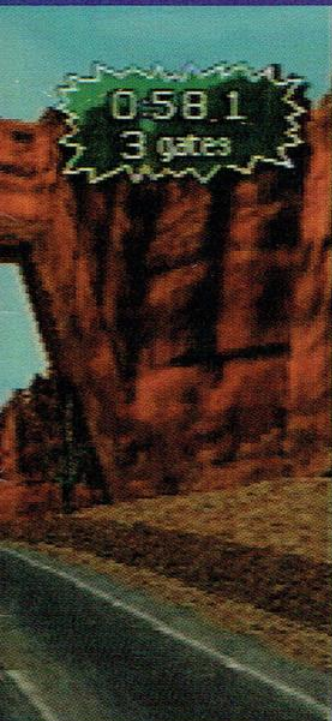
Another Bret Faller code. Thanks mate. During play, press X (stop). Now hold both SHIFT buttons and press A, B, A, C, A. You will no longer need to rest to reset your spells.



Primal Rage SNES

CHEAT MENU

At the menu screen press *left, left, left, right, right, left, left, right, right, right, left, right.*



Mechwarrior 3050 SNES

PASSWORDS

Level 1: BMBRMN
Level 2: 65C816
Level 3: B1GBND
Level 4: FSPRNG
Level 5: YHWX11



MX3

Playstation

PLAY AS SMOKE

At the copyright screen move the direction pad in a continuous clockwise motion. At the "Enter the Ultimate Kombat Kode" screen press *R* once, *TRIANGLE* six times, *CIRCLE* nine times and *X* six times within the nine seconds you are given.

CHEAT MENU

As soon as the intro screen with Raiden appears, press *TRIANGLE, SQUARE, CIRCLE, X, L1, L2, START*. Press up when the menu block with "Kombat" on it appears. You should see a blue question mark. Press any button to access the cheat menu.

VS SCREEN CODES

On the Vs screen, before the battle screen loads, both player 1 and 2 enter the following codes simultaneously for various cheats. The first 3 symbols are controlled by player 1, the last 3 by player 2. The numbers in brackets tell

you how many times you should press the corresponding button. For each player the first, second and third numbers are entered with the square, triangle and circle buttons respectively.

No throws: P1(100)-P2(100)

No blocking: P1(020)-P2(020)

No meters: P1(987)-P2(123)

Half energy for P1:

P1(033)-P2(000)

Half energy for P2:

P1(000)-P2(033)

Quarter energy for P1:

P1(707)-P2(000)

Quarter energy for P2:

P1(000)-P2(707)

Dark fighting: P1(688)-P2(422)

Random morphing:

P1(460)-P2(460)

Multimode: P1(985)-P2(125)

Unlimited run: P1(466)-P2(466)

Play galaxian: P1(642)-P2(468)

Winner fights Motaro:

P1(969)-P2(141)

Winner fights Noob Saibot:

P1(769)-P2(342)

Winner fights Shao Kahn:

P1(033)-P2(564)

Winner fights Smoke:

P1(205)-P2(926)

Hyper Formation Soccer Playstation

CHEATS

Hong Kong lad Tan Chun Yan told us about these, we're glad he did
100% Player Fitness: Choose the EXHIBITION MODE. Before the match begins select TEAM CONDITION, then press *RIGHT, UP, LEFT, DOWN* and *SQUARE*.
2 Extra Teams: On the MAIN MENU, HOLD *R*, *L*, *RIGHT, SQUARE* and press *TRIANGLE, X* button once. You'll get a sound if it worked. Two extra teams are now available - Master and Human.

Lethal Enforcers II: Gun Fighters Mega CD

STAGE SELECT

At the title screen press *up, up, down, down, left, right, left, right, A, B, C*.



Rayman Playstation

PASSWORD

Enter the password 942KV3W9XD to start on Mr Dark, with 99 lives, and all the Electroons found.

Gex 3DO

SUPER FAST MODE

Bret Faller likes his lizards with a bit of velocity. During the game PAUSE and HOLD *R-SHIFT* while pressing *LEFT, C, DOWN, RIGHT, UPUP, RIGHT, RIGHT*. Un-pause and hold tight!

