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These games are yet to be classified by The Office of Film and Literature Classification Board.

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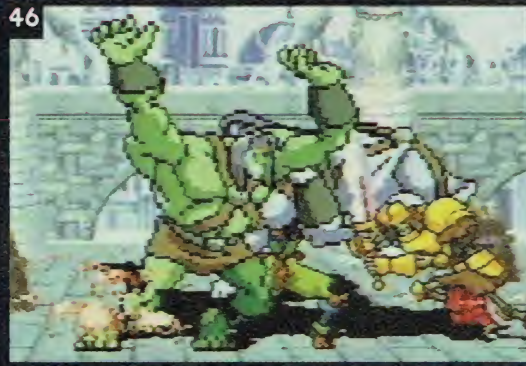
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HYPHER

Did the earth move for you?

We've been quaking in expectation of the new id Software game for what seems like years now, and it's finally arrived. The **QUAKE** shareware is out and about on the Net and the full commercial version is just around the corner. So what do we think? We think it **KICKS ASS**. A truly wonderful 3D world has been unveiled for your gaming pleasure and while for me it didn't have the shocking impact of seeing **BOOM** for the first time, there's no doubting that this is a technical masterpiece with gameplay second to none. Of course, the big debate is already raging - which is better, Duke 3D or Quake? Like all debates of this kind, it's fairly pointless as we're talking about two distinct games, each with its own individual *style*. It all comes back down to personal preference - the colourful comic action of Duke or the dark, dangerous world of Quake. Both games will keep first person action fans mighty **happy** indeed, and the good news from id is that Quake 2 is already underway and now the 3D engine is functioning well it shouldn't take as long to arrive this time...

In other matters, we've suddenly arrived at the tail end of the year, **Christmas** is rapidly coming into view and release schedules are suddenly getting **CHUNKY** again. And there's going to be some hot gaming chunks blowing your way over the next few months. It's still not confirmed whether the **Nintendo 64** will get a local release this year (they haven't even been able to send us a machine so they obviously aren't thinking about marketing and promotion yet), but we take a look at **Pilotwings 64** which is one of the amazing titles that will be available at the system's launch.

Sony have got a huge line-up on the way, including such gems as **Wipeout 2097**, **F1** and **Crash Bandicoot**. We take a look at those in our preview section, but Sega can't be discounted either as **Fighting Vipers** on SATURN is close to completion and the very surreal **Lights** should be here any minute now. Even Aussie comic star, **Cyberswine**, is getting his own Saturn game. It looks like we're going to have a very busy few months ahead of us, packed with hot new games. Mmmmm, that's just that way I like it...

studie



Cyberswine

Australian Made Game Hero Gets Set To Rock

Comic fans and regular **HYPHER** readers will already know Cyberswine, the creation of Australian comic publisher *Issue One*. He's half pig, half cyborg but he's all cop and definitely one of the coolest comic creations in recent years. Sega Australia obviously saw the piggy potential and almost two years ago now snapped up the rights to make the video game.

Since then, the team at SAND (Sega Australia New Development) have been working hard in creating a game like no other. If you're expecting a simple platformer or a beat 'em up then you'll be mistaken, as the *Cyberswine* game is really carving a whole new genre for itself. The term "interactive movie" comes closest but if you're picturing the recent *Wing Commander* games here then put it out of your mind, because it really is quite different. There's no cuts between full-motion video and gameplay - the action you see is all controllable to some degree.

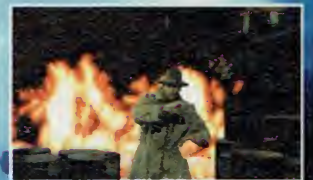
There are a number of excellent selling points for this game, but one of the biggest would be the "MOOD" engine that SANDS have created. This allows you to influence *Cyberswine's* temperament throughout the course of the game. If, for example, you're asked a question you could reply politely or rudely depending on your "mood". It's not exactly that simple though and the talented team of programmers and designers are still working through several issues. From what we've seen already though, *Cyberswine* is looking very special and because he's an home made gaming star in a whole new style of game we're going to be giving you a behind-the-scenes look at the game's creation in next issue. So get prepared for that and get prepared for *Cyberswine - the Game*, coming out on Saturn and PC before the end of the year (we hope).

