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HYPERTIME

QUAKE is Here

I don't get excited easily. I try to stay cool, calm and collected most of the time. And most of the time I succeed. But not when **Quake** and **Alien Trilogy** arrive in the same week. That is an occasion for wild and uncontrollable excitement so I was happy to go along with it.

The Alien movies just happen to be some of my favourite movies of all time, and I still scare myself witless every time I watch Ridley Scott's original masterpiece (which is 17 years old now, believe it or not!). Of course, the Alien Trilogy game bases most of the gameplay around James Cameron's action-packed sequel, but that's fine as it's the one action movie that still gets me going after about twenty viewings. The game certainly got me going too, and it's **HATS OFF** to Acclaim for finally giving us a movie license that lives up to expectations.

And **QUAKE** lives up to expectations too, believe it or not. The three level shareware version that's been released so far caused the Net to go absolutely **bonkers** and the excitement level has risen rather than fallen. There are already hundreds of patches and new graphics files going up on the Net from Doomheads everywhere, as id kept their promise to allow game components to be edited by gamers. The lush environments we've seen so far are **absolutely stunning** and more realistic than anything seen on computer before. This is going to sweep the world just as Doom did. *Get it before it gets you.*

In other news, **HYPERTIME's** much loved deputy editor **BEN MANSILL** has moved on to edit **PC Powerplay**, a new PC games magazine that we're putting out in May for all you **hard-core** PC gaming nuts. It's looking great and will come with a cover CD every issue that's packed full of gaming goodies.

Check it out.

That's it from me too. I'm going **BACK** to the Pentium now for some more Deathmatch Quake....

studre



Well, bits of it at least. Perhaps we should call it Qua.. for the moment. Anyway, it's just what you would expect - Doom with knobs on. Unlike Doom however, Quake has a (supposed) fantasy setting because id wanted something fresh and different, conveniently forgetting that Heretic, Hexen and Witchaven all have fantasy settings too. This means that the action in the small portion that's available takes place in a medieval castle, complete with huge sandstone walls, archways and ornate bas-reliefs decorating the corridors. There was also a huge lava-pit which you sink straight to the bottom of, moving walkways floating in the air, swirly teleports (like in Hexen) that transport you to other parts of the level and an irritating series of moving platforms that bridge another lava pit. The latter is only irritating when you misjudge your run across and fall in. When it happens to your deathmatch opponent it is hysterically funny. Deathmatch? Yep, the only demo available so far is a three level deathmatch-only preview, plus a patch that lets you insert monsters for a one-player game.

Graphically, Quake is already superb. The architecture is excellent, seeming to fit together far better than anything in Doom and a step forward from Hexen as well. You really feel as though you're in an actual castle rather than a series of rooms that happen to be somehow connected. There are gaps and small windows in the walls, letting you see into other sections, and high balconies to look down from and up to. It doesn't seem quite as solid and truly 3D as Terminator: Future Shock (no curves were spotted), but id are still working on it. The incredibly atmospheric lighting effects more than make up for it, though. As do the polygon monsters with their highly realistic texturing (but again, no curves here either).

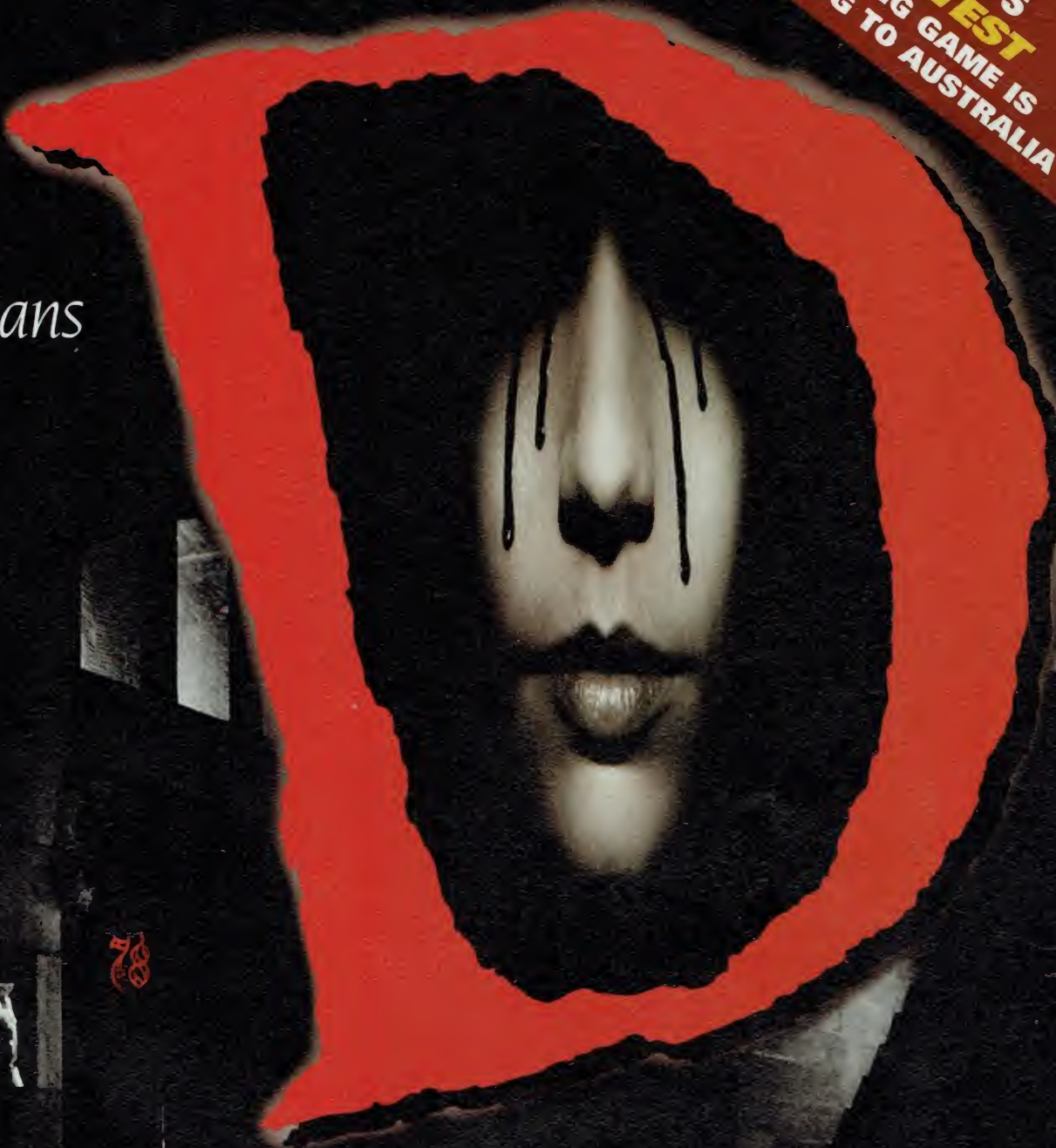
Currently there are only three levels available (plus a monster patch) and you'll need a network to play a deathmatch. You can download your own Quake demo (from "http://hyperactive/games/dump") and have a peek for yourself, but we think it's fair to say that we were reasonably impressed.

PLAYSTATION/TOTAL NBA COMP WINNER

The winner of the huge PlayStation/Total NBA comp is the extremely lucky Malcolm Campbell from Randwick in NSW. Big thanks to the thousands of HYPERTIME readers who entered.

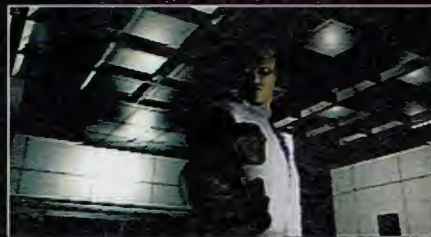
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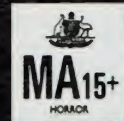
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READER'S REVIEW Killer Instinct 2

Yes, that's right, Killer Instinct 2 has arrived in a select few arcades with remarkable lack of fanfare. Never fear - we didn't miss out because we got this reader's review from the remarkably freaky (that's a compliment) Hillous from Glebe in Sydney



The other day I spent a small fortune on Killer Instinct 2 until I finally finished it on my third attempt. My sessions with this game had me utterly convinced that it was...um, really good.

The graphics were noticeably upgraded in the detail and lighting departments and they adopted a tricky technique that lets you see every hair on the character's heads. When playing the game, the pace is kept fast and the number of frames per second seems to be in the hundreds (it's not), as the characters perform moves and combos as if to a gracefully choreographed dance, so smooth is the flow of the visuals. At times I couldn't tell if it really was 3D or not. No, it's definitely a 2D game but with very persuasive 3D characteristics. Hmm, getting distracted...

The combos are back, and they're much more versatile than before, now depending on a block system just under the powerbars. Old style fatalities are gone and must now be executed mid-combo as "Ultras" or "Ultimates". Every character has heaps of these, naturally. Thunder, Riptor and Cinder have been replaced by Maya, Tusk and Kim Wu. These new guys seem rather hand-to-hand oriented rather than supernatural, but they each have interesting weapons on them.

The plot takes the tournament back in time 2000 years but we don't play these games for the plot, do we? Other than that, I fully endorse this game, right down to the bright lights that emanates from impact areas during super hits and combos. The ending I saw though did practically everything except print "Number 3 is coming" on the screen, so until that one arrives I'll just have to buy me a Nintendo 64.



Virtua Fighting Fun

Here at HYPER H.Q we believe that Virtua Fighter 2 is the undisputed champion of fighting games. As good as the challengers may be, the only game with a chance to best VF2 is Virtua Fighter 3. We have hunted down and cornered these early pictures to allow you to feast your eyes. Look at the lovely reflections on Dural limbs or the extraordinary detail of the fighters faces (Lau's prominent cheekbone, Jeffrey's brutal stare). It'll be great, believe us.

More fascinating Sega fighting game news comes in the form of two new (but somewhat familiar) arcade games. First is Virtua Fighter Kids, which has the young Jacky, Sarah and the rest

pummelling each other's tiny torsos. Each character (in that super-deformed Japanese comic way) has a huge head atop their minute body and, similarly to VF3, exquisite facial features too.

And second is Sonic Fighting. Yes, Sega have resurrected the ageing blue mascot and thrown him spike-first into a one-on-one beat 'em up. Is it just us or would everyone like to be Knuckles or Tails and beat the crap out of Sonic the Hedgehog? Anyhow, the game is well into production in the 3D VF style and being programmed by the legendary AM2 team. Should be out in arcades and on Saturn in late 1996.

Nintendo 64 Officially Delayed Saturn Remixed

Last month we reported the sad news that Nintendo were delaying the release of the Nintendo 64 everywhere except for Japan. This was explained away by Nintendo by saying that a simultaneous world-wide launch was too big a task. We speculated at the time that what this really meant was that they wouldn't have all the hardware or software ready in time. It seems we were right. Nintendo have just announced that the Japanese launch has been pushed back by two months to June 23 due to a shortage of CPU chips. And in a scenario similar to the SNES, there will only be three games available in conjunction with the Nintendo 64 launch - Super Mario 64 and Pilotwings 64 (both looking absolutely amazing already) as well as a chess game called Seiko Habu Shogi (which is unlikely to be seen outside Japan). There has been no news of any changes to the expected launch price of \$US250. What all this means for the rest of the world, and the American launch day of September 30, is hard to say. We've heard nothing to contradict that date so far, but I'm sure no one would be surprised if it eventually emerges a little closer to Christmas.

Good news for everyone contemplating investing in a Saturn, because Sega have found a way to produce its 32-bit baby far, far more cheaply. Something to do with more efficient hardware design, we believe (cos, as you might know, the original Saturn was a complete mess inside). Anyway, the important thing is that the new Saturn will be function exactly like the old one, so you will be able to play the same games on both systems. It's just that the new one will be around 40% cheaper. A price level that is comparable to that touted by Nintendo for the N64, thus negating the price advantage that Nintendo were perceived to have had. Well, that's what Sega must be hoping for, at least. The redesigned Saturn will be on sale in Japan by the time you read this, but there are no confirmed release dates for America and Australia just yet. Shouldn't be too long though...

Colour Gameboy

Finally waking up to what most of us have been thinking for years now, Nintendo have decided to bring out a colour Gameboy. This is what they should have been doing all along, instead of developing ridiculous contraptions like the Virtual Boy. We've seen gimmicks like the yellow Donkey Kong Gameboy and the clear Gameboy, but this will really be a genuine colour Gameboy. REAL multi-coloured graphics. It seems strange to get excited about such things, but there you go. Equally noteworthy is the news that it will feature a 32-bit RISC processor plus special graphics and sound chips, allowing basic SNES Mode 7 type effects. Expect it to cost close to \$200 with a possible release (very) late in the year, but most likely in 1997. More news when it breaks.

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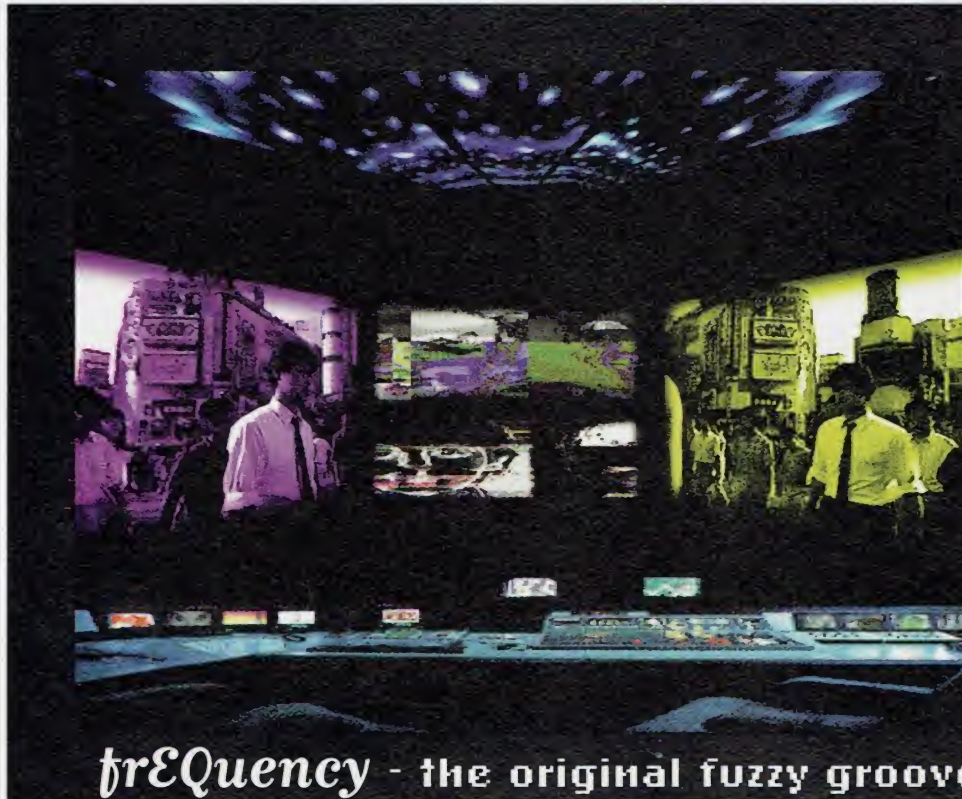
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frEQuency - the original fuzzy groove

If I started to tell you about a new PC/Mac CD ROM that lets you combine sound and video loops in an interactive studio environment you may be forgiven for not immediately squirting bodily fluids in all directions from sheer uncontrollable excitement. The main problem with any software like this is that not everyone has the same taste in music. Duh. The appeal of different musical styles is nowhere near as universal as it is for PC games; the huge worldwide family of Doom freaks, for example, would have musical tastes that covered just about every type of noise there is except, of course, Peter Andre. So I'll state right now that if you don't like sequenced music, the English breakbeat groove or Jungle you may as well stop reading this preview now as you probably won't give a stuff about its subject.

For those of you who don't mind a bit of the aforementioned, frEQuency will probably be a delight to your senses. Put together by a bunch called Modified, frEQuency puts 125 drum loops, numerous synth washes, ambient effects and stacks of video loops under your control in a simple, fun to play with, virtual multi studio. Gosh.

The studios take the form of four individual 'decks', but you could consider them menu screens of a sort. When you're at the deck screens all manner of tiny buttons and monitors can be fondled to affect the music or video footage, which plays constantly in centre screen. Cycle through the percussion loops, alter the background ambience and mix across four channels or drop out to the break while you move flashing video images across the screen.

There is less control given to you over the visual element of the package than with the audio, colour cycling and image mixing being about the only things to play with. But there is quite a large library of images in here to keep you interested. As well as the four 'decks' there are also separate sound and video studios where you can check out all the material that comes with the program as well as load your own WAV and AVI files into the system for when you get bored with what's there.

Of course, all this wouldn't work if the sounds were just some marketing gits idea of what beat music should be, but the production quality and groove factor are there in spades. Obviously frEQuency won't give you the same satisfaction as making your own music from scratch but, as entertainment or for those just exploring the possibilities of music, frEQuency would be a sublime companion.

Check out frEQuency's mixing desk on the Net at "<http://www.compulink.co.uk/modified>" and watch out for versions for the Saturn, PlayStation and 3DO which are coming soon.

GEORGE SOROPDS

Squaresoft Ditch SNES

Everyone's favourite RPG developer, Squaresoft (the legends who brought us the stunning Secret Of Mana), has officially announced that they will no longer support the Super Nintendo Entertainment System. But this doesn't mean that Square are abandoning Nintendo - in fact, their entire focus is shifting onto the seemingly forever distant Nintendo 64. Square have also vowed to begin developing titles for the PlayStation (the first game will most likely be Final Fantasy VII) and possibly the Saturn. Updated versions of current Square titles may be all the current consoles will receive, because all of Square's creative power will be going into developing original titles which will only appear on Nintendo's 64-bit wonder. One reason for the move is that Squaresoft are interested in exploring new graphical techniques for their RPGs which will only be possible on the new generation of home consoles. Sounds good to us!

OVERFLOW

Mortal Kombat freaks pay attention: Ultimate Mortal Kombat 3 will be on the Saturn very soon. It is to be the first home conversion and while there will be others, none are confirmed at this stage. As for UMK3 on the Nintendo 64, Williams are working on a special version which will probably include changes to backgrounds, moves and fatalities. There may also be one new character.

The Virtual I-O headsets that are available for the PC will soon be available for home consoles. Called the "Virtual TV", the unit includes built-in stereo headphones and projects an image to your eyes that's equivalent to a 62-inch screen. This is not "virtual reality", it's just bringing the TV screen closer to your face.

The Nintendo 64 magnetic drive disk (otherwise known as the "bulky drive") will now probably be available when the main machine launches. Nintendo have announced that a special expansion RAM memory package will be bundled with the drive and this should improve the performance of both cart and disk drive games. The disks will be slightly larger and thicker than Pc/Mac floppies and will contain 20 MB of read/write space, which allows it to be used as a game editor as well as a save function. The likely cost of the drive is US\$150.

Sega are working with Matshushita on DVD home entertainment products. We've been spreading rumours for ages that Sega will team up with Matshushita to use 3DO's M2 technology but currently the collaboration will be limited to DVD. That doesn't stop the rumours though, as another hot one is that Matshushita will put the M2 technology into their DVD machines to make the ultimate home entertainment box. More news when it breaks.

Well it's not exactly Streetfighter 3 but it is the new game in the never-ending Streetfighter series - Streetfighter Alpha 2. When will it end?? Anyway, the new arcade game includes 18 characters and Akuma, Bison and Dan are selectable from the outset. There are three new fighters - Rolento, Sakuru and Gen - and Zangief and Dhalsim are back after an absence in Streetfighter Alpha 1.

Electronic Arts has teamed up the McLaren for a new PC CD ROM racing game to be called McLaren at Le Mans. It is scheduled for release in a few months and includes arcade and simulation modes as well as FMV footage of the actual Le Mans race. It's the first time McLaren have been officially involved with a computer game, and with EA as a partner get set for a pearler.

PlayStation Update

PlayStation

Update



CHRONICLES OF THE SWORD™

In a refreshing change of pace, this new arcade adventure is set in Arthurian Britain with knights, round tables & magic aplenty. Visit over 100 beautifully rendered locations, with a unique over the shoulder view option. With over a year's research into the subject, Chronicles of the Sword is a story rich with Arthurian legend based on accurate archaeological findings.

The tale begins with GWAIN, shortly after he's arrived at court. Arthur's sister MORGANA has discovered the Lancelot & Guinevere love tryst; and has been banished from the court. King Arthur sends the newly knighted GWAIN on a secret mission to kill MORGANA; who in turn is plotting to kill King Arthur....get the picture?

Available: May

RRP: TBC



A-TRAIN™

A-Train is a game of simulation, railway management and urban development. It combines the in-depth strategy and management of a sim-game with the perennial appeal of the train-set.



In this game the development and expansion of towns is directly related to the railroads, e.g. a railway line is laid then a station is built to accommodate the line. Houses are built around the station, department stores and restaurants appear when a community has developed. The more facilities a town has the more businesses will want to settle there, the more people will live there and the bigger and more successful the town will become.

You, the player will decide how your town grows using skill and judgement to fulfil your objectives.. Its management is up to you!

Available: June

RRP: TBC

AQUANAUTS™



In this game, there are no goals of defeating an evil demon king or rescuing a princess to end the game. This is a game of wandering and exploring. Your object is to find delight in encountering mysteries hidden at the bottom of the sea, interacting with fish and other sea creatures and enjoying the beautiful scenery.

It is likely you will come across something interesting by simply wandering. You need not feel rushed, or as though you are on a specific quest. Furthermore, this game can be played simply and smoothly without constant reference to the instructions. You will learn the game while you enjoy roaming the sea!

Available: June

RRP: TBC

SPECIALISED PERIPHERALS

ASCII FIGHTER STICK

This sturdy arcade style joystick has been designed to withstand the most gruelling & severe abuse that is associated with any action packed gameplay. A hardy ball-grip direction controller and fully micro-switched for precision control; this is a serious asset for the crazed gamer. Twin-setting variable-speed auto-fire switches for all buttons, turbo-fire control slider to adjust the rate of fire and a slow-motion switch... what more could you ask for?

Compatible with all PlayStation titles but particularly handy with flight sims - Warhawk, Air Combat - & beat 'em ups - Tekken, Mortal Kombat 3 and Battle Arena Toshinden.



Available: NOW

RRP: \$99.95



ASCII CONTROL PAD

Radically styled and superbly comfortable, this control pad is perfect for extended periods of game play. Twin-setting auto-fire switches on all four action buttons and all four top-mounted buttons give super-fast turbo fire or fully automated auto-fire.

Slow-motion switch to slow down the action gives you the edge during those tricky moments.

Compatible with all PlayStation titles but particularly handy for shoot 'em up and strategy games like Crazy Ivan, Twisted Metal and Assault Rigs.

Available: NOW

RRP: \$69.95

NEGCON

At last the release of this much anticipated NAMCO developed peripheral is on the horizon. The NEGCON is an analogue control pad that twists in the middle; eliminating the use of a directional pad and giving a more sensitive means of control. This peripheral adds a whole new dimension to racing games. Your car control will be equal to no other and your new lap times will blow you away. Discover the advantages of the NEGCON on Ridge Racer and Ridge Racer Revolution.



Available: May

RRP: TBC

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

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The State of the Electronic Art



From the very early days of personal computers and the primitive consoles, Electronic Arts have been there supplying entertainment software of the highest order. That tradition still continues today. They were the first company to really come to grips with 32bit console technology, providing some stunning games for the fledgling 3DO machine. HYPER's very own Rock God, RUSSELL HOPKINSON talks critical acclaim, "alternative culture" and Aussie Rules with two of EA's big chiefs...

EA's head honcho Mark Lewis and EA Sports chief Don Transth are two guys who are right at the forefront of all that's happening in console and PC games at the moment. First off I talk with Don specifically about EA Sports, a company who have redefined the words "sports simulation". FIFA Soccer, NHL, and John Madden Football (amongst others) are groundbreaking games that have seemingly set the standard and I wondered how Don felt about companies aping their mastery of gameplay and presentation?

"We're used to it" he smiled, "We figure we have about a year to develop something before the basic idea is copied but generally we look upon that kind of thing as a compliment, we certainly don't get bothered by it."

Thinking about the success of FIFA and the Rugby games, I asked Don if EA would continue the move from being primarily a producer of games for the American market into more "foreign" sports; "You're right, at first we did produce primarily American games. Our initial thing was to do the sports we loved and we did so with great success. Then someone wanted to do a soccer game and now FIFA Soccer is the number one EA Sports title world wide. You know, you travel the world and see all these great sporting competitions like the AFL and Rugby League, you meet people and they're great sports fans and just as passionate as you are. I once said in a meeting that the day I do a Chinese basketball game is the day I'm doing a Cricket game for the Indian market. I thought it was a joke but not only are we doing a Basketball game specifically based on the Chinese league but we also have a Cricket game on PC CD ROM! South America is another area where we're having to re-evaluate because the market is so big there."

And now for the \$64,000 question - will EA Sports be doing an Aussie Rules game in the near future? Don smiles. He's probably heard this question a zillion times down in Melbourne town where, incidentally, they were able to see some Aussie Rules action first hand. "We went to a pre-season match in Melbourne and we were

grumbling because it was so cold and wet and we didn't have a clue what was going on. Luckily the fiancee of one of our Melbourne employees was an ardent fan, so he explained what was going on. Back at the hotel, I turn on the television and there's the replay of the game. Within minutes I'm glued to the action until Mark rings up and says, 'I've just been watching the replay, we've gotta try and do something with this!'. Basically you have a game with scoring, visible scoring, and there's

plenty of action with all the high leaping and body contact." Mark adds a word of caution; "The A.I. of a game like that would be tremendous, and it's so localised. It has a lot of fans but they're all in Victoria! Still if EA Australia can convince us that they can sell a certain number of units right across the country then we're definitely interested."

Talk turned away from sport and to the general video game world, and on the 3DO, both seemed reluctant to criticise Trip Hawkins or his company; "Electronic Arts works best (as a business) when we're unbiased" stated diplomatically and Mark concludes that "Trip's vision was sound but ultimately some serious mistakes were made in the pricing and marketing of the machine at its initial launch" Mark agreed that the 3DO had allowed them to work with a 32 bit, CD based format a couple of years before it became popular, but the last 3DO title was apparently *Psychic Detective*. Although release sheets still say that *WCIV* will be released on the 3DO, neither Don or Mark seemed aware of this. As for the M2, both thought that it was "amazing technology". "I'd like to see what Matsushita do with it, either slot it into a \$600 DVD player or a \$250 game console, but either way we're looking to be developing for it" said Mark.

When I mentioned the Nintendo 64, the reaction was fairly blase. EA are allowed only one

wondered how many units a game had to sell before it could be considered successful; "Ultimately it's just as important for us to get a good reaction from the gaming community" said Mark. "We had an early game for the PC and Atari called *Mule*, and it was an absolute financial disaster for us but it really turned a lot of heads and put us on the map as far the video game world was concerned. People still say to me that we should do a 32 bit version! You do need the slightly run-of-the-mill games that grind out the dollars, but games that will be critically acclaimed are just as important."

