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D



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**Tattoo it on ya brain  
not on ya butt**

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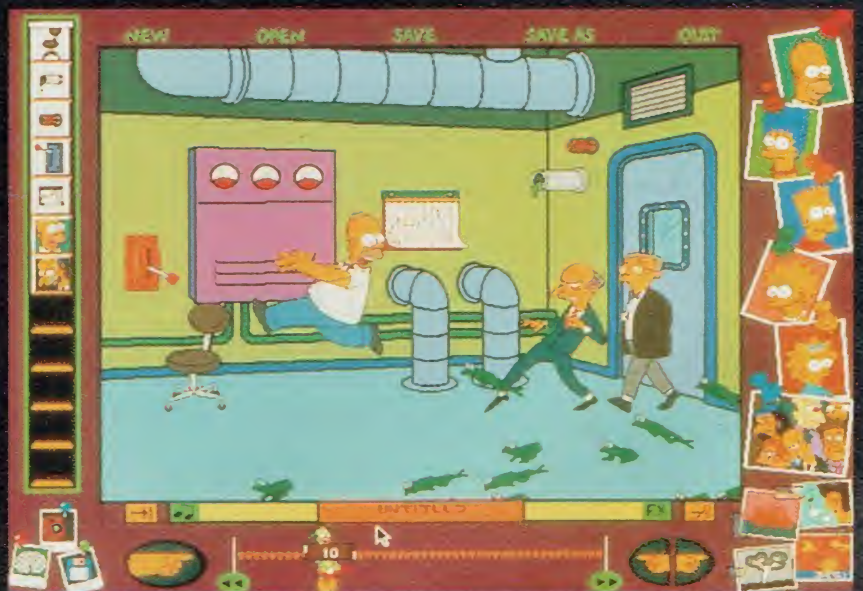


# HYPERT

The **Los Angeles E3** is finally fading into the distance, but the many impacts of the huge gaming expo are still being felt. The most obvious result of the show was the huge drop in price for both the Saturn and the PlayStation. Sony took the lead and dropped the **PlayStation** to **\$399** (Aus), with Sega following immediately with a reduction for the Saturn. You can now get a stand-alone **Saturn** for **\$399** or with *Daytona* packed in for \$499. This massive (\$200) price drop will hopefully kick the games industry into gear for an absolutely **massive** Christmas period. Sony have already reported that PlayStation sales in Australia have recorded the highest pick up since the price drop of any territory in the world. Now all we need is software to come down in price too... Anyway, there's definitely some **HOT** software inside this issue and it doesn't get any newer or hotter than the E3 report. Some amazing games were shown and I tried to cram as many as possible into the six page report. The biggest launch of the E3 was, of course, the **NINTENDO 64** and as you can probably tell by our cover, the new system (and **Mario 64** in particular) came up trumps. **Mario 64** is nothing less than a video game masterpiece and is the perfect title to sell Nintendo's new system. Read all about it in our preview and try not to **drool** too much because *it's not a good look.*

You'll notice that there's lots of PlayStation games reviewed in this issue and not many Saturn titles. This is not any bias on our part - we simply didn't receive many. This seems to be the way it's panning out though; at the E3 the PlayStation probably had twice as much software on show (ranging from awesome to awful), while the Saturn didn't have the range but it had more **consistency**. Nintendo's policy is for the N64 is similar. They don't want hundreds of dull titles, they want a small bunch of killer apps. And if they can keep up the standard of **Mario 64**, **Pilotwings 64** and **Shadows of the Empire** then they'll be laughing all the way to the bank. The good news is that gamers will be laughing right along with them...

studrt



## Silicon Simpsons!

With all the funky things going on at E3, everyone knew that the Simpsons would be rearing their bug eyed heads for sure. Fox Interactive certainly didn't disappoint, by giving the fans what they wanted with a first look at not one, but two new Simpsons releases. Neither of these releases are games as such, but they are both bloody good fun. For the creative types out there, The Simpsons Cartoon Studio should bring a smile to your face. Cartoon Studio lets you take all your favourite characters and backgrounds from around Springfield, and put together your own Simpsons cartoons! The package includes 45 backgrounds, 270 animated and still props, 100 sound and music voice loops, and over 10,000 hand drawn cells of animation. At this stage it looks like The Simpsons Cartoon Studio will only be available on Mac and PC, so unfortunately the console owners will probably end up missing out.

If you're not the creative type, but you are a Simpsons fan, and you love exploring, then have Fox got the product for you! The Simpsons Virtual Springfield is a 3D environment discovery type product, where you navigate Bart through the town of Springfield, finding things that you've never seen before and all sorts of fun stuff. You can even stop in at the Noiseland Arcade and play some of Bart's favourite video games, or cruise on into Apu's Kwik-E Mart. You don't just have to wander aimlessly though, as all the folks who you'd expect to see in Springfield are there for you to interact with. Just like the Cartoon Studio, Virtual Springfield is thus far only scheduled for release on Windows 95 and Mac.

Once we get a look at them ourselves, we'll give you some more grabs and stuff from what should be two of the more amusing releases this year.

## Winners

### PlayStation Games Library

The two big winners of Roadshow New Media's ace competition to win a PlayStation plus a whole gaming library are (drumroll please):

**Liam Griffith** from Oatley NSW and **Aaven Lapham** from Mandurah WA

*Congratulations guys and a big thanks to Roadshow for the great comp.*

# Lost your marbles?



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## The Sega Awards

You often see things like top 10 charts, or readers survey results for the video game releases of the year, but it's often interesting to know which third party software is the pick of the crop in the eyes of big names like Sega. Sega held the "Sega Third Party 1995 Seal of Quality awards", and HYPER managed to get the results..

- Best Action/Fighting Product - Mega Drive: Mortal Kombat 3 (Acclaim)
- Best Action/Fighting Product - Saturn: Thunderstrike 2 (U.S. Gold)
- Best Adventure - Mega Drive: Crusader of Centy (Atlus Software)
- Best Adventure - Saturn: Myst (Acclaim Entertainment)
- Best Driving Product - Mega Drive: Road Rash 3 (Electronic Arts)
- Best Driving Product - Saturn: High Velocity (Atlus Software)
- Best Sports Product - Mega Drive: Triple Play '96 (Electronic Arts)
- Best Sports Product - Saturn: FIFA Soccer '96 (Electronic Arts)
- Best Sound/Music - Mega Drive: Earthworm Jim 2 (Playmates Interactive)
- Best Sound/Music - Saturn: Rayman (Ubi Soft)
- Best Puzzle/Strategy - Mega Drive: Theme Park (Electronic Arts)
- Best Puzzle/Strategy - Saturn: SimCity 2000 (Maxis)
- Best Graphics - Mega Drive: Toy Story (Disney Interactive)
- Best Graphics - Saturn: Thunderstrike 2 (U.S. Gold)
- Most Unique/Challenging Product - Mega Drive: Aaah!!! Real Monsters (Viacom New Media)
- Most Unique/Challenging Product - Saturn: SimCity 2000 (Maxis)
- Product of the Year - Mega Drive: Madden NFL '96 (Electronic Arts)
- Product of the Year - Saturn: Thunderstrike 2 (U.S. Gold)

## Acclaim Get 3DO Games

There's always games on other platforms that you really want, but you'd never buy the actual console itself. The classic example of this would be games like Star Fighter, Killing Time and BattleSport for the 3DO. C'mon, you're not about to buy a 3DO are you? But you may well be getting a Saturn or PlayStation, and thanks to Acclaim and the 3DO company signing an agreement, these games will now be coming to the Saturn and PlayStation too.

Studio 3DO are happy about proceedings since it means they'll no doubt squeeze some more money out of good games that were written for a console that is now, unfortunately, very near death. There have been PlayStation and Saturn conversions of 3DO titles before, but to have a company like Acclaim sign up to convert three big titles at once is new, so it will be interesting to see if you can soon get every decent title written for the 3DO on the other two 32 bit consoles. What would be even more interesting is the prospect of Studio 3DO winding up developing games for Sega and Sony. This may seem very unlikely, but unless the M2 thing gets happening properly, Studio 3DO will have to make money some way, won't they?

## The SNES Takes Off!

No, this doesn't mean that squillions of people are buying old SNES machines... it's far more interesting. Nintendo have manufactured a new SNES gaming system known as the Nintendo Gateway System. What this system will do is bring SNES gaming to a whole mess of international airlines. Every seat aboard the planes will be equipped with the Gateway System and an LCD television monitor. I was about to say this means no more staring at the back of the next seat, but really, that's exactly what it will mean. The games currently available on this system include Donkey Kong Country, Donkey Kong Country 2: Diddy Kong's Quest, and Killer Instinct. Soon Ken Griffey Jr's Winning Run and Tetris Attack will be added to the lineup. Now you won't need to bring a book, Game Boy, Walkman or whatever to keep yourself amused whilst you're jetsetting around the globe.

The airlines participating in this amazing new idea are: China Air, Virgin, Kuwait Air, Canadian Airlines, Aer Lingus Airlines, Philippine Air, Singapore Airlines, American Airlines, Air Canada, Cathay Pacific, Iberia Airlines, and British Airways. By the end of this year the system will be installed in approximately 50,000 airline seats.

In addition to those various airlines, the Gateway System will also be introduced to a number of hotel chains in America, Brazil, Japan, South Korea, Canada and the U.K. No news yet regarding any Australian hotels going into this venture. By the end of the year there will be more than 600,000 hotel rooms running the Nintendo Gateway System.

Word is that Sega are doing the same thing, but no details have come in with any news as yet.

## readers review

### Caesar II

it's not often we get a game with the looks of Sim City 2000 and the gameplay of Civilization, but Sierra have put the two together and come up with Caesar II.

As you've probably already figured out, Caesar II is set in Roman times. The idea, build a Roman Empire to stand the test of time. In other words, build a prospering city. Now you're probably thinking this sounds easy enough, not quite. This game has been fine tuned



down to the smallest detail. Everything from aqueducts to temples and market squares are at your disposal. When starting a new game you have the choice of starting in city mode or province mode. In city mode you only have the city to look after. With province mode as well as the city there's also (you guessed) a province! In province mode you build farms, coal mines, ports, etc., to supply your city with goods. Beginners should edge towards the city-mode where as experienced gamers will feel more at home with the province mode.

And of course there's the military side of things, although this is generally a conquest game, the military are mainly there just to protect your city, apart from the settlers which you can attack and rule over. Now finally after all this I get to tell you about the simply magnificent battle scenes. Pure brilliance, your men's swords shine in the sun and they fight so realistically you'd swear you were there. This is the part where I have to stop myself from getting carried away, but if you're into battles, this is the game for you. However, if you're not, just play the city mode.

Overall I thought that Caesar II is an above average effort. Give Sierra a pat on the back.

Graphics: 98

Sound: 80

Gameplay: 85

Longterm: 85

Overall: 90%





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## Nintendo Play Show and Tell

To say that Nintendo had a big showing at E3 would be the understatement of the decade. There's been a whole bunch of press releases for all sorts of Nintendo products and plans. How's this for big... Nintendo have confirmed that they are spending US\$54 million on the launch campaign for the Nintendo Ultra 64, and of that \$20 million will be spent on media alone before the end of 1996!

Those who are still considering buying themselves a GameBoy, think again...

No, we're not saying it's a bad idea, but you really should hang out for the Game Boy Pocket. Some things we previously didn't know have been revealed, like the fact that this little ripper runs off two AAA batteries for approximately 10 hours of gameplay. New advancements in LCD technology mean the Game Boy Pocket will have a much sharper display than the old Game Boy has. Yes, you'll still be able to use all the old Game Boy cartridges in it, so any games you may have for the Game Boy are not about to become obsolete. The unit will be out next month in America, retailing at US\$60, so you can expect to pay around \$80-90 here.

The beans were spilt on the technical details for the "Bulky Drive". Its official name seems to be the Nintendo 64 64DD.

The 64DD will attach to the bottom of the Nintendo 64, and the 3-3/4" magnetic disks will be loaded into the front. Each disk will hold 64MB of data (They're really into the number 64 aren't they?), which is 16 times the data contained in the SNES game Donkey Kong Country! The data access time is 150 ms and the transfer rate is 1MB/sec...

so what were rumours of the specs a couple of months ago have now turned out to be true. The 64DD will also include a 1 or 2MB RAM pack which can be installed into the memory expansion slot on the Nintendo 64 to help enhance the machine even further.

What hasn't been confirmed is the price, which is most likely due to all the current price drops that have been taking place on all the various console machines.

### Nintendo 64 - The Controller

Nintendo weren't content just to shove a Silicon Graphics workstation into a tint take-home box, they also had to revolutionise the controller as well. They claim that the three-grip controller with analog joystick allows complete 360 degree precision movement and now that Stuart's used one. We can honestly tell you they ain't lying... It works like a dream and really will change the way you play. Here are some more details...

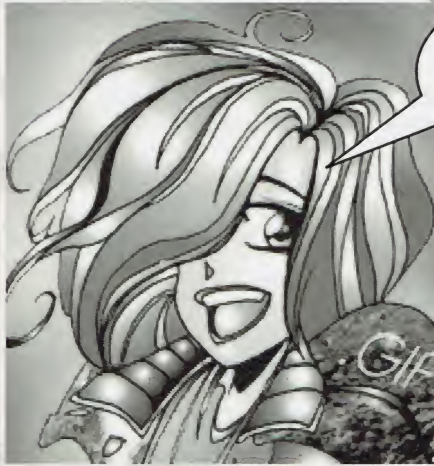
- The 3D Control Stick allows for unprecedented 360 degree game movement - you can creep, walk, trot or sprint, and in a racing game acceleration and turning are life-like
- A Memory Pack can be loaded into the controller to save a player's position in the game as well as the controller customisation. The pack can be removed and interchanged with other N64 controllers.
- The Z Trigger Button is located on the bottom of the controller and can be used to fire weapons, activating motions or snapping a photograph in the game
- The C Button Unit is used for several different gameplay functions including switches in camera perspective, character positioning and combo moves in fighting games. You can switch the camera perspective horizontally, vertically or by zooming in and out.
- Four Player Capability is built-in for the Nintendo 64 with four front-mounted controller ports
- The Nintendo 64 controller is shaped with three separate grips, allowing three different hand positions:
  - Right Position (centre and right grips) makes the most out of the 3D stick and is best for holding 3D action, race and fighting games
  - Left Position (centre and left grips) allows you to control the 3D stick and Z Trigger button with the right hand and the control pad with the left. Best for fast, explosive action games.
  - Super NES Position (the two outside grips) is the traditional position for total control of side scrolling action games, action puzzle games and Role Playing Games.

And of course like any trendy piece of machinery like this, it's comes in a variety of colours.



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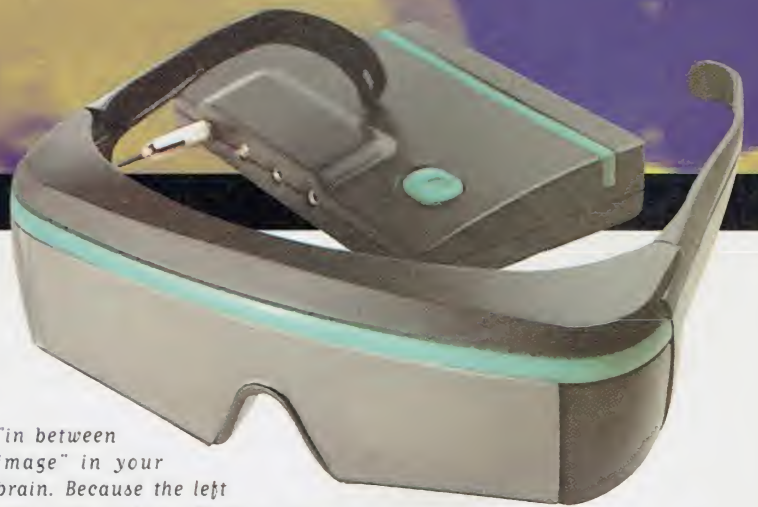


## Simuleyes VR Eyewear is Here!

VR helmets have always looked kinda dorky, haven't they? Who cares if it looks 3D when you're wearing a house brick on your head? Well it would seem things are getting better for 3D gaming by the minute; firstly with the ever evolving 3D graphics engines that the various software developers are coming up with, and secondly with more practical 3D VR devices.

Stereographics Corp have released a new 3D VR headset that has a remarkably low dork factor, as well as being light, and most importantly, gives you a true 3D feel to gaming. Rather than strap small TV screens to your head, or make you stare through a pair of multicoloured glasses, Stereographics have come up with Simuleyes VR eyewear. Simuleyes VR work by use of liquid crystal panels within an otherwise fairly normal pair of glasses... okay so they're not Ray Bans, but at least they're not twice as big as your head. The Simuleyes glasses are connected to an output box which has sockets for four sets of glasses to be plugged in at once, either for multiplayer gaming, or simply so everyone watching can get the effect. That output box is connected to a dongle that fits between your PC and the monitor cable, so there's no messing around with special graphics cards or any of that nonsense. The only downer about the actual setup that we could find was the fact that the output box is powered by 4 AA batteries, and has no attachment for an external power source.

For those curious as to how the Simuleyes VR units work, it's really quite simple. Hold your hand a foot in front of your face, then look at it with one eye, and then the other. You will notice it looked slightly different, and when you look at it again with both eyes, you'll find what you see is somewhere between the view you got from each eye. What Simuleyes does is essentially "shut off" one eye whilst giving you the perspective of the other eye on screen, it then changes both the on screen image to the other eye's perspective, and lets that eye see again whilst shutting off the other. This process is done too fast for your brain to pick out the individual images, and so you're left with an



"in between image" in your brain. Because the left and right imaging difference can be exaggerated, it's possible to make things have a little more depth than normal, thus you get to see things coming out of the screen, etc.

As far as how good the effect is, it really depends on the software more than anything else. We played *Descent: Destination Saturn*, and were very impressed with the amazingly clear image we saw, and how much feel was added to the whole game by the extra depth perception that the Simuleyes gave us. *Wolfenstein 3D* however seemed much less impressive, and that's not because of the age of the game, but because there seemed to be a fair bit of "seeing double". This is no fault of the hardware, but of the software calculating the left and right images incorrectly. There was a noticeable flicker, but by darkening the room and adjusting the brightness, the flickering effect was greatly reduced. This is about the only computer product that we can think of that we'd really take the epilepsy warnings seriously for, because if you go at it for a while, you do end up feeling a bit wonky, so you really should take breaks etc.

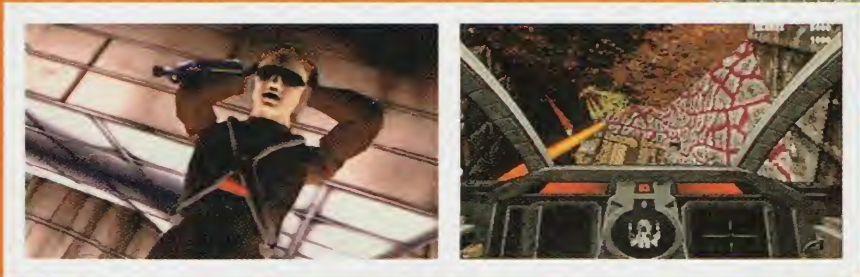
All in all, Simuleyes VR are a pretty cool product, all that remains to be seen is how much software support they'll receive in the future, because they don't turn a normal game into 3D.

SIMULEYES VR IS AVAILABLE THROUGH MINDFLUX FOR RRP \$ 289.95

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Send your answer in to: Roadshow New Media, Game Competition. PO Box 2581, Sydney NSW 2001

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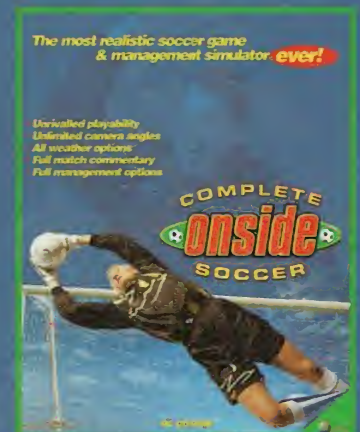


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VIRTUA FIGHTER 3

It's an internet focaccia with the lot, a soundblaster turned up to eleven, it's Net Trawlin' with ELIOT FISH... *take a byte.*



**DON'T EAT THE PIPS**

So how many of you have been scratching your heads and gawking in astonishment at the mere mention of an Apple "Pippin"? Do you even know what the Pippin is? Is it really another console to plug into your tele — supposedly as a "Multimedia" machine? Is Apple completely daft to think anyone is going to support this... thing...? Well, why not check out what all the noise is about at <http://www.pippin.apple.com/> and make up your own mind. Yet another piece of electronics to confuse your parents.

**TEKKEN 2**

Is Tekken 2 the best fighting game available? Here's a HUGE site devoted to all things Tekken 1 and 2 to help you decide. You want pics? There's hundreds! Info? There's heaps! It's at <http://www.access.digex.net/~goose/tekken.html> and it's seriously good. Go on! Enjoy!

**VF2**

It's one of the hottest fighting games out, and therefore has some seriously fanatical fans. Virtua Fighter 2 has a whole homepage devoted to pics, movies and info on the game... as well as news on the upcoming Virtua Fighter 3 (including pics). It's all been done by some freak at <http://www.teleport.com/~baby/vf2.shtml> so drop in and indulge yourself in Virtua Fighter-ness. Another good spot for VF3 pics is <http://www.quartersinc.com/vf3.html>.

**JOIN THE ALLIANCE**

Ever been to the Gamer's Alliance? It's not bad at all, dear reader. If you're a games phreak, an internet junkie, and a sociable kinda person, then bond with some other gamers at <http://www.proaxis.com/~jarrisd/gallianc.htm> and expand your gaming knowledge. There's always something to learn.

**MORE 64**

If HYPER's coverage of the glorious E3 isn't enough to satisfy your Nintendo fantasies, then you bleeding well must take a peek at <http://www.ece.orst.edu/~landerer/n64.html> for a truly great source of N64 info, previews, and more screen shots than you can poke an analogue controller at. This homepage uses frames, Java and menus to the hilt. But the best thing is the INFORMATION. This really does look like one HOT machine.

**NAMCO**

Bloody arcade legends. Currently rivaling Sega in game parlours everywhere. Makers of some hot Playstation titles. You must see what they have to offer at <http://www.namco.com/> 'cause Namco are one of the biggest, baddest game developers around. Tekken, Air Combat, Ridge Racer....



**FIRST CONTACT**

Yeah, yeah, I know it's only a fictional piece of sci-fi, but Star Trek just kinda grows on you... and if you're even remotely into the "trek", then you'll be stoked to read all about the new film that's currently being made... Star Trek: First Contact. We're talking new costumes (spiff), new Enterprise (woah), the Borg (yeah!), LaForge's new ocular implants (creepy) and thankfully the same brilliant cast. It's all waiting to be devoured at [http://cygnus.rsabbs.com/~kwitzig/st\\_fgen.html](http://cygnus.rsabbs.com/~kwitzig/st_fgen.html)



**VR**  
VR Slingshot is a new game that declares itself to be the first true home VR gaming experience. See what you think at <http://www.cts.com/vrman/> where you can download quicktime movies of the game, drool over screen grabs or on the other hand get incredibly cynical and scoff at all the hype.

**HR GIGER**  
This guy is responsible for some of the most incredible art imaginable! Not only did he come up with the Xenomorph that we all know and love from the awesome Alien Trilogy, but he also created Sil from Species, and he's the artist behind the Darkseed adventures. Check out his site at <http://www.hrgiger.com/> for some seriously creep stuff.

**KONAMI**  
Konami rock. Why? Because they have some great games, you big Nong. If you want to know what makes them tick, or if you're simply curious to see what their up and coming titles are... then drop in at <http://www.konami.com/> and get the lowdown on Castlevania: the Bloodletting (PlayStation) and Riana Rogue (PC CD ROM).

**HERCULES**  
Yes! It's that new television show featuring greased muscles and bad dialogue. On the off chance that you enjoy watching such "action"... please be our guest and follow this link... <http://www.mca.com/tv/hercules/> It's an experience, I promise you that.

**MORE QUAKE**  
Now that Quake is as hot as ever but the full game may not be out until 1997, you may want a corker website to complement your own fanaticism. Aftershock is that very site. Get the latest screen shots, FAQs, news, contests, tips, editing apps and join in on forums... <http://www.nuqneH.org/aftershock> It's all the Quake you could want. And more.



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## The Castle of Cagliostro

"Whether it's robbing casinos in Monte Carlo or stealing the hearts of beautiful women, nobody does it better than Wolf (alias Lupin III); gentleman thief, ladies man and master of disguise. He's a modern day Robin Hood with more gadgets than Bond, and no fortune, no matter how well guarded, is safe...."

I must say that I'm impressed. After getting my rocks off last month with the new GIANT ROBO series, I was expecting a pretty dry period of good animes. NOT SO! Here comes the Lupin series; a famous and fantastically well crafted anime from that wacky, zany manga artist Monkey Punch (yep, that's his name!). The Lupin series is perhaps one of the oldest Manga series from Japan, where not surprisingly it has gained enormous prestige and popularity.

Lupin III is a thief descended from a long line of thieves. His main thrills, besides stuffing his face full of food, is to rob the filthy rich of as much money as he can carry. With his sidekick Jigen, no bank, casino or government is safe from his thieving hands. But stealing at this level can be extremely dangerous. After unwittingly stealing millions in counterfeit cash, Lupin and Jigen are drawn to the sinister castle of Cagliostro, the source of the counterfeiting. Unfortunately they stumble upon an evil plot by the Count of Cagliostro to conquer the world and uncover the secrets of the castle! (Insert maniacal laughter here)

This is one of the better crafted, more dynamic and thoroughly enjoyable animes available. The action scenes are pants-pounding, with fantastic direction and an entertaining script. You just can't go wrong!

**10/10**

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## Mad Bull Part 3 - City of Vice

Somewhere sitting in a studio in Japan are a group of Anime professionals watching too many B-Grade American cop shows (Bad cops, bad cops, whatcha gonna do?). The resulting effect is MAD BULL - Japan's view on what really happens out there on the streets of New York.

Mad Bull, or "Sleepy" as he is known to his friends, is a cop that patrols New York's toughest no-go zone - Precinct 34. He's about seven feet tall, about seven feet wide, visits an alarming amount of prostitutes and has no mercy to criminals as is shown by his trigger happy shotgun sprees (Boom players would be proud). With his trusty partner Diazabro, Mad Bull wades through streets of blood and gore in his pursuit of justice and the American way. When a high profile big wig is accused of rape and murder, a gung ho waif of a schoolgirl reporter is out for blood. Unfortunately for her, the Big Wig rapist doesn't like negative publicity, and so targets her for some heavy duty death. It's up to Mad Bull and Diazabro to guard her life against possible assassination.

Like I've stated before: THIS IS TRASH! So trashy that it stands for everything that's wrong with cheap production Japanime. Almost every main female character that appears on screen gets molested and raped to some degree, with Mad Bull's response being to kill all those that would offend.

Mad Bull is the type of Anime that you need to switch off your brain in order to watch. The magic of the trash is starting to wear off for this little black duck, however, you might get some kicks outta this.

**6/10**

RATED R. DISTRIBUTED BY MANGA VIDEO.

win win win



## Warcraft 2 & Diablo

Fantasy wargame & RPG freaks behold.. for now's your chance to get hold of some very spiffy software. The unbelievably nice people at Dataflow have been kind enough to hand us three copies of the Warcraft II Expansion: Beyond the Dark Portal to give away to a few hardcore Warcraft II fanatics. Just when you thought they couldn't be any more generous, they then hand us three copies of the spiffy new Diablo for the PC! So there's even more reason to send in your answer to the following question...

**Who is the publisher of Diablo and Warcraft II?**

Let us know which game you'd prefer and mail that answer to...  
*Diablo/Warcraft Comp, Hyper, PO Box 634, Strawberry Hills NSW 2012*

## Virtually Unplugged

Been feeling insecure about the size of your TV or computer monitor? Well we're not about to ship you a new TV, but thanks to the generosity of Numusi, we can help make your TV image seem that extra bit larger. Numusi have given us three of their Virtual Enhancement Units to give away, so soon some lucky HYPER readers will be getting the big screen experience with their standard TV. These VEUCAPs essentially magnify your vision to a point where all you see is the screen, to help bring you closer into the game. All you gotta do to have a chance to win one is answer this question...