Winners

- PlayStation Perimeter Wheel - **John Banks** from Tasmania
- Ravin Rayman - **Liam Wallbridge** (Vic), **James Moore** (Vic), **Stuart Jones** (QLD), **Kylie Williams** (WA)
- Beat 'em Stoopid - **Niwat Phoonasee** (W.A.), **Kurtis Poniewierka** (NSW), **Steve Albert** (Vic), **Martin Smith** (QLD), **Wayne Bridges** (NSW)

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What's Shakin', What's Bakin', What's Quakin'?

As many people discovered, Doom was great single player, but was amazing when played multiplayer against other human opponents. id certainly haven't overlooked this, and Quake really caters for multiplayer action in a big way. In fact, Quake will often run better in a multiplayer game, since there are usually less creatures about, and less AI to deal with.

So how can you play deathmatch Quake? Well, if you live in Sydney, QuakeZone are there to save the day. QuakeZone Sydney runs off of a server set up by RealNet Access, and went online to the public on the 1st of August. We've been playing deathmatch games on the QuakeZone server, both over TCP/IP connect and by modem dialup, and it runs wonderfully.

Unlike many other multiplayer games, Quake ensures that everyone's frame rate is not jeopardised by other people's poor ping times, or line noise, so unless there's a problem with your machine, there's no slowdown. QuakeZone Canberra will be online at the beginning of September, and there is development going on in Melbourne, Brisbane, Adelaide and Darwin, so it's only a matter of time before games, and competitions will be run nationally. For more information on QuakeZone, either check out the web site at <http://www.quakezone.nf/> or alternatively call David Urquhart (Managing Director) on 0411 155 564, or Jeremy Barnett at RealNet Access on (02) 212 4900.

Multiplayer Magic

We've looked at Kali previously, and gawked at it's wonderfulness, but some people find configuring Kali confusing or difficult, and really get put off by the whole act of registering, setting up, etc, etc..

Microplex, a company who have been involved in UNIX and TCP/IP communications longer than almost any business in Australia, have announced MAGE (Microplex Advanced Games Experience), a service established that provides a user friendly way to get into online gaming for PC owners. As far as access goes, users will purchase cards from retail outlets such as newsagents, computer distributors, etc, with two twelve digit numbers which will grant the user access time when they key in their numbers. Current rates are \$40 for a ten hour card, with the potential to alter rates and time amounts in any combination in the future. The card system is a godsend for parents whose children have run up enormous bills for excessive amounts of time online, by use of credit card, etc.

The cards will come with an up to date collection of demo software, and shareware games so users can see what multiplayer games are out there. A starting kit includes a 10 hour card, and a CD which contains playable demos, and all those software required to get things running, without any internet experience necessary, all for \$49. For those that don't have modems, there's a package which also includes a V34/33.6Kbps Simplemodem for \$429. The MAGE package also allows standard Internet access, and relevant software applications are on the starter CD. The MAGE system can be played from all major cities in Australia, and a couple of regional areas. For extra information email Microplex at info@mpx.com.au, or check out the web site at <http://www.mpx.com.au/>