Video games seem to cross cultural boundaries with ease, and at the recent "Maddenbowl" event, Don got to hang out with guys like Treach from *Naughty by Nature*. "Here I am the classic white, middle class, suburban guy and these real hardcore, streetwise guys are wanting hang out with me, just because I'm the guy from EA Sports!"

Mark's very keen to establish ties with the music industry, and on the recent "Warped" tour (a very cool festival tour that featured hardcore rock machines like *L7*, *Quicksand*, *CIV* and *Sick Of It All*), EA fitted out each band's bus with a Mega Drive and all the latest games. Let's just say that the groups were pretty impressed with this generous behaviour! Having seen the *Soundgarden* lads relax with a nice round of the 'Rash, I wasn't surprised when Mr Lewis said, "I'd love it if people knew that guys like Chris Cornell or Alice in Chains were big video game freaks". Mark's enthusiasm for this subject seemed to indicate that becoming part of "alternative" culture is a real goal, "To have a tent at the Glastonbury festival, the last true music festival, with all the EA games on big screens for people to play. That would be wonderful to be involved with". Road Rash's excellent soundtrack is only the beginning with more titles (including a snowboarding sim) destined to feature rockin' bands of the moment (and yeah, I did send 'em You Am I CDs the very next day!).

So there you have it, Electronic Arts a cutting edge, rock'n roll friendly company that doesn't mind churning out great games. Hell if they're cool enough for Treach and Mr Cornell then they must be doin' something right!

charts

HYPER'S GAME CHARTS SUPPLIED BY HI-TECH WORLD

MEGA DRIVE

1. Light Crusader
2. NBA Live 96
3. Madden Football 96
4. Australian Rugby League
5. Mortal Kombat 3
6. FIFA 96
7. Earthworm Jim 2
8. PGA Tour 96
9. Andretti Racing
10. Mortal Kombat 2

SNES

1. Secret of Evermore
2. Donkey Kong Country 2
3. Doom
4. Mechwarrior 3050
5. Mortal Kombat 3
6. Yoshi's Island
7. FIFA 96
8. Earthworm Jim 2
9. NHL 96
10. Killer Instinct

PC CD ROM

1. Warcraft 2
2. Wing Commander 4
3. NBA Live 96
4. Need For Speed
5. Command & Conquer
6. Crusader: No Remorse
7. C&C: Cover Operations
8. Mission Critical
9. EA Sports International Cricket
10. D

3DO

1. Deathkeep
2. Shockwave 2
3. Foes of Ali
4. Need For Speed
5. Road Rash
6. Battlesport
7. Killing Time
8. Wolfenstein 3D
9. Bladeforce
10. PGA Tour 96

PLAYSTATION

1. Total NBA
2. Doom
3. Thunderhawk 2
4. Twisted Metal
5. Worms
6. Krazy Ivan
7. Tekken
8. Destruction Derby
9. Zero Divide
10. Actua Soccer

SATURN

1. Sega Rally
2. Virtua Fighter 2
3. Virtua Cop
4. Thunderhawk 2
5. Mystaria
6. World Series Baseball
7. FIFA 96
8. SimCity 2000
9. D
10. Darius



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CAPTAIN JANEWAY - VOYAGER

VOYAGER

We may have gone on about things Trek here at HYPER maybe once too often... but how can you resist the coming of a brand new show? Star Trek: Voyager is Channel Nine's latest acquisition, although it's been screening in the US for over a year now. Is it as good as the Next Generation? Is it worse than Deep Space Nine? Well... only vigilant viewing will tell, but you can read up on Captain Janeway and team at <http://next-generation.com/> and look at all the lovely piccies too.

GAMING NEWS

No doubt you all wonder how gaming experts like myself (ahem) seem to have an ever burgeoning knowledge of the latest, hottest gaming news. Well, it takes a hell of a lot of skill, foresight, wisdom, fashion sense and party-going. BUT, all hope is not lost for mere gaming mortals like your good selves. It can be as simple as checking on a site that's updated DAILY with the coolest gaming news. Try on <http://aprilia.imagine-inc.com/ng/> for size.

TV JUNKIES

Television. Probably the reason for 80% of all household arguments. We hate it and love it and we all have our favourite shows. If you have some sick fascination with Battlestar Galactica or you know every piece of dialogue from every episode of Baywatch (yeah, right) then the Cinemedia TV list is the site for you! There's an alphabetical listing of every television show that has a homepage or website on the Net. Some people have NO lives.... <http://www.gu.edu.au/gwis/cinemedia/Cinemedia.shows.html>

THE TICK

Before you think HYPER is getting all educational on you... this isn't a site about the intricate life of an insect. Except it is. Er... that's to say it's all about a character named the Tick. A comic character that is, and a damn cool one too. If you have an interest in comics, then you'll no doubt have run into this Tick character before. But if you've never heard of the Tick... then it's time you found out about him. Visit <http://www.cipsinc.com/TICK> for the lowdown. It'll tell you all about the comic, TV show and toys. There's even a Tick puzzle for those of you using a browser that supports Tables. Get into it.



QUAKE

ID FANATIC

There's this bloke named Colin, and he's really into Doom, Doom II, Heretic, Hexen, Strife and Quake. So much that he's devoted his entire homepage to everything ID games related. There are links here to custom levels for all the above mentioned games... except Quake of course. This is a good-looking site, comprehensive and very useful indeed. It's at <http://www.islandnet.com/ccaird/idgames/homepage.html> and it's really very nice indeed.

Ahhhh... it's time to hit those data ways. Here's *this month's* trawl with ELIOT FISH. And remember... *in Cyberspace, no-one can hear you yawn.*



NBA

I'd say Basketball is the fastest growing sport in Australia... although I have absolutely no statistics to back that statement up but it's quite clear that the game of Basketball fits in nicely with this generation's fixation with American culture. Kids used to play back alley Cricket... but now it's street 'ball. SO.... for all the official stats, team profiles, game rundowns etc. you'll just have to drop in on [NBA.com](http://www.nba.com) at <http://www.nba.com> for the latest word on the game.

DUKE NUKEM 3D

This is one awesome game. One which fully deserves the plethora of homepages it will no doubt get. To get you in that Dukeymood, take a look at <http://www.3drealms.com/duke3d.html> for all things Nukem. If you think you're pretty hot at the game... then you may want to visit http://www.mcb.net/parsec/duke3d_competition.html and enter yourself in the Duke Nukem 3D screen shot competition! You should see some of the entries! There are some truly creative people out there. Creative... yet strangely distant from society.



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Goku - Midnight Eye (Part One)

Enter Buichi Terasawa. From the legendary Manga artist and creator of Space Adventure Cobra comes GOKU- MIDNIGHT EYE. In a city breeding tension and underworld crime roams a hard boiled and stylish private detective named Goku Furinji. Armed with an unlimited telescoping rod and the world's most powerful computerised left eye, Goku battles arms dealers and their deadly assistants. Scantily clad android women complete with motorcycle handlebars or hypnotic peacock feathers battle alongside over-muscled thugs and poisonous insects in an effort to stop the world's most powerful crime fighter.

Directed by Yoshiaki Kawajiri of WICKED CITY and NINJA SCROLL fame, GOKU - MIDNIGHT EYE is a violent and somewhat entertaining series. Its animation is slick and in places highly detailed, with an entertaining and moody storyline to boot. However, the design of the Goku universe makes it look extremely dated, which isn't helped by the schlocky and sometimes idiotic scripting. If you're a fan of WICKED CITY then you should enjoy GOKU.



Sol Bianca

Recently at the Ozcon Comic book and Card Convention, the biggest debate on the Anime panels was on the issue of subtitling. With many of the hard core Anime fans screaming for the original undubbed anime, Kiseki Films have answered the debate with yet another subtitled "Japanimation" - SOL BIANCA.

Somewhere out in the future void of space a group of five gorgeous women in flashy armour terrorise the space ways in search of cash and cargo. The SOL BIANCA pirates steal from the rich and poor alike; killing all to satisfy their greed and need for survival. Hard assed but not heartless, they discover a stowaway onboard their ship, a young boy by the name of Rim. After deciding not to throw him out of the ship's airlock, the five pirates are convinced to take the boy to the planet of Uno, where the evil and utterly ruthless despot General Batalos rules with an iron fist of terror.

SOL BIANCA is a slick and well designed Anime. It comes from the same mould of anime such as Plastic Little in its approach; cute well animated women in high tech space age vehicles fighting against generic bad guys. The story is nothing to scream about, though it does contain some beautifully clever moments.

If you haven't seen this one then make sure you do. It'll be interesting to see how the series develops.

8/10

RATED M. DISTRIBUTED BY SIREN ENTERTAINMENT.

8/10

RATED R. DISTRIBUTED BY KISEKI FILMS.

Reviews by Max Autohead

Mad Bull 34

Out of control! New York. Largest city in the land of the free. Where the American dream flourishes alongside the hard realities of life. Here in the land of the brave patrols New York's finest, the toughest law enforcement in the land.

The toughest of the tough? Mad Bull who's nick-named "Sleepy" amongst his peers and the city's prostitutes who he frequents as often as possible. Mad Bull. The hero of precinct 34, where he patrols, gunning down criminals in an orgy of blood and guts and grease off the shotgun.

This is quite possibly the trashiest, sleaziest and downright FULL ON anime to ever have graced our shores. Based on the original comic by Kazuo Koike (of Lone Wolf and Cub fame) and Noriyoshi Indue, Mad Bull dares to go into areas that other anime fear to tread - TOTAL DOWNRIGHT IDIOTCY! From the extremely cheesy style of animation to the extremely mindless scripting, MAD BULL takes no prisoners in its burn to trash culture heaven. So crap that its dangerously good. You must see this.



7/10

RATED R. DISTRIBUTED ON VIDEO BY SIREN ENTERTAINMENT.

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Win a copy of Defcon 5 and we'll throw in a great-looking Defcon 5 duffle bag - ideal for porting your PlayStation around to a friend's place. This is an epic space adventure with intense 3D graphics and edge-of-your-seat gameplay. The year is 2205 and the powerful Tyron Corporation want you to dismantle a mining station's defences... by yourself!



2. Assault Rigs Pack

3 TO WIN

The hottest cyber-tank battle game ever! In many ways reminiscent of the cult movie Tron and featuring stark neon graphics and multiple viewpoints of the action, Assault Rigs sets a new benchmark in tank warfare. An 85% rating in HYPER #27 speaks for itself.

Total NBA 96 Pack 3 TO WIN 3.

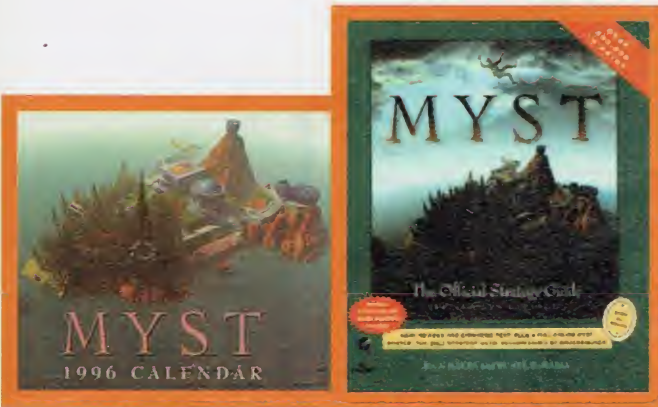
Try your luck and you could get the 93% rated and HYPER Big Rubber Stamped Total NBA 96. One of the most advanced sports simulations ever seen - motion captured animation and every player from every NBA team. Total NBA 96 is also the first game to make use of the PlayStation's unique EIGHT player multi-tap utility. You'll also get an awesome NBA 96 poster.



4. Myst Strategy Guide & Calendar

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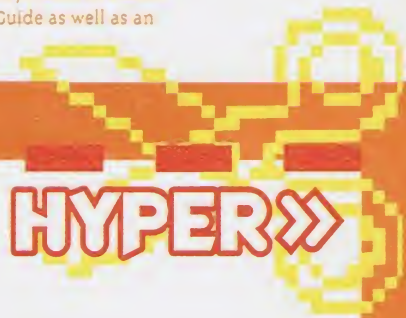
This classic game has you stumbling upon an intriguing old book called Myst. Keep reading and soon you find yourself drawn into the strangest and most beautiful world yet seen in a video game. To help you through we've got the comprehensive Myst Strategy Guide as well as an elegant Myst calendar.



Send your entry to: PLAYSTATION GRAB BAG, HYPER, PO Box 634, Strawberry Hills, NSW 2012

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Answers
Q1. In what year is Defcon 5's space adventure set? _____ Q3. What score did HYPER give Total NBA 96 in their recent review? _____
Q2. Assault Rigs offers an exciting link-up mode for how many players? _____ Q4. What is the name of the mythical island inside Myst? _____

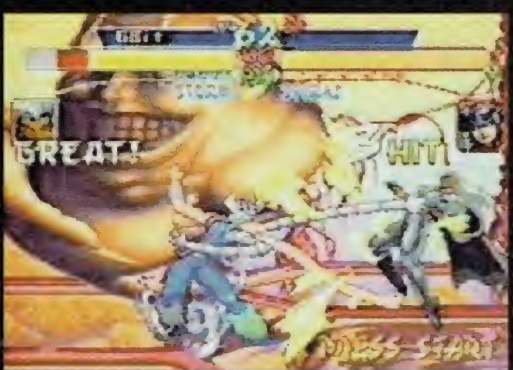


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F1



PLAYSTATION

AVAILABLE: JULY
 CATEGORY: RACING
 PLAYERS: ONE
 PUBLISHER: SONY

With the release of MicroProse Formula 1 Grand Prix 2 recently being delayed by nearly two months, it forces us to speculate upon the reasons why they did such a thing. After all, the version we reviewed two issues ago (and we were assured at the time that it was complete) was amazing, to put it mildly. Having laid our eyes upon Sony's new F1 title, we think we begin to understand.

Look at those grabs, eh? incredible, are they not? They are in-GAME views, too. No, really, we're not joking. Sony Formula One is the best looking racing game we've ever seen.

Sony have also been able to snare the official endorsement of FIA, Formula One's governing body. This means that the game is 100% realistic and authentic because they have access to everything under FIA's wing. FOCA (the Formula

One Constructor's Association) has given Psygnosis (the developers) all the design and model information for each and every car that took part in the 1995 season. And not forgetting that all the circuits will be as utterly accurate as humanly (or rather, computerly) possible, thanks to yet more official stats and maps and data and stuff from FIA.

In contrast to MicroProse's F1GP2, Sony's game will offer two very different modes of play. 1) Arcade - pure, simple, out-and-out racing thrills where you must finish in the top six to progress to the next circuit.

2) Simulation - every option the serious F1 freak could ever dream of and probably some more besides.

Of course, as any true F1 pundit would realise, the most promising aspect of Sony F1 is the inclusion of Murray Walker behind the licorice ice-cream in the commentary box. So you can expect some genuine emotion as well as some tragic mistakes - "And...and...and that's a Benetton! it's SCHUMACHER! Schumacher is out of the race! What a sensation!....Oh, i'm sorry, it is in fact Johnny Herbert..." Murray, we love you. And we have a sneaking suspicion we're gonna love this game just as much.



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SCHUMACHER 6.518
SALO 1:25.4
ALESI 36.648 +2.043
HILL 1:42.729

TAG HEUER Official Timing



SCHUMACHER 1:24.3
HILL 51.276
MORENO 3.2
HILL 1:43.848 +3.429
HERBERT 1:39.801
COULTRAND 24.732
BERGER 19.0

TAG HEUER Official Timing



HILL
1:23.1



Guardian Heroes

SATURN



AVAILABLE: MAY
 CATEGORY: BEAT 'EM UP
 PLAYERS: 1-6
 PUBLISHER: SEGA



Fans of Japanese RPG style beat em ups will love this one. It's basically your side scrolling beat em up with several new additions. It features not two or four but six(!) player simultaneous play (making for a very busy screen) and uses the 3D next gen capabilities of the Saturn to add several layers in and out of the screen to gameplay. You also get to advance your characters stats, learn new spells and get generally badder and meaner as your progress.

As you fight your way through the game with your buddies (the computer supplies one if you're a pathetic loser and don't have any), hurling baddie robots and zombies implausible distances and casting spells all over, the action is often interrupted by dramatic monologues and daring plot twists. Well, at least we think that's what it is but we'll be giving you a full review when they translate it from Japanese. Watch for it soon.



Blam! Machinehead

**PLAYSTATION/
 SATURN/PC CD ROM**

AVAILABLE: MAY
 CATEGORY: 3D SHOOT 'EM UP
 PLAYERS: ONE
 PUBLISHER: CORE



If we mentioned the word "scientist", you'd probably think of some dotty, balding (although he's combing those last few strands all the way across), old man in a white lab coat. Not a young, curvaceous, extremely well-endowed lady wearing a black leather bikini and thigh-high boots. Quite what the latter attire does to further her scientific experiments is not explained. Still, Core Design think that it matters because the aforementioned female, Dr Kimberley Stride, is the star of their new 3D shooter entitled, somewhat bafflingly, Blam! Machinehead. Machinehead is a virus that has killed nearly everyone on the planet. You, as the rather sexy Dr Stride,

have developed a way to stop it through the project called the "Vorpel Blade". This entails plunging head first into a Quarantine/Doom style set up and blasting the hell out of everything. Blam! looks nice at the moment, and Core have a fairly good record with these sorts of things (their titles for the Mega CD, in particular). We'll let you know just how many tragic sexual allusions we can stomach (example: "Dr Stride literally gives you the ride of your life...!") when we review it real soon.



Mickey & Donald's Magical Adventure 3 ♡



SNES

AVAILABLE: JULY
CATEGORY: PLATFORM
PLAYERS: 1-2
PUBLISHER: CAPCOM



There's nothing like a good platform game, don't you agree? And Mickey & Donald's Magical Adventure is nothing like a good plat....No! Wait, this is only a preview, not a review, so we can't say things like that. This is Mickey & Donald's third outing into the over-populated world of SNES platform gaming. Yet, it seems gamers just cannot get enough of their dual adventuring antics, so another sequel is hardly a huge surprise. Capcom's previous attempts were very enjoyable games - too easy, but nevertheless entertaining and always beautiful to behold.

This third game promises much of the same, only with better sound and graphics (and you can see from the pictures that the latter has clearly been improved). While it is still a "kiddies" game, aimed at the pre-pubesence, it should hopefully provide a greater challenge to the more experienced platform veteran.

One of the interesting features of the Mickey & Donald games is that you collect power-ups that are actually different suits and items of clothing (a suit of armour, mountain climbing gear or a wizard's costume, for instance), so by the end of the game you'll be the proud and fashionable owner of an entire wardrobe. Another somewhat unusual feature is the simultaneous two-player mode, where you and your friend can take the parts of both Mickey & Donald (or, if you prefer, Donald & Mickey, but not Mickey & Mickey - you would get all confused). Although the info we have about the game didn't actually mention this mode, we suspect (by close examination of the grabs and our previous experience of these titles) that it will be there.

Mickey & Donald's Magical Adventure will be yet another 16bit platform game, but it will also be better than most.



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Dungeon Keeper

PC CD ROM

AVAILABLE: APRIL

CATEGORY: RPG

PLAYERS: 1-8

PUBLISHER: ELECTRONIC ARTS



When the HYPER crew finally get our hands on this one, we'll be so happy that there'll no doubt be a major loss of control over bodily functions.

A lot of 3D style stuff is springing up nowadays; it's almost kind of expected in some applications, and role playing adventure games are one of those applications. When you think about it.. it makes sense, to make it feel like you're there, you need that kinda realism.

Electronic Arts are soon to release Dungeon Keeper, a game that works with a role reversal to your average dungeon bash... this time, you're the evil sorcerer who's constructed the nightmarish hell hole that would-be heroes are to stumble through in hope of making off with your treasure. This time, the adventurers are the opponents, and the creatures of the dark your allies.

The computer increases the difficulty as time goes on, by throwing more competent adventurers at you, and EA boast that the game features some impressive A.I., so you'll have to keep adjusting and reviewing your plans for the ultimate dungeon. You're not just stuck to making dungeons though, as you can send friends into your creations and you can have up to eight people running on a network game at once. It's sounding like the closest thing to a graphical local network MUD thus far, but only time (and an intensive play testing session) will tell.

The interface is supposedly quite flexible, allowing for isometric, third party perspective and first person views. The graphics look pretty nice, and feature things like true light sources for more atmosphere and realism.

That's enough info to keep you happy. All you role playing compudweeps should be getting excited already...



Die Hard Trilogy



PLAYSTATION

AVAILABLE: JULY

CATEGORY: ACTION/ADVENTURE

PLAYERS: ONE

PUBLISHER: FOX INTERACTIVE

They're not the kind of movies that I'd think of as a real trilogy, but the Die Hard movies have numbered three, so it's a title earned. Off the top of my head, I can't think of a movie conversion for the PlayStation thus far, and as we all know, movie/game conversions normally seem thin on gameplay and low on production quality, relying on the success of the movie to draw sales. The thing is, with the majority of PlayStation releases featuring high production quality, will this be the beginning of the end for shonky movie games?

Die Hard Trilogy definitely looks okay, with the game essentially being three games in one. Whether or not that's one game per movie or each movie being split up into three types of game.. we don't know. What we do know is what the three game types are.

The first game is a 3D action based game, looking very similar to Fade To Black and the new Resident Evil. It looks good, but what will make it stand out (or become a flop) is just how much interactive detail there is with the game environment, and whether it's a shoot 'em up feel, or an adventure feel. 3D action is no longer a trump card, as it needs gameplay to come off.

The second game looks like a Virtua Cop clone. It will be very interesting to see how playable this will be with a normal controller as opposed to a gun. The last game is vehicle based. You haul up and down the city streets in an attempt to stop a threat of bombs. There's the feature of being able to get your hands on different vehicles, which is something a lot of games lack.

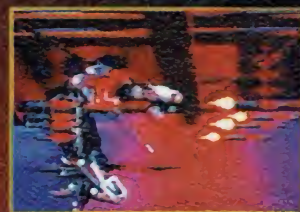
Time will soon tell whether Die Hard Trilogy is a game which is playable in its own right.. or just a dooshy bunch of clones strung together, with a successful name tagged on it.



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Abuse



PC CD ROM

AVAILABLE: MAY

CATEGORY: SHOOT 'EM UP

PLAYERS: 1-6

PUBLISHER: CRACK DOT COM/ORIGIN

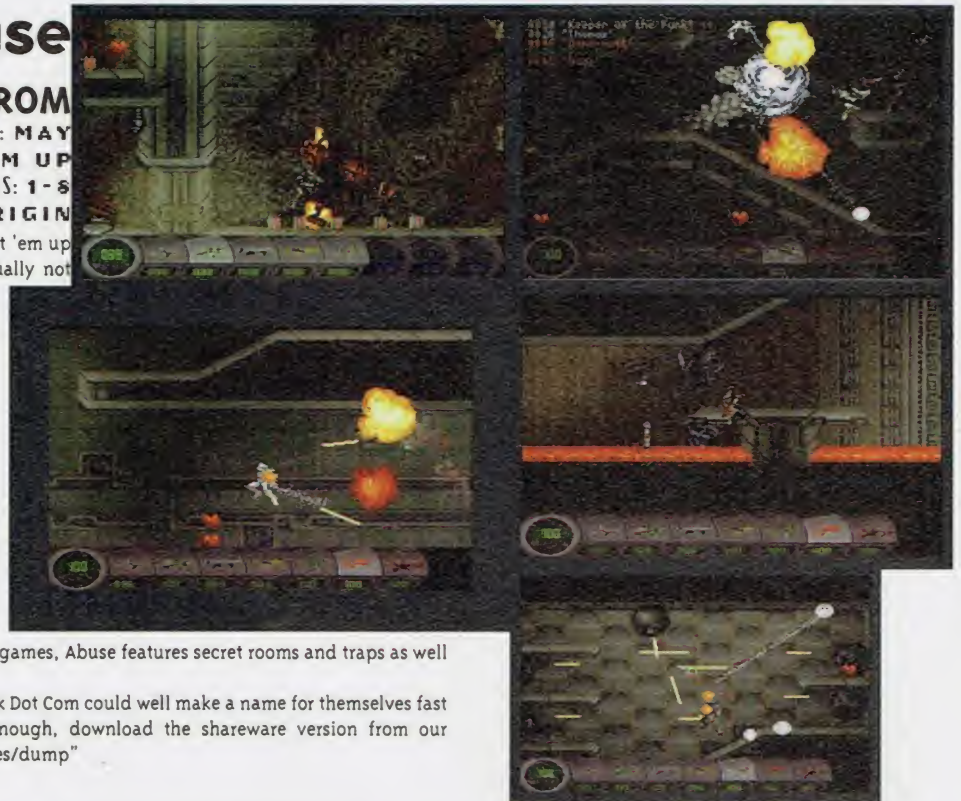
It's not too often that we're eager to get our hands on a shoot 'em up for the PC. No matter what causes the problems, they're usually not quite the same as the arcade or one of the gaming consoles, but with Abuse it looks like there might be an exception.

As if being imprisoned unjustly wasn't enough, it turns out there's a biogenetic experiment of vast proportions going on, and it's turning the guards and your fellow prisoners into mutant nasties. The only option is to get armoured up, grab the biggest gun you can find and blast your way to the source of this problem.

With an array of weapons with a very high "Ouch!" factor, and the lovely touch of 360 degree aim, Abuse is lookin' pretty nice already. The thing that will make Abuse stand out is the multi-player ability, allowing up to 8 folks to go for each other's throats.

If you're the creative type, maybe the level editor is what will draw you into this game. Like all really good shoot 'em up games, Abuse features secret rooms and traps as well as destroyable walls, floors and ceilings.

Being young in the big bad world of game development, Crack Dot Com could well make a name for themselves fast if this one lives up to expectations. If you're interested enough, download the shareware version from our HYPER CTIVE world wide web site at "<http://hyperactive/games/dump>"



Resident Evil

PlayStation

AVAILABLE: MAY

CATEGORY: ACTION/ADVENTURE

PLAYERS: ONE

PUBLISHER: CAPCOM



Oh joy! 3D Gothic horror adventure with shotguns as a side salad. Let's face it, the prospect of facing the demonic hordes with an array of interesting weapons at your disposal has proven to be a BIG winner when done right. Resident Evil seems to have done it right; cool weapons, cool backgrounds, monsters that make your lunch wanna turn over, interesting third person perspectives, video cut scenes and even a plot! Plot goes like this... Deep in the wooded hills somewhere in the American mid-West, the U.S. government have been conducting a whole mess of very questionable bio-technology experiments in a vast mansion.

