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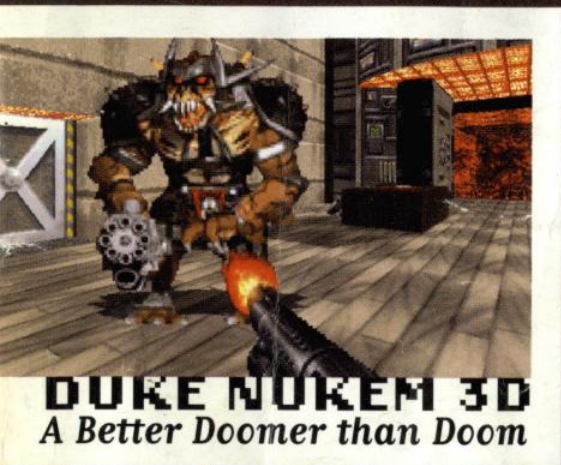
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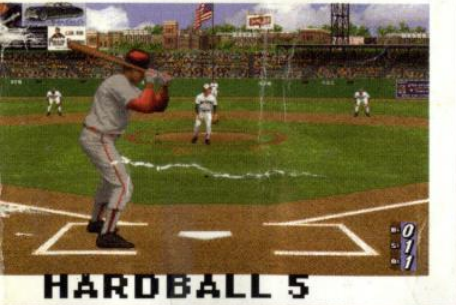
HYPERR

Tekken 2

Taking the 3D
Fighting Crown



DUKE NUKEM 3D
A Better Doomer than Doom



HARDBALL 5

NHL Faceoff
Puck your Playstation

Resident Evil
Fade to Black on Playstation?

Shane Warne's Cricket
The Mega Drive Slog Fest

Bad Mojo
Let Roaches Infest Your PC

Snes & Mega Drive Top 10 Games

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Descent



G

Cyberia



G

Zero Divide



G

Worms

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PlayStation

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The Village www.village.com.au

A close-up photograph of a person with long, dark hair and glasses, looking intensely at the camera. They are wearing a dark, patterned shirt and a colorful, patterned undershirt. They are using a tattoo machine to tattoo the word "Wicked" on their buttock. The tattoo machine is held in their right hand, which is adorned with several rings and a watch. The background is dark and textured.

See this sign

Tattoo it on ya brain

not on ya butt

HYPER

6 NEWS Stuart reports from E3. Sneak look at Robotech for Ultra 64, SegaSoft developing PlayStation games. An overview of the upcoming Activision range. More online gaming news with Sierra's "The Realm", and more...

16 Net Trawlin'

18 Anime

21 Win Win Win

24 Feature

- Greatest Hits from the 16 Bits
The Top 10 SNES & MEGA DRIVE Games. Our favourite old consoles are starting to fade away and die...but they're not dead yet! We take a look at the best games on both systems.

26 Previews

26 Blazing Dragons PSX/SATURN

27 Grand Theft Auto PSX/SATURN/PC

28 Aquanaut's Holiday PSX

Fable PC CD ROM

29 Lufia 2 SNES

Raging Skies PSX

30 Shining Wisdom SATURN

Decathlon 300

32 Return Fire SATURN/PSX/PC

Exhumed PSX/SATURN/PC CD ROM

34 Arcade Our regular arcade junkie, COIN BOY, checks out Run & Gun 2, Tengai and also takes a quick look at Virtua Fighter Kids...

Reviews

- 36 Tekken 2**
PLAYSTATION
- 40 Shane Warne's Cricket**
MEGA DRIVE
- 46 Resident Evil**
PLAYSTATION
- 48 Shellshock**
SATURN/PLAYSTATION
- 50 NHL Faceoff**
PLAYSTATION
- 52 Streetfighter Alpha**
SATURN/PLAYSTATION
- 54 Hardball 5**
PLAYSTATION/PC CD ROM
- 56 Duke Nukem 3D**
PC CD ROM
- 58 Darkseed 2**
PC CD ROM
- 60 Bermuda Syndrome**
PC CD ROM
- 62 Bad Mojo**
PC CD ROM
- 64 Byte Size**
PO'ed PLAYSTATION
- Virtual Golf** SATURN
- The Horde** SATURN
- Mystaria** SATURN
- Doom** 3DO
- Big Red Racing** PC CD ROM
- Fantasy General** PC CD ROM
- Mortal Coil** PC CD ROM
- AI Unser Jr Racing** PC CD ROM
- Rayman** PC CD ROM
- Abuse** PC CD ROM
- 69 Cheat Mode**
- 74 Play Guide**
SNES
- 76 Letters**
- 79 Hypermart**
- 81 Readers Survey**



HYPER

Savour this moment boys, girls, and others, I know I am.. because this is about the only time the DEPUTY EDITOR of Hyper will ever get to do the editorial. **Stuart's** off in Los Angeles right now, doing the **E3** thing, playing with the natives and all that sort of fun stuff... and we're all heinously jealous!

Big! Big! Big news should be rolling in all of a sudden about where the gaming industry is headed for the next year, so there's gobs of excitement here at Hyper.

You don't have to wait for next issue for something big though, as this issue has got some of the most munificent games to come out in a while. We've taken an absolutely whopping look at **Tekken 2**, which is the best fighting game we've seen on a 32-bit console thus far! Since these fighting games just keep getting better and better, we're biting our nails right off in anticipation of **Virtua Fighter III**, which Stuart is probably playing at the SEGA stand at E3 right now. This issue is a double whammy for the fighting game freaks, as we've also reviewed **Street Fighter Alpha**! Not only has Tekken II given us hours of gaming pleasure, but it's given me a chance to use even more Tekken puns in all the captions... joy!

As if that wasn't enough, we've also been playing **Duke Nukem 3D**, and like we said back in April... it's better than Doom (who would have dreamed?). Duke's blown the whole office away with it's flash graphics, amazingly cool level design and Duke's hilarious one liners. So now it's all up to QUAKE to make us lose control of all bodily functions by trying to upstage Duke!

There's also a bunch of stuff for the sports fans too! **Hardball 5**, **NHL Faceoff** and **Shane Warne's Cricket** all got full reviews, and all look to be really good games.

Adventure game devotees also have something to write home about as we've put **Bad Mojo**, **Resident Evil** and **Darkseed II** through their paces... so it's a month for dark, sinister adventure games too.

SNES and Mega Drive owners will be chuffed to know we've done a feature on the **greatest games of all time** for the 16 bit machines, so you can get an idea of what games you need to hunt down to help give you the ultimate video games library.

Arghh! There's so many **COOL** new games around now that I'm not going to have any time to eat, sleep or any of that junk. Oh well, kick back, read, gawk and enjoy. I'll be running around the office, bouncing off the walls and doubling my freaky-factor to make up for Stuart's absence...

dan



DORKS



The Greatest Show On Earth!

No.. this doesn't involve clowns, midgets and large men who wear leopard skin outfits while lifting barbells... It's E3, which if you're a video game freak, is a thousand times better! While the rest of the Hyper crew slugged it out in the office, Stuart popped over to America to get a look at the latest and greatest games and game related things from around the globe. Over the phone Stuart managed to give us a brief run down of what's big at E3.

Some of the big stuff that Stuart's been gawking at includes the Nintendo Ultra 64, he says that it's "E#! Awesome" and that it's totally blowing everyone away. He's also been seen previews of some of the games to go with that platform, like Mario 64, Pilot Wings and the Star Wars game, Shadows Of The Empire... all of which he has said are some of the best games he's ever seen. Other things that have reared their head include the Internet peripherals for the Saturn, so soon we'll know the score regarding online gaming with consoles. Sega's Internet hardware for the Saturn will be out in America in the next couple of months! That unit is US\$450 (Internet device & Saturn in one package). Hopefully Stuart will bring back news of the PlayStation equivalent, and what the deal will be with the further costs for being online. One of the first bits of news to spread from E3 was a price drop for the PlayStation, now it will be retailing in Australia for around \$400!!!

The hit game for Sony looks to be Crash Bandicoot, which Stuart loves. SNES owners can look forward to Donkey Kong 3, and Mega Drive owners should be hanging out for Sonic Extreme. Nights for the Saturn is looking to be living up to expectations too. The bottom line is, it's now no question that the Ultra 64 will be the biggest thing yet.. and Nintendo are spending US\$50 million on it's launch! Stuart will be doing a four page report on what he's seen once he's back, so you'll soon know everything there is to know about the latest gaming technology!

Winners

The fact you've got your mits on this issue of Hyper means you're a winner regardless of what brand of shoes you're wearing or how baggy your pants are! However, here's a bunch of Hyper readers that are fortunate enough to be getting some prizes...

PLAYSTATION GRAB BAG COMP

- 1. Dejeon 5 Pack**
Matthew Woitkowiak, S.A.
Steven Bartlett, QLD.
- 2. Assault Rigs Pack**
Jonathan Beckx, W.A.
Ben Allen, QLD.
Darren Smith, N.S.W.
- 3. Total NBA 96 Pack**
Josh Green, QLD.
Allan Garty, N.S.W.
Hugh Olliffe, N.S.W.
- 4. Myst Strategy Guide & Calendar**
Denis Hawkins, N.S.W.

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Activision Just Goin' Off!

The venerable computer game entertainment giants Activision have got a whole mess of store in stuff for the gaming community over the next year and we've managed to track down some info and grabs of their future lineup.

Amongst Activision's new lineup are two online 3-D networked games, proving the company's interest in network gaming hasn't stopped at the pseudo-net game, *Spycraft*.

The first of these games is *HyperBlade*, an online, futuristic sports game, that features sharp 3D graphics that bring life to the bizarre sporting arenas of the future. This one should be out very soon on PC, and in a few months on PlayStation and Saturn.

Interstate '76 is a 3D combat game where the action is all controlled from the wheel of your '70s style muscle car. With a vast array of cars to choose

from and a funky soundtrack, this one should be out in the next few months on PC only.

A bizarre looking game by the name of *Blast Chamber* is an action game where players must race against time to save themselves from certain death by deactivating the bombs that are strapped to their bodies (charming). Set in a strange 3D cube environment, *Blast Chamber* looks quite original. It should be out on PC, PlayStation and Saturn sometime around year's end.

There's been a very sudden press release on Activision's new adventure/mystery game, "*The Elk Moon Murder*", which should be out any time now. Multimedia producer Shannon Gilligan and writer Sam Egan (writer of *Northern Exposure*) have teamed up to develop what should prove to be an excellent title. Professional script writing techniques and

directing talents should bring this game to life. The game is modelled upon real life crime solving techniques, so the logic buffs will have a field day.

Activision have announced another three titles that are scheduled for release early next year. *Pitfall* (yes.. another one), which will now be a 3D game set to cause as much hype (or so Activision hopes) as its ancient side scrolling namesake did. *Pitfall* should be appearing on PC, PSX and Saturn at roughly the same times.

The other two titles are *Planetfall*, which will be a 3D action game set to continue the legacy of the old text adventures *Planetfall* and *Stationfall*... and *Sacred Ground* which will be the second title (*The Elk Moon Murder* being the first) in their series of new adventure games.

Once more news on these games breaks, we'll have full previews and reviews.

Matsushita start picking their M2 team..

Everyone's keen to hear what's going on with the M2. A big factor in what's going on with the M2 will depend upon who works on the development for the machine and it's software. Matsushita is now attempting to pick things up a bit by ensuring that they get a star studded line up of tried and trusted developers. E3 will have served as a good scouting ground for Matsushita, where they will have had their chance to peruse the

current form of all the developers present.

Having seen how companies like Sega and Sony have gone about their methods of launching their super platforms, Matsushita should now have an idea on how to avoid making stupid mistakes that could bury them before they start. 3DO Studios is still the number one organisation for the M2 development, because let's face it, there's no great reason for them to keep

spending time and money on the 3Do anymore. 3Do studios should have a few games completed by the end of the year so hopefully in the next few months we'll be getting an idea of what we can expect from the M2. One thing that might slow things down though, since Mitsushita forked out \$100 million buying the technology from 3Do... that's money they'll really be missing when it comes time to release it.

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Sierra's Answer to Ultima Online

Just when you thought that Origin were the only big name who were investing time and money into an on line role playing game, Sierra have had people testing a beta version of their spiffy online role playing game known simply as "The Realm". Sierra have been known for releasing tons of classic adventure games, such as the King's Quest series, the Police Quest series, the Space Quest series, and of course the Leisure Suit Larry games. It comes as no huge surprise to us that the overall look of the Realm is not unlike that of its classic adventure games, with the spindly characters, cartoon style backgrounds and all that jazz.

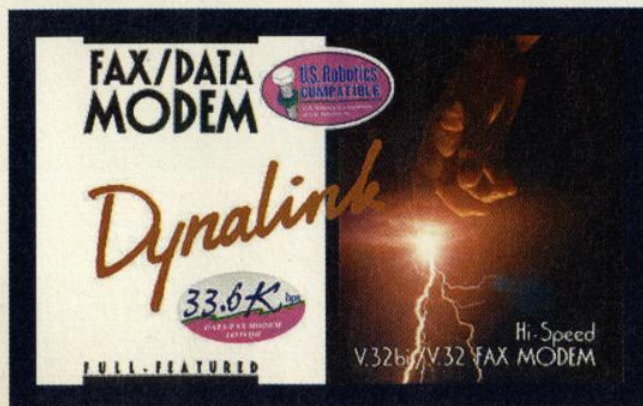
The graphics look a tad less complicated than that of Ultima Online, which may or may not be a good thing, depending on how it affects the outcome of game speed. Sierra seem to be working on the basis that the Realm is not just something for the hardcore role playing enthusiasts, but something for everyone, even if they just want to pop online for a bit of a chat.

For those of you out there with internet access, you can check out where Sierra are up to with The Realm by having heading to <http://www.realmserver.com/>



Blistering Bit Transfer Batman!

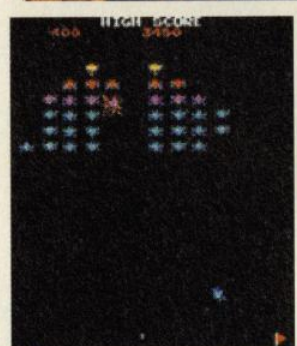
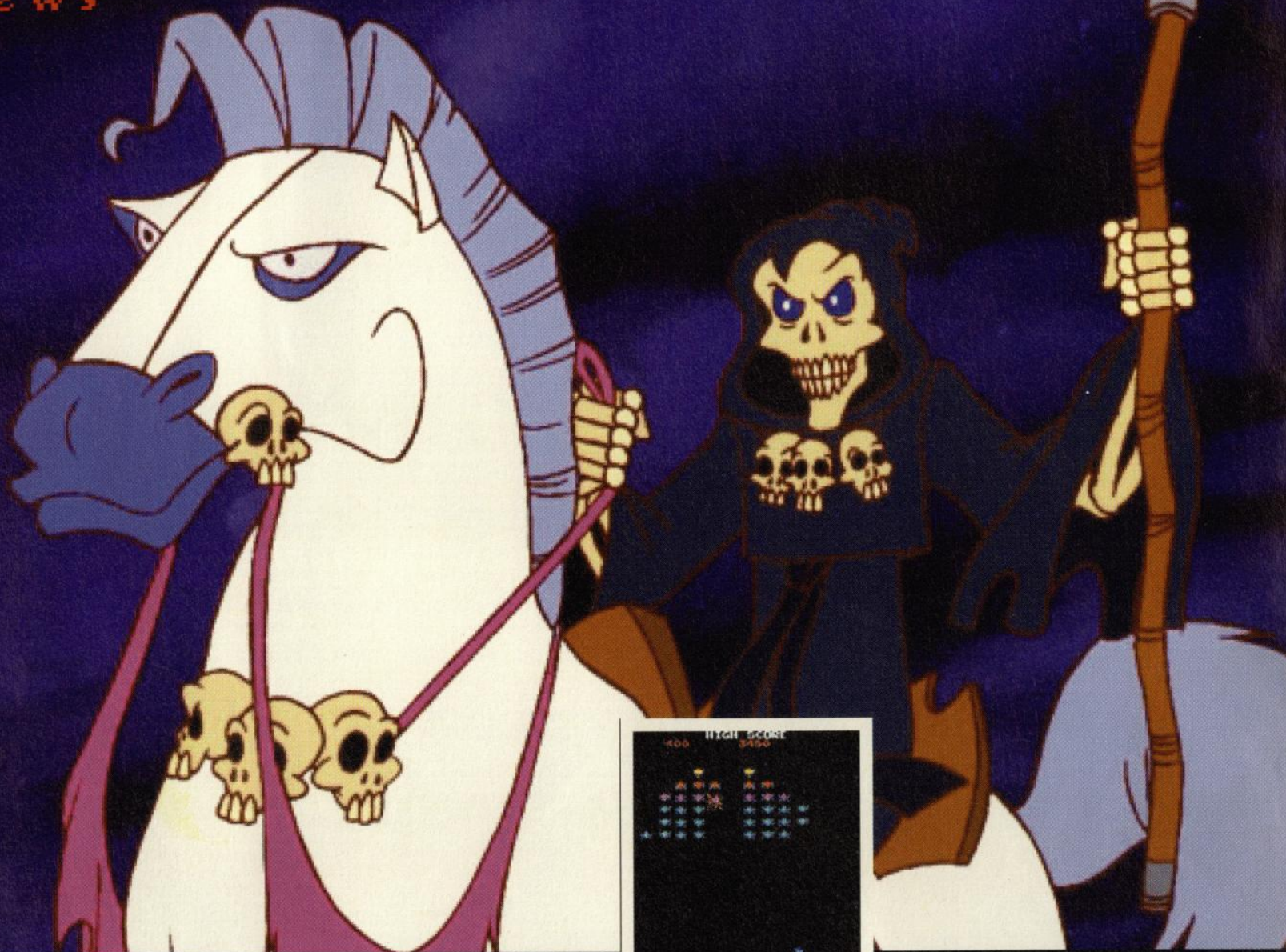
For those who are considering buying a new modem nowadays, and you just haven't been overly happy with the price and speed of modems on the market, this could be the one you're after. Dynalink modems have just released the new Dynalink Fastcard + 33,600 bps V.34+ modem.



What's the big deal? Well the big deal is that it's faster than the current standard, so it will be able to handle heavy traffic better than existing modems, which will be particularly important for those who are into online gaming. The Fastcard+ modems are available in quantities at a R.R.P. of \$299. This baby could be handy for those waiting for Quake who want to make sure they've got the best hardware for it.

Bigger and Better in Texas..

One of the big names in computer technologies is Texas Instruments. Texas are about to burst into the PC graphics chip scene and this is no doubt going to have a vast effect on the video card market for the PC. Perhaps far more significant than the actual performance of the chip is the price drop that it will bring to the market. Texas, have gone about gaining the rights to manufacture and market the new Permedia graphics accelerator from 3D Labs. The current technology is said to be around five times faster than the previous generation by the same group, so the news is quite exciting for all PC gamers looking for a new video card. Rumours of a starting price of \$250 (US), would mean very reasonable prices for the next generation of PC video cards!



All Go in Psygnosis Land

What was once looking like one of the firmest corporate bonds in the gaming console world is now looking mighty shaky. Sony have announced that they are considering their strategic options in their interest in Psygnosis, and one of those options is the sale of that company! There's no enormous surprise as to what the reasons could be. Number one motive would be Psygnosis' continuing ventures into multi-platform development, particularly the development of Sega Saturn versions of their games.

There's very little speculation about any real concern for either company though. Psygnosis knows that they've got the thumbs up from the gamers themselves, which is what really matters. Proof of this support came when they won the awards for "Best Original 32 Bit Computer Game" and "Best Games Music" for Wipeout, at the Golden Joystick Awards. These awards are voted for by the readers of the UK games magazines, so Psygnosis know that at least the game players out there like what they're doing.

Psygnosis seem to have a host of stuff coming out soon, and in check with the parting of ways with Sony, it seems that we'll be seeing all these games on multiple platforms, although they're fairly quiet about their plans for Saturn releases. Amongst these upcoming games are titles such as Athanor, an adventure game set in ancient Greece. Also coming are Sentient, The City of Lost Children, Discworld II, Ecstastica 2, The Fallen, Lemmings Paintball, Tenka, Destruction Derby 2, Monster Truck Rally, and of course the one we're all dying for here at Hyper... Formula 1. There's word out that Wipeout 2 is in development too, so Psygnosis are looking very strong in the racing game department.

We should still see all the Psygnosis titles appearing in accordance to their release schedules, but it will be doubtful that they will be marked as being Sony games.

More news on these games next issue once Stuart is back from E3.

Microsoft Take a Retro Trip

Uncle Bill sure does know how to make money doesn't he? This idea may not be too revolutionary, but Microsoft are set to release an early 80's arcade game compilation for Windows 95 called Return To The Arcade. The compilation will include four of the BIG hit titles from the era. Galaxians, one of the most popular shoot 'em ups ever will be in there. Pole Position, the grand-daddy of all decent racing games was a natural must. Dig Dug has managed to make an appearance, so there'll be lots of air-hose to belly button action on your home PC. Of course how could you even consider having a Retro video game compilation without including the legendary, Pac Man?

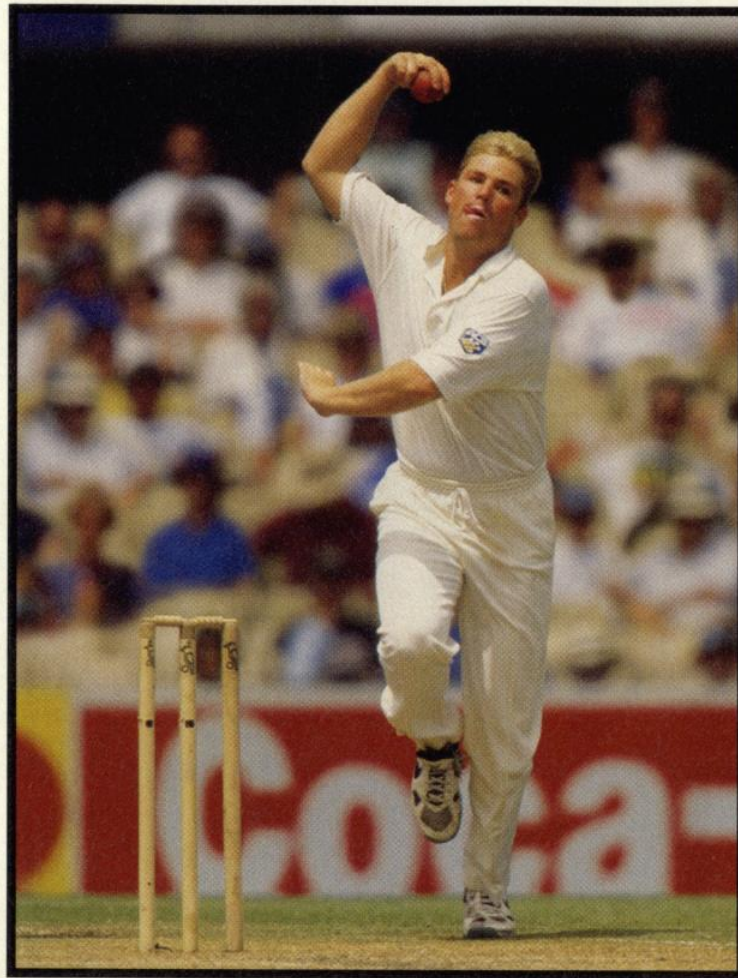
Nameco have already done this sort of thing with their "Museum" releases, but since this one's aimed at the Windows 95 market, there'll be gobs of office workers that will be dying to indulge in some of the games they played in their childhood (in between all that hard work they'll be doing of course). This one should be out any time, so keep your eyes peeled for this compilation of classics.

Muppet Treasure island

Having just spent at least one day of last month being thoroughly entertained by The Muppets' first CD ROM title, we greet the news of a second dose of interactive fun with joy. It will be based upon the Muppets film called Muppet Treasure Island, which in turn is based upon the classic adventure book, and will be more of a real game than the first CD. The previous one, The Muppets CD, was a lot of fun with Kermit, Miss Piggy, Fozzy Bear and their chums trapped inside your computer and desperately trying to get the CD to work properly. The Doom send-up, Kitchens Of Doom (where you play the Swedish Chef and instead of a gun you have an egg whisk poking up at the bottom of the screen), was a hoot.

Although we have yet to see Muppet Treasure Island, we look forward to getting our hands on a copy. So, while we wait, you'll have to make do with some teasing grabs of the original.

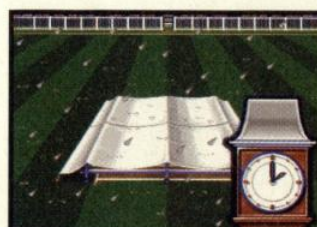
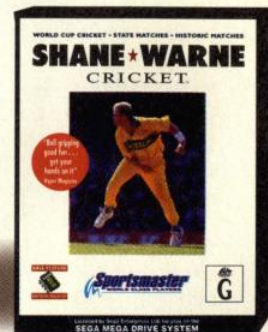
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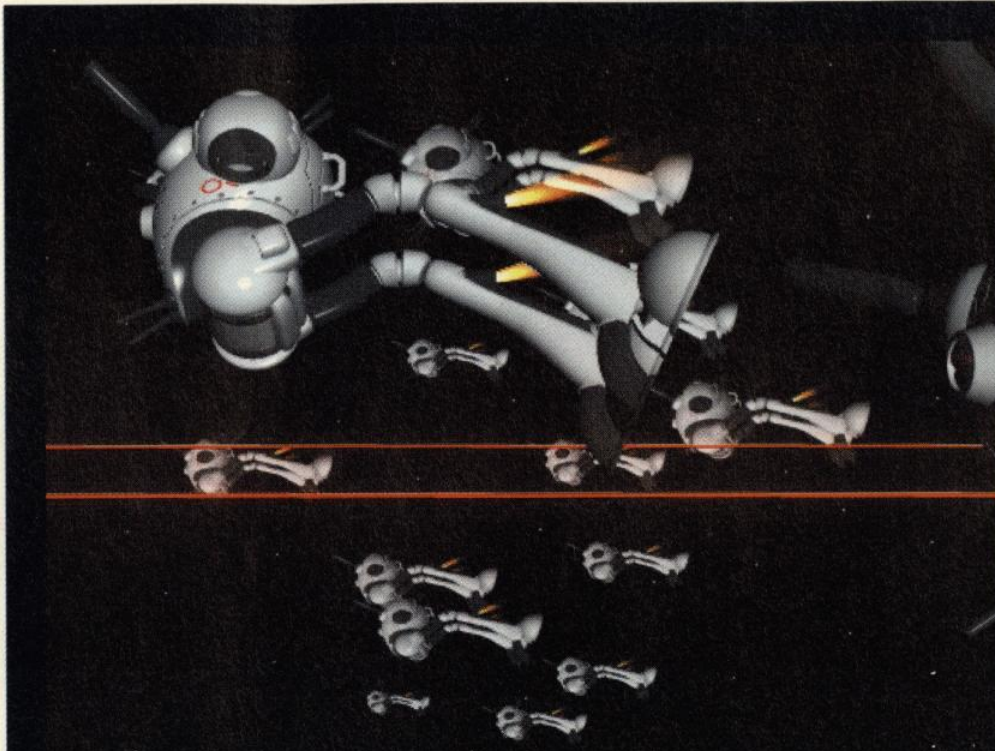
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Robotech to become Ultra 64 game

Anyone who is even vaguely interested in Anime will be more than aware of the importance that Robotech has had in popularising the Japanese animation outside of Japan. Well if there are any Anime fans out there that were looking for a reason to hold out for the Nintendo Ultra 64, then perhaps news of an upcoming Robotech game for that platform will be reason enough. This is really a chance for us to a sneak look at the quality of the graphics for games being developed for the new machine, rather than any sort of in depth preview into the game. Word is that the game will feature some sort of interactive storyline where the player will come across characters from the series such as Rick Hunter and Max Sterling. People are so impressed by the first glimpses, that at first, many don't believe these grabs are actually something out of the game, wondering if they're just a Silicon Graphics extravaganza. If the Ultra 64 can deliver games that look this good while they're moving, and have the playability to match, then Nintendo might be able to prove that their machine has a definite edge over Sega and Sony.



by the first glimpses, that at first, many don't believe these grabs are actually something out of the game, wondering if they're just a Silicon Graphics extravaganza. If the Ultra 64 can deliver games that look this good while they're moving, and have the playability to match, then Nintendo might be able to prove that their machine has a definite edge over Sega and Sony.

Sega producing games for Sony!?!?

You wouldn't read about it would you? Well, you are.. so anything is possible. Believe it or not, a Sega owned company will be producing games for the Sony PlayStation.

US based firm Segasoft would expect to be doing things with Sega's best interest in mind considering that Sega owns 40% equity of the company. However, Segasoft have been openly developing games for the Saturn, PC, Internet and "other platforms". Now, Segasoft have just announced that those "other platforms" include the PlayStation.

Segasoft have been trying to explain that despite whatever confusion and rumours may be flying about, that they are independent of Sega and that they should simply be recognised as a multi platform developer. Although Sega holds that 40% equity, Segasoft have an independent board and a few other partners, so total one mindedness doesn't colour Segasoft's vision.

Sega of America are the company who are responsible for the development of the big gaming titles for the Saturn, as well as marketing the hardware, etc. Segasoft have been set up as an entirely different operation altogether, and have been working on their own titles without any guidance from Sega. Segasoft should have half a dozen or so games finished by the end of this year. To further emphasise the huge difference between Sega of America and Segasoft... Segasoft are being forced to code all their own games from scratch, as they are not being given access to Sega's own games. What does this mean? For a Saturn owner, very little, but if you're a PlayStation owner and were hoping to get a release of some of the big Saturn titles like Virtua Fighter II, then think again because Sega aren't letting anyone else get their paws on their top titles.

overflow

Id Software weren't exactly what one would call conventional when it comes to distributing their software... when Doom hit the Internet as shareware a few years back, the net became more congested than a toilet stuffed full of Sorbent. Once again Id software are doing things a little less straightforward than usual with the release of their long awaited 3D shooter, Quake. A cut down version of the game will be available in retail stores for a minimal price. If you like the game (as if you wouldn't), you will be able to dial a special number to get a code to unlock the remainder of the game that will be on the same CD. This "over the phone add on" will not be free of course, it will be close to \$55. Of course the full game will also be available at retail stores, and the shareware version will be available via the Internet.

In what could only be described as a fairly sensible move, the 3DO company has taken a big step forward towards becoming an active force on the internet by acquiring MUD developer Archetype. 3DO is keen to get Archetype slaving away in their internet department in an effort to start churning out 3D internet games. One step ahead, Archetype have already completed what is probably the only up and running 3D MUD game, Meridian 59. Meridian 59 looks okay, and we can be certain that Archetype will be able to produce better 3D net games with a bigger company behind them.

In the last Overflow we mentioned Disney's flying start into the gaming arena, and steps like these that can only suggest Disney is not just entertaining some offhand possibility when it comes to games development. With Sanctuary Woods moving from game development to educational software, they left Disney with the perfect opportunity to come in and take advantage of the facilities that were being left of the Sanctuary Studios. Not only have Disney bought the premises, but also the game development engine that Sanctuary were using. With all that money at their disposal, one wonders if they're really breaking into the industry. gung ho.

Remember those little toy cars called Micro Machines? You've probably got a few of them stuck under the cushion on your couch, or jammed behind the stove. There was a Micro Machines game on Mega Drive that was very successful, and now it looks like there'll be a version for the 32 bit machines out near the end of the year. Not likely to be a huge breakthrough in programming, but likely to be bloody good fun. A PC version should also be out sometime soon... if not already.

Some news about the Nintendo portable game system that will probably end up replacing the Game Boy, it's called the Game Boy Pocket. The device should be released in Japan sometime this month, so hopefully we'll get a look at one soon (Stuart's probably playing one at E3 as I type!). Talk about small! The GB Pocket measures up at 128mm wide and 25mm high, around half the normal Game Boy size. The GBP will use five colour graphics, which use a filter to help add definition. Going by overseas prices, the GBP should cost around \$100.