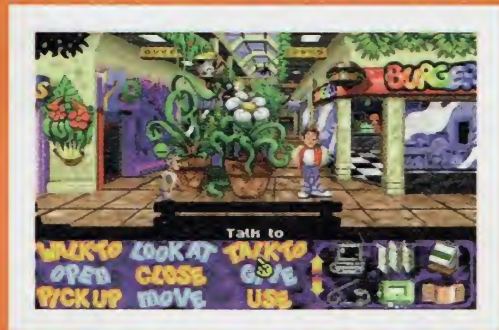
**Name three games with the word "Virtua" in the title**

Send your answer to... *VEUCAP Comp, Hyper, PO Box 634, Strawberry Hills NSW 2012*

## Bye Bye Bud

Even though Bud Tucker in Double Trouble just got here.. we're saying bye to him already. Why? Because we're going to be giving him to someone like you, courtesy of Activision.

Adventure game freaksters will be pleased to know that we're dishing out four copies of the PC game to folks that can answer this question...



**Which famous Brit comedian from the Young Ones does speech in Bud Tucker?**

Send that answer to...

*I Need a Bud Comp  
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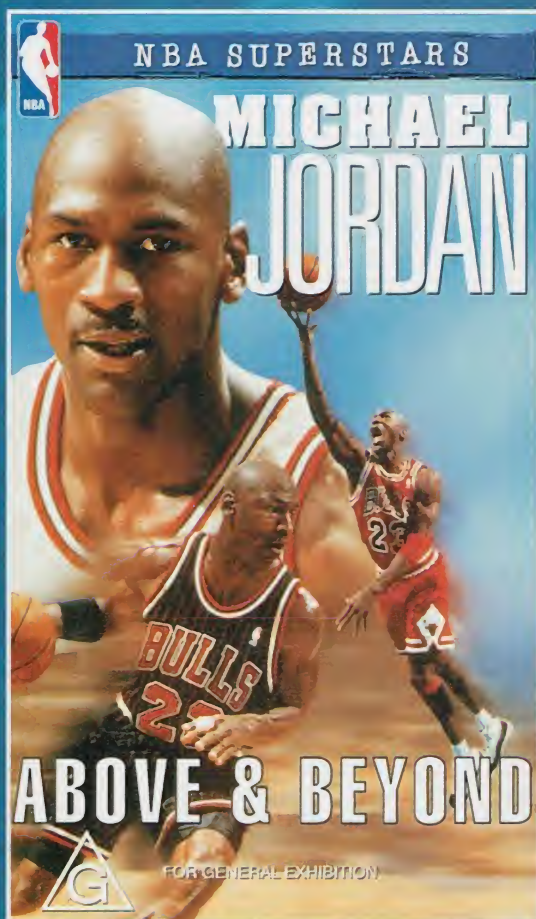


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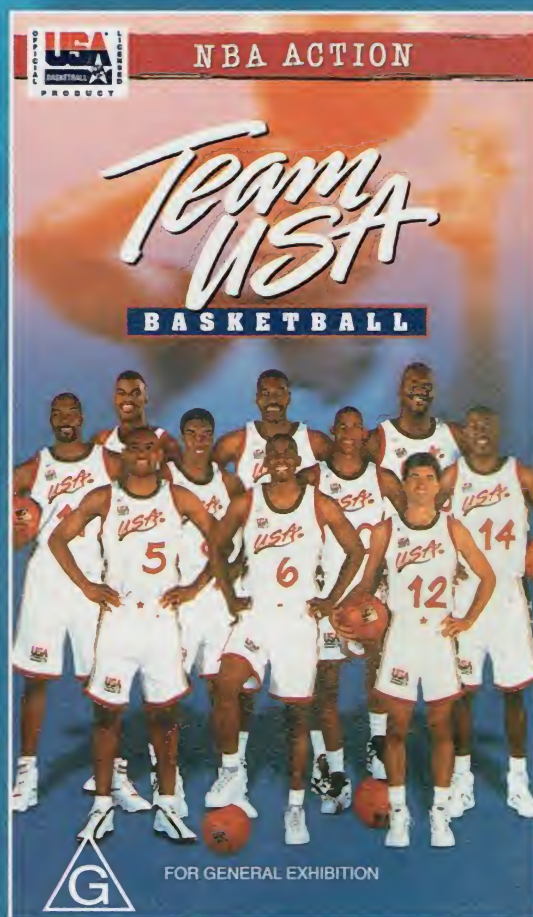
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for the Playstation (thanks to those wonderful people at Psygnosis). We loved *Power Soccer* a whole lot and all you need to do to have a chance to win a copy is subscribe.

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003

# E3 1996



## Welcome to the House of Fun

The recent E3 (Electronic Entertainment Expo) was only the second annual exposition of the latest computer gaming of its type but it has already outgrown its Los Angeles Convention Centre home. Next year, the E3 will be convened in the city of Atlanta. The reason? it is one of the few cities in the world which has the facilities to host such a huge event.

The E3 was large. Very large. Unfeasibly large even, and for a number of reasons. Firstly, it's a combined PC/console gaming show, which means that Sega, Sony, Nintendo and the rest are joined by computer giants like Microsoft and Silicon Graphics. Secondly, it is probably the only time when all games developers and publishers from around the world are in the same place showing off their wares so they've got to ensure that they look as good and as sexy as they possibly can in order to compete. And as we all know, to look good you've got to be big! Big screens, big stands, big hype - everything at E3 has to be over-sized in order to be seen. Thirdly, even though the first E3 only occurred last year, it immediately established itself as the world's most comprehensive game show with lots of big buyers, distributors and media in attendance. Marketing strategies, release schedules and even games themselves are often revised, pushed forward or scrapped after attendance. In fact, the whole game industry seemed to be on hold for the month or so before this year's show. Thankfully for the gameplaying public (who are not invited to E3, as it's trade only), this year's show is over and HYPER has all the hot dirt...

# Nintendo

Nintendo, as expected, had a huge E3. The first American display of the Nintendo 64 caused huge, never-ending queues to form around the machines (especially those playing Super Mario 64) and the big N went all out in its hype job for the new wonder toy. Luckily, all the flash talk was justified and Nintendo lovers who have been waiting in anxious anticipation for the N64 can be breathing a sigh of relief - this baby is real good and definitely worth the wait. Let's check out what they had on show...

## Nintendo 64

Well the big one for the N64 was obviously Super Mario 64 and what a humungous one it was. When I first saw it being demonstrated on a big screen the day before the show I literally peaked - you know, goosebumps, shivers down the spine, big stupid grin - all that sort of stuff. And that reaction continued when I got my hands on it. It truly has the gameplay and graphic jump that Nintendo needed to sell the N64, but you can find out all about it in our special Mario 64 preview which follows this E3 report. It truly is a masterpiece.

Shadows of the Empire also caused a few spasms, and there's still a way to go before it's complete! There are three distinct gameplay modes - first person action, space combat (very much like TIE Fighter only better) and the action flight sections. They all look remarkably excellent and this is an undoubted hit (but you all knew it would be).

Pilotwings was the third "classic" N64 game able to be played at the show. Featuring 27 different courses, 3 different ways to fly (Gyrocopter, Hang Glider, Rocket Belt) and absolutely amazing graphics, this is the flight sim that will convert flight sim haters. You can't fail to have fun with this one, even if it's just shooting someone out of a cannon and into the side of a mountain. That's gotta hurt.

Other N64 games that I played at E3 were Cruis'n USA (if you liked the arcade game you'll like this, if you didn't you won't), Killer Instinct (you get the arcade game in your lounge room), Mortal Kombat 3 (same deal), Wave Race (a jet ski racer that I didn't particularly like at all), Kirby's Air Ride (warped but a lot of fun - four player mode too) and Blast Corps (an action packed blast fest which could be fun when you get into it).

I saw video footage of upcoming titles like Super Mario Kart R (can't wait for that one), Goldeneye (this is one movie license that certainly doesn't look like a dud!), Body Harvest (could be remarkably cool if they get it right), StarFox 64 (cool, amazing, can't wait), Doom (all new enhanced graphics and

sound - yum) and Virgin had Freak Boy, which apart from the completely HYPER title had a tasty action/adventure mix of full-motion video and animation. All up, a very good line-up indeed.

The Nintendo 64 will be released in the US on September 30 for \$249 (US). The games available at launch will be Mario 64, Pilotwings 64, WaveRace 64, Body Harvest, Shadows of the Empire, TetrisPhear and Cruis'n USA. Australia should get some machines in November and they should retail for \$399, although this is not finally confirmed.



There may not be too many machines available initially as the world demand is going to push Nintendo's factories to the limit, so my advice if you really want a Nintendo 64 for Christmas is to pre-order from a reputable retailer.

More extensive previews of the upcoming Nintendo 64 titles in future issues of HYPER.

## SNES

There wasn't much new or exciting SNES software unfortunately but Donkey Kong Country 3: Dixie's Double Trouble was showing and looking as good as we expect Donkey Kong games to look. As you may be able to tell from the title, Dixie Kong is the star and she's got Kiddy Kong, a chubby chimp, as a side-kick in her quest to rescue Donkey and Diddy Kong. Will be a huge pre-Christmas title.

Another title that could have been huge but won't be is Super Mario RPG: Legend of the Seven Stars. Why? Because

Nintendo and Squaresoft (the game's developer) recently had a small falling out over Squaresoft developing for the PlayStation, and the result is that Mario RPG is not getting a PAL conversion so we're not going to see an Australian release. Boo-hiss! If you want to play this fine game you're going to have to hunt down an American copy and a converter.

In other SNES news (there really wasn't much), Ken Griffey Jr's Winning Run Baseball is on its way and looking very spiffy for a 16bit title as it uses Rare's Advanced Computer Modelling

## FINAL NINTENDO 64 SPECS

For Those Who Just Have To Know

- **CPU:** 64-bit RISC CPU; clock speed of 93.75 MHz
- **Memory:** RAMBUS D-RAM 36-Mbit; max. transmission speed of 4 500 Mbit/second
- **Co-processor:** SP (sound and graphics processor) and DP (pixel drawing processor) incorporated; clock speed of 62.5 MHz
- **Resolution:** 256x224 - 640x480 dots; flicker-free interlaced mode support
- **Colour:** 32-bit RGBA pixel colour frame buffer support; 21-bit colour video output
- **Graphics Processing Functions:**
  - Z Buffer
  - Anti-aliasing
  - Realistic texture mapping - tri-linear MIP-map interpolation, environment mapping, perspective correction
- **Dimensions:** 10.23" x 7.48" x 2.87"
- **Weight:** 2.42 lbs
- **Mass Storage Unit:** 64 MB, 3 3/4" magnetic disk drive (sold separately)

## DEFINITIONS

For Those Who Didn't Understand The Specs

- **Anti-aliasing** - a technique used to smooth images to reduce the jagged edge effect sometimes seen in bitmap images. This is accomplished by illuminating pixels along the edge with colours that are a blend of the adjacent colours
- **Environment mapping** - a rendering technique used to create realistic-looking reflections on a surface. Reflections are everywhere in the real world and conspicuously absent from most video games due to the extremely high performance required to process reflections in real time
- **MIP Mapping** - this is a technique for improving the appearance of a textured surface by computing new textures to be displayed based upon the distance of the object from the viewer. This can be used to prevent annoying noise or patterns from developing at certain distances, as well as ensuring that a texture viewed up close does not look like giant pixels
- **Tri-linear interpolation** - a rendering technique used to improve the appearance of a textured surface when viewed at a given distance by blending the colours of adjacent texels from two separate texture maps
- **TLMIP** - (tri-linear MIP Map interpolation) is a sophisticated rendering mode combining tri-linear interpolation with MIP Mapping. It is generally considered to be the highest quality form of texture mapping
- **Texel** - a pixel within a texture map
- **Z-buffer** - a rendering technique where the distance from the viewer (Z) for each pixel is stored during rendering and used to determine which objects are displayed. For example, if a pixel representing the dashboard of a car has already been drawn in a given location on the screen, then by comparing the distance from the viewer to that of the dashboard, we know that the bumper should not be drawn over the top (in front) of the dashboard

# Sony

The PlayStation had stacks of new software on show, from Sony as well as lots of third party developers, but the big news was the price drop to \$199 (US) and \$399 (AUS). This really caused some excitement on the first day of the show, and Sega were forced to match the price-point on the second day. We're already seeing the systems move off the shelves in greatly increased numbers (Australia's apparently had the highest "take off" since the price drop of any territory), so the move seems to be working well

Turning to sequels, Extreme Games gets 2 Extreme, which doesn't look much different but includes new tracks, new special moves, new power-ups etc. Twisted Metal 2: World Tour does look better and can now be linked for four-player simultaneous action. There are six vehicles left over from the first game and seven new ones including a hearse, an Indy 500 car and a bulldozer. Go crazy! Motor Toon Grand Prix 2 is also on its way and is even more surreal than the first (which didn't actually get a local release in Australia). This is freaky/cute Japanese racing at its most warped!

between a jet ski and a motorcross bike) and can race over water, snow and land. Incorporating real racing physics in realistic 3D environments, players get to choose their own way to the finishing line. There are 12 courses which include a wide variety of terrain, and these all affect the jet bike's progress in various ways. Was very cool to play and should be even better by the time it makes it out at the end of the year.

## PSYGNOSIS

Even though Psygnosis PlayStation games are eventually finding their way

quickly will lap this one up as it has longer, faster and more exciting tracks as well as multiple racing styles and improved graphics. Monster Truck Rally gives you a choice of vehicle (from dune buggies to big Mutha Truckers) and then gives you complete freedom of movement in a texture mapped 3D landscape. Get to the waypoint any way you can! Could be a lot of fun when it's finished.

Discworld 2: Missing Presumed...!? is almost guaranteed to be a lot of fun, with Eric Idle picking up his role of Rincewind and Psygnosis giving us full-



CITY OF LOST CHILDREN



WIPEOUT 2097



TENKA



CRASH BANDICOOT

While the PlayStation software ranged in quality from amazing to appalling, there was something on show to suit everyone and here's the pick of the crop.

Sony is hoping that Crash Bandicoot can make the most of the boom by becoming the PlayStation's platforming icon, in the same way that Sonic sold the Mega Drive. It's certainly a real good little game, but it's certainly not "the most innovative and revolutionary platform game ever!" The 3D environments look solid and the variety of perspectives shakes the game up a bit and it's certainly a lot of fun to play, but there's nothing terribly new here. It's been put together professionally though and even though it mightn't shake the world like Mario 64 will, it'll still do very solid business.

PlayStation fighting fans can start saving money for Soul Edge. Namco's armed combat game has been pulverising the arcades and looks mighty fine on the PSX, with amazing 3D backgrounds, fully motion-captured character movement and dramatic camera angles to enhance the fighting vibe.

Broken Sword is a very good-looking RPG/adventure on its way from Revolution Software. It's got a complex plot and a user-friendly interface, and could actually be a big winner when it emerges in September.

Another one that could be real big is Jet Moto, which is a collaboration between Sony Interactive America and SingleTrac Entertainment (who are responsible for Twisted Metal and WarHawk). You're on a jet bike (a cross

onto the Saturn, Psygnosis remains a primarily PlayStation developer and they had some of the best PSX titles at the E3. Formula 1 should be worth the wait and that was impressing everyone mightily with its graphics, gameplay and Murray Walker voice-overs. Expect it in mid-September. Wipeout 2097 is due before Christmas and if you liked the original, you'll LOVE this. The controls have been refined, there are amazing new weapons, more classes of ships, pit stops, tweaked graphics (that look even better, if that's possible) and of course, new courses. I almost couldn't stop playing. Destruction Derby 2 also looks like a very nice update indeed and while it wasn't completely finished I'm sure everyone who loved the first but got bored too

screen beautiful animation to play with. As they say "Cheating Death has never been so much fun." There's a couple of less humorous adventures on their way too - City of Lost Children and Island of Dr Moreau. Both are being programmed with French design teams and feature lush graphics and not a lot of gameplay to speak of...but they're not due out until early 1997 so there's a lot of work still to be done. Another hot one to look forward to into 1997 is Tenka. Psygnosis' entry into the first person action arena. While it's still early days, Tenka shows A LOT of potential with great weaponry, non-pixillating polygon enemies and suitable brooding environments. Could give Quake a run for its money if they get the little details right and make it long and hard enough.





### SATURN

Sega would have had a fairly good show if Sony hadn't sprung the price drop on them right at the start. As it was, Sega appeared to be on the defensive from the outset (matching Sony's price the next day) and their "Big Guns" of Internet capability for the Saturn and their new software range seemed to get swamped by the Sony's price and huge third party support and Nintendo's sparkling new toy. Sega didn't help themselves by not having many of their recent arcade monsters showing on the

Sega was the first one of The Big Three to take to the Internet through their console. The Sega Saturn Net Link, a modem and Net browser peripheral, was debuted at the E3 and will allow network gaming, e-mail, on-line chats and Web surfing to be carried out through the Saturn. The Net Link features a 28.8 bps speed modem and custom designed Internet browser (from Excite Inc.) all packed into a cart which fits in the Saturn's cartridge slot. Priced at \$199 (US), the HTML 2.0 compatible browser

Saturn owners will no doubt snap it up.

They may not snap up Sonic X-Treme though, if the complete absence of crowds around Sonic's 32bit debut are indicative. The big problem was that there wasn't enough playable to really get your teeth in, and the footage showing really didn't have too many jaws dropping, even though it was technically impressive. It'd be foolish to write off Sonic though, and I'm sure Sega's programmers will try and pull something special out by the time it's due for release. Bug Too, the sequel to Bug, was attracting a few people and

than his Saturn debut and Sonic Elast is an undoubtedly spunky game, using SGI rendered environments and characters. The 3D worlds work well and there's seven zones (each with two acts) to spin your way through. Final boss and game endings will also vary depending on how well you do during the course of the action.

Virtua Fighter is also making it to the Mega Drive. To be called Virtua Fighter Animations it apparently looks surprising good and includes 8 characters. It wasn't actually showed on the floor of the E3, but Sega are calling it a "killer app" so



VIRTUA FIGHTER 3



SONIC X-TREME



SONIC BLAST



NIGHTS

Saturn. Fighting Vipers, Manx TT and Virtua Cop2 will all be on Saturn this year but no home conversions were playable at E3. No sign of the Daytona USA Championship Circuit Edition either, although it's definitely on its way. It will feature new tracks and a two-player option to increase the longterm fun.

Virtua Fighter 3 caused the greatest sensation at the Sega stand, and that wasn't playable either! It didn't really matter though, as the completely insane graphics scored a mesmerised crowd every time they started rolling on the big screen. Truly incredible stuff, but the next big question for Sega is how to get VF3 converted down for the Saturn without losing too much detail. I'm sure the geniuses at Sega can do something but we're not going to see a home conversion for quite a while (even though it's confirmed), if the arcade isn't playable yet. It'll be worth the wait though.

is specifically designed for NTSC TVs at this stage but a PAL version must surely be on its way. Sega currently has five Saturn Net Link compatible games in development, and Accolade, Interplay, GT Interactive, Virgin and Westwood Studios will also have Net Link compatible games available by the end of the year. This means (reading between the lines) that Command & Conquer, Doom and Quake should soon be able to be Deathmatched from the Saturn. Can't wait!!

Nights was Sega's biggest Saturn drawcard and while I doubt it's going to cause a Sonic-like phenomenon, there's no doubt that this is one fascinating, ultra tripped out game. It's fast, bright and fairly intuitive but it is VERY strange and when it comes down to it, didn't have magic of Mario 64. Still, like Crash Bandicoot for the PlayStation, it should do very solid business and

they've taken the whole 3D platforming thing a bit further but again, there was nothing mind-blowing here either. Mr Bones had far more people gathered around, and this platformer/beat 'em up is graphically great and appears to be a fun play as well.

In other Saturn picks, Virtua Fighter Kids (ho-hum) is on its way and World Series Baseball II joins an increasingly crowded 32bit baseball sim market. In fact there are a whole host of Sega Sports games coming to Saturn like Worldwide Soccer II, NBA Action and NFL '97.

### MEGA DRIVE

Not a lot of software on show for the aging Sega 16bit, but there was Sonic Blast and the announcement that Virtua Fighter is going 16bit (who would have believed it!). Sonic's new Mega Drive effort seemed to have more fans

they're obviously confident. Vectorman 2 is also looking mighty spiffy and should capitalise on the good rap that the first game received. In other Mega Drive release news, X-Women: The Sinister Virus sounds really funny. Bugs Bunny in Double Trouble could be the latest cartoon game classic and Arcade Classics gives Sega a chance to get into the retro vibe, and this compilation even includes the game that started it all - PONG!

The portable Nomad system looks like increasing the life of the Mega Drive quite considerably and the Mega Drive handheld is getting a big push in America. It's still unclear whether it will receive an Australian release, but I for one hope it does as it's a good reason for keeping your old 16bit games and it gives you quality gaming while you're on the run as it's compatible with all Mega Drive carts. Let's hope we see it here before Christmas.

## Acclaim

As per usual, Acclaim had some high profile licensed games plus some new treats. Space Jam is a light-hearted 3-on-3 basketball game for PlayStation, Saturn and PC featuring Looney Tunes characters such as Bugs Bunny, Daffy Duck and the Tazzie Devil alongside NBA legend Michael Jordan. Huh? Nope, it didn't make much sense to me either, but there's a Space Jam movie on its way so everything should make more sense soon. Looks like fun...

was a fairly lame one, but I only saw select segments so hopefully good things will happen.

In other Acclaim movie license stuff there's going to be games of Dragonheart and The Crow plus a coin-op for Batman Forever.

## Virgin

Virgin Interactive was definitely one of the strongest stands at the E3 and had hot products across the whole range of genres and platforms. Command & Conquer: Red Alert and

adventure comes from the co-creators of Out of This World and Flashback, so it's definitely going to be big.

Toonstruck and Circle of Blood are a couple more winners, but virtually everything on the Virgin stand seemed to be of exceptionally high quality. Toonstruck is a crazy adventure game that combines digitized video animation and the voice of Homer Simpson. Looks crazy but excellent. Circle of Blood is a more serious animated adventure dealing with the ongoing conspiracy theory about the mysterious Knights

## Electronic Arts

EA had all the usual sports updates on show as well as some excellent new titles from Origin and Bullfrog. Madden 97 and Triple Play 97 were my picks of the sporting bunch and Andretti Racing will definitely give Psygnosis' F1 a run for its money on the PlayStation. It features stock cars and Indy cars, split screen races plus the ability to link up for 4 player action. Very cool.



IRON & BLOOD



PRIVATEER - THE DARKENING



TOONSTRUCK



HYPERBLADE



LANDS OF LORE II

NBA Jam Extreme is another NBA Jam update and is looking funky with a "Smokin'" feature which allows for increased speed, legal goaltending, increased shot percentages and the like. There are new features and more than 30 new dunks like the three-storey elevator jam and through-the-hoop flip jam. It'll be out in the arcade as well as for Saturn, PlayStation and PC (Win95).

Iron & Blood is a 3D fighting game set in the Advanced Dungeons & Dragons Ravenloft world. Developed by the talented Take 2 team, it features 16 characters such as gargoyles, dwarves, werewolves, goblins and wizards, with each character consisting of an average of 4 000 complex polygons. It's weapons based, ultra realistic and was a lot of fun (in the short time I had on it). For PSX, Saturn and PC.

Acclaim's sole Nintendo 64 showing, Turok: the Dinosaur Hunter,

Lands of Lore 2: Guardians of Destiny both caught my eye immediately for the PC and if you liked Command & Conquer, you'll want to marry Red Alert (thanks Nikki!). There are so many new options that it's almost as good as getting C&C2, and Saturn and Macintosh owners will be playing the original game any minute now (looking very spunky) with PlayStation owners having to wait until next year. Lands of Lore 2 has been on its way for ages but PC owners will be thanking the RPG/adventure Gods for it, as it's looking very, very tasty indeed.

Z, after similar delays, is also mighty fine and runs fast and frenetically. A lot of fun for strategy, action lovers, especially in multi-player matches - killer cut scenes too! Heart of Darkness is another late-comer but once again, it's looking good now it's finally here. Launching first on the Saturn (and then the PC), this action

Templar organisation, so this one looks interesting on a number of levels. Other Virgin titles to look out for are: Nanotek Warriors (action packed shooter for the PlayStation), Screamer 2 (a whole new game engine for PC driving fans), Spot Goes to Hollywood (beautiful 32bit version for Saturn and PlayStation), Grid Run (a cool action/arcade game for Saturn, PSX and PC), F1 Challenge (will give Saturn owners a rival for the PlayStation's F1 from Psygnosis) and Freak Boy for the Nintendo 64, which is a winner just for the name alone.

I also managed to grab a sneak peak at Virgin/Westwood's big title for 1997 - Blade Runner. Yep, the film by Ridley Scott based on a book by Philip K. Dick's, is now a game. And if they can emulate the outrageously cool quotient of the movie (and the intro says they can), then they're on a sure-fire winner.

Road Rash has finally made it to the PC. It's looking good and there's network play so there's no excuse not to go gravel surfing. There's also a special edition of Need For Speed with extra tracks and other fun bits.

Soviet Strike is the continuation of the Strike series (begun by Desert Strike) on the 32bit systems and it looks as good as I had hoped for. There's still some work to be done on it, but EA aren't about to let the legions of Strike fans down now. Shredfest is also looking cool and will probably overtake Road Rash on the "too cool" game list as soon as it's released.

Origin's Privateer: the Darkening was definitely one of the PC games of the show. Personally I think this one's going to crap all over the Wing Commander games. It's got an interactive movie component starring Christopher Walken and John Hurt, so you can do the whole Wing

Commander thing, but it has also got the option of exploring the galaxy as you will, which was the strength of the original Privateer. The space combat looks extraordinary and with the mission structure as well as the non-linear game, you'll be playing this one for a long, long time.

## Lucas Arts

LucasArts had a "closed stand" at E3, which meant you had to be invited in to see their new wares and, consequently, lots of people missed

## Activision

A solid showing from Activision (including the best looking "babes" of the show - and believe me, E3 was packed with bimbos in bikinis trying to promote product) including a new Mechwarrior 2 game - Mercenaries. Looks good but Time Commando looks better. We previewed this game a couple of issues ago and now I've seen it in action. I'm even more excited. The movement is incredible and the fights are excellent, but there's far more to this game than

looked great but what did you expect? Because I didn't have long with it all I can say is that it's shaping up fine but I doubt it'll fly onto home PCs until next year. Grand Prix 2 was showing (and looking as finished as it did when we reviewed it) but the release date just keeps being pushed back for some obscure reason. Magic the Gathering is another long-delayed game but fans of the card game are sure to wait for it, as it'll be network capable.

The other Microsoft news of interest - Spectrum Holobyte is no more. All SH

looks spiffy but I've got my doubts about the gameplay.

Well that's about all I can fit in (sigh). I've just written a six page report and I've missed out heaps! That gives you an idea of how big the E3 was and how many new games were fighting it out for attention. There are so many games that I haven't talked about (some of which are excellent), but rather than overload you by telling it all in one big slab, we'll do some bigger previews in the next couple of issues. So stay tuned to HYPER..



NBA JAM EXTREME



SOVIET STRIKE



MADDEN '97



C&C RED ALERT



SPACE JAM

out or didn't get enough time to really see what they wanted. I was in the latter category, but I saw enough of Jedi Knights to be very, very impressed. This is going to be huge. Basically a multi-player version of Dark Forces, the 3D environments are awesome and it's really going to give Quake a run for it's money. TIE Fighter vs X-Wing is highly anticipated by many people but it didn't really thrill me that much. Outlaws could though, as it's a first person adventure set in a "spaghetti Western" environment. Of course, Shadows of the Empire for the Nintendo 64 looked great and LucasArts have also got a humorous Saturn action game on the way called Herc's Adventures, which is a lot of fun. They had more product but that's all I managed to see. If LucasArts want proper coverage they've got to show their games properly.

just fighting. Made by the French team behind Relentless, this one is destined to be major. Expect it for the PC in September.

PC owners can also expect Hyperblade from Activision around that time, and this looks like pucking fun. No, I wasn't swearing there because it's a futuristic hockey-like game with a fast frame rate and great character movement. Should keep people amused in network play.

Activision's big console game, Blast Chamber, also looks great for multi-player action (in fact, I would say it would be terrible playing on your own). Four players with bombs strapped to their chest in a rotating room leads to some crazy action.

## Microprose

The big one for hardcore flight sim fans was showing - Falcon 4.0. It

games will now come out under the MicroProse banner.

## Scavenger

Scavenger is a small new games company with bases in the USA, Denmark and England and they definitely had one of the coolest stands at the E3 and were showing lots of cool games. Scorcher and Amok are winners for the Saturn, while Into the Shadows and Tarantula are just two of the Scavenger titles which could make it big on PC.

Watch out for these guys - they're gonna be big!