Before you cry, "Cool! I get to waste the G-man!", we regret to inform you that you ARE the G-man, or maybe that should be G-person. Selecting either your male or female character, you're teamed up with a few other specialists to investigate a helicopter crash near the mansion. Upon arrival, your team is attacked by an entourage of monsters, that chase you inside the mansion, your team gets split up, and you're left to your own devices. You need to find out what happened to the scientists here, and try and get your team together and get out of this hell hole alive. The mansion and its surrounding environments are choka-blok full of undead stalkers, tricks and booby traps, mind numbing puzzles. A strong emphasis has gone into atmosphere and suspense, with eerie lighting, surprise attacks and a host of traps, etc. that will require a quick wit and sharp reflexes to survive.

With interesting weapons like fire extinguishers and axes at your disposal, and maps to help you solve your way through this nightmare, the game will keep the gaming populous entertained. Almost all of your puzzles are visual too, meaning there's actually a reason for all the effort that went into those spiffy background graphics that you'll be gawking at anyway.

Capcom seem certain that this will be one of the best things they've released since Street Fighter, and first impressions tell us they're right.

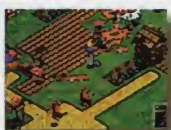


Feed your head

GEX



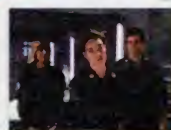
THE HORDE



Belly busting action-strategy mayhem of the award winning Horde will soon be available on Sega Saturn™. Hordlings are an unfloshed rabble of eating machines. All objects are food to hordlings, including trees, huts, cows and even Chauncey!

Does he kiss his mother with that mouth? It's Gex's mouth that gets him into trouble, but its his thrashing tail that gets him out! John Wayne Bobbit he ain't! Gex's key body parts grow back. Grab this! Gex loves his suction cup paws. GEX - A LIZARD WITH A SERIOUS ATTITUDE!!!

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All games available on Sega Saturn
Gex also available on Sony Playstation

Adidas Power Sports Soccer

PLAYSTATION

AVAILABLE: JUNE

CATEGORY: SPORT

PLAYERS: 1-2

PUBLISHER: PSYGNOSIS



We don't normally get too carried away by a game intro, but the sight of a few FIT blokes kicking a ball around during the opening sequence for Psygnosis' Adidas-endorsed football game is worth getting excited about. We're talking beautifully realistic rendered, almost perfectly animated (sweaty shirts flapping in the wind or beads of sweat dripping from the brow are about all that's missing) players, and close-ups and camera angles that television can only dream about. One day all games WILL be like this.

Swimming against the tide of FIFA, Actua, Striker, and probably some other sims on their way, Adidas Power Sports Soccer takes a less than serious approach to the world's most popular game. Playing Arcade mode in the unfinished version we've got tends to feel at times more like a fighting game rather than a simulation. Clouds of dust and dirt and grass are kicked up when the ball bounces, when a player dives in for a brutal tackle or hits a screaming shot on goal. The brutal tackles come in all shapes, sizes and degree of intent - best of all being the studs-showing lunge at the opposition's head. Comic style "Kapow!" marks also register after a particularly damaging contact is made with an opponent.

But Adidas is not just a fighting game with a ball. It looks great, sounds cool (with the option of a French female commentator!) and, in Simulation mode, plays a pretty good game of football as well. The best of both worlds? Hopefully.



NHL Faceoff



PLAYSTATION

AVAILABLE: MAY

CATEGORY: SPORTS SIM

PLAYERS: 1-4

PUBLISHER: SONY



The Playstation seems to be getting its fair share of great sport sims. We've already seen FIFA Soccer and Total NBA, and now NHL Faceoff is coming, and it looks set to be another winner. The game begins with a high quality rendered intro, which now seems to be the standard in all 32-bit games. The in-game graphics are equally impressive, featuring very detailed little hockey men, skating around a huge arena. As with most big-title sport sims, the game features real/official hockey players, accompanied by the relevant statistics and biographical details. A choice of at least four different playing views are available, ranging from vertical cam, diagonal cam, side cam, and ice-level cam.

Perhaps one of the best features of the game though, is the gameplay itself. After only a few minutes of playing the game, I found that I was completely accustomed to the controls. Although scoring a goal wasn't immediately simple, passing, shooting and manoeuvring quickly became second nature. One more thing worth mentioning is the sound. It really kicks, and truly adds to the atmosphere of the game. Chanting and singing from the crowd constantly echoes through the stadium, adding much realism and a sense of "being there". Anyone who likes a good sports sim should keep a look out for this one, and for Hockey junkies, this looks like a must.

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Panzer Dragoon II

Saturn



AVAILABLE: JUNE

CATEGORY: SHOOT 'EM UP

PLAYERS: ONE

PUBLISHER: SEGA

The original Panzer Dragoon was one of the very first Saturn Games and looked gorgeous. Playing something like Space Harrier on steroids, it pitted you on dragon back against a bizarre variety of flying foes from dragonflies to galleons. Well now its some more of not quite the same.

In Panzer Dragoon part two you begin riding a young dragon that hasn't quite worked out this flying bit yet. Lucky for you it can still manage the rather pretty looking guided laser breath weapon thing. Later on its back to the air again in the continuing fight against the polygonal flying fish forces or something. Hey that looks pretty - quick, shoot it! Kew!

Should be a remarkably hot play and we'll have a full review soon.



Zone Raider

PC CD ROM



AVAILABLE: MAY

PLAYERS: 1-8

CATEGORY: ACTION

PUBLISHER: IMAGE SPACE INC./VIRGIN

Zone Raider comes into an increasingly crowded market of driving/combat games with something new to offer. A hybrid game engine which is part Slipstream 5000, part Fatal Racing and part Doom. Gad zooks! The main idea behind Zone Raider is your desperate search for parts to repair an old jet, to be used to escape to the 'Freezone' with your buddies in Freedom Flight, a violent gang of ardent revolutionaries. The parts are, of course, scattered all over the place and are defended by all manner of unpleasant geometric jugheads who lurk about in the crevices of the vast, labyrinthine complexes you must explore. Five vehicles are provided for the task but the demo only had only one of them, the Warbird, an old Buick modified to run as a hovercraft and fitted with the latest Tandy do-it-yourself laser kit (fits on the roof-racks and plugs straight into the cigarette lighter - great for recalcitrant pedestrians and Liberal party fund raising diners).

The hovercraft angle allows the programmers more leeway in designing the layout and feel of the levels and makes possible that most useful of Doom moves, the strafe left and right. It also gives you the feeling of playing a Slipstream type flight game rather than a driving sim. Hooning up the angled walls of the giant machine buildings, getting huge air and pouncing on top of your opponents is one of the great thrills of Zone Raider and in this respect it's like no other game around. There's the usual weapon and shield power ups to be grabbed, a machine gun and energy blaster are all I've found so far but there's enough space in the boot for another four or five goodies. Targeting your weapons is automatic with the unfortunate victim simply having to pass in front of your car to be locked on.

The design of the levels is where the Doominess really gets you. It's not that they're anything like those WAD files we all know and love but they succeed in creating the same atmosphere of claustrophobic panic while still allowing enough room for a hotted up Buick to get around without too much trouble.

Zone Raider supports the Thrustmaster system and the Flightstick Pro and is, as is usually the case these days, network and modem playable. Looks like a winner!



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Soul Edge (NAMCO)



Soul Edge seems to be Tekken upgraded again, given a higher resolution and some new characters and, now, weapons. In that way it's a bit more like Toshinden than Tekken, so let's join Rock, Taki, Sophitia, Mitsuruqi, Siegfried, Seung Mina, Vold and Li Long in a battle to end all battles. Well, at least until next month...

The graphics in this game are putting other polygon games to shame, as shading and rendering of the character surfaces is definitely state of the art.

The button functions are as follows: guard, horizontal/vertical weapon attacks and kick. Either I'm unco-ordinated or I just couldn't get any cool combinations happening but it's probably a case of complicated and well-timed sequences. At times you can lock swords for a few seconds, so make sure you are ready for a foot sweep and then attack the opponent when he/she is down. Another important tactic is the ability to move "off axis" from an attack and then return with your own attack while your opponent is still attacking thin air.

This is a good game. A really good game. But apart from the graphics, it is going to take an exceptionally fresh concept in fighting games (is it possible?) to get this reviewer to go mental.

*** 1/2



Cyber Troopers - Virtual-On



(SEGA)

Ever since the days of Gigantor, Astro Boy, the ABC Warriors and Megalon, I have wanted to become a robot. For a start, you are completely devoid of pathetic human emotion, after walking through brick walls you feel no pain and, of course, you can live forever (depending on maintenance levels). But these traits are not the real reasons that I wish to become a robot, it's just that robots are just...well...they're so cool.

Roll up, roll up! This is the future. See robots do battle in a variety of landscapes. Choose a robot, any robot (or should I say Cyber Trooper). There are seven troopers to choose from, each having their own advantages in either speed or weaponry. If you are a beginner to this game, it is best to choose a trooper which is fast and manoeuvrable, such as Fei Yen or Viper II.

The controls are set up as if you were driving a tank (dual joysticks). Each trooper has three weapons to use, though don't think you can simply go around blasting like crazy, as each weapon must be recharged after a discharge. By pressing the turbo button your trooper will be able to shoot at the enemy while creating a very hard target for the opponent. The key to this game is to keep moving as it doesn't give your opponent anything to "lock on" to. Always keep a watch for when your opponent fires his most lethal weapon, as you'll have to turbo out of the way or sustain some major damage. If you find yourself in at very close range, your weapon automatically becomes a sword of some type, which also creates major damage, and two cyber troopers, Raiden and Dorkas, are armed specifically for close quarter combat. Other weapons which are a joy to use are: fireballs, napalm, floating mines, grenades, homing beams, bazookas, and tonfas, and that's just to name a few.

Playing in solo mode against the computer becomes extra hard in the later stages as the computer seems to cheat by allowing itself the ability to discharge its weapons without the need for recharging time. The most fun to be had is when you are playing a human opponent as it's the best of three rounds and much less predictable than playing the computer.

So if you enjoyed Cyber Sleds and hated that useless game Bots, then you'll just love Cyber Troopers.





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OUTTA MY WAY BEEFCAKE



THAT SOLVED MY PROBLEM



MUMMY!



I DON'T LIKE THE WAY THAT WALL LOOKED AT ME



HOT ENOUGH FOR YA?



BLAT BLAT BLAT BLAT



I'M SURE THIS ISN'T GOOD ON MY BOOT LEATHER

Alien Trilogy

Available: NOW • Category: ACTION • Players: ONE • Publisher: ACCLAIM • Price: \$99.95 • Rating: M15+



SETTING THE SCENE



HMMMMMM.....



COME ON, TRY ME.

Alien Trilogy is Acclaim's latest highly-anticipated instalment of the classic movie licence, but does it live up to the hype? AMOS WONG shaves his head, grabs a pulse rifle and hopes to put an end to his recurring nightmares of xenomorph infection...

There's been many attempts to make an 'interactive movie' experience, but a lot of them boil down to nothing more than pointing, clicking and then maybe watching some video scene play itself out. Boring. While Alien Trilogy is really just a first person shoot-em-up, it looks so good and captures the incredible design work and atmosphere of the movies so well it feels as if you're actually there!

The 30 odd levels of the game are split into three sections on the doomed LV-426 colony: the first is based on Aliens; the second is a prison section inspired by Alien 3 and finally you're inside the derelict ship from the first classic film. The intro provides the situation, which is basically that after contact was lost, you (as Ripley) and a pack of Marines are sent down to the colony to investigate. In no time they get wiped out by the aliens and you have to continue on with the various missions, which mainly involves wiping out anything in your path! Still, it's not carnage all the way, as similar to Alien 3 on the SNES, you have to seek out and power up all the lights in a level or shut off steam valves...as well as exterminating the bugs of course!

Bug Hunting

Initially you're armed with a 9mm pistol, and while it's OK against the plethora of face-huggers that skitter around, it's nothing more than the equivalent of a pea shooter against pretty much everything else! Thankfully more weapons are made available as you progress: a shotgun, flamethrower, seismic mines (that pack a hefty wallop) and of course, the pulse rifle/grenade launcher. Even better still is the smart gun for multiple targets! Batteries for powering-up certain doors, ammo and other useful items including shoulder lamps, armour and extra health can be found with a bit of exploration. To aid your progress you can access a barely adequate map screen of the level. Upon finding an auto-mapper you can go to a more detailed magnification that shows where doors, switches and objects containing goodies are. But there's also many hidden rooms that don't show up; they'll need a bit more work to find and can be exposed by the use of a grenade or mine.

It's apparent at the start that the graphics and sound of Alien Trilogy are nothing short of outstanding. The cinematic intro sequence reproduces scenes from James Cameron's Aliens shot for shot, and when the marines stake out the colony they move with uncanny smoothness and realism - evidently Acclaim's motion tracking research and development have paid off.

As I started playing the game proper in the dimly-lit complex with the eerie music and blip of the motion tracker, it didn't take long for the hairs on the back of my neck to stand on end. The interiors are very faithful to their celluloid counterparts and they're reproduced with astonishing detail; as I made my way through I was also impressed by the smoothness of motion - as good as, if not better than a similar game running on a high-end PowerMAC or Pentium. Soon enough, my tracker emits that familiar 'whistling' sound and a blip is rapidly approaching. Then comes a scuttling sound and a facehugger rounds a corner and attempts to give me the kiss of death! They're fast. There's quite a lot of them later on too. And they're the least of your worries! The alien warriors are relentless; once they spot you they'll be on your back and only a grenade or mine will take them out instantaneously. There's nothing quite like the sheer terror of backing down a narrow corridor, somewhat lightly armed, blasting away...and they just keep on coming! You'll meet pretty much everything you've seen in the movies, as well as gun-toting synthetics and soldiers sent by 'The Company.' Oh yeah, there's three Queen aliens too!

The Doom Generation

I guess the inevitable question is whether it's better than Doom. Well, yes...and no. Like a lot of the newer first-person shooters around, you can interact more with your surroundings: steam escapes from pipes hit by bullets, hypersleep pods can be opened to reveal surprises (!) and panes of glass separating chambers shatter spectacularly when hit - it's awesome when being chased, you blow a hole through a huge glass wall ahead and bolt through it, just like in an action movie! The music is far superior and excellent in parts and the sound effects are way cool. Graphically it's awesome; obviously a lot of time and effort has been spent

getting everything looking as authentic as possible. My only complaints are that the levels aren't quite as challenging to get through (puzzle-wise) as compared to Doom 2, but maybe I'm just being picky - after all, they recreate the vibe of the

- VISUALS 94** · Magnificent. Claustrophobic and in-your-face - just like the movies. There's a bit of slowdown later on, but it's thankfully rare.
- SOUND 94** · The 'heartbeat and breathing' music is creepy and those skittering sounds really put you on edge! Hearing your own footsteps is a nice touch too.
- GAMEPLAY 92** · Challenging, despite the odd dull patch in the prison section. So good, you almost experience the movie for real!
- LONG TERM 88** · Play the game. Watch the movies. Play the game again. It's not super hard, but you WILL come back.
- OVERALL 92** · It's heaps of fun and you gotta buy it now! As Vasquez says, "let's rock!"

movies perfectly. Unlike the wide open spaces of Doom, Alien Trilogy takes place in dark, claustrophobic settings - very scary. And while there aren't that many tricks and traps, you definitely have to think strategically to make it through the levels alive. The only other disappointment is the lack of a two player mode; imagine being able to play the game through as Ripley and Hicks!

But overall, Alien Trilogy is not a dreaded dodgy movie licence: it's one of the more addictive and terrifying games I've played lately and if you loved the movies (even just the first two) you'll just have to buy this and re-experience the terror. Except this time, it's really in your face.





The only hope for these people rests upon the shoulders of a young girl called Enola whose strange markings on her back are thought to point to dry land.

WHO CARES ABOUT PLOT?



I ALWAYS THOUGHT THE FILM WAS A BIT WET



LOOK TOUGH AT ALL TIMES. EVEN WHEN ALONE.



WOW



BETTER THAN WATER RATS



WE'RE ALL GOING ON AN APOCALYPTIC SUMMER HOLIDAY



ARMOURY. COOL.



DIE KEVIN! DIE!



A BETTER RANGE OF EMOTIONS THAN KEVIN

Waterworld

Available: NOW • Category: SHOOT EM UP/PLATFORM • Players: ONE • Publisher: OCEAN • Price: \$99.95 • Rating: G



FALL KEVIN! FALL!



IT'S SALT-WATER CARNAGE



NO-ONE WILL SPOT ME HIDING HERE...

VISUALS 80 - Everything's clear and smooth. No squinting or weird sprite collisions.

SOUND 62 - A tad repetitive and non climactic.

GAMEPLAY 60 - There's not enough to it, unfortunately, but what's there is passable.

LONGTERM 70 - You'll finish it only if you're really keen... REALLY keen.

OVERALL 66 - Not as big a bomb as the movie but a bit too plain and simple...

It's time to get wet with the game version of the most expensive movie of all time. **DANIEL TOOSE** pulls on his mask and flippers and dives in...

You'd think poor old Kevin Costner would have tried to bury the memory of his squillion dollar megaflop, *Waterworld*. But just like every other action based movie, there's a follow up console game. Fortunately for Kev, this one didn't cost a couple of hundred million dollars to put together... at least.. I hope it didn't.

The Search For Land

The general plot goes something like this... After many years, global warming melted the polar ice caps, and the whole planet is pretty much below water. Resources are scarce, and the remaining population struggles on, living on huge floating atolls, praying for the day they might find land.

The key to finding dry land lies with a small child called Enola. Unfortunately she is under threat from an evil tyrant referred to as the Deacon. It's up to you, the Mariner, to help her fulfil her destiny and bring hope to *Waterworld*. As the Mariner, you haul from atoll to atoll in your trimaran, and must protect the atollers, dive for resources and overcome the Smokers, your pirate adversaries.

Waterworld is essentially a fast paced shoot 'em up, set on the high seas. Fast paced in that most of your opponents are pesky little guys on jet skis, who manoeuvre just that little bit faster than you so as to make things challenging. To give you a chance to beef up (and patch up) your boat, there are two platform based stages. In one stage, you go diving for as much junk as you can grab, avoiding the marine life as best you can. The other platform stage involves a more conventional platform/shoot 'em up situation, which leads you to a shop that'll cater for all your needs throughout the game.

Waterworld doesn't look too bad. The scrolling is smooth, the spray against the hull of your boat looks neat, the explosions are quick, but nice. The platform levels feature multi-layered backgrounds to once again make things look pretty. The bullets are a bit on the dull side, being little flashing blobs, but you get that don't you? Kevin runs and swims smoothly... he also hacks and dies with grace... but that's really about all he does. The problem with *Waterworld* isn't dodgy graphics, it's not a difficult interface... it's just a staggering lack of variety. You'll only see about half a dozen different types of enemy boats trying to blow you out of the water. Well... who needs fifty different types of military hardware ripping you to bits, as long as the end of level boss is a challenge... right? Doh! No such luck. Rather than go for the "Kill the boss and win" genre, Ocean have gone for the, "More nasties means more challenge" theory. It works though, as the game does get steadily harder. You will end up spending every penny you earn to buy mines, bombs and Gatling guns to zonk the oncoming masses of pirates. Challenging, but not overly satisfying.

Death & Shopping

The waterborne combat is fast and requires concentration, the only thing that detracts from the intensity is the fact your trimaran can take so much beating that there's never that risk of a sudden, unexpected death. To help you earn some shopping money, you get to go diving for goodies left behind in underwater buildings. It's really just a type of bonus stage though, the manta rays and eel things don't kill you, they just make you lose time. The other platform stage involves taking out a bunch of thugs on your way to the corner store. You get directional fire and can swing along horizontal bars etc.

There's the added danger of falling to your death suddenly, which makes you be a little more careful than the other stages.

That's pretty much it for the way the game works. Every time you make it to the shop in the atoll, you get a password which saves you having to play from scratch, and thus prevents you from going prematurely bald from forceful hair loss.

There's nothing to complain about the sound in *Waterworld*. Perhaps a little less repetitive music substituted by some bursts of dramatic noise with a new wave of baddies would have been better, and a little more "zap-kapow" and "blam!" wouldn't have gone astray.

The natural upside of this lack of things to comprehend is instant playability; it doesn't take long to figure out what you have to do. Some folks will like this, some won't. The controls handle responsively as well, no cursing at sluggish movement.

Essentially, *Waterworld*'s a textbook "Plug and Play" game. Once you turn it on, you'll know what you gotta do, you'll make some progress right away, then you'll soon hit that challenge barrier that'll no doubt take you some time to get around. If you're after "Oooohs!" and "Ahhhs!" then I'm sorry, because you won't get that here but for those that like a reflex based challenge, dive in.



SOMETHING FUTURISTIC NO DOUBT



THAT'S THE BIGGEST FROG I'VE EVER SEEN



WE'LL BE EATING FROG'S LEGS FOR WEEKS



I'M READY TO BLOW SOMETHING INTO VERY LITTLE BITS



FIRST TO BAG THE SPARROW WINS A SIX-PACK!



TUNNELS OF LOVE OR SOMETHING



THRILLING SPACE COMBAT. OR SOMETHING.



ENDLESS WOLFENSTEINISH CORRIDORS



IT'S A VERY LONELY PLACE

Detcon 5

Available: NOW • Category: STRATEGY/ACTION • Players: ONE • Publisher: SONY/DATA EAST • Price: \$89.95 • Rating: G



DIG BROTHER OR SOMETHING

VOS Briefing



Global VOS access activated.

OOHH. FMY. I'M EXCITED.

TURRET CONTROL



Damage			
Status			
Temp.			
Turret	1	2	3
Damage			
Status			
Temp.			
Turret	4	5	6

REMOTE RELOAD

NEVER LET THOSE TURRETS GET OUTTA CONTROL

*Defcon 5 means total peace as opposed to Defcon 1 which is total war. It's a bit of a strange name for a game that involves death and destruction but **NINO KALEGEROPOULOS** doesn't mind at all...*

"The Tyron Corporation has made a bundle creating massive defence systems to protect human outposts in space from alien invaders. The fact that there has never been documented proof of aliens has yet to stop them from making billions from humanities' fear of the unknown." Well isn't that just typical. Bloody heartless corporate bastards.

You, yes you, are the sole technician on a remote mining operation (being alone in a remote place is mandatory in all Doom-type games.) Somehow you learn of a deadly plot launched by the corrupt Tyron Corporation to secure their huge government contracts. Unfortunately, they know that you know and you're in deep shit! Now you must get the word out before you are put on ice....for good!

ACTION WITH STRATEGY

Defcon 5 is one of the latest attempts at combining a Doom-style action game, with a little bit of strategy. Actually, it's more than just a little bit, but more on that later. Your mission in the game is to get off MRP-6F alive. To achieve this you will have to shoot down ships, kill berserkers, collect security pads, and try to keep the station in one piece the whole time. At least until you have safely evacuated. Sound easy? I think no!! The game may seem a bit confusing at first. This is no Doom. If you're looking for someone's head to blow off, this game is not for you. Defcon 5 requires numerous objectives to be met, which are achieved via computer terminals located throughout the complex. Also, certain objects must be found, which can be rather like looking for a needle in a Defcon-stack. The general control of the game is good though. The outdoor shooting sections may take a bit of getting used to, but soon enough become second nature. Just point and blast. Graphically this game is very slick. The interiors of rooms and tunnels are highly detailed, as are the mountains and enemy ships in outdoor areas. All the while, the game never slows down, which is always a good thing. Bringing some originality and variety to this genre of game, Data East have added arcade shooting sections to the Doom-style action. Similar to the shooting sections in Shockwave 2, you are in control of a gun turret which rotates in a 360 degree view. Turrets can fire different weapons ranging from standard shots to some other missiles which bare an uncanny resemblance to photon torpedos, a la Star Trek.

Simple Shooting Fun

These shooting sections of the game haven't merely been added in for good measure. In fact, many people may enjoy the shooting bits the most. It's simple, shooting fun (unlike the rest of the game.) Ships fly at you from all directions. Sometimes, they fly right over the top of you, providing an awesome sight. When this occurs, the sound effects are particularly

impressive. The "whoosh" sound realistically gets louder as the ship approaches, until it finally screams over the top of you. Although Defcon 5 is generally a fine game, it could have been much more. There were two main things which simply begged criticism. 1) The game is a bit too linear and "samey" as there are no stairs or inclines etc inside the complex. This leaves the gameplay a little... flat. However, the shooting sections kind of make up for this since you can shoot in 360 degrees, up or down. 2) There is a real lack of variety in the enemies. Throughout our whole playing of the game, we only ever encountered one type of enemy. A clunky robot thingy. Sure, it appeared in various colours, but it's still the same robot thingy. (I must add here that we didn't finish the entire game, but we got pretty far and if there is more variety in monsters later, our apologies).

Overall though, Defcon 5 is good game. One of those games that aren't bad, but fail to cause foaming at the mouth. If you want Doom, look elsewhere. If you want a challenge, this may be for you.

VISUALS 8.8 - Beautiful texture-mapped interiors and exteriors.

SOUND 8.9 - Some great "whoosh" effects and very competent elsewhere.

GAMEPLAY 8.5 - Leaves a bit to be desired, but the shooting is good.

LONGTERM 8.4 - I don't know if you'll be coming back once you've finished, but it'll take some time to finish.

OVERALL 8.5 - If you get sucked into the Defcon world then you'll have a great time. Try before you buy as it may not suit everyone.



HEEEEEEEERE'S JOHNNY!!



HE LOOKS MORE LIKE A SMURF TO ME



TURN UP THE MARIAH CAREY AND CREATURES EXPLODE



DOING STUFF LIKE A GOOD BAZOOKATONE SHOULD



OH DEAR. I GUESS HE'S "PUMPING UP THE JAMS".



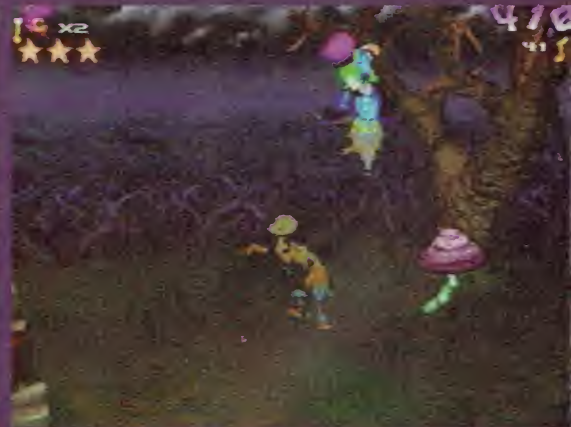
IT'S THE SILLY-LOOKING HERO AGAIN



ARGH! I CAN'T SEE!