PLAYSTATION

1. Alien Trilogy
2. Need For Speed
3. Wing Commander 3
4. D
5. Magic Carpet
6. Total NBA '96
7. Tekken
8. Shockwave Assault
9. Thunderhawk 2
10. Zero Divide



SATURN

1. Sega Rally
2. Virtua Fighter 2
3. Magic Carpet
4. Toshinden Remix
5. Wipeout
6. Virtua Cop
7. Golden Axe - The Duel
8. Gex
9. FIFA '96
10. Sim City 2000



3DO

1. Foes of Ali
2. Killing Time
3. Need For Speed
4. Deathkeep
5. Shockwave 2
6. Battlesport
7. Dragon's Lore
8. Road Rash
9. Syndicate
10. Space Hulk



PC CD ROM

1. Civilization
2. Warcraft 2
3. Command & Conquer
4. Wing Commander 4
5. Decent 2
6. Megapak 5
7. Spycraft
8. Terranova
9. Assault Rigs
10. Bad Day on the Midway



MEGA DRIVE

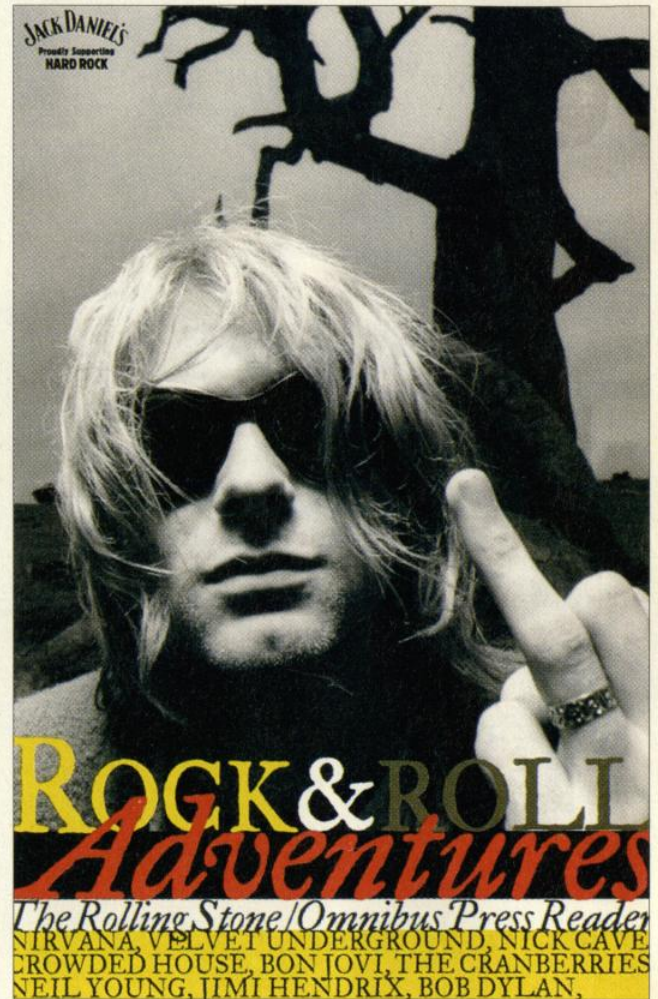
1. Phantasy Star 4
2. NHL '96
3. PGA Tour '96
4. Primal Rage
5. Mario Andretti Racing
6. Aust Rugby League
7. Land Stalker
8. Micro Machines '96
9. Revolutin X
10. Brian Lara Cricket



SNES

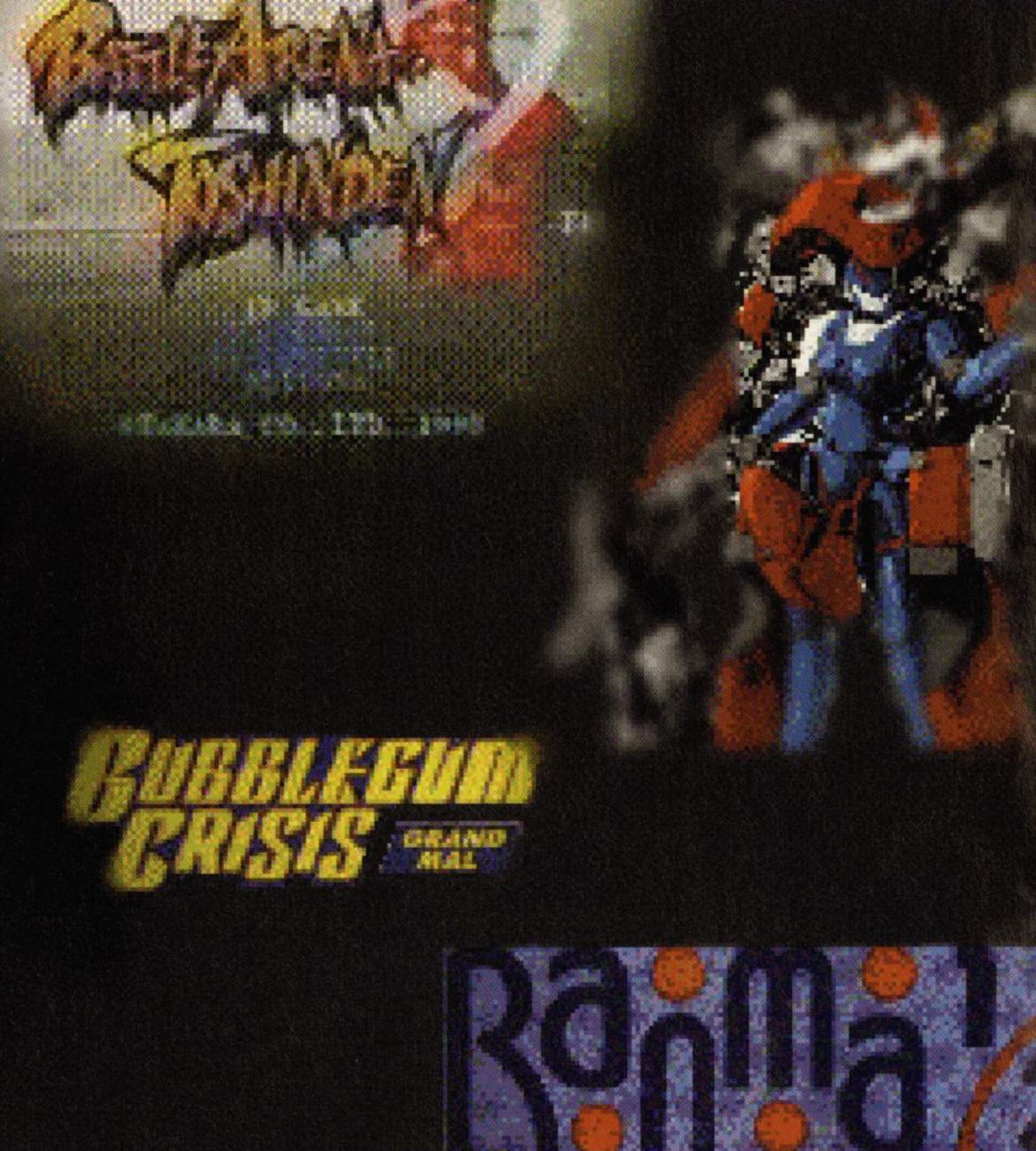
1. Donkey Kong 2
2. Theme Park
3. Yoshi's Island
4. Doom
5. Megaman 7
6. Earthworm Jim 2
7. Cannon Fodder
8. NHL '96
9. PGA Tour '96
10. Megaman X 2

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BUBBLEGUM CRISIS GRAND REAL

BENJE'S HOMEPAGE

Cool sites are just a mouse click away with our veritable solo-man of the data stream, ELIOT FISH. This month, it's console heaven...



VR ON YOUR PC

Remember the game *Ice & Fire*? Have you heard about the upcoming action/adventure RPG that looks like a comic strip? Well, how about a Virtual Reality sports title that you can play on your PC? It's called *Locus* and you can check it all out at <http://www.zombie.com/>

. WAVS . AVIS . MOVS

Avid gamers can drop in here at Benje's homepage and download .MOVs, .AVIs and . WAVs of all sorts of 32-bit titles. You never know when you may need a sound snippet of Ryu's dragon punch, or better than that... you can see how a game looks in action before you go and buy it. <http://www.ieway.com/~dmoore/avi.htm>

SEGA SATURN

Sega's 32-bit wonder has many a faithful fan on the Internet... but instead of listing all those schmoes overseas, we've decided the cool place to be is an unofficial Saturn page here in Oz! Loads of pics, gossip, cheats and even a game trading page is all set up and waiting for you to go Saturn-mad. <http://student.uq.edu.au/~ch330843/> Check it out.

MORE SATURN

Oh. OK. Here's ONE international page... but only because it's a very nice one. <http://members.aol.com/davidz71/saturn/saturn.htm>

This is very up-to-date, with stacks of info and you'll have video-game links (notably Saturn links) coming out of your ears. And I won't mention he has a Niki Taylor homepage too... whoops.

SONY PLAYSTATION

Yes, I just bought a Playstation... and yes, I did trawl the Net for HOURS drooling over screen shots of up and coming titles! For a very comprehensive PSX page, try out the Playstation

Insider, an unofficial UK digizine that is brimming with rumours, game FAQs and links. Go on... go crazy! <http://www.widearea.co.uk/playstation/playstation.html> Did you know Square have made Final Fantasy VII for PSX? Mmmmm..... RPG.....

IT'S OFFICIAL!

Yeah, here's the address for Sony's own Playstation website. It looks very slick, with lots of things to click... <http://www.sepc.sony.com/SCEA/index.html> If you register, not only will you be sent lots of electronic junkmail (you can opt out), but you may even win PRIZES! Gadzooks.

ONLINE GAME STORE

For all your gaming needs...drop in at Gamex and browse through all the consoles and titles they have for sale. You may not be able to order anything, but it's interesting to see what games have come out in the US already... stuff we won't get for a while. They cover all formats from the SNES to the Nintendo 64. <http://www.gamex.com/>

ROGUE SOFTWARE

They're very cool... they're Rogue software and they've come up with *Strife*, a nifty little RPG that's played in a Doom-like 3D perspective. Even though it plays like Doom, they call it an RPG because you can actually go to stores and purchase different weapons! Nice one! Read all out it and download the demo! Then check out all their other titles... it's all on at <http://www.gamers.org/rogue/strife.html>

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ROBOTECH



Giant Robo - Part 1-2

Every once in a while something comes along which effectively changes animation as we know it. Last year it was the Macross Plus series, with its ultra slick production, design and stories. Macross Plus set the standard for revolutionising sci-fi anime. Enter the newest, and what I consider to be the best animated series to have been produced to date, not only in Japan, but in the world. Enter GIANT ROBO! The setting - the world has been revolutionised by the invention of the Shizuma Drive; a clean, cheap and renewable source of energy that has saved the planet from its destiny of ecological destruction. However, like all new technologies, there comes a price. With the development of the drive, a dark side of the Shizuma invention was discovered, one that threatens to envelope humankind into an eternal night. A terrible and fearsome organisation known as BIGFIRE has set out to exploit this weakness, and only the efforts of the International Police Organisation will prevent the destruction of humankind.

Based on the sixties live action Japanese television series, Giant Robo is a celebration of Japanese animation. Highly stylised with beautiful retro designs and one of the slickest animation productions that I've ever seen, Giant Robo is an entertaining, frenetic and energetic series. Whether you're a fan of Anime, or have been waiting for a chance to get started, then you MUST SEE THIS! Absolutely stunning.

10/10

RATED M. DISTRIBUTED BY SIREN ENTERTAINMENT

Robotech - The Macross Saga

Back when I was a lad I'd wake every Saturday morning to ROBOTECH. Quite literally, I'd never seen anything like it before. The animation was outstanding and different, and apart from Star Blazers and Battle of the Planets, was some of the only animation we saw in Australia from Japan. At last, Robotech, the original television series, is available in this country!

The story goes something like this....sometime in the late twentieth century, an alien craft crash lands onto our planet, causing a massive explosion somewhere out in the ocean. This proof of life in outer space causes all war on this planet to come to a halt, the threat of an alien invasion unites mankind. Scientists are sent to investigate the alien craft; and soon the mysteries of the aliens are laid bare. This new understanding of the Alien technology is named Robotech, and with it the leaders of our planet restructure the world order.

2009 AD, as this new technology is unveiled to the world, an aggressive and warrior based alien race called the Zentraedi have materialised out of space warp. Their mission? To hunt down the space craft that has accidentally crash landed on our planet.

What an amazing series! Ten years later Robotech still holds its own. It has earned its right in the Anime Hall of Fame; as for its time it was one of the most cutting edge television series available. For those of you like myself who have been going wild over the Macross Plus series, here's your chance to get the hold of the series that started it all. Thank you Kiseki for bringing this series out.....now how about Battle of the Planets?

10/10

RATED G. DISTRIBUTED BY KISEKI FILMS.

Goku- Midnight Eye (Part Two)

The time: 2014 AD. The Place: Tokyo. In a city built on a major fault-line a grim and stylish detective wanders the streets, hiring out his services to the jaded inhabitants of the metropolis. His name: Goku.

Armed with an unlimited telescoping rod of legend and the world's deadliest tool, a computerised left eye, Goku fights the good fight against corrupt arms merchants, corrupt government officials and jaded military members.

Part Two of this series sees Goku embroiled in a secret military project, where a man named Ryu has been transformed into a deadly psychic weapon. The effects of this mutation has set Ryu into a psychotic rampage, as he tries to control his deadly, mutated powers.

Goku Midnight Eye comes from the celebrated creator of COBRA, Buichi Terasawa. It has the all the production values of a medium budget Anime; with its feet firmly placed in the Japanese sci-fi Manga mould. The first part of this series was somewhat slow paced but entertaining; however, the second part of Goku seems to be lacking in a few key areas ie - a great script.

Goku has the potential to become a popular anime. Its director also directed Wicked City and Ninja Scroll, though the brilliance of those two animes isn't quite to be found in this series.

7/10

RATED MA. DISTRIBUTED BY SIREN ENTERTAINMENT.



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Street Fighter Alpha Comp

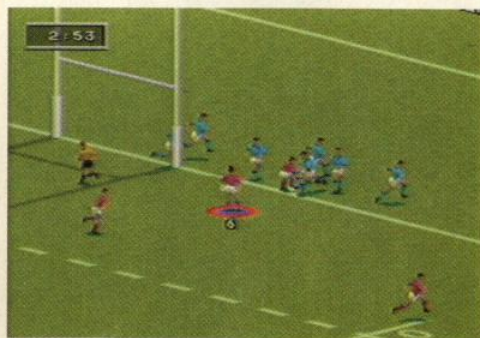
This is the game that sparked life back into the Street Fighter Series. We know you pour your change into it at the arcades, and now you're tugging on mum's sleeve in the hope she'll fork out the dosh for your Playstation version of Street Fighter Alpha... Sony have very generously handed us 5 copies of the Playstation version to send out to some Street Fighter enthusiasts. So quit tugging and enter the Beat 'Em Stoopid competition...

To enter, just tell us the names of three of the characters in Street Fighter Alpha.

Then mail that answer off to us at...

Beat 'Em Stoopid Comp, HYPER PO BOX 634, Strawberry Hills NSW 2012

EA Rugby Comp



There's nothing like watching a bunch of big blokes running into each other bloody hard is there? Ever wish you could be the one making them do so? Well Electronic Arts have released the coolest Rugby game thus far, and have also told us to hand out six copies for FREE! (That was rather darn nice of them, wasn't it!?) Three PC sports fans, and three Mega Drive owners will be developing blisters with their shiny new copy of EA Rugby if they can just...

Name three EA Sports titles released in the last year.

If you can do that, then just mail off the answer, and the version of the game you'd like to...

EA Crashtackle Comp

HYPER, PO BOX 634, Strawberry Hills NSW 2012

Conquistador Comp



Fancy yourself as a conqueror of nations? Well unless you've got a mean disposition and a bloody whopping army at your disposal, you're going to have to pretend, and play the naff new Conquest of the New World on your PC. ERK! Your dog buried your piggy bank?? Well Sega have most generously decided to give away three copies of the game for FREE!

What do you have to do? Just mail us the answer to this simple question...

Name the publisher of Conquests of the New World..

Send that answer to

Conquistadors R Us Comp

HYPER

PO BOX 634

Strawberry Hills NSW 2012

Rayman Comp

Rated as one of the best platform games to come out this year, gobs of people will be wanting to get their hands on Rayman... and four lucky platform heads (that's not a reference to a haircut folks) will soon be Raymanising their days away. Activision are so proud of their platform masterpiece that they've been kind enough to give us four copies of Rayman to give away! Two for PC and two for the Playstation. To be in the draw for these games just...

Name any three Activision games, no matter how old or new.

So simple even your parents could do it!

Just send your answer, and which version you're after, to...

Ravin' Rayman Comp, HYPER, PO BOX 634, Strawberry Hills NSW 2012



The days when the Sega Mega Drive and

System ruled the video game roost are over

to stay and the Nintendo 64 is just around

GREATEST HITS

the same corner for a year now). As the

32bit and 64bit, we thought it time

games that have given us so much

Nintendo guru, **AMOS WONG**, checks out

man, **RUSSELL HOPKINSON** rounds

nd the Super Nintendo Entertainment

ver. The Saturn and PlayStation are here

nd the corner (although its been around

T'S FROM THE

gaming world moves inevitably towards

y to take a look at the classic 16bit

ch fun over the last few years.

ut the best of the SNES and Mega Drive

s up the best of the Sega 16bitters...

Super Bomberman

If I were to pick the best game out of this lot, Super Bomberman would be the strongest contender. It's the multiplayer classic that would appeal to almost everybody ("hey, wanna play a game where you get to drop bombs and blow up your friends?"). Just the powerzone alone would make this game (and multitap) a must buy; avoiding almost full screen explosions from up to 28 bombs at one time dropped by everyone requires major split second thinking and reflexes! On top of that you've got another 11 cleverly designed mazes with various devilish contraptions guaranteed to give you and your friends many months of sweaty-browed excitement and an addictive 2 player cooperative game as well! What more could you want?

Starwing

Ahhhh, the game that gave me my polygon fetish! I couldn't believe my eyes when I first saw this; a fast and smooth 3-D blaster...on a SNES! OK, so you're flying on rails, but there's so many things to avoid and shoot to bits I couldn't really care less! Having 3 missions that took you through different worlds (and tougher enemies) kept me fondling that joypad till the wee hours in the morning! It packed in so much playability (and more freedom) that for me it even put its arcade inspiration Star Blade to shame! Every SNES shooting fanatic should have this.

NBA Jam Tournament Edition

Admittedly I'm not a huge sports sim fan, but then again NBA Jam leaves out all the tedious stuff in favour of some serious slam dunking action and speed. So even a couch potato like me can enjoy rupturing my spleen in excitement trying to get that last basket before the game ends! Throw in a wild card by turning on the hotspots and laugh in glee at your opponents as you come back from a losing streak in a wild card by turning on the hotspots and laugh in glee at your opponents as you come back from a losing streak in flying colours...or alternately get your butt kicked! Along with a multitap this would come a very close second to the mighty Bomberman in the fun department.

Stunt Race FX

Sure, the racing games that grace the super consoles may look better (whaddaya expect!?), but I wish they'd have the same sense of fun mixed in with the excellent playability displayed in this game - I've yet to see awesome tracks in the sky, underwater tunnels with seahorses and wet 'n wild-inspired tube sections in a local 32-bit release! Despite a sluggish two player mode, this is simply one of the best single player racers on the SNES, and although I'm wetting myself in anticipation for Playstation's F1, a less serious attitude to speeding will be greeted with open arms. More programmers and designers should just check out Stunt Race FX for some inspiration!

Donkey Kong Country

DKC marked the big N's next graphical revolution in the form of the FX chip; the jaw-dropping rendering of the characters and backgrounds was a feat many thought impossible on the humble SNES. Admit it, when you first saw it playing on the screen you wet your pants and just had to have it, right? Unfortunately it proved a bit too easy to finish for many hardened platformer fiends but hell, it was fun while it lasted, yes? As Dr Tyrell states in one of my fave movies Blade Runner: "The light that burns twice as bright burns half as long..." Quite fitting indeed!



Mario Kart

An oldie but most definitely a goodie. The fact that recent PlayStation jawdroppers like Wipeout have almost the same play mechanics as this has gotta say something about the bucketloads of playability in this game, don't you think? The additional one on one battle game is just as fun too! Nintendo lovers should be slobbering in anticipation of Mario Kart 64.

Super Puyo Puyo

Forget Tetris! This is funnier and has bizarre Japanese characters too! Puyo Puyo is all about matching coloured blobs as they stack up along the bottom and watching your friends (or the computer's character) squirm as you send a pile of 'em over their side everytime you get rid of a load of yours! Incredibly addictive and challenging in one player mode and loads of fun with a friend, it's not uncommon to re-emerge post-game to find that hours have passed! There's plenty of similar titles out there like the Herberke one and Bust-a-Move but for me, this has that extra undefinable magic touch. And what a brilliant name, eh?

Super Star Wars

There's a sea of film licences out there. Unfortunately a lot of them suck (hello Last Action Hero!), but not this one. The Star Wars universe has been captured perfectly through excellent music, sound effects and atmosphere that's so authentic, you really live the part of Luke Skywalker and friends as you blast your way through the brilliant levels of this game. And for a platform shoot 'em up to achieve that, it's gotta be damn good! Sadly, the sequels never really reached the excellence of the original.

Street Fighter 2 Turbo

For me Super Street Fighter 2 really lost the plot in sound effects: I want my connecting blows to sound chunky! Which is why I prefer SF Turbo to the SNES' latest version. The fact that Street Fighter is still going strong in the arcades proves the incredible playability that is the foundation of this game. The characters are classic; almost every Japanese fighting game since has a dead ringer for Ryu, Ken and Chun Li! And yes, that fight between Chunners and Vega in the SF2 anime was awesome!

Mortal Kombat 2

Admittedly, sometimes I wanna pummel opponents till the walls are red and body parts start flying everywhere, which is around the time I pop this cart in! MK2 craps on the original (especially on the SNES) and MK3 is really just more of the same. What more can I say? Apart from the fact that Christopher Lambert did look like a bit of a wally in the movie and Goro looked too much like plasticine man. Oh well. I still liked it though...wasn't that bit when Johnny Cage wastes Scorpion cool or what?

Sonic Series

When the Mega Drive first appeared, most of the games seemed like glorified versions of Master System titles. Sonic however changed all that and proved that the 16bit revolution was on. Its delightful graphics and snappy, simple gameplay combined with classic platform elements, proved to be a winner and I still don't mind a spin through favourite zones every now and again. Sonic the Hedgehog 1 is a classic but Sonic 2 is the definite champion of Blue Hedgehog based games. Sonic 3 is just more of the same (no bad thing, mind you) but Sonic and Knuckles is a bit too much more of the same. Not content with being a smashing video game, our Sonic went on to become a cultural icon of some importance. If you only choose to own one game on your Mega Drive, make it Sonic 2.

FIFA International Soccer

This amazingly classic game series lifted the humble video soccer game to new heights when it appeared in late '93. Everything from gameplay, camera view and character animations to crowd noises and presentation were so far ahead of the field that soccer fans everywhere quickly became Mega Drive fans as well. As far as gameplay goes, FIFA International Soccer is still the king but both FIFA '95 and '96 are well worth checking out. As far as options go, you can't beat FIFA '96's inclusion of real players. This is the greatest sport sim on the Mega Drive and only a fool would miss out on it.

Road Rash Series

High speed violence mixed with plenty of humour, what more can you say? Road Rash just rocks from start to finish, no matter what format you play it on. It came out on Mega Drive first though; a fast, furious game that combined motorbike racing with good old fashioned biff. Various items such as clubs and bike chains enhance the action and the further you get in the game the more intense it gets. The graphics are superb for the Mega Drive and it plays smoothly. All versions are good with more and more elements being added throughout the three editions. An almost perfect game.

Earthworm Jim

Just as Sonic the Hedgehog was losing its potency along came Dave Perry and his belligerent earthworm, who wears a powered, limb-giving armoured suit, for some prime platform action. Incredibly surreal and insanely playable, Earthworm Jim quickly established itself as the game to own because of its length and playability. Add some prime "Perry-esque" graphics and you have a game that redefines words like "cool". Earthworm Jim 1 is definitely the one to get, as Earthworm 2 is a bit overdone. Still, you can be proud if you own either. Definitely for fans of bizarre, action filled, worm-based fun.

Zero Tolerance

"Zero What!?", I hear you say. Well, let me explain. You see, there was this great PC game called Doom and most Mega Drive owners knew that this classic could never be ported over to their machines. Zero Tolerance made up for this by providing us with a very nice 3D shoot 'em up that certainly held its head up high, with neat graphics and an impressive gore score. It's also a pretty big game so there's lots here for the bloodthirsty. The game has you running through a space station and then an Earth based complex blasting away loads of nasty alien types. It does veer towards being a "bug hunt" at times but never for too long, and all I can say is that if it's a great Mega Drive blastathon you want, then Zero Tolerance is the game for you.



Toejam and Earl 2: Panie on Funkatron

Another slice of classic platform action, Toejam and Earl are two extremely funky chaps who have to rid their planet of all the extremely unfunky humans that have infested it. This involves banging 'em in jars and sending them home in a space ship. The graphics are delightful and the cheeky human sprites are full of character and in some cases veer towards the very bizarre. The soundtrack is real cool in an electro-funk kinda way, the music generally doesn't outstay its welcome and all in all this is one very addictive little game.

Micro Machines

If you only took a quick look at Micro Machines you could be forgiven in thinking that this sort of racing game would be a complete disaster but luckily it's the exact opposite. You race around in tiny cars through various courses set on kitchen tables and other pint sized race-tracks. Sounds a bit dull, but Micro Machines is an intensely playable, totally enjoyable experience. Multiplayer options allow for a large amount of fun and the incredible graphics utilise the Mega Drive's CPU to its full extent. One of the only racing games on the machine that is worth the cash. Both Micro Machines 1 & 2 are totally top rate - just ask Daniel Johns!

The Strike Series

Not for the politically correct, Desert Strike (and its sequels) offered top wartime fun for all of you budding military strategists out there. You fly around an isometric landscape in a helicopter gunship, taking out all kinds of nasty enemies in true Operation Desert Storm fashion and it's immediately addictive. Puzzles have to be solved and hostages rescued, all the time trying not to run out of fuel or get shot out of the sky. By the time of Jungle Strike (Strike 2) other vehicles had been added and gameplay tweaked, making this the Strike champion. Urban Strike (Strike 3) was an advancement in graphics but little else, and is the least recommended of the three. An honorary mention must go to Battletech, a game of giant walking war machines that stole the Strike style, almost bettering it. Unfortunately it was never locally released in Australia.

Samurai Shodown

There was a lot of agonising over which fighting game should make an appearance in this list. Of course many of you would yell "Mortal Kombat 2!" but I don't really think that game's applicable, as the Mega Drive conversion, while excellent, did not compare to the SNES. On the other hand, whilst not originally a Mega Drive game, Samurai Shodown is a really excellent 16bit conversion of an exciting, fighting game (hey man, poetry!). I described it as "Streetfighter 2 with pointy bits" and that's a pretty accurate summary. Lots of cool moves and lots of nasty injuries are the order of the day and Samurai Shodown supplies heaps of both. It has the edge over SSF2 because of the beautiful graphics and the animal handlers who are deadly and really great to play. If you have this or Streetfighter 2: Special Championship Edition, then you'll be happy.

Streets of Rage Series

Ahh, the scrolling beat 'em up. A lovely genre and an even lovelier series of games. You know the score; seedy dockside area, loads of thugs and lots of fights. As one of four characters you stroll through the urban wasteland and punch loads of guys, gals and . . . erm . . . boxing kangaroos senseless. All three games have great, colourful graphics, quite large sprites and great control. Some might argue that the frenetic button slapping gets a bit tiring but they're just looking for excuses because once you enter the fray you don't wanna leave for quite a while. Not too hard but not very easy; all three are long and involved but Number 2 is probably the prime example....PUNCHTASTIC!!!!



Blazing Dragons Saturn/PlayStation

AVAILABLE: SEPTEMBER

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: CRYSTAL DYNAMICS

Spam, spam, spam, spam, spamity spam! Yes, it's a game with a Monty Python connection... well, Terry Jones wrote it anyway. Madcap Mr. Jones has been penning away on a big spoof of the King Arthur and the Knights of the Round Table genre. What he's come up with is a big role reversal... the dragons are the noble knights of chivalry, and the humans are the evil, insidious doers of bad deeds (which isn't really twisting the truth too much, come to think of it).

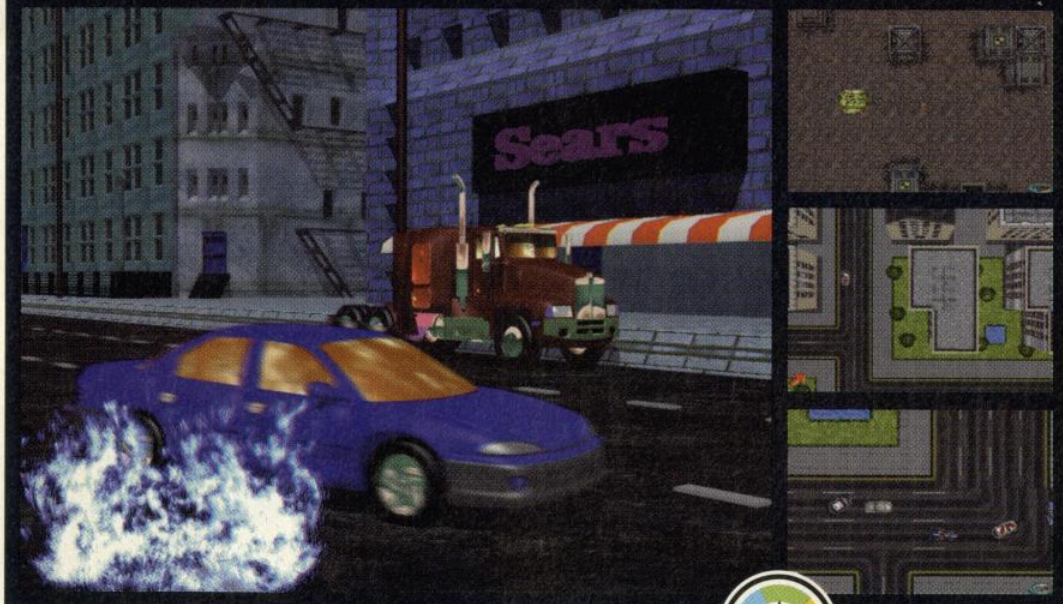
Blazing Dragons is a graphic adventure, where a combination of wit, inventory management and observation are required to make one's way through to the end. Since Terry Jones wrote it (he also directed the classic Python movie "Life of Brian"), maybe you should slap yourself silly with a wet fish and forget about logic before tackling this one. You won't be forced to rely on brains alone, as there will be some wacky arcade sequences to get through too. You'll need to master the art of Dragon Thumb Wrestling, sharpen your aim at pussy propulsion with the "CAT-a-pult", and get those dance moves down for a dance duet with an obese buffoon!

The hero of this comic adventure is Flicker, a young dragon who must travel the lands in hopes of finding a way to defeat Sir George's most evil invention, the Black Dragon. This will involve building contraptions to overcome ambushes and traps and all sorts of interesting stuff.

With hours of digitised speech, the cast of around 40 characters should truly come to life with hilarious dialogue.

Apart from being a video game, Blazing Dragons is a 13 part cartoon series as well! Animation wizards Nelvana have taken on the job... so it should be a good one. We can't wait for both the game and the show!





Grand Theft Auto

PlayStation/Saturn/PC CD ROM

AVAILABLE: OCTOBER • CATEGORY: ACTION/RACING • PLAYERS: 1-NETWORK • PUBLISHER: BMG

No, Grand Theft Auto is not something the HYPER crew does in its spare time. It's actually a game being developed by DMA, the same mob that brought us the monster hit, Lemmings. Grand Theft Auto is a dual role car chase game, where you can either play the lead-footed menace to society, or the diligent, relentless police detective who has to chase him down.