Fury 3 PC

CHEATS

Alan Schneider likes this game, probably hasn't seen Terminal Velocity we suspect...
TRYMEON - Invincibility
GIVITUP - All weapons
URDUSTD - Turbo
JUMPNIT - Skip to next level

the HMP ER

hint cheat

A A N O D

playguide

OUT NOW

1996

Letters please...

HYPER Letters
PO Box 634
Strawberry Hills
NSW 2012
Fax: (02) 310 1315

E-mail:

freakscene@next.com.au



The HYPER CREW use & Recommend...

We ate a lot of chocolate this month. No particular reason why... just did. Thai was a popular choice for lunch, as was scotch fillet or green pepper steak (Mark prefers the vegetable approach) at the Tudor Inn just down the road. Lunches were most often washed down with Coke, while VB proved to be popular with the steak. Mac and Pizza Hut attacks were as frequent as usual, but Hungry Jacks is making inroads - the whopper double-beef with cheese being Bens favourite (Stuart goes for the Grilled Chicken) for the energy needed to survive extended Virtua Fighter sessions.

Speaking of which, the screenies of

Virtua Fighter 2

plastered all over this page made us rush out and buy a banana smoothie each (although Stuart decided to be

different again and got a Pineapple juice - yum).

Boris; the crew cat; is partial to Snappy Tom Seafood Basket, but doesn't much like chocolate. We do though, we ate a lot of it this month...



PC INTEREST

Dear HYPERactive HYPERians at HYPER, I am really interested in PCs at the moment. I also have an Amiga 500 (don't laugh). I have some questions to ask you and you better answer them because I'm not in a good mood.

- 1) I've heard that the P6 is coming out in January. Is this true?
2) How much will it cost?
3) What are its specifications?

Thankyou for answering my questions, I'm feeling a lot better now.

THE MAD BLACK PUDDING Perth

The Amiga 500 is a beautiful machine and you're a beautiful person. The P6 is otherwise know as the Pentium Pro, it's out now and as CPU prices fall almost on a daily basis, there's no point in stating current prices - it's a lot more expensive than a standard Pentium though. It's specifically designed for 32bit applications, so 16bit stuff runs slower than on an equivalent MHz Pentium.

WARCRAFTY

To HYPER, I was playing Warcraft the other day and when I started a new game I realised there's an option called Direct-Link game and I am wondering if you could explain what this is and how I go about playing a Direct-Link and do I need a modem. Also will Warcraft 2 - the Tides of Darkness play on a system with only 4mb of RAM, and in the 8 player games, can you have teams or is it all on all. Thanks for your help.

JOSHUA TOBIN Direct-link (otherwise known as null-modem cable or serial cable) simply means linking two PCs with a cable specially made for the job and available at every computer shop on the planet. It's cheap and easy, but you've got to have the PCs next to each other. No, you won't be able to play Warcraft 2 with only 4mb of RAM - you'll need 8 but when you do get to play you can quite happily team up on other players.

ULTRA RESOLUTION

Dear HYPER, I recently read in your magazine about the Ultra 64. You said: "Resolutions from 320x244 to 1280x1024 for HDTV's". Does this mean if I had an old TV my Ultra 64 would run slow? I

hope it doesn't. R & J ENGLAND Port Pirie The 1280x1024 resolution turned out to be a rumour anyway so there's no need to worry. Even if that resolution was possible it wouldn't mean that the Ultra 64 would run slowly on a normal TV, it just means that it wouldn't run in the high-res mode.

KEEPING UP THE GOOD WORK Dear HYPER,

Thanks for the CD on the cover of your December mag. It's a great idea and I hope you continue it. But I would love to see a few different demos on the one CD. I have a few questions:

- 1) In your opinion, to settle it once and for all, out of the Pentium-120, 3DO, PlayStation, Saturn, which is THE most powerful gaming system.
2) After reading a letter in December about EA Aussie Rules, I got very excited and rang Electronic Arts. They told me the game was only being considered and they were waiting to see how many gamers supported the idea. I am worried so I urge EVERYBODY with access to a pen, paper and 45c to write to EA (they are in QLD) and ask for it to be released on PC-CD ROM as well. Speaking of which, do you think ARL will be released on PC?
3) Why do PC games get delayed for so long? Mechwarrior 2 was delayed for years, as was The Dig, NBA Live 96 is delayed until early next year, and now, the ultimate in racing games Microprose Grand Prix 2 has been delayed again until at least March!
4) Got any new or pics on Indycar 2? It could be a rival to GP2.
5) Finally, what exactly is you full WWW address? Because I looked everywhere in the December issue and could only see a bit of it.