CLIMBING THE SPIKY TREE



SURPRISE BAZOOKA ATTACK

Johnny Bazookatone

Available: NOW • Category: PLATFORM • Players: ONE • Publisher: US GOLD • Price: \$99.95 • Rating: G



DON'T STEP ON MY BLUE-SUEDE SHOES, BAZOOKA OR HAIRDO



THAT'S ONE DEADLY DUSTDUSTER



EVER DANCED WITH THE DEVIL IN THE PALE MOONLIGHT?

VISUALS 92 - Great looking characters in great looking settings and super cut away pieces.

SOUND 88 - Way better than the usual stush.

GAMEPLAY 80 - Standard platform stuff, but smooth and you gotta love the pogo attack and the sonic boom.

LONG TERM 82 - Once you conquer a platformer there's little to bring you back, but you'll never get sick of looking at this.

OVERALL 87 - A worthy beginning for your 32bit platforming collection.

*It's about time we had a guitar wielding video game hero. No matter that he looks like a cross between Elvis and the Who's Pete Townshend. **STRETCH ARMSTRONG** feels some heavy riffs coming on...*

Generally, when I sit down in front of a platformer, I feel like a staunch heavy metal fan at a Tori Amos concert: I pretty much know, before I arrive, that I'm going to hate it. This is especially so when the game comes plastered with stickers proclaiming the incredibly high marks that British gaming mags have bestowed upon it.

Now don't get me wrong, I've nothing against the British (well, maybe just a bit), but my usual reaction to their high scores is "What were they on, where can I get some and will I have to spend 55 years in a Thai prison if I get caught?" When it's one of the early hyped platformers for the new 32bit systems I'm dcubly suspicious. But hey, I was wrong. Let me repeat that, I was wrong. This is a very cool game indeed.

So Freakin' Cute

The game doesn't really add a whole lot to the platforming genre, but pathetic as it may be to admit it, it looks so freakin' cute and is so much fun to play and look at that even my usual craggy cynicism has been well and truly shafted by Johnny's well endowed magical guitar (Anita is her name). Ladies and gentlemen, I've been seduced, and I'm not scared to admit it.

There is a plot (to the extent that you care). Johnny, in a somewhat indeterminate year, is the reigning king of rock'n'roll, and with his purple quiff, green drape coat and Pete Townshend moves, I'm not bloody surprised. But Johnny is not just a local phenomenon, he's a world-wide hit, much to the consternation of old Lucifer himself. Apart from blowing out that old Christian fundamentalist chestnut about rock'n'roll being the devil's music, this sets the scene for our struggle. The Devil steals Johnny's guitar (Anita) but has no soul and can't play it, so in a fit of pique quite unbecoming the ruler of the Underworld, he kidnaps every decent musician in the world (on reflection, the game is probably set at the time New Kids On The Block were popular). Johnny, showing an impressively punk disregard for authority, says "Stuff you, buddy", and heads into Hell to recover them, armed only with a guitar a bit less magic than Anita and the sort of charisma than one must be born with.

Four Imps of the Apocalypse

From then on it's a pretty standard platform romp as Johnny battles through five worlds before reaching the Final Showdown with the Big D, and the chance to rescue Anita. Prior to that he'll battle through all that Hell has to offer, including the Graveyard, the Hotel (it's down the end of lonely street...), the Restaurant (I think I've eaten there) and many others. Throughout, Johnny will be taunted by the Four Imps of the Apocalypse, particularly nasty examples of the TV generation, specialising in westerns, Roman

epics, sci-fi and kung fu respectively, as they attempt to wreak havoc in a manner learnt from their heroes.

The whole premise of this game is fun, and the animation on the sprites is fantastic. Johnny and his band get into an ersatz jam in the opening sequence that is great (check out the keyboard player's beanie, my particular

favourite). The opening and closing sequences on the levels, and the cut-away death scenes, are also superb. Gameplay wise it's the usual fare, with a mix of mayhem and puzzles, the puzzles being of the annoying type that seem incredibly obvious after you solve them. Of course, being a game dedicated to the healing power of rock, music plays a big part: none of it will change your life, but it's a hell of a lot more impressive than what masquerades as music in most games (Road Rash and Wipeout excepted). All up, a platformer is still a platformer, but sometimes they're so much fun that you can get past the obviousness and revel in it. Let there be rock!



MISS IT AND GET BEATEN UP IN THE CHANGEROOMS



NOTHING LIKE A GOOD TACKLE BETWEEN FRIENDS



NICE ANGLE



THIS IS NO TIME FOR TWISTER!



12, 34, 5, 421 WHAT DO THEY MEAN?



OOFFI BANG! THUMPI!



WILL SOMEONE HELP ME FIND MY CONTACT LENS?

STATS		
TIME OF POSS.	03:30	00:30
FIRST DOWNS	2	1
PASSING YARDS	10	14
COMP / ATT	2 / 5	1 / 3
RUSHING YARDS	20	0
AVG YARDS PER RUSH	5	1
TOTAL YARDS	30	14
THIRD-DOWN CONV	0	1
FOURTH-DOWN CONV	1	0
FIELD GOALS	0	0
TURNOVERS	0	0

EVERYONE LOVES STATS



SNEAKING OFF FOR A WHIZZ

NFL Gameday

Available: NOW • Players: 1-2 • Category: SPORTS • Publisher: SONY • Price: \$99.95 • Rating: G



TOUCHDOWN AND OBLIGATORY FUNKY WALK



WHAT THE GAME LOOKS LIKE FROM THE CHEAP SEATS



YOU SURE ARE, BUDDY, YOU SURE ARE

There haven't been this many huts in *HYPHER* since our famous "Live from Tahiti" issue of 1873! **ANDREW HUMPHREYS** (who remembers the days following the mutiny fondly) gets reacquainted with the natives . . .

There once was a time, back in the carefree summer of my youth, when I would tell anyone willing to listen (and strangely enough, there weren't that many of them) that John Madden Football was without a doubt the finest video game — not the finest sports game you'll note, the finest game, period — ever created. I'd play it religiously, at least once a day, testing my mettle against the mighty All-Madden outfits. I can still remember a particularly heart-stopping, last minute drive through the snow to force a game into overtime, where (naturally) I won the match with a long range field goal. Yes, I was young, devastatingly handsome, the envy of my friends and enemies alike, with a sturdy jawline, fine, aquiline features and button-pushing nimble fingers. The world, as they say, was my oyster. Too bad I never could stomach oysters. Somewhere along the line I lost the taste for Madden, but still the memory of that fat, jovial American bugger haunts me. NFL Gameday plays and feels very much like a Madden game — which is a good thing for two reasons: first, I like Madden games; second, John Madden Football '96 for PlayStation has disappeared from the release schedule. So if you've got a Playstation and you want an NFL game (and you want it now), this has to be it. Madden (when it's released) may end up being better, but it won't be much better — for NFL Gameday is a very good game, and I'll be very surprised if it doesn't continue to be a very good game for the foreseeable future.

TIGHT ENDS R US

All the options you'd expect from a quality sports sim are here. You can play as any of the 30 NFL teams (avoid the expansion teams like the plague) in pre-season, regular season or playoff games, you can change the weather conditions and the level of difficulty (from "Rookie" to "Veteran"), and you can trade players too. The PlayStation's nifty little memory card will save your season and all the stats you can digest in one sitting. And because the developers have collected all the right signatures (the NFL, the NFL Player's Association, the Washed Up and Drug-Addled Former NFL Players Association, the Wives and Girlfriends of NFL Players Association and the Same-Sex Partners of NFL Players Association), you get to play with real NFL players. Even if the names mean nothing to you, it's nice to know that somewhere in America real, live people actually involve themselves in real, live sporting pursuits.

The graphics and sounds are well up to 32-bit standards without being overly spectacular. The motion-captured player animation is smooth and detailed (though the sprites are a tad on the weenie side) and the stadiums (modelled on the real ones for each city apparently) look, well, just like unsightly examples of modern architecture should. After the TV-styled intro and loading time process is over (trim those nose hairs while you wait), the game begins. There's a choice of four camera angles while you're playing (but the Madden-style behind the quarterback view is still the only real option) and 16 angles for instant replays. The sound effects are solid — nice crowd noises and all the moans and groans you'll ever get without first giving your credit card details — but there's no running commentary to impress your friends with and/or annoy the shit out of you after a week's playing.

TOTAL GROIN RECONSTRUCTIONS

As always, what it all comes down to is the gameplay, and NFL Gameday plays great. Picking plays is a simple, two-step process and executing them is just as easy. Everything, right down to the button layout,

is essentially nicked straight from Madden, but let me say it one more time — that's a good thing. Still, there's more buttons on a PlayStation pad, which means even more control over your runners, all of whom hurdle, spin and stiff-arm like the true pros that they are. At first, the passing game is tough to master and you'll find yourself getting picked off (ie, intercepted) with yelp-inducing regularity. But with practice, you'll get it under control. Besides, if you throw a pass into coverage, you should get intercepted. This is really a testament to the computer opponents' AI, which is first-rate. You won't get too many cheap wins here, even on "Rookie". The computer plays tough and smart, which is exactly how it should play, regardless of fragile human egos.

NFL Gameday is a no-nonsense, Madden-inspired footie feast. If you like big men and pigskin, you should snap this up (snap, geddit?) before you can say "Thirty-seven, sixty-four, two-thousand, nine-hundred and seventy-four".

VISUALS 87 - Sure looks like American football to me.

SOUND 84 - Wouldn't you know it, it sound like American football too.

GAMEPLAY 89 - Intuitive controls (especially for Madden-ites) and tough opponents.

LONG TERM 89 - Enough options and challenge to make it a keeper.

OVERALL 88 - An excellent, no-nonsense NFL sim in the great John Madden tradition.



BIDDA BANG BOOM



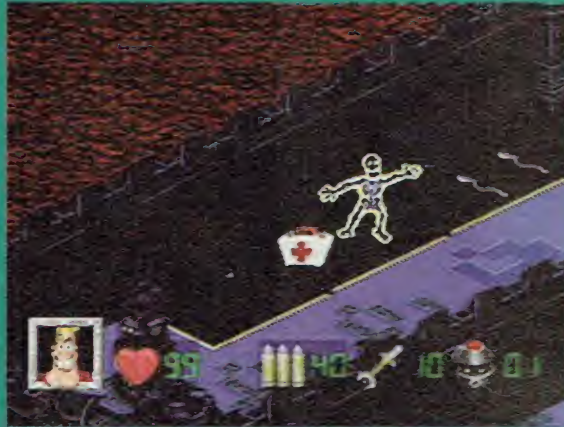
WE GET TO DESTROY SOME COUNTRYSIDE HERE



TAKE THAT INANIMATE PHALLIC OBJECT!



QUAZAR MISSES HIS RIDE



SHOCKED BY THE EFFECTS OF NON-PRESCRIPTION MEDICINE



OK MOFO BITE ON THAT ONE



QUAZAR TAKES A TRIP TO THE OUTDOOR DUNNY



MMM...MINDLESS DESTRUCTION



NOW THAT'S A REAL HERO!

Captain Quazar

Available: NOW • Category: ACTION • Players: ONE • Publisher: STUDIO 3DO • Price: N/A • Rating: M15+



QUAZAR SUFFERS FROM A SPLIT PERSONALITY



COME OUT! COME OUT! WHEREVER YOU ARE!



HE LEAVES A TRAIL OF DESTRUCTION WHEREVER HE GOES

It's time to grab a big gun and go for some mindless blasting with Studio 3DO's new hero. NINO KALEGEROPOULOS finds some new old-style fun...

It's been quite a while since a game of this type has been released. "What type?", I hear you ask. Well, I shall endeavour to answer that. Captain Quazar is the type of game that is fun to play, beautiful to watch, and will keep you up until ridiculous hours of the night just to complete the particular level you are on. Yes, this is a game that contains all of the vintage qualities of a classic action shoot 'em up. The scene is space...in the distant future. All is well, until one day, (wouldn't you know it?), a group of evil crimelords begin their quest to take over the galaxy. They have set up a network of operations that stretches throughout the Milky Way. Once they have completely taken over, they plan to turn everyone into a mass of zombies and thrive on slave labour! But fear not...Quazar is on the case. This of course, is where our bumbling, steroid-injected hero comes in.

S T U P I D B U T C O O L

Captain Quazar is a police of some sort. The hero of the galaxy. He is built like a tank, and has enough muscle to make even Arnold jealous. His personality though, is not quite as intimidating. A bumbling nitwit would be the closest description, the likes of Roger Ramjet, Inspector Gadget, and other similar numbskulls. But don't misunderstand, this idiot is way cool! He packs some awesome firepower and even has his own rap song! Naturally, he is the one selected to save the galaxy from the evil crime lords.

Like most other 3DO games, Captain Quazar begins with a lovely little rendered intro, set to the tune of the Quazar rap. (Some may think that this is a daggy little song, but it grows on you). The rendered scenes have a great cartoony look to them, and Quazar himself is a hoot to watch. In fact, the game would have benefited with a few more of these rendered bits, as there are simply not enough of them. But not to worry. The in-game graphics are just as impressive, and there's bucketloads to watch. There are a total of ten levels jam-packed with some of the smoothest animation yet seen in this type of game. The graphics are fast and furious, but what really makes this game such a joy to watch are all the intricate little details that have been programmed in. For example:- Every time Quazar fires his gun, a puff of smoke rises from the barrel. Explosions leave beautiful mushroom clouds behind, followed by a crater Wherever Quazar walks, he leaves a trail of footprints behind. Also, enemies go out in a variety of ways including exploding into a heap of bones, burning to a cinder, decomposing into the ground, and having their spirits rise from their bodies. Way cool....

P O I N T A N D B L A S T

Now that you know how the game looks, we'll tell you how good it plays. "It plays very good". In fact, it's safe to say that shooting a space gun hasn't been this much fun since Earthworm Jim. Captain Quazar is pure, blasting action. Simple and fun, like the games of yesteryear. Many of today's next-generation type games, require the intelligence of a rocket scientist to figure out. But not Captain Quazar. In this game you just point and blast. Couldn't be simpler. the controls are quick and responsive, and right from the start you'll be blasting like a pro.

- GRAPHICS 90** - Highly detailed animation that is smoother than a baby's bum. A treat for your eyes.
- SOUND 90** - Guns blast, grenades explode and Quazar goes "hmm". Great stuff.
- GAMEPLAY 92** - Vintage gameplay that is simple, fun, and addictive. It'll keep you up at night.
- LONGTERM 90** - Although these games don't last forever, it will make you come back for more.
- OVERALL 90** - A must for shoot-em-up fans, and anyone else looking for some simple, blasting fun.

A total of 13 different weapons are available, ranging from standard bullets, missiles, grenades, flamethrowers, electric rays and many more. In all, just about enough firepower to take on Roseanne. In addition, there are a variety of power-ups that can be collected along the way, which will also aid you in your mission. There are many options available which will allow you to customise your game. Adjustments can be made to the volume of music and special effects, as well as to the control of your character on screen. A two-player option is also present, which means you and a friend can blast or: for

hours. (Two grenades are always better than one I say.) Yep this game pretty much has it all. I guess I should also mention the save-game option, which allows you to store up to 8 games...Cool.

Well, it's obvious that Studio 3DO have come up with a winner here. Although the game is not revolutionary in any particular area, the overall package is without flaw. Great graphics have been combined with traditional, action gameplay, and the result is the best action/shooter in this part of the galaxy. I'm sure a sequel is already being planned for our giggling, bulging, blasting friend. Could Captain Quazar be the animated hero 3DO have been waiting for? Watch out Sonic and Mario, Quazar is here....





EAT FAIRY FLOSS YOU FIEND!



THE HOT COFFEE THERMOS. DEADLY.



I'M NOT PLAYING BASEBALL WITH YOU, BUDDY



NEVER SHOPLIFT FROM YOUR LOCAL DUTCHER



THAT'S GOTTA HURT



THESE THINGS LOOK SUSPICIOUSLY LIKE STORMTROOPER HELMETS



FLOATING EYEBALLS ARE NO MATCH FOR MY THINGAMEJIG



ICE-SKATING YOUR WAY TO VICTORY



NO! NOT THE KETCHUP! AARRRGHG....

PO'ed

Available: NOW • Category: ACTION • Players: ONE • Publisher: ANY CHANNEL • Price: N/A • Rating: M15+



BATS! THEY'RE NO MATCH FOR MY TRUSTY GARDEN HOSE



MORE HOT COFFEE CARNAGE



THESE FREAKS GOTTA DIE. DIE FREAKS DIE!

PO'ed took so long coming that we almost gave up hope. Luckily NINO KALOGEROPOULOS didn't and he managed to stop playing it enough to write this review...

Every now and again, a video game comes around that causes much hype and anticipation in the gaming world. PO'ed is one of those games. The title has been in development for a long time, but now it has finally been unleashed on the public. Fortunately, all the hype and anticipation was justified as PO'ed is the best game of its kind on the 3DO, and possibly on any other platform.

Just in case you've been in a coma for the past year or two, here's a quick rundown of the game. (By the way, for those of you who are still in a coma, PO'ed stands for "pissed off"). The genre is first person "Doom-style", meaning total freedom of movement in a 3D world, where blowing things to bits is an art form. The action takes place upon a spaceship called the U.S.S. Pompous. The ship is full of space marines, however you play the role of a cook named Ox. The ship is invaded and boarded by some unknown aliens, who ultimately kill the entire crew. Now the cook is the only one left who can stop them (Under Siege anyone?). Beginning with only your favourite frying pan as a weapon, you must set out on a quest of alien destruction, all the while trying to keep yourself in one piece. Your soufflé is ruined, and you're PO'ed!

Not Your Standard Clone

Right from the start, it must be pointed out that PO'ed is not your standard Doom clone. Many titles have attempted to capture the overall gaming experience that is Doom, only to come up with a try-hard imitation. Not this baby. PO'ed reeks of originality and is in a league all its own. It could even teach the mighty Doom a thing or two.

Probably the most intriguing element is the ability to fly as well as walk. Although this feature has been integrated into some other games such as Heretic, I can assure you that it has never been done to such a wonderful extent. Anybody who can remember the absolute freedom offered by Pilotwings on the Super Nintendo, can understand the thrill of flying in a 3D world. PO'ed offers this same thrill, only in much greater detail. Your jet-pack allows you to explore every crack on every wall, floor, ceiling and building in the game.

The visuals in PO'ed are a sight to behold. Somehow, the developers have managed to create the largest playfields ever seen in this type of game, while maintaining an exceptionally high level of detail (and there's hardly any slow down). Most Doom games are primarily made up of small corridors and tunnels, with the occasional open area. In PO'ed on the other hand, the game is primarily made up of huge areas which are so immense, it's awe inspiring. You can stand on one end of a room, and look all the way to the other side, which appears to be hundreds of metres away. Also, the ability to look up and down can provide some awesome views. For example, it is possible to stand on top of a huge building, and look over the edge only to see a swarm of aliens scuffling around hundreds of metres below. The sensation of height is truly amazing. One of the first things you should do is jump off the tallest building you can find. Nothing quite like a good 200 metre vertical drop!

The levels are fantastically designed and coupled with the intense atmosphere, provide total immersion. The design of these levels is so good it actually makes Doom look linear. The aliens in the game are also quite impressive. There are a total of 16 different enemies. Perhaps the most impressive and definitely the most bizarre are the "Buttheads", which are basically walking butts (go figure). One more thing worth mentioning are some of the light sourcing effects. Certainly the most realistic yet seen, with some levels containing beautiful light beams emitted from the ceiling all the way down to the ground. Astonishing...

Air-to-Air Combat

Most games which look as good as PO'ed (as few of them as there are...), are compromised in the area of gameplay. Once again, PO'ed delivers. It is easily the most satisfying 3D gaming experience since Doom. I mean, it's enough that you get to walk around these amazing worlds, blowing aliens to bits with all your firepower, but now you can also take to the skies, adding a completely new dimension to the game. As well as giving you absolute freedom of movement in any direction, your jetpack also allows you to engage in some radical air-to-air combat. Flying may take some getting used to at first, but with a little practice the controls are as good as can be. This is a good thing since you will spend just as much time in the air, as you will on the ground.

VISUALS 94 - Beautifully designed levels, with breathtaking views of immense 3D worlds.
SOUND 90 - Not much music, but then again, who needs it when you've got atmospheric ambience?
GAMEPLAY 93 - The blasting joys of Doom + the freedom of flight à la Pilotwings + PO'ed.
LONGTERM 93 - Even when you've finished it, you'll keep coming back for those vertical drops.
OVERALL 93 - An absolute winner. PO'ed is a must for anyone who wants a step beyond Doom.

In terms of firepower, there are a total of ten different weapons to choose from. Being a cook, you can wield such weapons as a frying pan and a butcher's knife. Along the way you will also find some harder weapons that the space marines left behind, eg, a drill, BFD90, flame thrower, wailer, rocket launcher, pulse gun, meat seeker and missile cam. The drill is the goriest of all weapons. It spurts blood all over the screen, after which your virtual hand emerges and wipes it clear. The most original weapon would have to be the missile cam. Once you fire it, you take the point of view from the nose of the missile, so you can steer it directly to your target. It's like riding on the back of a missile! Hot potato!!

PO'ed is definitely a game that will keep you completely satisfied, at least until you finish it. Even then you will probably come back for more. This game proves that the 3DO is still a force to be reckoned with. It's one of the best games of it's kind, on any platform. I get chills when I think of what a sequel on the M2 would be like.





THE PRE-MATCH STARING CONTEST IS THE HARDEST PART



LOOK OUT FOR MY SHINS! NOOOOO....



HEY! IT'S SENSIBLE SOCCER... NOT.



IT'S A GAME OF PASSION, SLICED ORANGES AND BALLS



THE GIANT DORITO CHIP IS A RING-IN



GEE. A THRILLING MOMENT IN SPORTING HISTORY.



THIS IS NO TIME FOR HULA-HOOPS, SON.



OPTIONS, OPTIONS, OPTIONS



NOT THE SMARTEST GOALIE

Actua Soccer

Available: NOW • Category: SPORT • Players: 1-2 • Publisher: GREMLIN • Price: \$89.95 • Rating: G



FANCY FOOTWORK LITTLE FELLA



HEY YOU! YOU'RE STANDING ON MY FRISBEE!



THE DUNCE'S CORNER

It's soccer season again and we're seeing a whole host of competing games lining up to challenge the dominance of EA's FIFA title. **DAVID WILD-GOOSE** tackles one of the hot contenders...

Virtua. Actua. Hmm. It was quite amusing when Virtua Racing first arrived. I assumed that the name was a demonstration of the hazards of poor Japanese-English translation, akin to that which occurred when another old arcade racer, Continental Circuits, was accidentally re-christened Continental Circus. Displaying a commendable sense of good humour, Sega turned it into a running joke with the releases of Virtua Fighter and Virtua Cop. Hence, they are excused.

However, Gremlin are not. Actua Soccer is a useless name and the line, "There's nothing Virtual about Actua!" is a bit desperate. Yeah, it's only a name, but it IS annoying, nonetheless. The game itself is also annoying - it is ever so nearly great, but a few tragic flaws mean that it can't compete with, for example, FIFA 96. Such comparisons are vital because there's only room for one gloriously realised and monstrously playable 3D soccer sim on the PlayStation and PC, and FIFA is it (at this stage). Let's see how they match up, anyway.

Good Looking

Actua makes a strong start - perhaps a storming attack resulting in a series of corners and a fearsome header against the crossbar - simply by being the best looking soccer game there is. Gremlin have used motion capture techniques with real footballers (Sheffield Wednesday's Graham Hyde and Chris Woocs, and Tottenham's Andy Sinton) to simulate every movement in the game. The result is animation of an astounding quality and a definite improvement over FIFA. Not only do they move realistically, but the speed of the animation is perfect too. By creating the players out of polygons, Actua allows for greater flexibility in their actions compared to the sprites used in FIFA. The players are also more detailed with more accurate strips and numbers on their shirts. That earlier header rebounded off the bar and was toe-poked in by the centre forward. 1-0 to Actua, I believe.

After that promising opening things settle back into a tense midfield battle as we examine the gameplay. The AI in Actua is a bit varied. In attack it's fantastic; your forwards create space for themselves, make good runs into useful positions (diagonal runs into the penalty box, dropping slightly deeper to lend support to the midfield, pushing out wider to take a defender out of the play) and generally behave very true to reality. Yet in defence it's a bit dodgy. Your defenders are usually pretty crap, to be honest. Worse still, you can't manually swap between them, which means you're stuck with whoever is just that millimetre closest to the ball. So what happens is that control jumps all over the place, sometimes switching rapidly between two or three defenders while your opponent is charging towards the goal. And, oh dear, the FIFA striker has split open the Actua defence and has chipped the 'keeper to level the score at half-time.

The second half begins with FIFA starting to exert control over the game. Actua's control is very, very precise and demands an unfair amount of accuracy when doing even the simplest things. You'll often find yourself under- and over-hitting passes or sometimes sending them in entirely the wrong direction. It's too exacting, less intuitive, and mostly less enjoyable than FIFA's more structured and cohesive style. Playing Actua gives the impression of organising a team of individuals rather than controlling a genuine team. So, even though they behave like real players and, as I said above, do move into good positions, it's tougher to pick them out and get the ball to them than it really should be. Soccer's all about teamwork and FIFA's superior attacking fluidity nets it an important 2-1 lead.

Shooting For Goal

All that's not to say that Actua didn't create any good chances for itself. It certainly did, since a bit (a fair bit, actually) of practice improves the situation, but it struggled to finished them off. In FIFA, when you shoot at goal you're player does exactly that, he shoots AT goal no matter where he is on the pitch. In

Actua, he shoots in the direction he is facing when you press the button. Realistic perhaps, but endlessly frustrating at the same time. After yet another botched attacking raid by Actua, FIFA counter-attacks swiftly down the right wing. The cross is spectacularly sweet into the goal, extending their lead to 3-1.

With only minutes left, Actua makes a last-ditch attempt to get back into the game. Excellent involving crowd noises and better commentary earn a free kick on the edge of the penalty area. Then with the ability to switch between camera views during play (including a bird's eye top-down one) at the press of a button, the ball is curled around the wall and past FIFA's goalkeeper. Sadly though, since the referee has signalled full-time it is the last action of a thrilling game. Just repeating that final score: FIFA 3 Actua Soccer 2. Now it's down to Les Murray on the sideline...

VISUALS 95 - Utterly superb. Just look at those screenshots and try not to be impressed.

SOUND 90 - A real sense of "being there" atmosphere and excitement. Good, varied commentary.

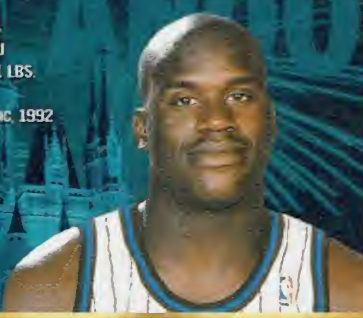
GAMEPLAY 82 - Good, but falls just short of greatness. Too meticulous and precise to be completely enjoyable.

LONG TERM 80 - Loads of the usual teams and options, but the frustrating gameplay flaws spoil it.