You'll be caning through the streets of a huge sprawling American metropolis, and it's going to take cat-like reflexes to keep up with things as the chase moves from city streets, to slums, to the business district, to shopping malls, down alleys and even off-road along the footpath.

No need to be paranoid about trashing your wheels (which you'll certainly end up doing), just carjack (or commandeer, if you're the cop) the nearest vehicle you can get your hands on and pelt off after your adversary.

You can get behind the wheel of over a dozen different vehicles including cars, buses, semi-trailers, garbage trucks and motorcycles, each one handling and performing differently.

We're all pretty eager to see how this one plays, especially the PC version which will feature multi-player network options.

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Galaxian 3,
Broken Sword,
Smash Court Tennis,
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Raging Skies,
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Fable PC CD-ROM



AVAILABLE: **SEPTEMBER**

CATEGORY: **ADVENTURE**

PLAYERS: **ONE**

PUBLISHER: **TELSTAR ELECTRONIC STUDIOS**

As we review the point and click adventure Darkseed II, we get a sneak look at Fable, a game fitting into the same genre. Fable looks really pretty, and it was no surprise when we were informed that one of Disney's better animators did a lot of the graphics for Fable. Unlike games such as Darkseed and Noctropolis, Fable looks more like one of the Sierra "Quest" games. The animation of the various characters in Fable is really quite fantastic, helping convey a lot more character than most adventure games around.

Fable is a game about betrayal, deceit and double crossing a double crosser, as opposed to just another straightforward, heroic fantasy adventure. The introduction sets the scene for a grand conspiracy, which consequently leads to grand cataclysms that tear the world apart, leaving it ripe for an onslaught of evil creatures to enslave the human race (charming). The main goal for the player is to discover this conspiracy and hopefully find some way to prevent it from coming full circle.

Despite its medieval/fantasy appearance, we're told that the game also encompasses a whole variety of sci-fi elements, so we imagine this one could turn out to be one of the grand epic adventure games of recent times (here's hoping anyway).



Raging Skies PlayStation

AVAILABLE: **SEPTEMBER**

CATEGORY: **ACTION FLIGHT SIM**

PLAYERS: **ONE**

PUBLISHER: **SONY**

Yeeehaaaawww! Let's jump into a really expensive piece of military hardware and blow the crud outta someone! Sounds fun already doesn't it? Fun would seem to be the emphasis for Raging Skies. It's a flight sim with more emphasis on flying action than on being an accurate sim. Raging Skies is one of those sims where you get given a couple of missions to fly, and upon your success, you get more missions to play through, and more planes to fly. Missions include such themes as: "Shoot down the stolen F-16", "Protect the commercial airliner from terrorist attacks", etc etc.

Raging Skies features some very spiffy FMV sequences which look like something out of a Hollywood jet fighter movie (spiffy if you're into that sort of thing). The in-game visuals also look quite spectacular... missiles leave wispy trails of smoke, planes get lost in the clouds, etc. There's plenty of speech in Raging Skies too, with the inclusion of in-flight commentary by your copilot, and mission briefing by your CO.

If you're lucky enough to have the chance to link two PlayStations together, then you can take the opportunity to have dog fights against your friends, which of course is infinitely more thrilling and satisfying than beating the computer.





The Aquanaut's Holiday

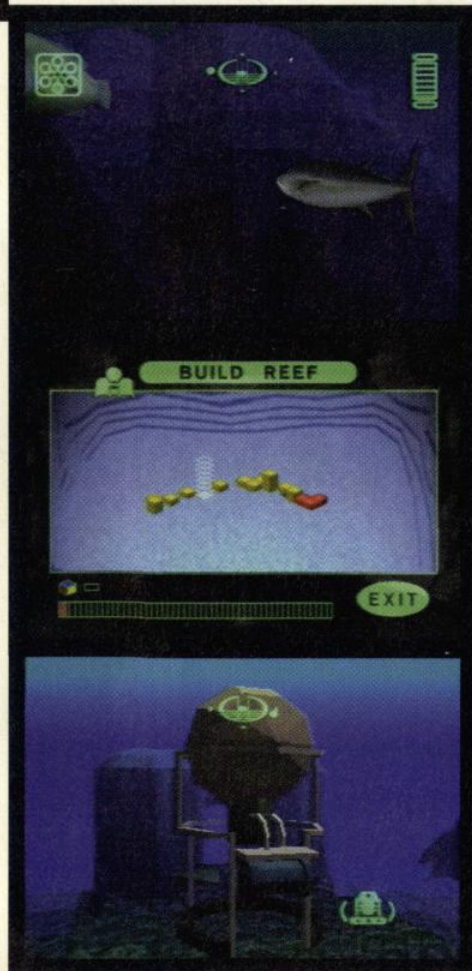
AVAILABLE: **SEPTEMBER**
 CATEGORY: **EXPLORATION**
 PLAYERS: **ONE**
 PUBLISHER: **SONY**



Trippy... that's the best way to describe The Aquanaut's Holiday. We're actually not sure whether we should be calling The Aquanaut's Holiday a game, or a relaxation tool.

You play an oceanographer who has been charged to develop a new reef in a designated area of the ocean, in the hopes of encouraging the marine life in the area to prosper. There's no time limit, no pressure, no hulking great underwater aliens to rip you from limb to limb. Most of the game will be spent exploring the vast underwater area that you've been assigned to, finding strange and wonderful structures and chasms, etc. No stress factor here folks; if you find a spot you like, just drop a marker and you'll be able to return to that spot instantly from your head base, so you won't have to spend hours trying to remember how to navigate around. The marine life gets bigger, weirder and more menacing the further you descend into the depths, and building your reef attracts new species to the game. Very pretty graphics and soothing sounds adds up to stress relief in a computer game.

Not one for the kids who love learning the fatality moves for Mortal Kombat, but some of the less hyperactive gamers out there may enjoy whittling the hours away with this one.



Lufia II

AVAILABLE: **AUGUST** • CATEGORY: **RPG**
 PLAYERS: **ONE** • PUBLISHER: **NATSUME**



For those SNES owners out there that are desperately clinging onto their machines with the hope of a few more RPG hits to come out... your prayers have been answered. Lufia II is essentially another standard SNES RPG. As one would expect, the game is played in a very "Zelda-style" overhead view in the dungeons, with some more removed overworld views such as those in Dragon Quest.

There are seven characters in Lufia II, including fighters, mages, etc. who can be chosen to make up a party of four. The party is led by a monster hunter known as Maxim, and may also include pets, which although cool, can run away in combat when you most need them. The music for Lufia II will probably remind players of Final Fantasy III (assuming they've played it). The combat is turn based, with one interesting feature that has been adopted from the arcade beat 'em ups, an "anger" meter that lets players that have copped a beating come back with a powerful berserk attack.

With tons of in-depth gameplay to go through, this one should keep any SENS RPG fan locked away for ages.

PlayStation

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 - Hyper 90% (June 1996)

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Shining Wisdom

SAURN
 AVAILABLE: JULY
 CATEGORY: RPG
 PLAYERS: ONE
 PUBLISHER: SEGA



Continuing the Mega Drive's popular "Shining" RPG series (Shining Force and the other ones), Sega will release the latest episode on the Saturn. Shining Wisdom, despite its new 32-bit home, is not a radical departure from the previous games. It remains a sickeningly (but in a good way) cute, top-down RPG with the usual twee storyline. Well, to be honest, we're not completely sure about the plot, 'cos we've only seen the Japanese version, but we do hope it has the usual twee storyline.

You may think that the graphics don't look very special for a Saturn game. Admittedly, they do have a SNES-y appearance, but the animation and movement is extremely smooth - your cute little guy moves with all the grace and style of a figure skater - and so what anyway? RPGs, as any hardened role-playing freak will tell you, are almost 100% about gameplay. Shining Wisdom, if it anything like its predecessors, should not let us down here.

Decathlon



3DO
 AVAILABLE: JULY
 CATEGORY: SPORTS
 PLAYERS: 1-8
 PUBLISHER: STUDIO 3DO

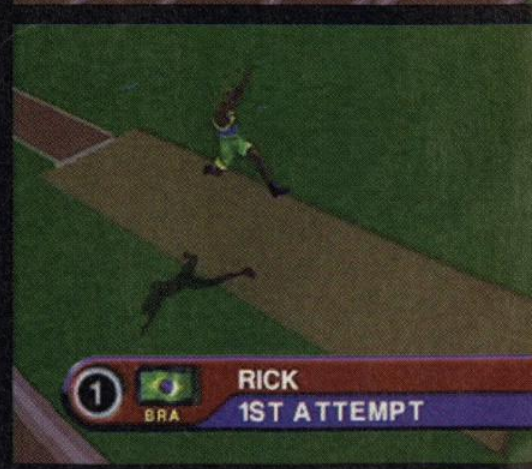
In days of old this used to be the title of an Activision game that was responsible for the death of many a joystick. Now Decathlon will be gracing the 3DO. All the events are there... 100 meter dash, long jump, shot put, high jump, 400 metre dash, discus, 110 metre hurdles, pole vault, javelin, and the 1500 metre run.

Game controls for these events will incorporate sensible techniques, like smoothly accelerating your button pressing to run, rather than just thrashing your controller to death. The game is all set up with 3D perspective camera angles, as opposed to the boring conventional horizontal and above views.

Cooler feature of the game is the ability for players to train for the events, which actually builds up their athlete's attributes for speed, strength and stamina.

Decathlon also allows for eight players going at it simultaneously for some serious multiplayer gaming. What fun is there unless you can gloat over that world record you made on your final discus throw? None, so the records can all be stored in NVRAM.

With the Olympics coming up, maybe this will be a big hit for the 3DO.



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Return Fire

PlayStation/Saturn/
PC CD ROM



AVAILABLE: JUNE
CATEGORY: ACTION/STRATEGY
PLAYERS: 1-2
PUBLISHER: PROLIFIC

A little over a year ago now, Return Fire was the number one selling game for the 3DO. It was a rather simplistic game, but games which involve silly amounts of gunfire and big explosions are always destined to be a hit. We got our hands on the PC demo and it looks pretty much exactly like the 3DO version. The aim of Return Fire is to capture the enemy flag and return it to your base.

You have an assortment of vehicles to control, including choppers, tanks, ASVs and jeeps. Just like in the 3DO version, the feature that will draw people's attention will be the split screen head to head gaming... because let's face it girls and boys... why kill the computer when you can humiliate your best friend? The other feature that will no doubt entice a few folks is the ability to run over little soldiers with your tanks and AVSS, lovely squishing noises are a plenty!

Probably going to be more of a hit on the PC, since it's a Windows game, and the PlayStation and Saturn owners may be looking for something a little more flash graphically. We'll see...



Exhumed/Powerslave

PlayStation/Saturn/PC CD ROM



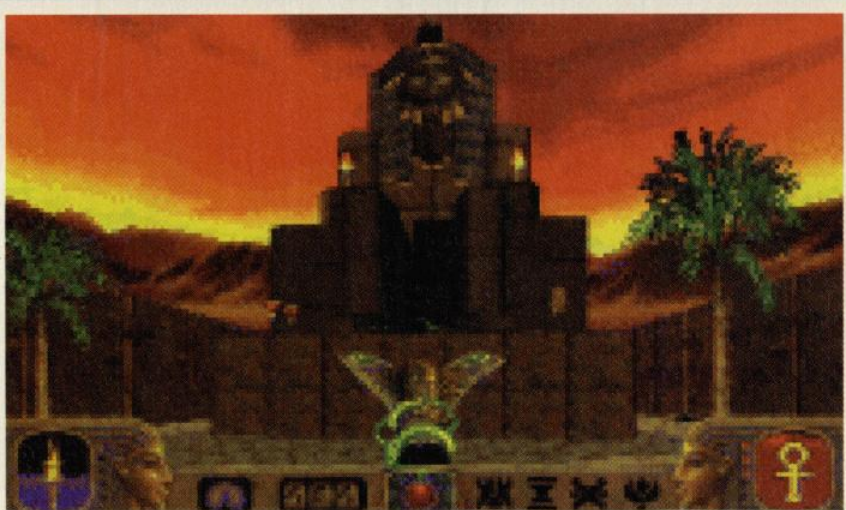
AVAILABLE: JULY
CATEGORY: 1ST PERSON SHOOTER
PLAYERS: ONE
PUBLISHER: BMG

Well, firstly, we're really not sure what to call this game. That may sound silly, but the PC version of the game has been floating around on the Net as Powerslave but it's apparently coming to the consoles as Exhumed. Maybe BMG simply decided naming the game after a dated heavy metal album was a bad idea, we don't know.

Exhumed (or Powerslave, if you prefer) takes the first person shooter genre through a change of scenery. This time it's ancient Egypt. While looking very Doomish on one hand, Exhumed has a slightly different edge to it. The engine used is polygon based, whereas Doom was based on ray tracing. The difference is small, but you can see an improvement in the way lighting works, wall textures and that sort of thing. As with all the new Doom clones, you can go swimming into underground lakes, and of course there's the possibility of drowning, so keep checking that lungometer.

Where would a first person shooter be without nasty weapons? Nowhere, so there's stuff like an M60, a flame thrower, a strange cobra staff thing that seems to wipe out masses of opponents in a single shot, and a sword for melee combat that makes lovely "ching!" noises when you hack into walls and things. There's a host of evil Egyptian baddies to stomp out, including giant locusts, jackal men, lioness women, mummies (the wrapped version, not the domestic one), piranhas, crab critters that can crawl across the ceiling, and no doubt all sorts of other stuff. At first glance, the monster AI seems a bit iffy, so hopefully the enemies will be a bit smarter in the final release.

There are 28 levels, which is close to the number in the Doom games, so there should be plenty of longterm Egyptian carnage in store for those who run out and buy it. We'll be taking a bigger look at Exhumed when it is released, whether it's as Powerslave on the PC, or as something different...



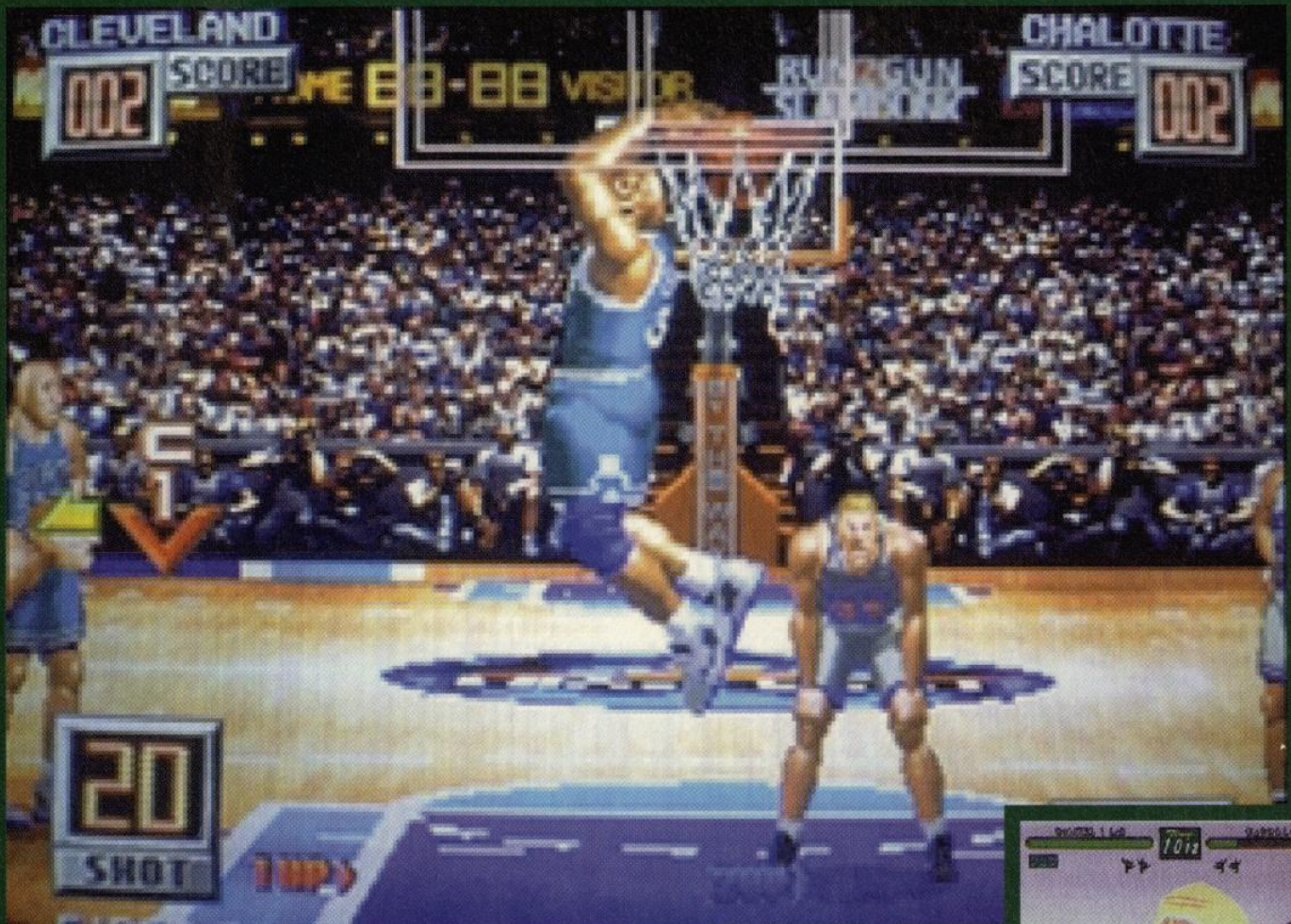
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Run & Gun II Konami

Sure, I can put a ball in a hoop, even if it means using a ladder. Now add five X 1.5 Million Dollar a year athletes who try like crazy to kidnap my ball and take away my ladder and then I'm left looking like the guy who mops the sweat from the court floor.

Fortunately, thanks to technology, I too can slam, jam and dribble without even looking at the ball, just like those expensive tall guys. Better still- this game can actually enhance your real game as it shows you the winning techniques in all their gravity-defying amazingness.

So choose your favourite team and let the games begin. Each quarter lasts three minutes (although it feels more like two) and you have to WIN to progress to the next. Many a time, I cursed the god of silicon circuitry as he stole my money by shooting a three point goal from the wrong end of the court to tie the game and lose my dollar. As a matter of fact, the computer can get quite carried away, by giving itself liberal doses of near unbelievable passes, goals etc and make your shots miss, provide ultra lame passes and generally play like I do in reality.

Getting used to the controls takes a bit of time.

A button = shoot/rebound/blockshot/fake/slam/end of alley oop technique.

B button = pass/steal.

C button = Player change.

In keeping with the wonderful world of in-your-face American commercialism and razzamatazz, there's a hyped game commentator and an exuberant crowd. Actually, all the sound effects are excellent and definitely lend to the game.

All in all, Run & Gun II is an excellent game and far superior to its predecessor. Once you have mastered the techniques you can take on human challengers in the game's two player mode.

XXXX 1/2

Tengai Psikyo

Tengai is a warrior monk - a tough guy who just happens to have the ability to fly, shoot magic disks, bellow a chant which can destroy metal objects and has a familiar (pet owl) which shoots small missiles and acts as a slow fiery battering ram. As per usual, a princess needs saving, having been kidnapped by a large evil empire of ancient robot creatures who have disguised themselves in ancient Chinese/Japanese styled objects. The whole plot seems to have the flavour of "Monkey" meets the Transformers.

Although the game is named after Tengai, there are another four characters to choose from. They are Miko - an ample breasted sorceress with the most useless fire power, smart bomb and familiar: Katana - a samurai robot who shoots lasers and has a powerful familiar (spears); Sho - a charming young man who likes to throw knives and has tambourine kites follow him around town and finally, Junis - the young ninja girl whose familiar is a fire breathing possum named Socrates.

The game starts off in one of several scenes, either in the forest, by the lake, underwater, in the castle or in the village. Regardless of where you start, you will find yourself unable to watch the beautiful scenery or the cool looking robots, as you'll be too busy dodging the hundreds of bullets, lasers, ninja stars and weird objects relentlessly flying at your person. If things become too intense it's time to press the "smart bomb". This ensures the destruction of almost everything on the screen, including enemy bullets. Smart bombs, like other 'power ups', are found floating around the screen after the destruction of specific enemies.

Another feature is the use of your familiar's special powers. This is activated by depressing the fire button for a couple of seconds (in which you lose the ability to fire your weapon). Most excellent is Junis' possum, as you can deposit him at a favourable position on the screen and he'll fire away for about 5-6 seconds and toast anything in the way.

Aesthetically pleasing, Tengai is a fresh newcomer to the shoot 'em up genre and will definitely increase your missile dodging skills considerably.

XXXX



Virtua Fighter Kids Sega

If Kids = Massive Heads then this is definitely Virtua Fighter Kids. This game is exactly like VF2 but with characters who have stocky bodies and massive heads. VF2 is a lot better though so unless you're into novelty gaming then you may as well save your change for the real thing.

Isn't it a bit strange to have bearded 'kids'? I thought so too.

XX (NOVELTY VALUE ONLY. STICK TO THE REAL THING)



CONVERSE 



*I've never worn anything to get a guy.
(yeah sure).*

CER

Tekken II

It's that time again... time to strap on the gloves, the suspenders, the silly looking hat, and what ever other items of bad taste clothing that we can get our hands on. DAN TOOSE is stepping into the virtual ring and tekken on all comers as the sequel to the best PlayStation fighting game arrives.



TEKKEN YOUR PICK OF PLAYERS



TEKKEN IT TO MOTHER NATURE



GOIN OUTSIDE AND TEKKEN SOME RAYS



NEXT YOU'LL BE TEKKEN ME TO DINNER



TEKKEN 'EM BY THE THROAT

Just when everybody thought that Virtua Fighter II was going to be sitting on the 3D Fighting Throne for so long that it was going to develop piles, Namco finally spit out the PlayStation version of Tekken II. Most games have that, "Great game! Shame about the..." thing happening. Tekken II doesn't. It has gorgeous graphics, which move so smoothly that you'll be left wiping the dribble from your chin. The sound is great, lots of variety. A huge variety of options and features that ensure that the gameplay is top notch. If you've been playing Tekken II in the arcades, well you can forget it - this is better.

Tekken II will turn heads everywhere. The characters are all exquisitely detailed, even little things like patterns stitched into silk shirts and ties that flap about in the breeze. A few of the characters look a little more polygonal than in Tekken I, but it still somehow an improvement. The frame rate is ridiculous; there's not a smoother game about.

Tekken I fell short in the background graphics department, and Namco noticed. Now the backgrounds look fantastic. Each character has their own background, and with 23 characters, that's a ton of variety. They're still really 2D backgrounds, and you can never reach those amazing monuments in the distance, but it won't bother you, they're great. The light sourcing will also blow you away! Characters light up in a truly realistic sense when they're near a light source but it's the pulsing or moving light sources that will really draw your attention to the extra effort that's gone in.

Unlike Tekken I, you'll actually want to listen to the music, as it's more suited to the feel of the game. The music wasn't bad in Tekken I, but it isn't a patch on Tekken II. Not only have the background tunes been improved, but so have the sound effects, even if only slightly. With a few more special moves that involve some weird stuff such as cyborg limbs rotating, laser rays and the cries of kangaroos in pain (we're not joking), Namco have taken great care to ensure it all sounds as good as it looks. The voices are a lot better now, for no other reason than that they sound a lot more like what you'd expect from the characters compared to the last game.

Champagne Gameplay

Gameplay is the what makes Tekken II special. No fighting game on the market has as many characters, moves or special options. There are 23 characters (25 if you count the alternate appearances for two of the characters), ten of which you can choose from at first, the other thirteen have to be earned by defeating them in combat and finishing the game. Each character has so many moves that to be able to truly master all the characters will take months, even for avid fighting gamers. All the characters have a variety of throws, and a much greater number have "Throws within throws"; in other words, throws that can have extra moves added on to them to result in an all round nastier attack. Every character now also has throws from behind, so you can truly punish that sluggish opponent.

Sorry, did we say sluggish? Not a chance for that in Tekken II. The game speed has taken a huge shot in arm, and the action is more furious than you could ever ask for. Great touches have been made, like the ability to run over a fallen opponent and stomp on his or her guts! Why stop at crash tackling your opponent? Lay in a few good blows to the head while you've got them pinned!

If you're a combo fanatic, then Tekken II is your game. Every character has a 10 hit combo, and most characters have at least 4 or 5 of these attacks! So how are you meant to learn all the moves? Well, there's a Practise mode, which has a great joystick tracking feature, so you can see exactly what it is you did with the joystick and buttons. Practise mode also tells you how many hits you landed in combination, the damage of each hit, and whether or not it's counterable. Counters? Yes, counters, and they're a lot more practical and useable than in Virtua Fighter 2. As in VF2, only some characters counter, and it's all in theme with their fighting style.



Game Modes & Codes

There are also other interesting game modes, such as Survival Mode, which scores you on how many bouts you can survive, with an energy meter that only replenishes a tiny bit after each bout. Got a bunch of friends over? Go at it with Team Battle Mode, where two teams of up to eight characters each can go at one another in a scenario that works in a similar way to Survival Mode. If you're out to beat records, try Time Attack Mode, which is very self explanatory... get through the game as fast as you can.

As if the game wasn't interesting enough, Namco have put in a few bizarre cheat like features that spice things up. There's a way to make your character develop a big head, and it doesn't involve whipping your opponents butt! It actually has an effect on gameplay in that your character has greater range and height, so it's not just there to make you wee yourself laughing.

More impressively is a cheat that turns the game into a 1st person perspective combat game! Your character's body becomes a green "wire frame" which you play from just behind. It's like one of those boxing games where you have the transparent body, except this time it's all with martial arts and a real 3D feel!

Simply put, there's more to Tekken II than any other fighting game we've ever seen.



BEEN TEKKEN GYMNASIICS LESSONS



TEKKEN TWO THE SKIES



YOU'RE TEKKEN IT TOO HARD YOSHI



LEI'S BEEN TEKKEN DANCIN' LESSONS



TEKKEN A DATS EYE VIEW





Character Profiles

MAIN CHARACTERS

With 23 characters, Tekken II would seem to need some sort of plot and background, right? Well, unlike most games of its genre, it actually has one, well, kinda. The best way to examine the plot is to just look at the characters and see how it's all connected.



HEIHACHI MISHIMA

Heihachi held the last Tekken tournament, but was subsequently defeated by Kazuya, his son. Kazuya dumped Heihachi off a cliff, so it's quite obvious who Heihachi's out to get. Heihachi has the added motive of regaining control of his company Mishima Zaibatsu. He uses his own style of Karate, defeating his opponents with brutally powerful attacks.



JACK-2

Jack is back, and although he's a 7'10", 168kg lump of Russian Cyborg death... He has run off protecting some little girl from the forces of nastiness. He also has the added incentive of wanting to save the captured scientist Voskonovich, with the hopes of becoming human. Jack-2 doesn't have a style, he just has strength. Unlike the old Jack, Jack-2 is quite agile, making him a lot more dangerous than ever before.



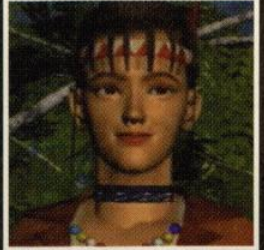
MARSHALL LAW

Law is out for revenge against Baek, who attacked his dojo. Law will of course need the money from the tournament to put things back in place. He trains with his friend Paul Phoenix. Law fights with the classic Bruce Lee style, beating his opponents with sheer speed. He's adopted a new flipkick attack to his routine that's devastatingly effective.



YOSHIMITSU

Yoshimitsu is out to save Voskonovich from Kazuya's forces, as repayment for the artificial arm Voskonovich made for him. Yoshimitsu is the head of the Manji group. He fights with his own style of Jujitsu, incorporating the use of a katana in his attacks. His spinning attacks and blinding speed make him a dangerous opponent at all times.



MICHELLE CHANG

Michelle is hell bent on finding out what has happened to her mother, and she believes Kazuya's men are responsible for her disappearance. Michelle incorporates a host of moves from Chinese martial arts to finish her adversaries. Her ability to quickly change her direction of attack makes her a nightmare to defeat.



PAUL PHOENIX

The flat top of death is back! Paul is entering the Tekken tournament for the same reason he did last time, to beat crud out of his adversary Kazuya. It's a dumb macho ego thing, but hey his moves are cool so who cares? Mixing a range of Judo moves along with his own variety of street fighting tactics, Paul can finish his opponents in quick time.



KING

The once proud wrestling champ has hit the bottle and sunk to an all time low. With word of the new tournament, he straps on the mask again in hopes of re financing the orphanage he used to try to help. King's been putting on his thinking cap and has come up yet more ways to break his opponents into little pieces. His wrestling throws cause immense damage.



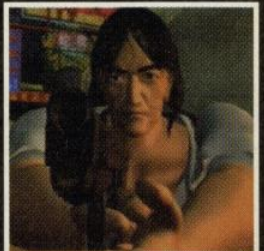
NINA WILLIAMS

The Irish born assassin has entered the Tekken tournament again, this time her goal is to assassinate Kazuya. She's also entering with hopes of settling things with Anna once and for all. Nina fights with a deadly array of Akido moves, specialising in various holds that break opponents arms in numerous places. Difficult to master, but one of the most powerful characters,



JUN KAZAMA

Working as an investigator for an organisation that protects nature and wildlife, Jun has entered the tournament as a result of suspecting Kazuya being involved in the illegal trade of animals. Fighting in the Bujitsu style, Jun is a deadly opponent with her attacks hitting high and low in rapid succession.



LEI WULONG

This Hong-Kong detective is out for revenge against the men who killed his partner. The man directly responsible was Bruce, and Kazuya seems to be involved as well. Lei is the Jackie Chan of the Tekken characters. His Kung Fu style is the most flash and spectacular of the competitors. His "lie down" manoeuvres are particularly effective.



BATTLE ARENA TOSHINDEN 2



VIRTUA FIGHTER 2



TEKKEN 2

Tekken II vs The Rest

Why are we jumping up and down in jubilation? It's because no matter how you look at Tekken II, it outshines all the rest. Naturally Tekken II's biggest opponent would be Virtua Fighter II. Tekken II edges over VFII graphically mainly due to it's slightly faster frame rate, fantastic light sourcing effects, and a range of attacks that simply look more fluid and spectacular. It does look a bit more polygonal than VFII, but not enough to make it lose the Grammy for best visual experience in a 3D fighting game.

Sound is a tough one to pick, as there's really very little between Tekken II, Toshinden II and VFII. Tekken II has the coolest sound effects, while Toshinden II and VFII edge ahead in speech. The music is really now much the same in all three games, so sound is not really a deciding factor in the grand scheme of things.

The gameplay is what really sorts these three greats apart. Toshinden II is the fastest of the three, unfortunately it's over dependency on a few special moves makes for a less interesting game all round. Virtua Fighter II has worn the crown for ages now.. it's amazing array of moves for each character set it apart from anything we'd seen. At the end of the day though, VFII has had to step down from the throne, Tekken II just has too many characters, moves, and options for any other game to come close.

HYPER will be really keen to see how games such as Fighting Vipers and Soul Edge will fare against the might of Tekken II... can things continue to get better?

SUB BOSSES Defeat these characters and you can play as them!



LEE CHAOLAN
Lee is the sub boss to Heihachi, his adoptive father. He seeks to gain control of the Mishima Zaibatsu corporation.



PROTOTYPE JACK
P.Jack is the sub boss to Jack-2. He wants to rub Jack-2 out so he can be the model for mass production by the military.



BAEK DOO SAN
Baek is the sub boss to Law. Baek seems to be entering the tournament as some sort of way to honour his father.



KUNIMITSU
Kunimitsu is the sub boss to Yoshimitsu. Kunimitsu has ambitions of defeating Yoshimitsu to claim his katana as her own.