There's just too many games to fit! Briefly: there were a few playable levels of Quake but the full release doesn't appear to be happening until 1997, with the shareware out any time now. War Gods, the new 3D arcade fighter from Williams

### HYPER E3 AWARDS

**Best Game:** Mario 64

#### Highly Commended:

Command & Conquer: Red Alert, Privateer: the Darkening, Nights, Shadows of the Empire, Jet Moto, Wipeout 2097, Lands of Lore 2, Jedi Knights, Crash Bandicoot, Quake, Time Commando

**Best News:** Sony & Sega cut prices

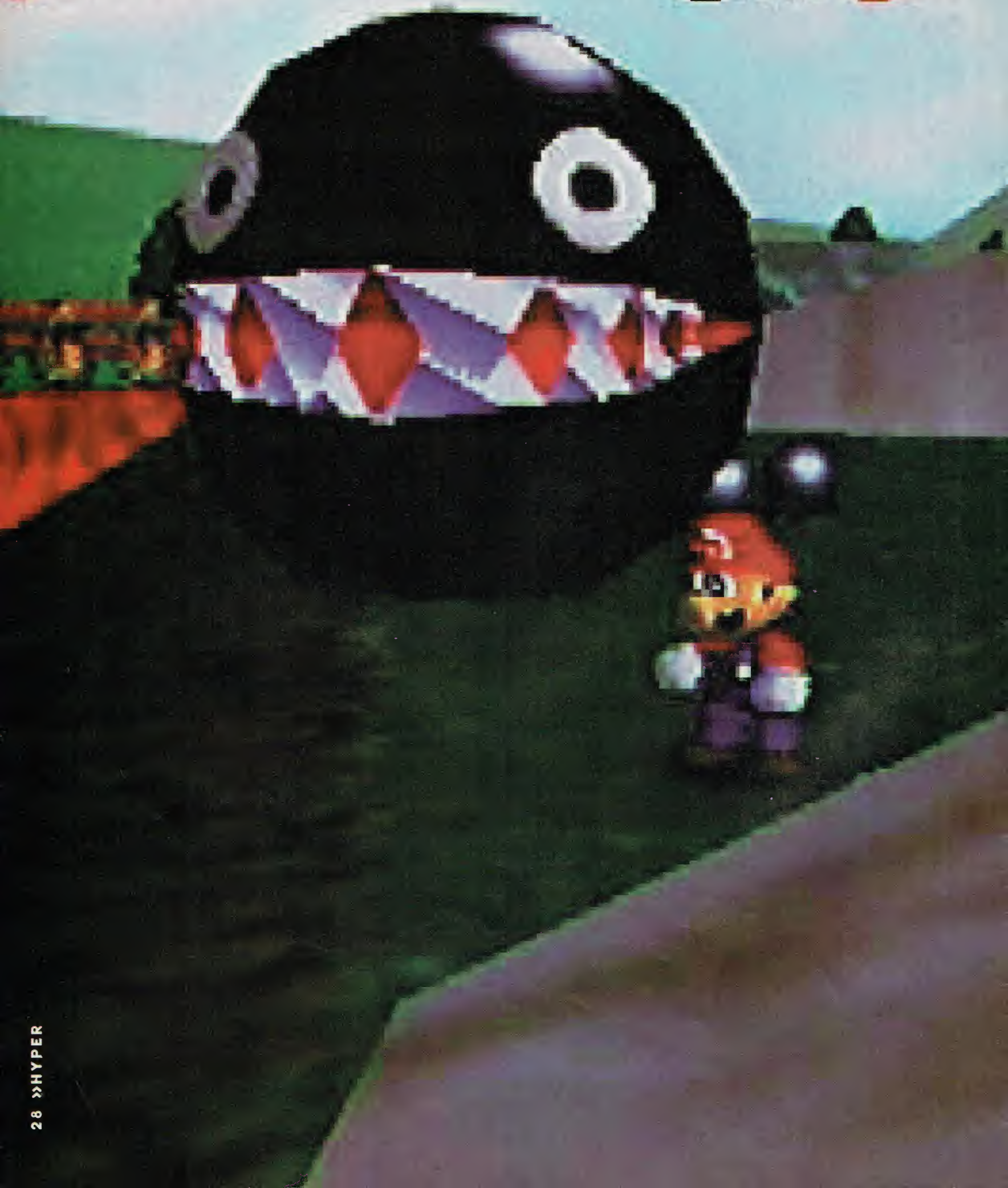
**Most Aggressive:** Nintendo

**Best Babes:** Activision

**Cooler Stand:** Scavenger

#### Best Party:

Sony of America & Scavenger





# Super Mario 64

## Nintendo 64

AVAILABLE: NOVEMBER  
 CATEGORY: 3D PLATFORM  
 PLAYERS: ONE  
 PUBLISHER: NINTENDO



When you consider that the Super Mario Bros games on the SNES were perhaps the biggest platform game phenomenon, it's really no surprise that the most eagerly awaited video game right now is Super Mario 64. Even though all the Nintendo 64 games at E3 looked pretty damn impressive, they were all overshadowed by Super Mario 64.

Even though these grabs look nice, we can't begin to convey how impressive the thing looks when it's actually running. Once you see it running it will totally blow away your mental image of what a 3D game should look like. Even the folks who never liked the old Mario games at all admit that this game is the shit! What makes it all so amazing visually is not so much the detail in the graphics, but the amazing speed with which this game zooms around with varying camera angles whilst keeping track of everything off in the distance. These camera angles are controlled by the player too with use of the "C" button on the new Nintendo controller (which was actually designed with this game in mind). Not only does the continuous camera control make things look pretty, but you actually need to use them to help see things in various places, solve puzzles, navigate tricky areas, etc. The frame rate is ridiculously fast (as we all expected) and it helps makes Mario 64 look more like some bizarre form of TV entertainment than what we're used to thinking of as a computer game. The characterisation is great, there's lots of good humour and facial expressions to help bring the game alive.

It's not just an audio-visual smorgasbord. Super Mario 64 looks to have the best gameplay of any game we've ever seen. There just doesn't seem to be any limit to what Mario can do within the game. He runs, slides, flips, swims, whirls, climbs, throws and of course he jumps.

The object is to help Mario make his way through the 25 different areas of the game in an effort to defeat the evil Bowser. There's all sorts of weird and wonderful lands like a desert, snowy mountains, a haunted mansion, undersea areas and many, many more. Just like you'd expect, there's secrets all over the place to be found, and they really enhance gameplay rather than just give you something extra to do. For example, you can clamber into a cannon which then changes the game to first person perspective, and fires you up to the top of a far off flag pole. Throughout the game, Mario obtains the strength of eight plumbers, gauged by a new circular power meter. Where would a Mario game be without lots of cool powerups and stuff? There's gobs of different powerups to collect so you can do all sorts of stuff like fly, become invincible, etc.

The way Mario has to deal with things is fantastic. It's usually been taken for granted that end of level bosses are taken out by jumping on the spot and shooting little balls. Forget that... now imagine facing off against some big nasty at the top of a mountain, where you have to duck and weave to get behind his back and then pick him up and throw him! Or, how the hell do you get to that ledge over there? Why not jump into the nearby tree, scramble through the branches and leaves, then do a big backflip to get where you want?!

Look, we could go on all day about what we've seen, but we'll save the rest for when we do the full review once we get our hands on it. Suffice to say, that whether you like platform games or not... Super Mario 64 will just blow you away.





# Diablo

## PC CD-ROM

AVAILABLE: ????

CATEGORY: RPG

PLAYERS: 1-?

PUBLISHER: BLIZZARD



Blizzard have become recognised as a top quality strategy game producer with their hugely successful real time strategy wargames Warcraft and Warcraft II. Keen to prove they can develop games other than strategy titles, Blizzard have got together with Condor Inc. and gone about releasing a game they hope will revolutionise the RPG scene... Diablo.

What looks special about Diablo is the emphasis on random dungeon and quest generation, which of course has been done in the past, but word is that Blizzard have put in extra attention to ensure that the game has enough variety and intrigue to make the longterm interest very high.

As far as actual gameplay and scenario is concerned, Diablo is set in a gloomy medieval/Gothic fantasy world where a village has been savaged by demonic nasties that have come out from the ruins of a desecrated temple on the edge of town. You pick to play as either a fighter, archer or wizard, and head off down into the ruins in an attempt to avenge your family's death and gain some fame and fortune along the way.

Like the Warcraft series, you can play multiplayer games over modem or network, and you only need the one copy of the game. Diablo features many interesting little touches like special traps and puzzles that detect when a multiplayer game is active, and adjusts the puzzle accordingly to ensure that players have to work together to get past certain obstacles, etc. Of course multiplayer gaming is often far more fun when you're trying to hinder the other players rather than help them, so Blizzard have ensured that the game engine allows for both cooperative and competitive multiplayer gaming.

The graphics look superb, something akin to a SVGAish Ultima VIII.

Definite full review once this one's out, should be big!



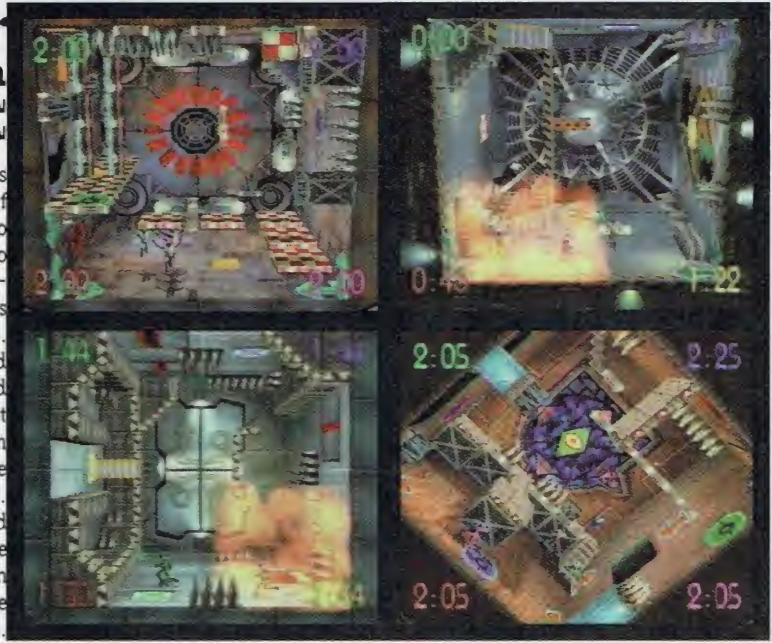


# Blast Chamber



AVAILABLE: OCTOBER • CATEGORY: ACTION  
PLAYERS: 1-4 • PUBLISHER: ACTIVISION

Hmm, is it just us, or are scenario's where people have explosives strapped to their bodies always bloody amusing? Well, that's the focus of Activision's upcoming game, Blast Chamber. Yup, you play one of up to four poor sods who are stuck in a cube shaped room who have a bomb strapped to their body. Your only chance of survival revolves around grabbing this little crystal that's sitting on the floor somewhere within this chamber, and taking it to a transmitter that will deactivate your bomb. Now there's a twist... literally. The first thing you notice about the cube shaped rooms in Blast Chamber is that there appears to be a whole host of platforms and stairs up on the walls and ceilings. To get to them, you have to walk to a point on the wall where you can see a big arrow, and just walk up the wall! The room will pivot, sending your opponents (if any) plummeting to the new floor of the room and completely change the way you can now move around the platforms. There are bottomless pits, spikes, fire trails, and other nasty traps and device to make the game all the more intriguing. This game should be most amusing for multiplayer gaming, since you can do things to shorten your opponent's time counter on their bomb. Stuart had fun with this one at E3 and we're just hanging for a final release.



# Pax Imperia 2

PC CD-ROM

AVAILABLE: SEPT • CATEGORY: STRATEGY  
PLAYERS: 1-16 • PUBLISHER: BLIZZARD

Blizzard certainly seem to be quite busy right now. While Diablo is a venture in a new direction for Blizzard, Pax Imperia 2 is Blizzard doing what they know best... strategy. Pax Imperia 2 looks to be one of those, "Build up your civilisation, develop military hardware and conquer the universe" kinda games. While this has certainly been done before, PI 2 looks to do it with stunning SVGA graphics and also presents the option of playing in either a turn based situation, or in real time, which is a very rare option indeed.



Just like the classic Civilisation, there's the option to go for the benevolent, passive victory of the game by economic superiority, or of course the fun way which involves a little more brute force. PI 2 looks to be very technical and in depth. Features like the 1000+ technologies to develop help emphasise the detail involved. Naturally being a Blizzard game, there's the ability to use one disc to install on multiple machines for a big network game... how big? Sixteen players! So this one should be a big Kali game on the Internet too.





## Donkey Kong Country 3 SNES

AVAILABLE: NOV/DEC • CATEGORY: PLATFORM  
PLAYERS: 1-2 • PUBLISHER: NINTENDO

E3 gave us the first glimpses of Nintendo's third Donkey Kong Country game... Dixie's Double Trouble. Yup, the adorable femme chimp from Donkey Kong Country 2: Diddy Kong's Quest is now the star of what will most likely be the next really big seller for the SNES. Despite the fact that the 16 bit consoles have been superseded by the 32 bit machines, the Donkey Kong Country games have proven that the SNES is certainly not dead and buried. Donkey Kong Country I was the fastest selling game in history, selling at a rate of one copy per second at its peak!

Just like Diddy had Dixie as a sidekick in DKC2, Dixie now has her own sidekick, Kiddy Kong, a chubby infant chimp. Kiddy has his own special powers that Dixie will need to utilise to have any hope of making her way through her quest to rescue the captured Diddy Kong and Donkey Kong. There are lots of new friends and foes to encounter during the game, including the new Kremling leader, KAOS. DKC3 promises to be longer than it's two predecessors too, with over 100 hours of gameplay to go through.

We'll be keen to see if the final version is a big step ahead or if it's really just more of the same. Either way though, it should be good.



## » Kirby Super Star SNES

AVAILABLE: SEPTEMBER  
CATEGORY: ACTION ADVENTURE  
PLAYERS: 1-2  
PUBLISHER: NINTENDO



A round blobby character with lots of psychedelic coloured backgrounds... no, it's not Ringo Star, it's Kirby, the ever popular Nintendo game hero. It's hard to figure out how to define Kirby Super Star, because it's really different games in one as opposed to one big platform game, but they are all related to the grand task of saving Dream Land.

The first game involves inhaling enemies (bizarre!) and flying through four levels to retrieve food stolen by King Dedede. The second game sets Kirby against the evil Dyna Blade which is threatening to ruin all of Dream Land's crops. Kirby has the ability to inhale his opponents, then use their special powers once he's done so. The third game sees Kirby competing in a foot race with King Dedede, where Kirby scarfs down all the food he can as he runs along. Game four is a subterranean treasure hunt where Kirby has to find 60 hidden goodies before he's zonked by the hordes of nasties. The fifth game is a mission of infiltration and sabotage, where Kirby must destroy the Meta Knight's giant ship to prevent it from wiping out Dream Land. The sixth and final game sees Kirby defeating enemies in an effort to restore the order of days and nights in Dream Land.

There are two sub games as well within Kirby Super Star, Megaton Punch and Samurai Kirby. Hopefully we'll have a reviewable version shortly so we can take a better look at the latest Kirby release.





PlayStation update



# PlayStation

Update



## RESIDENT EVIL

Prepare to be blown away by possibly the most chilling game in the history of interactive entertainment - RESIDENT EVIL is here.

This gruesome title is not for the light hearted. Utilising the power of PlayStation - Resident Evil features texture mapping, light sourced polygons and pre-rendered backgrounds all running at real time. The character animation is exceptionally fluid - allowing precision control of your character in the stickiest of situations.

Set in America's mid-west where a grim bacteria has spread through a town and a catalogue of macabre killings have occurred; the fine S.T.A.R.S (Special Tactics and Rescue Service) team is brought in to investigate. The team departs for the town only to be attacked by a savage pack of canine killers and the survivors are chased into a stately mansion hoping it's a 'safe house'.



The plot thickens. From here you take on the persona of Chris (no weapons) or Jill (who has a revolver) and the rest is an adventure from hell.

Resident Evil sprawls through the environs of the mansion; one that takes hours to explore. With two difficulty levels, big weapons, blood by the barrel, a variety of endings and some of the most fierce creatures you'll ever have the pleasure to kill - this is one of the few games you simply cannot afford to miss.

Check out the July Issue of Hyper for a full Review that gave Resident Evil 90% and the HYPER BIG RUBBER STAMP OF APPROVAL. "...Resident Evil accomplishes its intention: to suck you in and scare the hell out of you!"

Available: August

RRP: \$99.95



Realistic Horror

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

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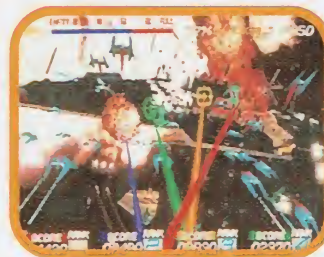
## coming soon

### Namco Museum Volume 1

Seven games for the price of one. Revisit your misspent youth or discover where it all began - this is a real classic. Includes Pac-Man, Rally X, New Rally X, Galaga, ToyPop, Pole Position, Bosconian. Available August '96 Expected Classification G



### Volume 1



### Galaxian 3

Based on the panoramic arcade crowd pleaser, this is a lightning fast multi player 3D shooting simulator that takes advantage of the PlayStation's power to ensure astounding graphics & quick fire gameplay. Available August '96 Expected Classification: G 8+ Low Level Animated Violence.

### Gunship 2000

Hop on board the chopper of the future and blast, bomb and missile your way around the world. It'll keep you quiet for days. If you are not afraid of an intellectual as well as a physical challenge - this game is for you. Available July '96 Expected Classification: G 8+ Low Level Animated Violence.

### AIV Evolution Global

An addictive game of simulation, railway management & urban development AIV Evolution Global - this game really sucks you in. Check this game out besides being educational; this particular type of trainspotting is kinda fun. Available August '96 Expected Classification G.

### Top Gun - Fire at Will

Step back in time, take a seat in a F14 Tomcat and become MAVERICK the ultra cool star of the 80's smash hit movie, Top Gun. Two chase-plane camera angles, external views and a detailed interior view make this a ride of a life time. Available August '96 Expected Classification: G 8+ Low Level Animated Violence.



## » Gun Blade - Special Air Assault Force

SEGA

New York City July 5th 2005 10.03am - armed terrorists make an attack on the Times Square area and are rapidly moving towards the United Nations HQ where the UN General Assembly is in session

Lower New York Bay 10.15am - the Special Air Assault Force launches its main weapon to combat evilness, the (fanfare please) Gun Blade Assault helicopter!

Your job for today is to man (or woman) a machine gun pad and mow down bad guys and anything else that gets in your way. But if you think that these terrorists are going to be easy meat, then you're wrong 'cause they ain't biological, they're mechanical. Usually three hits from your weapon will destroy the robots, though once hit they jack like crazy which makes it hard to track their movements. To solve this problem, just use a little spraying technique by shooting in little orbital patterns around the desired target.

In an attempt to blow you out of the sky, the terrorists are armed with missile launchers, which fortunately for us clean wholesome family lovin' good guys, make a beep-beep sound prior to launch. They also glow red at launch, so make sure you take out the missiles ASAP, as you only have three lives and rockets tend to use them up fairly quickly.

As time is of the essence in this game, a time limit has been set, and there are two missions which can be undertaken - Easy and Hard. Strangely enough, I personally found Hard to be easy and Easy to be hard, so I don't know what's going on here. The object of the game is the same in both missions though - seek and destroy.

The graphics and sound are truly excellent, with the tracking movement of the helicopter almost fooling my sense of balance as the chopper banks hard to give us a gunner's shot of the enemy.

Gun Blade is a roller coaster of a ride and definitely needs to be checked out with a friend in dual gunner mode. And besides it's a great (and cheap) way to see the sites of New York City.

## » Metal Slug - Super Vehicle 001

NEO GEO

Metal Slug is a scrolling, action packed adventure of epic proportions, which will take you (and a buddy), through nature's harshest environs whilst you're busy maniacally dodging and dispatching missile projecting, grenade throwing, machine gun spraying bad guys who in most likelihood are Nazis.

In all of Metal Slug's five missions, death and destruction will result from your mission of peace which is to free prisoner's of war. Just by co-incidence, these POWs are carrying weapons to aid you in your mission. Machine guns are great, rocket launchers are fantastic, flame throwers are OK but shotguns are the GO! Try to conserve your grenades for tanks or to lob into foxholes or, most importantly, to blow down walls which halt your advance.

The graphics are excellent in a 2D way, and the whole game feels like an interactive comic book, and there is attention to detail of the highest order. The screams of the battle are scarily amusing, and along with the sounds of weapons, tanks clanking, planes whirring etc, you really are placed in the thick of battle.

As you venture through enemy territory, you come across a vehicle known affectionately as the Metal Slug. The Slug is the vehicle which will take you through these treacherous lands. It may be impervious to bullets but not grenades or shells, although each 'tank' can take up to 3 hits. Damage can be restored by collecting fuel tanks. You can exit the tank by depressing button B and simultaneously holding the joystick down. Likewise, you can use the tank as a battering ram by depressing both A + B buttons. Use the Slug to it's full potential and you'll survive longer.

All in all, I reckon that Metal Slug is the best of its type and it's far more than just a shooter as the whole game is a series of minor puzzles which you'll have to overcome to progress. It should do big things in arcades (and probably at home soon if Sega or Sony have the sense to snap it up).

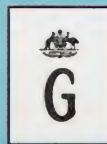
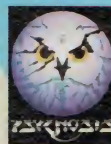


# PLAY THE GAME!

## SEGA

MEGA DRIVE

"THIS IS A VERY IMPRESSIVE GAME INDEED!" 93% SEGA POWER,  
 "AN INCREDIBLE ACHIEVEMENT IN 16-BIT PROGRAMMING,  
 AND A NEAR PERFECT MEGA DRIVE CLASSIC" 92% MEAN MACHINES SEGA



# Winter Gold

Someone's been looking at the wrong calendar! Just as the Atlanta Summer Olympics crank into full gear, here we have Nintendo's winter sports compilation. STRETCH ARMSTRONG does the luge thing...



At HYPER we've always said that it's gameplay that's everything and that whizzbang graphics and superfluous options will almost never save a game that's lacking compelling playability. That's true, but it's never more true than in sports games. This theory can really be tested now, with the onslaught of the super consoles. Would you, for example, play a great 16bit game over a crappy but spectacular looking 32bit newie? Is there any future for 16 bit games at all? The answers, in my book, are (a) yes and (b) probably not, but there should be. This game will do as Exhibit 1. All of that is a very roundabout way of saying that a good game is worth playing regardless of its format and that Winter Gold is, when all is said and done, a good game. Sadly, however, because the Super Nintendo is no longer the sexiest console on the block, this one could well get lost in the rush. Like Olympic Gold, California Games and a host of others, this game crams together five or six loosely related sports and allows you to tackle them individually, alone, against friends or in one big Olympic spectacular. This has also been released, not coincidentally I'm sure, in an Olympic year, to cash in on a bit of residual good will.



SQUATTIN'



IS HE SHOWING OFF OR WIPING OUT?



**Skiing, Boarding, Luge-ing**

So what are the sports? You get downhill skiing, snowboarding, bobsled, ski jump, luge and aerial and they fit, generally, into three categories. Downhill, luge and bobsled all involve trying to build up as much speed as possible, stay on your feet (or on your luge or bobsled) and dodge the various obstacles/ flags or outrageous corners. The snowboarding and aerial components remind me of the skateboard game that I first played on my Gameboy all those years ago: you need to get some air and then pull off as many manoeuvres as possible in a short space of time, to rack up the points and go for the gold. The ski jump stands alone and involves, as ski jumps traditionally do, trying to jump as long, as gracefully and as fast as possible, after coming down a huge bloody jump.

None of this, as you would have gathered, is exactly earth shattering but it's fast, well put together and fun. Much is made of the allegedly spectacular graphics (Advanced Computer Modelling, polygons and all that) and there's no doubt they look good. Look good for a 16 bitter that is, so if you've already graduated to the next level, you won't be getting too hot under the collar about these. Likewise the music, which is nowhere near as special as the makers would have you believe. It's a blandly annoying techno melange, better than most but we've been exposed to how great game music can be (see Roadrash and Wipeout) and now we want it all the time.

This is a good fun game and you'll enjoy it - if you ever get to play it in the rush towards the next level.

**OLYMPIC GAMES - AND THE WINNER IS...**

Lets face it, the Olympic lend themselves perfectly to video games. Multiple events, countries from all over the world, sport and, let's be honest, cross-promotion, seasonal tie-ins and more free TV exposure than you can poke a steroid at. Not surprising then that the Olympic Games usually corresponds with some Olympic video games. You will all, I presume, know and love Olympic Gold, for both the Master System and Mega Drive. Even though success in the game was more often than not determined by who could most comprehensively pummel the shit out of their controller, it was a delight to play with three or so friends. Except for the diving of course, which was bloody near impossible and is a poncey sport anyway. Winter Gold (above) follows the tried and true formula but involves much greater degrees of finesse to successfully compete and is probably a better (if less violent) game as a result.



WOULD YOU INSURE THIS MAN?



I WANNA GO BOARDIN'

A RATHER LONG SLIPPERY DIP



LOOK MA.. NO HANDS

LOOK MA.. NO WORRIES



80.5 METRE FACEPLANT

IT'S SMALL, BUT IT HANDLES LIKE A DOG



FACING THE CRITICS

A BACKSIDE GRAB THEN A FRONTSIDE STIFFY

AVAILABLE: NOW
CATEGORY: SPORTS
PLAYERS: 1-8
PUBLISHER: NINTENDO
PRICE: \$79.95
RATING: G

**VISUALS**  
**80**  
 Good, but certainly no leap forward.

**SOUND**  
**65**  
 Not as good as they think.

**GAMEPLAY**  
**72**  
 You've probably done it all before. Not bad.

**LONGTERM**  
**80**  
 You won't take too long to master it. If you have friends (and we hope you do) you'll be back.

**OVERALL**  
**76%**  
 A solid old-style game. But is it a last gasp for a dying breed?

# Jumping Flash 2

3D platforming games are the Next Big Thing. You heard it here first. Why? Because DAVID WILDGOOSE reckons this game's a gas, gas, gas...



### PUZZLES, VICIOUS ENEMIES & MUU MUU

The aim of each level is to collect four little blokes who hold signs and say "Muu Muu" a lot. A bit vague, I know, but I was playing the Japanese version. (And, judging from the hysterically bizarre intro, I couldn't even begin to guess what the plot could possibly be about). Actually finding these strange fellows is difficult enough, since some of the levels are enormous and there's no straightforward path to take, making it pretty easy to get lost at first. But that's only half the problem. Once you do manage to catch sight of them then you have to worry about just how on earth you will be able to reach them, too. I mean, you can see the bugger right above your head, but he's too high just to jump there, so do you try to hitch a ride on that dinky aeroplane and risk falling to your death? Or do you attempt to clamber up that dangerously swirling spiral of playing cards? Or do you crawl into that cannon, get thrown to the other side of the level and come back via an entirely new route?

Or do you forget all about it because there's a team of vicious penguins belly-sliding right towards you? Yes, there's a whole host of tenacious critters - from the kiwi birds who try to push you off ledges and crabs that leap onto your head to the dive-bombing dragon flies, scuttling cockroaches, and fiendish floating fish - all intent upon spelling your death.

Last year when we reviewed and fell in love with the first *Jumping Flash*, we spoke of how obvious the idea of a 3D platform game was - it's evolution, you see. We also predicted that a barrage of *Jumping Flash* clones would soon descend upon us and we would rejoice at their splendour and sing praise to the might of the 32-bit console. Nearly a year later I can think of maybe...ooh, just off the top of my head, um...well, there was *Bug* for the Saturn, wasn't there? And that's about it... until now. *Jumping Flash 2* is here, and it is outrageously good. So how does a 3D platformer work? Well, you see the world in a typical first-person perspective, you can walk around the place, look up and down, shoot things and generally enjoy your average *Doom* experience. But then you discover the jump button and everything goes completely wild. Jump once and you can vault small rocks or tents. Jump again whilst in mid-air and you can reach the roofs of tall skyscrapers or floating platforms. Jump a third time at the height of your second leap and you'll be amongst hang-gliders, trapeze artists, hot-air balloons and perilously thin walkways. The feeling of being "up there" is just tremendous and, vertigo permitting, the view is simply breathtaking. It may look cute, but *JF2* is an incredibly intense and, at times, a palm-sweatingly frightening game.



### 3D is not a novelty

The great thing about *JF2* is that Sony haven't simply used the 3D as an end in itself. It's not a novelty. It's a means to create some of the wildest, most twisted, imaginative and inventive levels I have ever seen in any game. There are rollercoasters and magic carpets to ride, toasters and toothbrushes floating in space, giant chimneys billowing you into the air, water slides, flying whales, tunnels that made me feel like I was playing *Descent*, and much more besides. The little non-essential, incidental details are nearly as much fun as the proper game itself.