OVERALL 84 - A very good soccer simulation, however FIFA remains the indisputable soccer game champion.

Starter

BORN: 3/6/72 - NEWARK, NJ
 HEIGHT: 7'1" - WEIGHT: 301 LBS.
 COLLEGE: LSU
 DRAFT: 1ST OVERALL - MAGIC, 1992



MAGIC

32 - SHAQUILLE O'NEAL
 POSITION: CENTER

GET READY FOR A SHAQ ATTAQ!

instant REPLAY 02:45

EA I
 EA
 SKY
 CLASSIC
 PRESS
 COURTSIDE
 BASELINE
 SLAM
 REVERSE



YOU BE JAMMIN, YOU BE JAMMIN...MAN

instant REPLAY 00:20

NBA
 SKY
 CLASSIC
 COURT
 PRESS
 REVERSE



THERE ARE 16 DIFFERENT CAMERA VIEWS. CHOICE!

instant REPLAY 02:35

COURTSIDE I
 EA
 SKY
 CLASSIC
 PRESS
 COURTSIDE
 BASELINE
 SLAM
 REVERSE



MMM, THE FLOOR'S SO SHINY YOU COULD EAT OFF IT

MAGIC CALL HA



THIS IS ONE SEXY LOOKING GAME OF BASKETBALL

NBA Live 96

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



COURTSIDE



YOU CAN DESIGN YOUR VERY OWN PLAYER



EA'S VIRTUAL STADIUM COMES THROUGH AGAIN.

EA Sports have bought their Virtual Stadium technology to the game of basketball and **GEORGE SOROPOS** is the *HYP*ER reviewer who's saying "thank you"...

Basketball was my favourite school sport (apart from putting burning rags in the staff room air conditioning ducts), but I was hampered by the fact that I was the second shortest boy in my form. Fortunately, lady luck shined upon me at the peak of my career and I was run over by a ute in the main street of my childhood home, Port Macquarie. It mightn't seem like a lucky break to you but the fractured wrist I ended up with meant having a large, extra heavy duty cast on my arm which soon became feared and respected on court as the angel of death and bringer of unsightly bruises.

Going One Better

The arrival of EA's NBA95 brought a huge and long awaited sigh of relief from all those players who had been putting up with psychotic short arse team-mates like me. Computer games are a great leveller, and with NBA 95 fitness, height and untrimmed nose hairs soon took a back seat to control pad skill and the ability to eat, drink and urinate at the same time. Now EA weren't satisfied with making the greatest five-on-five basketball game of all time so they had to go one better, and here's the result, NBA 96. Those of you familiar NBA 95 will feel right at home immediately as '96 borrows almost everything from its older cousin except for the play engine itself. All the menus, options and teams are identical, with the addition of Toronto and Vancouver to the competition. You can now use the keyboard to get around the menu screens and a 'Tip Off' button has been added to spare you having to go through the team line ups before each game. There's a swag of new moves like tip ins, power dunks and spins and you can also call plays on the fly, and the plays now include pick and rolls, screens and intentional fouls. You can also now create and modify your own custom players and teams. Hours of fun for the whole family.

Virtual Stadium

But of course the biggest and most obvious change in NBA 96 is the all new sexy 'Virtual Stadium'. Gone are those tiny SVGA sprites and the static viewpoint of NBA 95, NBA 96 has a much more convincing 3D engine with over fifteen different views of the court and much bigger, better animated, and slightly more intelligent players. The gameplay still feels familiar however, just bigger and better. There's nice reflections off the shiny court floor and evocative squeaky noises from the players shoes. Admittedly the graphics aren't as sensational as Total NBA on the PlayStation but hey, PCs don't come standard with 3D graphics chips...yet.

VISUALS 97 - Big improvement on NBA 95. Bigger sprites make it much easier to see what's going on.

SOUND 96 - Big, bold audio. The best I've heard in ANY game.

GAMEPLAY 92 - Short learning curve, loads of fun, that's all you want, isn't it?

LONGTERM 88 - Custom options and wide range of moves should keep you interested for a while.

OVERALL 92 - This IS Basketball on the PC, so if you want to slam, jam and dunk on your home computer, this is a must.

NBA 96 continues EA Sports' tradition of slick, hard hitting music with a collection of pop techno and Jungle inspired tunes that are easily the best ever put into a computer game. There's no in-game commentary like Total NBA but you do get pretty astute quarter time comments

from the resident microphone jockey to let you know how things are going. This is, of course, a very useful feature if you're blind or just plain stupid.

The only one possible whinge I can make, and it's a very minor one, is that the crowd graphics in '96's 'Virtual Stadium' are actually much worse than NBA 95's with the whole bunch looking like they just had a run in with a steamroller and come off second best. Still, NBA 96 is a definite improvement on its forebear and well worth an investment, even if you own NBA 95 or just like this sort of thing.





DANGEROUS PLACE TO WAIT FOR THE BUS



BUG-CAM



TASTE THE COLD STEEL OF MY BLADE



HOW STUDIOUS



OBVIOUSLY BEEN WATCHING TOO MUCH TV



ARRRGH! A MUSEUM! LEMME OUTTA HERE!

Time Gate: Knight's Chase

Available: Now • Category: Action/Puzzle • Players: ONE • Publisher: Infogrames • Price: \$99-95 • Rating: M15+



PROOF YOU CAN SLEEP WITH YOUR EYES OPEN



OOH. LASERS. HURT.



ER... IS THIS THE HELLFIRE CLUB?

Infogrames have taken their classic Alone in the Dark game engine back in time.

STEVE POLAK goes on a knight chase...

I feel like I have been writing about this particular game for several years now. Remember when the original Alone in the Dark arrived? Wasn't it a totally awesome venture into the world of 3D graphics, and assorted 'spooky bits'. Well since then we have seen two successful, but a tad formulaic sequels, and heaps of imitators. So now that the fourth game from Infogrames to use the Alone in The Dark engine has arrived. Is it possible that we have seen it all before, and feel a touch jaded by the endless variations on the same 3D adventure theme?

Tasty Reworking

Well the honest answer is 'Yes' but it is still nice to do the 3D polygon romp once more for old times' sake. Time Gate is an extremely tasty reworking of the original formula with just the right number of tweaks, as the developers have tried to knock off the rough edges (literally) of the previous efforts. This means the "Money for Nothing" Dire Straits inspired blocky characters have been replaced by much more detailed denizens who boast a greater fluidity of movement, and a much higher polygon count. Time Gate is apparently the technological stepping stone between the obsolete Alone in the Dark engine, and a new 3D engine which Infogrames are working on. So it is no surprise that it looks pretty good. However it is not nearly as cutting edge as many of its competitors, so whilst it looks OK when compared to its AITD ancestry, it doesn't give the rest of the industry much to be worried about.

So what else is different about Time Gate? Well, Edward Carnaby is nowhere to be found, for a start. Time Gate marks a new direction for Infogrames in terms of story and script. The game kicks off with a nicely animated 3D studio intro (which is actually a dream sequence set in the 13th Century) which depicts a battle between a black armour wearing baddie thug type and a noble good knight (you know this because he is the one wearing white!). Anyway the combat follows its course with the good guy coping a pasting, but not before the all important plot bits are explained, and then dream sequence is finished. Next the whole show jumps into the current time, and you are attacked (whilst doing homework for chrissakes!) by the weird looking black guy, who threatens to 'do your head in' or something similarly fascist.

It seems that you are ancestrally related to the Knights of Templar (or some similar guff), and now you have to go back in time to rescue your girlfriend who was captured by the black suited guy (who goes by the suitably evil name of Wolfram). And so you find yourself embroiled in the life and times of the Teutonic Knights. Anyway with the plot bit out of the way, you find your way back in time ready to wreck shop.

Moody & Challenging

This is where Time Gate becomes a lot more engaging, as the modern bits didn't particularly impress. Time Gate is a moody and challenging experience, with the moody medieval music being extremely atmospheric. Combat in the game is a fairly simple affair. You get yourself in a good position to retreat from your foes and when the beasties come after you, you keep blocking, counter attacking, and retreating until said beastie is no more. However it is also quite easy to cheat by timing your movement with your attacks so that you can step out of range as your foe retaliates, and back into range as another of your weapon blows land. This 'technique' really isn't fair in that it makes combat a tad too easy, but I still enjoyed being able to do it. The medieval environment is well presented in all of its bleak and dingy glory. However Time Gate uses similar flat painted backdrops to the Alone In The Dark series, when Infogrames should have possibly moved to rendered 3D artwork.

Also it is a little disconcerting that most of your opponents are dull sentry types, when the medieval setting could have led to a brilliantly varied menagerie of mythical nasties. Instead you get fat balding blokes who do their best to bludgeon your skull in a disappointingly predictable way. But in its defence

Time Gate does present a few suspenseful moments as the use of cinematic cut-scenes, at critical points in the story does help build the tension level somewhat.

On the puzzle front Time Gate will feel uncannily similar to the AITD epics, and most of the tricks will not pose a problem for too long if you have played any of the predecessors. However newcomers may find the going a bit tough at first. Also there are a

few surprises, including an excellent T2 inspired morphing scene where a bunch of wimpy monks you are slogging it out with show their true colours as they become some of the nastiest looking demon spawn to appear on my monitor.

So, "should I buy this game?", I hear your ask. Well Time Gate is a well thought out, if a tad formulaic, offering which manages to shine even though we have basically seen it all before. It doesn't quite push the boundaries when it comes to 3D visuals, but at least you know what you are getting, and any game based on the superb Alone In The Dark series has got to be half decent, eh?

GRAPHICS 82 - Better than Alone in The Dark, but definitely not serious salivation potential

SOUND 79 - Lots of good squeaks and creepy bits

PLAYABILITY 87 - More solid than a brick shithouse

LONGTERM 79 - Not bad, although the linearity of the whole thing is a bit of a worry

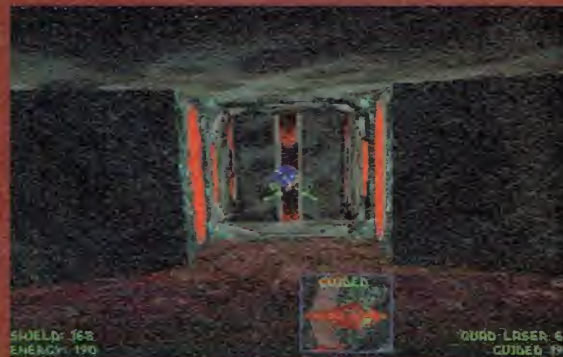
OVERALL 85 - Not new, but at least it's improved



AHH, DESCENT'S BACK...AND IN SYGA!



OK, LET'S PLAY CHASING



YOU CAN RUN BUT YOU CAN'T HIDE



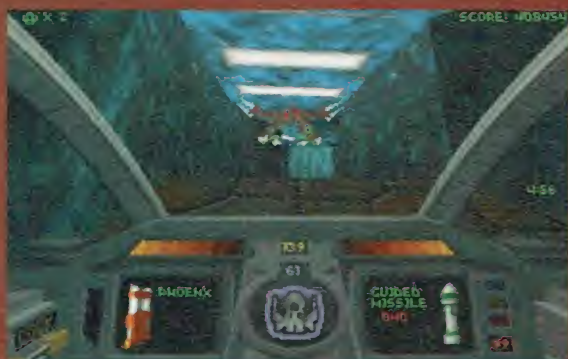
THE ACTION AND TENSION NEVER LETS UP



LAVA TENDS TO BE HOT SO DON'T GO SWIMMING



MMMMM...VERY STYLISH



CHARGING DOWN CORRIDORS IS STILL A THRILL



YOU'RE IN MY SIGHTS NOW!



TIME TO MAKE SOME SCRAP METAL

Descent 2

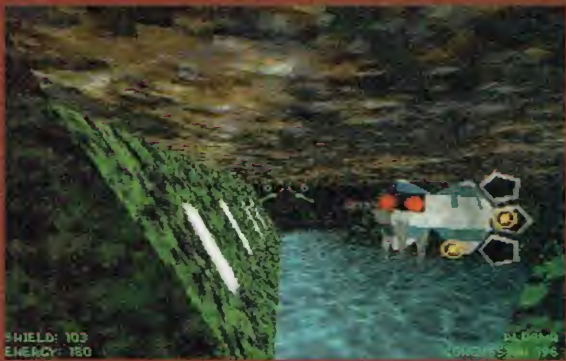
Available: Now • Category: 1st person Action • Players: 1-8 • Publisher: Interplay • Price: \$99.95 • Rating: G8
Min Req.: DX2-66 with 8Mb RAM, Double-speed CD (PI20), 16Mb and quad-speed CD recommended)



NOW THAT'S A BIG ROBOT



THE WATER LOOKS VERY...UM, WATERY



THE ENVIRONMENTS ARE SUPERB

Gameplayers the world over either loved or hated the original *Descent*. Luckily for Interplay, more people loved it than hated it and it become one of 1995's hottest games.

GEORGE SOROPOS tries out the sequel...

I don't know what the average punter thinks when they hear the phrase "going down". Me, I think mine shafts. Not just ordinary mine shafts, hell no. Treacherous, nasty, unpleasant mine shafts, preferably ones where you get to shoot things. Descenters know and understand this feeling, have defended its validity against an unceasing barrage of scorn from followers of another faith (those who would mince about in the hallways of Hell with their puny shotguns) and now see their loyalty repaid with interest by the release of the much awaited *Descent II*.

I admit to being somewhat underwhelmed by the original *Descent*, thinking it was lacking a bit in depth (ha ha) and variety in gameplay but I'm going to have to bite my tongue hard now because the sequel is awesome. *Descent II* packs in so many new features it's almost a whole new game and anyone who was a bit iffy about the original or who still hasn't mastered the monumentally complex task of using the mouse and keyboard at the same time had better take another look.

Eye-Popping Psychedelia

Descent II's juicy graphics are the first and most obvious improvement you'll notice if you've seen the game's earlier incarnation, and these screen shots should be more than enough to make anyone want to beg, borrow or steal to get their hands on a Pentium133.

The new mines are full of cool eye-popping psychedelia like moving lava flows and subterranean rivers, fluoro force fields and colourful, intricate passageways. And lurking inside are over thirty new, more cunning and beautifully rendered robot scumbags just itchin' to toast your arse, all except for one tough butthead named Bandit, who delights in zipping up behind you and stealing your power-ups and zipping off just as quickly. Those long nights spent underground needn't be so lonely any more either with your trusty Guide-Bot to bring you your slippers and the paper. You can also tell it to find the next pass key, locate power-ups, find a parking space, search for hostages, or piss off. Little Guide-Bot always faithfully returns to find you when you get lost, is almost indestructible and completely takes away the pain of feeling disoriented in the complex labyrinths, and ends up making the game much more fluid and enjoyable. If its weapons you want, D2's got lots of new goodies. Smart mines home in when an enemy gets close allowing you to set traps for your favourite robots. Good fun. The Phoenix Cannon fires energy blobs that have the amusing property of bouncing off walls, and this is great for setting up withering barrages of ricocheting death. Or try spreadfire on steroids with the Helix Cannon. In fact, if you add the potential of some of the new armaments to the fact that D2 allows you to place cameras wherever you

like and monitor them through subwindows in the cockpit, you get a subtle tactical element to combat which was not really present at all in the original *Descent*. Other cool new stuff includes the energy converter which gives you the ability to transfer energy to your shields, afterburners for afterburning and headlights to brighten up those dank, smelly shafts.

Oozing Gameplay

Descent II oozes gameplay from every pore, and the thirty new single player levels (plus a few secret ones and ten special 'Anarchy' or network levels), have a cunning complexity that will keep you up for hours but never frustrate or annoy. Except when you can't find the bleedin' exit in time and you get vaporised along with everything else. Your enemies sneak, hide and chase you about, one of them even has the audacity to break up into even deadlier components after you've already blown it to smithereens. The audio effects in D2 are great as well, being context sensitive so that lasers which make a short "sloop" sound when shot into water will also make a satisfying crackle when aimed at a devious robot. The MIDI music is pretty dull though, but the game also includes Redbook audio from Canadian industrialists Skinny Puppy and from Type O Negative which is much more inspiring.

The year is still young, and there are already so many great titles to compete with out there, but I think *Descent II* will end up being one of the classic games for '96.

VISUALS 95 - If computer graphics were like girls *Descent II*'s would be Uma Thurman. If they were like boys, they'd have to be Brad Pitt.

SOUND 92 - Context sensitive effects are a groovy touch and the CD music is great.

GAMEPLAY 94 - About as much fun as you can have 200 meters underground, surrounded by overexcited household appliances.

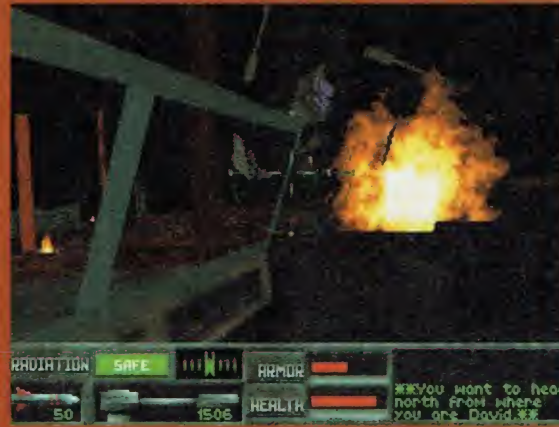
LONG TERM 93 - Network play will keep this one a favourite for a long time.

OVERALL 94 - Stunning to look at, fantastic to play. If you liked the original *Descent* then you'll love this.





JUST YOU AND A DEADLY ROBOT FROM THE FUTURE



DESTRUCTION FEELS GOOD



WHEN WAS THE LAST TIME WE FUMIGATED?



JUST A LITTLE BIT CLOSER... AND POW! RIGHT IN THE KISSER.



I CAN'T SEE WHAT IT IS... BUT KILL IT.



KA-BLOOM! STRESS RELIEF.



REMEMBER SON, DON'T SQUEEZE THE TRIGGER... CARESS IT...



SERIOUSLY GOOD



MY PIZZA'S ARRIVED!

Terminator: Future Shock

Available: NOW • Category: ACTION • Players: 1-NET • Publisher: BETHESDA SOFTWARE • Price: \$99.95 • Rating: G8

BEGIN BRIEFING TACTICAL STATISTICS



David, I want you to meet the people you helped liberate from the death camp. First off, this young man here is Kyle Reese.

GEE, HE'S A LAUGH-A-MINUTE GUY



ATMOSPHERE SO THICK YOU COULD CHEW ON IT



SNIPER ACTION

There's rumours going around that Arnie will indeed be back in Terminator 3 but in the meantime fans of the movies should be kept very happy with this first person perspective action game. **GEORGE SOROPOS** gets ready to terminate anything that moves...

Nothing cheers me up more than a pleasant stroll around a decaying post-apocalyptic nightmare world, especially when I'm allowed to kill anything that gets in my way. I put it down to the fact that my parents used to lock me in the broom cupboard for weeks at a time with only a set of steak knives and Charles Manson's biography to keep me occupied. So, imagine my delight when the HYPER carrier pigeon arrived suddenly at my rooftop gaming hideaway cum salami factory with a note informing me of the impending arrival of Terminator 2: Future Shock! Woo-hoo!

I'm sure you're all familiar with the movie series in question here so I won't bore you with any unnecessary background info. You're in L.A. and it's 2015AD. Los Angeles is a much nicer place in 2015, no crime to speak of, no poverty and no disease. Mainly because everyone's dead. You've just escaped from a Skynet holiday camp to join the rebel forces and now its time to make those overgrown toaster ovens pay for their flagrant disregard for human rights and refusal to obey council parking restrictions. Oh boy, oh boy!

Eerie Urban Landscapes

Most of Future Shock takes place in an eerie urban landscape filled with collapsed buildings, dead cars, labyrinthine sewers and irritable robots. While Future Shock's graphics aren't quite as detailed as those of Duke Nukem 3D or Tekwar it has a game engine that puts much more emphasis on fluid 3D movement, to the point that it feels almost like a flight sim. Any Doomster will get a kick out of being able to take cover and watch while Hunter/Killer aircraft circle overhead dropping bombs that tumble end over end as they fall to the ground, or sneak up the fire escape on the outside of a building to surprise the enemy can openers around the corner. Another nice touch is the way that you can see distant objects more clearly at the sides of the screen than in the middle, simulating peripheral vision. Mmmmm...I like this game.

Your opponents are a fiendish mix of airborne and land based killing machines of varying intelligence and abilities. Tanks, turrets, walking robots, trundling robots, flying robots too, and all of them make a big wonderful mess when they die. The choice of toys you have available to help send them on their way to hairdryer heaven is quite extensive, starting with the classic Uzi, M-16 and Shotgun and continuing through to more exotic items like the Plasma pistol. Of course, there's also a bevy of blasting beauties like Molotovs, grenades and dynamite to name but a few. And all are accompanied by some pretty satisfying sound FX, although you won't find much in the way of sampled voices or music with the latter being FM based and rather low key.

It's All in the Controls

Last month's readers preview was of this game and young CD ROMper Stomper gave it a rather luke warm endorsement. I must admit it took me a while too get to grips with it too, so I'll tell you the secret. It's all in the control setup. People used to playing 1st person shooters from the keyboard only are going to have to unlearn a few habits, as doing this will leave you very vulnerable, and very dead. Enemies come at you from all over the place and a mouse/keyboard combination is a must.

If you're right handed, try setting up the W and D keys for forward and back, the Q and E keys for strafing, F for jump, Space for run and left and right mouse buttons for fire and throw respectively. Use the mouse to turn left and right and to aim all around. It might take a few attempts to come up with a comfortable setup but once you get it right this game goes off! And for those of you wondering what will happen to the fine art

VISUALS 90 - Not as sexy as some, but we can't all be Claudia Schiffer or Brad Pitt, can we?

SOUND 90 - Meaty explosions and satisfying gun blasts - what more do you want in life?

GAMEPLAY 92 - The complex 3D engine and keyboard-mouse combo controls make this a hood

LONG TERM 8.5 - Network play will be a totally awesome thing

OVERALL 94 - Personally I like this more than Duke Nukem 3D, and I'll put my neck out and say it's the current king of first person action games

of drive by shooting in the L.A. of 2015, you'll be pleased to know that Future Shock has some suitably violent, and satisfying, driving missions as well.

My only real gripe with

Future Shock is the lack of an overall strategic map, which comes standard with all these sorts of games for a good reason, ie so you don't spend hours wandering about hopelessly lost! The Future Shock map is a snazzy 3D tactical job which is a superb aid in figuring out areas of cover and possible ambush sites but doesn't stop you getting lost. I have to admit I was getting bored with all the Doomy type games until now. Future Shock is a revelation, and one step closer to the Holy Grail of an in-depth, first-person, tactical RPG. Well, it's my Holy Grail anyway...



Worms

PlayStation/Saturn

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-16
 PUBLISHER: OCEAN
 PRICE: \$99.95
 RATING: G

You know you've really stumbled onto a game with high quality gameplay when you are controlling little squiggly lines a few pixels long, and you're still totally enthralled with the game.

Team 17 always did spit out rather tasty games, and worms is no exception. Essentially, Worms is the love child of Lemmings and Cannon Fodder. You've got the Lemmings element in the cute little critters that move about the screen under your control, making amusing little remarks with their amusing little voices. You've also got that, "Let's blow the living crud out of them!"

As cute as the game looks, it's really one to tax your brain power more than anything else. You control a team of worms, armed to the hilt with such household items as bazookas, shotguns, landmines, mini-guns and dynamite. To use all these goodies to maximum effect is what taxes the brain. You have to use your best estimate at what angle and velocity to launch your weapons at your opponents, taking wind and terrain into consideration.

The fact that your guys look so cute, even as they're blown to bits, makes it a lot easier to accept when you start taking casualties... and if you're up against the computer, you'll be taking a lot. The computer controlled worms have an amazingly good grasp of mathematics and physics and they



almost never miss. While this provides a great challenge, it can get a bit frustrating. Playing against other people is infinitely more satisfying, not due to the usual thrill of being able to blow your best friend to bits, but more due to the fact he's having just as much trouble guessing how to hit you as you are hitting him. The game is turn based, and regardless of how many worms have died, each team gets it's turn in order, so four worms vs one isn't as rough as it might sound.

Up to four teams of worms can duke it out at once, and if you're really popular and have fifteen friends keen to play, you can all play a worm each, but a lot of folks would die before they got their first turn.

I was overly chuffed by Worms to say the least. Buy it.

DANIEL TOOSE

VISUALS 65
 SOUND 78
 GAMEPLAY 90
 LONGTERM 88
 OVERALL 88

World Cup Golf

Playstation/Saturn

AVAILABLE: NOW
 CATEGORY: SPORTS SIM
 PLAYERS: 1-4
 PUBLISHER: U.S. GOLD
 PRICE: \$99.95
 RATING: G



Golf, of course, has long been a staple of just about every platform that ever existed and it was inevitable that it would soon sprout up on the PlayStation. I have long been a virtual golf aficionado, but came to the conclusion a little while ago that things were about as good as they were going to get, and each new 16 bit release was a waste of everyone's not so valuable time.

So, with this release, has the super console sported golf games to a new dimension? Well, not really, but in saying that, this is still a pretty damn good game. The problem for golf game developers is that golf game gameplay is there already. Yes, developers can keep coming up with innovations in just about every other sport game there is, but golf has already been nailed. Sure, the graphics can just keep getting better (as they do here) but as HYPER always says, game play is where it's at, and short of the game developers offering appearance fees with each cart or disc, golf can't get a hell of a lot more realistic.

Yes, this is an impressive game: the graphics are excellent, with more views than the Empire State Building and its got more options than Greg Norman's investment adviser. There's customisable players, six different kinds of competitions, smooth as silk gameplay, the ability to store stats on memory card and, in PlayStation style, some very enjoyable commentary. Hey, and this is a rarity; even the reggae soundtrack (this is set in Puerto Rico) is only vaguely annoying.

On the down-side, there's only one course and the transition from stroke-view to fly-by view on the shot is a bit clunky, but now i'm just being mean. This looks great, it's just that the "enormous boner factor" is no longer available for golf games, at least not for me.

STRETCH ARMSTRONG

VISUALS 85
 SOUND 83
 GAMEPLAY 88
 LONGTERM 75
 OVERALL 83

Cyberspeed

Playstation

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



Cyberspeed is yet another futuristic high speed motor sport, in the same mould as Wipeout and High Octane. Your goal is simple; given the choice of various different aircraft, you must manoeuvre your vehicle to victory in a race against your rivals. However, the difference between Cyberspeed and many other racing games is that the tracks are more reminiscent of high speed rollercoasters than raceways. You control a hovercraft-like vehicle, which is attached to the track by a visible force beam. The vehicle acts like a pendulum from the beam and can scale incredible heights at lightning speeds as well as fall from tremendous altitudes at an even faster rate. Motion sickness is guaranteed in another sport game there is, but golf has already been nailed. Sure, the graphics can just keep getting better (as they do here) but as HYPER always says, game play is where it's at, and short of the game developers offering appearance fees with each cart or disc, golf can't get a hell of a lot more realistic.