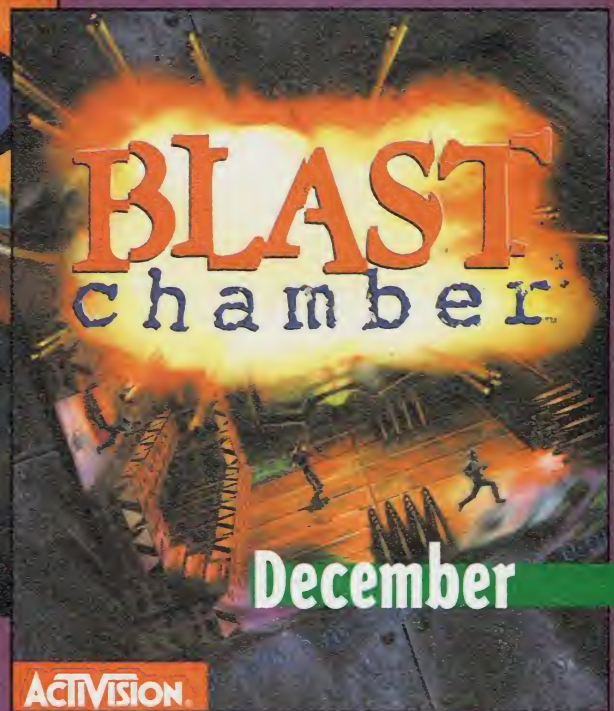
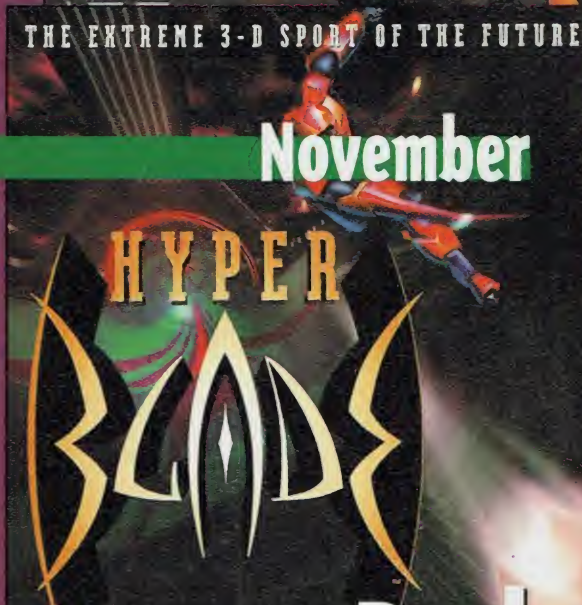
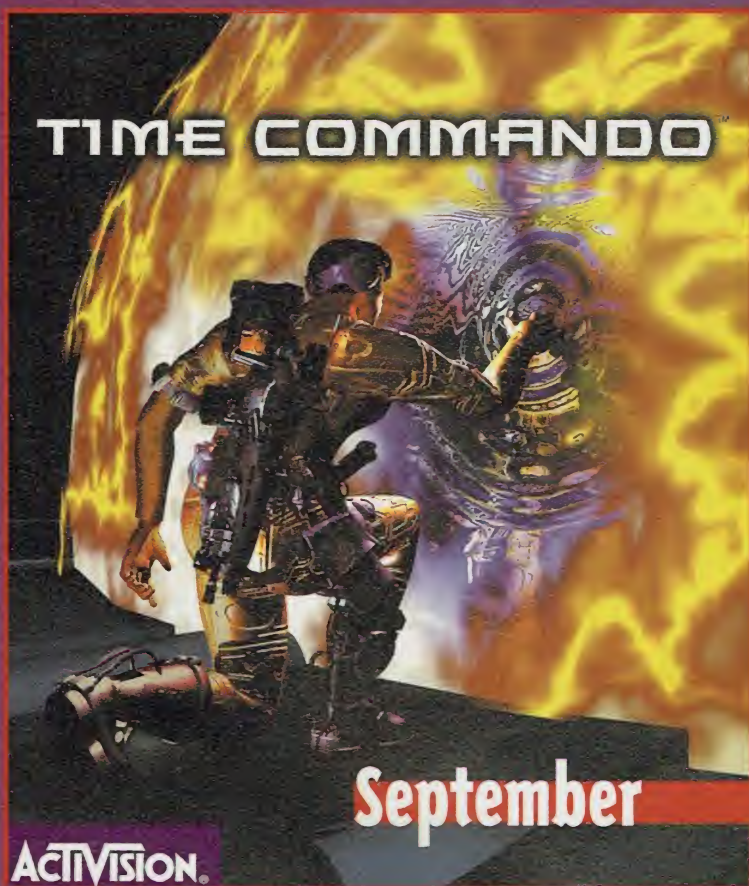
Kings of Quake

If you want to prove your Quake deathmatching skills in public and you live in, or can get to Sydney, then we've got the place for you to be. It's at the Well Connected Cafe in the Sydney suburb of Glebe (35 Glebe Point Rd) and they're starting a big Deathmatch comp on the 6th of September. The comp will be run on a heat/semi-final/final basis and the exact amount of rounds will be determined by the number of entries.

What's the catch? Well you're going to need some friends for a start. so no Nigels need enter. It's going to be a team based comp with two teams of four going head-to-head for the glory. Of course, if you can't find four people check it out anyway as there's certain to be a few individuals left over for the helpful Well Connected staff to rope into a group. All teams must be submitted by the 1st of September and there's an entry fee of \$10 per person, with your rounds being pre-scheduled so you'll know when you're on. The set-up at Well Connected is great and each team will have its own room with 4 Ninja PCs to go tonking on.