Please keep up the good work by publishing this letter, and I promise this will be the only magazine I ever buy.

PAUL SCHILLER Riverton SA I'm glad you liked the bonus CD and we're looking at doing more CD mounts this year. 1) My opinion on the most powerful gaming system won't settle anything once and for all - as we keep saying, the tech specs don't mean shit if the games aren't good. Having said that, a Pentium 120 with new 3D Blaster card is a mighty powerful beast (Pentium 133 would be even better). 2) I would encourage everyone to hassle EA (nicely) for an Aussie Rules game. And yes, I think ARL will

come to the PC sometime this year. 3. There are different reasons for different games and there are no simple answers. A lot of time is often spent bug fixing and play testing. 4. Indycar 2 is reviewed in this very issue 5. http://hyperactive.com/games

ULTRA 64 DOUBTS

Dear HYPER, Your magazine is the best ever made!! Yadayadyada etc, etc. I'm writing to tell all the one-eyed Nintendo lovers that the Ultra 64 won't be as cheap as they think. All this who-har over a console that barely exits! The Ultra 64 may well be released in the USA for \$299 but when or IF it gets released in Australia, Nintendo will probably take advantage over Australia's 'Super Consoles' high prices. The Saturn is around \$799 in Australia and the PlayStation is around \$699 and the 3DO is around that price. Convert US\$299 to Australian Dollars and you'd get around \$400-\$500. So that's how much it would (or should) cost. But knowing Nintendo they'll tac on around \$50-\$100 on the price then would end up around \$600 Australian. So it really isn't that cheap after all. Oh yeah, how much do you (HYPER) and everyone else actually know for a fact about the Ultra 64?!?!?! I also have some questions:

- 1) I'm hearing a lot about a "MK3.5" and it'll probably have all the MK3 fighters that weren't in MK3 (like Scorpion, Kitana etc.). Do you know anything about it??
2) Sega has a habit of rushing things like the 32X and the Saturn and then they turn out 'technically worse' than the others. Is this true?
3) One of my friends said that Sony got it's ideas for the PlayStation from Nintendo when they were helping make the non-existent Ultra 64. Is this true??

From Christian Cannock Canberra ACT We know quite a lot about the Ultra 64 now and you will too if you read the feature in this issue. It certainly won't be priced at \$299 Australian but it

was never going to be. It will be out for under \$500 though (according to reports) and we should hopefully be able to buy one around June. 1. Ultimate MK3 is out in the arcades now with four new playable characters: Jade, Kitana, Reptile & Scorpion 2. Sega have tended to rush release hardware in the last year or so, so they can "keep ahead of the pack". As many gamers are realising though - it doesn't matter how many different pieces of hardware you have on the market, if you don't have the games or the third party support then the system is not going to succeed. 3. Sony was working with Nintendo on the CD ROM add-on for the SNES. Nintendo decided not to go ahead with the idea and Sony decided not to waste all the work and to put out their own game system instead. The result is the PlayStation.

MEGA CD OR NOT MEGA CD?

Dear HYPER, I think your mag is great and I buy it all the time, so keep pumping. I just wrote to ask you if you think it is worth buying a Mega CD, since they have come down in price to about \$200 and there are still some very good games for it. The thing I want to know is do

there don't appear to be many new games coming for the Mega CD (or 32X for that matter). Still, if you've got \$200 to throw away there are a couple of OK titles.