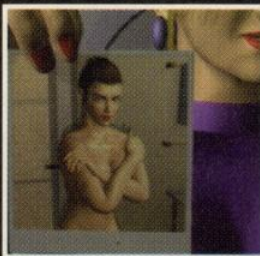
GANRYU
Ganryu is the sub boss to Michelle, which is strange since he is supposedly in love with her. His Sumo style is brutal.



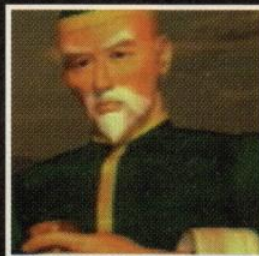
KUMA
Kuma is the sub boss to Paul. Heihachi's pet bear is back with a vengeance, dying to sink his claws into Paul.



ARMOR KING
Armor King is the sub boss to King, his look alike. Armor King is dying to prove he's the true wrestling champion of the two.



ANNA WILLIAMS
Anna is the sub boss to Nina, her sister. Keen to come out on top in her ongoing feud with her older sister, Anna returns to the tournament.



WANG JINREY
Wang is the sub boss to Jun. Disturbed by the Mishima family's antics, he enters the tournament to set things right.



BRUCE IRVIN
Bruce is the sub boss to Lei. Having been saved by Kazuya, he now works for him as a hit man and bodyguard.

FINAL BOSSES



KAZUYA MISHIMA
The current champion of the Tekken tournament and head of the Mishima Zaibatsu Corporation. Kazuya has now developed a twisted dark side and waits for the surviving challenger of the tournament to face him at the end. With an extended set of moves, he's now truly the master of the Tekken tournament.



DEVIL
The dark power behind Kazuya. Nothing are known of his motives, except for evil. His unholy powers make him extremely dangerous.



ANGEL
Should you play through the game as Devil, you will have to face your true nemesis, the Angel. She is like Devil in every aspect except appearance.

WEIRD ONES



ROGER AND ALEX
For some bizarre reason, there's a kangaroo and a small dinosaur wandering about with boxing gloves on, popping up once in a while to challenge characters that are good at making comebacks. Seemingly plotless, but bloody good fun!

AVAILABLE: AUGUST
CATEGORY: 3D FIGHTING
PLAYERS: 1-2
PUBLISHER: NAMCO
PRICE: \$99.95
RATING: MA15+

VISUALS
96
It doesn't get any better than this. Not yet, anyway.

SOUND
91
Themely music, superb effects - what more do you want?

GAMEPLAY
95
Totally playable, incredible depth. We love it.

LONG TERM
94
With 23 characters you'll be playing for months.

OVERALL
95
This is the fighting game to have... enough said.

Shane Warne

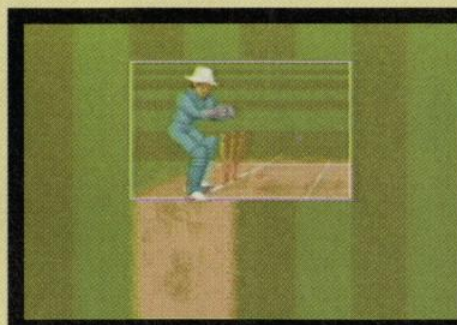
On the real playing field it's easy to tell Brian Lara and Shane Warne apart but on the Mega Drive it's a bit more difficult. STRETCH ARMSTRONG goes into bat...



MMM.. WAUGH... LEGEND



NOT LOOKING TOO GOOD BOYS



YOU'RE OUTTA THERE DUDE



GO THE TONK OLD SON!



NOW THAT'S AN EMBARRASSING OUTFIT



YOU HAVE THE RIGHT TO REMAIN SILENT

How Codemasters must be rueing the day they chose Brian Lara to grace the cover of their flagship cricket sim. Sure, the bloke can bat, but lately, if he's not leaving his team mid-tour to tend to his West Indian real estate holdings, he's engaging in racial taunts with his physiotherapist in the business class section of international flights. As a batsman, young Brian may well be Winston Churchill but as a statesman he's got Neville Chamberlain written all over him.

So with the local release of this game (which is, ostensibly, Brian Lara Cricket all over again), a nation turns its lonely eyes to... Shane Warne. Yes, the Sheik of Tweak, the Earl of Twirl, the man with the most spectacular flipper this side of Seaworld, and a marginally more composed off-field ambassador. It's obvious really. But let's backtrack a little...

After FIFA Soccer opened the door for non-American sports games in a big way, it was just a matter of time before cricket hit the consoles. Alan Border Cricket (and its Graham Gooch and Jonty Rhodes equivalents) had been lurking around the PC market and formed the basis for the release of Brian Lara Cricket about this time last year. That game received the big thumbs up from HYPER and was declared the winner over the Super Nintendo entrant Super International Cricket (although big Russell disagrees). To be sure, it was a good game, as this is too, but I wonder whether the excitement has more to do with the fact that there was finally a cricket game, rather than the fact that it was actually a great one.

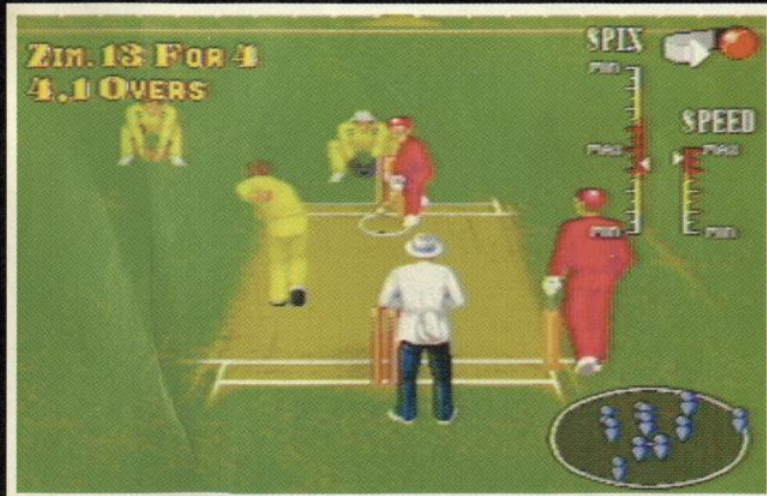
The suspicion still lingers - the graphics on the fielding are somewhat rudimentary and elsewhere they're also less than sharp. The game can be very frustrating too - if you actually want to build a sizeable total with the bat you'll need the patience of Job (a Biblical character who, by all accounts, was very bloody patient), and what good is that to you, a member of the attention deficit generation? More often than not you'll find yourself going for the tonk and getting all out for 30. I know I do.

Still, perhaps I'm complaining too much: cricket is a hellishly complicated game and all the elements are in here - a full range of strokes, bowlers of every persuasion and a dizzying array of match formats. We like Brian and we like Shane and there's not really a Darrell Hair's breath between the two.

Cricket



SHANE WARNE CRICKET



BRIAN LARA'S CRICKET

BRIAN VS SHANE - WE'LL BE THE UMPIRE

So Stuart wants a few words on the differences between Shane Warne Cricket and Brian Lara Cricket does he? Well here's the two most important words: "Buzzer all". Essentially the gameplay is exactly the same, the only addition being that the fielders now occasionally drop catches, which is a good thing. There are, however, some extra features: you still get all the real players but in addition to playing international cricket, you can now play domestic cricket as well, in one day mode or over the course of a full Sheffield Shield (or as they call it, "Codemaster Shield") season. They have also, in allowing you to pick the venue for any game you might like to play, chosen to characterise each country with an incredibly cheesy electronic anthem, Sure, playing in Australia will give you the home ground advantage but you'll have to put up with "Waltzing Mathilda" played through a Space Invader machine after every over. Is it really worth it? Well I suppose it beats listening to the similarly dodgy "Rule Britannia" when playing in the Old Dart. The final extra feature is that you can now, in world mode, also play as or against such proud cricketing nations as Kenya, Holland and the United Arab Emirates. Still, as my friend says, at least it gives English fans someone to beat. Maybe...

AVAILABLE: NOW

CATEGORY: SPORTS SIM

PLAYERS: 1-2

PUBLISHER: CODEMASTERS

PRICE: \$99.95

RATING: G

VISUALS

68

Codemasters use the Pete Sampras cartoon approach rather than the EA-style realism and it works, except for the dodgy fielders.

SOUND

70

Gratifyingly realistic, but perhaps the worst music ever committed to cartridge.

GAMEPLAY

90

The highlight (as it should be). Very good.

LONGTERM

90

You'll have to commit longterm if you want to score big. Endless fun for more than one.

OVERALL

86

Ball-gripping good fun...get your hands on it.

Resident Evil

After being scared witless playing Alien Trilogy, AMOS WONG dons a fresh pair of underpants before checking out the new Capcom scare-fest...



They're Creepy and They're Kooky...

And I'm not even talking about the monsters! You're a member of a rescue squad who call themselves S.T.A.R.S. and manage to keep a straight face. In the very B-Grade live action intro, whilst investigating the disappearance of comrades in the Raccoon Forest, a rubbery looking mutant dog chases the gang into a spooky mansion which just happens to be bio-freak central! The intro makes the opening of any cheesy soapie look like high art, but things start to improve as the "game graphics" take over. But before you can say "ooo-er, that looks sexy!", the characters start conversing with such hideous voice acting it made my flesh crawl! You'll probably be wondering at this stage whether the game is worth your hard earned bucks. Thankfully, the answer is yes... but only after you've given it some time.



I'M COMING DOWN WITH A HEADACHE...



GOING FOR THE INTELLECTUAL LOOK

Girls and Boys

In your attempts to get the hell out of the place as either Chris or Jill, a variety of keys and items are needed. Only upon getting to certain places outside will you finally accumulate the items needed to enter every room. There's also a variety of zombies and beasts lurking around that will quite happily eat, poison, strangle and disembowel you on sight! Nice. Of course, you'll get your hands on more powerful weaponry and ammo, but just don't run around shooting John Woo style as there's not a lot of it! As only a finite amount of items can be held in your inventory, there are a few 'safe rooms' scattered around which have a box to hold excess items. No matter which location is accessed, the contents remain the same. Ink ribbons are also scattered around; use these to save your progress by putting them into typewriters found in the safe rooms.



COOL, THIS GIRL IS EASY... I BET THAT MAKES THE GUY HARD



TECHO MAP SCREEN.. KEWL

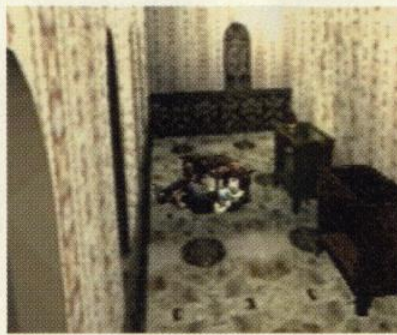
Blood-Bath at the House of Death

Like *Alone in the Dark*, this game is played in a cinematic third person view. You'll get accustomed to the camera moving around as you move, and the whole experience is like watching a movie. And it's a very good looking one too; the sets are fantastic with immaculate detail. The polygon character's movements are incredibly lifelike as well. Unfortunately, the atmosphere is ruined by pre-rendered cut scenes with tacky dialogue, and worst of all, you can't skip them! Thankfully, others perk the scare-o-meter very nicely, like when you discover the first zombie chewing up some hapless victim. Oh, I must mention the gore; bodies and particularly heads are reservoirs for vast quantities of blood and chunky bits that explode very satisfyingly at the contact of a powerful blast - stand too close and you could shower in the stuff! Just try using the bazooka on a zombie, it's fan-bloody-tastic!

The sound effects and music are exceptional; the weapons sound way cool, especially the chunky dull thud of the Beretta. Walking into a room to hear the familiar shuffling sound of a zombie will freeze you in your tracks, and ambient sounds in certain areas, like wind or running water, further heighten the tense atmosphere created by the X-File score that starts up at strategic moments. But sometimes, it's the dead silence that scares most of all.



THIS MAN HAS A PECKER PROBLEM



DOWN FIDO! DOWN!



FREDDY'S COUSIN?



POINT BLANK CARNAGE!



ERM... HELP!



YOU WANT SOME OF THIS??



GOT ANY LAST WORDS MR FOUNTAIN?



DON'T BE DEAD DUDE



I HATE SNAKES JOCK.. I HATE EM



MNM.. BIG ROOM



YOU'RE A LITTLE OLD TO BE AN ANKLE BITER



JOY! AN EMPTY BOWL

Fright Night

Make no mistake, this is not a blast fest like *Alien Trilog*y, and while the puzzle elements are of easy to medium difficulty, it's the combat sequences that are both the best and worst parts of the game. When confronting the quicker foes, the camera angles can work against you when aiming. Go on, just try it when your character is at the end of the room and being attacked. What seems to be a sure hit from your shotgun misses the mark completely, or as soon as you draw your weapon the camera shot flicks back to another angle, causing confusion and, at times, sudden death! Despite the realism of your surroundings, bodies mysteriously disappear and furniture you've moved returns to the original spot when you re-enter the rooms later on; I like leaving behind bloody crumpled masses of flesh around!

But ultimately, *Resident Evil* accomplishes its intention: to suck you in and scare the hell out of you! Despite some graphical glitches, it is visually and atmospherically superb. A sense of dread accompanies the opening of every door and the pressing of every switch. A sudden attack from a "Hunter" will pack your heart up somewhere in your throat and some scenes are so chilling they just might give you a seizure! Like any good RPG you're compelled to find out how the story ends and the last couple of minutes are both incredibly frustrating and a full-on knuckle shredding experience! Sure, *Alone in the Dark* veterans may find this a bit too "been there, done that", but if you haven't experienced this type of game before, *Resident Evil* is a great title to cut your teeth on.

AVAILABLE: TBA

CATEGORY: ACTION/RPG

PLAYERS: ONE

PUBLISHER: CAPCOM

PRICE: TBA

RATING: MA15+

VISUALS

95

Cor! Jaw droppingly impressive or what?

SOUND

93

Deserves to be pumped through a THX system!

GAMEPLAY

89

Bloody frustrating at times, but it's worth it.

LONG TERM

88

Multiple endings and different stories for Jill and Chris. You'll be back.

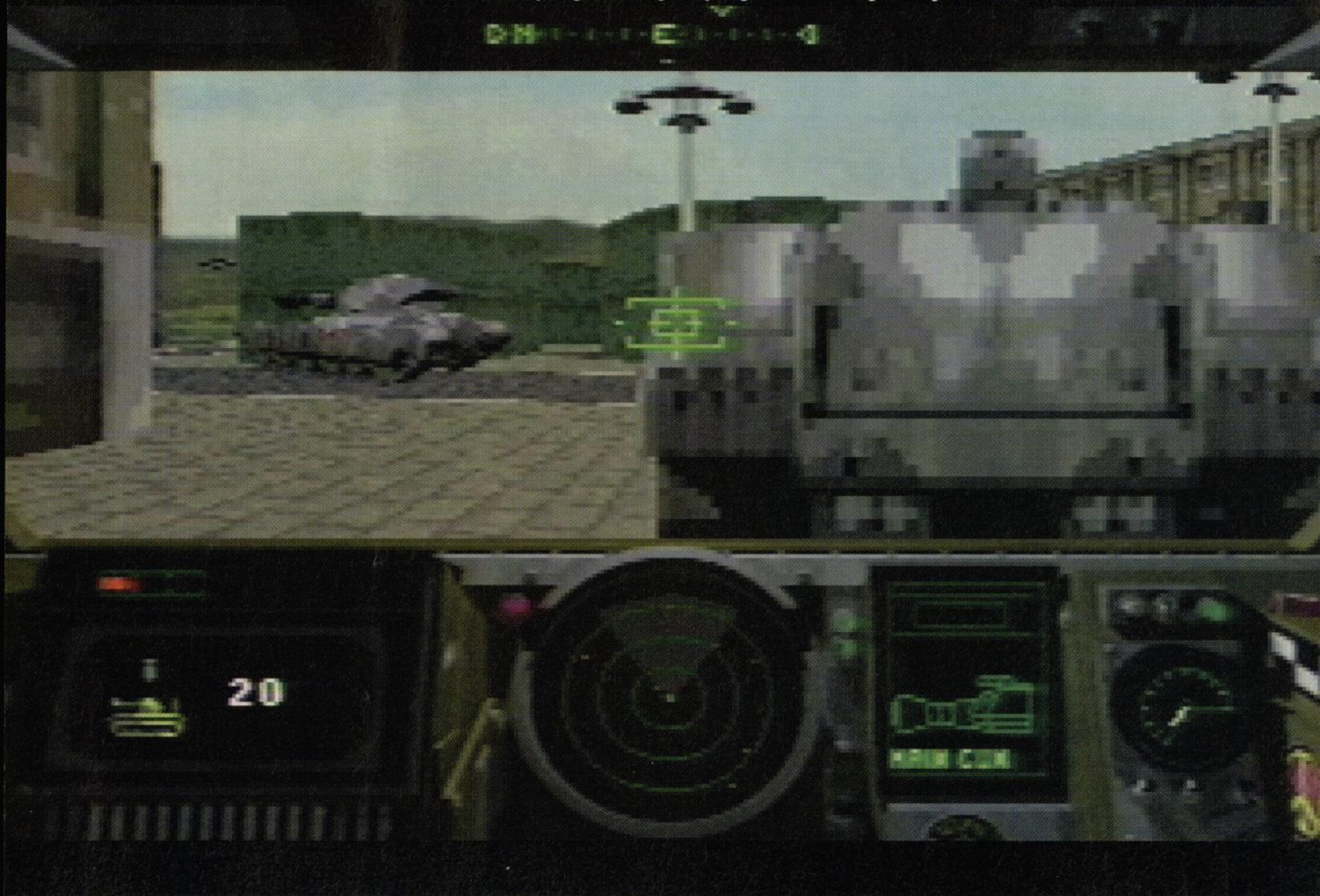
OVERALL

90%

Pant wettingly scary. Be afraid...be very afraid.

Shellshock

Core's new tank sim is hitting the shelves and DAN TOOSE is pulling on the camo gear, popping in the ear plugs, and jumping into the big shiny death machine to take notes...



SHOULD WE RUN HIM OVER?

HOW'D HE SPRAY SO HIGH?



TEKKEN OUT SOME HOUSE BOATS

HEY HONEY.. 'SUP?

Funky Squad are Go!

Is it just me or do most war vehicle sims tend to involve a very regimented, short back and sides kinda bunch of guys? You know, the real hard, macho type who keep referring to bottoms all the time. Well, here's a new angle on a game - tactical liberation warfare with da homies. Yup, it's you and five brothers up against the forces of nastiness. You and da boyz take orders from a guy whose chair is always facing the wrong way, known only as "da Man". He sends you out on missions such as clearing an urban area of enemy tanks, destroying a number of strategically significant buildings, or rescuing journalists (we like this idea..).

All operations run out of your king sized garage, where you can talk to your brothers, well... you can listen to them anyway. Besides rappin' with the home boys you can also get your tank repaired and beefed up, so you can level trees and buildings in half the time!

Your tank is originally armed with just a chain gun, and the main cannon. As you progress through missions, you can earn cash by collecting supplies that are conveniently lying around for you. Once you're loaded, you can get Props (one of the boyz) to deck your tank out with all the firepower you could ever want. If you've earned enough cash, you can even get air support from 9-1-1 (yet another one of the boyz), who zooms into the scene in his A-10 "Tank Killer" and does some serious toasting.

Rappin' Out in the Plains

Shellshock looks OK, but doesn't really push the Saturn's graphic capabilities at all. The little cut scenes are also fine, but certainly nothing compared to other games around in the 32bit market. The game interface is really simplistic and rigid, and this is a disappointment as we really expected it to be a bit better. There are no outside views, it's all from within the cabin, which although realistic, doesn't look so flash. The other thing that's really missing is hills... the entire terrain is very flat. The only time you'll see any elevation change is when you sink into a river (if you're that bad a driver). The other tanks look okay, but they look even better when they explode... in fact most things in Shellshock look damn good when they explode.

If you like that homey sub-culture stuff, you'll really love the speech and music. It's all exceedingly cliché, but quite amusing, although we believe it's one of those things people will either love or hate. Your partner D-Tour will either cheer you on or tell you to pull your finger out, depending on how you're going. A little more variety in the speech would have helped a lot. As far as the actual sound effects go, they're fine. No complaints and no breakthroughs in audio entertainment.

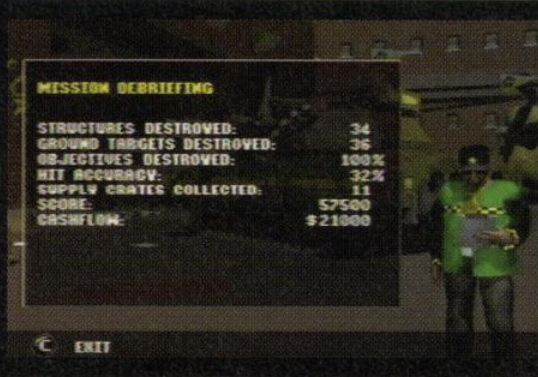
As a game, Shellshock is good on one hand, and not so good on another. The missions are quite challenging, there's never any one stage when you can just run in and blast away carelessly without getting fried. You really have to concentrate on where you're going and what the enemy is up to. There are four save game slots and using them is going to be essential for the long missions.

The tank is nice and responsive, much more so than you'd sometimes expect. It looks rather hilarious when you're backing off and swerving out of the way of oncoming shells. There's also a map feature of sorts, which isn't overly useful, as the zoom feature doesn't let you see much around your tank at all.

Essentially, Shellshock is a reasonable shoot 'em up game with more emphasis on line 'em up and shoot than on simulation accuracy. It's not a shocker, but it lacks the 3D impact that we've all come to expect on the 32bit machines... like Panzer Dragoon II.



I THINK I GOT HIM LEROY..



YEAH YEAH.. DID WE WIN??



IMPRESS THE LADIES WITH YOUR KING SIZED ROCKET



NOW WHY DON'T WE GET TO FLY THIS HUH?



THOSE BUILDINGS CAN'T HIDE YOU HOMEY



AVAILABLE: NOW
CATEGORY: TANK SIM
PLAYERS: ONE
PUBLISHER: CORE DESIGN
PRICE: \$99.95
RATING: M15+

VISUALS
73
 Pretty average reality. It needs hills and more variety.

SOUND
80
 It's pretty amusing having "da boyz" tell you wot's wot.

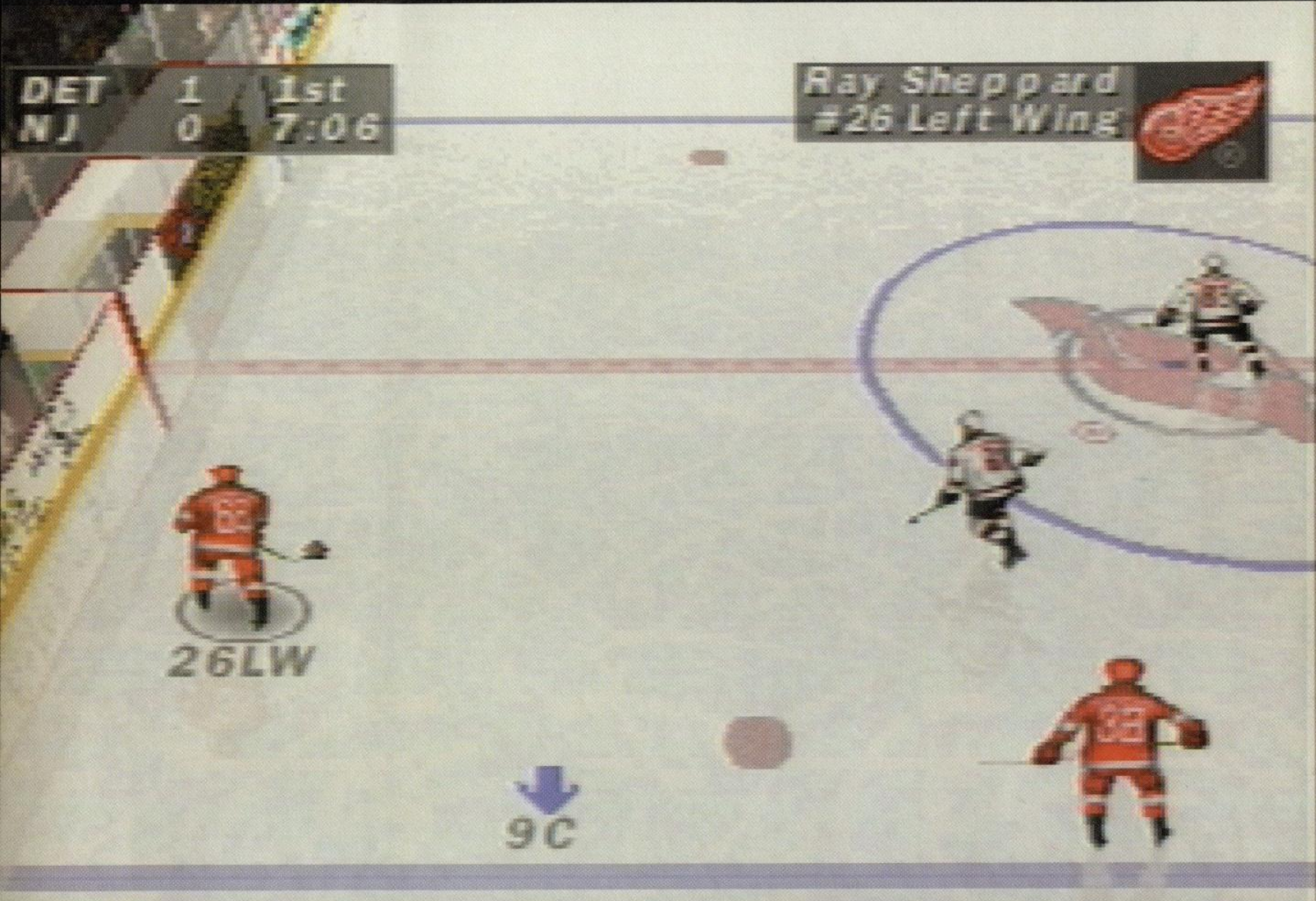
GAMEPLAY
69
 Most important elements are there... it could have used something extra though.

LONG TERM
66
 The challenge is there so if you take a shine to it, there's plenty to get through.

OVERALL
69
 It'll only seem special if you're a tank lovin' home boy.

NHL Faceoff

Given that pucking around is far from a national pastime in the Antipodes, the amount of excitement and pre-release hype hockey games generate is surprising. STEVE POLAK sharpens his blades to review the first Sony effort...



26LW

9C

NHL FACEOFF LINE EDITOR

		Neal Broten		
OVERALL	[Progress Bar]			
SHOT ACCURACY	[Progress Bar]			
SPEED	[Progress Bar]			
CHECKING	[Progress Bar]			
Broten 9	MacLean 15	Broten 9	Brylin 16	
Lemieux 22	Niedermayer 27	Carpenter 17	Chorske 17	
Stevens 4	Brodeur 30	Cole 20	Guerin 12	
Scoring 1	PERFORMANCE [Progress Bar]	NEXT [Button]	PREV [Button]	
		RIVAL LINES [Button]		

NICE MULLET CUT DUDE

Ice Hockey video games have become quite popular here even though we pretty much never play them in that scary place known as the "the real world". This is largely due to the efforts of Electronic Arts, and so it comes as a bit of a surprise to note that NHL Faceoff is not only from Sony, but that it is a mighty solid title - at least as good as its EA rivals. It seems as if the Sony juggernaut (with a little help from ex EA staff) is starting to gather momentum, and some truly sensational sports sims have now been developed for the PlayStation. First there was Total NBA, which pretty much rules the roost when it comes to basketball, then there was NFL Gameday, which is unchallenged due to John Madden's PlayStation no-show, and now we have NHL Faceoff, which looks like being the best Ice Hockey title on any platform.

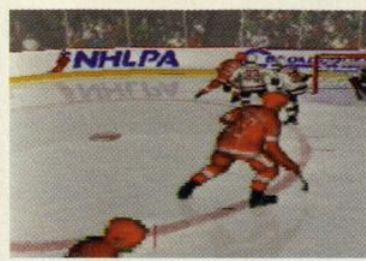
It begins with the now obligatory FMV sequence, featuring a bunch of pucking iceholes slip-sliding about to some pumped music, but after this unnecessary gamishing it's time for the important stuff. Faceoff features all of the players from the NHL (naturally), and there are lots of team and configuration options. In the team sub-menu you can organise player positions, choose your team and even trade players with other clubs. There are also heaps of configuration choices, so you are bound to find the game that suits your needs, whether you are a realist or an arcade action addict.

POETRY IN MOTION

Faceoff is poetry in motion to watch, as the throng of skaters move as gracefully as you'd expect, but things change radically once you actually get down and start playing. The action is far from smooth and easy going. Instead, Faceoff is a frantic and extremely enjoyable bunfight of thermonuclear proportions. The controls are intuitive (and I know this is a word that is sometimes overused), and you can even do evil things we all love like checking your opponent into the wall, and tripping them up.

There are a number of views you can choose, but I found the conventional overhead (but slightly isometric) vantage point to be the best. Faceoff is also an organ-masters paradise as the cheesy organ tunes synonymous with a good scrap on the ice are blasted out during the game. The grunts, and other testosterone driven noises of big sweaty men going for it, sticks in hand, are also excellent. And the clever thing about Faceoff is that the menu system is contained within the scoreboard which hangs above the stadium, so when you pause the camera pans up to the scoreboard, maximising the sense of realism because you never leave the rink.

The game is also far from a pushover, as you will find yourself down 4-0 real quick if you're not careful. Opposing players often work to a gameplan, favouring strikers in attack, and good defensive players when you are trying to score. Before long I came to hate a certain Sergio Fedorov, who just couldn't stop himself from whacking the puck into the net, and scoring against me again and again. Even when I threatened to cut off his life giving supply of electricity, the bugger just wouldn't let up!



TEKKEN IT UP TO THE GOAL



COMIN' TO GET YOU!



TEKKEN A SHOT FROM WAY BACK



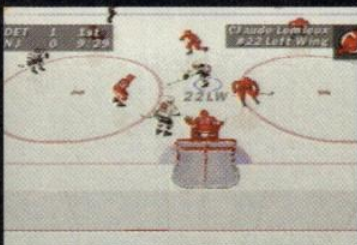
DON'T BLOCK WITH YER NADS DUDE



TOTAL CHAOS



JUST BELT THE THING MAN...



SHOOT NOW YOU FOOL!



MMM... LOTS OF ICE



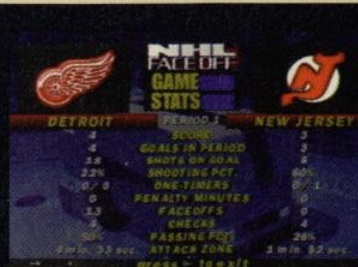
GEEZ YOU LOOK DUMB



MEN IN OVERSIZED SHIRTS... KEWL



TEKKEN A NAP ARE WE?



MMM.. STATS'N' STUFF

JOYPAD FRENZY

NHL Faceoff is a rather involving offering, as you really do get sucked into that vortex of time wastage that is known as "joypad frenzy". But before I get back to the lads waiting for me out there on the ice, a few minor points. I did find, at times, that the gameplay suffered when things became a bit cluttered around the goal area. Now I know this happens in real life too, but it's frustrating when you basically don't have a clue who's got the puck, and where it is going. Also (and this happens with the real game as well), you might want to consider getting a big telly, as the action is a bit hard to follow because of the puck's size. This could have been made easier if the players were highlighted more obviously when they are in possession. But really these are just minor whinges, the feeble pleas of a reviewer who needs to say something critical when looking at a game which is a real hot piece of coding.

AVAILABLE: NOW

CATEGORY: SPORTS SIM

PLAYERS: 1-2

PUBLISHER: SONY

PRICE: \$89.95

RATING: G

VISUALS

89

Smooth 3D, and even though white isn't the world's most exciting colour, it's still good to watch.

SOUND

92

If you love old time organ favourites and lots of grunts then you'll love the sounds here.

GAMEPLAY

94

Fast frenetic, and something else starting with 'f' and ending with excellent.