Cyberspeed is a sensory feast. The astounding graphics move by as smooth as silk at thirty frames-per-second. No matter how hectic and cluttered the situation may become, the frame rate is never compromised. There are three different views and if you choose the first person (inside ship) viewpoint, have a barf bag ready, 'cause you'll be needing it.

The music contains an excellent feast of high-quality CD tech-no dance beats as well as ear warping special audio effects, very similar to those found in Wipeout. As you probably gathered this game is very similar in style to that of Wipeout. However, unlike Wipeout, you cannot oversteer or take a corner too sharp. What this means is that the controls are easier. You cannot fly off the course or veer straight into a wall since your ship is attached to a beam. All you can do is swing from the beam and do 360 degree turns at a breakneck pace.

One thing that deserves a special mention is the gorgeous FMV advertisements featured after each race. These are weird, random 20-30 second animated commercial breaks which are very entertaining to watch. Sometimes they're even funny too! Cyberspeed is an enjoyable game, even though the gameplay is a little restricted. Its not in the same league as Wipeout but should provide highspeed thrills nevertheless. Great for PlayStation gamers who thought Wipeout was too hard.

HARRY MARAGOS

VISUALS 89
 SOUND 87
 GAMEPLAY 66
 LONGTERM 70
 OVERALL 74

TohShinDen S

Saturn

AVAILABLE: NOW
 CATEGORY: FIGHTING
 PLAYERS: 1-2
 PUBLISHER: TAKARA
 PRICE: N/A
 RATING: M15+



PlayStation owners no longer have exclusive rights over the ground breaking TohShinDen series. Only thing is, Saturn owners may be too busy playing Virtua Fighter 2 to notice or care.

Sega has done a great job of converting the spectacular gourard shaded fighters from the PSX game, but it seems they've been careful not to make the game look too good, since it might just overshadow their main baby - which is VF2, of course. All eight characters are there plus Gaia, Sho and a new boss character - Cupido - who has an extremely mean style with a scythe. There's also a new rendered FMV introduction displaying the characters and in "Story Mode" there's cut scenes in between every bout.

Unfortunately it seems something had to go in the conversion from the grunty PSX polygon engine to the slightly more timid Saturn. The backgrounds are two dimensional unlike the spectacular PlayStation backdrops and there's fewer colours and a lower framerate. Luckily it's still extremely playable, if not slightly more so. The gameplay seems to have been tweaked slightly to make the battles and characters just a little more balanced.

When Tohshinden came out on the PlayStation its one on one contender for the polygon pounding title was Virtua Fighter, and it won hands down in looks if not so easily in gameplay. Put next to VF2 though, there's simply no competition. VF2 has nearly double the framerate, better motion capture, higher resolution and those meaty sound effects. Even TohShinDen 2 on PlayStation is going to have a hard time competing with it.

Serious fighting fans will want both games, as TohShinDen's weapons, the manga fighting style and sense of humor all make it a worthy purchase. But if you only get one 3D fighter on the Saturn it has to be Virtua Fighter 2. End of story.

ROGER BOLTON

VISUALS 86
 SOUND 78
 GAMEPLAY 87
 LONGTERM 82
 OVERALL 86

SimCity 2000

Saturn

AVAILABLE: NOW
 CATEGORY: SIM
 PLAYERS: ONE
 PUBLISHER: MAXIS
 PRICE: \$99.95
 RATING: G



The original SimCity spawned a vast variety of spin offs including SimEarth, SimTower and SimFarm but the best by far has to be SimCity 2000. Now Saturn owners can have the joy of building up a small town to a vast teeming megalopolis - and then destroying it in epic disasters.

All the classic SimCity 2000 gameplay is there, it's not a simplified or stripped down version. To start with you can create the landscape; raise mountains and dredge valleys to your hearts content. Once that's done it's time to start creating the town. As Mayor of your sim city, you're responsible for zoning land as residential, commercial or industrial, building power plants, power lines, roads and water pipes and balancing the budget so you can afford to keep expanding your city.

It sounds dull, but actually it works really well and it's great fun to watch your city slowly expand from humble beginnings. Once you've got the basics going you have to deal problems of pollution, unemployment, old power plants failing and riots. Of course, there's also disasters from fires, floods and hurricanes to attacks of giant robot monsters to deal with. Do well and you're rewarded with your own private mansion or spontaneous parades. Do badly and your city will crumble before your eyes into a polluted, smoking wreck.

The Saturn version includes over 40 sample cities and scenarios to play with. You can also save up to seven cities if you have the memory cartridge option, and I'd highly recommend it, otherwise you can only save one game in the Saturn's built in memory and only then if you don't have any other saved games.

The main problem converting a game as complex as SimCity 2000 to console is the lack of a keyboard and mouse. Maxis has done their best but this game needs a mouse badly. Placing of objects or building roads is somewhat hit and miss, even zoomed right in. The Saturn resolution also means that there's a huge list of icons to scroll through for all the functions rather than just one set to choose from. Lastly and most unforgivably there's no "undo" button. It's unfortunately too common to accidentally demolish a building rather than the road next door due to the awkward joypad control.

Apart from the annoying interface problems this is a good conversion of a classic game. It won't appeal to diehard action fans but for anyone who occasionally wishes for something a bit more long term and strategic on their super console this will fit the bill nicely.

ROGER BOLTON

VISUALS 75
 SOUND 63
 GAMEPLAY 85
 LONGTERM 92
 OVERALL 89

Star Fighter

3DO

AVAILABLE: NOW
 CATEGORY: SHOOT 'EM UP
 PLAYERS: ONE
 PUBLISHER: STUDIO 3DO
 PRICE: N/A
 RATING: N/A



Finally, 3DO owners can stop dreaming of Ace Combat on the PlayStation, for now they too have a top-notch action flight sim to call their own.

Starfighter is one of those 3D games that offers complete freedom of movement. How much freedom? Well, let's just say enough to allow you to leave the atmosphere and have a quick visit into outer space. (Now if that isn't enough freedom for you, I don't know what you want.) Having such freedom allows you to explore every mountain, valley, tree, building, and asteroid in this beautiful 3D world. But let's not forget about the main objective. Mass destruction.

The game has a total of 60 missions, which guarantees longterm value. Naturally, the missions start off relatively easy, and progressively get harder. Everything is capable of being destroyed, from the trees, buildings to even the land itself! (It's great fun to carve through huge mountains using your lasers). Most everything you destroy leaves a coloured, polygonal shape or crystal behind. These can be collected for energy and different types of power-ups, depending on the colour of the shape.

Your ship can carry an assortment of at least 8 different weapons as well as emergency counter-measures. Aiming at and destroying your ground targets is relatively simple. Moving objects travelling at high speed on the other hand, are a different story altogether. Thankfully, your ship has a built in radar which locks-on to your target making things much easier.

The game offers a number of different viewpoints. Some of the external views are really cool but the two main views that you will use during the game are the cockpit and chase-plane view. Decide which one works best for you.

Although not revolutionary, the graphics are definitely a high point. All of the ships are finely detailed right down to the flames being emitted by the jet engines. Being a polygonal world, the graphics inevitably look blocky, but are nevertheless impressive. The soundtrack of the game isn't half bad either, mainly composed of techno-style beats and synth based music.

The controls in Starfighter will no doubt confuse some at first. The steering and control of your vehicle seems very slow and sensitive, and takes a bit of getting used to. One type of power-up though is called "Megaship" and takes the form of two extra jets attached to the wings of your ship. Get this baby and your speed and handling are doubled!

In all, Starfighter is a very nice package, bringing some innovative ideas to the action flight sim genre.

NIND K.

VISUALS 90
 SOUND 86
 GAMEPLAY 86
 LONGTERM 90
 OVERALL 88

Battleground Ardennes

PC CD ROM

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-2
 PUBLISHER: TALONSOFT
 PRICE: \$99.00
 RATING: G



Battleground Ardennes is hardly a flamboyant game. I mean it is likely to easily be upstaged by the likes of Command and Conquer and Steel Panzer General at parties. But this doesn't mean that Ardennes reeks of three day old sardine and gorgonzola soup. In fact, Ardennes is a very tidy, good looking, well executed wargame with a lot of meat to it. The whole shebang runs in any of the current configurations (Win3.1, 95, or good ol' DOS), and it uses a well-designed user friendly Windows style interface. There are also the obligatory glitchy FMV video clips of WWII warriors blasting the crap out of each other, but if you actually want to play the game without interruption you will quickly turn these off. Ardennes takes you back to one of the most intense periods of fighting during the Second World War, the Battle of The Bulge and throws you in at the deep end. You can play the overly ambitious and exceedingly well armed Germans, or the inexperienced Americans. There are heaps of incredibly accurate historical scenarios, as well as a few interesting "what if?" options which allow you to possibly change the course of the entire war.

As is predictable with this sort of thing there are individual scenario, campaign, and modern options. Ardennes is a 'serious wargamers' game. So you really need to be a bit of a hexagon loving mothertrucking megalomaniac (like me) to feel at home right away. So novices beware as the game will take a while to get to grips with if the only wargames you have played up until now are of the Dune2/C&C variety. That said, the effort is worth it as the game is logically put together and uses a nice isometric 3D model perspective which makes your tanks look like little scale miniatures. Oh, and by the way check out the 'borrowed' Battle of the Bulge Movie soundtrack - tragic and comic at the same time.

STEVE POLAK

VISUALS 82
 SOUND 70
 GAMEPLAY 85
 LONGTERM 84
 OVERALL 82

Extreme Games

PC CD ROM

AVAILABLE: NOW
 CATEGORY: RACING
 PLAYERS: 1-2
 PUBLISHER: PSYGNOSIS
 PRICE: \$89.95
 RATING: G



Extreme Games for the PC is a competent conversion of the PlayStation original and an enjoyable game in its own right. It is basically Road Rash's budding younger brother. While he's not quite ready for the big, bad, and bloody dangerous world of motorcycle racing (with a few beat 'em up bits), Extreme Games is an expert when it comes to the smaller, less glamorous, yet still bloody dangerous world of skateboard, rollerblade, bike and street luge racing. With a few beat 'em up bits.

There are five seriously lengthy (each one takes up to ten minutes to complete) tracks to race along and four types of transport to do it on. So you'll be speeding through tight city streets, thick jungle tracks, sweeping desert highways, and dark caves and tunnels on your choice of skateboard, rollerblades, mountain bike or street luge. Each handles quite differently and allows different fighting techniques. For instance the luge has slow acceleration and good cornering, while you can only (for obvious reasons) use a low punch to your fellow racers ankles and they may only low kick you.

After each race you have the opportunity to buy yourself some new faster equipment in a bid to improve your performance. Essential since you're racing in a five race championship.

As a solo game, Extreme Games is pretty good fun (though this PC version isn't as good as the PlayStation), but it is better in the two-player exhibition mode. Even on a Pentium though, it's a bit slow in high detail. Low detail offers a big improvement in speed with only negligible loss to the graphics. Unfortunately, there's no network option so you can't have a sixteen player game, which is hugely disappointing. So is the fact that two-players can't run a championship together. Still, it's not a bad game at all.

DAVID WILDGOOSE

VISUALS 79
 SOUND 62
 GAMEPLAY 80
 LONGTERM 78
 OVERALL 80

Torin's Passage

PC CD ROM

AVAILABLE: NOW
 CATEGORY: ADVENTURE
 PLAYERS: ONE
 PUBLISHER: SIERRA
 PRICE: \$89.95
 RATING: G

Who is the wally who told Al Lowe to make a family fun interactive adventure?! Lowe (who was the driving force behind Larry the Lounge Lizard) should stay out of the squeaky clean edutainment area, and stick to self indulgent sleaze, because after playing Torin's Passage you realise that that's obviously what he does best.

Torin's Passage is a great looking game as the cartoony graphics are extremely slick, and colourful, but somehow the game fails to impress. The story is the usual old hackneyed guff. Our hero has his parents captured by the evil (ho hum) sorceress Licentia, and must venture to the 'World Below' in order to save their hides.

Torin's Passage looks, plays and feels a lot like King's Quest and herein lies the main problem.

The thing is just too derivative! The gameplay usually involves the same old cliched quests where you have to find an assortment of objects and give them to a selection of very samey characters. The levels (of which there are apparently 5) are also lacking in originality, and the 3rd level in particular is a bloody farce, as it is a giant maze which you simply have to negotiate, without meeting many significant characters. Boring!

The game is well paced (apart from the above-mentioned maze bit), and nicely put together, but it's also a bit dull, with the only comic relief coming from your pet Boogie.



Boogie is an extremely versatile chap in that he can transmute what will into a selection of tools which help you along the way. Pretty cool eh? Just the sort of pet the Demtel man would go for... "but wait there's more! This pet also slices and dices, whilst studying for a masters degree in micro economics!" But seriously, Torin's Passage could be worth your money if you are buying for a younger gamer, and you want to do the family PC thing. Just don't expect hair-raising excitement.

STEVE POLAK

VISUALS 80
 SOUND 77
 GAMEPLAY 65
 LONGTERM 62
 OVERALL 69

BORN OF THE ATOM RAISED IN THE ARCADE

MARVEL
COMICS

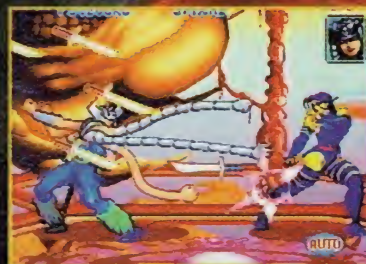
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CHILDREN OF THE ATOM™

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DoomII Master Levels



PC CD ROM

AVAILABLE: NOW
 CATEGORY: ACTION
 PLAYERS: 1-8
 PUBLISHER: ID
 PRICE: \$ 89.95
 RATING: MA15+



I think gamers are going to have to start lobbying the trade union movement for a three day weekend. How does society expect us to juggle schoolwork, romantic commitments, stamp collecting and brutal slaughter all in just two days? And just to add further weight to the argument, here's an extra 3000+ Doom and Doom2 levels for you to chew on! The game's the same but the architecture comes to you courtesy of the legion of die hard amateur and/or fanatical designers out there toiling away with their level building programs for the benefit of us all.

Master Levels is divided into two sections; Maximum Doom which contains 3000 levels for Doom and DoomII put together by Netheads, and the Master Levels, some of which were created by iD themselves and some which are excerpts from pending releases by other "master" designers. My favourites are the Master Levels, particularly 'Geryon', 'Virgil' and 'Vesperas' by John W. Anderson which are part of a 40 level creation called Inferno which is to be released by iD sometime in the future. Lots of tricky walkways, sniping positions and lifts make for a jolly good time. A chap by the name of Sverre Andre Kvernmo has done a ripper called 'Mephisto' which is also supposedly part of another future iD release; sounds like there's going to be a lot of life in the old Doom engine yet.

Probably the best thing about a lot of these levels is that they've been designed so that, even on the more brutal difficulty levels, you can complete them with skill and determination, without having to resort to the cheats. Deathmatch fans will like Tim Willits' 'Attack' level which has been purposefully designed for the job with lots of hiding spots and good sniping windows.

The Maximum Doom levels are a vast smorgasboard of varying quality, some being duller than an afternoon with John Howard while others are inspired slaughter-fests. There's also quite a few purpose built deathmatch levels here too, even one that's designed purely as a boxing arena, no weapons allowed.

If the halls of Hell still beckon to you but you're tired of the same old routine this then is your saviour - enough Doom to keep you blasting into next year!

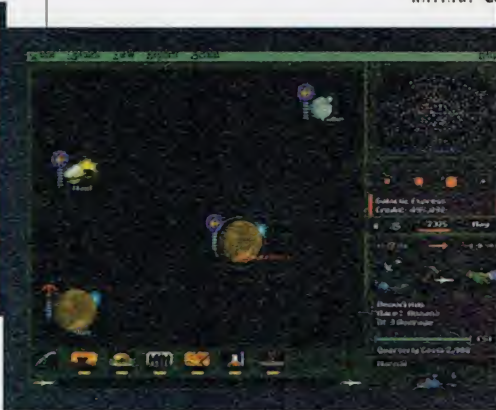
GEORGE SOROPOS

VISUALS 90
 SOUND 92
 GAMEPLAY 95
 LONGTERM 90
 OVERALL 90

Space Bucks

PC CD ROM

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: ONE
 PUBLISHER: SIERRA
 PRICE: \$ 89.95
 RATING: G



Have you ever wanted to run an intergalactic transport business? No? Well, evidently Sierra thought that this would be a highly popular fantasy for many people because Space Bucks is exactly that, an intergalactic transport business simulator.

After reading through brief descriptions of the relationships between the various alien races (most conflicts tend to be the result of some long-forgotten minor disagreement, magnified a hundred times over many years of ignorance and resentment - hey, what a surprise), selecting one of them, naming your newly-founded transport empire, and christening your first spaceship, the game begins. And it's Railroad Tycoon. Only several centuries into the future. In space. And twice as boring.

You organise transport routes, ferrying passengers, shipping trade goods, appeasing the demands of the planets upon which you establish your bases, and assisting them in building industry and so forth. Since you're competing against the other races you didn't select, you also have to indulge in trade wars and fights for the best deals and the best (ie. the richest) planets. Which is all well and good. Until Sierra (as they almost unflinching do) decided to surgically remove any fun, enjoyment, irreverence, wit, everything and anything but the po-faced "family entertainment package" that remains. This is mainly due to the irritating control interface ("interface" is a very Sierra word) that makes doing the simplest things, particularly changing a shipping route, infuriating. The dullness of the visuals don't help either. Neither do the annoying sound effects. Or random events, like the entire cargo of your ship being stolen (how did it happen?), in the blink of an on-screen message box. And the tutorial is hopelessly inadequate.

Even allowing for the neat way you can design your own ships, Space Bucks is a poor, unoriginal game. Railroad Tycoon did it better years ago.

DAVID WILDGOOSE

VISUALS 62
 SOUND 50
 GAMEPLAY 59
 LONGTERM 60
 OVERALL 60

Wayne Gretzky & the NHLPA Allstars

PC CD ROM

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: 1-2
 PUBLISHER: TIME WARNER
 PRICE: \$ 89.95
 RATING: G

In the niche market of PC ice hockey simulations, NHL Hockey (in its various guises) has had pretty much a monopoly on things. It's a highly playable game as well as a reasonably accurate hockey sim, so it deserves all the praise (and cash) it can get. However, in an attempt to open up the market to competition, to give the consumer some choice and hopefully a better deal, Wayne Gretzky has decided to go it alone. An inexperienced yet cocky small business going head-to-head with the unstoppable corporate machine - who will win? No contest really, it's NHL by a mile.

Gretzky has several difficulty modes, none of which seem to make any difference to the gameplay. There is a season play mode, but it throws all the teams into the one huge division instead of four or five separate leagues. All the real players names are in. As are all the real team



names. There are fights too, except they're crap ones in which you can only punch or hold then punch your opponent. And then you get sent-off afterwards anyway.

It's way too easy. Well, that's not quite true. You will have no trouble defending since conceding a goal is a rare event. Scoring them yourself is initially much harder. Until you work out how to do it and it does become, as I said, way too easy.

It looks nice (if you pardon the odd glitch here and there) and the zoom option is a good idea (as long as you can cope with everything going blocky and horrible). The sound? I can't for the life of me remember anything about it at all.

To prefer this over NHL is a physiological impossibility.

DAVID WILDGOOSE

VISUALS 70
 SOUND 50
 GAMEPLAY 50
 LONGTERM 55
 OVERALL 50

Seriously **SMALL MEAN** *Seriously*

SERIOUS FUN!

THE ORIGINAL
Micro Machines
SCALE MINIATURES

2
TURBO TOURNAMENT



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Sega Rally Championship Saturn

To get the lakeside course, on the menu screen at the Time Attack option press **X** and **Y** together, then when you choose your course, just keep pressing right until you find LAKESIDE.

Batman Forever Mega Drive

This code lets you access the cheat menu screen for a level select, easy kill mode and all the weapons.

On the main menu screen, press **Left, Up, Left, Left, A, B**

Air Combat Playstation

PLAIN PLANES:
On the "LOADING" screen hold down (**R1+Circle**), then press **U, D, L, R, U, D, L, R, and R1**.

Josh J Reed

MK3

Playstation

This may be a little easier way to get to the cheats.

At the screen that says MIDWAY 1995 (at the top right after the Prepare For Kombat screen) enter: **Square, X, Circle, Triangle, R1, R1, R2, R2, R1, R1**

You will hear SHAO KHAN say you will never win. When Raiden appears PUSH START. The box will say "KOMBAT" PUSH UP and a BLUE ? will be there. Push the SQUARE BUTTON and all of these cheats will be there. FREE PLAY, SMOKE, FATALITY TIME, LEVEL SELECT, 1 ROUND MATCH, and 1 HIT DEATH. You have the option of turning all of these on or off. Enjoy.

David McClam

Johnny Bazoocatone Playstation

The passwords for the first three levels are:

Level 2: **AFLEAPIT**
Level 3: **TEASPOON**
Level 4: **SEDATION**
Level 5: **VERYNICE**

Saturn

Level 2: **WALKER**
Level 3: **OVERTIME**
Level 4: **VILLA**
Level 5: **ENDBOSS**
Infinite Lives: **TAEHC**
Level Skip: pause and press **X**



Rayman Saturn

TO HAVE 99 LIVES:
when paused, hold **Up, X, B, Z**, then press **Left, Right, Left, Right, Up, Y** then unpause.

Madden NFL '96 SNES

Want the expansion teams?
L R L R Y: Carolina Panthers
L R L R A: Jacksonville Jaguars
Stephen J. Hancock

Destruction Derby Playstation

Enter yourself in a Wreckin' Racing Championship and call yourself **NPLAYERS**. Now go back to the Wreckin' Racing menu and pick Race Practice then select a track. You'll now be able to alter the number of racers you'll be competing against.

Ultimate MK3 Arcade

To play as the original Mileena and Sub Zero wait for the Enter Ultimate Kombat Kode screen. Now using both controllers, simultaneously enter the following for the character you want:
Mileena - **2,2,2,6,4**
Sub Zero - **8,1,8,3,5**

Virtua Fighter 2 Saturn

Fight the Alphabet Character; After you beat the game, but before you enter your initials hold down **A, Z, and UP**. Now when you enter your initials the alphabet character will fight back using Shun-Di's moves. If you want to fight Dural hold down **X, Y, Z, LEFT SHIFT, and RIGHT SHIFT**.

Zach Sutton

Loaded Playstation

Whilst playing pause the game and hold down **L1 and L2** for about ten seconds. Still holding them, press the following:
Ammo - **down, right, circle, left, right, circle** then press any button to increase your ammo.
Health - **right, right, left, down, down, up, triangle, circle** and again press any button to increase your health.
Firepower - **down, right, down, right, triangle** then press **X** to increase your firepower.

Virtual Hydlide Saturn

Begin a new quest and then enter any of the following Create World codes: **Sword, Armor, or Hydlide**. Once in the game, find the nearby cemetery and you also discover some very cool weapons to help you.



Mechwarrior 3050 SNES

LEVEL CODES:
1 - **BMBRMN**
2 - **65C816**
3 - **BiGBND**
4 - **FSPRNG**
5 - **YHWX11**

Unlimited ammo - **MiROG3**
Invincibility - **MKWELL**
(this only works in conjunction with the ones above)
To play as one of the enemy Mechs, press **Down, A, X** at the Tiburon Entertainment screen. Then enter the code - **XTRM3K**.

Garfield: Caught in the Act Mega Drive

PASSWORDS:
1 - **Old Lady, Garfield, Odie**
3 - **Jon, Pooky, Arlene**
5 - **Old Lady, Pooky, Garfield**
6 - **Odie, Odie, Arlene**

Theme Park Playstation

When the time comes to enter your nickname, type **BOVINE**. Start the game as normal, then hold down **Square, X and Circle** to watch your money go up and up.

Treasure
Awaits
On

CUTTHROAT ISLAND

IF YOU SURVIVE



'Sharpen your long
swords for the ultimate
high seas battle!'



'Plundering two
player action!'



'Battle bloodthirsty
pirates with knives,
pistols and flaming
torches!'



'Remember - dead
men tell no tales on
Cutthroat Island!'

SNES® Mega Drive™ Game Boy® Game Gear™

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G8+
LOW LEVEL
VIOLENCE

NBA JAM Playstation

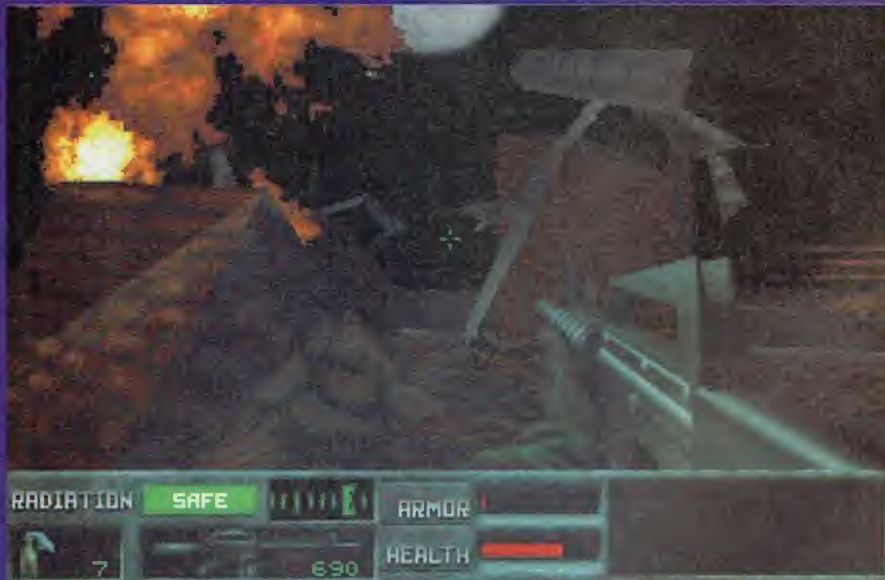
SECRET CHARCATERS

Hold down the **L1** & **L2** buttons while entering initials.