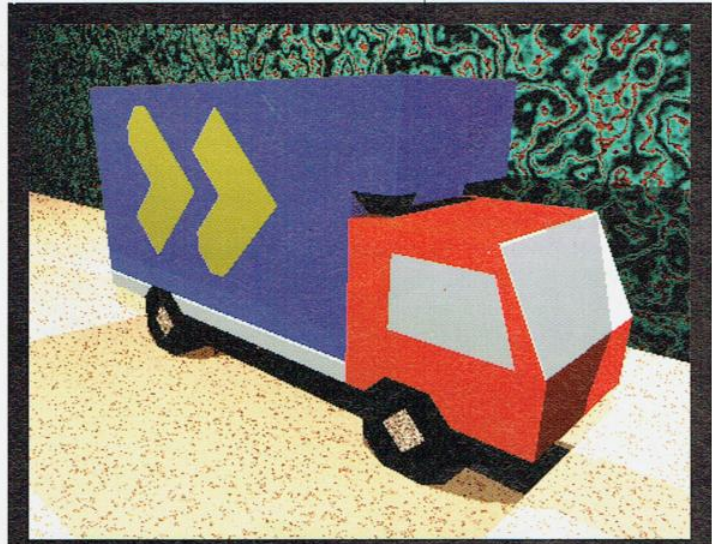
CONSOLE PRICES

Dear HYPER, Congratulations on creating the only computer magazine worth buying. It is totally brill. HYPER is the only mag I can rely on to give me the computer info I need, such as what consoles are worth buying.

Every time I ask about prices for 3DO, Saturn or Playstation, I'm told they will go up after Christmas. Is this true? I can only afford \$700, not the \$1100 I'm told they will cost next year. Is it worth buying a Sony Playstation now or should I wait until after Christmas? Will more PC games be released on consoles? I played Wing Commander 3 on the 3DO, and I thought it was better than the PC version. Will Wing Commander 4 be released on a console?

If you don't publish my letter, I'll be very hurt. I know you wouldn't want to do that.

Yours faithfully, KAI TETLE I don't want to hurt you so I'll answer your questions. There's NO WAY that



THIS IS THE TRUCK THAT YOUR HYPER SUBSCRIPTION COMES IN. WELL, IF HOUSHYAR FALLAH HAD HIS WAY IT WOULD ANYWAY. THANKS FOR THE ART FELLA!

you think it is worth getting one and will Sega still make good quality games for it? I would be very grateful if you could answer this question. Thanks.

A. MARRIOT To be honest, I'd say that a Mega CD is not worth it as Sega have now thrown all their efforts behind the Saturn and

prices for 3DO, Saturn and Playstation will go up. They'll come down, and fairly soon I hope - certainly before Nintendo's Ultra 64 is released. Yes, more PC games will be released on console and vice versa. Wing Commander 4 will probably be available on all "super consoles" as well as PC and Mac.

BEST THING MONEY CAN BUY

Dear HYPER,

I've been a HYPER reader for more than a year now and I think your mag is the best thing that money could buy (apart from a Sony Playstation). I am concerned at the growing number of wankers that wrote to you for the past few months. I feel the need to express my anger to all of the sensible people left in this world. There are a few points I'd like to make:

First, I'm pretty sick of all the debates over Daytona USA and Cruis'n USA. I know they are both very good games but Sega Rally rules. Daytona is fun, but it can't compare with Sega Rally on both graphics and gameplay; Cruis'n USA is basically Outrun with better graphics. How fun.

Secondly, I would like to say that the 3DO doesn't kick the Saturn's ass. I know there are more games on the 3DO, but hey, how many of these games are actually GOOD? Very few, I would say. Take a look at the games that are coming out on the Saturn: Virtua Cop, Virtua Fighter 2 and Sega Rally just to name a few. It's quality, not quantity. Don't bet your money on the M2 either. When Saturn 2 comes out it will kick its ass all the way to the moon and back.

Thirdly, the Australian version of the Playstation SUX! It is hopelessly expensive at \$695, and it is also 20-30% slower than the NTSC version. I was planning to buy a Sony Playstation but could not decide on whether to get the PAL or NTSC version. Sony helped me big time by announcing the official price of \$695. I am now going to buy a US version instead. It is cheaper (\$599), faster and I will receive games way earlier than the PAL version.

Here are a few questions:

- 1) Is Mechwarrior 2 going to come out on the Playstation?
- 2) Are there any sports games coming out on the Playstation?
- 3) What about a 64-bit upgrade for the Playstation?
- 4) Where the hell is the Ultra 64?