The HYPHER crew will be there on occasion and who knows, we might even get into the action to uphold our legendary reputation (haha). As for prizes, well there's HYPHER subscriptions up for grabs as well as other groovy game related prizes. The main aim though is to prove your Quake prowess to the world.

To get yourself into it or for more details call Jason at the Well Connected Cafe on (02) 9566 2655, fax (02) 9566 2467 or e-mail cafe@wellconnected.com.au



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Klingon: Learn or Die!

Have you ever watched Star Trek on TV and wondered what it was like on the other side of the view-screen from the guys in the funny looking pyjamas? Picard and his cronies have that really clean, almost boring looking bridge, backed up by, well, the really clean, almost boring sounding Federation. The Klingons on the other hand... all that dirt and rust combined with starships that look like they can really kick some freckle. Ahh, the Klingons... head-butting guys who hold honour above everything, and who think a good stoush with the Romulan military is the best thing since sliced 'denebian slime devil'. Curious, aren't you? Funnily enough I wouldn't blame you if you're not, but if you really want to find out, the Klingon Holographic Simulation is for you.

This is the third CD ROM that Simon & Schuster Interactive have released in their Star Trek range, the previous two being the Interactive Technical Manual and the Omnipedia. Star Trek Klingon goes a step further and turns your machine into a holodeck running a simulation designed to teach you how to be a good Klingon warrior. Your host and mentor in the simulation is the leader of the Klingon High Council, Gowron (a character from both TNG and DS9). Once the simulation starts you find yourself in the role of Pok, a young, soon to be orphaned Klingon, who hasn't even become a warrior yet. The game, as such, is a quest for vengeance, in search of your fathers' killer.

The simulation consists of long pieces of video, which are directed by Jonathan Frakes (Riker on TNG). All the sets are real, the make-up and costumes are first rate, and many of the extras have appeared on Trek programs in the past. In other words, the production values are what you would expect from a million-dollar-plus-an-episode television program. In between long periods watching Klingon opera and beating up on your ship-mates, you get a chance to make a choice in how the plot unfolds. In reality though your choice doesn't actually alter the game at all. If you are right, the simulation continues; if you are wrong, the simulation stops and Gowron gets mad at you. If you continually screw up, he sets upon you with a pain stick. This does slow down gameplay considerably, but remember, this is not a game, but a learning tool. It is designed to teach you not only the Klingon culture, but also their language and history.

Included in the 3 CD package is the Klingon Language Lab, a disc that serves purely as a way to teach you the lingo, and a fine disc it is: a full phonetic alphabet, games to test your understanding of Klingon, and of course the language itself, divided into eight sections including Commands, Food, Weapons and more. Helping you understand the grunts & stuff are Gowron and Marc Okrand, the linguist responsible for creating Klingon as we understand it today.

Of course, due to the nature of this game/simulation, it really isn't for everyone. In fact, I doubt it would have very broad appeal even to most Star Trek fans, but for the die-hards who want to know how to insult their friends in Klingon, or those fans who must know everything about Trek, this is a must. On a technical level, the game is very pretty to look at, with a great soundtrack, but it really will stretch the capabilities of your machine. The box states that it will run on 8 meg of RAM on a 2x speed CD drive, but that's only if you don't mind watching the video at about 10 frames a minute in parts. Also, the game takes a tremendous amount of space - get ready to dump everything you don't absolutely need off your hard drive, and then some.

Being the die-hard and know-all Trekkie that I am, I really liked the Klingon Interactive Adventure. On the same side of things, it's not so great, but as a reference work, it's really quite comprehensive, covering many facets of the culture not revealed on television. And, after a while, you do actually pick up the language, but heaven help your friends and furniture if you start picking up the habits. Quapla!!

DAVID HOLLINGWORTH

Design The Future

Fancy yourself as a bit of a brainiac? Like to design a device that makes your life easier or more enjoyable? Want to go to New York? Then it's time to enter the vast horizons of Sony, and their Brainstorm competition.

The basic rundown on the comp is this: Sony have a somewhat significant interest in the future, and they are channeling their interest through the generations of today, by encouraging young people, from 5-25 years of age, to use their imagination to create the entertainment systems of the future.