LONGTERM

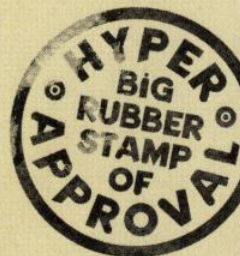
86

Sport fans will feel at home here with all of the league option. And you'll certainly be in 2 player heaven.

OVERALL

92%

A great ice hockey sim. The gauntlet is well and truly thrown down. Your turn, EA...



Street Fighter



WHY KEN.. YOU LOOK SO STOIC AND BRAVE!



BIRDIE'S SEEING LITTLE BIRDIES

PlayStation and Saturn owners can now enjoy the latest Capcom beat 'em up arcade smash, Streetfighter Alpha. Now I know what you are thinking, "Not another version of Streetfighter! What's so great about this one?" That's what I thought when I first heard about this game, but let me tell you, when you play it, it's another story. This game's got it all! Highly detailed, delicious graphics in anime style, combos and super combos, superb control, training mode, and of course, arcade mode. And yes, it's arcade perfect.

Capcom have not really reinvented the game, but they've definitely given it a super charge. All of the best parts of SF have been enhanced, including the fun factor. Although the gameplay and control haven't really changed much, the graphics have. Capcom has recently tapped into the comic/anime market, with the release of the SFII animated movie, and other arcade beat 'em ups such as X Men, Darkstalkers and Marvel Superheroes. They have created a new style of 2D animation that makes you feel like you are playing a cartoon. The graphics are highly detailed with large, boldly depicted characters and colourful, interesting backgrounds. The special moves and combos are full-on, with huge fireballs, lightning kicks, sledge hammers and spine grinders! There are huge flashes of light if you perform a super combo finishing move; and mystical streaks of colour fly behind the characters when they perform certain moves. This anime style looks very flashy and the attention to detail is excellent. The control is very accurate, and, if you know the moves, you're unstoppable!

Modes and things

The arcade mode offers 2 turbo speeds, and an auto mode, for automatic blocking, and easy super combo moves. You simply press 2 specific buttons, when your super combo level gauge is fully charged. there are also Alpha counters that are special moves to counter attack and stun your opponent when they are vulnerable. You can also taunt your opponent once per round. There is air blocking, and even recovery moves, that can be used to survive an attack unharmed.

Training mode is, as you would expect, a practice mode for you to learn moves and combos. You can choose your opponent and nominate their actions, whether that be crouching, standing or repeatedly jumping. This is a clever feature that will help you annihilate even the CPU players and bosses. This is the way of a true Alpha Warrior.

The sound is excellent, with credit going to the Q sound labs engineers as they've given us a sound technology which gives the illusion of 3D sound. The music is pretty cool, and adds to the freshness of SFA. High scores can, of course, be saved in a memory card, and are automatically loaded when you load the game.

Overall, SF Alpha is a sensational game, an exact arcade conversion, and the best fun I've ever had in any Street Fighter game. The loading times are minimal, and the graphics are extremely well drawn. The combo moves are spectacular, and as a one or two player game it's a very rewarding experience. The gameplay is spot on, and I can't wait to see Street Fighter Alpha 2.



QUIT LOOKING UP MY DRESS YOU BOZZO!



I WASN'T USING MY SPLEIN ANYWAY



YOU AND A FRIEND AND A FRISBEE!



WHERE'D HIS FIST GO?

Alpha

Here we have yet another version of Streetfighter to keep fight fans...um, fighting. ANDY HODGSON pulls on the oversized pajamas and black belt...



OLD & NEW FRIENDS

There's been a bit of a drastic change to the cast of the Street Fighter games now.. some of the old characters have been axed, and some have made a return in Street fighter Alpha. Ken and Ryu are back as one would expect. Chun Li, Sagat and Bison are still around too.

Of course as you'd expect from any fighting game sequel nowadays, there are some new characters. The new ones include Rose, Birdie, Adon and Charlie (who bears a striking resemblance to the old Guile). Some are huge and give the game a real Samurai Showdown look. The characters are fairly balanced in difficulty, and performing moves is pretty straight forward - the faster, the better.



AVAILABLE: NOW

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: CAPCOM

PRICE: \$99.95

RATING: M

VISUALS

90

It's still in 2D but the new anime style is great.

SOUND

84

All the usual streetfighting noises and music.

GAMEPLAY

92

It's Street Fighter!!

LONGTERM

85

You'll block their knocks off!

OVERALL

88%

It's the best version of Street Fighter yet, so even if you're sick to death of the game you should at least play a couple of rounds.



OUCH!



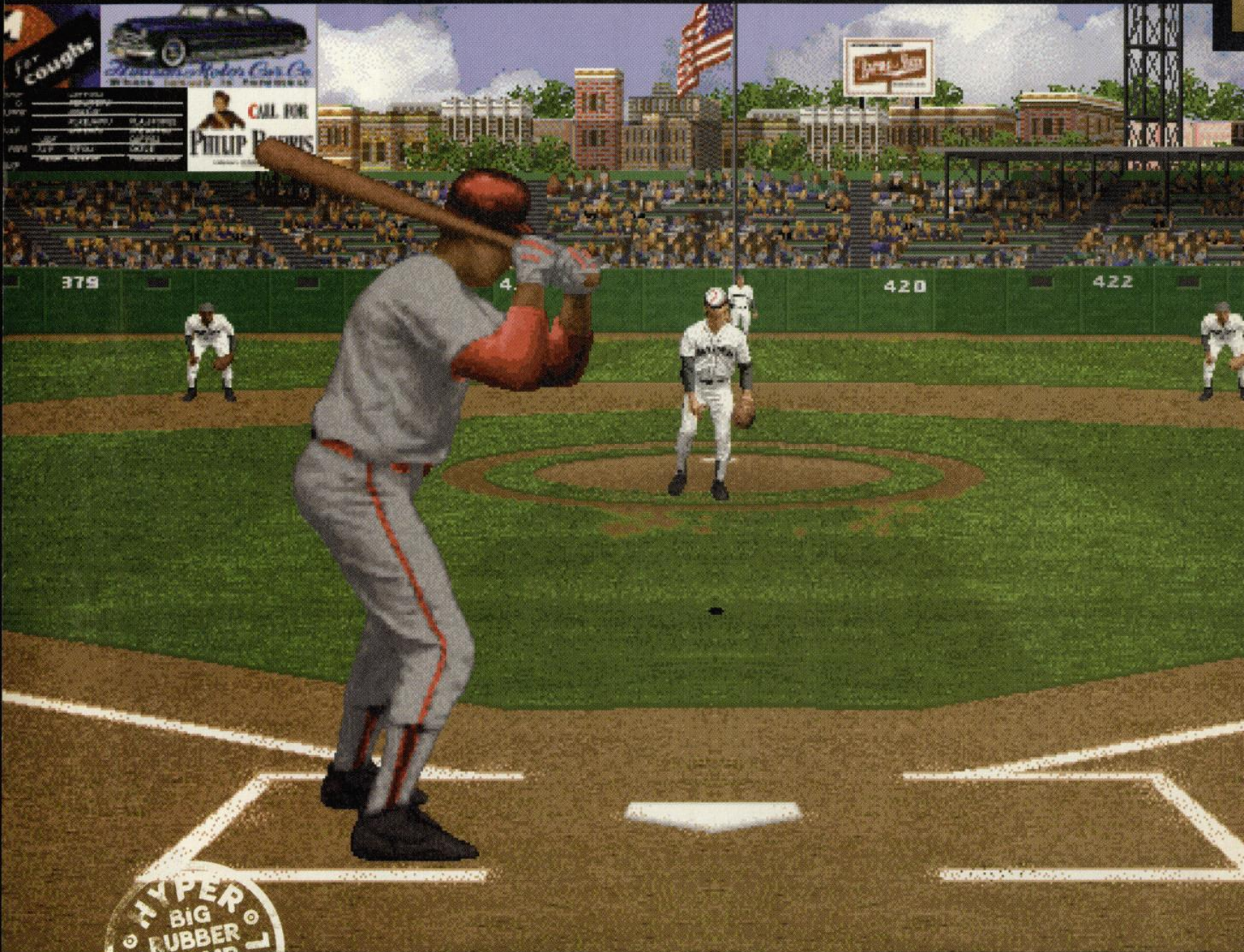
HEY.. GREAT WALL FOLKS.



LAYING THE BOOT IN

Hardball 5

Accolade have thrown yet another fastball into the computer baseball scene and DAN TODSE is pulling on tight pants, grabbing a bit of wood, stepping up to the plate and spitting with reckless abandon...



LET'S WANDER SLOWLY THROUGH THE FIELD..



BELT LIVING POO OUTTA IT!



ADJUST YOUR IQ SETTING!



SWAP YOUR PLAYERS AS IF THEY WERE MERE CAP



For those of you out there who can remember back to the Commodore 64 glory days, some of you will also remember Hardball 1, the first great baseball game on a computer. At the time, the graphics blew everyone away, and the gameplay was decidedly cool. What made Hardball a killer game was the various views that were featured in the game. Until then, baseball games had been very much a single screen affair.

Accolade have essentially been releasing the same game over and over, but they've been souping it up each time. If there was something that annoyed you about the previous Hardball game, it's gone in the next one.

Hardball 5 is really the complete baseball experience all in one. If you're the hands on, arcade type of player, Hardball 5 has got it for you in the physical gameplay aspect. There are three different views available for the actual pitching; a pitcher's view, and two batting views, one from behind the umpire and catcher (who are transparent during the pitch), and one from right up close over the plate. You can move your view to any of the above settings, and also have the option of making it switch depending on whether you're batting or fielding. As for what your options are when you're playing, you've got gobs of choices there too...

Pitching

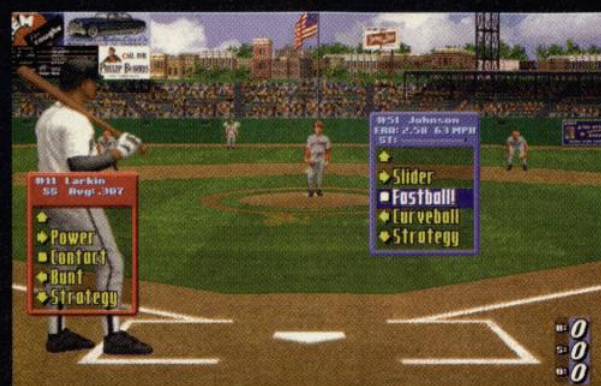
Each pitcher has an array of different pitches that he can choose from. Once you've chosen the pitch, you try to aim for the spot you think most appropriate with a slightly wobbly cursor. Better pitchers have steadier cursors and more pitches to select from, but don't just assume your star pitcher can just pop in at any time and save the game... if he hasn't been warming up in the bullpen, he'll be throwing the ball all over the place for at least an innings before he gets his eye in. Worried that the opposition's designated hitter is gonna blast you out of the park? Well you could walk him.. either passively.. or just pelt the ball into his body (much more fun).

Batting

Batting is quite tricky at first, and will take much getting used to. For some reason the more distant of the two batting views seems a bit easier to handle. There's much more timing and skill required whilst batting... your timing and bat position really have a profound effect on where you hit the ball. Unlike a lot of sports sims that have a few basic results from bat on ball contact, Hardball 5 seems to have constant variation and infinite possibilities, so there's none of that "Sure fire winning technique" to ruin the game. Like pitching, batting gives you options of what type of swing you want to go for, whether or not to steal bases... all that good stuff.

For those who find the gameplay just a little too challenging, there are very comprehensive difficulty adjustment options. Like any decent sports sim, Hardball 5 has practise modes so you can get the moves down without any pressure at the same time.

If you're either a Baseball fan, or just a fan of sports games in general, you should be looking to get your hands on a copy of Hardball 5.



MORE STATS THAN YOU COULD POKE A BAT AT

For those who are after a true sports sim, this is it. There is just about EVERY damn baseball statistic included in Hardball 5. Not only that, but you can customise the stats displays to your liking! You can view stats by week, season, career.. by everyting! It's not just a bunch of silly names with numbers attached to them... all the Major League players are there, with silly little photos and all! Don't like your team's uniform kit? Well change it! Think the logo could use an artist's touch? Then adjust it yourself with the logo editor/paint program. You're a Yankees fan.. but you've always loved the starting pitcher from the Angels? Why not offer one of your players for trade? Yep, all those team management features that you could possibly want are included in Hardball 5, and there's even manager tendencies settings (truly hardcore).

Baseball enthusiasts will also be chuffed to know that Al Michaels does the commentary for Hardball 5. His calls are smooth and informative, rather than just a call of "Strike", "Ball" and "Home Run!". There's 40 different ball parks to play in... there's authentic Baseball music... there's injuries... there's replays... there's multiple length seasons... there's bloody everything!

Looking at the PlayStation version in comparison to the PC version, there's nothing in it really. Both are smooth, both have all the same options and features, so you're not missing out on anything either way.

AVAILABLE: JULY
CATEGORY: SPORTS
PLAYERS: ONE
PUBLISHER: CYBERDREAMS
PRICE: TBA
RATING: G

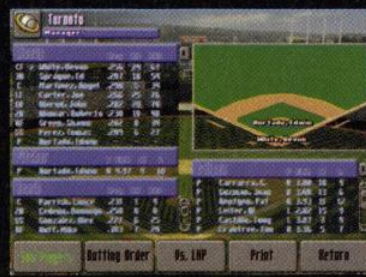
VISUALS
84
Nice angles on play and smooth animation

SOUND
88
The commentary is great and the SFX are very cool

GAMEPLAY
92
This game caters for both action players and stat heads. Very nice.

LONGTERM
88
With all the options and team tweaking you'll be at it for ages

OVERALL
91%
Best damn baseball sim we've ever seen



MMM.. TRES CLOSE

JOY! IT'S LEFTFIELD

YOUR OVMANNED SQUAD

Duke Nukem 3D

Nowadays a new first person shooting game is not much to get excited about, there are just so many of them. However, when the new game is Duke Nukem 3D... people like DAN TOOSE get so worked up they nearly wet themselves.



HEALTH 100	ARMOR 100	WEAPONS 2: 200/200 5: 47/50 8: 99/99 3: 47/50 6: 50/50 9: 10/10 4: 200/200 7: 47/50 0: 31/99	AMMO 47	INV AUTO 100%	KEYS [Key Icon]
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WHO NEEDS CHARISMA WHEN YOU'VE GOT A BIG GUN?
What most people love about these games are the variety of big nasty weapons, and Duke 3D doesn't disappoint. If you include your boot, there are ten weapons in the game to collect, including some really interesting guns like the Freezethrower, which encases your opponents in ice so you can shatter them with one solid kick! The pipebombs are exceedingly handy, allowing you to lob the bomb, then detonate it when you see fit to do so. Some of the other weapons include a shotgun, a triple barrel chaingun, a rocket launcher, laser mines, and even a shrink ray (most amusing).



EAT SPEEDING LEAD YOU CRETINI!



FEELING INADEQUATE? GRAB A TWIN ROCKET LAUNCHER

That's right ladies and gentlemen, this one sent me running off to the Hyper thunderbox within seconds. Why was I, and the rest of Hyper doing backflips of joy? Because Duke Nukem 3D is here, and it's everything it had promised to be and more!

For those of you who aren't die hard first person shooting gamers (we know there's one or two of you out there), Duke Nukem 3D is yet another game inspired by the legendary Doom and Wolfenstein 3D. Duke Nukem 3D stands out far more than any other Doom clone thus far. What makes it different is that it's a true 3D game in the sense of game environment. The monsters are still sprites as opposed to polygons, but the areas you travel through are true 3D. How do you tell the difference? If there are corridors or rooms that are located directly above or below another area, then it's true 3D. Duke 3D also features sloped surfaces, which really help to make the various level designs look far more interesting and realistic.

The game revolves around the, "You're the only guy who can kick the aliens' butts!" kind of storyline. Aliens have invaded Los Angeles and seem to have somehow mutated the Police Department... Look.. who really cares? You run around blowing the crap out of aliens with really big guns and that's all that matters!

Damn... I'm lookin' good.

Duke Nukem 3D is a visual extravaganza, even in VGA mode. We ran Duke 3D on a DX4-100, a Pentium 133, and a Pentium 150, and the only difference was the resolution that the game was playable at. The background are utterly gorgeous... The amount of work that must have gone into the texture designs is frightening. The only things we've seen that come close are the pre-test version of Quake, and some of the better bits in Hexen. There's a lot more realism with the way the backgrounds perform too. If you blast your shotgun into the wall, the wall gets little holes blasted into it. Even more extreme, fire a rocket into a fire extinguisher mounted on a wall and you'll blow great chunks of concrete out of the wall.. sometimes leading into a new room! The lighting looks great, with tons of pulsing and dimming effects to help keep the atmosphere of the game very intense.

It doesn't just look good, it sounds great too. Duke is an arrogant kinda guy, but his cheesy cliché comments are hilarious and will no doubt have you in stitches. 3D Realms have also taken extra care to make sure that the sound effects are just as impressive as the visuals. Your pipe bombs make wonderfully realistic clanking noises as they bounce to a halt after you throw them, etc.

Shallow Plot... Deep Gameplay

This one's got everything. You interact with your environment so much more realistically in Duke Nukem 3D than in any other first person game we've seen. If there's a security monitor on the wall, just walk up and have a look at the different zones that the security cameras are covering! If you pass a pool table.. why not have a shot? Who says you need to save the world in a hurry? When you walk past a mirror, you should check to see whether or not you're having a bad hair day. All this fighting puts a strain on your body you know... so when you're passing the dunny, why not relieve some of that extra tension. There are also items like med kits, jet packs and hologram devices which you can use at your discretion, adding a lot more depth to the game. You can take the battle underwater too, adding another dimension to the game. Funny how long Duke can hold his breath though...

The map mode in Duke Nukem 3D is a hell of a lot more useful than any of the Doom style games thus far, as it is more of an above view than just a series of lines. Naturally, Duke 3D is network capable, up to eight players can go at it in a huge Deathmatch game!

The only aspect of Duke Nukem 3D that didn't blow us away was the monsters. Sure, they look really cool, but they just didn't seem to have the oomph that the nasties in Doom I & II had.

If you liked Doom, you'll love Duke Nukem 3D. Everything is there except a little bigger and better, except for the monsters. One thing though, if you're a fan of gore and scantily clad women, all that has been taken out in the final version due to censorship laws, but don't let that deter you.. it's a fantastic game.



CAN YOU SMELL BACON BURNING DUKE?



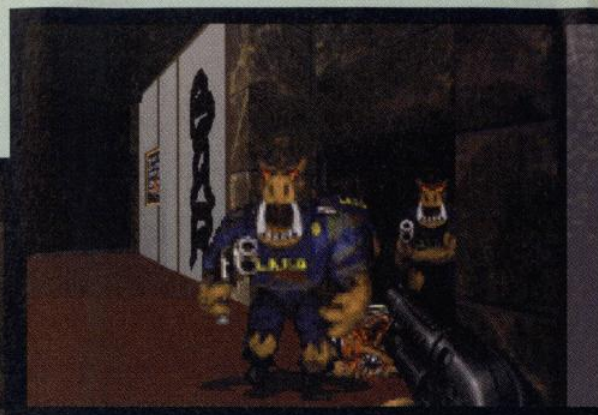
DAMN.. I'M LOOKIN' GOOD!



ANYONE FEEL LIKE FLAKE?



DO I FALL OVER LAUGHING OR KILL YOU?



NOW WHY DID THE COPS MUTATE INTO PIGS?



OH CRUMBS!



AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS: ONE

PUBLISHER: 3D REALMS

PRICE: \$79.95

RATING: MA15+

VISUALS

96

Whoa Nelly! If you think the screen shots look cool, you should see it running!

SOUND

95

The SFX are absolutely superb, and Duke's comments are tres amusant.

GAMEPLAY

96

It's got more to it than any other DOOMer thus far.

LONG TERM

94

You'll play it so much you'll get RSI.

OVERALL

95%

It's the best of it's kind right now. We love it!

Darkseed II

Once again it's time to call on he who wears black, DAN TOOSE, to review another scary Gothic adventure game. Darkseed II is the second of Mike Dawson's trips into the Dark World and hopefully it won't be his last...

Why do we hope it won't be his last? Because this game is good, damnit! What makes for a successful adventure game? Good, tricky puzzles, the kind that have you stumped for hours, but when you finally solve them, you realise that it all makes sense. Darkseed II is loaded with puzzles all over the place, some of them linear, some of them not. Like the first Darkseed game, you'll be cruising along for about an hour or so, then all of a sudden you'll be stuck on about 5 different fronts... You'll know that there's something to be done in the place you're at, but you won't immediately see the answer at hand.

Darkseed II is set in Crowley, a sleepy little American town, where writer Mike Dawson grew up. Mike was the hero of Darkseed I, and once again you have to lead Mike around from place to place, solving the mysteries that involve both the real world and the Dark World.

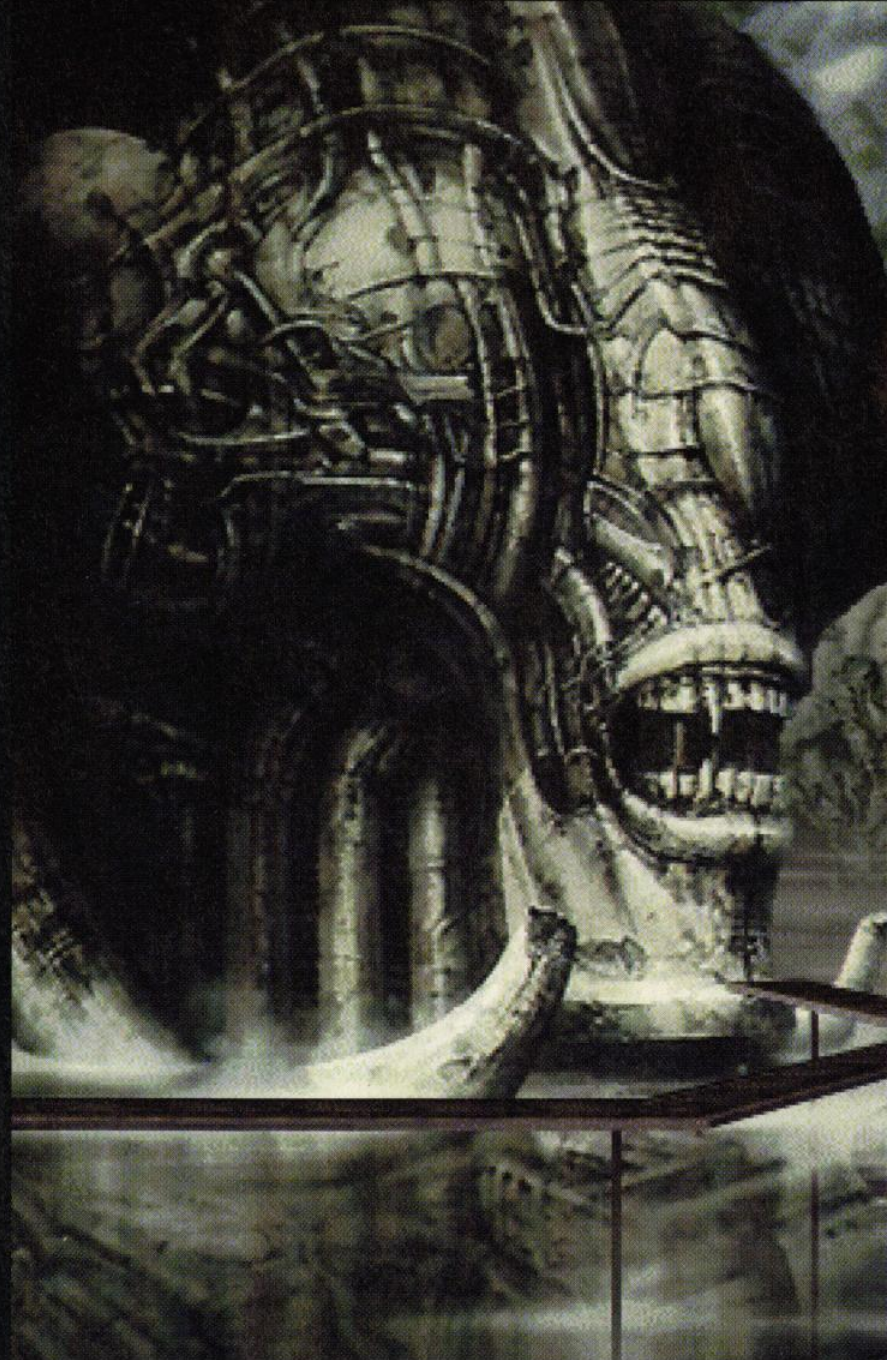
After Mike's previous ordeal with the Ancients (beings of the Dark World), he returned home to recover from his mental breakdown. One year later, his friend Rita is found murdered in the park on the night of their High School reunion. Mike was the last person to be seen with Rita and as a result is the prime suspect for her murder. Mike has no recollection of what happened that night, so you must lead him through the streets of Crowley and into the Dark World in an attempt to clear his name, and find out who the real killer is. It won't take long to discover that Rita's death is but the tip of the iceberg of what the Ancients have in store for the citizens of Crowley.

Annoying Voices

There are dozens of characters to interact with in Darkseed II, but most of them have damn annoying voices, so you'll probably be looking for ways to kill most of the people rather than befriend them. The most annoying character in the whole game happens to be Mike, the hero (for lack of a better word). Mike not only has dreadful fashion sense, a shocking haircut and a bodgy moustache... he also sounds like a total wuss when he speaks, and he's just a bit too polite and meek to be of threat to anyone. Despite Mike's high dweeb factor, the game is still more than interesting enough to keep you plugging away at all the puzzles.

The game controls are very simple, all mouse driven point and click stuff. There's a move mode, a look mode, and an action mode. The best thing about the cursor set-up is the way your cursor changes if you move it over something that is relevant, so you won't spend ten years trying to guess where you have to position your mouse whilst searching for something.

With its intricate plot involving conspiracies and deceit, Darkseed II should keep all the graphic adventure freaks out there very happy for quite some time.



A BEDROOM TO PULL CHICKS WITH... NOT!



HMM... WHO'S DRESSED WORSE?



THAT'S GOTTA HURT



WHAT A MONSTROUS FOETUS



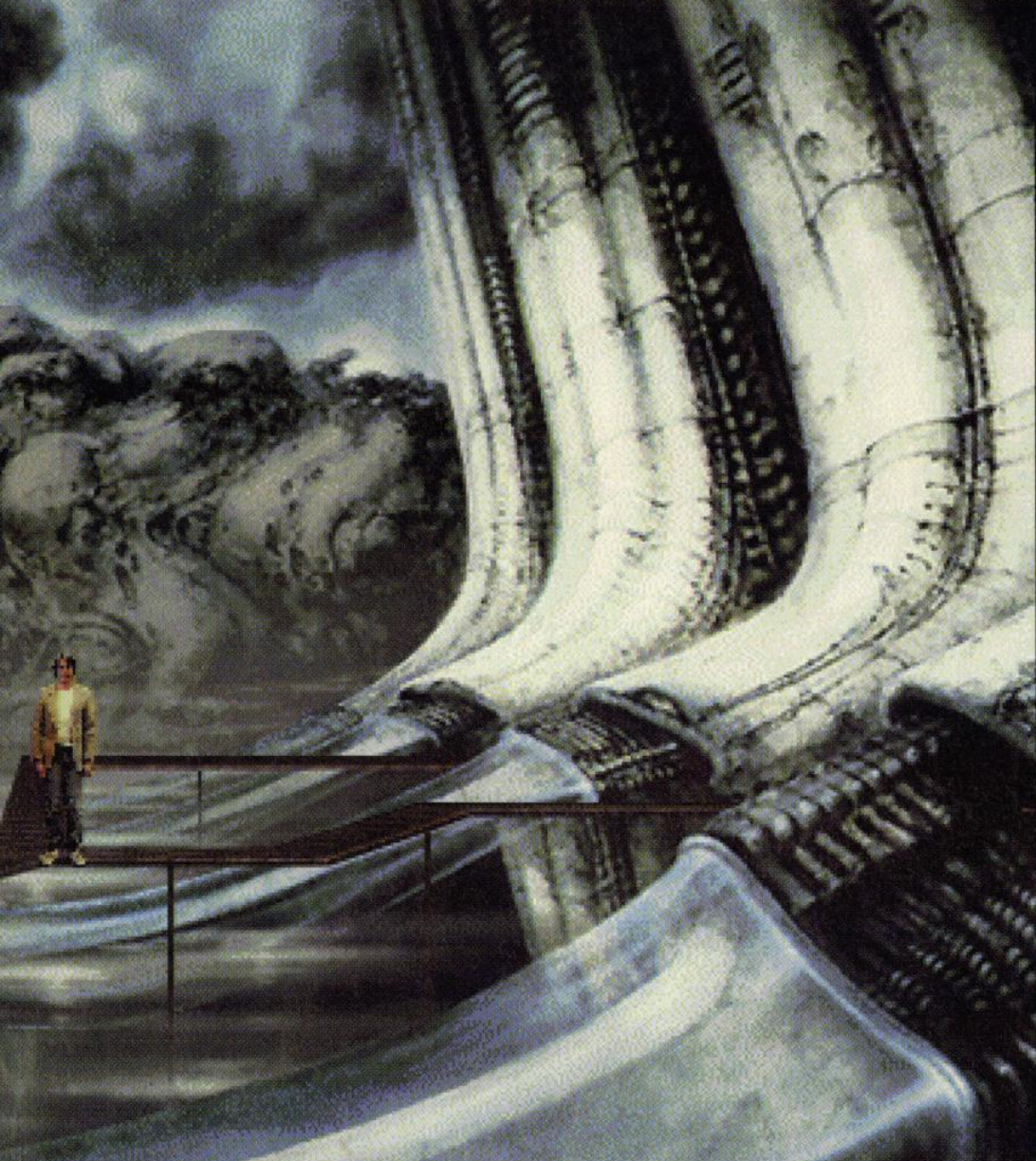
BURPI BEEN EATIN' LOTS'A KFC



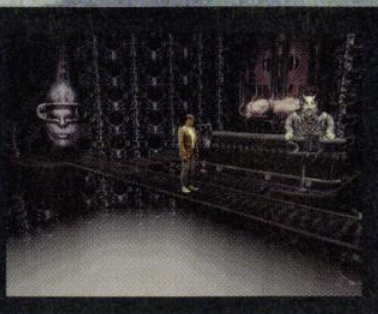
AND YOU THOUGHT YOUR NOSE RING WAS TOUGH



KICKED OUT FOR BAD DRESS SENSE



THIS PLACE IS REALLY DEAD



I'LL HAVE A MUCUS SODA THANKS



YOUR HAT'S AS BAD AS MY JACKET!

SOUND & GRAPHICS

As for how the game looks and plays, it's one of those games that rely on good gameplay as opposed to a visual extravaganza. Sure, the backgrounds look fantastic, especially all the artwork done by H.R. Giger (the Swiss dude who did all the artwork and design for the Alien movies), and although a little jerky, the character animations look fine, but it hasn't got those jaw dropping visuals that games like D and Resident Evil do. For those who are hoping for gobs of Giger backgrounds, prepare to be patient, because a lot of the game is set in very normal scenery (around about half of it actually). Fortunately there are over 75 different locations, so Giger fans will be happy if they put in some effort. There are little cut scenes at various points in the game, but they tend not to look as good as the highly detailed still backgrounds (go figure).

There's nothing special about the sound in Darkseed II. The music is in theme, but it gets a bit monotonous... so it's a good thing you can turn it off.

AVAILABLE: NOW

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: CYBERDREAMS

PRICE: \$79.95

RATING: MA15+

VISUALS

83

Gorgeous back-grounds, with pass-able foregrounds.

SOUND

70

The little creaks and stuff are cool, but there's nothing noteworthy.

GAMEPLAY

91

Ultra simplistic con-trols help make the game more playable

LONGTERM

90

Lots of puzzles and twists will keep you going for ages

OVERALL

87%

Challenging adventure fun. The new adventures with flash graphics could learn something here.