Thank you for your time.

M. JORDAN

Thanks for your opinions Mr Jordan. 1. No word as yet but check out Krazy Ivan instead as it's very similar 2. Yes, heaps including all the classic EA games like FIFA, NHL and Madden. 3. Sony are apparently already planning the Playstation 2 but let's not jump the gun as the Playstation 1 has only been out a couple of months 4. Locked away in Nintendo HQ where little gaming freaks like you can't get their hands on it. You'll be able to see one around June.

PAL PLAYSTATION IS SLOW?!

Dear HYPER,

I love your mag. I love it so much that I buy two or three issues at a time (just in case one gets lost). I think it's the best mag in the whole wide world.

Anyway, I'm writing to you for your opinion on a few things, plus some questions. I have recently bought a PAL Playstation and have heard that it runs up to 30% slower than the NTSC version. I have now played it a lot of times and have not noticed that it plays slow. I mean, if it were any faster, I would not know what the hell was going on. Can you notice the difference? Also, in your last issue, you reviewed a few Playstation games. Were you using a PAL or NTSC Playstation?

I have not bought any games with my Playstation, I just have the demo CD. The best game on that demo CD would have to be Toshinden, but I do have one concern. When the screen zooms right up close to the characters, there are disappearing polygons. Will this still occur in the full version?

Now let us get to the important questions:

1. When will MK3 be released for the Playstation?
2. Will it be 100% arcade perfect?
3. Are there any games on the Playstation that actually are 100% arcade perfect? Because in every game on the Playstation that is supposed to be arcade perfect, there is always one small difference.
4. How long before the Playstation becomes obsolete?

NICK PETERS,
Kogarah NSW

Nick, as I've said before, all PAL games will technically run slower than their NTSC equivalents but it really all comes down to the quality of the conversion. For example, PAL Ridge Racer is letter boxed and fairly slow whereas PAL Wipeout is full screen and blindingly fast. We review a

combination of NTSC and PAL titles (depending which format we get first). There are hardly any graphic glitches in Toshinden - it's one of the most beautiful games in the history of the world. 1. It's out 2. It's probably the closest home conversion 3. An arcade machine and a home machine are two separate things - don't worry about 100% accuracy, worry about how much fun it is to play 4. A long time.

I WANT AUSSIE RULES

Dear HYPER,

I don't want to sound like a suck but I think that your mag is bloody beautiful.

Every week I can't help noticing people's queries on EA Aussie Rules. I am getting extremely pissed off with the stupid dickheads who keep writing every week asking if it's going to come out or not. Duh, that question is being answered nearly every week. For all the ferals who still don't know, the game is rumoured to come out in 1996. Could you please get a bit of info on the game from EA, maybe even a sneak preview. It would be much appreciated.

From a grateful person,

NATHAN PYE

Mooroopna Victoria

Thanks Nathan but EA are still being very cagey about their Aussie Rules game. Everyone seems to want them to do one and being the lovely people that they are I'm sure that the public's wish is their command. More news when it breaks...

NINTENDO HAVE BEST GAMES

Dear HYPER,

In response to Andrew Monk, issue

25: You are a wanker. Did you ever stop to think that the reason people like Nintendo so much is because they have the best games? You are either:

- A. A "Sega only" biased dickhead;
- B. Jealous of all the great games SNES owners get;
- C. Both of the above.

Incidentally, I don't care what system a game is on. If it is good, I'll play it. It's just that lately, Nintendo seem to have the best games, and I'd be stupid to ignore them, ie: Yoshi's Island, Killer Instinct and the Mario RPG on the SNES, plus all of the exclusive Ultra 64 titles next April.

And who the hell has been sucked in with the Mega CD and 32X crap add-ons for the Mega Drive? At least Nintendo doesn't release a product or game unless it's ready for the market.

Why don't you wake up to yourself, buy a SNES now, and an Ultra 64 later? The games will be top quality like they are for the SNES.

MR BLACK

Ahhhh, no response needed...

WHERE'S HARVESTER?

Hi there!

You guys have the best magazine on the face of the earth

One question: Where the hell did Harvester go !!!!!!?