I really loathe to criticise any game that I have enjoyed as much as this, but I do hate time limits (even remarkably generous ones such as these). It really is a bit pointless in a game like this, because you're being penalised for exploring, experimenting and, let's face it, ENJOYING the game. This is not in an arcade, it doesn't need to impose an artificial time restriction on the player (who, presumably, has already paid for their copy) to make money. Despite that (and I'm probably the only person who cares, anyway), *Jumping Flash 2* remains a very special game - it looks amazing, sounds fantastic, plays superbly and, with the obvious exception of the original (which pales in comparison to its sequel), is utterly unique. For me, this is a genuine contender for game of the year.

AVAILABLE: AUGUST  
 CATEGORY: 3D PLATFORM  
 PLAYERS: ONE  
 PUBLISHER: SONY  
 PRICE: TBA  
 RATING: GB

### VISUALS 92

Technically good and packed with humour and charm.

### SOUND 89

Great. "Get your rocks off, get your rocks off, honey!" This is an in-joke.

### GAMEPLAY 95

A breath of air fresh enough to convince even the most ardent platform cynic.

### LONGTERM 92

We just hope the distributor doesn't want us to return their copy.

### OVERALL 94%

*Jumping Flash* continues unabated in its single-handed reinvention of the platform game.

# Namco Arcade Museum

It's time for some more memories of arcade days gone by. ROGER BOLTON asks the question: Just because a game is old, does that mean it's a classic?



The craze for retro gaming shows no signs of abating; we've had Tempest 2000, the Atari 2600 emulators, Microsoft Arcade and now the second volume of Namco's arcade museum. With the second collection you get six titles: *Cutie Q; Gaplus; Xevious; Grobda, Mappy and Dragon Buster.*

These games were all created between 1983-1985, one more generation past the titles featured in Arcade Museum Volume 1. The differences in graphics, sound and gameplay sophistication are obvious. Still, these games are all from the good old days when chunky 16 colour sprites and 8 bit bleeps and blips were state of the art.

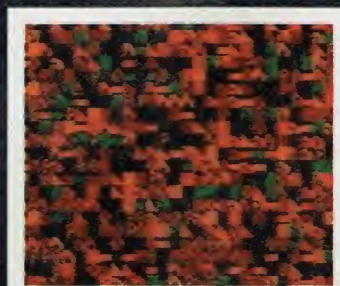
Each game is a perfect recreation of the original machine, since it's actually emulating an arcade board and running the original code. When you play a game you get to set all the machines dip switches to control difficulty levels, scores for extra lives, and many other options. The screen even flashes with random characters during the boot up sequence exactly the way the arcade consoles did.



LIKE WHO READS INSTRUCTIONS?



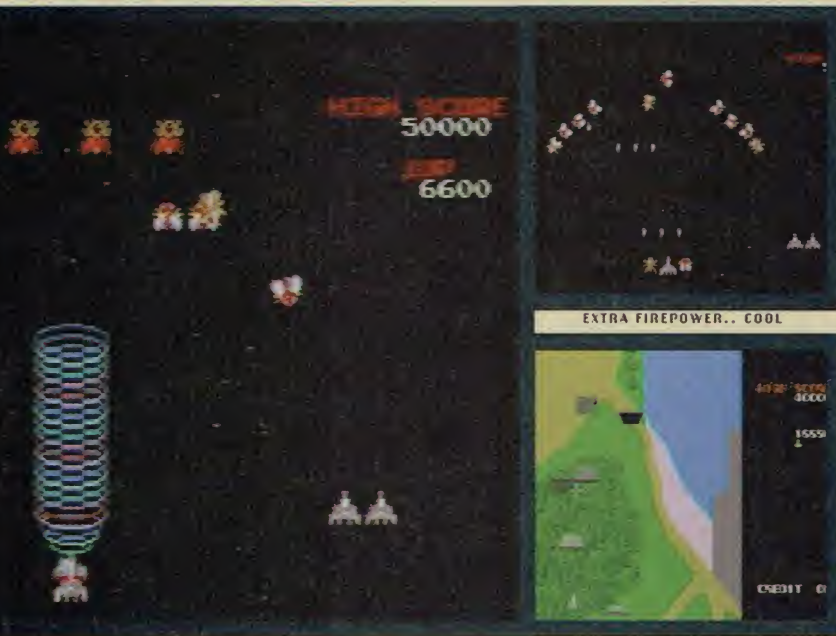
UNCLE PAC



NOW KICK IT AND GET FREE CREDITS!



# Volume 2



SUCK EM UP

2001?

## THE TRUE CLASSICS - GAPLUS & XEVIOUS

The two retro classics in this collection are Gaplus and Xevious. Firstly, Xevious is the vertically scrolling shooter that defined the whole genre leading up to Raiden I and II. All the basics are here, lasers and ground bombs, end of level bosses, multiple stages, varied scenery and wave after wave of alien ships. Anyone who grew up in the 80's will have an instant nostalgia fit when they hear the high pitched monotonous background music.

After you've had quite enough of spinning rectangular blocks, you can fire up Gaplus for some more fairly serious alien blasting. Gaplus is a direct descendant of Space Invaders and the prodigal son of Galaga. Swarms of moth-like creatures swoop down and around you in fast waves one after another. Shooting an alien leader grabs the special alien capturing ray that allows you to have double, triple or quadruple shots. There's also the unusual bouncing alien bonus stage and many fast and furious levels to get through.

## THE REST

The other four games range from average to tedious. Included is Cutie Q; a strange cross between a pinball and Brick Out; Grobda; a tank game with incredibly bad speech effects that's reminiscent of Robotron 2084; Mappy, a strange bouncing platform game featuring a mouse; and lastly Dragon Buster; a platformer that falls somewhere between Pitfall and Ghosts and Goblins.

As well as the games, the CD comes with a virtual museum option that allows you to wander a 3D texture mapped exhibit hall about each game. There's a lot of information about the history of the games and how they were made. Original artwork from posters and the game consoles, sketches of character designs, pictures of the arcade boards the games ran on and so on. It's a nice touch, but after a curious first look, you'll probably never look at the museum again, 'cause really the games are the museum.

If all the games were as good as Xevious and Gaplus, this would be a great compilation. Unfortunately, the other four are really only interesting as historical oddities. Anyone who remembers these games from their youth may want to take a look but there's really not much here to enthrall the modern gamer.



MINI TRAMP ACTION... JOY!

BANG!



PAC MAN MEETS BREAKOUT MEETS PINBALL

TRIPPY TABLE TOP GAMIN'



GETTING TONKED BY THE BIG LIZARD

SHIT IN A PIT!

AVAILABLE: NOW
CATEGORY: RETRO COMPILATION
PLAYERS: ONE
PUBLISHER: NAMCO
PRICE: TBA
RATING: G

<b>VISUALS</b>
<b>45</b>
What do you expect? The rendered intro is nice and the museum looks good.

<b>SOUND</b>
<b>30</b>
DUHNUNUHNUN DUHNUNUHNUN ... you get the idea.

<b>GAMEPLAY</b>
<b>80</b>
Some of the games could bear quite a few repeat plays. Some couldn't.

<b>LONG TERM</b>
<b>65</b>
It's fun for a while but the novelty will wear off. Can I play Tekken 2 now?

<b>OVERALL</b>
<b>60%</b>
Only recommended for those that enjoyed them the first time round.

# Galaxian 3

*Galaxians is one of the true arcade greats from yesteryear, right up there with Space Invaders, Defender and Pac Man. Where did this sequel suddenly spring from? ROGER BOLTON has no idea but he hopes it goes right back again...*

Galaxian 3? What happened to Galaxian 2? And why do a sequel to an ancient classic arcade game now? Well, your worst fears have been realised; yes it's the Full Motion Video shooter on rails! This game has absolutely no resemblance to Galaxians and the use of the name can only be a shameless marketing ploy by Namco. How bad is it? Really, grossly, foully stinky.

Here's the details. You and up to three other gunners (with a multitap) embark on one of two missions to save the universe from those nefarious alien hordes again. You can choose "Project Dragoon" or the laughably named "Rising of Gourb". Upon choosing your mission, you are launched into the depths of space to destroy alien hordes, large capital ships and underground reactors as usual. And yes, it's all pre-rendered video sequences, with flat polygon alien ships drawn over the top coming at you. The rendered video is quite pretty except for the fact that there's an unexplainable join down the middle of the screen. Your missions take you through asteroid fields, giant Borg-like cube structures, trench runs, alien cities, and planet surfaces.

**Little Skill**

The little skill in the game comes from moving your cross hairs back and forth while you hold down the fire button continuously and vainly try and destroy the masses of ships, towers and asteroids that get in your way. You can also choose to inflict this dire fate on three friends, so you can all wave your cross hairs around wildly. Joy! As a bonus, the computer can control one of your gunners so you can still get a hand after your friends realise how crap this is and refuse to play it.

Each mission is only around 15 minutes of play, and will only take your four or five plays to complete, so after two or three hours total you'll never want to play this again. Hey it's not a complete loss, as you can get more out of the CD by listening to the distorted noise it makes in an audio CD player than playing this game.

Namco makes some fine games, so for them to release this tripe is beyond comprehension. Really, they could have made a great 2D shooter out of a Galaxians sequel, or even made a 3D shooter that wasn't a FMV rail bound bore. If you want great animations of space battles, exploding alien planets and giant floating cities, go rent a good Manga video and forget about this.



END OF LEVEL BOSS THING



ZAPPO!



**THE REAL DEAL**

Now this is more like it, the original Galaxian. Sure, it's older than most Hyper readers and sure, it's not the visual extravaganza that we're all used to nowadays... But this was a real game that had a real following. All you did was dodge side to side and shoot little winged things that shot back at you, but god it was fun. Unlike Galaxian 3 you actually could use some skill and reflexes rather than just pushing that stupid crosshair around and firing in vain. An all time classic.



GREAT SHOT KID THAT WAS ONE IN A MILLION

EATINGCARDBOARD AGAIN?

BANG!



THERE'S TOO MANY OF THEM!

E-GAD YET ANOTHER DOSS THINGY!

BIG POWER SUCKING THINGO

AVAILABLE: NOW

CATEGORY: SHOOTER

PLAYERS: 1-4

PUBLISHER: NAMCO

PRICE: TBA

RATING: G

**VISUALS**

**72**

Pretty video and polygonal ships, except for the join down the middle.

**SOUND**

**75**

Running commentary, techno beats and explosions add a little atmosphere.

**GAMEPLAY**

**12**

It's so much fun waving a line back and forth like this...Not!

**LONGTERM**

**10**

Might keep a four year old amused for longer than two hours, but probably not.

**OVERALL**

**30%**

A perfect example of abusing the CD format. We really didn't need this one.

# NBA Live 96

EA take to the PlayStation basketball court in an attempt to out-dunk Total NBA. DAVID KING goes for the three pointer...

After seeing Dennis Rodman tell Oprah that he liked to wear women's clothing, I can't wait for NBA Live 97. But for now we'll have to play without the cross-dressing option. EA's NBA Live 96 delivers all the lads on the PlayStation with the expected 32-bit enhancements. Now O'Neil, Robinson and Rodman (without frock) romp around in beautiful 3D rendered glory with a pumping CD soundtrack. What more could a hoops freak want? Mmmm, stats...

After a smooth FMV, TV-style intro (one of the best I've seen), you're presented with the usual options screen. Then it hits you. Damn that sound is funky. Right through the game the CD pumps out a jam that runs perfectly along side every massive dunk. You can even stick the CD in your stereo and listen to the tracks in your backyard while you play half-court. Next, choose from three player levels: Rookie, Starter and All-Star, and hop into exhibition, season or play-off mode. Then choose your team (the Toronto Raptors if you're game) and head to the tip-off. All the rules can be disabled and the fouls can be from the very strict to non-existent. Tailor your game...

**Ultra Real**

The EA Sports gameplay has always relied on realism, and this title is no exception. All the 94/95 stats are included and stats during the game are updated for player, user (you) and team so that you can make comparisons until you turn blue (the colour of Rodman's favourite blouse). You can call offensive and defensive plays on the fly and also change your strategy for differing situations. The full court press does tire your players more and produce more fouls. Trades mean that you can stack your NBA legends onto the court and play them against a hapless team of second string also-rans. Now if I can only work out that code to play against the Globetrotters...

The music continues to thump away and the crowd cheer the home team and moan decisions against them. But the commentary is limited to one word ("Three") which is a bit disappointing for a CD based title. Still, this game is a slickly presented sports title that continues in the NBA Live tradition. One feels that the PlayStation can do much more for basketball fans but for a simulation-style b-ball game this is the best I've played. Trades, injuries, fatigues and all the complete rules make this an accurate translation for all video-sports freaks out there. Sink into that armchair, grab some popcorn and the cola product of your choice and go for that championship ring.



YOU MISSED LUC



ERM.. FOUL?



GET UP



DON'T BREAK IT!



MMM.. PEOPLE LOOK LIKE ANTS

**SHINY, HAPPY GRAPHICS**

The courts are beautifully rendered and the reflective light on the floor boards are an excellent touch. I also like the clever use of the advertising boards where the NBA website that appears at many real life courts is replaced with Electronics Arts' own www.ea.com. Camera angles are again taken care of by EA's Virtual Stadium technology. As with other titles that use it (eg. FIFA) there really aren't many useable viewing angles. But once you settle on one and get used to it you'll forget about the rest anyway. The graphics are more functional than eye-popping but the gameplay that has made EA Sports so legendary is as strong as ever. Like a lot of b-ball video games the three-point shots tend to be a tad easy and this can lead to free flow bombing in a two player game. But the visual strength of the game can be seen best when you take it to the basket. Mmmm, animations. Dunks, tip-ins, sneaky passes and more keep the variety in the game. The players appear to lope down the court at times, someone has described them as giraffe-like, but this doesn't take away from the overall look of the game. Graphically this game is not as stunning as Total NBA, but it's still very pretty.



**NBA LIVE 96 VS TOTAL NBA**

Total NBA had everyone who saw it covering their shirts with saliva and for good reason. NBA Live just doesn't have that effect on you. It is pretty but the visuals seem to be adapted from the 16-bit and PC versions rather than created specifically for the PlayStation (as in Total NBA). The polygon vs. SGI rendered player is a matter of preference. I like the in-your-face appearance of the polygon style. The replays are also better in Total as you can get close and see that massive stuff in. The sound is brilliant on both titles but Live does suffer with absence of commentary. It's strange to see a 32-bit sports title without play-by-play, or maybe even calling the type of offensive play chosen. In the realism stakes you cannot separate NBA Live 96 and Total NBA. Good to see EA finally being challenged for sports sim dominance...



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

**VISUALS**  
**90**  
 Stylish courts and lots of player animations

**SOUND**  
**88**  
 Jamming music, but there could have been more commentary

**GAMEPLAY**  
**91**  
 Arcade or strategy, either way you'll get into it quickly.

**LONGTERM**  
**92**  
 Heaps of options to keep you pulling the Converses on.

**OVERALL**  
**89%**  
 All you'd expect from a 32-bit NBA Live title. Slick.



A HIGH SCORING AFFAIR FOLKS



WHO'S A PRETTY BOY THEN?



REJECTED!



YOU MISS AND YOUR DROPPED KID



QUIT DRIBBLING LUC



SHOOT THE BALL HONKY

# Vampire:

Capcom's cult classic fighting game has finally winged its way to the PlayStation and Saturn, following a successful arcade run. HARRY MARAGOS gets ready to do the monster mash...

Vampire, in case you have not heard, brings together many of the greatest animated monster warriors from around the world to compete for the coveted ultimate Night Warrior title. To reign, champion players must do battle in a two out of three round contest using a broad range of unique fighting skills. There are ten characters all up (maybe even a secret one or two) ranging from Transylvanian Vampires, an English Werewolf and even an Australian guitar wielding Zombie. In the normal Street Fighter style the characters can do Dragon punches, fire balls, moon kicks and so forth. But as an added bonus there is a Special bar at the bottom of the screen to allows for REALLY big monster hits and combo moves to be performed. As they say, the bigger the bar the better the action.

At first the game appears to be another one from an endless list of cartoony fight games that Capcom are all too famous for. Being an original fan of the Street Fighter series I wasn't really looking forward to hearing any more Dragon "Ha Doe Ken" warcries. My initial thoughts about the game was much like the band Led Zeppelin; sure they were fun once, but now I just want them to stop and retire. 2D cartoony graphics have shared their glory days but now it's time for the new generation of VF2 and Tekken games to take over.



STREETFIGHTER 2 TURBO - SNES (CIRCA 1993)

## 2D FIGHTING

2D fighting games are a dying breed in this brave new 3D world but we shouldn't forget what an important part they've played in gaming history. The game which started the trend way back in the arcades was the mediocre yet original Street Fighter. The object was to punch the controls rather than wiggle and press them which not surprisingly wasn't a big hit with the females. Next came SF2, SF2 Champion Edition, Super SF, SF the Movie (what a joke), SF Zero, SF Alpha and the current one, SF Alpha 2.

Amongst the other clones: Marvel Super Heroes, Breath Of Fire, Fighting Warriors, Samurai Showdown series, Art Of Fighting, X-Men, Killer Instinct series, Way Of Warrior, Mortal Kombat 1, 2, 3 and Ultimate Kombat 3 and Vampire. This list goes on and on and on. All these games share the same common formula, keep it simple yet compelling enough to warrant another go. All feature 2D graphics and while some use violence and gore to entice the gamer (eg Mortal Kombat), others focus on playability and large cartoony graphics (eg Vampire). However you prefer it, these games are all great fun and allow you stress relief after a hard day at school or work. The next generation of fighting games hopefully will continue to follow this trend with the emphasis on gameplay not just pretty polygon graphics...



PUT ME DOWN YOU BRUTE!

KISS MY FEET YAMPY BOY



COOL

FELINE BROWN EYE.. HOW RUDE

# The Night Warriors



CORKSCREW VS CORKSCREW

## Superb Playability

Fortunately, I was wrong. Upon further investigation you tend to notice that Capcom have actually improved and spiced up the 2D fighting genre instead of feeding us the same formula with rehashed graphics. The playability is almost perfect, and this is where the game excels, along with longterm appeal. No more rushing in or letting out a string of fireballs because strategy is the key to victory. Every move can be counter attacked so it's best to have a few hidden ones up your sleeve.

The game runs at a good brisk speed and can be changed between three selectable turbo speeds as well as eight difficulty settings. All the characters in the game are very well designed and imaginative. There are large sprites like Bigfoot and Frankenstein as well as small, like the petite but deadly vampiresses. As with all Capcom's fighting games the sprites are very detailed and well animated. The sound is also good, the little sound effects here and there work really well, especially during intense battles. The intro features a cool rock 'n' rolling jingle which just pumps you up for the action.

The only real problem with the game is that there is a long delay while loading in between characters, and this can cause large side effects including joypad bashing, loss of hair and nervous tendencies. Capcom have temporarily breathed new life into a dying genre and this is a welcome change from Ryu, Ken and the Barbie doll Chun Li. If you are a fan of Street Fighter then this is a worthwhile addition to your collection. On the other hand, if you're a polygon fan and worship Tekken, you may as well wait for Killing Zone, a 3D monster fighting game.

AVAILABLE: NOW

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: CAPCOM

PRICE: \$99.00

RATING: G8+

## VISUALS

76

Just the usual cartoony sprites you've all grown to love or hate... Well animated though.

## SOUND

72

Great intro to get those biceps bulging and heart pumping

## GAMEPLAY

77

Hard to get into at first, but learn a combo or two and you're hooked

## LONGTERM

82

Will keep you busy till the sequel comes out.

## OVERALL

78%

Great if you're a fan of Streetfighter. If you're not, save up for VF2 or Tekken 2 instead.



TAKE IT EASY VIC.. YOU WON



OW!



NO ZABEL.. NOT IN PUBLIC!



COP THAT ONE WOLFY!



SHAKEN.. NOT STIRED



PREPARE TO BE TOASTED

# Cyberia

*He keeps telling us how he loves the cold, so we hand Cyberia over to DAN TOOSE. Maybe this sort of chill isn't what he had in mind...*



There are those that will say that the advent of flash graphics is not necessarily a good thing for the progression of computer gaming, since there is the ensuing stream of games that look really pretty, but really don't play well. Cyberia is one of those games. The best way to get the right idea about how Cyberia plays is to think of it as the lovechild of the "On rails" shoot 'em ups like Galaxians 3, and the "On rails" action adventures like Dragon's Lair. What's this all about then? Well it's 2027 AD and you're busted. Till now you've been a rather successful computer hacker by the name of Zak, but since the FWA (Free World Alliance) caught you, things have looked exceedingly grim. Rather than let you waste away in prison, the FWA have given you a chance to redeem yourself by taking a covert operations mission that of course is ridiculously dangerous. You have to head to the North Atlantic, hop in the new TF-22 fighter plane and make your way to Siberia to uncover the doomsday development that's going on in a secret terrorist base. Cyberia is essentially a long sting of cut scenes all linked together. Most of the gaming could best be described as a 3D graphic adventure, while the rest is a spattering of somewhat dodgy shoot 'em up games. Now most graphic adventures tend to let you figure things as you go, and when you're coming up against a challenge, you can usually think your way through it. Cyberia takes a slightly different approach... You walk somewhere, then get mindlessly slaughtered, and this will give you some idea as to what you should have done.



I'LL PARK IT HERE.. NO ONE WILL TAKE IT



**SIMPLISTIC ADVENTURING**

To control Zak through the adventure scenes, you just turn him left or right (which happens in jumps, not smoothly), and send him walking forward to whatever is in that direction. You press the C button to make him take actions and fire his weapon (when there's someone there to shoot), so the controls are simplistic to say the least. While Zak moves very smoothly, you can't really control him freely, it's all just pre-rendered. This is where it's like Dragon's Lair; if you need to do something that involves a little action, you have to tap the controller and button at the right moments. Unfortunately the timing system is absolutely shocking, so even if you have catlike reflexes, it'll still probably take you twenty goes to do certain bits. It's not that you'll be too slow (most of the time you'll be too fast), but the controls just don't respond intelligently. What is cool about the adventure side of the game are the puzzle sequences where you use your special glasses known as "BLADES" to run magnetic, Infra Red and Bio scans upon locks, bombs and the like to help logically solve how to get through doorways etc.



TECHNO TRIPPY PUZZLE... KEWL



NOW DON'T LOSE YOUR HEAD ZAK



ZAK.. THEY'RE NOT YOUR DAKS..



THE DORK YOU TAKE ORDERS FROM...

**Planes on Rails**

The other side of Cyberia is the action shoot 'em up sequences. The pre-rendered flight scenes look very cool, but it's all for naught really when the entire thing is on rails. There's no feeling of being in control or flying whatsoever, you just move the crosshairs around to try and shoot things. It's the generic "Kill them before they kill you" thing, where your shields take a beating if you don't do something about the enemy presence. Some scenes are ridiculous, relying on luck more than skill, like flying through a tunnel, vehicles everywhere shooting at you, and there are fuel tankers driving past that will explode if you hit them once... which will also kill you. You can really only hopelessly move the crosshairs around and fire, hoping you don't nail a passing truck in the heat of things.

One good thing about the game was the built-in save feature that kicks in every time you pass an area of the game you have not yet completed. So when you die, you just go back to the most recent looking screen grab from the selection.

Really, this game just doesn't cut it with other titles in the same genre. Cyberia needs the same free movement that a game like Resident Evil offers. The game is not long or challenging enough, you figure things out, but then have to spend half an hour struggling with the crappy timing system. It's not so much that it's bad, it just isn't as good as stuff that's been done.



GOIN' DAT N'A DAT



JUST HOVERIN' AROUND



KILL KILL KILL!



GO TOWARDS THE LIGHT..



NOW WHO'S THE SHOWOFF?



SON TURN THAT HEAVY METAL CRAP DOWN!



BLOW.. OR I'LL FREEZE YOU AWAY!



SO.. HOW MUCH?

AVAILABLE: NOW

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: INTERPLAY

PRICE: \$89.95

RATING: G

**VISUALS**

**87**

If the whole game wasn't on rails, it'd be one of the best looking titles around.

**SOUND**

**85**

It's pretty good. Everything sounds pretty appropriate

**GAMEPLAY**

**55**

The few cool puzzle scenes don't save it. It needs to be de-railed.

**LONGTERM**

**40**

It's not that long, and you'll never want to try most bits again

**OVERALL**

**59%**

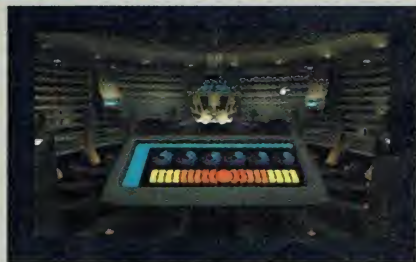
Amusing for a while...

# Secrets of the Luxor

Just when you thought it was all over, along comes yet another *Myst*-inspired adventure game. Is there room for one more? ELIOT FISH points and clicks...



TYPICAL USER FRIENDLY INTERFACE



MMM... CONTROL PANEL



SORRY, YOU FAILED.. PRACTICE REVERSE

Let's lay the cold, hard, facts on the table... er, stare at them for a bit. On the front of the box that this CD-ROM adventure came in, there's a quote from Robyn and Rand Miller (the creators of *Myst*) that "Secrets Of The Luxor is certainly the most *Myst*-like experience we've had since *Myst* itself". Hard to tell if that's a compliment or criticism, but when you boot up the game, it's damn obvious. Mojave have set out from the word go to create an adventuring experience that's unashamedly derived from the Miller's first CD-ROM classic. They're not trying to pass this game off as a new, ground-breaking gaming experience (just like other publishers try so hard to do), but instead as an adventure that will be at once familiar and yet different enough to be intriguing to the last click of your mouse. There's no doubt that this is *Myst* in different garb, but at least it's only in the presentation and not in the actual game mechanics itself.

### Going all *mysty eyed*

*Secrets Of The Luxor* is a wonderful combination of ancient history and science fiction — with a bit of Indiana Jones thrown in to boot. You play the role of an archaeologist who has stumbled across an ancient, undiscovered tomb below the Luxor pyramid. Inside the tomb are mysterious artefacts and technology that seem otherworldly in origin. Then all of a sudden, the site is overrun with military and a creepy guy called Osir.s. Finding out what it all means and what it is the bad guys are after is your simple objective. Unfortunately, for a simple objective, it's incredibly difficult. Anyway... this is puzzle city, and you'll need to pour over every little detail to progress through the booby-trapped chambers.

From the moment you start exploring your hotel room at the very beginning of the game, *SOTL* feels like every other *Myst*-wannabe that's been inflicted on the public. But when you finally make it into the tomb, the cleverly intertwined puzzles and plot start to grab a hold of your goolies. The game looks stunning and yet each screen loads remarkably quickly. What I've hated about some point & click adventures of the past is that turning around would involve only 90 degree steps, just so you can stare at the wall beside you. Thankfully, *SOTL* is clever enough to disregard the graphical indulgence of passageway walls and just turn you right around 180 degrees. Small touches like this make the gaming experience so much more enjoyable.



TRES GOTHAM CITY



THE TRUTH IS OUT THERE SCULLEY



TOTAL RECALL?



ROBOT THING... COOL



TEKKEN A NAP



ROOM

### VR within VR?

At your disposal you have a camera which lets you take photos of engravings and the like for later examination, a magnifying glass that lets you check out the tiniest details and even a VR type helmet which can be used in some rooms to give you a panoramic view of what lies within. This is done through the clever use of Quicktime VR, letting you click and drag around the environment like you're physically moving your head to gaze around the room. There's also the obligatory Full Motion Video that pieces together the plot, and as usual with Myst-inspired games — there's a shitload to read. But when you actually start getting your hands dirty, you'll appreciate the way all the puzzles are interconnected, only letting you partially solve something until you realise that what your working on has changed something elsewhere in the tomb. When you finally climb aboard what seems to be an ancient spaceship, you'll really be struggling to make sense of the alien controls and designs.

This is a good, solid, imaginative adventure that will have you tearing your hair out. The interface is friendly, graphics stunning and gameplay involving. Though not as exquisite as Zork Nemesis, Secrets Of The Luxor will keep you company on cold nights.



VISION THING... RIGHT MR ELDRITCH?



YOU'LL BE NEEDING ONE OF THESE TO PLAY...

AVAILABLE: NOW

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: MOJAVE

PRICE: NA

RATING: G8

### VISUALS

88

Beautifully rendered in glorious 3D, sparingly used FMV and clever touches.

### SOUND

82

The sound effects are great, but I did notice the door sound from Doom in there!

### GAMEPLAY

85

Excellent puzzling. Beautifully designed.

### LONG TERM

86

It's pretty hard... just get lateral. Comes on 2 CDs.