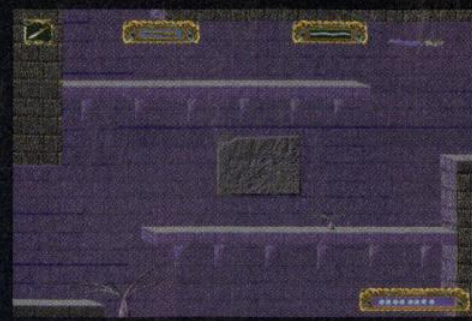
review pc cd rom

Bermuda Syndrome

We almost thought that this game had fallen foul of the supernatural "Bermuda Triangle curse" but here it is at last. GEORGE SOROPOS has a puzzling time with dinosaurs...



WELCOME ABOARD VALUEJET FLIGHT 666



MM.. ROOM FULL OF EMPTY PEOPLE



WELL I'M NOT CHANGING IT'S LITTER TRAY!



FAB GRAPHICS & FUN BITS

As you can see from the grabs Bermuda Syndrome's graphics are quite stunning. The movements of Jack and his newly found crusty companion look like they've been digitised using actors as models and all of the Dinosaurs and other creatures have been animated by ex-Disney artists to great effect. Also, as the game runs in Win95, you can play it in any resolution you like; I found it to work fine in 800x600 mode and it looks fabbo. The graphics of the subterranean scenes are a bit dull though, looking a lot like a Mega Drive game! However the critters that live down there are just as nicely drawn as the rest. In these underground areas you'll find the more traditional platform game elements; chasms to be leapt, pressure plates, nasties to shoot and so on. These areas are also less puzzle oriented and therefore easier and more fun to play than the above ground screens.

The Bermuda Triangle has been accused of many things over the years. It has been blamed for the loss of quite a few ships, many human lives and whole squadrons of aircraft. Some people even say that it is part of a wider conspiracy involving aliens and that their spaceship is sitting on the ocean floor beneath the Bermuda Triangle itself. Why aliens should just watch one watery area of Earth is a mystery but then why should they abduct people just to drill holes in their teeth? Perhaps our alien visitors are just on some sort of intergalactic dental traineeship scheme...but I'm supposed to be reviewing Bermuda Syndrome, which has nothing to do with dental hygiene, and I can hear Stuart saying "get on with it, fool!" so I'd better do just that.

You are Jack Thompson (not to be confused with legendary Australian actor, icon and all around good bloke). It's 1942 and the B-17 Bomber which you're using to carry an illegal shipment of VB to the boys at the front is shot down over the dreaded Triangle. How German fighters managed to fly 3000 miles out of their way to find you I don't know. As your plane plummets downward the ocean suddenly changes to jungle and you notice that, in the course of attempting an emergency landing, your wingtip has decapitated a very large lizard as it was about to devour a scantily clad feral girl who is conveniently tied to a sacrificial tree. This is definitely going to be interesting, if nothing else...

A Puzzling Platformer

Bermuda Syndrome (BS for short), is a rare beast on the PC platform, a platform game! However it's not the usual fast paced blastathon but a game that also combines the puzzle solving elements of the adventure genre; a bit of a cross between Flashback and Pitfall.

Bermuda Syndrome is hard. Very, very hard. The puzzles come thick and fast with every screen having some conundrum that will leave you baffled for bloody ages! This is certainly not a fast paced game by any stretch of the imagination. In fact, I found myself stuck on some screens for hours and this can really be a major problem. A lot of the puzzles just aren't logical and take an extraordinary amount of seemingly pointless farting around with to figure out what to do. Your new found companion, as in Indiana Jones and other LucasArts offerings, can help you sort out some of the problems you will face along the way, even though she does become the problem sometimes when she just won't follow you to the other side of the game screen. Figuring out how to get her there can be very frustrating indeed (as anyone who has ever had a girlfriend will know!)

Those of you looking for an interesting platform slaughter fest had better stay well away from this or you'll be sorely disappointed. Even the puzzle freaks out there may find this heavy going, but for those of you who enjoy a solid challenge (ie. beating your head against a wall), Bermuda Syndrome will keep you going for a very long time.



SWIMMING HOLE OF THE ANCIENTS... KEWL



WHAT A CRASS MALL! THERE'S LIKE NO ESCALATORS



I KNEW I SHOULD HAVE FED THE PETS THIS MORNING

AVAILABLE: NOW
CATEGORY: ACTION/PUZZLE
PUBLISHER: CENTURY INTERACTIVE
PLAYERS: ONE
PRICE: £85.00
RATING: M15+
MINIMUM REQUIREMENTS: 486DX33, 4MEG RAM, WIN3.1
RECOMMENDED: P75+, 8MEG RAM, WIN95

VISUALS

88

Great dinosaurs but the underground scenes are a bit dull

SOUND

78

OK music with good effects for the creatures. Character speech is good too but not context sensitive.

GAMEPLAY

75

Having an enema with a chainsaw would be easier than getting through this game in a hurry!

LONGTERM

90

The high difficulty level means a long, long playing time

OVERALL

78%

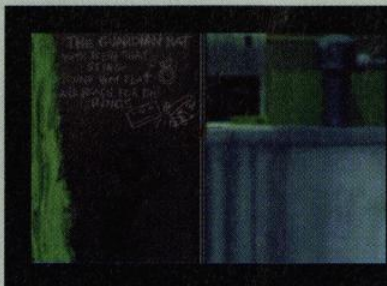
Would have been so much better had the puzzles not been so ridiculously hard to figure out!

Bad Mojo

We hate cockroaches. Everybody hates cockroaches. In this game though you won't be able to avoid them. DAVID WILDGOOSE goes crawling in the sewers...



WE THINK IT'S THE SINK



ROACH READING RHYMES



MMM... NUM NUMS



CONTROL YOUR ROACH

Control is dead simple. You move your on-screen roach persona using the cursor keys (left and right to rotate, up and down to crawl forward and backward - just like *Alone In The Dark* or *Fade To Black*) and that's it. Since you're a cockroach, you obviously can't pick anything up, so you just have to use your head. Run into an object that can be moved and you can push it around, while some others trigger a sequence automatically when you walk into them.

In *Bad Mojo* you play a cockroach. You are, in fact, Dr Roger Samms, a cockroach specialist, who has been magically transformed into one of his great loves after opening up a mysterious locket. Only through exploring Eddie's Bar, where you were staying at the time, and uncovering the secret of the locket will you be able to regain your human form. But you soon forget all about the plot. For a start, there's the cockroach thing. I don't know about you, but there are not many things I find worse than getting out of bed in the middle of the night, fumbling for the light switch in the bathroom and glimpsing two-inches of shiny black legs and antennae engaging in carnal activities with your toothbrush. The thought then, of having to be one of the revolting insects was not exactly appealing.

The Graphics Are Hideously Good

The photo-realistic graphics are hideous, but in a good way. Within seconds of the start of the game, you'll be shocked to find yourself trekking across a filthy, grimy concrete floor with cigarette butts and sticky, oily pools providing the only scenery. This, I'm sure you'll agree, is not a common occurrence in a computer game. Only a short while later, you'll be repulsed to discover that you have to crawl over the bloodied body of a half-dead rat, and then torch a vicious spider with a burning cigarette on the very next screen. Further on you'll screw your face up with distaste when you gingerly make your way around the rim of a dirty toilet seat. Thankfully, the last user had the decency to flush. And in the kitchen, you'll recoil in horror as you skitter past a chopping board strewn with chunks of rotting meat and small streams of blood. It's a bit like *Seinfeld's* Kramer - repulsive, offensive, grotesque, yet somehow you can't look away.

But The Puzzles Are A Bit Crap

Yes, they are. For an adventure game, which is essentially what *Bad Mojo* is, it doesn't hang together very well. The storyline is supposedly quite open - you have to explore your surroundings and work out how to become human again - but the gameplay is terribly linear. There is only one route through the game, you have to do most things in the exact order, and often you have no idea why you should be doing it. For instance, you can only get a sleeping pill from the bottle on top of the radio after your landlord has conveniently placed the drink that you must drop the pill into beside it, which he only does after you have turned the radio on (for some reason). Huh? It isn't that the puzzles are illogical, it's more that they require too much hopeful guess-work on your behalf. Yet, when you finally solve some of the trickier ones, it is remarkably satisfying. If only because you get to see the next stomach-churning scene.

A final point to bear in mind. The life of a cockroach, even one who used to be a person, is actually pretty boring. And, even though *Bad Mojo* is hardly an accurate simulation of a roach's existence, it manages to veer slightly on the dull side as well. So, *Bad Mojo* looks horrible (but in a good way, of course), is occasionally baffling, sometimes frustrating and, at times, a bit tedious. But, hey, you may just end up liking cockroaches!





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

VISUALS
90
 Deeply unpleasant, but lovely all the same. Your Mum, of course, will hate it.

SOUND
70
 Plenty of scratchy-squealy cockroach noises. Forgettable ambient music and adequate speech in the video sequences.

GAMEPLAY
80
 Reasonable "cockroach" atmosphere, friendly controls, but the novelty wears off surprisingly quickly.

LONGTERM
55
 Not all that tough, and it's not something you'll really play after you've finished it.

OVERALL
76%
 Not bad but certainly not as good or revolutionary as it would like to think it is.

PO'ed

Playstation

AVAILABLE: NOW
 CATEGORY: ACTION
 PLAYERS: ONE
 PUBLISHER: ACCOLADE
 PRICE: \$ 89.95
 RATING: M15+

Before you go and yawn yourself stupid at the sight of yet another Doom clone, maybe you should give PO'ed a serious look. PO'ed has all the main features that Doom had, plus a few more. There's a bit more of a comical edge to PO'ed than most Doom clones.

Firstly, the name. You really can't keep a sombre feeling happening with a game called "Pissed Off" now can you? Secondly, the game is set in a big space ship, and you're not the crack commando type.. you're the cook! (tres Segal) As the cook, what's the first weapon you'd expect to be using? A frying pan of course, the natural progression from there being a meat cleaver. Thirdly, the monsters look pretty darn amusing.

PO'ed stands out from the others with it's true 3D feel, whereas most of the Doom games are really just 2D games with a 3D effect. None of that flat environment stuff here kids, there are sloped surfaces all over the place, strange elevators, ladders and other cool visual effects.

As for innovations in gameplay, not much, but a few things were quite nice, like special pressure plates that activate holograms in the distance, that once shot, solve some part of a puzzle for you.. that sort of thing.

There's flying, which is done really well, and there's looking up and down, which is a little less effective in the heat of things, but it still works.

Some of the monsters are odd, to say the least. For example, there are walking butts! What's worse is they spit globs of goo at you (we shudder to think what), and can be quite troublesome at close quarters. There's also bats, floating hamburger things with spikes on top and eyeballs in the middle, fanged mouths with feet..



and more. Sixteen different types of monster in total.

There are also heaps of weapons, more than in just about any Doom clone we've seen. The personal favourite of the HYPER crew is the power drill (very icky results).

The only frustrating thing about PO'ed was the consistent feeling of having to run around lots to find your way through the levels. Sure, some of the puzzles were great, but spending time getting from A to B can get tedious. PO'ed on the Playstation is really no different to what it was like on the 3DO, which is a good thing, because it's not a bad 3D shooter at all.

VISUALS 87
 SOUND 82
 GAMEPLAY 97
 LONGTERM 90
 OVERALL 90

DAN TOOSE

Virtual Golf

Saturn

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



Oh rapture and joy! Hitting a little white ball and chasing it! Okay, so I'm not a golfing enthusiast, but I am a sports fan, so I should be able to judge this one on its own merits. Well, what's new about Virtual Golf? Not much, but who said it had to be new? There's not a lot of that groundbreaking sort of guff that makes folks get excited. There's a fly-by before each hole which is nice, especially with the stiff upper lip, jolly good show ol' chap commentator telling you how to best make your way through the hole. You can use the built-in map thingy, but why bother, as you're automatically lined up for every shot you take. All you really have to do is hit the button once to start your swing, tap it when it gets to the desired power level, and tap it again to see whether or not you hook or slice the ball.

This would require a fair amount of skill, except that compared to other golf games we've played, the meters move quite slowly, so you'll miss by much. The clubs are also chosen for you, so you're going to be hitting the ball with about the right amount of biff. You can line the shot up manually, and you can choose a different club, but what's the point? The computer has already told you what the best option is.

As far as camera angles go, there's six different modes in which to watch your shots with, which is nice, but you can't take any interesting angles that show you your player belting the ball and looking cool. When you play a naff shot, you get a replay so you can revel in your own coolness.

Some annoying things are in there, like having all the players wear the same outfit, so it's easy to accidentally take someone else's shot. Also, when you're on the green, the distance perception seems to be a bit out of whack.

There's four different courses available, and a bunch of game types.. such as tournament, driving range, skins, shoot out, derby competitions. Basically, it's a simple golf game; it looks nice, but lacks any real challenge or hook. Even the executive types that wander into the HYPER office make more fuss over Virtua Fighter II than Virtual Golf.

VISUALS 75
 SOUND 75
 GAMEPLAY 55
 LONGTERM 55
 OVERALL 55

DAN TOOSE

Al Unser Jr Arcade Racing

PC CD-ROM

AVAILABLE: NOW
 CATEGORY: RACING
 PLAYERS: ONE
 PUBLISHER: MINDSCAPE
 PRICE: \$ 39.95
 RATING: G



There's often a lot of debate about what makes for a good racing game. Some say that simulation accuracy and realism is what counts. Others will say that fast action and instant playability are the key to a good driving game. Well, Al Unser Jr Arcade Racing is definitely one of those games that will please those that believe in the latter philosophy rather than the former.

Al Unser Jr is one of those games that you know the ins and outs of in about.. ohh.. two minutes.

This game sure is purty... Not so much by amazing detail in the graphics, but by very fluid speeds at high-res. The graphics aren't too polygon intensive, so everything runs that extra bit smoother. The other cars don't look overly flash though, even at the highest graphic detail setting. There's only one racing view, which is from the drivers seat. This is kind of annoying, considering they've had that sort of option in racing games for years now.

There's nothings really notable about the sound. Yup, your engine goes broom and all that jazz... and yup, your tyres squeal like mad when you take that corner just a bit too hard.

Do game controls get any simpler than this? I think not. You can quite safely play the game using three keys if you're driving automatic. Good for those people who just want a game they can pick up and play now and then. There's no features to fine tune your car, which will be a big turn off for all those hard core racing simulation fanatics out there.

There are fifteen tracks to race on, which is a lot more than a lot of the high budget racing games we see out there nowadays.

All in all the game is a little too simple. it's great if you're an office bludger who uses Windows 95 and want to slip in a game while the boss isn't watching, but otherwise you'd be better off getting your hands on Grand Prix 2.

DAN TOOSE

VISUALS 83
 SOUND 77
 GAMEPLAY 57
 LONGTERM 59
 OVERALL 64

The Horde

Saturn

AVAILABLE: NOW
 CATEGORY: STRATEGY/ACTION
 PLAYERS: ONE
 PUBLISHER: CRYSTAL DYNAMICS
 PRICE: \$99.95
 RATING: GS+

The Horde came out and attacked the 3DO a long time ago now, but rather than stop there, they continued on their rampage and have assaulted the Saturn. Who are The Horde? The Horde are a psycho, malevolent race of red goblinoids that eat just about anything in their path. Cows are their favourite dish. You are Sir Chauncey, who is played by Kirk Cameron (that twonk from Growing Pains), in the FMV sequences. You haven't been a knight for long though,



in fact till just recently you were a servant boy in good King Winthrop's castle.

Rather than ascend to your station by deeds of valor, you got there by stopping the King from choking to death during a feast. Now you have to defend your newfound lands against the Horde, with your new sword Grimthwacker. To defend your lands and help them grow, you must spend what little cash you have to build up your village a bit, and then dig in for the attack from the Hordlings.

There are various ways you can protect your village from certain doom... why not build traps and walls? The Hordlings aren't too bright, so a well positioned spiked pit can make all the difference. The other way is more fun, but it's where all the risk and action takes place... hand to hand combat. At first all you have to fight with is your trusty sword, but once you've saved up some cash you will be able to afford some cooler weapons, like a morning star, flamethrower, bombs, or the dreaded trident which practically nukes half the countryside with a single shot.

As you gain the ability to buy these weapons, things start getting much tougher as you have to face different types of Hordlings that pose different problems to the ones before them. You need to find ways to make money to finance your defences. You can make money by growing crops, harvesting trees, raising cows, and picking up the gold that the Hordlings leave behind once you've killed them.

The Horde is a nice blend of strategy and action rolled into one, with FMV scenes sprinkled on top. However, it doesn't quite have the full punch that the fast action games have, and it doesn't have the same depth that a lot of the hardcore strategy games do. It'd be best for the gamer who is into one of the two genres, and wants to dabble in the other.

DAN TOOSE



Mystaria - The Realms of Lore

Saturn

AVAILABLE: NOW
 CATEGORY: STRATEGY/RPG
 PLAYERS: ONE
 PRICE: \$89.95
 PUBLISHER: MICRO CABIN CORP
 RATING: G



The RPG thing became really huge on the 16 bit machines. You know the games; those ones with cute little warriors with big heads, etc. So it's no big surprise to see them appearing on the 32 bit machines now. We're not really sure though whether we can call this game an RPG or not, mainly because it is really a turn based wargame rather than an actual adventure.

An Eastern War-Mage known as Bane has managed to abduct the Queen of the peace-loving realm of Queensland (most amusing). You play the Prince of Queensland, the bold young hero who must rally together some allies and rise up against the tyrannical Bane. This would be fine and dandy if you got to do cool things like negotiate with people to get them to join your party, or choose which enemy installation you are going to attack, or whatever. Unfortunately Mystaria is really just a long series of fantasy wargame battles that are all linked together with a common plot. That doesn't make it a bad game of course, it just makes it a wargame.

The only real difference visually between Mystaria and all the old 16 bit RPGs is the new 3D polygon approach. There's cool features like the ability to switch between a first person view, an above view, and a slightly angled view. There are cool little animated sequences for all the attacks, which look nice.

What is cool about Mystaria is the character building system. As you use various techniques over and over, your characters discover new, more powerful ones. At the start of the game you can just attack, defend and cast a simple spell. By the end of the game you'll be slaying multiple opponents with a single swipe of your sword, or nuking small armies with but one incantation. Realistically, your characters teach one another their new found skills (as long as they are capable of performing them), so you don't have to rely on one super character to do everything.

In short, if you like turn based fantasy wargames.. you'll like Mystaria. If you're after a true RPG for the Saturn... keep waiting.

DAN TOOSE



Doom

3DO

AVAILABLE: NOW
 CATEGORY: DOOM
 PLAYERS: ONE
 PUBLISHER: ART DATA/ID
 PRICE: N/A
 RATING: M15+



When it comes to being disappointed, 3DO owners are old hands at it. Recently though, things have been looking up. PO'ed, Space Hulk, Captain Quazar, Deathkeep, Star Fighter and Shockwave 2 (amongst others), have proved the system's worth and given thrill-starved 3DOers something to smile about. Unfortunately, this conversion of id's classic goes against the tide, as it basically looks the same as the 32X version and doesn't even run that much more smoothly. The resolution is fairly low (contradicting Art Data's pre-release claims) and the jerky frame rate gave me a headache. Add to this the pathetic graphics window (on a 48cm telly it's smaller than a piece of A4 paper and is surrounded by a muddy brown border), and the lack of a save game option and you have a very disappointing release indeed.

But all is not lost, for Doom is the original splatterpunk masterpiece that defined a whole genre of games and even its less than startling debut on this format can't hide Doom's intrinsic entertainment value. What is annoying is all the hype and hoo-hah that has been surrounding this release. "It's gonna have new levels, F.M.V. and the best graphics ever for Doom", crowed Art Data for the 12 months that this game has been on release sheets. In the end they had to drop all the exciting new stuff and compress the hell out of the basic game so that it could run at a reasonable pace and not look even more miserable than it already does. You can improve the frame rate and stop the annoying slowdown by decreasing the screen size but your eyes can only take so much of this, and it seems slightly insulting when games such as Deathkeep, Space Hulk and PO'ed run so smoothly and look so cool.

If you'd never played Doom on a decent PC or the PlayStation you would still find the 3DO version to be a pretty stellar game but ultimately it's a bit cheeky to ask people to shell out around hundred bucks for an inferior version of a game that's getting pretty old. Art Data reckon they'll have Doom II out for the 3DO system real soon but this time I ain't holding my breath.

Buy Doom 3DO only if you really have to have it, otherwise avoid like a plague of daemons.

RUSSELL HOPKINSON



Fantasy General Big Red Racing

PC CD ROM PC CD ROM

AVAILABLE: NOW AVAILABLE: NOW
 CATEGORY: STRATEGY CATEGORY: RACING
 PLAYERS: 1-2 PLAYERS: 1-6
 PUBLISHER: SSI/MINDSCAPE PUBLISHER: DOMARK
 PRICE: \$49.95 PRICE: TBA
 RATING: GS+ RATING: G

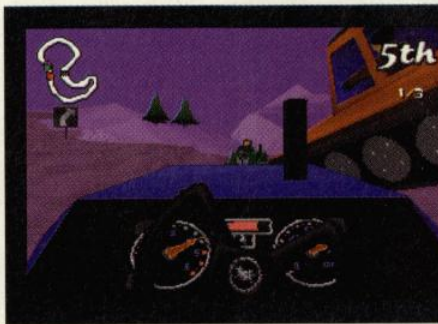
I'm scared of wargames. Maximum unit grades, melee attack values, spotting ranges, and zones of control are liable to send chills along my spine. Hexagons feature prominently in some of my most terrifying nightmares. And I'd rather gouge out my eyeballs with a spoon than spend any time in the company of a Tactical Troop Deployment Terrain Map Screen. So, you'll understand my wariness at having to play the latest strategy extravaganza from Panzer General creators and wargaming's Dark Overlords, SSI. And yet now, a couple of days later, I realise that all my fears and concerns are completely unfounded. Fantasy General is a surprisingly easy game to play. So easy, in fact, that it is barely necessary to read the manual beforehand - you can jump straight into a battle and pretty much work out what to do through a little experimentation. Basically, you need to buy yourself an army first, choosing from a great range of troop types (fantasy ones like dragons and giant birds). During each battle you can recruit extras and,



afterwards, you'll be able to upgrade as well. The aim of each battle is to capture a castle or town or simply drive the enemy back. There's normally a turn limit too, although, I didn't like its apparent artificiality - especially when you've got your opponent on the ropes, you reach the end of your allotted turns, and you get abruptly dumped back to the starting screen, Game Over - hmph! The screen is well laid out, with each command icon sensibly accompanied by a text description so there's no confusion. Graphically, Fantasy General is quite presentable, though it could do with some more animation. You can switch off the hex grid, thankfully. The music is rather wonderful. However, I think that the all-round accessibility of Fantasy General doesn't do it many favours. Sure, it makes it simpler to get into for lazy people like me, but people like me just aren't going to buy this sort of thing (because it quickly becomes boring). Veteran wargamers will probably find it all a bit too basic, and so won't get much out of it either. Fantasy General falls like a piece of toilet paper after a particularly strenuous bowel movement....between two stools.

VISUALS 65
 SOUND 90
 GAMEPLAY 76
 LONGTERM 70
 OVERALL 70

DAVID WILDGOOSE



There's nothing that stirs my emotions more than a great quality racing game. Stunt Car Racer, Grand Prix 1&2, Super Mario Kart, Wipeout and Micro Machines, for example, are some of my very favourite games ever. At their finest, nothing can touch a racing game for pure, compulsive gameplay thrills (with the possible exception of the FIFA and Sensible soccer games - I still can't decide which is better). Big Red Racing, sadly, doesn't come close.

Tragically, Domark have created a racing game that has everything bar the single most important thing of all - a genuine racing feel. Everything? Sure. Lots of things to race in - cars, boats, helicopters, snowmobiles, etc, like in Micro Machines. Lots of wildly different tracks to race on - the usual types of terrain, plus innumerable hills, sharp corners, cross-overs and scary jumps. Lots of eye-catching graphical delights - all the colours of the rainbow and more besides. Lots of engaging commentary, enthusiastic effects and indulgent speech bites. A well-designed tournament mode, network play, and split-screen options. All in all, real charisma.

Ultimately, however, you end up thinking that, while it all looks as if it should be hugely entertaining, you're not really having anything like that much fun. No genuine racing feel? Yep, that's the root of the entire problem. While playing a racing game, you must feel like you're really racing the other drivers. This means that they have to be competitive, for a start. In BRR, they are not. They should also seem to want to win the race at all costs. In BRR, they do not. They have to respond to your presence. In BRR, they don't even respond to you repeatedly slamming into their side. It really is a hopeless state of affairs. Presumably it does improve during network play, but since very few of you (including me) would ever get the chance, I didn't bother testing it out.

Big Red Racing isn't crap, it's just mediocre. Well-intentioned, but poorly done.

VISUALS 85
 SOUND 80
 GAMEPLAY 60
 LONGTERM 45
 OVERALL 65

DAVID WILDGOOSE

Mortal Coil

PC CD ROM

AVAILABLE: NOW
 CATEGORY: ACTION
 PLAYERS: ONE
 PUBLISHER: VIC TOKAI
 PRICE: TBA
 RATING: M15+



No, this one is not a sad spin off for Kano and the lads. Mortal Coil is in fact a rather interesting 3D blaster, with strategy elements thrown in for good measure. Your main task in the game is to take charge of a squad of 'Coil' commandos, and massage a few alien butts with your spiky heeled boots.

Coil is a game far more indebted to Space Hulk than Doom, as you lead a team of 4 commandos and your objective is to stalk, trap, and exterminate your foes by triangulation and ambush. Simply wading into the fray all guns blazing will yield far from the best results, as you often have to negotiate a series of tricky architectural obstacles, which render a solo approach totally useless.

The game runs in 4 basic modes (apart from the briefing scenes). You have the traditional head-on blasting mode (with a couple of viewing and squad formation options), a top down map perspective, and the most interesting of all, a 4 player "quadrant view" mode that gives you the ability to watch all of your team in action. Quadmode is a bit of a bummer from a graphic perspective as understandably things pixellate a tad, but the good thing about this approach is you can leap right into any of your team's bodies at any stage, "be" them and get the party out of a nasty spot of bother. This makes for interesting play dynamics, but it can also get annoying when one of your party has stupidly stepped in some doo doo and you have to keep on bailing them out. This is something they will frequently let you know about as you are regularly bombarded by a cacophonous ruckus of intercom chatter (also shades of Space Hulk here), which really adds quite nicely to the atmosphere.

Coil gives you a variety of destructive toys to play with, and the mission structures are reasonably varied. In fact there is little I can say to fault this game except the control system IS a challenge at first (Doomaholics be prepared, as you have to THINK in Coil). The graphics are also too pixilated when you get up close and personal with your targets (which you often need to do). So, just in case you are short of a 3D blasting experience (something I doubt), give Coil a go as it is at least prepared to be original. Oh, and there's a bit of flesh in the intro if you feel like being a voyeur.

VISUALS 72
 SOUND 88
 GAMEPLAY 80
 LONGTERM 80
 OVERALL 80

STEVE POLAK

Abuse

PC CD ROM

AVAILABLE: NOW
 CATEGORY: PLATFORM
 PLAYERS: 1 - 8 (NETWORK)
 PUBLISHER: CRACK DOT COM / E.A.
 PRICE: \$69.95
 RATING: M15+

Abuse anyone? Go on, what's a poke in the groin with a cattle prod between friends? Not interested? Well how about this new PC platformer then - it's obviously not as much fun as a bit of Direct Current to the nether regions but dang, it comes close! PCs haven't exactly been fertile ground for good platform games over the years so if you're bored with over-dressed pop-up book adventures and pedantic flight sims then a bit of Abuse might be just the ticket.

Nothing really surprising here; you run around pulling switches, pushing buttons, picking up guns & ammo, and, of course, shooting everything that moves. There's a story about having to stop some mutants from escaping into the world outside but it's just a superfluous appendage that doesn't need consideration here! The control mechanism is different from any other platform game I have played, allowing you to move your character with the keyboard while targeting your weapons with the mouse. This allows great manoeuvrability in that you can run, jump, fall or whatever while still keeping those



crosshairs aimed right at your enemy's brain box.

There are seven different gun types. These include a Napalm gun and various groovy energy weapons, because the programmers know how much we love variety when dealing death. Your enemies look very similar to a certain breed of ALIEN and have unsightly humps on their backs which can contain any one of the different types of weapons. My biggest whinge about Abuse is that there just isn't enough variety of opponents to keep the game interesting for a long period of time. You get a couple of robots to kick as well but that's it - three or four different enemies in the whole game!

This can be remedied if you have access to a network though and it's here that Abuse comes into its own. Up to eight players can go ballistic on each other, either in the game levels that come included or in custom levels you design using Abuse's extensive level editor. Unfortunately network play doesn't mean modem play. The editor is one of the best features of the game and Crack Dot Com have given an open invitation to Abuse players to send in their own levels to be included in a later release. If you're familiar with the LISP language you can even create your own graphics or even a whole new game using Abuse's engine!

GEORGE SOROPOS

VISUALS 78
 SOUND 83
 GAMEPLAY 79
 LONGTERM 85
 OVERALL 79

Conquest of the New World

PC CD ROM

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-6
 PUBLISHER: INTERPLAY
 PRICE: \$99.95
 RATING: G



Strategy freaks generally regard Civilization, and its new sequel, as the ultimate strategy game. And so it is that to Civilization which Conquest of the New World will inevitably be compared. I've never been particularly impressed by Civ, but I can understand its appeal, in an anal kind of way. The same goes for CNW. It's quite well-designed, but like Civ it seems to promise far more than it delivers.

You may have been playing for several hours, built up a few towns, vanquished a couple of irritating native villages, discovered several rivers, and possibly the odd mountain too, but all the time there's this nagging doubt lurking in the back of your mind. You think to yourself, "Hmm, I'm not really doing much here. I'm supposed to be exploring this strange, harsh new land, challenging new frontiers, waging great wars for King and Country, boldly going where no one has...No, that's Star Trek, but never mind. I thought I was leading a brave, adventurous expedition into dangerous, uncharted territory. So why is everything so mechanical, so dull, so tedious, so much number-juggling? Why are most of the genuinely interesting aspects (trade routes, negotiating treaties, espionage missions, etc) all done via a series of very boring menus? Why do I feel like an accountant fiddling with a basic paint program?"

But, hey, that's just my opinion. For those who like this sort of thing, CNW does it quite well. It introduces a few original ideas - like having all the towns and cities totally integrated into the terrain rather than occupying a single square on the map, detailed combat sequences in which you have complete control over all your troops, the unique click-and-drag movement system, or the SimCity style town planning (with added amusingly cute graphical touches).

I suspect that many Civ-loving people will dismiss CNW for not being exactly like Civ - you fools. The more open-minded strategy buffs among you will be more than satisfied with this. But please, give me Warcraft 2 or C&C any day.

DAVID WILDGOOSE

VISUALS 84
 SOUND 55
 GAMEPLAY 76
 LONGTERM 82
 OVERALL 79

Rayman

PC CD ROM

AVAILABLE: NOW
 CATEGORY: PLATFORM
 PLAYERS: ONE
 PUBLISHER: UBI SOFT
 PRICE: \$89.95
 RATING: G



For years now, the received wisdom has been that the PC can't handle platform games. No doubt some of you see this as a blessing, in that you haven't had to put up with seemingly endless stream of mediocre platformers that Mega Drive and SNES owners have. But, if you're like me and are fairly open-minded about different gaming styles, this situation will have been a constant source of disappointment. Until now, that is.

I can't comment on any technical reasons as to why the PC has not had its share of platform games, because I haven't a clue. What I do know however, is that they are here. Right now we've got Earthworm Jim, Abuse and Rayman and with Heart of Darkness and even Sonic still to come, PC platformers are finally starting to appear in numbers. And the best news is that Rayman, in particular, is great.