That looked like the most awesome game.

BRENT BARNES

Canuk@central.cc.nz

Harvester appears to have been pulled off the release schedules as it was getting too ultra-violent and hard-core. Apparently it couldn't have been released anywhere. There may be a bit of a "sanitised" version in the works though.

A FEW WEEE QUESTIONS

Dear HYPER,

Great mag. You are the Games Gods and we all worship you. Just a few wee questions for you able minded lot:

1. Do you know how much the Ultra 64 will be?
2. What will be the price range for Ultra 64 games?
3. Is there a possibility of Spaceball Avenger coming out for the Ultra 64?
4. I was in the US a couple of weeks back and had a go of Teleroboxer on the Virtual Boy. The 3D effect was pretty cool, and I want I want to know should I save up for a Virtual Boy or an Ultra 64?

5. Do you know if Microsoft bought the Termina Velocity engine or did they just steal it? If they stole it, then they are pirating games butchers of the worst kind.

Thanks for answering my questions.

ROHAN PETERSON, NSW

1. Under \$500 (Aus) is the word that I've heard (hey, I'm a poet). 2. Not so sure. Possibly quite expensive (eg \$120) but this is not confirmed 3. Anything is possible but Nintendo have their very own custom controller for the Ultra 64 so I doubt it 4. Ultra 64 5. I'm sure they bought the rights.

NAMCO KICKS SEGA

To The Great Men of Hyper,

Firstly, I would like to congratulate you on the best game magazine you can buy, and I hope you will keep up the great reviews, news and cheats. Anyway, I want you to know that Namco have done a brilliant job on Tekken 2. It is a vast improvement over the original Tekken in every way. Tekken 2 has awesome graphics, brilliant sound and playability, which in my opinion, blows Sega's Virtua Fighter games out of the water. Nearly all players seem to agree with me, which would make Tekken the number one coin-op fighting game in Japan, Hong Kong and Australia. Sony have made a smart decision teaming up with Namco, who I think will give Sega a run for their money in the 3D polygon area and in the driving game area.

Now I must ask you some questions:

- 1) What game do you like better: Virtua Fighter 2 or Tekken 2?
- 2) When will Killer Instinct 2 hit Australian arcades? Will it use Ultra 64 hardware?
- 3) When will Tekken 2 be released on Playstation?
- 4) Will the Mario series and Zelda series continue on Ultra 64?

Thanks for Hyper.

NATHAN ATWELL,

Mundijong WA.

1. I like Virtua Fighter 2 better but I must admit that I haven't played Tekken 2 very much. It certainly looks hot and I'll give it another good go very soon. 2. Don't know. 3. Before the middle of the year I'd say 4. Yep, look at our Ultra 64 feature for more info.



KEVIN WOLFE IS A BIT OF A FREAKY BOY. HE MADE THESE DOLLS OF KITANA & SONYA USING SUCH THINGS AS HIS SISTER'S EARRINGS. GOOD WORK.

A pixelated character wearing a yellow helmet with a clear visor and a blue uniform. The character has a surprised or intense expression. The background is a dark, reddish-brown color.

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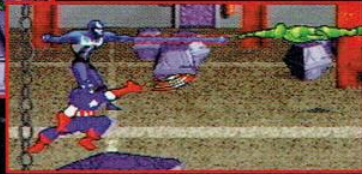
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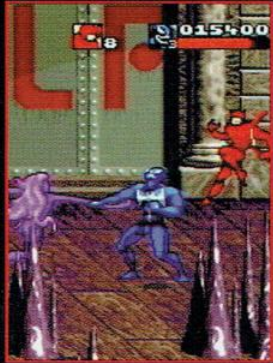


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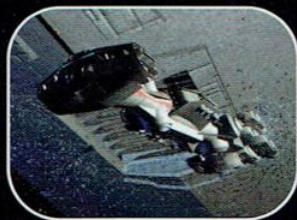
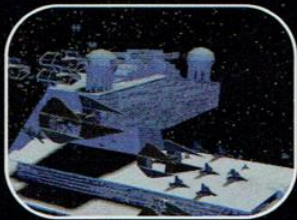


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