### OVERALL

83%

One big, beautiful solid adventure.

# Normality

Point and click adventures are now going 3D and the first one's called Normality... so why on earth did we get DAVID WILDGOOSE to review it??

As much as I enjoyed Deep Space Nine: Harbinger a couple of months ago, I felt it could have been improved markedly if it had had a true 3D graphics engine, as opposed to the step-by-step method it used instead. Let's face it, we all know that it's the best way to get the player involved and immersed in any game. Normality proves that beyond any doubt.

You are Kent, that red-haired, sunglasses-wearing "dude" you can see in the screenshots. Kent lives in Neutropolis, a grim city of the future; desolate, polluted, repressed. A city under the nightmarishly oppressive regime of the unblinking evil Paul Nystalux. A city patrolled with ruthless single-mindedness by the black-shirted Norms. A city where simply whistling as you walk down the street is enough to have you arrested and thrown in gaol. Which is exactly where we find Kent at the beginning of the game, having been placed under house arrest after spending some time in the high security "blue pens" for the above-mentioned crime. While imprisoned, Kent receives a message from an "empathiser" informing him to meet up with an underground group of rebels. With their assistance, you will be able to overthrow Nystalux and return Neutropolis to its former pleasantly democratic state.

### Doom Crossed With Sam & Max

Normality works in 3D for the most part. You see the world through Kent's eyes, moving him around with the keypad arrows. The engine is surprisingly advanced, fitting somewhere between Doom and Duke Nukem 3D in terms of realism and quality. Most locations are quite detailed and colourful, they don't pixellate too horribly when you're up close, and there's a good parallax effect when you look through a window.

Unfortunately, although it all moves along at a swift speed for about 95% of the time, there is also a tendency to jerk erratically at times - often for no apparent reason. Still, it is a slow-paced adventure game rather than a shoot 'em up, so this will only be disconcerting instead of annoying. The most important aspect is how well the atmosphere is created, and it is here that Normality succeeds brilliantly. No other adventure game draws you in to the story and the game world as well as this does. Even if there's nothing in the game that couldn't have been done in a normal 2D setting, just the feeling of "being there" is enough, for the time being.

But, you may wonder, just how good is Normality really, once you get past all the 3D trickery/novelty? Well, as I said, there's nothing here that couldn't have been done without the 3D view. It isn't as ingeniously-structured as LucasArts at their best, nor is it as funny. What the 3D does, however, is take an already very good adventure and turn it into a genuinely innovative and fabulous game.



SO YOU.. THOUGHT YOU.. MIGHT LIKE TO.. GO TO THE SHOW?



NOW! I'd have plenty of fresh air if I installed one of those in my apartment!

NOW THAT'S AN AIR CONDITIONER



NOW I KNOW I LEFT THE JIF SOMEWHERE



KEEP YOUR HANDS OFF SON



QUIT LOOKING UP MY NOSTRILS KID



OOOH! AHHH!





DO I SALUTE OR LAUGH?

AND YOU THOUGHT MEDIA LIFE WASN'T GLAM

GRAB SOME MARSHMALLOWS

ULTIMATE FOOD FIGHT WEAPON



**SPICING UP THE ACTION**

Spicing up the action are wonderful cut-scenes that illustrate significant moments of the adventure. Climb out the window of your tiny apartment at the beginning of the game, and you'll see a short sequence showing Kent clambering over the sill then tentatively shuffling along the ledge before dropping into the home of Dai, the renegade window-cleaner. Choose to return to your flat and, in a heart-warmingly neat touch, the sequence rewinds in grainy black-and-white. All these scenes offer a third-person view that is capable of things that the 3D engine can only dream of. They're highly rewarding and vital to your enjoyment of the whole game.

The speech is another vital ingredient. All the characters are comically entertaining, but it is Kent himself who is the best. His deadpan, charismatic "dude" delivery constantly raises a smile. A further example of the warped sense of humour that permeates throughout is the control system. It's a voodoo doll, you see. Of Kent. With your own hand holding it up from the bottom of the screen. Poke him in the eye, for instance, and Kent will look at something. Or, if you would prefer, pull his hand and he will pick an object up. A very neat touch.

AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: ONE
PUBLISHER: GREMLIN
PRICE: \$69.95
RATING: GB+

**VISUALS**  
**88**  
 Good (if slightly outdated) 3D engine meets witty, stylish rendered cut-scenes and fall in love.

**SOUND**  
**85**  
 Speech is superb, especially the main character. Spoilt by crap music.

**GAMEPLAY**  
**92**  
 Curiously, the whole gameplay is greater than the sum of its recognisable game-play parts.

**LONG TERM**  
**80**  
 Medium in length and difficulty. Alternate solutions to some puzzles is yet another neat touch.

**OVERALL**  
**89%**  
 The Jumping Flash 2 of point-and-click adventures. Lovely.

# I Have No Mouth

*A game dealing with the fragile human psyche and morality traps? That sounds like a barrel of laughs. ROGER BOLTON is forced to confront his dark side...*

Cannibalism, suicide, sex, murder, genocide, fascism, religion, and massive amounts of paranoia. OK, let's get this straight right from the beginning, this is definitely not your average adventure game. "I have no mouth, and I must scream" is based on the classic 1967 science fiction story of the same name by Harlan Ellison. In the story (which is only 14 pages long), humanity builds a giant computer named AM to run the entire military effort. Of course as is usual the computer becomes slightly paranoid and starts "feeding the killing data" until it has destroyed the entire human race, except for five individuals. AM keeps the last five humans alive for 109 years, inflicting every imaginable physical and psychological torture on them to take revenge on humanity for creating it. The game takes the story as a starting point and goes from there, with the additional material being approved by Harlan Ellison. At the start of "I Have No Mouth...", the five characters are gathered in a huge dome and faced with a massive tablet on which AM has engraved a glorious rant about his hatred for humanity. After goading each of them, AM announces he has a secret game for them to play and menacingly asks "Which of you five would like to play my little game?"

**Disturbingly Paranoid**

Graphically, this is nothing amazing. Some of the backgrounds are nicely painted, but it won't blow you away. There's no Full Motion Video, instead the game relies on cartoon style gritty graphics that make the violence and serious nature of the game even more surreal. The occasional cut scene is used to simple effect, but thankfully they've put more work into the plot and ambience than into making it look impressive.

The whole game successfully creates a disturbing and paranoid atmosphere partly due to the high standard of acting in the voices which sound convincingly anguished and despairing. By the time you've been playing for a while, the sound of AM's chilling and slightly manic voice will be enough to have you anxiously clawing the furniture. This game is definitely not to everyone's taste and is squarely aimed at a mature audience. It's a very unconventional, highly original and brave approach to a game. Despite some minor faults with the way it's presented, it succeeds in creating an entertaining and absorbing game. Considering the subject matter it's working with, that's no mean accomplishment. If you're intrigued by the idea of a highly psychological and disturbing adventure game and especially if you've read the short story, then take a look at this. Recommended for those who want something more than light entertainment.



SUNNY MEADOWS HOLIDAY HOMES



WHO'S RESPONSIBLE FOR THIS INTERIOR DECORATING?



GUESS WHO'S ABOUT TO GET A HEADACHE..



WHAT A WONDERFUL BEDSIDE MANNER YOU HAVE DOC.



OH LORD THOU ART SO BIG.. SO VERY VERY BIG



AND YOU THOUGHT YOUR LOCAL PUB WAS BULL?

# And I Must Scream



## IS THERE REALLY ANY HOPE?

You can choose any of the characters, in any order, and to each one, AM offers their greatest desire. For example, the pitiful Benny, who has been turned into a half ape, half human beast by AM is told that he'll finally be given a chance to eat something after starving for months. Benny is transported to a cavern inhabited by a prehistoric tribe. As you would expect from the diabolical AM, Benny is offered human flesh as food and has to choose between giving in to his bestial desires or attempting to scavenge enough humanity to resist AM.

Corrister, a down on his luck truck driver, is eternally tormented by guilt about his wife's incarceration in a mental hospital. AM announces that after 109 years he's finally going to give him a chance to kill himself. Of course Corrister has attempted this before and each time, AM has kept him alive to prolong his suffering. Finding himself on a strange deserted airship, possibly Corrister can find enough strength to overcome his guilt.

The other three characters (Ted, Ellen and Nimdok), are similarly offered their holy grails, being respectively, freedom, the destruction of AM or "the lost tribe of humanity". Of course, what AM offers and what he delivers are never the same. Throughout their journeys and temptations, the characters get occasional clues that possibly AM is not as all powerful as he claims, there are messages claiming to be from Russian and Chinese computers and even a hint that some other group of humanity has survived.

Of course, it could just be AM playing with their minds, or is there really hope of escaping from AM forever?



WOW



HOPE YOU WEREN'T USING THIS...

AVAILABLE: NOW

CATEGORY: ADVENTURE

PLAYERS: ONE

PUBLISHER: CYBERDREAMS

PRICE: \$89.95

RATING: M

## VISUALS

75

Simple yet atmospheric cartoon style backdrops and characters.

## SOUND

88

Good acting on the voices and suitably eerie music.

## GAMEPLAY

85

A conventional point and click adventure with an unusual and absorbing storyline.

## LONGTERM

78

It's large enough to make it a good few nights of play to finish it.

## OVERALL

83%

A disturbing psychological adventure. Well written and highly recommended if you've got the stomach and brain for it.

# AH-64D Longbow

A good combat sim is about careful planning, clever tactics, and a large M230 Chain Gun. Skill is also necessary. MARCH STEPNICK makes a quick landing to explain why AH-64D Longbow is a good combat sim to have...



#### THERE'S ALWAYS A CATCH...

Unless you have a powerful computer, you're not going to get all that Longbow offers. You'll have a choice of two options, Gameplay or graphics, and in a game like this, both are really quite necessary. In low detail the Landscape looks far from impressive (OK though) and in VGA mode the radar display becomes a big mess when there are multiple targets present, making it near impossible to distinguish the targets. On the flip side, high detail and resolution modes on a slow computer takes away from the beautiful flight engine that Origin have created, and instead you'll feel like you're flying an aerodynamic jacuzzi. Anything less than a Pentium 166 with 16 Mb RAM will only deliver part of the whole picture which is indeed a masterpiece. Don't discount it though, as it's still immensely playable under the recommended specs.



LOOK.. ANOTHER HELICOPTER!

WOW.. A HILL!



Combat flight sims are notorious for satisfying only specific groups of gaming individuals. In the early days of gaming, life was simple. Sims were complicated beasts that took perseverance and a great amount of skill to play and master. Those that weren't interested or found it a little too much were accommodated by other gaming styles. People in all camps were happy and all was well. As games became more diverse, software houses planned a needed facelift for the humble flight sim. The aim, a sim that would stay true to its form and please both the purist and novice alike. The problem, what to sacrifice? Realism or gameplay? Depth or fun? The result, a small number of near hits and lots of misses. AH-64D Longbow has to date come the closest to the being the definitive combat flight simulator.

From the start, Longbow boasts an impressive pedigree. Andy Hollis, of Gunship, F-19 Stealth Fighter, F-15 Strike Eagle II and III fame has teamed up with Origin and Janes Information Group, purveyors of information on military hardware to create a convincing simulator experience. And boy, is it convincing! Everything about this game radiates class and an understanding of what it takes to make a great flight sim.

#### Exceptional Presentation

Longbow's presentation is exceptional. A chunky manual is included for lovers of solid theoretical prose and covers everything one could want (and not want) to know about helicopter warfare. For those a little less patient and dedicated, Origin have included the most pleasing and darn useful advancement on the sim scene in ages, an online helicopter tutorial. A virtual instructor (a voice, really) will lead you through seven basic modules of helicopter training, explaining each of the many controls and displays along the way. This is invaluable and really makes learning to fly a breeze.

Four other play modes are included; Instant Action for players who just want to dive in and see some meaty explosions; Single Missions, which allows the player to customize a whole swag of missions or play from a bank of random ones (which are all count towards the active pilot's career statistics); Historical Missions, providing a choice between actual missions from good ol' Desert Storm or the 1989 Panama conflict; and the real substance of any flight sim, Campaign Missions mode, involving a build up of forces on the Polish/Ukraine border. These missions are well thought out and are spiced with occasional cut scenes and news flash footage that helps the pace along and adds that extra element of depth and realism.

One complaint though, which is only one of a few in this game, is that mission building is not truly dynamic like seen in other sims, rather, missions follow a fairly set path. The complexity and structure of campaign mode however does more than enough to compensate this.

When it comes to the flight model, Longbow shines. Flying a helicopter is not the easiest of tasks and many a sim has suffered due to developers lowering the reality factor to keep gameplay intact. Longbow's flight engine is a dream, imparting the sense that you really are in control of a ten ton flying machine affected by all manner of real physics. Successfully piloting an Apache helicopter in expert mode requires constant monitoring and adjustment of all flight controls which is not easy even flying over friendly territory in practice mode.

Origin have provided an options menu that gives substantial control over flight dynamics, allowing true helicopter or more "jet-fighter" type flight depending on the gamers taste or level. You have control over such things as weight effects, weather, turbulence, even altitude effects, where engines must produce more vertical thrust when flying at a high altitude as the air is less dense and provides less lift. The amount of detail doesn't stop there either, the cockpit is faithfully reproduced, MFD's galore and the Integrated Helmet And Display Sighting System (IHADSS) that feeds all the navigational and targeting information to the pilot via a small eyepiece mounted on the pilots helmet is also present. Even the Hellfire missile in night flight lights up the ground (when travelling low) with its propulsion system on its way to the target. Origin have thought of almost everything with this baby. So thank you Mr Hollis, thank you Janes and thank you Origin, for listening to the people and coming up with a corker of a flight simulator.



EAT FLAMING DEATH YOU SMALL DOMESTIC RESIDENCE!



JUST CHECKING ON THE CIVILIANS IN THEIR HOMES..



WELL.. IT'S VERY FLAT.. ISN'T IT?



MILITANT MANSIONS RETIREMENT VILLAGE



AND YOU THOUGHT SYDNEY AIR QUALITY WAS BAD?



AND DON'T FORGET TO BRING CLEAN UNDIES



GEE.. MAKES ME WANNA JOIN THE ARMY

AVAILABLE: NOW
CATEGORY: FLIGHT SIM
PLAYERS: ONE
PUBLISHER: ORIGIN/EA
PRICE: \$99.95
RATING: M15+
MIN REQ: DX2-66, 8MB RAM, 36MB HD SPACE, 2X CD

#### VISUALS

92

Very nice indeed. Explosions! Handsome news anchors! Detailed Landscapes! And more!

#### SOUND

89

Come on, we all know its about big explosions and sexy engine noise. This game does it quite nicely.

#### GAMEPLAY

92

With customizable game controls to lighten up on complexity and great mission design, you'll need to finish this game.

#### LONG TERM

95

With over 250 missions and the encouraging rantings of instructor and co-pilot, you will be coming back to this one for some time.

#### OVERALL

92%

If you've got the processing power, this is the best combat flight sim on the market.

# Settlers II

Once again it's time to click on little men and watch them do all those mundane acts of manual labour that we all dread as DAN TOUSE sits down to *The Settlers II*.



#### DAMN CUTE GRAPHICS & SOUND

The natural thing to attempt to compare *The Settlers II* to has to be *Civilization II*. Blue Byte seem to have concentrated on looks and an easy game interface with S2. It looks rather darn stunning actually, the trees blow in the breeze, little rabbits run around the countryside, the settlers lug about various materials and goods that they've produced, etc, etc. Even your fairly mundane structures actually look good, and the way that the game is laid out looks far more natural than most games of the same genre since things don't look like they're locked into some sort of grid.

There's even the added novelty of facial expressions for your settlers... just watch your crusty old geologist jump for joy and grin happily as he uncovers a new vein of gold in those mountains you just sent him to. Not only do they look cute, your settlers also sound cute. Your geologists let you know when they've found something by giving a rather excited Lemming-esque "Yippee!". The pigs "Oink", the trees "Woosh" as they fall to the ground, in fact just about every little conceivable sound that you'd expect to hear from your little citizens has been covered.

It's a popular theme isn't it... people tire of home nation... people hop in a boat to go elsewhere... boat winds up somewhere totally unexpected... people start their own new colony... people build wonderful structures... people breed like rabbits... people find other kinds of people and kill them. Yup, it's a Civ style game, where you start with but one building and over time attempt to develop your little camp site into an efficient little nation. In the main campaign scenario you play a Roman explorer who winds up shipwrecked on an uncharted island and with no foreseeable way home. The path onward lies in searching the island and discovering a strange gateway that teleports you to a new island. The first island is uninhabited and simply lets you get a grasp of the game mechanics, which are quite simple. From there things become a little more challenging as you will then have to fight your way through hostile territories to make it to the next gateway.

**Nice and Simple**

While S2 is by no means an easy game to conquer, the actual game mechanics are really quite simple and straightforward. You'll need stone and wood to build stuff, so you build a woodcutter's lodge, a sawmill to turn the logs into planks, and a rock quarry. Then you'll need food sources, so it's time to build fisheries, wells, farms and hunter's residence. You're hardly going to be able to fight your way through enemy lines without soldiers, and the armour and weapons that they'll need... so you'd better start mining for iron, coal and gold. It soon becomes obvious that once you build a new structure, there's going to be another type of structure to build to go along with it. The real aim in S2 is to set up your colony so that everything runs as smoothly and efficiently as possible. There's little point building a sawmill on the other side of the island from the woodcutter's place now is there? There are a couple of rather annoying features in S2 though, that really could have been done differently. Firstly, every building you create has a path coming out of it that leads southeast and then from there you can construct a road to link it to the rest of your colony. There are many situations though where you could really easily fit a building into a particular location, but because the path has to go southeast, you can't put it there. Secondly, to expand your borders, you need to build military installations at the edge of your existing borders. You can't build past your borders at all, so even if you have a whole bunch of structures on the edge of your border, you can't put anything further out till you put in a barracks or something in the same spot. This leads to having a lot of rather obsolete barracks throughout your realm. If you go to demolish one of these old barracks, you'll lose the surrounding land and it will destroy any of your other structures that were in that area.. most annoying. In addition to the campaign game, there are "Free Games" which let you play out various scenarios, where you can play multiplayer and also define how many opponents there are. There are different styles of settlers too, including Zulus, Japanese, Vikings, Greeks, and many more. In the end, The Settlers 2 is a winner, it's undeniable cuteness and ease of control make for very enjoyable gaming. It's not nearly as complicated and deep as something like Civilization 2, so hardcore Civ gamers may be a bit dubious.



AN ABSOLUTE ENTOURAGE OF BUILDINGS TO CHOOSE FROM.. JOY!



THERE ONCE WAS A OLD MAN NAMED BILL



WHO HUNTED UPON A GREAT HILL



HE KILLED LOTS OF DEER

AND DRANK LOTS OF BEER



AND ENDED UP VIOLENTLY ILL

AVAILABLE: NOW  
 CATEGORY: STRATEGY  
 PLAYERS: 1-2  
 PUBLISHER: BLUE BYTE  
 PRICE: \$89.95  
 RATING: G+  
 REQUIREMENTS: 486DX66, 8MB RAM, 2X SPEED CD ROM

**VISUALS**  
**86**  
 Not the best graphics in a PC game, but definitely the best for a game of this genre.

**SOUND**  
**85**  
 Yippee! Dink! Chop! Thunk!... Cool.

**GAMEPLAY**  
**88**  
 Very good, but it could have been better with just a few simple tweaks.

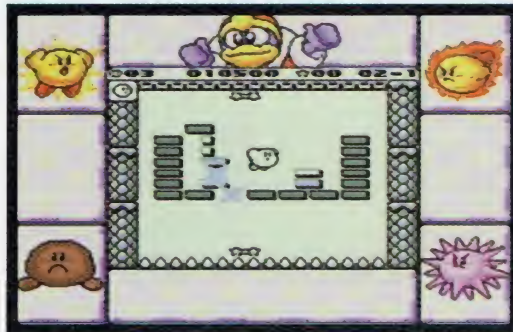
**LONG TERM**  
**85**  
 It's really quite addictive, and the Free games and multiplayer option will keep it that way.

**OVERALL**  
**86%**  
 A really cute strategy game that will appeal to more than just the hard core crowd.

## Kirby's Block Ball

### Game Boy

AVAILABLE: NOW  
 CATEGORY: BREAKOUT  
 PLAYERS: ONE  
 PUBLISHER: NINTENDO  
 PRICE: \$44.95  
 RATING: G



While this is a new game, Kirby's Block Ball had heads turning in the HYPER office more due to the fact that this game reminds us so much of the old Breakout game (which all old time gamers loved), as opposed to the fact it was something new. Eons ago (well back in the late 70's anyway), Pong appeared, and thus was born the concept of 1) video games, and 2) hitting a little ball with a little bat on a computer screen. This idea then got taken a step further in the early 80's with the release of Breakout by Atari, where you had to knock the ball into bricks to get to a new level. The idea picked up again in the form of Arkanoid which included bricks that gave you special powers etc.

Now while the graphics on the Game Boy are quite simplistic, Kirby's Block Ball has managed to go further with the game play than any other Breakout style game we've ever seen. The ideas that have been included in Kirby's Block Ball are very simple, so it's a wonder we haven't seen them before in another Breakout clone. Things like bats on all four walls, so you have to constantly track the ball. There are end of level bosses! No, it's not a fighting game, but you have stages where you have to try and bat the ball into an opponent in the middle while it does various things to make it harder for you to keep the ball in play. Of course there's special bonus powers to collect so you can do special things with the ball, like puff it up into a flying Kirby that can take out the otherwise indestructible bricks, or turn the ball into a boulder that will crash down instantly through any obstacles. There are really cool bonus stages too, even an Air Hockey table!

Put simply, this is a cool game with lots of interesting little features all the way through that will ensure endless hours of anti-social behaviour!

DAN TOOSE

VISUALS 78  
 SOUND 70  
 GAMEPLAY 85  
 LONGTERM 85  
 OVERALL 84

## Hexen - Deathkings of the Dark Citadel

### PC CD ROM

AVAILABLE: NOW  
 CATEGORY: ACTION  
 PLAYERS: 1-8  
 PUBLISHER: ID/RAVEN SOFTWARE  
 PRICE: \$59.95  
 RATING: M15+  
 REQUIREMENTS: HEXEN (DUH!)



E-gad, even more extra levels. It's obviously that period where gaming companies are looking to get all the money they can out of their old titles whilst they're waiting for their new ones to come out. Now these may just be extra levels, but after what we could only describe as many, many hours of nerve racking, edge of your seat, first person gaming, we're quite willing to say that these are the best levels created for any Doom game/clone we've ever seen.

Level design and atmospheric touches were definitely one of Hexen's strong points the first time around, and Raven Software haven't ignored this



fact. The first thing one notices about Deathkings Of The Dark Citadel is that it's bloody difficult. This of course is a good thing, since to play the game you need to have the original game of Hexen in the first place, so it's assumed you're a reasonably good player. Straight from the outset you're attacked by Ettins, Afrits and Chaos Serpents all at once... and just when you finish them all off with the last of your ammo, you're up against another group of Chaos Serpents straight away.

The difficulty in combat is equally matched by the complexity in puzzles. Once you find your first real puzzle to find a bunch of gems for a large stone mural (just like in the first Hexen), you soon realise that to get each gem, there is another multipart puzzle. In each of those puzzles you have to collect 3 or 4 masks which are all either well hidden or well guarded.. or both. Constant use is made of all of the cool features Hexen has to offer, like earthquakes going on while you're battling away on a sliver of stone over a vast chasm... or traps that activate behind you to blast you in the back while you're in the thick of battle. The final battle is amazing, about 9 waves of monsters teleport into an open area that you're in, and you have to face one of the selectable characters after each three waves... very nasty.

Deathkings of the Dark Citadel is definitely a worthwhile investment if you liked Hexen. It's a shame that they didn't make this one a stand alone game though, it deserves to be.

DAN TOOSE

VISUALS 92  
 SOUND 90  
 GAMEPLAY 95  
 LONGTERM 90  
 OVERALL 91

## Where's Wally at the Circus

### PC CD ROM

CATEGORY: EDUCATION  
 AVAILABLE: NOW  
 PLAYERS: N/A  
 PUBLISHER: TIME WARNER INTERACTIVE  
 PRICE: \$49.95  
 RATING: G



Where's Wally? Sitting in the Prime Minister's chair in Parliament House, of course. OK, OK that's ONE Wally, what about THE Wally? Well he's at the Circus isn't he. Shamelessly squeezing that emaciated body into any crevice big enough to hold it in the vain hope of defeating the alert, razor sharp mind of yours truly. Of course being aimed at the five to nine year old market it isn't really meant to baffle the likes of me and only succeeded in doing so for several months. They don't call me porridge brain for nothing, you know.

Now, the buying power of the average five year old isn't enormous so Time Warner, being the evil geniuses that they are, have basically made this product as an educational tool to help parents teach their kids important stuff. Not just how to locate a recalcitrant stick insect in a red and white striped skivvy but how to recognise groups of similar objects, how to group objects in various ways according to their characteristics, differentiating between tall and short, big and small and all that sort of thing. You see, Where's Wally isn't just a collection of animated drawings with hidden Wallys, there are lots of other puzzles as well. There are five difficulty levels to choose from so that the game can be adjusted precisely to the child's ability and won't discourage him or her too quickly. And on-line help is always available with a click on Wally's doggy friend.

The animation and overall presentation is fantastic, very smooth and cartoon like and sure to get the rug rats beaming with joy. The Find Wally screens are full of funny hidden animations that are triggered with a click and which make the search a little more interesting. Once you've found him it's off to a puzzle screen where, depending on which circus character you are talking to, you are asked to organise or arrange or pick certain objects in order to get to the next level. Not being an education expert or child psychologist I'm not really qualified to say exactly how good a product this is but I know half pints well enough to know that the really young ones would be thrilled to bits by this and would probably learn something too.

GEORGE SOROPOS

VISUALS 85  
 SOUND 80  
 GAMEPLAY 75  
 LONGTERM 60  
 OVERALL 80

# Chaos Overlord

PC CD-ROM

AVAILABLE: NOW  
CATEGORY: STRATEGY  
PLAYERS: 1-6  
PUBLISHER: NEW WORLD COMPUTING  
PRICE: \$69.95  
RATING: M15+  
MIN REQUIREMENTS: 486, WIN 95, 8MB RAM, 15MB HD, 2X CD, SVGA.

Well isn't there just an absolute stampede of strategy games for the PC at the moment, and now we're seeing some of them being made just for Windows 95. Chaos Overlord takes a cyberpunk setting for a strategy wargame which revolves around the idea of various crime lords seeking to dominate a city. If you're after a whole load of cool flashy techo stuff in a rather action packed presentation,



then Chaos Overlord isn't for you.

Chaos Overlord is a turn based strategy/wargame that is played out on an 8x8 grid of a practically lawless city. While the game is played in a techo looking atmosphere, the fact that you play all your games on this very basic grid really detracts from the depth of the game. There are ten different scenarios to play, some of which are time based, others are objective based. The general objectives tend to be elimination of opponents, control of certain sectors within the city, etc. Overlord takes control of the city by hiring various gangs and sending them about the city to terrorise, control, and battle.

Now while Chaos Overlord is quite challenging, there are some things that are really quite annoying. Sure, it's a big city and a gang is going to be able to move around fairly much unnoticed, but the only way you can find an enemy gang is to have one of your gangs wander into the same sector, even if they're deep within your territory. Each unit has skills in various areas ranging from combat skills through to research abilities. Also annoying is the need to research every item of equipment before you can use it. Your menacing crime lord has to spend a week figuring out where the trigger is on a shotgun. The combat is extremely basic: you tell your gang to attack, and they do so. Each gang takes a certain amount of damage from the encounter based on their skills and what gear they have, then it's all over.

You can play it over the Internet, but since it's turn based, it really won't give it that real online gaming feel. There's really little point in looking too much further into Chaos Overlord unless you're a hardcore wargame fanatic that happens to love the idea of gang warfare. Otherwise it's really just a rather unremarkable Windows 95 wargame... Go buy Warcraft II instead.

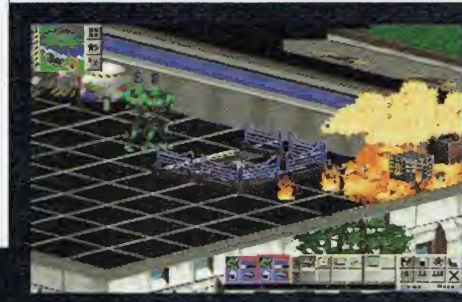


DAN TOOSE

# Total Mayhem

PC CD-ROM

AVAILABLE: NOW  
CATEGORY: STRATEGY/SHOOT 'EM UP  
PLAYERS: 1-NETWORK  
PUBLISHER: DOMARK  
PRICE: N/A  
RATING: N/A



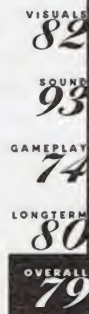
These strategic shoot 'em ups are quite a good idea. You know, the ones where you have a team of crack commandos, secret agents or, perhaps, mech robots. You send them on missions to rescue hostages, steal an important device or kill an enemy leader. You kit them out beforehand with various armouries, weapons such as laser rifles and grenades, and medikits and batteries. You can upgrade them after a successful mission, possibly even developing a completely new, more advanced unit.