Rayman is a conversion of the PlayStation game of the same name, which I reviewed a few issues back and found it to be a flawed, but still highly entertaining game. And nothing much has changed here for the PC version. It remains a quite astonishingly beautiful game with an limitless supply of charisma. Rayman himself is a bit of a lovable character, and the number of cute touches (mushrooms playing leap-frog in the background as you walk past, for example) is almost illegal. The structure of the levels is good, allowing you to choose which way to go and even backtrack to find secret bits or pick up extra lives, like in Super Mario World. It's not completely linear, you see. There's still the irritating flaws, the regenerating baddies will drive you closer to insanity with every play, but you'll be having enough fun to more than compensate for this.

Rayman is a delightful game; visually gorgeous, surprisingly inventive and with a fresh sense of humour. I'm really starting to love it.

DAVID WILDGOOSE

VISUALS 92
 SOUND 80
 GAMEPLAY 85
 LONGTERM 89
 OVERALL 86

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cheat mode



Tekken II PlayStation

If you're lucky enough to own the game, you'll be dying to know how to get the most out of it by being able to use all of the bosses and all of the extra functions.

USING BOSSES

There's actually no cheating involved to be able to use the bosses, but so you'll know how to be able to use them, here's a guide.

• To use any of the ten sub-bosses, simply play through the game with one of the main characters. After you've beaten Devil, you will now have access to the sub boss you defeated.

• To use **Kazuya**, you must gain access to ALL of the sub-bosses, then finish the game with one of them.

• To use **Devil**, finish the game as Kazuya.

• To use **Angel**, just select Devil and use the kick buttons to choose the Angel appearance.

• To use **Roger or Alex**, firstly you must have access

to every other character in game. Secondly, you must start a game in Arcade Mode, and in the 3rd match, you must win the final round with your health at around 5%. If you've done it right, you'll hear GREAT! Then the next match you fight will be against Roger or Alex, depending on your choice of clothing. Defeat whichever one you have to face, and then you'll be able to select both next time you start!

SPECIAL APPEARANCES

You'll discover that you can choose different outfits simply by pressing either kick or punch to select your character, but there's a few more things you can do...

BIG HEAD MODE 1

- Hold down **SELECT** while you are choosing your character, and keep it held down till you start the match. Viola! Instant fat head! This actually affects your height and reach slightly, so try some of those long range moves now.

- Simply hold down **SELECT** after winning a match in Big Head Mode 1, and keep it held till your next bout. Now you'll look truly ridiculous!

KAZUYA'S PURPLE SUIT

- Once you've got access to ALL the characters (including Roger and Alex), select Kazuya and press **START** instead of kick or punch to get his spiffy purple suit.

WIRE FRAME MODE

This really turns Tekken II into a whole new game. Once you've got ALL the characters, you can enter wire frame mode by playing an Arcade Mode game, and holding down **L1** and **L2** while you choose your character. Now you'll be playing the game in a 1st person perspective, your moves are all still the same, you just have to remember which direction is front and back.

These cheats came from RukesKewl@aol.com (thank you kindly) and they all work 100%.

Alien Trilogy Playstation

CHEAT MENU

To activate the Cheat Menu go to passwords and put in:
IGOTPINKACIDBOOTSON
There is now a selectable cheats menu which you can make yourself invincible, max weapons, level select, put it into pal mode and more!

Toy Story Mega Drive

At The Tittle Screen Press
A,B,Right,A,C,A,Down,A,B,Right,A

Lemmings 3-D Playstation

LEVEL

- 55 - LINDWORM
- 56 - CURLICUE
- 57 - HANEPOOR
- 58 - IDEMQUOD
- 59 - BLANDISH
- 60 - MALAGASY
- 61 - CHORIAMB
- 62 - GARGANEY
- 63 - KAOLIANG
- 64 - MAROCAIN
- 65 - OBTEMPEP
- 66 - TASTEVIN
- 67 - VELLOZIA
- 68 - BORACHIO
- 69 - JACKAROO
- 70 - COOLAMON

MechWarrior 2 PC

Here are all the cheat codes for the expansion missions:
Clark - X-ray vision
Kent - Invincibility
Dorcs - View the MW2 Programmer descriptions
Kaboom - Destroy all Mechs
Palex - destroy targeted mech
Tik - turn on collision bounding spheres
Speedygonzaes - Enable time compression key
Putz - End mission successfully

Jammit 3DO

PASSWORDS
2 Hot - **RBNSN**
Poison - **PKRNR**
Frenzy - **NHYDN**
In 2 It - **FRBCN**
Sweat - **NCHLS**
Slams Only - **LWRHDS**
Cutthroat - **TWSPKN**
Boss - **SKNNR**



John Madden Football 3DO

Press P to pause the game, then enter one of the following codes while playing defense:

LARGE REFEREE CODE
Right, Down, Left, Up, Right, Down A whistle will sound to confirm the code.

SMALL REFEREE CODE
Left, Down, Right, Up, Left, Down, Right
A whistle will sound to confirm the code.

LARGE PLAYERS CODE
Right, Left, A, B, A, P
The crowd will cheer to confirm the code.

SMALL PLAYERS CODE
X, X, X, X, X The crowd will cheer to confirm the code.

SEE COMPUTER'S PLAYS
B, LS, A, B A grunt will confirm the code.

RESET TO NORMAL PLAY
B, A, B, A, X, B, A, X
A gunshot will confirm the code.

Return Fire 3DO

DEBUG CODE
Enter the password "**WOLF**", and press **RS + LS + P** during the game. The debug mode allows playing and changing the pitch of all the sounds, displaying the actual frame

rate of the game, based on CPU activity, making the flag appear in the first building that is destroyed.

INVINCIBILITY CODE
This code works in one and two player modes and must be done separately for each vehicle. Choose a vehicle from the vehicle select screen. Press **C** to display the fuel/ammunition screen. Press and hold **RS + LS + B + C**. Press and release **X** to bring up the exit menu. While the "Do Not Exit" icon is highlighted and all the buttons except C are pressed, press **Down + A**. A "double" vehicle select sound will confirm the code.

UNLIMITED VEHICLE CODE:
This code must be done

separately for each vehicle and must be repeated if a new map is started. Choose a vehicle from the vehicle select screen. Press C to display the fuel/ammunition screen. Press and hold **LS+RS+A+C**. While the buttons are held, press Down. A sound will confirm code entry. Press Right. Three light blue shadows of the selected vehicle will appear.

PASSWORDS
One Player Two Player
TNOD POTS
YALP SRAW
HTIW TAHT
LAER LLIK
SNUG EVAS
TSUJ HCAE
SIHT EFIL
EMAG MROF

Roadshow Interactive
1902 962 000

Calls charged at a rate of \$1.00 per min. A higher rate applies from public and mobile phones.

Galactic Attack

Saturn

FOR 8 CREDITS

At title screen, press **left+C+R+L** and Start (use your nose)

Spawn

SNES

LEVEL PASSWORDS:

STAGE 3: **4H253DGF**

STAGE 4: **4CC138CF**

STAGE 5: **OC4F458H**

STAGE 6: **D31551FG**

STAGE 7: **09BF596F**

STAGE 8: **DB8D9B4H**

Off-World Interceptor

3Do

MONEY CODE

Enter the Options menu, highlight any selection (such as Music), and press **A, B, C** six times, then **LS**. The sound of a power wrench will confirm correct entry of the code. The game will start with the maximum amount of money.

Wing Commander 4

PC CD ROM

DESTROY TARGETS

To invoke cheat mode, start the game by typing **wc4 -chicken** at the command prompt. Press **Ctrl+w** to destroy locked target. Press **Ctrl+Alt+w** to destroy all targets in radar range.

OTHER STUFF

Start game by **WC4 -chicken -m 1** plays the intro again
Start game by **WC4 -chicken -m 5** plays the mission with Maniac
Start game by **WC4 -chicken -m 5 #** (where # is the mission you want to play)
It's important to have the CD that contains the mission you want to play in your CD-ROM Drive before you start or it won't work.

CD1 contains missions:

1,2,3,4,5,6

CD2 contains missions:

7,8,9,10,11,12,13

CD3 contains missions:

14,15,16,17,18

CD4 contains missions:

19,20,21,22,23

CD5 contains missions:

24,25,26,27,28,29,30,31,32,33,34,35,36,37

CD6 contains missions:

38,40,41,42,43,44,45,46,47

(there is no mission 39)

X-MEN

Saturn

PLAY AS AKUMA

start a two player versus mode. Go to spiral wait 2 sec. then go to silver Sam, -"psyloke-" colosus-"ice man-" colosus-"cyclops-" wolverene-"omega red-" silver sam. Wait one sec and press **weak kick+fierce kick+fierce punch**. Once you have put it in once, just press the **L** and **R** buttons to go to the quick sheet and go to "Gouki". Gouki is Akuma. Repeat to play as him again.

SCREEN WIDTH

To enable the hidden screen width select option, go to the options screen, hold **left and right shoulder buttons** while repeatedly pressing **up** and **down** on the joypad until you see the option become available at the bottom of the screen.

FIFA '96

Playstation

To get the crowd to cheering the name of your team pause the game and press **X X X T T T S O select**. Also to 'inflate' your goalie to the size of the goal pause the game highlight but do not select Options and press **x o x o t t t t t o o o x**.

Separation Anxiety

SNES

Have you beaten the game straight through? Do you think the challenge is gone? Then try this code: **MRRYPN**. This code gives even a seasoned veteran like me a challenge.

Total NBA '96

Playstation

At exhibition screen press **R1, L1, R1, L1, R2, L2, R2, L2**. Allows All-Star teams

Worms!

PC CD ROM

When you type **BAABAA**, you get unlimited banana bombs and sheep. Also, if you use the ninja rope, you will be able to swing all the way around a chunk of land.

Playstation

on the weapons screen press **square and x** 8 to 10 times and you will have access to banana bombs, minigun and sheep.



Electronic Arts
1902 261 600

Calls charged at a rate of .95c per min. A higher rate applies from public and mobile phones.





Resident Evil

Playstation

WEAPONS SELECT
when the title screen pops up put in this code: **triangle, square, square, x, triangle.** if the code worked you'll hear a scream to tell you that you've done it right then when you start playing press **start** then **x, x, x, triangle** then press start and you will have all the guns including a secret flamethrower gun

Street Fighter Zero

Playstation

These cheats are done on player 1 side.
TO GET DAN
Hold L2, go to the question mark. Wait for a second. Whilst holding L2, press **triangle, square, x, and circle.** This gives you a pink Dan. To get a green Dan press **triangle, circle, x, and square.**
TO GET BISON
Hold L2, go to the question

mark. Wait for a second. Whilst holding L2, press **left, left, down, down, left, down, down.** Then press **square + triangle for red or x + circle for black.**

TO GET ME
Hold L2, go to the question mark. Wait for a second. Whilst holding L2, press **left, left, left, down, down, down.** Then press **square + triangle for black or x + circle for brown.** To do these cheats from player 2 side, substitute left with right.

Secret of Evermore

SNES

Here are some game genie tips:
5DC5-CD7E - Walk through walls
358D-C759 - Greyhound builds up level after every kill
678D-C759 - Dog levels up after every battle
6DAD-C759 - Dog levels up after every battle (this code allows you to exceed level 77 but not the above)
6D8D-6759
- Hero gains more experience

DE81-C759 - Boy gains levels once every kill. just have to save and reset it to gain another level

X-Men

Playstation

On the one player side highlight spiral for 3 secs then all of the following for 1 second Silver Samurai psylocke, colossus, iceman colossus cyclops, wolverine, omega red, and finally silver samurai again for three secs then press **weak kick, strong kick, and strong punch** at the same time and enjoy using Akuma

Sega

1902 555 444

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Earthworm

Jim 2

SNES

Press start then enter codes:

Homing gun -

x,x,x,x,a,a,b,select

Bubble gun -

x,x,x,x,a,b,a,select

Mega gun -

x,x,x,x,a,a,a,select

3 shot gun -

x,x,x,x,a,a,x,select

Instant ammo -

select,x,x,x,x,x,x,select

1 up -

left,select,right,select,left

,select,right,select

Stage skip -

select,x,a,a,x,b,select

Map view -

select,select,select,select,

select,select,select,b

Config. screen -

select,left,right,a,x,x,left,

right

STAGES

Lorenzens soil -

a,x,left,right,x,left,right,

left

Villi people -

a,b,x,a,b,x,left,right

The flying king -

a,b,x,left,right,left,a,b

Level ate -

x,x,down,down,a,left,

right,left

See Jim run -

a,b,x,left,left,left,left,right

Primal Rage

3DO

HIDDEN VOLLEYBALL GAME

This is available only in two player mode. When in the Cove (Sauron's stage), either player must perform a combo by completing two quick attacks in succession. Two humans will appear and bow. The player closest to the human must knock the human into the air. The other player must hit the human back toward his opponent before it hits the ground. The first player should continue to hit the human back to his opponent. After a while, a net and judge will appear, allowing volleyball to be played with humans.

HIDDEN BOWLING GAME

This is available only in two player mode, on any stage. Both players must play as Armadon and perform the Spinning Death (1 + 3, **Away, Toward, Down**) move simultaneously three times in a row. If done correctly, both players and their worshippers will walk off screen for a bowling game. Humans are used as pins, and the players bowl themselves by using the Spinning Death move.

SKYDIVING COWS

This is available only in two

player mode. When in the Ruins (Chaos' stage), one player must be playing as Chaos in a Sudden Death round. Allow the match timer run down to about two to three seconds. At the this point, the player using Chaos must perform the Fart of Fury move (2 + 3, **Toward, Up, Away**) so that the cloud remains in the air after time expires. If done correctly, the falling meteors will turn into falling cows.

Screamer

PC CD-ROM

type "**UPDOWN**" to flip course upside down
type "**MIRRO**" to play courses backwards
type "**ABURN**" to turn all cars into bullet cars
type "**TAZOR**" to make bullet car accessible

Shellshock

Playstation

Load Shellshock and wait until the screen with (c) Core design on it, then hit **Up, down, left, right, down, down, right, right** then press **triangle**! You will be taken to the test menus... you can play with max fire power, any level, view all FMV, and see credits!

Redzone

Mega Drive

at the title screen go to password and type **baabaacbaa**. you will now be invinsible and you will start on mission 3.

Mad Dog McCree

3DO

QUICK CONTINUE CHEAT

If your character gets shot, quickly press **P** before the Mortician shows up. Choose "Continue" and the game will resume from where the enemy began to shoot, rather than the beginning of that scene.

Mad Dog 2: The Lost Gold

3DO

GETTING TO THE TREASURE

When the prospector says that "the treasure is right in front of you", look for a white skull and shoot it. It is placed at random on the scenery. It will trigger the dynamite and blow up all opponents.

Mighty Morphin Power Rangers the Movie

SNES

On the starting credits before the title, press **START, A, A, DOWN, UP, START**.

If you do it right, on the second level you will turn into a Puddy. This only works once you get to level 2, and you must be that white guy. What's his name?

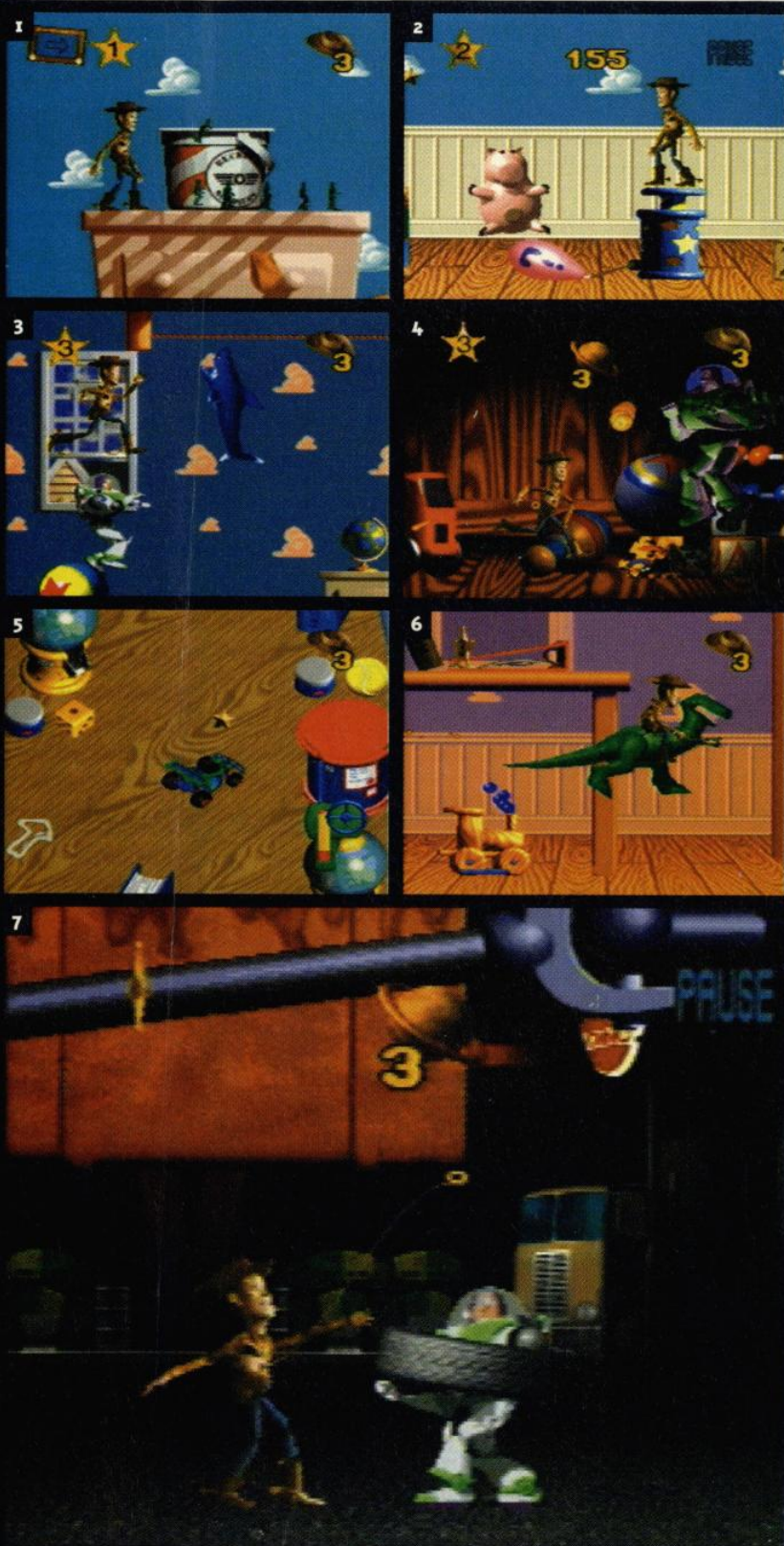


Playstation Powerline
1902 262 662

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Toy Story



STAGE 1

Part 1: The first level is in Andy's bedroom, the objective being to release the soldiers from their bucket [1] (just whip the lid) and then knock a walkie-talkie down to them (whip it). Then hot-foot it to the other talkie to complete the level. This is very basic — just jump over things, whip toys to tie them up and use the balls to jump high. You should have no problem here.

Part 2: On this level, it's up to you to get all the toys hidden before the timer runs out. Rex, Hamm and the Robot can all be launched into the toybox by jumping on the pump when one of them passes over the deflated balloon [2]. You get them free by whipping down the blocks on either side of them. Once you've done this, clear a path for the other toys to make it under the bed. Don't forget to jump onto the bed yourself or you'll be caught!

Part 3: OK, this one's an obstacle course [3], so you'll have to be handy with the old lasso-swing. A good way to make it past multiple hooks, is just to hold down the whip button and Woody automatically will cast the lasso to the next hook. Timing is the key... don't rush yourself, simply anticipate the moving objects. You can't beat Buzz, so don't worry about it.

Part 4: This Buzz Boss is fairly simple. First, quickly whip away the things orbiting Buzz and then keep your distance... [4] he always announces when he's about to fire a laser so just wait and avoid it. You have to whip him in the chest area a few times to beat him.

STAGE 2

Part 1: This is a micro-machines-ish section [5] where you pilot the little racer about, knocking Buzz into the air and collecting the batteries. A simple push in the direction of a corner is enough to change course... struggling with the control pad just sends you out of control. It's a set path though, so don't worry about going the wrong way. Ride the accelerator on corners.

Part 2: Another "obstacle" level... all the toys are dangerous to you now, so just get your timing right... and you'll be clear. Free Rex by whipping away the toy blocks in front of him. When he reaches the end... you've cleared the level. To get onto some buckets, you have to climb the bookshelves and jump from the very top. There are lots of stars up there anyhow.

Part 3: OK, this level can be tricky [6]. Stay to the left to give you time to jump over oncoming objects... however, you sometimes have to inch forward because things can come from behind you. Move the controller in the air to land where you want. When you hear R.C.'s tyres screech you'll know to be ready to jump out of its way... the soldiers also yell "Move" just before they land. If you want, you can use the Pause button trick I explain in the last level.

Part 4: It's another Buzz Boss. The trick is to whip the tyre, then whip it again when it's in the air (to give it an extra boost) and get it to land on Buzz... [7] as this tires him out (ha ha). When he says "To infinity and beyond!", you can avoid him by running from one end of the screen to the other and judging whether to run back the other way under him, or to duck. When he says "Watch Out" just jump over him.

STAGE 3

Part 1: This one's easy... just inch along until you're almost under the junk food, and it will fall down in front of you... jump over the cans coming out of the drink machines, and when you hear the swish of a paper aeroplane, just stop and lower the cup to hide your legs [8] - this stops you from being stepped on. Take your time, but don't let Buzz bump into you from behind!

Part 2: You'll have to have some well timed jumps here, as the platforms move from under you. Whip the glass tubes but wait till the coins have dropped before running past. Try and stand underneath the exploding fuses to avoid their "spray", or get close to set them off and then jump a distance. There's an extra Woody up through a secret passage here [9]. Timing is the key with the propellers [10].

Part 3: In this Doomy level, you just have to pick up the Aliens one by one and return them to the chute [11]. You can tell the doorways because they have a sort of "X" on them. At the end of one corridor, wait for the moving wall to go left and then run behind it to get to the last Alien.

Part 4: The timing in this is essential. At first just duck from the Claw's low sweeps, however, as soon as it grabs Buzz, you'll have to be standing a little over to the right of him, and double-whip (once for air, twice for distance) the squeeze-toys into the Claw [12]. This knocks Buzz back down and the Claw has to use another coin. On the first run, you get the claw to drop him over on the far left, which gives you more time for the next four attempts. You may have to knock the claw with two Aliens in some cases.

STAGE 4

Part 1: This workbench is a bit annoying [13] if only for the lasso-tricks you'll have to do to catch the hooks. At the end of the chains, you have to whip a hook to stay alive. Avoid darts by spotting their tips at the top of the screen. Remember you can whip the spiders, it's all timing with the firecrackers, and when you get a hot head [14] you can only run left and right, so beware of spiky yo-yos (the Pause button works well here).

Part 2: Here you can use Buzz's karate-chop [15] to keep the mutant-toys out of your reach at the end of the level. To swing up to higher hooks, you have to let go when you reach the full-length of one swing, and then whip back towards the hooks to gain a hold that little bit higher. Again, you have to scale the shelves to reach hooks. The Lasso-ing is the most important skill here [16].

Part 3: OK, you'll have to use the same skills here that you used in the earlier Rex-riding level. Listen out for warning noises, they indicate when it's time to dodge. When Scud attacks [17], you'll have to move to the right to avoid him.

STAGE 5

Part 1: This is another "Micro Machines" level. Just make sure you get to those batteries... [18] and use the stars as a guide for which turn to take. If you go TOO fast you end up losing control and wasting energy. Just concentrate on picking up the batteries.

Part 2: This is the final level. Although it's a bit tricky - flying up and down to dodge on-coming objects at such a speed [19] - a good way to cheat is by continuously tapping the pause button to give you a "slow motion" effect. This lets you adjust your altitude in time to avoid objects. When you reach the big truck... fly right up to the top [20] to get past... next, when it speeds up behind you, move to the very bottom right corner [21] and you'll fit in a neat gap between road and tyres... next, you'll fly over Andy's Mum's car and it's GAME OVER. Now watch the absolutely crap ending [22].



HYPER



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HYPER Letters
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E-mail:
freakscene@next.com.au

Any avid Hyper reader will know how much
the Hyper crew love playing Doom in the
office... but we had to wait AGES to get Mac
Doom. Well now we've got

Mac Hexen

It's floating around out there on the Internet,
so all you Mac heads can go bonkers bananas
with this dreamy action game. It looks even
purtier than the PC version... E-gad!

UNI - FAST NET ACCESS

Dear HYPER,
Gods are always associated with the awesome. I mean that. Your reviews are spot on, if you take the scale down a bit. I take all your reviews seriously, and have found your opinion pretty close to mine on gameplay. But one of the best things I like about your Mag. is the cover design and posters.

Also for all those people who have slow Internet connection, I am hooked straight through, with a peak download rate of 300k per second. This was the biggest incentive to get into uni - FREE INTERNET STRAIGHT TO THE QUEENSLAND HUB. So all you little kids out there work your butt off, because this is the greatest past-time imaginable.

On to Questions:-

1. I was wondering if it is possible to obtain any more art by Matthew Hatton, and if so at what price and how?
2. Could you please update your web page a bit more frequently, at the moment I have it as a link on my page, and it is a bit sad that such a great mag is let down by an infrequently updated web.
3. Do you have any idea when

Magic the Gathering, or Star Control 3 might come out?
Quentarius Stanthorn,
Dragon of the Web

(MICHAEL WALTERS, STUDENT OF THE UNI)

1. Matt does quite a bit of work for Issue One comics so you should check out the latest Cyberswine and Zero Assassin for more of his excellent artwork. 2. We apologise that HYPER@CTIVE hasn't been updated for a while but we're just in the process of re-working it. It'll be booming soon, so just be patient. 3. Both of those games have been the subject of long delays, so they could appear at any time or it could be closer towards the end of the year.

STUCK ON PLAYSTATION

Dear HYPER,
I love your mag, but I need some help. I own a PlayStation and have for 6 months or so and I'm a bit stuck. Could you please help me by answering some questions?
1. I love racing games and RPGs but other than Ridge Racer and Arc the Lad, the PlayStation doesn't seem to have much of these. Do you think this will change?
2. I'm going to Japan for 6 months and am wondering if

you recommend selling my PlayStation to upgrade to a Nintendo 64 or waiting to see if Sony upgrade the PlayStation or even bring out a PlayStation 2?

3. I've already played Tekken 2 on the PlayStation and thought it was unreal, but do you know if Namco are going to make games for N64?

4. Changing the subject, I don't know a lot about PCs but I've seen a lot of ads in newspapers and shops that advertise 586's. I know 586 is Pentium but the prices seem to be too cheap to be true. Is there some copy that isn't Intel or something? If so, how reliable are they?

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

ANDREW SMITH

1. It certainly is changing. Need For Speed and WipeOut are both fantastic racing games for the PlayStation and Final Fantasy 7 is on its way 2. Sony are not likely to upgrade the PlayStation for quite a while but you've certainly got to wait so you can check out the Nintendo 64 and its games. If you're completely blown away, you can then sell your PlayStation. It's really up to you. 3. Not at this stage 4. Pentiums are getting cheaper and cheaper all the time. The 586 chips are not made by Intel, who are behind the Pentium. Instead, 3rd-party companies like AMD and Cyrix produce these CPU's and call them the 586 to imply they are Pentium equivalents. They aren't far behind the Pentium for power, but the bottom line is they're 2nd best.

NAKED HOOLA DANCING

Dear HYPER,
I am writing this in response to Steven Wrangell's primitively native letter (Issue 31). In Steven's letter he struggled to convince HYPER readers that not only is the 32X a console worthy of HYPER's valued mention but also implied taking up page space for a review on one of the "excreta" games being released on this system.

Presently the mentioned console is worthy of a Byte Size mention at the most, and quite frankly unless the Queen of England dances the Hoola naked and Sega transfers some of its dedicated attention away from the Saturn and towards the diminishing 32X then its status will continue that downward path.

Sega have realised their mistake and have moved on. I think it is also time for you Steven to bury

your beloved 32X in the past and find an unsuspecting religion to vent your unfounded anger at instead of HYPER and Sony. Your comments towards these two companies were distasteful and unfair to say the least. HYPER are not PSX-sucking slime bags, They merely review the latest, greatest programs on any console wether it be black (Sega) or white (PSX).

I would also like to give 3 hearty cheers of glee to Tony Holzner, Azz, Stu and Timbsy for their words of wisdom concerning the WWF fans of Weird Wanking Freaks as they are better known. Children, this is a games magazine so nobody want to hear about your sickly fantasies concerning fat men in tight undies bouncing on each other.

I apologise to HYPER for scaring their velvet page with this text but it had to be said.
JAX
It's good to know we've got Jax on our side!

DUKE 3D KICKS DOOM

Dear HYPER,
First of all I'd like to say that 'Vomitgod' of issue #31 is a fool that doesn't know what he's on about, and that Duke3D kicks Doom's arse without any argument. Now to the questions.

1. Hopefully GP2 will be out by the time you get this letter and so I would like to know which you preferred out of GP2 and IndyCarz and have they both got all the tracks they race on in real life?

2. Which do you think is better, Crusader - No Remorse or Syndicate Plus?

3. In issue #30 you interviewed Don Transth from EA and he said that CDs are cheaper to make and sell than cartridges, if that is true how come Mega Drive and SNES games are as dear as PC CD ROM games?

4. Can you buy a track pack for IndyCar Racing (1 and 2) and if so what's the name of it and what tracks do you get in it?

5. When will a fighting game like Toshinden come out on PC CD ROM.

Thanks for answering my questions.

CHRIS

Nelsons Plains NSW

1. We like MicroProse GP2 better but you get the real-life tracks for both games 2.

Crusader - No Remorse, but we haven't seen Syndicate 2 yet 3. The companies will say production costs and

we just have to believe them, although as you can press CDs for as little as a dollar, the price of CD ROM games seems remarkably high. 4. There were two track packs released for Indy 1. One was a paint kit to customise your car and the other was the Indianapolis circuit. Everything should have been all there in Indy 2. 5. Around about now.

NINTENDO 64 - WORTH THE WAIT?