Sony have won mass popularity in the past throughout creations such as the Sony Walkman, the Sony Handycam and one of the latest, the Sony Playstation, and now they want you to attempt to expand their horizons with your ideas. There was a similar competition held a couple of years ago, with the winner, Benjamin Ting, designing a portable fold-up television.

There is to be three categories, Junior (5-12 years), Intermediate (13-18 years) and Tertiary (19-25 years), and the lucky winners will receive a trip to America, to visit 'Sony World' in New York, \$500 education scholarships, Sony Walkmans, Playstations, 'Brainstorm' caps, and collect-a-stickers.

For more information please call-

Entry Form Request Hotline: 1800 803 470

Entry Form Request Faxline: 1800 804 471

Entries close September 30, 1996.

Sprint-Mania!!

Sprint Software are releasing a whole new range of Shareware discs for your PC CD ROM. This range will include a Desk Top Publishing disc, a must for art orientated PC-ers and Super Oz Shareware Volume 4, a general interest CD, covering Games & Entertainment, Business & SOHO, Sound, Music and MIDI, Education, Graphics, hundreds of utilities and more! Other discs include Internet, BBS & Communications Compilation, a helpful hand for surfing the net, web browsing etc; Windows Programming Collection, the most comprehensive collection of Windows programming tools available; Sound, Music & Midi Collection 2, including music composition programs ranging from CDOS based tracker style software through to Windows and Windows 95 MIDI sequences and Clipart Volume 2, which is full to the brims with high quality colour images.

New ready to run titles including Speed Freaks, housing popular gaming titles such as The Need For Speed, Manic Karts, Lamborghini - The USA Challenge, & many more, and last but not least, the Sportz Crazy disc, the modern sports fanatic will go ape over this, with titles including FIFA 96, John Madden Football, Actua Soccer, and more.

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Peripheral Power

There seems to be a pattern in game controllers when a new system comes out. The company that developed the system makes a pretty good controller, then a dozen bodgey back yard companies make crap controllers for the same system... and then one company gets it right. That company that gets it right seems to be Phase 9, because we've been road testing two of their control pads, the Cyclone for PlayStation, and the Odyssey for Saturn.. and they're both a marked improvement on the other controllers we've used for both systems. We've also hopped into the drivers seat and given the Mad Catz steering wheel controller a burl.

CYCLONE:

There's one particular feature that makes the majority of PlayStation controllers a bit annoying, and that's the way most of the direction pads are comprised of four distinct buttons, which make it harder to hit the diagonal directions. The Cyclone not only overcomes this problem with the circular pad, but also proves to be a great deal sturdier and chunkier than your average PSX controller. There's also a turbo button which you can use to assign other buttons as rapid fire buttons, and a slow switch located underneath. The Cyclone retails at \$39.95 and is definitely a worthwhile investment for any PlayStation owners that want a controller that handles diagonal movements more effectively.

ODYSSEY:

For some reason, the deciding factor between most Saturn controllers tends to be the buttons, some just feel better than others to use. Several Saturn controllers seem to have buttons that don't give that definite feel of being depressed. The Odyssey has superb buttons, each one having its own turbo/auto-fire switch, even the two front buttons have a great feel to them. Being slightly wider, and slightly thinner than the standard Saturn controller, it fits in the hands a little better than what you're probably used to. Retailing at \$39.95, this is the Hyper crew's favourite Saturn controller thus far.

MAD CATZ:

Now if you're a racing enthusiast, you may well have gone out and bought a Negeon controller... if you're a racing FANATIC, then maybe you have your eye on one of these babies. The Mad Catz steering wheel is really the complete racer's PlayStation peripheral dream come true. It comes complete with a footpedal attachment with a brake and accelerator, and even has a little gearstick attached to the main body of the wheel, which allows you to simply tap up and down to go through your gears. On the up side, the wheel feels great, and comes with D-pad and complete range of buttons on the wheel. The only downer with the Mad Catz is that you really need to secure both the wheel unit and the foot pedals so they don't move about whilst you're playing. It's well worth the effort to immobilise the Mad Catz, as it's one of the best ways to play a racing game on the PlayStation. The Mad Catz control set is retailing at \$169.95, which may be steep for most, but should prove to be worth it for the hard core racers out there.

overflow

After recently laying off half its staff and closing its arcade game section, American Laser Games has announced plans to concentrate on almost exclusively creating games for girls. The next titles for release from ALG are Vampire Diaries and the Nancy Drew series. Wonder if there's any Mills and Boon titles in the woodwork...