You see your mechs in an extremely pretty isometric world full of trees, hills, bridges, and multi-level buildings. You click on a little droid scuttling amongst the bushes and they turn to fire upon it and it explodes. You point to where you wish them to walk and they do. You find you can split them into groups, so giving you the chance to create ambushes and traps. You click on a door and they walk through it, whereupon the upper floors of the building disappear so you can see inside. You select an icon at the bottom of the screen and your mech will stand guard, firing upon anyone foolish enough to cross its path. You shoot at a large pile of crates in the corner and they blow up most entertainingly. You listen to the phenomenally good techno soundtrack.

But then you point to a spot just across the bridge and your mech only walks halfway there, stuck on the wrong side of the river. And something starts firing at you, only it is behind a wall that doesn't disappear and you cannot see it.

Total Mayhem, as you may have guessed, is almost exactly the same as Syndicate. Except it isn't anywhere near as atmospheric or sadistically violent and suffers from the same flaws as did Bullfrog's aging classic. Still, it does have good multi-player support.

Yes, these strategic shoot 'em ups are a good idea, but sadly no one has yet managed to perfect it. Maybe Syndicate Wars will be the one...



DAVID WILDGOOSE

# Zapitalism

PC CD-ROM

AVAILABLE: NOW  
CATEGORY: STRATEGY  
PLAYERS: 1-6  
PUBLISHER: LAVAMIND  
PRICE: N/A  
RATING: G  
MIN REQUIREMENTS: 486-33, WIN 3.1 OR 95, 6MB RAM, 5MB HD SPACE, 2X CD

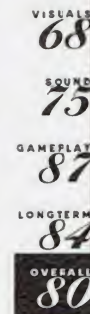


Ever noticed how that there are games that look like they've been put together by a big company using the latest technology, and yet the game still falls flat on its face? Also, have you noticed how there are games that look like they were thrown together by a couple of knobs who had some spare time, but end up producing a hugely playable game? Well Zapitalism is one of the latter kind, with its somewhat "cheap" interface not detracting from what is really a good game.

Zapitalism is really just a numbers game. You play as one of the six leading merchant houses of Zapiralia, simply trying to build up your business and become the first company to make 100,000,000 Zables. The game mechanics are really simple, everything is turn based. You go to the wholesaler, choose what items from the existing stock you want to buy, then you go about selling them and then see how things go at the end of the week. You can have a look at how everybody's sales went for that week, and check to see what prices they sold at etc, so you can try to undercut them next time and get all the sales. The best thing about all this ongoing process is that it's dead easy to use, so that confusion factor that sometimes makes these sorts of games a bit frustrating is just not there.

It's not all just a case of buying and selling though, as there are lots of other things to do with your business, and Zapitalism in general. You'll have to bid for building permits so you can expand your store, buy insurance for emergencies, decide on your employees wages which of course will effect how well they work. You can travel around the island and other nearby islands in search of stuff to help your company along on its way to success. Of course, where would business be without corporate espionage? Just get that crook to plant a bomb in your opponents store and you're away!

It's hard to make this game sound exciting, but it's really just an addictive thing. Although Zapitalism isn't what one would call in-depth, it's definitely one that will appeal to folks who love those games where you build things up... for the sake of building things up.



DAN TOOSE

## Witchaven II

PC CD ROM

CATEGORY: ACTION  
 AVAILABLE: NOW  
 PLAYERS: 1-16 (LAN NETWORK)  
 PUBLISHER: CAPSTONE  
 PRICE: \$79.95  
 RATING: M15+



Ah ha, the witches are dead. The mighty volcano Char has swallowed them up and you have returned to the town of Stahzia a hero. The excited townsfolk have prepared a mighty banquet in your honour, plates overflowing with pickled sheep's bladders and battered tonsils on a stick. Gallons of home made paint stripper fuel a night of previously unheard of debauchery and you pass out on the town hall floor with the faintly nostalgic sounds of your kinsmen making love to their livestock ringing in your ears. You wake next morning to find yourself all alone. Everyone, including the livestock, has vanished without trace.

And so begins Witchaven II, the latest instalment in Capstone's reasonably successful first person slice-a-thon. So what's new, what's different? Well nothing radical really. Capstone and 3D Realms have tweaked and poked a bit but the overall feel and form of the game is still very much like the original Witchaven except for a few important things. 3D Realms have souped up the 'Build' engine for the game increasing the graphic detail and adding things like sloping floors and Cathedral ceilings. The creature graphics are quite stunning too, even when you are close enough to pluck their nostril hairs their detail remains intact - no pixilated messes here.

Unfortunately this detail has come at the expense of speed. In fact graphics speed seems to have been a low priority for 3D Realms on this one and it is my main criticism of the game. I have a P133 with 512k burst cache RAM with lots of main memory and a fast graphics card and I had to run Witchaven II in VGA mode, as the SVGA graphics were just too slow! I can't see how this could be anything other than bad programming.

The game's audio is a bit also a bit dire. The effects are adequate but the music, all fifteen tracks of it, is dull, dull, dull. Apart from this WitchII is a solid game with quite interesting level design and hard core gamers will be pleased to note that it has a very high difficulty factor. Playing on the easiest level pretty much got me nowhere for two days! Capstone have also included a very comprehensive level builder for those closet architects amongst you and I'm sure heaps of new levels will appear on the net very shortly.

GEORGE SOROPUS



## Warcraft II - Beyond the Dark Portal

PC CD-ROM

AVAILABLE: NOW  
 CATEGORY: STRATEGY  
 PLAYERS: 1-8  
 PUBLISHER: BLIZZARD  
 PRICE: \$39.95  
 RATING: M15  
 REQUIREMENTS: WARCRAFT



Blizzard really cleaned up with Warcraft II. It won the title of Game of the Year in many publications around the world, and with it's gorgeous SVGA graphics, simplistic interface and fantastic gameplay, it's really no surprise. What's also not surprising is that Blizzard have released an expansion for the game that continues the story of Warcraft II with a bunch of new missions for both the Human and Orcish campaigns, called Beyond the Dark Portal.

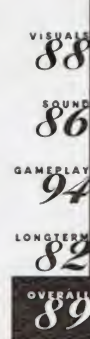
When making Warcraft II, Blizzard decided that the plot would go as if the orcs had won out at the end of Warcraft I, and so in fairness, they've made Beyond the Dark Portal as if the Alliance had won in Warcraft II.

Having destroyed the portal, the Alliance are searching for a way to permanently close the rift that continues to allow passage between Azeroth and Draenor, the Orcish world. The Horde's primary concern is in obtaining various items of power in an effort to open new rifts to other worlds for even greater conquests and glory.

Before you run out and buy this for your friend as a birthday present or something, make sure they're a competent Warcraft II player, because these missions are definitely not for the light hearted. Many of the missions will see you starting out with a handful of troops that need to rescue some peasants or peons so you can build a base, and of those troops you have, some are usually special heroes that are not considered expendable, so if they die, you lose. In those missions where you do start with peasants, you'll probably have to escort them to a better location to start building anyway, so you'll more than likely be attempting each scenario more than once.

If you loved Warcraft II, then Beyond the Dark Portal is a must buy, but for god sakes, don't use the cheats, because although the missions are hard, there are only twelve for each campaign, and you'll ruin all your fun. There are however fifty extra scenarios that have nothing to do with the plot - they're just there for your wargaming pleasure.

DAN TOOSE



## Heretic - Shadow Of The Serpent Riders

PC CD-ROM

AVAILABLE: NOW  
 CATEGORY: ACTION  
 PLAYERS: 1-4  
 PUBLISHER: ID/RAVEN SOFTWARE  
 PRICE: \$99.95  
 RATING: MA15+  
 MIN REQUIREMENTS: 486DX33, DOS 5.0, 4MB RAM, 15 MB HD SPACE.

Boy, is this the age of the extra levels or what? In addition to the Hexen expansion, id/Raven Software have re-released Heretic as Heretic - Shadow of the Serpent Riders. As opposed to the Hexen expansion, Shadow of the Serpent Riders is actually a stand alone piece of software, so you don't need the original version of the game to play... in fact, this one includes the original game, and then adds two brand new episodes to the Heretic saga.

For the three of you out there that haven't seen Heretic, it's essentially a medieval version of Doom, with magical items you can collect and use throughout the game to help you overcome puzzles and adversaries. There's been no change to the first three episodes, as you'd expect. The new episodes are really a superb challenge for any avid gamer out there. We played through on "Thou



Art A Smite Master" difficulty, since the top difficulty is totally impossible, and anything less challenging wouldn't feel like truly playing the game. Straight from the beginning of the first new episode "The Ossuary", you're on the ropes being forced to take on Ophidians (ultra tough snake thingies) with a simple Elvenwand, and even then you're low on ammo. At the same time there's also a Maulotaur walking around, which you can only hope to avoid for ages, because it's only near the end of the level that you'll have enough firepower to even dream of taking him on. Low on ammo... that's the story for the vast majority of these two new episodes, as you'll need every scrap of firepower you can pick up to have any hope of overcoming the beasts at all. The final fight of the final episode pits you against eight Maulotours at once... good luck.

Overall, Heretic - Shadow of the Serpent Riders is a very good game, if you never owned the original, buy it, it's great. If you did, maybe it'd be better to put the cash towards one of the newer Doom style games, since it's really just another sixteen levels.

DAN TOOSE



# Bud Tucker

## PC CD ROM

AVAILABLE: NOW  
 CATEGORY: ADVENTURE  
 PLAYERS: ONE  
 PUBLISHER: ACTIVISION  
 PRICE: ??  
 RATING: ??

Bud Tucker, eh? Tee-hee. You'll forgive me for having a little chuckle at that name, won't you? It's just that the potential for tasteless puns is endless. Particularly in HYPER's hands. Except they would probably all be the same obviously unprintable one.

All jokes aside, Bud Tucker is a point-and-click adventure game heavily schooled in the LucasArts (Day Of The Tentacle era) tradition. The interface, with its "Walk To", "Look At", "Talk To", arrangement, is practically identical to DOTT. The plot is populated by a loony professor, a crazed megalomaniac, several amusing stereotypes, and a bearably bratty adolescent (that's you). The graphics are large and colourful and generally cartoony in style. The voices aren't too bad, with the crazed megalomaniac I mentioned earlier, Mr Richard Tate (Dick Tate. Dic-tate. Geddit? Oh well...) played by Rik Mayall (Rik from The Young



Ones, if you didn't know) and sounding like, well, Rik from The Young Ones actually. The puzzles are reasonable and not head-scratchingly off-putting. And, surprisingly, the humour often works.

On the whole, I found Bud not an overly unpleasant experience. It does force you to repeat conversations far too regularly just because you picked the wrong reply, the storyline is quite desperately thin, and it's possibly a tad easy for veteran adventurers (those mysterious few). But it possesses some intangible charm that won me over and which I hope will stay with me as I return the favour by playing it through to the end.

Get both Normality and I Have No Mouth first, of course, but (at the risk of sounding weak-willed and indecisive) if you like comical point-and-click adventures then you should get this too.

DAVID WILDGOOSE

VISUALS 66  
 SOUND 80  
 GAMEPLAY 70  
 LONGTERM 52  
 OVERALL 70

# Seek and Destroy

## PC CD ROM

AVAILABLE: NOW (SHAREWARE)  
 CATEGORY: SHOOT 'EM UP  
 PLAYERS: ONE  
 PUBLISHER: EPIC  
 PRICE: N/A  
 RATING: TBC



Those with long memories and lesser computers may remember this as an old Amiga game. It came out in about 1992, if my memory serves as well, to some deserved acclaim. It has now, courtesy of Epic Megagames, popped up as a rather cool PC shareware shoot 'em up.

There are two vehicles to choose from - a helicopter and a tank. The 'copter is swift and manoeuvrable, though a bit light on armour. The tank is tougher, but is also a complete bastard to control. Before each mission you get a run down of the objectives - generally fairly simple stuff like trashing the enemy's bases, blowing up all the buildings, taking out any weapon installations, bombarding jeeps, and rescuing a few pathetic hostages. You know, all the things you would do anyway.

And it's great fun. It's pretty similar to the aging console classic, Desert Strike, except you get a top-down view instead of an isometric. I like the way you can play at your own pace. You can sneak up for a quick fly-by, knock out the communications tower, then retreat to carefully plan your next target. And there are all sorts of other strategic decisions like whether you waste time and fuel trying to destroy the storehouse just in case it contains a few armour power-ups, or do you risk getting hit by that rocket launcher just so you can grab the fuel bonus, and so on.

Later missions get more complex through the inclusion of enemy helicopters and tanks. There are plenty of weapons to purchase between levels and, in a neat touch, you have total control over which ones to select for each mission. Graphically, it lacks detail, but it looks nice in a clean, smooth kind of way. And the huge explosions are ample compensation, anyway.

Download this immediately.

DAVID WILDGOOSE

VISUALS 69  
 SOUND 70  
 GAMEPLAY 85  
 LONGTERM 70  
 OVERALL 83

# Strife

## PC CD ROM

AVAILABLE: NOW  
 CATEGORY: RPG/SHOOT 'EM UP  
 PLAYERS: 1-NETWORK  
 PUBLISHER: ROGUE  
 PRICE: ??  
 RATING: ??



Strife is basically Doom with adventure bits. As opposed to Normality (reviewed in this issue), which is an adventure with Doom bits.

A comet has hit the planet, wiping out a good proportion of the population and causing a disease which goes on to wipe out a further good proportion of the population. Some really nasty bloke decides that this would be an opportune time to take over the planet, so he sends out his black-clad stooges to kill lots of the remaining people. You're a member of some underground resistance movement as usual.

The Doom bits mean you walk around shooting the black-clad stooges, amongst others, picking up weapons and medikits, finding keys and opening doors. The 3D engine is a slightly enhanced Doom one, with more detail, more colour variety, and the ability to look up and down. Similarly to Quake, Strife appears to be stuck in some kind of time paradox or parallel universe when it comes to the weapons. Meaning that you have a somewhat strange arsenal where daggers, magical crossbows and, of course, guns mix freely and openly. None of them offer the potential of excessive carnage and so most of the Doom bits are a bit dodgy, to be quite honest.

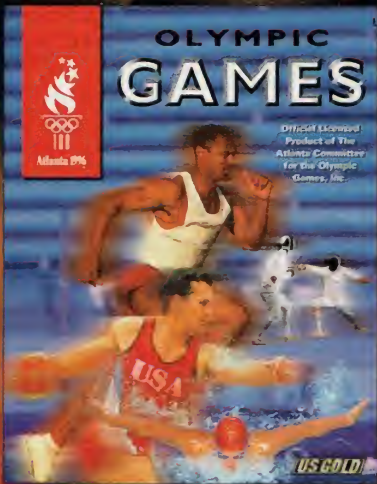
The adventure bits allow you to chat to people, who give you tasks to complete and so forth, and so you get a very loose kind of plot attempting to tie things together. It sort of works. But it also means there are sections where you don't shoot people, then you enter a building and you have to shoot very similar-looking people, then a bit later you don't, then you do, etc.

Whilst Strife doesn't do anything that the extraordinarily great Terminator: Future Shock didn't do at least ten times better, it still remains worthy of some investigation.

DAVID WILDGOOSE

VISUALS 62  
 SOUND 66  
 GAMEPLAY 70  
 LONGTERM 60  
 OVERALL 65

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# cheat mode



## Actua Soccer Playstation

This cheats gives you a hidden team to play as, they're called the Gremlin Showbiz XI. On the title screen press **R2**, **L2**, **SELECT**, **LEFT** and **UP** all at the same time.

### PC CD ROM

**HIDDEN TEAM**  
Gremlin Showbiz XI  
Start the game by typing in:  
**SOCCER -01142475549**

## Total Eclipse Turbo PlayStation

**FULL POWER UPS**  
During any stage, press **START** and pause the game, then select "OPTIONS" to return to the MAIN MENU. Highlight the

"PLAY GAME" option, be sure the window is displaying the words "Press X to select options and resume". Now enter the following code very quickly. **Triangle, Square, Circle, Square, Triangle, Square, Li, Li+Ri, SELECT, SELECT**, you should hear a sound to confirm the code, and a scary skull will appear in the window, now press: **Triangle, Square, Li, Li, Li, Square, Triangle**, and you'll immediately return to the game with 10 ships, ten plasma bombs and ten continues.

**STAGE SELECT**  
At the main menu, highlight the "PASSWORD" option and enter this code: Hold **SELECT**, press **Triangle, Li, Square**, release **SELECT**, press **Triangle, Li, Square, Triangle, Li, Square, Triangle, Li, Square**. You'll see the Crystal Dynamics

logo appear in the window along with the stage select, just use the left and right directions to choose the level.

## Wing Com 4 PC CD ROM

Start the game by typing **WC4 -chicken**, then during the game press **ALT** and **W** to disintegrate locked on targets at will.

## Red Zone Mega Drive

Mission Password with Invincibility (Mission 3 doesn't have one)  
Mission 1: **BAABAACBCBA**  
Mission 2: **ABBBABACBBC**  
Mission 4: **ABBBABACBAC**  
Mission 5: **BAACAABAACA**  
Mission 6: **ABBCAACACCC**  
Mission 7: **BAACAABAABA**  
Mission 8: **ABBCAACACBC**

## Virtual Hydlide Saturn

How to get some special items early in the game: Create a new quest. When the game asks you to create a game either randomly or with a code, choose with a code, then when it asks for the code, put in any of these.  
**SWORD**  
**AMOUR**  
**HYDLIDE**

These codes will give you different items and you can't use them all at once.

## Firestorm: Thunderstrike 2 Saturn

**LEVEL PASSWORDS**  
Here's a couple more level passwords for Thunderstrike 2  
Middle East: Oil Dispute  
1: **JFNKRNT36VMF162**

2: **JGDKRND3636FSFQ**  
3: **JG34RND5436FQCQ**  
4: **I3VFRND6E36FoKA**  
South China Sea: Piracy  
1: **I344RND9A36FUFI**  
2: **I404RND9C66FTL2**  
3: **IVIKRNDRH66FQ8A**  
The End Sequence:  
**IUN43NDTJ66Fo84**

## WWF Wrestlemania the Arcade Game SNES

**RANDOM SELECT**  
On the character select screen, player 1 highlights Doink, player 2 highlights Brett Hart, they both press **up+start**.

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## Zero Devide Playstation

### ZERO

#### SPECIALS

F, F, P - elbow  
D, F, P - side hit  
F + F - knee  
UB + K - flip kick  
F, F, K - slide kick  
B, F, K - slice kick  
F, P + K - spin kick  
F + P (from crouch)  
- palm uppercut  
K (from crouch) - side kick  
B, K (from crouch) -  
roundhouse kick

#### THROWS

G + P - one hand throw  
B, F, F, G + P - suplex  
G + P (from behind) - bulldog

#### OPPONENT DOWN

D + K - stomp  
U + P - splash  
U + P (hold) - mega splash

### TAU

#### SPECIALS

F + P - lungs stab  
DF + P - side hit  
F, F, P - leg hit  
F, F, K - reverse kick  
B, DF + K - tail flick  
D, D, F + K - flip hit

#### THROWS

G + P - tail stab  
B, DB, D, DF, F, P + K - spin

#### OPPONENT DOWN

D + K - stomp  
U + P - spin drill  
U + P (hold) - mega spin drill

### WILD3

#### SPECIALS

F + P - roundhouse punch  
DF + P - stab  
F, F, P - low swipe  
B, F, P - up swing  
F, B + P - elbow  
B, B, F + P - charge  
D, F, P - high shot  
B, D, P - low shot  
F + K - knee  
DF + K - low kick  
D, F, K - drop kick  
P + K - flatten  
B, G + P - guard drop

#### THROWS

G + P - gun hit  
D, D, P + K - head shot

#### OPPONENT DOWN

D + K - shot  
U + P - squash  
U + P (HOLD) - mega squash



### CYGNUS

#### SPECIALS

B + P - stab  
U + P - leaping stab  
DF + P - low stab  
F, F, P - shoulder charge  
F + K - mid kick  
DF + K - floor kick  
B, B, K - leap kick  
B, F, P + K - lunging slice  
D, B, P + K - overhead slice  
D, D, D, P + K - spin  
UF + G - jump over opponent  
D, DF, G + P - guard drop

#### THROWS

G + P - stab throws  
G + P - (FROM BEHIND)  
- overhead throw

#### OPPONENT DOWN

D + P - slice  
U + P - stab  
U + P (HOLD) - mega stab

### NEREID

#### SPECIALS

P (FROM CROUCH)  
- uppercut  
F + P - slash  
B + P - drill spin  
DF + P - low stab  
F, F, P - drill  
B + K - turn kick  
D + K - axe kick  
B, DF + K - slide kick  
P + K - floor side  
F + P + K - lunge  
F, D, P + K - twin drill  
P + K + G - guard drop

#### THROWS

G + P - drill spin  
G + P (OPPONENT BEHIND  
YOU) - overhead throw

#### OPPONENT DOWN

D + K - floor drill  
U + P - splash  
U + P (HOLD) - mega splash

### XTAL

#### SPECIALS

F + P - uppercut  
D + P - roll  
DF + P - low hit  
F, F, P - crash  
D, D, U + P - floor roll  
UF + G - giant jump

#### THROWS

G + P - levitate  
OPPONENT DOWN  
D + P - floor smash  
U + P - brain drop  
U + P (HOLD)  
- mega brain drop

### EOS

#### SPECIAL

F + P - backhand punch  
B + P - back upper cut  
DF + P - leg smash  
F, F, P - swing punch  
D, DF, P - trip  
F, F, F, P - elbow  
DF + K - leg slide  
F, F, K - round house kick  
D, F, K - axe kick  
F, F, P + K - head smash  
D, DF, G + P

- guard drop (LOW)

B, G + P

- guard drop (HIGH)

B + G

- catch opponents punch

#### THROWS

G + P - snap throw  
B + G + K - monkey flip  
F, F, DF + K - trip  
G + P (FROM BEHIND)  
- overhead throw  
D + P + K (NEAR WHILE  
CROUCHING) - flip throw

#### OPPONENT DOWN

D + P - smash  
U + P - 1 Punch dive  
U + P - 2 Punch dive

### NECO

#### SPECIALS

F + P - scratch  
F, F, P - cannonball  
K (FROM CROUCH)  
- LEG SWEEP  
B + K - roll kick  
D + K - slide kick  
DF + K - shin kick  
F, F, K - mule kick

#### THROWS

G + P - dance  
OPPONENT DOWN  
D + K - elbow drop  
U + P - SPLASH  
U + P (HOLD) - mega splash

### IO

#### SPECIALS

F + P - slash

F, F, P - stab

D, F, P - double strike

B, D, F + P - lunge

K (FROM CROUCH) - mid kick

F + K - knee

DF + K - high kick

B + K - flip kick

F, F, K - roll kick

B, F, + K - slide kick

P + K - shin kick

B + G - catch a high kick

UF + G - flip over opponent

#### THROWS

G + P - wrist throw  
F, F, G + K - head smash  
G + P (HOLD) - scratch

#### OPPONENT DOWN

D + P - maul  
U + P - stomp  
U + P (HOLD) - stomp

### DRACO

#### SPECIALS

F + P - head butt  
U + P - fire high  
F, F, P - fire medium  
B, DF + P - fire low  
F + K - medium kick  
DF + K - low kick  
U + K - drop kick  
F, F, K - tail kick  
B, D, F, + K  
- overhead smash

#### THROWS

G + P - throw kick  
DF + P - head smash  
B, F, G, + K + P - skewer

#### OPPONENT DOWN

D + K, K, K, K, K - multi smash  
D + P + K - crusher

### ZULU

#### SPECIALS

F + P - back hand  
B + P - spin punch  
F, F, P - elbow  
D, F + P - side slam  
F, F, F, P - low elbow  
F + K - side kick  
B + K - flip kick  
D + K - high kick  
DF + K - floor kick  
DB + K - leg slice  
F, F, P + K - head smash  
B, G + P - guard drop (HIGH)  
D, DF, G + P  
- guard drop (LOW)  
UF + G  
- jump over opponent

#### THROWS

G + P - one hand throw  
B, F, F, G + P - suplex  
G + P (BEHIND OPPONENT)  
- bulldog

#### OPPONENT DOWN

D + P - unit smash  
U + P - splash  
U + P (HOLD) - splash

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## Off World Interceptor

SATURN

**LOADSA MONEY**  
While in the Options Menu, enter the following: **A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, A, B, C**, then hit your Left Button, a missile sound should happen and now your loaded.

## Street Fighter the Movie

SATURN

**TO PLAY AS AKUMA**  
This cheat is for every mode except for battle mode. So in the character select screen, press **UP, B, DOWN, Z, RIGHT, X, LEFT, Y**. This must be done really quickly if done correctly a faint image of Akuma can be seen in the monitor of your fighter.

## Zero Divide

PLAYSTATION

**HIDDEN GAME**  
Before turning the game on hold **SELECT** and **START** on Controller 2. Then turn it on. Keep holding while the game is loading and instead of Zero Divide, you'll get the hidden game of Phalanx from the Super NES, use controller 2 to play it.

## Warhawk

PLAYSTATION

**SPECIAL ACCESS CODES**  
Enter the following codes as passwords in the special access section on the main menu:  
Infinite Weapons: **Triangle, Triangle, Circle, Triangle, Square, Triangle, Triangle, X**  
**STAGE CODES**  
Desert Level: **Triangle, Square, X, Triangle, X, X, Square, Square**  
Pyramid Has Risen: **Triangle,**

**Square, X, Triangle, Circle, Square, Circle, X**  
Desert is all but done: **Triangle, Circle, X, Triangle, Circle, Circle, X, Square**  
Canyon Level: **Circle, Triangle, Triangle, X, Circle, Circle, Square, Circle**  
In the Canyon, Amber: **Circle, Square, Circle, Square, X, Circle, Circle, Triangle**  
In the Canyon, Belle: **Circle, Triangle, X, Square, Circle, Circle, Triangle, Triangle**  
In the Canyon, Crystal: **Circle, Square, Triangle, Square, Triangle, Triangle, Triangle, Square**  
Approaching Uma: **Circle, Circle, Circle, Square, Triangle, Triangle, Square, Triangle**  
Airship Level: **X, Triangle, X, Square, Square, Triangle, Square, Triangle**  
Post Transformation: **X, Circle, Triangle, Triangle, Circle, Circle, Circle, X**  
Airship, Rear Hanger: **X, Square, Triangle, Circle, X,**

**Triangle, Square, Square**  
Volcano Level: **Square, Triangle, X, X, X, Triangle, Circle, Square**  
Volcano Boss Active: **Square, Square, X, Circle, Triangle, Circle, Square, Triangle**  
Gauntlet Level: **Triangle, Circle, Triangle, Circle, Triangle, X, Square, Square**  
East Gauntlet Boss: **Triangle, Circle, X, Triangle, Circle, X, Triangle, Square**  
West Gauntlet Boss: **Triangle, Circle, Circle, Square, Triangle, Circle, Circle, X**  
In with the Gate Keeper: **Triangle, Circle, Circle, Triangle, Triangle, X, Square, Triangle**  
Stormland: **Triangle, X, Triangle, Square, Circle, X, Circle, Circle**  
1st Force Field: **Triangle, X, X, Square, Circle, Square, Circle, X**  
2nd Force Field: **Triangle, X, Triangle, Triangle, Triangle, X, Circle, Triangle**

3rd Force Field: **Triangle, X, Square, Circle, Triangle, X, Triangle, Square**  
Kreel's Door is Open: **Triangle, X, Square, Triangle, Circle, Square, X, X**  
Kreel: **Triangle, X, Triangle, Square, Square, Square, X, Triangle**

## Duke Nukem 3D

PC CD ROM

Here's a few more cheats for you to pop in for amusements sake.  
**DNMONSTER** - Monsters will dissappear as soon as they see duke  
**DNCASHMAN** - Hit space and Duke will throw money  
**DNRATE** - Displays your frame rate  
**DNBETA** - Message: Pirates suck!  
**DNCOSMO** - Message: Rego Cosmo!  
**DNALLEN** - Message: Buy Major Striker!

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## Tekwar PC CD ROM

During the game, hold down these keys.