Dear HYPER,
Great mag (there ya go, my suck up sentence). I am writing to voice my humble opinion. Before Christmas I sold my Super Nintendo and 17 games to a friend for \$500, thinking I would have more than enough to buy a Nintendo 64 in April. I was willing to go a few months away from the

gaming community. Then April came and it was announced that I may have to wait until September or possibly after Xmas '96. I am sorry but I am sick of waiting for this "super" console. Now that Sony have reduced the price of the PlayStation I am seriously considering buying one. I have heard that Sony are planning a PlayStation 2 for release in 1997, which in my opinion is far too soon to release it, an upgrade maybe (eg 32X) but not a whole new machine. Why should I spend \$600+ on a system then have to buy a new one 12 months down the track? I do not have the money or the need for more than one system and I am starting to regret my decision to get rid of old faithful. In conclusion I have a few questions;

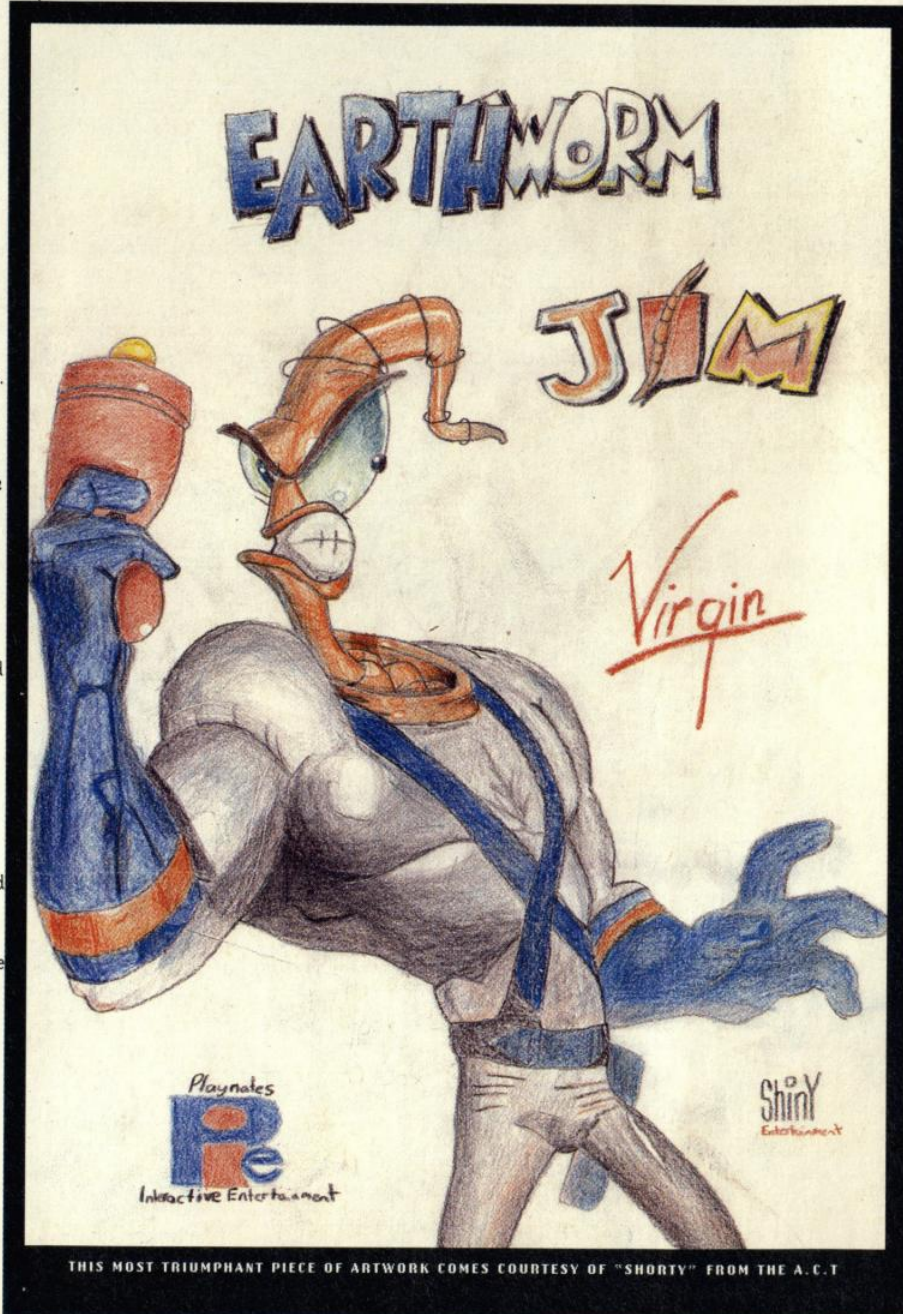
1. Is Marvel Superheroes coming to the PlayStation?
2. Are any puzzle games coming out on the PS (I miss Tetris & Dr Mario)?
3. Will any of the older fighting titles make their way to the PS (eg MK I or II, SSFIIT)?

Thank you for your time.

KARL ARCHIBALD

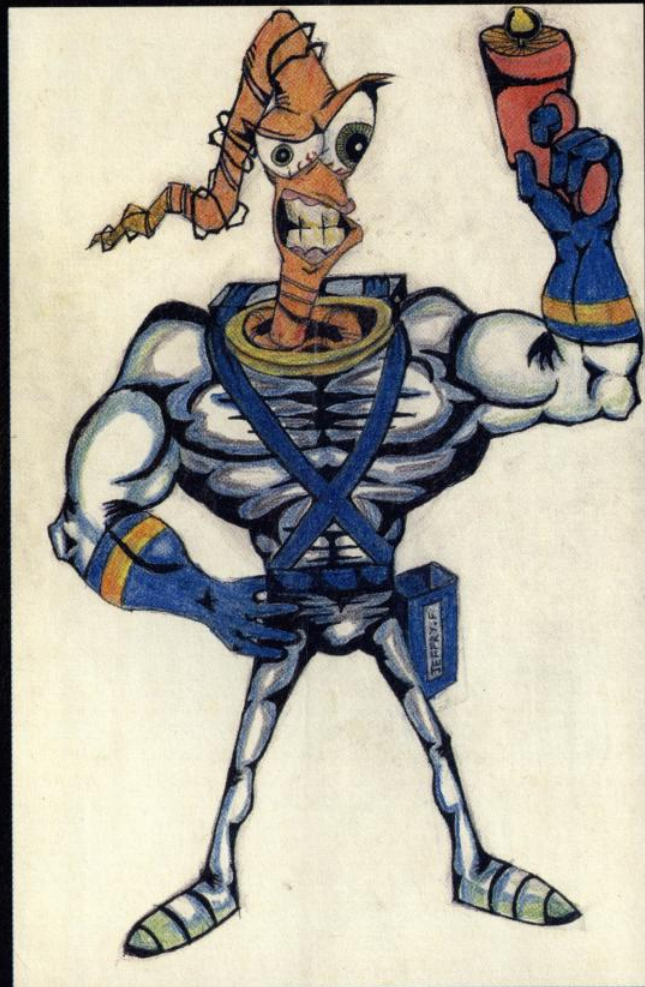
Waterford West, QLD

I doubt that the PlayStation 2 will be launched in 1997, although in this crazy world anything is possible. Sony are not commenting. 1. Yes, eventually 2. There may not be too many "simple" puzzle games like Treris & Dr Mario but there'll definitely be "complex" puzzle games like Myst. 3. Streetfighter Alpha is out and we may see MK2 as well.





EVEN GENESTEALERS DROOL OVER HYPER! BIG WHOPPING THANKS TO ALI BROWN FROM CORRIGIN, W.A. THANKS COBBER.



SEEMS EVERYONE ABSOLUTELY LURVES EARTHWORM JIM, WE DO TOO SO WE STUCK IN JEFFREY FEEGER'S MOST BODACIOUS DRAWING IN!

released down here. I would give my left kidney for a decent 2D fighter because a man of my age can't possibly go to an arcade parlour here and thus I am not able to play the latest arcade games, and only here about them in magazines, yours being the greatest.

MITCHELL J ROGERS.
Auckland NZ

PS My grandson helped my write this so it wouldn't sound so boring.

Congratulations on being our oldest reader Mitchell! Can anyone else beat 62? We love both the Saturn and PlayStation here at HYPER and while PlayStation is currently out-selling the Saturn in Australia, it has by no means won the 32bit war. As for our favourite games, well there are too many to mention but I'd definitely recommend Doom for the PlayStation. My fave Streetfighter character is probably Chun-Li and she's also our top fighting game goddess as well (she's so damn cute!!)

Finally, no you are not crazy for not waiting for the Nintendo 64. It certainly won't make it to New Zealand before 1997 and that's just too long to wait isn't it?

ACTUA SOCCER DEFENDER

Dear HYPER,

As a mature gamer and ex-soccer player, I feel suitable qualified to defend Actua Soccer, which in my opinion, after comparing against Sensible & FIFA, received some undue criticism in you May issue.

David Wildgoose states that in EA's FIFA '96 your player shoots at goal "no matter where he is on the pitch", as against Actua's shooting technique of actually facing the goal! David suggests this might be "realistic, yet frustrating". I suggest this is the only feasible way for a soccer game to construct its shooting routine and as much as I send plenty of shots wide and on occasions very wide to "worry the corner flags" whilst playing Actua, it is exactly the feeling you get on the pitch, when you know it's your technique or skill level that caused the directional error and nothing else.

There is a quite steep learning curve with Actua Soccer to master the overall player abilities, but I was easily putting together impressive attacks and scoring regularly after only a couple of games. At times I wonder if the skill factor

is harder to grasp in Actua because you spend so much time looking at the beautiful player animation and especially the realistic movement of the players on the pitch, rather than the floating players who seem somewhat independent of the pitch surface in FIFA.

The gameplay score of 82, supported by comments of "too meticulous and precise" unfairly place Actua in the just good category, when soccer is a sport consisted entirely of precision, skill development and meticulous detail, not the kick and chase version of the sport that FIFA represents.

David has correctly highlighted Actua's superb game structure in midfield and attack, with players off the ball creating space, making attacking runs towards goal and providing useable options for you current player, exactly what you would want to see in a real life game. For my money Actua Soccer closely rivals Sensible Soccer for gameplay and easily surpasses both FIFA and Sensible Soccer in presentation, the former benchmarks for an accurate soccer simulation.

I hope you find these comments as worthy appraisal of an accurate and exciting soccer game and one I feel is worthy of a more encouraging review. HYPER continues to be a superb publication that keeps me both informed and thoroughly entertained every month and I sincerely wish that the reviews continue the high standards set in the previous thirty issues.

All the best
MICHAEL RILEY
Thanks for your opinions Michael and although we would stand by the Actua review, your comments are definitely worthy. It comes back down to "each to their own..."

ALIEN TRILOGY VS DUKE 3D

Dear Ed,

Don't believe the hype! Or should that be HYPER? I have PlayStation's Alien Trilogy in one hand and Duke Nukem 3D (shareware) in the other - both played to death. So I ask myself; if Alien Trilogy was given a 92% rating and a "HYPER big rubber stamp of approval" that means Duke could really be only up to 8% better. But the thing that doesn't fit is that Duke is 500000 much better than the only passable Alien Trilogy. So either you will score Duke

OUR OLDEST READER

Dear HYPER,

My name is Mitchell Rogers and I'm probably your oldest reader and gamer at 62 years of age. I caught the gaming bug 6 years ago when I retired. I got myself a NES, then a SNES and just recently purchased a Sony PlayStation. I've found gaming a great way to pass my retirement days and have a great time too.

I have 5 games at the moment; Loaded, which I found great but I finished it in less than a week; Tekken I really enjoy; Warhawk, which although is excellent is far too short; Assault Rigs I don't really enjoy; Wipe Out I have found to be too hard for an old codger like myself and Ridge Racer which definitely needs more tracks. Well, you being gaming gods and all I would really value your opinion on the 32bit system war. Who do you think will win and which system do you prefer. What are your favourite games and who is your favourite Streetfighter character? What do you think of the Nintendo 64, do you think I was crazy not to wait for and who is your favourite game goddess (my grandson asked me to write this bit) my grandson's is Cammy of Streetfighter.

I love my system but it takes so long for the games to be



YOU CAN'T GO PAST GOOD OL' SONIC NOW CAN YOU? MAL HANSON OF COFFS HARBOUR HAS SENT US HIS SUPERB SONIC PAINTING. TOO COOL.

Nukem 3D in the greater than 100% range or Amos Wong, who reviewed Alien Trilogy, has fallen victim to an attack of 'PlayStation Mania'....a condition I think is all too common in game reviewers the world over.

Where's the jump? The crawl? When I want to look up I mean 90 degrees not 15! And where's the sky? What is it that you always say about gameplay verses graphics? Hmmm. Alien Trilogy looks good but I feel at times I'm in a rehash of Wolfenstein 3D...Alien Trilogy is just too 'samesy'.

Could you please tell me, when reviewing games, do you compare them to other games of that genre on all platforms or do you limit yourself to similar games on the same game system? And if that system is the PlayStation, is there a need to blow the significance (and score) of most new games out of proportion? If a nice high res version of Duke Nukem 3D was released on the PlayStation at the same time as Alien Trilogy how do you think they would compare? My guess: Duke would have scored the 92% and Alien

Trilogy would have got what it deserved...an average 75%
CHRIS BRADY
 Parkside SA
I would agree that Duke 3D is a lot better than Alien Trilogy, although Alien Trilogy is certainly a bit more than passable (especially for fans of the movies). We generally rate games in comparison to other games on that system (it's very hard to compare Mega Drive games with PC, for example) and if we compare Doom with Alien Trilogy on the PlayStation we gave Doom 96% and AT 92%. Every mark in the 90 percent range counts, so Duke's mark of 95% on the PC, in effect is A LOT higher than the Alien Trilogy score.

MORE FUSS OVER SATURN

Dear HYPER,
 May I start off by saying your magazine beats all the other imitators by a country mile. Just one complaint. I recently became the proud owner of a brilliant Sega Saturn with Sega Rally and Daytona USA, and it is quite distressing when in every issue I see your advertorial and other such things about the PlayStation. It's plain to see

you're drooling all over this thing, but how about the Saturn! I can't think of a title on the PSX that isn't equalled or bettered by a Saturn game, either upcoming or already released. If you can think of one please state the title in the answer section. So how about it, a bit more fuss over the Saturn and you'll please many millions of Saturn owners who are very happy with their new 32bit toy. Now some questions:
 1. Which EA Sports games are going to be released on Saturn? Is EA Sports Cricket in this list as I totally love it?
 2. What do you have against the Saturn Arcade Racer? It's one of the best controllers I've ever seen and Sega Rally plays a dream.
 3. Will Adidas Power Soccer be released on the Saturn as it looks pretty good judging from your preview in issue 31?
 4. Are the rumours of a Daytona 2 true? I read about it in CVC. That would be truly totally fabulously fantabulously wonderful.
 5. Have you heard about Saturn conversions of Manx TT, Indy 500 or Virtua Cop 2?
 I must leave now. Please take into account what I've said, as I

put my trust in your views on how to expand my games library.

STEPHEN
 NSW
Just to repeat myself - we love the Saturn and have no bias against it. The advertorial is paid for by Sony and the reason you have seen more PlayStation than Saturn recently is only because there are more games being released on PlayStation at the moment. 1. All the EA Sports games should be released on the Saturn eventually, but Cricket is not currently on the schedule. 2. We don't have anything against it. It works. 3. Maybe eventually but not for a considerable while. 4. Daytona 2 is on its way. 5. Manx TT and Virtua Cop 2 are on their way. Indy 500 isn't.

PERFECT NINTENDO?

Dear (cough) Nintendo lovers,
 The general feeling I got from reading issue 30's letter page is that Nintendo are so good that they have never even made one little mistake. Nobody can seem to remember the last time Nintendo stuffed up. This is true isn't it? Unfortunately I have a good memory as you all seem to have forgotten the Virtual Boy. In all my days I have never seen one of these for sale and I haven't exactly heard rave reviews about them either. Also lets not forget the Super Scope Gun thing. Sure, you get six games on one cart (how good could they be), but when was the last time you saw a stand alone game for one of those things.

Sure, Sega have released a few dud systems, but at least they have the faith in the market to release them. What happened to the Super CD then, eh? And that Satellite thing, we'll have Buckley's of ever seeing that. I think Nintendo also have a lack of faith in themselves by releasing a 64bit system instead of a 32bit. For them to succeed they believe that the system must kill the others, not just rely on the games, which we all know is a bad thing. But why do they do this? To keep one-eyed people like you happy. I don't know why they don't just pack it in.
 Finally let me tell you that I don't hate Nintendo, they're good, but not that good. Also I don't care if you write to HYPER about this as I don't own a box with the name Sega on it, and I never intend to, unless of course I steal an eight player Daytona set-up from Intensity.

I have only one thing to ask from the people at HYPER. Can you please explain to my parents that owning a Sony PlayStation is acceptable for a sixteen year old, thank you very much.

ROD CAMPBELL
 Fishing Point NSW
Dear Mr & Mrs Campbell, owning a PlayStation is perfectly acceptable for a 16 year old...there, how was that? It's true that Nintendo have in fact made some mistakes, as have all companies at some point, but comparing their commitment to Nintendo 64 to the one they made with the Virtual Boy and SuperScope is a mistake. They're putting everything behind their new console so we can doubtless expect big things.

NO NAME GAMES

Dear legends at HYPER,
 The other day I was thinking about which super console is better and it came to my attention that at the moment the Saturn may actually be better. When you think about it the PSX has all these "no name" games that nobody has ever heard of like Loaded and Twisted Metal. Sure everybody says they're good but how can you take somebody else's word for it? There's nowhere you can try them, so you're taking a big risk. Now the Saturn has all the well known games like Sega Rally, VF2 and Virtua Cop. Plus you can rent Sega games down at your video store.

Now that I've gotten that off my chest could you answer these questions:
 1- Do you think Total NBA is better than NBA Live 96 on the PC?
 2- Are there any baseball games coming out on the PC?
 3- When you say Worms can play 16 players does that mean one controller per person (eg. on the SNES - four Multitaps worth of controllers) or taking turns?
 Thanks,
KEN CHAN
Just because a game doesn't have a "big name" at the arcades doesn't mean it's inferior to well-known game. I take your point though about not being able to try them out though and there should probably be more PlayStation test points at game stores. You can rely on HYPER though to tell you if a game's good or not. 1. I think it is, but not by much. 2. Yes, take a look at Hardball 5 (reviewed this issue) 3. Taking turns.

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SNES: With 4 games, Donkey Kong Country 1 & 2, Mario All Stars, Soccer Slitout. Also includes 2 original control pads and Life time warranty, all booklets and boxes there and in excellent condition. For \$210 ono. Call (014)425076. Killara.

Playstation with Destruction Derby, Toshinden, demo CDs 1 & 3 + Doom demo, 2 controllers, everything boxed and still under warranty. \$700. Ring weekdays after 3pm, ask for Sam. Ph. (02)8721619. Cash only, must be picked up.

I have a NES that I would like to sell: 2 pads, Game Genie and 7 cartridges including Mario 1&3 \$100 ono Phone Clinton (WA) 3352110.

I have a super gameboy with 7 games for sale \$200 cash or will swap it for a Mega Drive with Aust Rugby League. Ph (079) 973491 ask for Adam.

Cheats for all IBM PC Games & lots of PC games for sale at low prices. PH. Dan on (07) 5574 81007. Phone at 7-8pm anyday.

Mega Drive: Includes 3 joysticks (1,6 button) 4 way play, 20+ Games (Madden 96, Triple Play Baseball '96, PGA Tour Golf 3, FIFA '95, Rugby League 95 etc.) all in perfect condition and with boxes for all parts. \$1500 ono. Contact Matt an (047) 335836 after 7pm Weekdays.

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Mega Drive with EWJ, NBA Jam TE, FIFA soccer 95, 1 arcade stick, 2 infra-red Controllers, 1,6 button controller and 1 multi tap. All in excellent condition. \$250 or nearest offer. Call Andrew on (06)2531957.

SNES, 4 games, 1 joystick, games include: Doom, MK3, Kl and Starwing. 6 months old, as new. \$300 ono or swap for Intel 386DX40 or 33. Ph (069) 771222 ask for matt.

PC CD ROM 10 demo disks with mags with 40+ Playable demos \$5 each. Also Sam & Max CD & Theme Park CD (whole games, boxed) \$25 each (09) 3074117 WA only.

Mega Drive Games, Rugby World Cup '95, \$40, PGA Tour Golf 3, \$40, Urban Strike, \$30 Theme Park, \$45. Or sell lot for \$150. PH (066)834188.

Cheap PC CD ROM games Noctropolis, NHL Hockey 94 \$20 Phone (09) 41722792. Perth.

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Cheap SNES Games: Killer Instinct \$50, Outlander, Earthworm Jim, MK1, T2 arcade game, Lethal Weapon, Flintstones \$25 each Alien vs Predator \$30 or the lot for \$170. All have instructions (except lethal weapon). Ph (076) 968 722.

SNES, 1 pad, Mario All Stars-\$150, Kl-\$60, Rock'n'Roll Racing-\$50, F-Zero, Pang-\$15 each, BOB-\$25, WCR, SRFX-\$40 each, Street Racer-\$20. Call Andrew on (07)32946180. Must live in Brisbane district.

Super Games Sale; MK3 \$60, DKC \$50, Super international cricket \$60, SNES with Mario All Stars \$140 or the lot \$250 Ph after school hours. (02) 7180872 Ask for Johnny.

Panasonic 3DO with Games: Space Hulk, Need for Speed, Return Fire, Yu Yu Hakusho (Jap-anime fighting game) and Crash and Burn. Everything for \$450. Call David on (02)635 8549.

Sony Playstation (PAL), plus memory card. Unwanted gift. Boxed as new. \$400. Ph David (047) 335414.

SNES, 2 controls, 8 games, perfect condition. (Boxed with instructions). Value when new \$584 sell \$400!!! Ph: (043) 561034.

Would like to sell NTSC SNES games F ZERO \$20, Jurassic Park \$35, Starfox \$30, Zelda 3, Populous \$25 all in excellent condition including instruction books. Also gameboy & Ducktails + 2 game packages \$60 ask for Coby, Anytime, Ph (067) 421358.

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Playstation games - Twisted Metal and extreme games fully boxed with manual Brand new, NTSC version, will sell for \$50 each or both for \$95 ono Ph (074) 457410 ask for Chris or Jordan.

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Panasonic 3DO Fz-10, PAL converter, 2 controllers, Twisted, Myst, GEX, SSF2X, Need for Speed, Guarian War, Magazines + demo disks. As new \$500 can send (067) 713849.

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A lot of Computer magazines, Old ones (ZZAP 64, Commodore, user, etc.) New ones (Megazone, Gamestar, Gamepro, EGM) All of these are \$1-\$2 (depending on age/quality/ condition. Ph John (003) 912875.

Mega Drive Game: MIG-29 \$25 ono, Mega cd with Road avenger \$150 ono, Games: Tomcat Alley \$50 ono, Mansion of hidden souls \$50 ono, Sonic CD \$50 ono, All the above \$280. Phone John (003) 912875.

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Need for Speed \$40, Warcraft \$40, The DCS40, PGA 96 \$40. All boxed as new. Ph David (047) 3357414.

SWAPS

For PC CD ROM: will swap my copy of MK2 or Warcraft for MK1 or Micro Machines 2. PH (089) 279 574

SNES, NES and Mega Drive 2 for Saturn or Playstation. (with games) SNES has 1 game and Nintendo Scope with 6 game cartridge. NES has 7 games and Zapper. Mega Drive has 8 games (NBA Live 95, 96, Sonic 1,2,3 and Knuckles). All have 2 controllers (MD has 2,6 button) Games boxed with instructions. Excellent condition. Ph (07)38441621 and ask for Justin. Thanks.

I will swap my Gamboy with Tetris+Dr.Mario (with box) for Super Bomber Man 3 (with or without a multiplayer outlet) for SNES or an

Action Replay MK2.(070)966813 out of school hours. Ask for Lee.

I would like to swap some Playstation games. I have "D" and Thunder Hawk 2, for Tekken or Ridge Racer, but I am open to suggestions. Call Anthony (02) 4164536.

Cheap PC Games! NBA Live '95-\$30, Renegade-\$30, Street Fighter2 (3.5)-\$10, Quarantine-\$15, all are boxed with instructions, Ex. condition or will swap NBA'95 for Rugby World Cup '95 for PC. Ph.(049)846280.

Mega Drive: will swap MK1, Alex Kidd in Enchanted Forrest and Outrun 2019 for any worthwhile MD games. All in mint condition. PLEASE, PLEASE ring Luke on (09) 4014261 Between 3:30pm - 9:30pm.

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Over 300 Gaming cheats. Will trade any new or old cheats. Ph (02) 8784480 after 7pm. ask for Marc.

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I will swap my Need for Speed NBA LIVE 95, TEKKWAR, or Doom 2 For police Quest: SWAT, D, Spycraft, Indycar 96 or Destruction Derby. Ph (065) 811717. ask for Daniel.

16 bit Atari LYNX with 4 games or SNES with 2 original style control pads (6 months old) for a decent pal playstation game, all postage costs paid for. Ph (08) 9452415.

On PSX (PAL) I'll swap my copy of Doom For any of the following- Destruction Derby Ridge Racer Revolution- NFS-Road Rash. Ph Robert on (063) 316196.

Will swap, Super International Cricket and Mario Kart for Theme Park or Doom. Ph (054) 7233444 ask for Sandy.

WANTED

One Must Fall - complete version. I am desperate for a copy and have exhausted all avenues of help you are my last hope. PH, Anita on (074) 762116, or write to 4 Cameron Place, Nambour. 4560. QLD.

Starwars stuff, Doom wads, solutions to Maniac Mansion or Zak McKracken, Manga or Anime videos, Hint books, Rebel Assault-CD ROM. Ring Liam on (07) 3395 6886 (Will discuss prices).

Fatalities, Babalities, Animalities etc. for MK3 or cheats for any other games. Full version of One Must Fall 2097. Will pay Cash. Phone (02)570 8167 and ask for Glen, anytime after 3:30pm.

SNES- Secret of Mana will pay BIG! for it. Ph (063) 334753. Ask for Andrew Sartori.

I really want a copy of Rugby World Cup '95 for PC. Has to be in good condition. will pay a reasonable price. Ph Phillip on (049)84 6280.

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Evil Dead WAD, Simpsons WAD,

Aliens TC WAD, for Doom 2. Call Daniel (07) 55241446.

Help!! Urgent!! I really, really want a Mega Drive with 2x6 control pads and Streetfighter 2. Will pay \$150 if in good condition with box and instructions. Write to Jermaine Thomas, 58 Dorene St., St Marys, South Australia. 5042

PENPALS

To anyone who likes Mortal Kombat, I've got a SNES, Super Gameboy and computer. I'm 12 years old. I love fighting games and shoot 'em'ups. I don't care if you are M or F, any age. Send to Bob Twidale /7 Jody Ct/Highfields 4352.

Hey, my name's Alex if Your into techno, raving and all things electronic, drop us a line and I'll return it. Alex Keche 12 Balboa Ct. Runaway Bay Q 4216.

I'm into programming games on PC's(DOS) C++ and Assembler. Looking for persons using same language/s to share code with. Write to: Ben Caudle, PO Box 47, Old Noarlunga, SA, 5168.

I am looking for a penpal M/F who is 9 or 10 and likes video games. I am 11 and not very tall, I weigh 23kg and my name is David. Write to me at 5/24-26 Boundary Rd. North Epping NSW 2121.

Hi, My name is Charona Pudney and I'm a 12 year old girl. I have a PC CD ROM and I like reading, the in music and my favourite animal is a dog. If you have anything in common write to me at 4 Cameron Place Nambour 4560. Must be 12 or over. Male or Female.

My name is Thomas Ryan and I'm 15 Years old. I'm looking for a male/female penpal at the age of 14-16, and who are Queen and U6a, Fanatics. Write to me at, 25 Circassian St, St. Hellens, Tas. 7216.

Penpal Hi my name is Tom and I'm looking for a penpal aged 12-15. I have PC CD ROM, SNES. I like all sorts of games. Write to 23 Wright Ave. Northfield S.A.

Hey, I'm Marc. I'm 15 years old and I'm looking for a pen pal of any age or sex. You must own or love adventure games like Final Fantasy 3 or anything in that area. Write to Marc Cottwell at 17 Matilda Drive Shepparton VIC 3630. Ph. (058) 211390.

Hey My name is Casey and I'm looking for penpals, male & female aged 12 & over. I don't care if you're ugly, just write! Casey Millard/120 Wellington Rd/ Portland, Victoria 3305. PH (055) 2336409. Any time.

Steven (13 yrs) Wants Someone 12-14 with SNES who likes Donkey Kong Country 1&2. If interested write to 133 Sinclair Drive, Carole Park, QLD 4300.

Hi my name is Joel Galea. I'm 14 & looking for a penpal. I have a PC CD ROM & a SNES. Write to 18 Newton St Angergerve Mackay 4740. Ph (079) 552564.

Hi, my name is Kartike Dube and I'm 15 years old got a laptop computer and a Mega Drive 2. I love computers, Sega and Nintendo. If you're cool and fun, write to me, PO BOX 804, Suva, Fiji.

Hi, I'm Alex and I'm looking for a penpal M/F 12-14 (I'm 13) I'm calling on SNES Junkies and Videoheads. Please send Photo. Write to 150 Jerrang St. Indoo Roopilly Qld 4068.

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HYPÉR's been around for nearly three years now but regular readers will know that we're constantly refining the mag to make it better. To do that properly we need your help. Have a think about what you want from your favourite Australian games magazine and then tell us in this survey so we can give it to you!

1 How old are you?

- a] Under 10
- b] 10-14
- c] 15-18
- d] 19-24
- e] 24-30
- f] Over 30

2 Are you

- a] male or
- b] female

3 What do you do with your time?

- a] school student
- b] university, TAFE or college student
- c] full time work
- d] part time/casual job
- e] unemployed
- f] other

4 What do you earn a week (roughly)?

- a] Under \$100
- b] \$100 - \$200
- c] \$201 - \$300
- d] \$301 - \$400
- e] \$401 - \$500
- f] \$501 - \$600
- g] Over \$600

5 How many games do you own?

- a] Under 5
- b] 5-10
- c] 11-20
- d] 21-30
- e] Over 30

6 What game system or computer do you currently own? (circle more than one if applicable)

- a] Mega Drive/CD
- b] 32X
- c] Sega Saturn
- d] Super Nintendo
- e] 3DO
- f] Sony PlayStation
- g] PC with CD ROM drive
- h] Macintosh
- i] Other (please specify)

7 What game system or computer do you want to buy next?

- a] Mega Drive/CD/32X
- b] Sega Saturn
- c] 3DO
- d] Sony PlayStation
- e] PC CD ROM
- f] Macintosh
- g] Nintendo 64
- h] Other (please specify)

8 How much money would you spend on home video and computer games in a year? (approximately)

9 How much would you spend on arcade games in a year? (approximately)

10 What are your favourite types of game? (You can choose more than one category)

- a] fighting/beat 'em ups (eg Mortal Kombat/Virtua Fighter)
- b] platformers (eg Donkey Kong/Earthworm Jim)
- c] action (eg Doom/Comanche)
- d] adventures (eg The Dig/Discworld)
- e] role-playing (eg Ultima/Stonekeep)
- f] strategy (eg Command & Conquer/Warcraft)
- g] flight sims (eg EF2000/Falcon 3.0)
- h] simulations (eg SimCity 2000 Transport Tycoon)
- i] sporting (eg FIFA Soccer/NBA Jam)
- j] racing (eg Sega Rally Microprose Grand Prix)
- k] shooting (eg Virtua Cop Revolution X)
- l] puzzles (eg Tetris/7th Guest)
- m] on-line (eg Ultima Online Air Warrior)

Ten lucky survey filler inners will win a **LIMITED EDITION HYPÉR T-SHIRT** so they can impress their friends.

11 How often do you play video or computer games

- a] every day - I can't get enough!
- a] every second day
- a] at least once a week
- a] a few times a month
- a] not much at all - I just like reading HYPER

12 Do you ever rent games?

- a] yes
- b] no

13 How (or where) do you usually buy all your games and game related equipment?

- a] specialist games store
- b] department or large chain store
- c] mail order
- d] in HYPERMART or other classifieds
- e] other (please specify)

14 How did you find out about HYPER?

- a] I just found it in the newsagents one day
- b] Friends told me about it
- c] I saw it advertised
- d] I heard about it on radio
- e] I was looking for an Australian games magazine

16 Why do you buy HYPER?

15 How many other people, apart from yourself, see your copy of HYPER?

- a] only me
- b] 1-3
- c] 4-6
- d] 7-10
- e] I show it to everyone I see

17 What you don't like about HYPER?

18 Is there anything that we don't include in the magazine that you think we should?

19 Rate the following HYPER sections out of 10

- a] News _____
- b] Net Trawlin' _____
- c] Anime Reviews _____
- d] Feature Articles _____
- e] Previews _____
- f] Main Reviews _____
- g] Byte Size Reviews _____
- h] Cheat Mode _____
- i] Letters _____
- j] Hypermart _____

20 Does a rating in HYPER influence you when it comes to purchasing a game?

- a] yes
- b] no

21 What other games magazines do you buy regularly and why?

22 What other non-gaming magazines do you buy regularly (if any)?

23 How many hours a week do you...

- a] Play computer games _____
- b] Watch TV _____
- c] Surf the Internet _____

24 Do you have Internet access?

If not, are you looking at getting Net access?

25 If you've seen our Web site, HYPER@CTIVE, please give us your opinion on it. How can we make it better?

Name: _____

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Phone: _____

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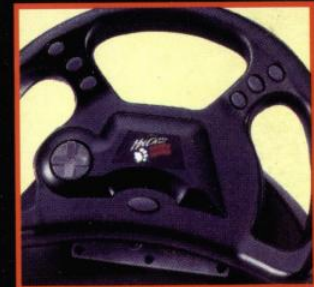
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