The 3DO Company has announced that it has received the remaining \$40 million from Matsushita for license of its 64-bit M2 technology. 3DO has now received the full \$100 million up front license fee from Matsushita. The \$40 million fee was received on completion of the M2 core technology. "Today's announcement validates our expertise and strength in the 64-bit technology area" said Trip Hawkins, chairman/CEO of The 3DO Company. In December 1995, 3DO signed a definitive agreement with Matsushita to license its M2 technology for a \$100 million license fee plus additional royalties commencing in 1998. Under the agreement, Matsushita has exclusive rights to use the M2 technology to power next-generation consumer and commercial products including 64-bit video game systems, Digital Video Disc (DVD) players and interactive television set-top boxes. Matsushita also has the rights to sub-license the M2 technology to hardware companies and software developers. 3DO has the rights to develop and distribute software and peripherals compatible with M2 hardware products, and to use the M2 technology for the development and distribution of computer software and hardware products, and software development authoring systems.

Rendition, Inc., a developer and supplier of 3D graphics processors, announced support from Psygnosis, Ltd., the largest European developer of interactive entertainment software. Psygnosis has optimised several award-winning titles for Rendition's Verite 3D graphics engine. Rendition will supply quality acceleration for some of Psygnosis' titles, such as WipeOut 2097 and Formula 1.

Maxis, the software publisher best known for its "Sim" line of games, has announced that it has signed non-exclusive agreements with three on-line gaming services to put Maxis' hit game SimCity 2000 on-line. The agreements with Mpath Interactive's web-based Mplayer service, Total Entertainment Network (TEN) and ENGAGE Games Online are part of Maxis' strategy to take advantage of the Internet and on-line game services as platforms for multi-player computer gaming. To play SimCity 2000 through the on-line game services, users will need to purchase SimCity 2000 Network Edition. Although this multi-player version will be available soon, it will not be compatible with the on-line gaming services until later this year. For this new version, Maxis has re-engineered the original SimCity 2000 taking into consideration the elements which make multi-player gaming enjoyable. Like the single-player game, the Network Edition challenges players to plan, build and manage an on-screen city. The multi-player version, however, adds an element of cooperation and competition as players vie to control and develop the most land. New multi-player features will include player agreements for trading city resources, collective voting on city ordinances and chat facilities to hold "city council" meetings.

Finally, some sad news for Saturn owners. According to Mike Wilson, the marketing director from iD Software, Quake will not be getting a conversion to the Sega 32bit machine. It'll be out on PlayStation and Nintendo 64 however and Quake 2 is already starting production.



TOP: PHASE 9 ODYSSEY FOR SATURN. ABOVE: PHASE 9 CYCLONE FOR PLAYSTATION. BELOW: MAD CATZ ANALOG STEERING WHEEL AND PEDALS FOR PLAYSTATION.

PlayStation

Update



TEKKEN 2

Tekken 2 is ARCADE PERFECT and visually one of the first true second-generation 32bit games.

NAMCO has done some major tweaking on the original smash hit to come up with a game that runs at a blistering 60 frames per second with: new moves, new backgrounds and most importantly 25 characters. Real-time light sourcing has been favoured over gouraud shading; giving the overall look of the game more depth.



All of the original characters are still here but they all have new combinations and moves that will take months to master. Each of the characters has a 10 hit combo that will take your breath away and they have throws-within-throws that really hurt.

The opening sequence is stunning and gives you insight into each character. These full motion video sequences are a real treat to look forward to during the game.

There are plenty of game modes to keep you busy: ARCADE, SURVIVAL, TIME ATTACK, TEAM BATTLE, VERSUS & PRACTISE. There are also some really cool hidden specials like first person perspective.

Tekken 2 is - as Hyper says - "the fighting game to have..."

"...Tekken 2 provides one of the most compulsive gaming experiences you could hope for."

9 out of 10 - EDGE (UK)

"At the end of the day...VFII has had to step down from the throne, Tekken 2 just has too many characters, moves and options for any other game to come close."