**Alt+Shift+G** - God Mode

**Alt+Shift+W**

- All Weapons, Items

**Alt+Shift+J**

- All Metrix Symbols

## NHL All-Star

### Hockey

SATURN

#### CRAZY CODES:

Start a game in any mode, then during the intro's while the players are skating around, press **Left Button, Right Button, X, Y, and Z** all together. Now you'll be able to enter the following codes during the national anthem to change the game.

Press **Left Button + Right Button** to change to huge players.

Press **A + B** for short players

Press **A + Y + Z** for upside down players

Press **X + Y + Right Button** for a spring loaded puck that's bounces of walls until someone traps it. And **A + X** for a black hole effect at center ice. If you leave the puck untouched for to long it'll start moving towards the center of the ice.

## Worms

PLAYSTATION

#### BEST WEAPONS

Pause the game and press: **X, Square, Square, X, Square, Square, X, Square, Square.** Now when you go to choose a weapon, you should have every hot weapon to choose from:

## MK3

MEGA DRIVE

A few more MK3 codes to enter at the menu screen..

1) **B, A, Down, Left, A, Down, C, Right, Up, Down** - This gives a secret menu.  
2) **C, Right, A, Left, A, Up, C,**

**Right, A, Left, A, Up** for the "Killer Codes" letting you play as Shao Khan and Montaro. Also, with "Quick Finish" in this menu, you must press the LAST part of the Fatality/Babality/Animality/Friendship, and must still play as normal (ie. do a mercy for Animality, don't press block for Friendship/Babality) and you must be in the right position.  
3) Hold ALL buttons on both controllers then press start for a tournament mode. These cheats come from David Bisiach, Darwin.

## Spot Goes to Hollywood

MEGA DRIVE

#### LEVEL PASSWORDS

In addition to going to the level.. these codes also give 30 extra lives!  
Ship Hold: **DQMSZGFS**  
Underwater: **DIPIXFQV**  
Haunted House: **L6MCGXZ**  
H-House Cellar: **LZMGYGRW**

Pumpkincastle: **34IMICKG**

The Temple: **4TOSUEDY**

Under the Temple: **FYXBT6X8**

Mine Cart Ride: **AMABPKRA**

Post Nuclear: **EMQVP34C**

Space Battle: **MJXVS6C6**

Space Station: **CYNQ4HEF**

Virtual World: **KZNNYHUS**

Complex: **GUS4PWGI**

## NBA Jam TE

PLAYSTATION

Do all these codes on the Tonight's Match Up Screen  
Big Head Mode:

**Square, X, Circle, Triangle**

Mammoth Head Mode:

**Square, Triangle, Circle, X**

Huge Mode: **Triangle, X**

Baby Mode: **Square, Circle**

## Rayman

SATURN

#### INFINITE CONTINUES:

On the game over screen, press **UP, DOWN, RIGHT, LEFT.** (Only work if number of continues is less than 3), your continue counter will

reset back to 10, then just repeat this when you're running low on continues.

## Pebble

### Beach Golf

SATURN

#### SECRET VIDEO MENU

On the Saturn console screen hold **Right Direction, X, Z** and press **RESET.**

After the Saturn Logo appears you'll be taken to a secret video debug, press **A** or **C** to access the video or **B** to go to the main menu.

#### GALLERY SELECT.

On the Saturn console screen, press and Hold **B** and **Down.** Then press **RESET.** After game restarts you'll find that a gallery of spectators will follow you around wherever you play, even in practice.



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# Alien Trilogy

## General Tips

- Don't waste your ammo as you may find yourself running on empty. Use the 9mm pistol to take out facehuggers & chestbursters. Save the shotgun & heavier weapons for the larger enemies.
- Try keeping your distance when firing on an alien. The spurting acid will reduce your energy. Also don't walk over dead aliens, & keep away from explosions.
- Before each mission, read the objectives you are presented with. Be sure to carry them out.
- If you get stuck somewhere, activate all switches in the area (this should activate a lift or a door to somewhere).
- Shoot all striped crates and dark coloured lockers, they contain items and power-ups.
- Hidden areas or items can usually be identified on the mapper by a blue colour. Blast through secret walls with grenades or seismic charges.

## Level Guide

This guide will provide you with most of the steps needed to complete or find the exit to each level in the game. Keep in mind however, that in addition to these steps, you may also have to carry out other "mission" objectives, to successfully complete a level. (e.g. A mission may require you to kill all of the aliens in a particular area. In such a case, follow the steps we have provided you with as well as killing all of the aliens in the area.) (Duhhhh...)

**NOTE:** Between stages, you will sometimes encounter "bonus levels". They allow you to re-stock your ammo & energy supplies while making your way to the exit within a certain time-limit. These "bonus" levels are not included in this level guide since they are too simple and identical in objective. (Just make your way to the exit within the 60 or 30 second time-limit.)

### Section 1: LV426 Colony Complex

1] Walk straight ahead making two left turns until you are faced with a barricade of barrels and crates. There is a door on the left & right. Open the door on your left after flicking the switch on the post in front of the door. Go in the room, get the mapper & activate the switch. Now go back outside & open the door on the right-hand side. Inside you will find the shotgun, which is what you need to blast your way through the barricade. Go back outside, and blast through the barricade in front of the two doors. Walk straight ahead, through a door, into the next area. Keep going straight & you will find a battery which is surrounded by crates, in front of a door. Collect the battery & go through the door. This path will lead to the exit door. Activate the switch next to the door & exit.

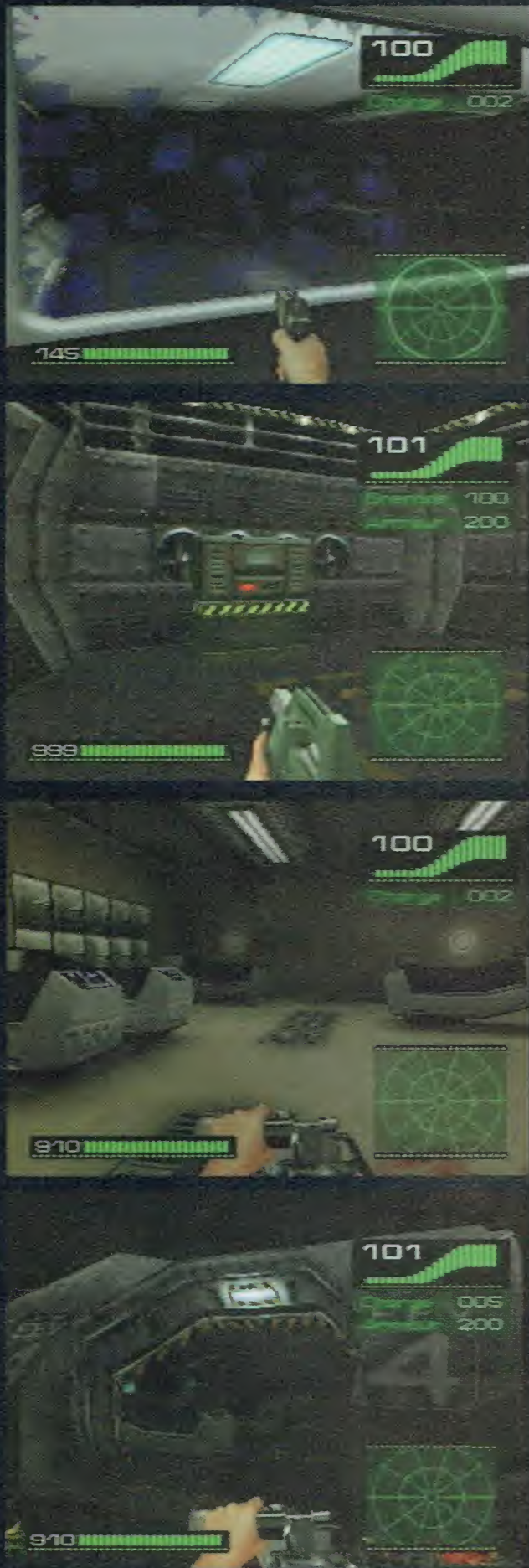
2] Begin by walking to the right, & after you go up the stairs on your first left turn there is a barricade. Blast through it & walk to the end of the corridor, then up the stairs to your right (through another barricade), & then go through the first door on the left. (To open this door activate the switch opposite to it). This leads to the junction room. Go there & activate all the switches, collect the battery & the seismic charges from the crates. Now leave the junction room. When you've gone back up the long stairs, turn left & take the first left turn down the stairs, through another barricade. Then go in the first right turn & enter the door on the right. Activate the switch inside & go back out to the other door on the left. Go in & activate the big switch. Now just make your way to the exit door, using the mapper. It is opposite to the door you first emerged from, in the south. (Secret:-There is a temporary wall in the northern part of this level. It can be distinguished on the mapper by a blue line. Blast through it with the seismic charges & you will find the flame-thrower.)

3] Walk straight & on your first right make a turn. This leads to the rec.area with a pool. Find the switch on the far end & activate it. Now go back to where you started from. This time walk straight & on your first left make a turn. Go up the stairs, follow the path, take the first turn left, then go right through some barricades. This will lead you to another switch. Activate it. Now go back to where you started & this time walk straight ahead through any doors until you come to a blue room with switches. Activate them. Now leave the switch area, heading back in the same direction you came from, and turn right, into the personnel area. This path leads to the exit.

4] You begin this stage at one end of a corridor. The exit door is on the other end. First you must collect the ID tags which can be found in:- "hidden in a locker in the first passage way on the right. "hidden in a stasis chamber in the room which is in the passage way. "hidden in a locker in the first room on the right. "in the room on the left. "on one of the two guards at the end of the main corridor. Next get the battery from the 2nd room on the right, & activate the exit switch which is in the room on the left. Now make your way to the exit.

5] Turn left at the first opportunity. Walk straight until you pass a tall column. Then turn left into area 4B. Shoot the crates & collect the batteries. Go back out & continue walking straight in the direction you were before, (you should pass some red barrels) until you reach a wall.





Go left (you should pass some alien eggs) until you reach a switch. Activate the switch to bring down a lift on the other side of the wall (the lift is parallel to the switch & is on the other side of the left wall). Quickly run to the lift as soon as you activate the switch, or you might miss it. Take the lift up to the room with two switches. Ignore the switches. Run passed them to the big switch at the end of the platform. (run because the platforms descend as you walk on them.) Activate the big switch then make your way back to the original starting point (it's in the north-west on the mapper). Walk straight up the stairs on the right. When you get off the stairs go to the forklift on the right. To the left of the forklift is an area marked 4B. Activate the switch there & quickly go back to the forklift. Get on the forklift, it will levitate you to a higher platform. Head left & keep walking until you go down some stairs. Walk straight ahead & turn right when you reach the armoured car. The exit door is ahead.

6) Walk straight & go up stairs on the right. Get the battery. Come back down the stairs & turn right. Walk straight ahead & take out the two synthetics using grenades or seismic charges. Activate the switch in that area. Now go back to the original starting point (the lift) & go down the stairs. Turn right & blast through the wall that says "stand clear". Get the battery. Now head in the opposite direction, down the corridor to the area filled with eggs. Destroy the eggs before they hatch. Now make your way down the platform surrounded by flames. At the end of it there is a steaming jet on the left & a flaming jet on the right. Take the right path, it will lead to the exit.

7) Most of the ID tags can be found on cocooned people hanging on the walls. You will hear them saying "help me". There is one on a wall when you just emerge from the lift. Shoot them and the ID tag will pop out. Begin this stage by walking right and collecting the battery. Blast the wall behind the battery and go through the hidden door. Activate the switches and get the mapper. Now go back to the start and this time walk straight ahead. Blast through the walls to all of the hidden rooms. (walls which can be penetrated show up as a blue line on your mapper.). Most of the tags are in the hidden rooms. Next make your way to the cocoon storage area and blast all the eggs. There is a door in the storage area. Go through it and turn into the second tunnel on the left. It leads to a door with a battery inside. Get it and make your way to the exit door. (The switch which activates the exit door is opposite to the exit door, on the other end of the corridor.)

8) Destroy the eggs and kill the Queen Bitch. Then make your way to the exit.

#### Section 2: Prison

1) Go down to the main corridor. Walk left till the end of the corridor, & go through the door on the right. Get the mapper from one of the desks. Now leave the room & walk back down the corridor, taking the first turn left. This leads to the shuttle room. Destroy all crates & collect the battery from one of the crates. Now go back out to the main corridor & head left until you reach the exit door with a switch next to it. Activate the switch & exit.

2) As soon as you emerge from the lift, turn left & blast through the glass. Walk straight ahead & go up the stairs on the left. Walk right until you encounter some striped crates. Blast them & get the battery. Now turn around & walk in the opposite direction, & turn right when you reach the wall. Walk straight & enter the room full of television screens. Activate the "big" switch. Now leave the room & head left. The exit door is the last door on the right.

3) Go straight & take the left pathway. Walk straight ahead & left down the stairs. Shoot the crates & get the battery. Keep going straight until you reach a switch. Activate it & start heading back the way you came. After you go up the stairs stop on the platform surrounded with stripes & four red lights. It will levitate you. Once the lift stops, walk right & there should be a door. (If there isn't, you went the wrong way, do it again.) Go through the door & activate the switch. Now go back to the original starting point (where you first emerge when the stage begins) & this time take the right pathway. Repeat the same procedure as you did on the left pathway. That is, find the switch to activate the lift on the right hand side. Catch the lift up & go left instead of right. Quickly find the door, activate the switch & immediately run back, passed the lift you came up on (before it goes back down), until you reach a platform with a switch on each side. Stand on it & it will take you to the exit door.

4) Go straight & take the first turn on the right. Get the battery from a crate & activate the switch in the room you encounter. Also get the mapper off one of the desks. Now go back out to the corridor & keep heading straight. Turn right at the end of the corridor & you will see a switch behind a flaming jet. Activate it & ride the moving lifts to the right platform (platform no.1) Explore that area & activate all the switches in the hidden rooms. (Blast the walls in the room full of red barrels. You will find a hidden room full of switches. Activate them.) Then come back to the moving lifts & proceed to the next platform, which will lead to the exit.

5) Get out of the lift & walk down two small lots of stairs. Then turn left & keep walking straight ahead, over some stairs, until you reach door. Go through it into a room full of red barrels. Get the battery from a crate in this room. You can also get the mapper from a room within this room. Next, leave this room & head back the way you came, over the stairs, & take the first turn left. Walk until you see a switch behind some crates on your left. Activate it & cross the platforms on the water to the next room. Activate the two switches in that area, then head all the way back to the original starting point. (The place where you first emerge when the stage begins.). Take the pathway directly in front of the stairs & it will lead you to the exit.





6) Take the right path to the room with some eggs & caged aliens. Get the battery & activate the switches. Now go back to start & this time take the left path & activate the switches inside the room with aliens & broken steam valves. Now go back to the start again & finally take the middle path. Get the battery from some crates along the way & head to the room full of eggs and furnaces. On the far right hand side of the wall opposite to the stairs there is an orange coloured section of wall. Blast through it & you will find the exit room. Activate the switches inside & exit.

7) Start by going straight ahead until the end of the corridor. Then go right, left, right till the end of the corridor, & right till the end of the corridor again. (you should have entered cave-like tunnel) Now go through the first door on the left. This leads to a room full of eggs & switches. Destroy eggs & activate switches. Now leave the room, but don't go through the door you came in from. Use the other door. Get the battery as you go through the door. Walk straight ahead until you reach the wall, then left, left, right, right, right, left into the first pathway, right, left into the third pathway & left into the first turn. This leads to the original starting point. The exit door is there with a switch next to it.

8) Destroy all the eggs and kill the Queen Bitch. Then make your way to the exit.

### Section 3: Derelict Spaceship

1) Walk straight ahead, through a transparent curtain until you reach a wall. Turn left & walk straight as far as you can. Turn right & walk straight, through another transparent curtain. Just after the curtain, there is a wall that you can walk through on the right. Walk through it & activate the switch. Go back out & continue walking straight again, then go left & catch the lift on the right. It will take you down. Get off the lift & head right. Another wall that you can walk through is just on the left. Go through it, activate switch. Go back out & walk back in the direction you came from, passed the lift. You will encounter another wall that you can walk through on your left. Go in, activate the switch, then come back out & continue walking in the same direction. You will reach another lift, get on it, it will take you down again. Now walk in any direction (the path is circular, so whichever way you take, you will cover the same ground). Look for a section of the path that looks like a square. It is a lift. Stand on it for a few seconds & it will lower you to the exit.

2) Simply go around trying each door in the circular path. One will open for you to exit. (Make sure you kill all aliens in the area.)

3) Follow the path until you have the option of going left or right. Take the right path and activate the switch you come across. Now go back and take the left path. Find another switch and activate it. Now drop into the canal directly to the left of the switch. There should be a switch on your left. Activate it & immediately follow the canal path, taking the first right turn you can. This will lead to an opening in the canal, leading to the hidden lairs. (You have to get there quickly before the opening closes.) Work your way straight through this area, until you reach another switch. Activate it to open up a path leading to the exit.

4) Simply go around trying each door in the circular path. One of them will open for you to exit. (Make sure you kill all the aliens in the area.)

5) Walk straight ahead, until you reach a group of orange egg-type things. Blast them & slowly walk forward. The section of the floor you are standing on will lower you down. Kill all infected people in the lower level (and collect ID tags), then come back up by stepping back onto the platform that brought you down. Continue walking straight again, until you reach the third group of eggs. Once again you will be lowered. Kill everyone down here & make your way back up by turning right into the neighbouring room. This path will take you back up, now continue walking straight & the exit is straight ahead.

6) Simply go around trying every door in the circular path. One will open for you to exit. (Make sure you kill all aliens in the area.)

7) Walk straight, a lift will lower you down. Follow the path & you will be lowered again. Continue until you go down a ramp, turn right & go down another ramp. When you reach the bottom of the ramp turn left. Walk along & there is a wall that you can walk through just on your right. Go in and activate the switch. You will be taken upward. Then go straight & you will fall down a steep ramp with blue flashing lights. Go right & walk along the path. You will fall into a room filled with eggs & enemies. Walk into the next room which is separated by a thin transparent curtain. Activate all the switches in the room, the exit door will open.

8) Simply go around trying every door in the circular path. One will open for you to exit. (Make sure you kill all aliens in the area.)

9) Walk straight ahead, turn right into the room full of eggs. Destroy all the eggs, & go through the door at the end of the room. (It's surrounded by orange egg-type things) Follow the path to the next room full of eggs. Destroy the eggs & exit through the door surrounded by the orange egg-like objects. This path will take you to another room full of eggs. Destroy them & go straight out the door. Follow the path to the final room, the exit door is straight ahead. To open it activate the two switches on one end of the room.

10) Simply go around trying every door in the circular path. One will open for you to exit. (Make sure you kill all aliens in the area.)

11) Destroy all the eggs and kill the Queen Bitch. Then make your way to the exit door, which is behind the Queen's giant worm-looking egg processor.





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# WORMS



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support either console?

3 How much will the N64's limited data storage on cartridges affect games being released or converted?

4 I'm not willing to pay an extra \$200+ for the Nintendo's data compression drive. Any word on price yet?

5 How expensive will Nintendo's carts and DD Drive Games be in comparison to GD games?

6 I've been told that PlayStation has no room for future upgrades. Is this true? Does the N64 have expansion ports?

Also, while the Sega/Nintendo/Sony bullshit war is going on I'd just like to add my opinion. I used to be a fully fledged Sega lover but they f#cked up. And if you all just drop your biased opinions and look around with a clear head you'd be able to spend your money more wisely.

**STUART VAN EYSDEN**  
TAS

OK 1. Psygnosis is owned by Sony and Namco have just entered another long-term agreement with Sony so I doubt either of these companies will be developing for the N64 in the foreseeable future. 2. MicroProse will not be strongly supporting either console. It'll probably do the odd game for both like it has always done. 3. The N64 games will not be able to hold much full-motion video and many games will have to be compressed in order to fit onto a cart. This is not necessarily a bad thing, as Nintendo are apparently using a good compression algorithm. 4. It'll certainly be more than \$200 (AUS) when it releases. 5. Nintendo 64 carts are retailing between \$50 to \$70 (US) so that means that there shouldn't be anything that's way over \$100, so that's very competitive with the prices of CD games. No ideas what the DD games will cost. 6. Neither Sony nor Nintendo have release a definitive upgrade strategy yet.

**MIXED PEEL**

Dear HYPER,

First off, your magazine is great. Now for my questions.

1 When you are reviewing something that is on two or more platforms, could you please say what platform the screenshots are for and compare the versions on the systems?

2 Could you please include the minimum system requirements of ALL of your PC reviews?

3 Maybe to solve your problems with people writing in asking

you whether to buy a PlayStation, Saturn, etc you could write an article comparing the cost, graphics, CPU etc of these games machines.

4. Could you test your DOS games to see if they work under Windows 95?

5. Is Mechwarrior 2 available for Windows 95 and if so how do I upgrade to this from the DOS version?

6. When will Quake and the full version of Duke Nukem 3D be released?

Thanks

**GRAHAME BOWLAND**

1. Unless we point out specific differences you can usually assume that the same is fundamentally the same on all the reviewed formats. When there are meaningful differences we'll point them out and show them. 2. Yes, we try to do that already and if there isn't any min. specs you can usually assume that it'd work on all PCs. 3. We've already done that but it didn't seem to help! 4. All DOS games will run under Win95, it's just a matter of how well and how much available memory you have. Games are now being released that are optimised for either DOS or Win95, so it's really just a matter of operating system you prefer using for your games. 5. The Win95 version of Mechwarrior 2 is out but to "upgrade" you'll need to sell your old version and buy the new one. 6. Duke 3D is out (in a specially "locked" version for Australia so we won't be corrupted by seeing dangerous computer graphics) and the proper shareware version of Quake should be out by the time you read this. The release date for the full version of Quake has not been finally confirmed.

**DOOM STILL RULES**

Dear HYPER,

I'd like to disagree with something.

Everybody nowadays is saying how great Duke Nukem 3D, Dark Forces, Decent and Terminator Future Shock are these days. Even you. But I completely disagree. Nothing, absolutely nothing, can compare to Doom for sheer fun and entertainment.

Sure it's getting a little dated and lacks a jump and crouch key but that's it. Who gives a shit about realism if it's not as much fun. Games like Tekwar and Duke 3D are interesting with their realistic graphics but it's just a novelty and doesn't

make for fun. Descent and Dark Forces come close but get too complex; the only problem with these games is the levels get both too big and complex.

You can sit in front of Doom and be totally immersed into it's world, it's just fun, stress relieving simple fun.

I think game designers are losing the plot with first person games by aiming for realism instead of fun. All this realism equals two things - boring level design and complex control.

Goodbye

**B JIM**

Mr Jim, deep down inside I agree with every word you said and Doom definitely has a very special place in my heart and no game could ever replace it. Nevertheless, at some point, you may have to move on. Lots of gamers really got into Descent's complex controls after a while and the extra details in games like Dark Forces and Duke 3D really make them special. Doom is still the old Master of the Genre though and nothing will stop us play Doom Deathmatches.

**GET A LIFE TO ADD SPICE**

Dear HYPER,

I dig your mag, I respect your opinion and generally speaking I tend to agree with most of what you have to say (I'll bet that's a relief to ya). Still I've gotta wonder just what it is you have against one of my favourite games - Tekken, on the PlayStation. Surely the best fighting game currently available at home (next to the world beating Virtua Fighter 2 of course). I'm starting to wonder if you guys have actually played it. Firstly in your review of VF2 Ben Mansill stated that Tekken won your hearts at first but you got bored with it after a worryingly brief time. What kind of shit are you smoking man? The game has 18 characters, a huge range of moves and combos and is a pretty decent challenge on Ultra Hard mode, not to mention the brilliant two player tournaments. How could you say it lacks lasting power?

Not content with that ridiculous comment, I now read in issue 32 Roger Bolton proclaiming that Battle Arena Toshinden 2 is the current PlayStation fighting champion. Please tell me that this was supposed to be some kind of twisted joke. I'll be honest, I haven't played the bloody game, but if it is as much like the first one as it appears to be then Takara

can shove it up their arses as far as I'm concerned. I own the original Toshinden and while I'll grant you it looks incredible, the undeniable fact is that its an unbalanced, unresponsive, repetitive, easy and extremely basic retardation of a game underneath all those flashy polygons. So unless the sequel's playability has been improved about fifty times over (which I'm willing to bet against) then I don't believe the game could seriously be considered to be better than the awesome Tekken. When Tekken 2 arrives then it will most likely be the best console fighting game, as stated in your preview (which seemed somewhat contradictory to your earlier comments).

On another note, I'd like to respond to Ben Speare, who was printed in your June letters section condemning beat-'em-

up fans and praising RPGs. Ben let me just tell you that I love RPGs, I also love fighting games and most other genres and narrow minded people like you really bug me. Haven't you heard that variety is the spice of life? Then again I guess you need to first get a life before you could add any spice to it, right Mr Speare?

Thanks and all the best  
**MERKINBALL**  
Thanks Mr Ball, and I'm sure you noticed that last issue had Tekken 2 on the cover and that we said it's the best 3D fighter around. Satisfied? Number 2 is far superior than the original and deserving of much high praise. You'll notice that Toshinden 2 didn't score a cover or a 95%, so we're agreeing that Tekken beats Toshinden.

**CONCERNED PSX OWNER**

Dear HYPER,

I am writing to you because I am a concerned PlayStation owner. I am concerned because I think the Sega Saturn is getting a slight edge in terms of the super console battle. Just look at the games its bringing out ie Sega Rally, Virtua Fighter 2, Virtua Cop and I even found out that the Saturn is being

given an Internet add-on, and I just feel that the PlayStation has no answer to this. Anyhow could you answer my questions.

1. Seeing as that Wipeout has been converted to the Saturn, is there any chance of Sega Rally on the PlayStation. If so, when?

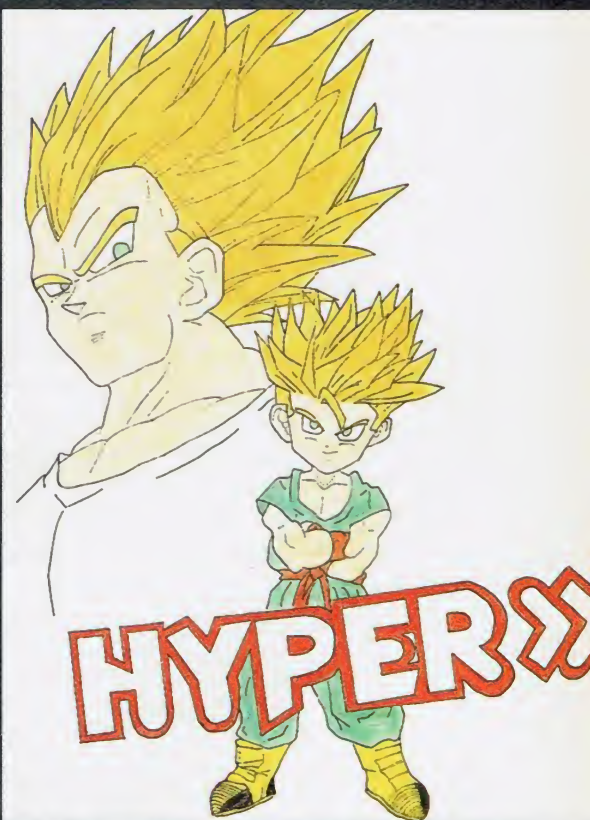
2. Which is the best steering wheel compatible for the PlayStation?

3. I've heard of a game called Euro '96 and where I was reading it said it was only for the PC CD ROM and the Saturn. Any chance for the PlayStation?

And one more thing for Sony - "Wake up and get Sega Rally!"