- Adrock - **ADR** April 6
 Alex Delucia - **DEL** October 19
 Andy Catling - **CAT** January 2
 Asif Chaudri - **CHD** May 5
 Barry Hutchinson - **BAR** April 9
 Bill Clinton - **BIL** June 3
 Brett Gow - **GOW** July 17
 Carol Blazejowski - **BLZ** January 14
 Charlotte Horner - **HOR** June 12
 Chicago Bull - **BEN** September 20
 Chris Kirby - **CHR** December 18
 Darren Falcus - **DAZ** August 6
 Darren Hodgesson - **HOG** December 31
 Darren Tunnicliff - **SAT** May 7
 Elizabeth Burgess - **LIZ** August 7
 Eric Kuby - **KUB** April 14
 Eric Samulski - **AIR** January 21
 Frank Thomas - **FNK** January 8
 Fresh Prince - **FRS** February 2
 Hillary Clinton - **HIL** November 6
 Heavy D - **HEA** January 9
 Jamie Rivett - **REV** July 6
 Jason Falcus - **JAS** November 16
 Jason Whitaker - **JAX** March 1
 Jay Moon - **JAY** August 24
 Jazzy Jef - **JAZ** October 9
 John Carlton - **CAL** March 25
 Kim Gordon - **GOR** July 3
 Larry Bird - **LAR** January 15
 Lee Renaldo - **REN** February 4
 Mark Thienvanich - **THI** November 1
 Mark Turmell - **TUR** January 31
 MC Adam Yauch - **MCA** April 9
 Mike D - **M_D** July 1
 Mike Muskett - **MUS** December 24
 Minnesota Timberwolf - **WOL** March 7
 Nat Gunter - **GUN** January 11
 Paul McHugh - **BAA** July 12
 Pete Wanat - **WAN** June 10
 Phoenix Gorilla - **APE** April 2
 Prince Charles - **CHA** May 4
 Rob Gray - **ROB** February 24
 Sal Divita - **DIV** July 3
 Seth W. Rosenfeld - **STH** December 8
 Shawn Liptak - **LIP** January 14
 Shawn Rosen - **SAW** April 10
 Snake - **SNK** June 15
 Steve Shelley - **SHY** June 8
 Thurston Moore - **MOE** June 8
 Tom Higgins - **TOM** February 19
 Tony Goskie - **GOS** January 6
 Ziggy Hill - **ZIG** April 7
 To go to the last game of the season - **END** January 1
 To win the season - **FIN** January 1

Separation Anxiety SNES

Enter the password **SCBCRS** and be whisked away to a useful Level Select screen where you can, obviously, select your level.



Terminator Future Shock PC

HERE ARE SOME CODES...
 In the game you have to type Alt+ to put in codes:
version - prints version #
version(id) - prints version # with some extra info
turbo - turns turbo mode on
superuzi - gives you the Super UZI.
garble - cheat-code garble on/off
 : Allows you to see the code you're typing in, instead of ""
firepower - gives you all weapons
bandaid - refills your power/armor
goremode - puts game into bloody mode
nextmission - go to next mission
icantsee - puts a viewscreen at the top right
whoami - tells who you are
counters - puts numbers at top left

Virtua Cop Saturn

Hey! You don't REALLY need to beat the game to get the special options! When the Sega logo appears, hold down "C" and press **UP, DOWN, LEFT, RIGHT** and get the options!

Return Fire 3DO

PASSWORDS:
One-Player Game
 2 - **face, cup, bird, butterfly**
 3 - **heart, cup, heart, cup**
 4 - **umbrella, rabbit, bear, clover**
 5 - **heart, umbrella, clover, cup**
 6 - **bird, butterfly, face, flower**
 7 - **butterfly, heart, face, butterfly**
 8 - **clover, flower, heart, cup**
 9 - **face, bear, heart, cup**
Two-Player Game
 2 - **bear, face, clover, bird**
 3 - **flower, clover, clover, flower**
 4 - **heart, flower, heart, bear**
 5 - **cup, clover, rabbit, face**
 6 - **face, umbrella, heart, bird**
 7 - **rabbit, heart, flower, umbrella**
 8 - **butterfly, umbrella, cup, face**
 9 - **butterfly, bird, rabbit, bear**

Loney Toon B-Ball SNES

To get extended play:
Up, Right, Down, Left, Up, Turbo (a circular motion)
 To turn off dog ball:
Right, Right, Right, Left, Left, Turbo
 To turn off goal-tending:
Left, Left, Left, Up, Up, Up, Right, Right, Right, Turbo
 To do Trust Me:
Pass, Menu, Pass, Menu, Pass, Menu, Turbp (You can take the ball from your teammate whenever you want. This is especially good in two player team mode!)

Earthworm Jim 2 SNES

Be the first on your block to say that you finished Earthworm Jim 2! All you have to do is pause the game during play, then hit:
 Invincible cheat
 - **a, a, x, a, left, right, right, left**
 Teleport mucus bomb
 - **x, x, x, x, a, b, x, select**
 Level select
 - **select, b, x, a, a, x, b, select**
 Life maximum
 - **x, select, x, b, x, select, x, a**

Mega Drive

Press start & put in **a, c, c, a, b, a, b** and left. This code is for a configure screen. Here are some other codes for
 puppy love - **c, c, c, c, c, a, a**
 money worm - **c, a, c, a, c, a, c, a**
 ammo (once) - **c, b, b, a, c, b, b, a**
 ammo - **c, b, b, a, c, b, a, a**
 map view mode - **a, c, c, b, a, a, b, up**
 debug mode - **a, b, c, c, b, a, b, b**
 finish level - **a, b, b, a, c, b, b, right**
 screen dim off - **a, a, a, b, b, b, b**
 i up - **a, b, c, c, c, a, a, b**
 mucas bcmb
 - **c, a, b, c, a, b, up, down**
 continue - **a, a, c, c, b, a, left, right**
 invincible toggle
 - **a, a, a, a, left, right, right, left**

The Raiden Project Playstation

First, select Raiden 2. When the demo starts playing, hold down **R2** and you'll be able to join in.

Zero Divide Playstation

If you want to use a hidden character press **L1, L2, R1, R2** at the same time at the title screen. Then go to VS mode you would be surprised. There's also a cool bonus shoot 'em up called Phalanx hidden away within this excellent fighting game. When loading, hold down Start and Select on the second controller, and when the menu appears there will be a Bonus Game option added.

Spot Goes To Hollywood Megadrive

PASSWORDS:
 2 - **FEWJS&TM**
 3 - **JNGFTKWS**
 4 - **DAPWWDHR**
 5 - **LBPGVDRO**
 6 - **BAER3JCH**
 7 - **DEM75ADL**
 8 - **HY7QUUB7**
 9 - **DMMY5HAR**
 11 - **YDGKVMUC**
 12 - **BUMB5STV**
 13 - **J6NVLDHY**

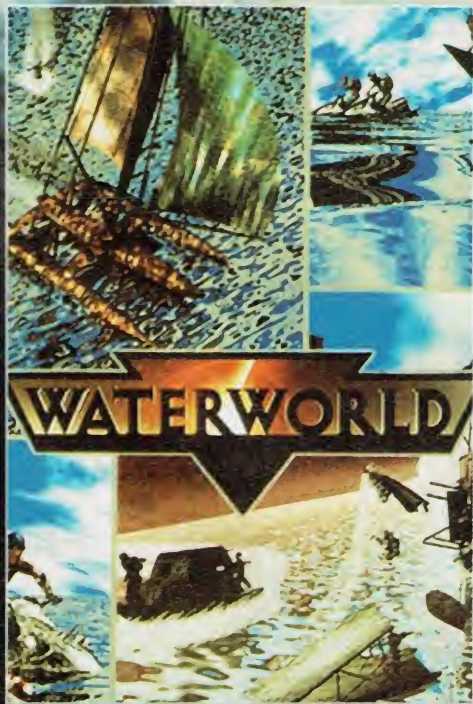
Toshinden 5 Saturn

Hold **L1** and **R1** while starting a game to make the fighters have huge heads.

SERIOUS ACTION

SERIOUS ADVENTURE

SERIOUS FUN!



WATERWORLD

WATERWORLD

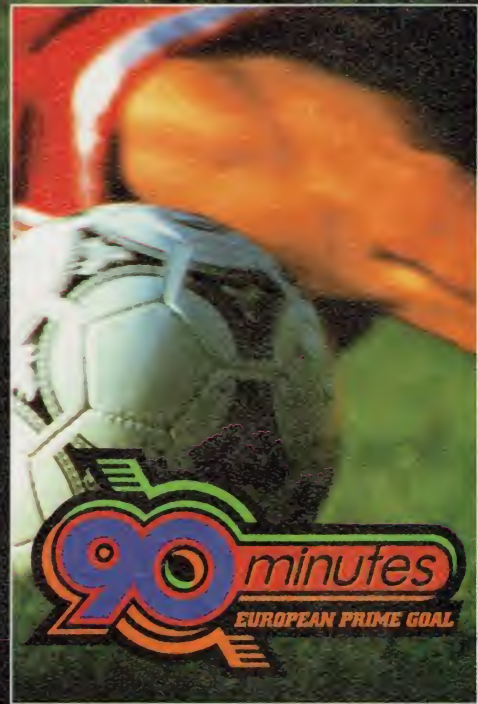
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Virtua Fighter 2 - continued from last issue Saturn

JACKY BRYANT

SPECIAL MOVES AND COMBOS

Control	Level	Description/Comments
P, P, [P]	HHH	Running punches, [hook]
P, K	H*	Punch-kick combo * Close range: Punch and side kick Far range : Punch and crescent
for, P, K	HH	Normal punch-kick combo
P, down+K	HL	Punch and sweep
P, P, K	HHH	2 punches and straight kick
P, P, for+P	HHMn	2 punches, elbow
P, P, for+P, heel kick	HHMn	2 punches, elbow, heel kick
P, P, for+P, back/up+K+D	HHMM	2 punches, elbow, kickflip
P, P, back+P, [K]	HHHH	2 punches, spinning backfist, [sweep]
D, P, K	H*	Dodging punch-kick combo * Close range: Punch and side kick Far range : Punch and crescent
D, P, down+K	HL	Dodging punch and sweep
D, P, P, K	HHH	Dodging punch, punch, straight kick
D, P, P, for+P	HHMn	Dodging punch, punch, elbow
D, P, P, for+P, K	HHMn	Dodging punch, punch, elbow, heel kick
D, P, P, for+P, back/up+K+D	HHMM	Dodging punch, punch, elbow, kickflip
D, P, P, back+P, [K]	HHHH	Dodging punch, punch, spinning backfist, [crescent]
back+P, [P]	HH	Spinning backfist[s]
back+P, K	HH	Spinning backfist and crescent Jacky changes feet position after this combo
back+P, down+K	HL	Spinning backfist and sweep Jacky changes feet position after this combo

back+P, back/down+P	HL	Spinning backfist and low spinning backfist
for+P	M	Elbow strike
for+P, K	Mn	Elbow-heel kick combo
back/down+P	L	Low spinning backfist
back/down+P, K	LL	Low spinning backfist and sweep
for+K	M	Knee Jacky changes feet position after this move
back/up+K	M	Kickflip
back/up	O	Backflip
down+K	M	Toe kick
for, for+K	M	Punt kick
K+D, [down+K+D]	HL	Crescent, [sweep]
down+K+D	L	Crouching side kick
K, K	HM	Kick, heel kick
down/for+P	H	Hook
back+K	M	Side hook kick
P+K	M	Beat knuckle AKA bitch slap
down+P+K, [K, K, K, K]	MMMH	Lightning kicks
back, for+K+D	M	Spinning mid-kick Jacky changes feet position after this move
back, back+P	H	Turning hook
back, back+K	H	Spin around half crescent
down/for+K	G	Kick fallen opponent

THROWS AND CLOSE RANGE MOVES

Control	Level	Description/Comments
P+D	H	Brainbuster
P+D	B	Backside clothesline AKA facelift
for, for+P	H	Jumping clothesline AKA bulldog
down, down/for, K, K	MM	Toe kick, side kick Jacky changes feet position after the side kick
for, back+P+K	H	Trip and hammer Jacky changes feet position after this throw

SHUN DI

SPECIAL MOVES AND COMBOS

Control	Level	Description/Comments
P, [P], [P]	HHM	Punch, [high elbow], [uppercut] Shun changes feet position after each uppercut
P, K	HH	Punch-kick combo
down/for+P	M	Uppercut
DOWN/FOR+P	M	Dashing uppercut
DOWN, for+P	M	Lunging punch
for+P	H	Running punches
back/down+P	L	Backpush
down+K+D	M	Scorpion kick
back+P	H	Twisting back hook fist
back/up	O	Backflip
for, for+K	M	Cartwheel kick
up+P	M	Jumping back hammer Shun changes feet position after this move
back/up+P	M	Backward jumping back hammer Shun changes feet position after this move
up+K	H	Mule kick
up/for+K	M	Spinning seissors kick
up/for+P	M	Spinning twist punch
K+D, [P]	MH	Jumping spin kick, [sideways push]
P+K	M	Two hand push Shun drinks if this move hits
back/down+K+D	L	Breakdance sweep
DOWN+K+D	L	Breakdance sweep Shun changes feet position after this move
down+P+K, [K], [K]	LLL	Breakdance sweeps Works only after Shun drinks.
back+K+D	M	Backward hopping kicks
for, SCR, back, [K]	OH	Handstand [kick]
back+K	H	Kick and fall face up
back/down+K, [D]	L	Low back kick, [fall face down]
back/down+K, K	LH	Low back kick and heel kick
back/down+K, K+D	LM	Twist kick and jumping spin kick
back/down,		
back/down+K	HH	Falling twist kicks

down, down, [K]	OL	Sit down, [low kick or slide]
back/down+D	O	Side step backwards
back/down+D, P	OH	Side steps backwards with backfist
back/down+D, P+K	OM	Side steps backwards with two-hand push
down+D	O	Side steps forwards
back+D	O	Steps backwards tucking in his tummy
back+D, P	OH	Steps backwards and uppercut

THROWS AND CLOSE RANGE MOVES

Control	Level	Description/Comments
P+D	H	Dances with punches Shun drinks after this move
All	H	Grab and fall Grabs arm and falls back elbowing opponent as he falls

LION RAFALE

SPECIAL MOVES AND COMBOS

Control	Level	Description/Comments
P, [P], [P]	HHH	Punch, [elbow thrust], [backfist] Lion changes feet position after the elbow thrust and backfist
P, K	HH	Punch-kick combo
for+P	M	Elbow strike
for+K	M	Knee Lion changes feet position after this move
down/for+P, [P]	Mn	Uppercut, [downward swipe]
DOWN/FOR+P, [P]	LL	Low forward creeping peck[s]
back/down+P, [P]	LL	Low thrusting peck[s]
for, for+P	M	Long range fist thrust
for, for+K+D	M	Spin forward and kick high Lion changes feet position after this move
down/for+K+D	L	Spin forward and kick low
back+P	H	Poke head from above
for+P+D	H	Poke head directly
P+D	L	Short range low wind-up attack
down/for+P+D	L	Long range low wind-up attack
DOWN+K+D	L	Sweep
up+K, [K]	MH	Dancing kick[s]
down, down+K	M	One-handstand kicks
up/for+K	M	Cartwheel spin kick
up/for+P	M	Jumping downward swipe Lion changes feet position after this move
back/up+P	M	Backward jumping downward swipe
up+P	H	Swinging arms
back/up	O	Cartwheel backwards
down+K, [K]	LL	Low swipe kick[s] Lion changes feet position after the first swipe kick
down+K, K+D	LH	Low swipe kick, high spin kick
back, back+K	H	Turn kick
back, back+P	H	Turn punch
back, back+K+D	M	Turn with side kick
D, for+P	H	High spinning side attack
D, down/for+P	L	Spin to the side with low trip
back/down+D	O	Ducks and steps away sideways
for/down+D	O	Ducks and closes in

THROWS AND CLOSE RANGE MOVES

Control	Level	Description/Comments
P+D	H	Trip
P+D	B	Piggyback attack
back+P+K	H	Reaping throw
for, for+P+D	H	Grab and fling
for, SCR, back+P+D	H	Frontal piggyback attack



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Secret of Evermore

TIPS

Your dog is there for a very good reason, and it's not just sniffing out alchemy ingredients or giving a helping hand in battle. At some stages in the game you'll only be able to proceed by controlling the dog, so experiment!

When it comes to alchemy, don't assume that every spell is needed... just pick a good balance between offensive and defensive spells.

Don't worry about powering up every weapon... just go with whatever new weapon you find.

Talk to all the characters and remember that most have multiple responses.

Build up your stats early on by hanging around an easy area and fighting... you'll go into the game just that one step ahead.

Energize is your most deadly spell

- it keeps your weapon (and the dog) at full power-up!

PREHISTORIA

After the intro sequence, you'll be dumped in the jungle. Wander around collecting ingredients and killing flowers. Don't freak out when you get attacked by Raptors - you can win or lose - the end result is always the same. Now you're in the village, just talk to everyone and search everything. Fire Eyes will ask you to rescue Strongheart from the swamp. Get Flash spell and call beads. Head east and fall into a whirlpool - enter the cave and receive the Jaguar Ring which allows you to run. Head south and enter the first cave you come across... here you get the Hard Ball spell. After hunting through the swamp you'll enter the giant skeleton bug. The path to the top of the first screen is easy... whenever you take a wrong turn, the floor crumbles. The big bug Boss can be defeated if you find a position at the top right where you can't be knocked backwards, and then hammer his heart with spells. Use your hand weapon when you run out of alchemy. It's good to have your dog set to "aggressive" when you're fighting bosses. Never let your HPs fall too low. Victory means you'll receive the Spider's Claw and free Strongheart. When heading back to the village, you can uncover a cave entrance in the wall to your right on the trail back. Inside you get the Acid Rain spell. Talk to everyone in the village again and get the Defend spell and visit Strongheart outside the village to get the Cure spell. Then head north and fight the Vipers in the mammoth graveyard. You'll receive the Heal spell. As you proceed north check out all the caves until you have to fight two rap-



There's no doubting that this is one *big fat mother* of an RPG, so naturally you'll need HYPER to hold your hand and show you the way...

tors to receive the Dino Skin armour. Then at the top of the screen, cut away all the grass and you'll reveal a blow hole. To reach the top of the Volcano, step on the LEFT pad then take the cave closest to you, then the Blow hole you land near. At the top receive the Levitate spell (which you use to remove the boulder blocking the cave entrance that's back where you started). You need a Mud Pepper for the spell to work. Head east in the jungle, and you'll find some ponds. Kill the little frogs and step on the lily pad for the other pads to rise to the surface. Head east into a new territory. You have to kill the frogs for new lily pads to appear. This will eventually lead you to the Snake Boss and a new friend Blimp. Spells work fine, but you'll eventually have to use a powered up spear to kill it. Let your dog keep the flames at bay. Blimp gives you the Mud Pepper. Head back and enter the now un-blocked cave. Inside you'll have to search out other Mud Peppers to levitate more rocks. You'll be led into a cave which has a secret passage in the walls - here you'll get the Speed spell. The mini-boss is a piece of cake (always use up your spells first - then attack by hand). At the water pipes, take the left tunnel to find the switch that opens a door that you'll find through the right tunnel.

After killing the boss, you'll be thrown into a new (and bigger) world.

ANTIQUA

Head east and visit Blimp in the cave up top - get the Crush spell and he'll open the bridge. You have to walk to Nobilia by heading North through the desert. Don't give up, it takes ages (the oasis will restore your HPs). Once there, shop around the market and talk, talk, talk. Buy your rice from a woman at the top (best deal) and trade away until you have all the rare items (don't trade them away). Save your game at the Inn and then face the gladiator challenge. In the room before the battle there's a secret passage on the right wall to lots of good armour. To defeat the gladiator, charge up your spear and get him in the back. Once free, shop some more and find the Atlas spell in a building behind some crates (it's very obvious). Make sure you leave Nobilia with a jewelled scarab, a golden jackal and about 5 or 6 Amulets of Annihilation. Revisit Blimp and get the Revive





spell. Now head back to the broken bridge (to the left of where you began) and use the dog to jump the gap to the other side, then ride the lift across the river. Head west and you'll reach Horace and Madronius. Get the Revealer spell. Use the spell to cross the large square hole and tackle the pyramid first. The first thing to do, is to step on the switch next to the first entrance and send the dog through and over the gap. Then switch back to your character and go up the steps. Search through the pyramid, switching to the dog when necessary to open locked gates (make the dog step on the floor switches). Kill the mini-boss guards to gain the Bronze Axe. You'll need this axe to chop down the clay-like barriers. Eventually you'll reunite with the dog. Now head back up to the top of the pyramid and open the final entrance by both stepping on a switch. The boss here can only be attacked when he is attached to his platform. Try an endless barrage of spells to prevent him from attacking. Before going to the Hall of Collosia, head back over the river to the blocked cave entrance and knock it down with the axe. You'll get the Drain spell. Try leaving and re-entering for different responses. Return to Madronius and get the Escape spell. The hall is located east and north of Horace's camp. Use the Revealer spell to get across the chasm. At the top of the room are two hidden bridges... the right is a save point and the left a door switch. Once through the first door, wander around hitting all the switches you can find. These open new doors in the main room. There are also a few hidden passages in the walls. Keep doing this until you open up the third door. In here you have to step on the switches in different combinations to open each door. Leave and re-enter the room to reset the switches. The final room has a few secret pots hidden down passages and you'll get the bronze spear after knocking down the mini-boss. The left wall hides Madronius's brother and the Fireball spell. Now go back to the main room and throw a spear across the gap to knock the central door switch. The main Boss can be killed with a charged-up weapon. He jumps and then casts a spell, so try and hit him when he lands... he'll just jump again. You'll now have recovered both diamond eyes and can return to Nobilia. Save at the inn and enter the main square. Fight the boss right up close and try and hammer him with spells. When defeated you'll receive the Staff of Life and Tiny will throw a rock which opens up a new area. Head back to Horace's camp and walk into the river bed at the point where the bank slopes. Go north and jump into the cavern. The pitch black maze can be cleared by going RIGHT, DOWN, TELEPORT, RIGHT, pass a teleporter, DOWN, RIGHT, UP, TELEPORT, LEFT, pass a teleporter, UP, RIGHT, exit the screen, RIGHT, DOWN, exit the screen, TELEPORT, get call bead from pot, exit left, UP. Kill the boss by using a charged spear and the heal spell. When the boss is dead, step into the bucket and you'll be in a new world.

GOTHICA

Once out of the well, draw up the bucket to free an Oglin. You'll meet him later. Explore amongst the trees for hidden chests. Enter the castle and visit all the shops. Get the oracle bone, Chocobo Egg, good armour and a ticket to the side-show. In Lance's house, don't take his treasures from the upstairs chest and he'll reward you with the Lance spell. Now go and watch the show. You'll win the pig race and meet the queen. As the dog, you get lost in the sewer. Down in the sewers is an old lady who will give you a key. Go LEFT, UP, LEFT, UP to the wall. Left, UP a vent, LEFT, UP, RIGHT, take the vent, RIGHT, UP, RIGHT, DOWN, RIGHT, DOWN, RIGHT, vent. Behind the bookcase is a vent - take it, LEFT, DOWN, RIGHT, DOWN, RIGHT, UP, RIGHT, UP, RIGHT, vent. Right and to the exit. Down the vent. UP, RIGHT, UP, LEFT, DOWN, LEFT, DOWN, vent. You'll be thrown in jail. Before freeing your character, kill all the other prisoners with the dog. The last cell you open leads into some more sewers. Run against the current to find an old man who'll give you the Corrosion spell. The Queen will give you a mission. Go through the castle east and explore all the rooms, finally giving the key to the old woman's husband. Get the Fire Power spell. Go to the chessboard. Kill the knight and a stairwell opens up. When you emerge, save your game and prepare for a forest maze.

You'll know you're on the right path if you see an owl-like goblin in the treetops. You'll reach a clearing where you must fight a clone of yourself. Try ambushing your clone as he passes around corners. You'll now have to pass through more forest. Go EAST at the very first T-intersection to find an alchemist. You'll also come across the Oglin you helped earlier. He'll give you a Thug's Cloak. At the next clearing you'll fight a dragon. Just hammer him with spells and keep your hitpoints up. Remember that your dog's attacks are usually more powerful than your own hand attacks. Next you enter more sewers. Look out for hidden paths inside the walls.

On entering the town, you'll find it abandoned except for a shop-keeper who you should pretend you know and an alchemist hidden behind the far right house in the top row of houses. Here you'll get the Regrowth spell. Enter the castle and go down into the basement for a few items first. The Rat King is a hard boss. At first, cast as many spells as possible as closely together as you can, and then attack him with a charged up spear (throwing spears is the

only way to reach him). Don't be afraid to use call-beads. Next meet the real Queen and Tinker. Search through his lab to find some useful items and spells in the bookcase and on a table. The Knight Basher is in the chest. Go back to the main room and head west. In one room is Naris the boy who will challenge you to guess a puzzle. If you get it right (50/50 chance) he'll give you the Super Heal spell. Head back to the roadblock at the entrance to the sewers... use the Knight Basher to destroy it. North of here is Gomi's tower. Climb around until you find your way up the 2nd tower. The dragon at the top can be beaten with spells. Gomi will appear and give you the Lightning Storm spell and fly you back to the queen.

Enter the "theatre" where the king watches puppets and kill them a few times until Mungola appears at the back of the stage. Then concentrate your attack on him. When victorious and you flee the castle, you'll have to head back to Ebon keep to find the villagers are returned. Visit everyone and then head back to Tinker. He'll give you the flying machine and send you to retrieve some parts. Go to Nobilia and enter the palace. Horace gives you the Barrier spell. Take the glider to the beach across the desert and head back to the pyramid. You should notice a cave near the base of the pyramid. Inside, take the transporter. Inside the room is three switches and a rock. Levitate the rock so it lands on the far right switch and then have the dog stand on one and you on another to open the centre gate. To reach Tiny, simply step back on the teleporter you last went through and it will send you eventually to him. He'll give you the Diamond Eyes. Now go to Prehistoria and go back to where you fought the first boss in the bug skeleton.

There's a new bug here which will eventually leave you the wheel. Now go up to the volcano and try to use the air-holes to reach the top again... this time it lands you on an out-of-reach ledge and you can get the gauge. Visit Tinker and he'll send you up into space.

OMNITOPIA

Talk to the robot guard in the top right of the first room, then head around to the glowing teleporter beam. Near the jail cells are three switches. One releases the robot guard who will give you the Neutron Blade, but the other two release enemies who are tough to beat. Run from the Raptor - it's tough! To return to the junkyard area, you can go back down the teleporters by holding the attack button and pushing up. Go back to the first guard and you'll receive the Reflect spell. Now go back up and to the teleporter to the right of the cells. Take this up into the airlocks, where you begin in A-1. To travel through them, take control of the dog and send it out of the airlocks (through the door that has a hole opening on top) and use it to destroy the little laser spheres which keep the internal doors locked.

Beware of the spinning guards inside the tubes. As you travel through, you'll find more teleporter holes to travel back down. You'll come across some shops (remember to change your currency) and an Inn where you can save. Go back up to the air-tubes and find C-2. Down here is a cooling system... find the switch and turn it on. Now travel to C-1 and travel down to a room full of heaters...