95% - HYPER, July 96

Available: Sept 96

RRP: \$99.95



PROPOSED CLASSIFICATION

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

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GUNSHIP 2000

With two massive theatres of war, Persian Gulf and Central Europe, plus the choice of arcade mode or full simulation, Gunship is a landmark game in the growing flight genre.

Features include:

- Choice of 5 state of the art helicopters, including the Apache AH-64!
- Full mission briefings with video sequences of actual combat.
- Massive 3D landscapes all rendered in real-time.
- Variety of camera angles, including cockpit, chase, tracking and even a missile cam!
- Large array of mission types, from search and destroy, reconnaissance to troop rescue missions.
- Wingman speech to let you know of impending missile and troop attack.
- Intelligent enemy vehicles who punish those who get lazy on the throttle.

RATED 90% - "SonyPro"

90% - "Play"

8/10 - "The Official PlayStation Magazine."

This is an awesome, 'no-holds-barred' military air-sim!!!

Gunship - The hardest and fastest Helicopter sim yet seen on PlayStation.

Available: NOW

RRP: \$89.95



RAGING SKIES

An international crime organisation has emerged! A full scale military air operation has been planned on a scale which is certain to threaten air safety in our skies world wide.

To make sure their threat is not carried out, a special air force unit has been employed. These highly qualified pilots (that's you) are the elite of the world.

Features include:

- Choice of 6 different aircraft, plus 4 extra enemy aircraft, each with their authentic flight characteristics & weapons
- Multiple missions to complete on the way, all with great code names like: Wolves Awakening, Darknight Assassin & Desert Fox



• Full compatible with the new ASCII Analog Joystick, providing unprecedented sensitivity & precision control

• Vs Battle Link Up mode. Link up two PlayStations for full screen dog fight action.

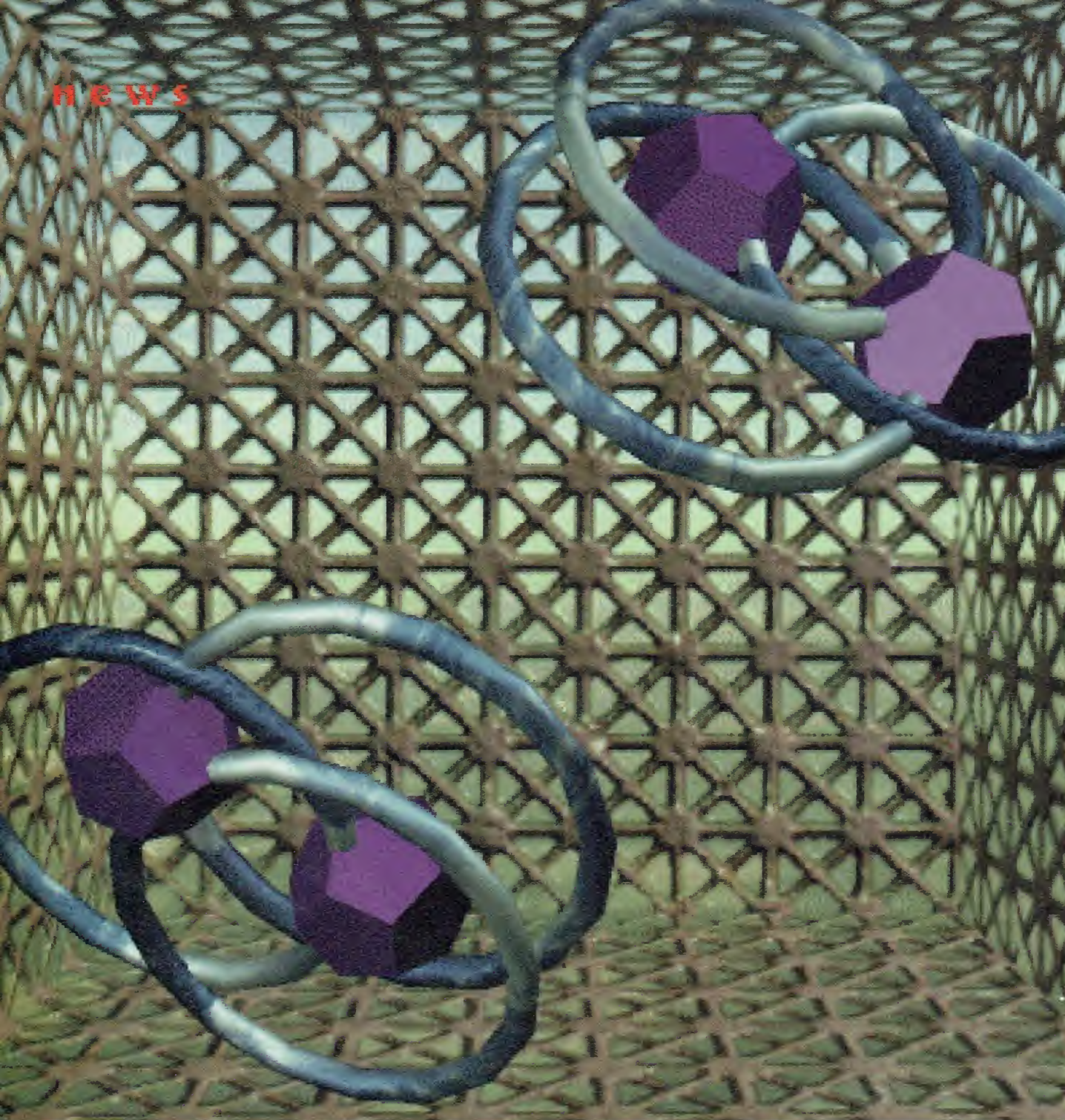
• Featuring fast and smooth 3D polygon graphics, Raging Skies provides and intense and immersive sensation of flight.