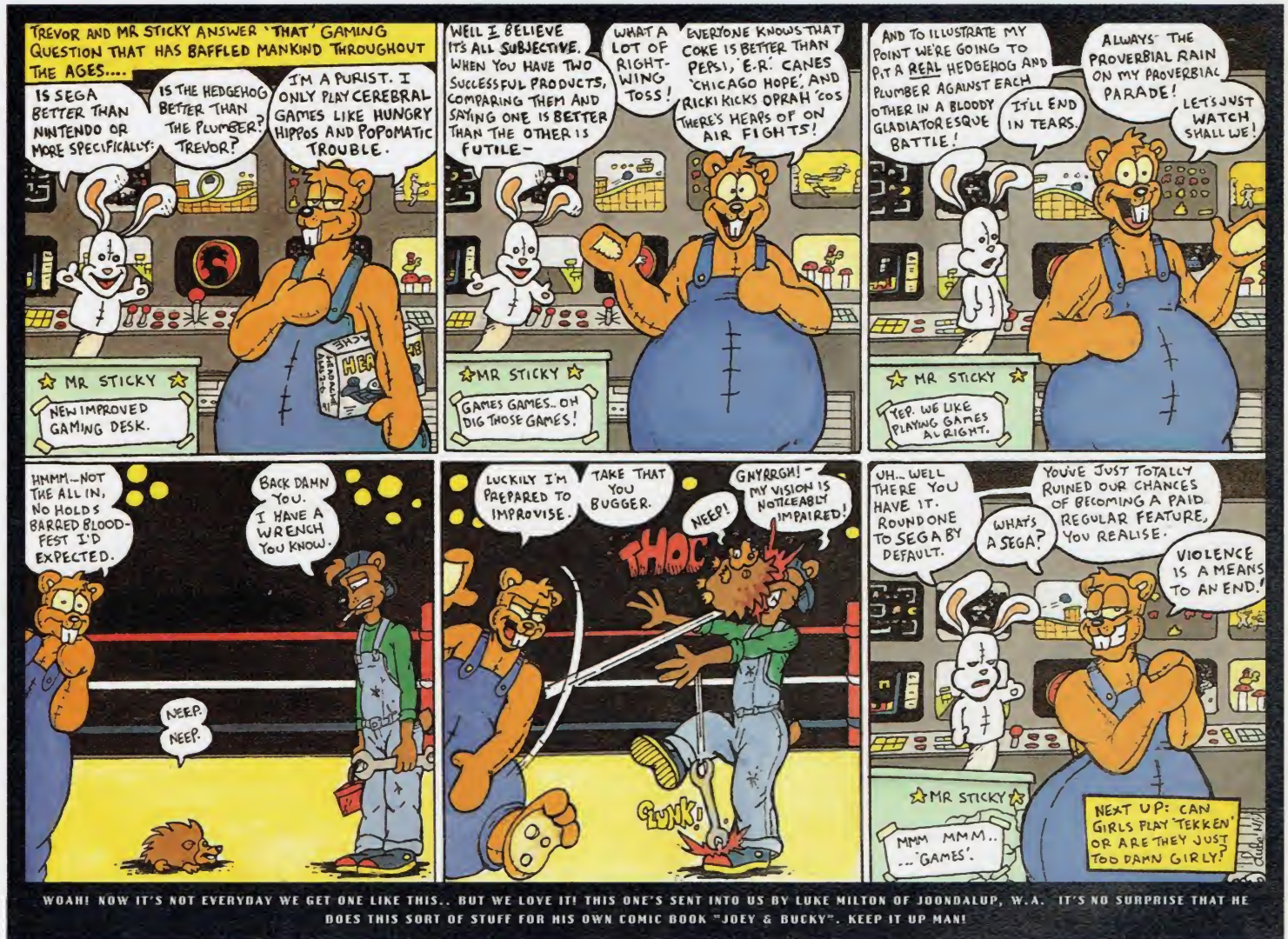
**MR CONFUSED**

You certainly are confused. You should have realised right from the beginning that the Sega Saturn would get conversions of all Sega's hot arcade games. 1. Sega have set up a separate company called SegaSoft to translate Sega games to other



WE'RE BIG ANIME FANS AT HYPER... AND SO IS KERRY NELSON FROM WISHART, QLD. NAFF DRAWING!

formats. One of those other formats is the PlayStation but I doubt we'll see too many of the Saturn's huge, exclusive titles on the PlayStation in the near future. 2. The PlayStation Per4mer steering wheel is fine, and the Namco Negeon controller works a treat, but it's not exactly a wheel although you can turn it. 3. I don't think it's getting a local release at all.



## SATURN QUIZ

Dear HYPER,

Firstly I'll cut the crap. I like your mag otherwise I wouldn't read it. Anyway straight to my questions.

1. What other control pad/sticks are there for the Saturn and which is your favourite?

2. Do you think Worms is worth getting or should I save my money for a better game?

3. Any chance of Virtua Cop 2, Manx TT, Ultimate Doom or Ultimate MKIII coming to the Saturn?

4. For the big finale. My ol' gran lives in the UK so I asked her what the prices for the steering wheel and gun are for the Saturn. She got back to me and told me that the wheel costs £48 which equals about \$98 and the gun costs £25 which is about \$50. So I need to know if they will work on my Aussie machine. So it's up to you: UK or Aussie?

**TOBY**

NSW

1. Apart from the Saturn Arcade Stick and Steering Wheel (both from Sega) there's the Perzmer

steering wheel, a couple of infra red controllers and various other controllers. We generally stick to the Sega Arcade Stick here, although we're not necessarily saying that it's the best stick available.

2. Worms is great if you like violent puzzle games - it's your call.

3. They're all coming to Saturn (with the possible exception of Ultimate Doom, although Doom in one form or another will see a release on the Saturn).

4. Yes, they'll work on your Aussie machine, but don't forget you'll have to pay postage costs so it's probably better going for the local product.

## PC COVERAGE

To The Holiest of HYPERS, I have bought and read each and every issue of your terrific mag, and often laughed at the dickheads that populate the letters section, never believing I would ever join their ranks. What, you may ask, would bring such a silent achiever to bare his thoughts to all HYPER-dom? Well, for starters, your

new mag, PC Powerplay.

I do read the parts of HYPER about the more hyped-up PC games out of interest, but almost half of the mag is useless to me, not having access to a PC. I would love a PC, but do not have the funds. When you announced PC Powerplay, I thought, great, now you can leave HYPER to the console side of things, but having just picked up issue 32, there's been no reduction of PC-ness. I hereby request such a reduction, as I assume there's no console coverage in PC Powerplay, so console us consolars by giving us our own mag too.

**JOSH BIGGS**

Campbelltown

Just because our publishing company launched a new PC mag doesn't mean that HYPER has to change around, although we are going to be focusing more on the console side of things. We're certainly not going to ignore PC though, and we'll cover all the major new games. We'll just leave all the hard-core techy, in-depth coverage to PC

Powerplay because they like that sort of thing.

## SETTLING A BET

Dear HYPER,

Tell me, if I buy a PlayStation compatible steering wheel or a Negecon controller, will it work on all racing games or just some?

I made a bet with a friend that it does work on all games but he is certain it doesn't. And the best part is if I win, he buys me one of these products.

Please answer?

**STEVE RIVERS**

You win.

## NEGCON POWER

G'day there HYPER (yeah it's me again).

I recently bought myself a NeGcon control pad for my Sony PlayStation. I've been using the sucker with Wipeout, The Need For Speed and Ridge Racer Revolution. Wow, this is how gaming should be, baby! The controller is taking me a while to get used to (adapting from digital to analog is actually a wee bit trickier than I

anticipated) but it sure goes to show what a difference 3D power can make when fully utilised. Previously I said that the super consoles didn't yet offer a truly improved sense of fun or more satisfying playing experience. Well it would seem that with enhanced control now coming into play, along with the already sexy graphics and sounds, certain PlayStation games (namely racers) have indeed created a new league of excellence. The benefits of such an immersive form of control as the NeGcon really have lifted my racing games up a notch. It has me thinking about how different forms of control could add so much to all kinds of games. Now when I think of the Nintendo 64 control pad I get feelings of lust and desire that once only my Kimberley Davies calendar could produce.

With everlasting love  
**SAM "THE RAM" HILLIER**  
Well we're glad to hear that the Negecon is being twisted at the house of The Ram, and I basically included your letter to point out

that, yes, different controllers, like the N64 and the Nintendo 64 joy pad, are going to definitely change the way we play video games, making them far more intuitive and realistic. This is a good thing.

**GUNS & OTHER STUPID THINGS**

Dear HYPER,  
I think your mag is the best one of all time, oh and of course your reviews. Well okay, enough with the kiss arse talk. Today I'm asking you about the PlayStation, and I hope you can answer them all.

1 Will Terminator: Future Shock be coming to the

PlayStation? When?  
2 I heard that there's a gun coming for the PlayStation? When?  
3 How much will the gun cost?  
4 Will Doom II be coming on the PlayStation? When?  
5 Will the Ultra 64 be better than the PlayStation?

See ya next month.  
Yours sincerely  
**MICHAEL BELL**  
Charlestown NSW  
1. No news as yet 2. Yep, Gun Law is a PlayStation game that's coming out very soon that will use a gun, so I'm sure that a PlayStation gun will be released then. 3. Not confirmed at this point 4.

Well, PlayStation Doom is a mix of both Doom 1 and 2, and it includes more than 56 levels so that should keep you satisfied. 5. That's a stupid question. If you look at the specs, yes, technically the Nintendo 64 is superior to the PlayStation in many areas but it all comes down to the software they make to use the machine's capabilities. Luckily Nintendo have made some amazing software to use the most of the system, so in that way you can say that some games on the N64 are technically "better" than on the PlayStation.

"Hyper, we have a problem!"



**THE  
KILLER  
TOAD**

Robert

THIS NASTY LITTLE TOAD WAS SENT INTO US BY ROBERT.. ERM ROBERT SOMEONE.. FROM SOMEWHERE.. THANKS ROBERT!

**hypermart**

**FOR SALE**

**SNES Vortex** game, will sell for \$59 with cheats. Phone (054) 332304. Boxed with Instructions.  
**Mega CD 2** with Batman Returns, Wolfchild and Road Avenger. \$190. 32X Games: Mortal Kombat 2 and Doom \$40 each. Phone Bril on (077) 786 282.  
**Mortal Kombat 3** moves and cheats. For all formats (Arcade, SNES, MD, PlayStation, PC) even includes moves for Ultimate MK3. In interested send \$5 and a stamped self addressed envelope to: John Mitchell, 17a Cressy Rd, Longford TAS 7301.  
**Macintosh Game:** Marathon. Game is on 3.5" disks. All manuals and box \$45 o.n.o. A lot of Computer magazines, old ones (ZZAP 64, Commodore User etc), new ones (Megazine, Gamestar, Gamepro, EGM) All \$1 or \$2 depending on age & condition. Ph John (003) 912 875  
**Sega Mega Drive II**, 2 6 button control pads, Gun with 6 game cartridge, games: NBA Jam, Ren & Stimpy, Ecco and Lion King. \$400 o.n.o. for the lot. Ph Nathaniel on (02) 623 6151  
**Hyper mags** from issue 1-32. Most still have poster. \$3 each. Call Bao (039) 689 2408 after 7pm.  
**SNES**, 4 control pads, multitap, 7 games inc: MK3, Killer Instinct, Secret of Evermore, Secret of mana, Zelda, BMA Jam T.E. Stunt Race. All for \$550 o.n.o. Ph (049) 521 938  
**SNES** with two controllers, 8 good games inc: MK3, Yoshi's Island and DKC2 \$350, or will swap for PlayStation. Ph (069) 474 079  
**PC CD-ROM games:** Full Throttle \$45, Mortal Kombat 3 \$50, FIFA Soccer 96 \$55, Fade To Black \$45, Frankenstein: Through the Eyes of the Monster \$50, Doom 2 \$25. All Boxed with Instructions. Ph (03) 9702 1513  
**Sega Game Gear** with TV Tuner, AC Adaptor, Master System Cartridge Converter and Carry Case \$140. All in excellent cond. Ph(03) 9755 2838  
**Sega Mega Drive** with a Arcade Power stick w/rapid fire and Super Manco GP free. The Lot \$150. Extra games: Street Fighter II SCE \$50, Rolling Thunder 2 \$20, World of Illusion \$30. Ph (07) 3886 6262 after 8pm.  
**SNES**, 2 controllers, 6 games: DKC, Killer Instinct, Super SFII Mario Allstars, Stunt Race FX, Spuer International Cricket. Will sell for \$500. ph Justin (06) 2922369. Canberra residents preferred.  
**8 Game Gear games** for sale \$15 Each, also 2 carry cases \$20 each. Ph Daniel (08) 352 2127  
**Mega Drive**, 3 control pads, 8 games inc: Micro Machines 2, SF2, FIFA Soccer, and Soleil. All for \$250. Ph James if you're in Adelaide (08) 381 8730  
**SNES** with 2 controllers and 4 games w/boxes and instructions. Titles include NM Indicar Racing, Mechwarrior 3050, Robocop vs Terminator and Mario Allstars, Desperately want to sell. \$450 for the lot. Ph Lewis on (08) 8932 4305  
**Mega Drive 2** (Boxed) 9 games inc: MK3, MK2 (Codes), NBA Live 95, Rugby World Cup, Fifa 95, Triple Play 96, Toughman Contest, Madden 95, Road Rash 3 all for \$375 (worth \$500) call Anthony on (02) 543 5035.  
**Mortal Kombat II** for Mega Drive \$50 no instructions. Phone Daniel on (066) 62 6542.

**Sony PlayStation**, 2 control pads, memory card, RFU Adaptor and 4 games inc: Tekken, Theme Park, Discworld and D. \$900 ono. Ricky (077) 831344  
**SNES Games** - Samurai Spirits (Import) \$50, Super Mario World (Pal) \$50. NES Games \$10 each. Sale is urgent so call Vu on (08) 276 1230 after 6:00 PM Customer must collect.  
**Sony PlayStation**, memory card, Total NBA, Wipeout, Warhawk, Ridge Racer. All as new and games with instructions and box/container. \$800 or highest offer. Phone Tom on (08) 362 9869.  
**Godzilla** on Game Boy. Worth \$49.95, sell for \$30.00. Contact Yuu on (070) 993 589, between 3-5 pm on weekdays. (QLD time).  
**Doom** on PS for \$70.00 with box and instructions. Perfect condition. Also Disc World on PS to swap for Myst on PS. Call Luke on (02) 528 4684.  
**Sega Mega Drive c/w**, two controllers and Sonic the Hedgehog I & 2 and Mortal Kombat 2 - c/w all Fatalities, options code, Babalities, Friendships and Pit / Spikes Fatalities. Ph: (03) 9803 1737, ask for George. \$150 o.n.o.  
**Sega 32X games:** Virtua Fighter- \$60, Night Trapp (2 3D's) - \$60, or both for \$95. (Both brand new condition). Mega Drive & 2 controllers (1 x 6 button) - \$90. Ph: Todd (067) 71 2208 or (076) 357 546  
**32X** (no MD) • Virtua Fighter, Chaotix and Virtua Racing, the lot worth \$700, selling for \$500, only 4 months old. (May separate). Ph: (006) 42 1088, after 4pm.  
**MD Games** , Jungle/Urban Strike, Flash Back, Another World, Mega-Lomania, Aladdir, Quickshot, Castle of Illusion, Ecco, Corporation, Shadow Dancer. Make an offer. Phone Florian on (07) 3886 0097.  
**Mega Drive 2** and Mega CD 2. 2 x 6 button controllers, 9 Mega Drive games and 4 Mega CD Games. All for just \$590. Phone Troy on (09) 409 1904.  
**SNES** with 18 great games. All boxed + instructions incl. console worth \$1500 new. Buy 2nd hand for \$500 / o.n.o. Call David after 4pm on (02) 436 0338.  
**Black Gameboy**, DK Land, Earthworm Jim, Wario Blast, Chessmaster, all in carry case, brand new condition. \$170. Also Total Eclipse 3DO \$40. Prices negotiable. Ph: Willy on 67 2232 (after 6pm, not Fridays!).  
**SNES** + 2 pads : \$90. 13 SNES games inc. Killer Instinct, Yoshi's Island and MK II from \$15-\$60. Ai condition. Also Gameboy + 6 games and acc. : \$85. Fair cond. Call Nick AH on (066) 42 5973.  
**Island of the Dead** • Arcade Fruit Machine - \$20. Frankenstein • Carnage - \$20. Operation Cambat 2 • Arine 2 - \$10. Tom Landry Football • Graeme Soouness Soccer - \$10. Medieval Warriors + international tennis - \$5. Sink os Swim + Stack up \$15. The lot \$50. Ask for Clinton (057) 81 0070 after 4: 30pm.  
**11 Sega MegaZone** and other Sega magazines worth \$65., will sell for \$40 o.n.o. or will swap for HYPER issues 1 to 10 and 12. Contact Shane on (07) 3201 6161 after 4pm or weekdays.  
**NTSC PlayStations** (Pal Converter) Toh - shin - den, Warhawk, Ridge Racer Revolution games, 2 control pads, memory card. All boxed, not used. Excellent condition. \$700 o.n.o. (070) 54 3321. Ask for Corey.  
**PlayStation game** Toh Shin Den. Excellent condition, \$70 ono. Ph Adam on (003) 97 3290

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**Super Gameboy \$40.** Ring Denny after 5pm. on (02) 529 9941.

**PC CD ROM game 4 sale!** Destruction Derby \$45. Ph: (03) 9543 3706 after 4pm. (Mon. - Fri. only). Ask for Craig Clayton.

**PC CD ROM game MK3** never used, for just \$50. Call Joshua on (02) 670 4076.

**Sega MD 3 games** (1 is damaged) 2 controls. \$100 o.n.o.. Ring (09) 572 1204, outside school hours, ask for Rayner (Perth only).

**Gameboy** with 5 games, Killer Instinct, MK2, Primal Rage and a Gameboy carry case and a power pack. \$150. call Josh on (02) 670 4076, after 4pm.

**PSX games:** Lone Soldier and Crazy Ivan for \$50 each, or swap both for Need for speed or Total NBA. (all PAL version). Call Allen 0411 368 656.

**Super Nintendo,** FX, Killer Instinct, Fight 2, Stunt Race FX, Killer Instinct, 2 control pads, 1 normal, 1 with turbo fire and slow motion, 1 maverick B Joystick with turbo fire and slow motion. All for \$250. Phone (058) 813 584. Ask for Mark.

**Mega Drive Games,** Streets of Rage 3 \$30, Sonic and Knuckles \$35, Road Runner and coyote \$35, Haunting \$20. Call Tom on (02) 9918 0136

**I have issue 3 to 31 of Hyper** except 5 to 10. All in v.g.c. Phone Liam on 02 681 3696.

**Bargain!!** 14 Atari Lynx games worth \$40 each to sell from only \$15-\$20. An Atari Lynx for only \$65 ono. Adaptor \$20. Will sell 7 games together for \$125 or all 14 games for just \$200! Or the lot, including adaptor for \$199. Offers and swaps considered. Ph (049) 32 5229 ask for Peter.

**Sony PlayStation,** two months old. All boxed with demo disc, one controller and VIP disc. \$530 Ph (03) 9702 1513. Melbourne area only.

**SNES games:** Mortal Kombat 2 \$55, NBA Live 95 \$55. Prices neg. Ph Luke on (07) 3202 6614 after 6.30pm. QLD and NSW only.

**SNES** for sale 16 games, 2 joypads, 1 joystick, carry case and a super game boy all for \$850.00. Ph (06) 254 7151.

**Commodore 64** and Amstrad CPC464 with over 20 games. Comes with joy-sticks, monitor, and spare keyboard the lot for \$150.00. Ph (079) 79 3400 Rockhampton/Gladstone only. As for Bruce AH.

**Panasonic 3DO,** 4 games, 2 controllers, BEW monitor, demos, magazines, (PAL). \$450. Ph (09) 228 0856 ask for Tom.

**SNES** with 18 high quality games, 2 control pads, one arcade style joystick and six plastic protective carry cases. All this for \$900 ono. Call (02) 489 1090 and ask for Nic.

**Game Boy games:** Robocop \$15, Double Dragon 2 \$15, Alien 3 \$15, Cliffhanger \$20. Or the lot for \$60. Prices neg. Ph Luke on (07) 3202 6614 after 6.30pm QLD and NSW only.

**Sony PlayStation games-** Mortal Kombat 3 \$70, Destruction Derby \$65 ono, Battle Arena Toshinden \$60 ono. Will consider all swaps. Games are in great condition. Ph (079) 58 1016. ask for Ian

**PAL version PlayStation** with 6 games, 2 control pads and a memory card. Includes Destruction Derby, Twisted Metal, Jumping Flash, Tekken, Worms and Demo 1. Good as new \$100. No deals, ask for Andrew on (02) 871 2883.

**SNES,** 2 controllers and arcade style joystick, 5 games including DKC, NBA Jam, Stunt Race FX, excellent condition. All for just \$280. Ph David on (08) 339 2614 after school or fax on (08) 339 6365 SA only.

## WANTED

**Skitchen** - for mega drive. Pay up to \$50, also wanted, Road Rash will pay up to \$50. Any cheats hints or stuff on skitchen as well. Must live in Queensland. Phone Nick on 071 216285.

Cheats wanted for X-com for the PlayStation. Please write to Joseph Brady at 88 Murray St. Tumburumba NSW 2653, or ring on 069 483 157.

**Level codes** for Flashback. Phone: (069) 759 047 any time, ask for Chris.

**January '96 edition of Hyper.** I will pay up to \$6.00, only if in good condition. I am collecting Hyper but missing this issue. If you can help contact Donna on (069) 472 856 any time.

**Wanted** Quake Demo. (with monster patch), Blood, Ruins, Shadow Warrior, Alien Trilogy and Terminator Future Shock. Call (08) 49 3029. Ask for Nevan (pronounced Neven).

**Game Gear.** Games will pay top dollar! Phone Mohammed on 098 214 331. Also wanted Earthworm Jim 2 SNES. Nintendo mags. April / March.

**Dune 2** on the Mega Drive wanted. Phone Simon (07) 33 684 907

**A very, very, very cheap Modem** able to run the Internet and email. Doesn't want to spend more than \$60. Phone (063) 312 430 Ask for Mathew.

**Super Street Fighter II** on Mega Drive. Must have box and instructions, will pay \$60. Ph: 066 462 146 (Hurry).

**Cannon Fodder** or Cannon Fodder 2 for IBM (on disk). Must have manual if its in good condition I'll pay \$30. Call Adam on Monday, Tuesday and Friday at 3.30pm on 274 5989.

**Desperate** to know how to finish Return to Zork, the part where you need to mix the bat guano with the sparkling clear water (found at FCD #3) to make illuminade. Ph Cameron on (074) 92 3283.

## SWAPS

**Will swap Robocop 3** (MD) with box for Theme Park (MD), must have box. Appreciate if have instructions. Ring (08) 893 24305, ask for Thomas.

**Will swap Twisted Metal** or Loaded for other PlayStation game. (imported if possible). Call (09) 418 3343 (Perth)

**Cannon Folder** or Secret of Evermore to swap for Mortal Kombat on Super Nintendo. Ring after 4pm school days only, on (044) 571 232.

**NBA Live '96 SNES,** new or old. Swap for NBA Jam TE and / or Mario Kart. I'll buy from anywhere in Australia. Phone Michael on (066) 878 176, please.

**Mortal Kombat 3** fatalities and codes for PlayStation. Will exchange for other cheats. Send to D. Bottrell, 139 Canterbury St Casino NSW 2470.

**I will give you Crusader No Remorse** and 7th Guest for any good PC / CD ROM game. All in perfect condition. Phone (02) 451 7641. Ask for Craig.

**Sony PlayStation games.** I will swap either Twisted Metal, Warhawk or Battle Arena Toshinden for Worms, Krazy Ivan, Tekken or Raiden Project (PAL). Phone (02) 2121 698.

**My Battle Toads** or Castlevania 4 for Diddy's Kong-Quest. Killer Instinct, Mech Warrior 3959 or Micro Machines 2. Phone Shane on (052) 82 1045.

**Swap a SNES** with MK 1.2 & 3, Killer Instinct, Primal Rage, DKC, Mario Kart, N.B.A. Live '95, Virtual Bart, for a Sega Saturn, with 1 controller. Phone (079) 973 036. Ask for Adam.

**Will swap my NTSC PS** (PAL converted) with Ridge Racer Revolution, Warhawk and Toh-shinden, 2 control pads and memory card & a PAL PlayStation with any game. Call (070) 543 321. Ask for Corey.

**Atari Lynx,** 14 top games, adaptor, in box with manual, Lynx club wallets, magazines, and money to swap for a PlayStation, Saturn or ultra 64 with no games. Phone (049) 32 5229.

**MK3 Cheats** for Mega Drive will swap for most games on most computers or will pay up to \$5.00. Ring (054) 47 1248, or write to Lot 12, Lynmaree Crt., Golden Square, 3555. Ask for cheats in letter. I will write back.

**I will swap,** Super MarioLand, Castlevania 4, or Krusty Super Fun House, for Doom, The Mask, or Mortal Kombat 2. Must be for SNES. Phone Steven on (091) 40 2227, between 3:00 and 5:00 weekdays.

**SNES games** DKC2, MK3 and Street Fighter 2 for Super Mario World 1 & 2, Killer Instinct 2, Earthworm Jim 2 and Super Mario Kart. Ring Darren on (043) 69 6980.

**Twisted Metal** or Loaded for other PlayStation games (imported if possible). Call (09) 418 3343 (Perth).

**Cannon Fodder** or Secret of Evermore to swap for Mortal Kombat 2 on Super Nintendo. Ring after 4pm school days only. (044) 57 1232.

**Swap a SNES** with MK1,2 and 3, Killer Instinct, Primal Rage, DKC, Mario Kart, NBA Live 95, Virtual Bar for a Sega Saturn with 1 controller. Ph (079) 973 036, ask for Adam

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**Will swap my NTSC PS** (PAL converted) with Ridge Racer Revolution, Warhawk and Toh-shinden, 2 control pads and memory card for a PAL PlayStation with any game. Call (070) 54 3321 ask for Corey.

**SNES** with 10 games including Killer Instinct, MK3 and Secret of Mana. Mega Drive 2 with 10 games including Rock'n'roll Racing, Flashback and X-Men. Free Master System with first system sold. \$425 each. Ask for Kane on (09) 9417 3572.

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**MK3 cheats** for Mega Drive will swap cheats for most games on most computers or will pay up to \$5. ring (054) 47 1248 or write to Lot 12 Lyn maree Crt Golden Square 3555 and ask for cheats in letter and I will write back.

**Playstation games** (PAL) - Toshinden and Wipeout. Will swap for Warhawk, Loaded, Twisted Metal or Extreme Games. Will sell for \$65 each. Contact Sean on (042) 97 0669 after 5pm.

**Sony PlayStation games.** I will swap either Twisted Metal, Warhawk, or Battle Arena Toshinden for Worms, Krazy Ivan, Tekken or Raiden Project (Pal) Ph (02) 212 1698.

## PENPALS

**Hi, I'm 14** and looking for a male or female getting the Nintendo 64. Write to Dan, PO Box 677, Nerang, 4211, QLD.

**Hi, my name is Neale Atkins.** I'm 13 years old. I like PlayStations, computers and basketball. I also like MK3, Doom, Need For Speed, and stuff like that. So if your around my age, male or female, send your letter to 136 Main Road Exeter, TAS 7275. P.S. Send a photo if you have one.

**Hi, I'm Shane** and am 11 years old. I have a SNES, Lynx and an Atari 2600. Someone out there from 9-13, of any sex, can write to 9 Jania St, Lara, VIC 3212.

**Hi, my name is Daniel.** I'm looking for a female aged 10 to 13. I'm 12 on 29/7/96. I own a PC CD-ROM. I love playing computer games. Write to 32 Bridge St., Gunnedah, NSW, 2380. Send photo.

**New Zealand Neil** (aged 16) would like an Ozzie girl (between 14-18) to share his secrets with. So write back for an awesome reply!!! Neil 10 Photinia Place, Howick Auckland New Zealand. E-mail singhn@macleans.ak.planet.co.nz

**To anyone** who has any NTSC PlayStation (JAP or US) and wants to swap games. Call (070) 54 3321.

**Write to me** if you are male or female, aged 12-15 and have a room full of junk. The name is Georgina Lamb at 45 Dennis St. Garran, ACT 2605

**Free games! Now that I** have got your attention, I'm Rachel and am 19. I'm after pal; 19- I love Madonna, Sci-Fi movies, my Sega Mega Drive II and heaps more. 4 Islip Court, Bateman, WA 5150.

**Hi! I'm a 13 year old boy.** I'm looking for a penpal any age, boy or girl. I have a SNES and a Game Boy and hoping to get a IBM. If you're interested, send a letter to Yuu Matsuyama, PO Box 573, Port Douglas, QLD. 4871.

**Hi, I'm a 14 year old male,** looking for a 13 to 15 year old male who owns a PlayStation. I like computers, basketball, love car games and RPGs. Write to Trevern Rowlands, 588 Wyman St. Broken Hill, NSW 2880.

**My name is Gary.** I am seeking a female penpal between 17 and 20. I like Star Trek, Computing and Pearl Jam. Need a penpal? Write to Garry Unwin, PO Box 94, Ingle Farm, SA 5098. (PS. Please send a photo.)

**Hi, looking** for an 11 year old male who is not boring? Write to me. If you are between 9 and 16, male or female, then definitely write to David, 5/24-26, Boundary Rd, North Epping, NSW 2121.

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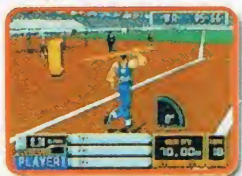
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