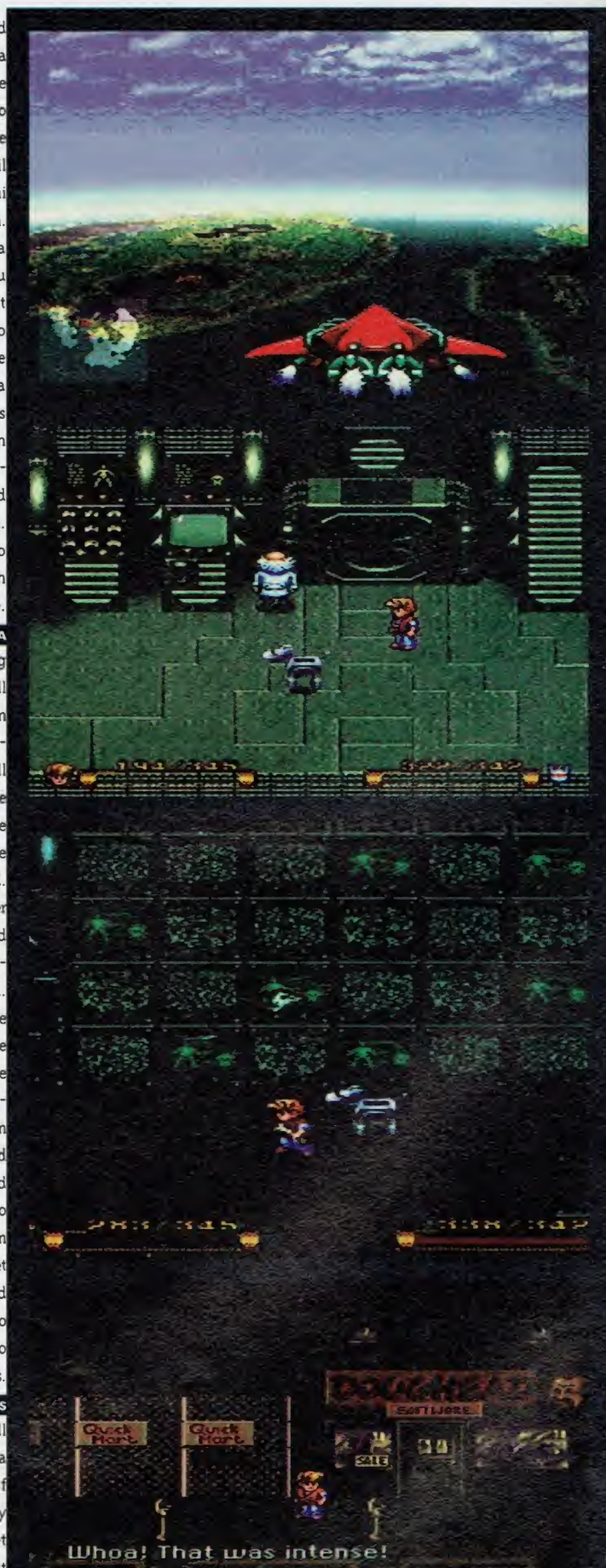
they are now cool enough to pass. To the right of the teleporter at the end of the room is some armour. Now, go to C-4 and go down the teleporter. This is the control room. Leave the lights in the

Greenhouse OFF and the Storeroom lights ON. The code for the alarm is 1-1-1 on our copy of the game... it MAY vary. Now head off to the storage room which is full of good stuff. Next, the greenhouse (you have to pass the alarm room first). If the lights are still on... go back and switch them off. Once through, you'll find the Professor in a room beneath A-4. The professor will open the 2nd trapdoor in the chessboard and give you the Call Up spell. Use it up and then de-equip it for a good

offensive spell. Next, use his computer to buy the best armour in the game. Save and then go into the shuttle room, get the Laser lance and take the shuttle back to Tinker. In the chest is the Atom Smasher and there should be a new spell on the desk. Enter the new passage in the chessboard, get the energy core (at the bottom of the steps is an alchemist who'll give you the Force Field spell and Stop spell) and head back to Omnitopia and the Professor. He'll give you the Energize spell. Now go back down to the junk room and to the broken teleporter in the bottom left of the screen. Touch it to install the energy core and save your game. Then teleport to the final Boss.

FINAL BOSS

Cast Energize on both you and the dog. Use the dog and his powered-up laser to destroy all the fans. Then flick the switches behind them. TV screens come on and you'll have to fight a lot of raptors. Use the Energize spell on you and the dog and defeat the raptors a number of times. Then you'll get spinning tops, a deadly spider and clones of you and the dog. The easy way is to keep yourself energized and spear things from a distance. Make sure the dog is set at the most aggressive and with his highest power-up. Barrier is a good defensive spell. Next you get the Lava Boss again - so remember your old tactics. When the Carlton Robot appears, try to stand behind him... sometimes this leaves you perfectly safe. Hammer him with your call beads, then your energized weapon. Done. Kick back and watch the ending.





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It's the end of another issue and it's also the end of Ben.

Yep, Ben has moved on from HYPHER but don't worry, because he hasn't gone very far at all. In fact, he's still here in the office, working hard on a new PC games magazine called **PC Powerplay** which you should all keep your eyes out for (and buy, naturally) in early May. So we can't say how sorely we'll miss his sparkling wit and bubbly enthusiasm because we're still going to have to put up with it - just not in these pages (although we may get the odd review).

Anyway, the very spunky looking game shot you can see above comes from

War Gods

which is the new 3D fighter from Midway/Williams.

Watch out for it in the arcades soon...

INDIE JUMPING

Dear HYPHER,

We think your mag is the best in the entire world. Anyway, we wrote to say that the WWF Fans Forever (issue #29) are total losers. You say that they earn more money than HYPHER in a year. You wanna know why? That's because idiots like you give them money! And you say it takes skill? Well we could jump around on other people in our underpants as well! Well enough about that, but we could go on forever.

We've got some questions to ask.

- 1) A little birdie told us that Command and Conquer 2 is coming out. If it is true, when will you think it will hit the shores?
- 2) The same birdie told us that Nascar 2 is coming out. When?
- 3) We will be getting a faster modem. Will it make downloads faster? (Because it takes a bloody long time to download stuff).
- 4) Is Tekken coming out onto PC? When? How? Who? Why?
- 5) Besides the HYPHER@CTIVE site, what's your favourite site on the Net?

FROM AZZ, STU, AND TIMBSY.
 "dcwers@deakin.edu.au"

1. There will be two mission disks for Command & Conquer before C&C2: Tiberium Sun comes out. The first mission disk, Covert Operations, should be out now. Tiberium Sun is going to be a brand new game (SVGA - wahco!) and

should be cut by Christmas. 2. Nascar 2 is on the schedule but no firm release date as yet. 3. Yes, the faster your modem the faster it receives information. 4. I think so but there are no firm details yet. 5. Well the Net's changing all the time so my favourite site changes constantly too. Currently though I like the anagram generator - <http://osugrad.es.vt.edu/eburke/anagrams.html> - it allows you to see what silly words can be made from your name.

SADDENED SEGA SUPPORTER

Dear HYPHER,

I'm not going to begin by crawling up your backsides in praise of your magazine because if I thought you sucked I wouldn't have subscribed to you. I write to you in the hope that you can ease my mind of a problem. You see, I've been an avid supporter of Sega and their products in the past and am saddened to say that I've never been completely happy about the various consoles and the games that accompany them.

I own a Mega Drive/CD/32X, and despite all the marketing hype surrounding the promotion of these systems and their games, they really haven't been what you could call ground-breaking stuff. Hence the Mega CD which, I must admit has some excellent games, but not enough to make it a worthy purchase. And I hope I'm

wrong, but it looks as though the 32X may have had its five minutes of fame as well. So I'm sure you can understand my hesitation and reluctance in rushing out and buying a Saturn.

I want to know honestly if you think that the PlayStation would be a worthwhile investment, and how long do you see it being around? I can understand you get a lot of questions like this but please don't give me an "it's up to you" answer as I want to be absolutely certain I'm not buying something that dies out after six months of fame or worse, doesn't take off at all.

Thank you, and please do your best to answer my letter.

CRAIG SOUTER

Rockhampton, QLD

Both the Saturn and the PlayStation will definitely be around for more than six months and both are guaranteed of strong software support so don't worry on that count. You should be happy either way you end up turning.

COMMENTS & QUESTIONS

Dear Ed,

Your magazine is the best mag I have ever read. Well actually, it is the only mag I have ever read. But still, your magazine is the best. Enough with the sucking up already. I just want to give my opinion on the Saturn. Firstly, it isn't crap, it just got off to a bad start, that's all. So what if the first batch of games were crappy, look at how Sega has made up for it's mistakes, what with games like Virtua Fighter Remix, Virtua Fighter 2, Virtua Cop and Sega Rally, how can you complain? Games like these prove that the Saturn can compete with the PSX and 3Do systems. Now I want to ask some questions if I may....

1. When will Quake be coming out on the PC?

2. Will games made by Sega come out on the PC?

3. I have heard rumours of a Sega Nomad coming out in Australia, is this true?

Thanks for answering these questions.

BEN HAVERFIELD

East Parkdale, VIC

PS Long live HYPER!

1. A three level network-only, deathmatch-only version of Quake is already available on the Net (download it at <http://hyperactive.com/games/dump>) . The final release is apparently still on track for June/July but stay tuned to HYPER for exact details. 2. Yep - Panzer Dragoon and Virtua Fighter are two of the first Sega games coming to PC with lots more planned. 3. No Aus Nomad at this stage.

BLOODY UNREAL WALLPAPER

To the happy Chuppa-Chups at the HYPER fun-factory,

Before I ask a few quizzo-questions about the new PC 3D pixel generators, I'd like to congratulate the trippa-dude at the HYPER office who

continues to pump out the top-notch art work. They make for a bloody unreal wallpaper (just need a few more and the master-dining room will be covered!!)

1. Have you tested both the new Diamond Edge and 3D blaster boards and if so, which one do you believe comes out on top?

2. Will most games in the future be compatible with both of these slices of heaven?

3. Is it true that Sega are converting games for the PC only through the Diamond Edge technology? (ie not compatible with 3D Blaster)

4. Is it important that I get VRAM or will the graphic chips do most of the work themselves?

JACK GUNNIT

I'm glad that our posters are being recycled as wallpaper rather than toilet paper. That's a weight off my mind. As for your questions: 1. We like the Creative Pacific 3D Blaster here but that doesn't mean that we know who's going to come out on top. 2. Unfortunately no. They'll be compatible with one of the cards but not necessarily all of them. 3. Yes, it's true. 4. VRAM is faster than DRAM but the 3D graphics accelerator card is far more important.

MUSIC, GIRLS & DOOM

To HYPER,

I'm writing to express my glee in finding out that good ol' Russ of HYPER is also good ol' Russ of You Am I. I told my friends about it and it was like "Yeah right", but I've seen your name on the 'Mr Milk' EP, so now I'm really happy, gleeful, etc. Yeah and I like the mag, blah, blah, blah.....

Just out of interest, what stuff do you guys listen to at HYPER? Please don't say Pantera, AC/DC or Metallica or I'll never read your mag again!

D'you reckon it's worth buying Doom for PlayStation, because we've already got it on PC (both 1 and 2) and there looks like there's only new sounds and stuff, and nothing really dynamic?

Oh yeah, is it just me, or am I like the only girl in a million who reads HYPER? I know of one other who reads it, and we both read it only because our brothers get it, and also, you guys are just so cool and amusing.

Well, I love ya mag and You Am I, so bless you Russell and good bye!

ALISON

Alford's Point NSW

PS Scratch 'goodbye', it's too damn 19th century.

Thanks Alison and I'm sure Rusty is chuffed at your blessings. As for the music we listen to around here at the moment: Resurgitator, Spiderbait, Pollyanna, Bjork and Superhunk all make the grade and we just love the "Kids" soundtrack. As for Doom, well there's not a lot different with PlayStation Doom but if you want to blast demons on the TV rather than a monitor then it's definitely the way to go. Lastly, no, you're not the only girl

and although HYPER is seen as a bit of a boys club we reckon the more girls the better. Words to live by, kids!

A GOOD OLD FASHIONED BITCH

Dear HYPER,

Hello? Hello? Have all your brains taken an extended lunch break? Did you even bother to read the article on PCs last month or did you just have a few pages to spare? I can't believe (well, obviously I'm forced to) the things you said. You, my most favourite magazine in the entire world!

Who is going to buy even the 'acceptable' parts of the computer? Can anyone actually afford it? Not I, that's for certain. I'm just on Austudy and my parents aren't overly happy when I just happen to ask for couple thousand for a new computer which they can't even use.

Although well written and typical of that almost omniscient style that you lot possess, it was the subject matter that brought it down. Perhaps you could have spent the pages not encouraging young kids to emotionally blackmail their parents into buying one, but instead telling their just how much they're getting ripped off.

Perhaps some sort of shopping guide for people who don't have a clue where to go? A good old fashioned bitch about how so many software publishers decide that just boosting the minimum specifications will make their poorly put together games run properly?

As a computing science student it is painful to see some games could have been made a lot better by just plugging in the programmers. I can't afford to buy crap. Just what do we have to do to get the message across? WE JUST CAN'T AFFORD IT!

Anyway, everything else is pretty good. Fantastic, really. Sorry about all this, but it had to be done.

Yours sincerely

PAUL

Paul, believe us when we tell you that we know exactly what it's like to be tantalised by desirable products that are completely out of reach financially. It sucks. But there are also many HYPER readers who can afford new PCs and they have a right to be told what are the components to get for maximum gameplay fun. PCs may be expensive but they're getting cheaper all the time and are definitely not a rip-off. And we bitch about the ridiculous minimum specs for games quite often...

WONDERFULLY ODD ENTERTAINMENT

Dear Stuart,

No, this isn't another kiss-arse letter, nor is it yet another letter with half a dozen annoying questions that you've answered many times over before.

This letter is just to say how much I enjoy reading your fine publication. Although I don't buy the magazine, nor am I a computer/gaming buff, I do eagerly await that day every

month when my brother brings home his copy of HYPER.

Within its pages I find much amusement (such as strange humour - much similar to my own), particularly the humorous captions beneath the various screen shots and the odd hysterical review (take note George Soropos "Arc of Doom" - October 95). Such reviews of shithouse games have often left me rolling around in fits of hysterical and uncontrollable laughter. Not to mention the letters pages!!!!

So, please, accept my congratulations to you and your fine team, and I thank you for such wonderfully odd entertainment.

ATHENA MICHAELS

Why thanks Athena but we don't think our humour is that strange or odd. We think it's normal - it's everyone else who is strange.

WWF FANS ARE SAD FOOLS

Dear HYPER,

I am writing this letter in response to the utterly ludicrous letter that was printed in your March issue. I am of course talking about the exceedingly sad WWF Wrestling Fans (or should I just call them tools instead?)

As Ben Mansill rightfully wrote in the WWF Wrestlemania review and I quote, "We've never met anyone who doesn't rubbish real life WWF wrestling as the hopeless orchestrated joke that it is."

I can only fully agree with this and it certainly holds true with my friends as

well. What this so called ludicrous "sport" seems to be doing is encouraging brain dead people like the WWF Wrestling Fans to write in. Which is something we can really do without.

And as for the arguments they brought up, they really only proved just how dumb they were once again. I mean, what's the earnings of WWF got to do with the earnings of HYPER? Not bloody much that's what! I also strongly advise the sad old tools not to bet any money on the fact that the Undertaker has millions of friends as they are most likely the only ones.

Now that I've got that off my chest and put that small group of people (people?) back in their boxes here's a few quick questions I hope you can answer:

1. Will MicroProse Grand Prix 2 be coming out on PlayStation?

2. When will the US versions of Tekken 2 and Rave Racer be released on the PlayStation?

3. When will Tohshinden 2 be released on the PlayStation?

Thanks a lot

TONY HOLZNER

TAS

1. I doubt GP2 will appear on PlayStation but watch out for Sony's own Fi sim game which we've previewed this issue. It's due out in June and looks completely awesome!
2. They should both be out locally by the end of the year.
3. Very soon. We'll finally review the bugger next issue.



THANKS TO NATHAN CANT FOR ANSWERING OUR PLEAS FOR READER'S ART. HE DREW AND AIRBRUSHED THIS ONE HIMSELF.

Letters

THE DEMISE OF THE 32X

Listen up you PSX-sucking slimebags.

You may well be "Australasia's best games mag", and I have no quarrel with that, but I've just heard the news that Sega will no longer produce software for the 32X and Game Gear.

GG goin' down is not a problem (except maybe for GG owners), but I refuse to let the machinations of PSX-loving media stomp all over the memory of a little system that had so much potential. In your letters page of issue #23, you blamed Sega for "hardly ever sending 32X games (for review)". Maybe it would've helped a tad had you occasionally ASKED FOR (much less demanded) copies for review!

No, it's much too easy to sit back on your (polished) rumps, and let Sony do all the free-wheeling they want — with the emphasis on "free". Why not give away FREE PlayStations to HYPER readers? Why not "freely" review EVERY PSX game ever invented?? Heck, Sony's footing the bill, so why worry?

Why give an ounce of regard to the latest 32x excreta? Sega obviously don't. The Mega Drive owners of Australia obviously don't. But what about the believers? The 'old school' of HYPER readers who bought every word of Andrew Humphrey's (affirmative) review of DOOM 32X, in issue #14. What about the faithful? The beleaguered 32Xers who dutifully snapped up the last of (their system's) big-name games, the Virtua Fighter(s) of this world?

I may have to accept the demise of the 32X (at least until the Ultra 64 arrives), I may have to live with the corporate bullish-ness of Sony (and ignore it), I may have to passionately devour each flavourful issue of HYPER magazine (because I CAN'T ignore its elevated place in the scheme of things), but I simply shan't, won't, nor EVER wish to forgive "Australasia's best games mag" (ie you turds) for passing on the local release (and subsequent review) of Virtua Fighter 32X — that is one HYPER-mongous show of editorial shortsightedness.

May your PSXes give you all cancer of the comea and pustulations of the palm!
Cheers

STEVEN WRANGELL
Silkstone QLD

You're a hard man Steven, but that's just the way we like it. Yes, I'll admit that we haven't covered 32X for a long time and that missing reviewing the superb conversion of Virtua Fighter is almost unforgivable but as your letter points out, we aren't the only ones ignoring the format. Sega haven't been doing any promotion for a LONG time and most of the games on the system have indeed been "excreta" (nice word). Virtua Fighter is definitely the 32X's last gasp so it would probably be remiss of us to publish a huge glowing review and get lots of HYPER readers buying 32Xs only to see the software dry up and disappear in another couple of months. That

only makes for sad and disillusioned HYPER readers and we don't want that. Sega have given up on the format and now it's time for you to let go of it as well.

QUAKE VS DUKE 3D

Greetings fellow Death Matchers, After picking up issue #30 and reading your comments on Duke 3D, I felt compelled to give you my views on the whole "Doom clone" thing.

Firstly, while Duke 3D is a very fine game, and takes the 3D genre to a new level of realism, for the ultimate gameplay you can't go past Doom. Duke 3D has a few annoying things; Firstly, being given the ability to look up and down, but not being able to see enemies above you at times, only their shadow. Secondly, Duke does not handle as well as Doom, and thirdly, the weapons are on an angle, making it harder to aim. Sure Doom doesn't have shadows, but ID are still the masters of the ultimate gameplay, whereas novelty things that soon wear off, don't stand in the way of gameplay.

Quake has once again proven ID the masters. The gameplay is improved upon, the character handles better, and the engine is easily the best out there. I played Duke 3D deathmatches for a month after it was released, until the Quake test was released. Haven't touched it since. The ability to jump in and out of Quake at will is something that sets it apart from Duke 3D, as you can set up a server for a whole day, and play many different people, who come and go after being murdered. (don't you just love it when they explode?)

The only game in the near future that will make Quake look prehistoric is Into The Shadows. The shadows warp! Just

shows what can be done if you program in a man's language - assembly.

Now some questions

1. When the hell is GP2 released!!!

2. Any chance of a HYPER Quake server?

3. Why don't you have a CD on the front? Is it because you also cover consoles?

Regards

VOMITGOD

Thanks for those opinions. We hadn't seen Quake when we were writing the Duke preview and we'd agree that ID have come up with another masterpiece, but your criticisms of Duke are still fairly lame. Firstly, seeing shadows may just mean that you're not locking up fast enough. We saw lots of enemies flying around when we looked up. Secondly, Duke handles like a dream - virtually identical to Doom but with more to do. Thirdly, although it takes a while to get used to the angled weapons, you do get used to it and it's more realistic than Doom. If you did play it for a month then you should surely have mastered aiming. And also remember that Duke is shareware and is still being tweaked for final release (which should be any day now). Now for your questions: 1. Grand Prix 2 has been pushed back to an April 29th release. 2. Our HYPER@CTIVE web site is one of ID's official mirror sites so we'll have lots of Quake bits up there as soon as they come out. 3. Basically yes. We have so many different formats within the mag that it's very hard to do a cover CD that's going to appeal to everyone. TAKE

A SECOND LOOK

Ladies and Gentlemen,

The Ultra 64. This so called "powerhouse". I am quoting: "the

most powerful system for any home", shrouded in secrecy, the machine that will pioneer gaming well into the next century. We've seen a few screen shots, we've been promised a hell of a lot. However, before you get lured into saving dollar until September to buy this new wonder machine, I want to have a stab in the dark about this.

The PlayStation and Saturn have had time to settle down. Christmas '95 has come and gone, and the lucky few that were able to get a new machine into their homes are indeed fortunate. Yet here is Nintendo. Maybe they are being the smart ones, playing it safe, by waiting til last. But are all of us PlayStation and Saturn owners really that thirsty to buy anything and everything that's new? Nintendo are counting on that. Yet, are they counting on our parents who are sick of little Billy's new expensive habit? Do you think they will be pleased if Billy told them that he wants another machine in the hundreds of dollars range and that the one they bought two months ago is already "outdated"? Let's admit it, this hobby ain't cheap. I can only afford 4 or so games a year, and I don't want to spend my entire year's saving on games. I have CDs, clothes and other good stuff to buy. Hey, before you buy the system with the most bits, the most on-screen colours, the best sound, even if it is beyond normal human hearing (and if you've been to as many concerts as I have, way beyond), consider the most important factor: what the machine's sole purpose in its life was for. The GAMES!

I just bought Wipeout and it's the best thing I've ever played. Just because it's 32 bit doesn't mean I should throw it out and buy the "new

and most powerful" machine currently on the market. You wanna spend another 300-500 dollars for another system when you're already happy? Fine, leave me outta it.

Maybe I am just a bit too anti-Nintendo. Maybe they are the clever boys playing it safe. Maybe they are not money hungry corporate whores and actually are friendly and baby kissing gentlemen. Maybe I will end up, one of these days getting an Ultra 64. So what the hell am I rambling on about then? Simple. I just want to tell everyone to STOP and have a second look before going for technology over software. Just because it's out last, doesn't mean it's best. Just because it's 64bit doesn't mean it's best. Hell, from the initial titles that have been issued for the U64, I can safely say they could be done on 32bit. We haven't even really seen the limit for 16 bit technology yet. Look at DK and Doom on SNES.

Okay, question time. Hey, since it's 45 cents, may as well flaunt it.

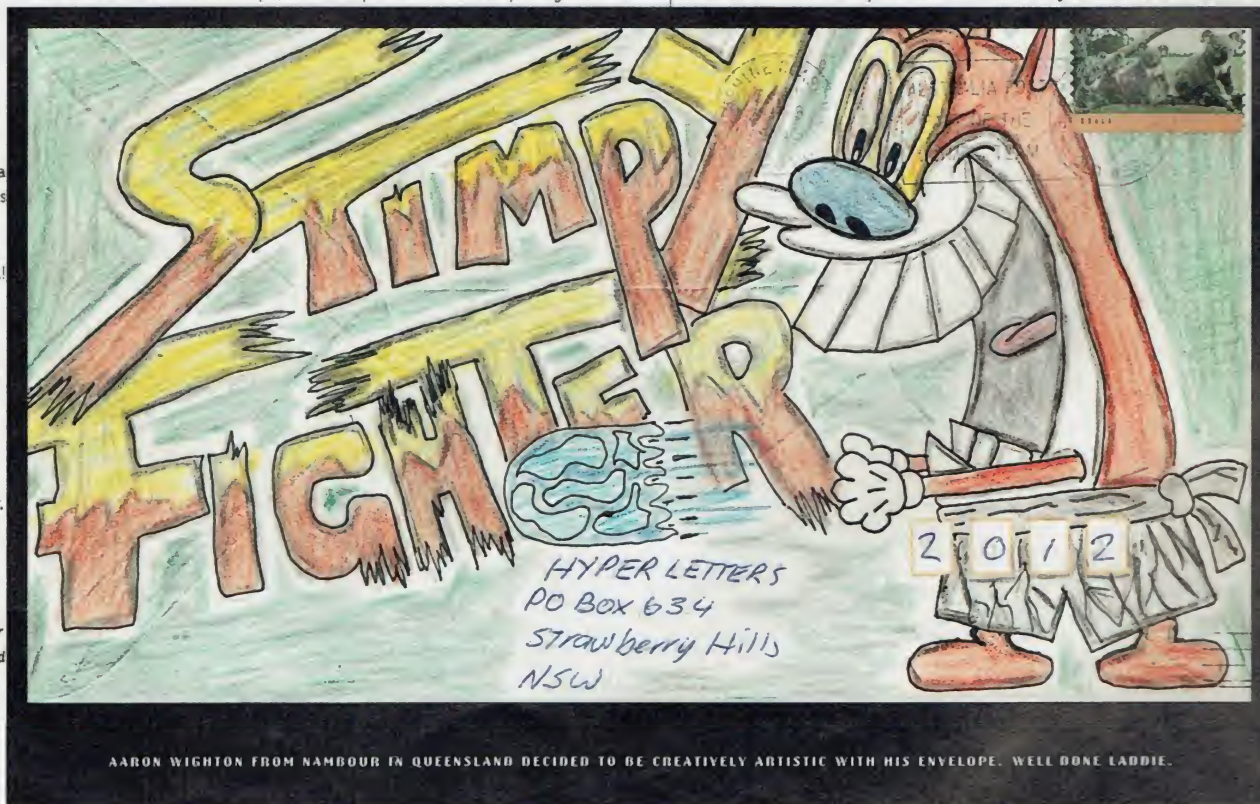
1. When is Tekken 2 being released for the PlayStation?

2. Why is everyone (not being HYPER) saying Sega's kicking PlayStation's butt now that VF2 and Sega Rally are out and "simply crapping all over Tekken and Ridge Racer?" Hey! They're comparing Sega's second (and some say desperately last) ditch effort with the PlayStation's first releases! That's it.

Cheers

K. LIM

Thanks for that well-expressed opinion. 1. Tekken 2 should be out this year but there's no firm word on the exact date. 2. I don't know why everyone else is, but as you said, we're not.



AARON WIGHTON FROM NAMBOUR IN QUEENSLAND DECIDED TO BE CREATIVELY ARTISTIC WITH HIS ENVELOPE. WELL DONE LADDIE.



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