Available: Spring 1996

RRP: \$99.95



PROPOSED CLASSIFICATION



Organic Art Saves Screens

William Latham impressed a lot of people with his last project, the cover for The Shamen's album "Axis Mutatis", videos for all three singles taken off the album and the Screen Saver package which came with it. It was the first time Latham had taken his work off of the graphics mainframes he normally uses and put it where everyone could see it and be amazed.

Latham and his partner Mark Atkinson, along with Stephan Todd and Chris Jones have been working with each other on and off for the last ten years developing offshoots of chaos theory, what they call Organic Geometry. In essence this is all about creating computer graphics which recreate or imitate nature in the way that it grows and changes in real time. Graphics which have a life of their own rather than being the totally pre-rendered static creations of old.

Those of you who've seen Latham's work plastered all over album covers and magazines (he's done lots) and wanted to know where they could get some for themselves will be pleased to know that he and his company, Computer Artworks have come up with a full blown product to showcase the wide range of graphic weirdness that is possible with their "FormGrow" engine. Organic Art is the name of this beast and it comes in the form of a very reasonably priced (\$40) screen saver package for the PC.

This is no ordinary screen saver however! This screen saver comes with a 'Designer' which allows you to manipulate a very wide range of parameters, enabling you to create an almost infinite variety of animations. Organic Art comes with over 150 3D shapes, textures and backgrounds. The shapes are animated by over 30 different mathematical 'generators', wrapped in the texture of your choice (you can load your own textures into the program too - try wrapping a picture of Homer around a large doughnut, most amusing) and placed over a background of your choice also.

All the features can be randomised by a programmable Mutate function and you can save your creations to be replayed by the program, or as a BMP file. Wallpaper or even as an RGB 3D image. The speed at which the program runs varies greatly depending on the complexity of the animations involved but should run OK on anything from a 486DX100 and up, but if you want to run it in high res/ high colour mode you'll be wanting 16Megs of RAM.

This is as about as much fun as you'll ever have with a screen saver! Highly recommended.

GEORGE SOROPOS

charts

PLAYSTATION

1. Fade to Black
2. Toshinden 2
3. Ridge Racer Revolution
4. Need For Speed
5. Alien Trilogy
6. International Track & Field
7. Descent
8. Gunship 2000
9. Adidas Power Soccer
10. Psychic Detective

SATURN

1. Streetfighter Alpha
2. Virtua Cop
3. Panzer Dragoon 2
4. Wipeout
5. Need For Speed
6. Shockwave Assault
7. Gex
8. Toshinden S
9. Sega Rally
10. Shellshock

3DO

1. Shockwave 2
2. Killing Time
3. Need For Speed
4. Primal Rage
5. Samurai Shodown

PC CD ROM

1. Duke Nukem 3D
2. AH-64D Longbow
3. Warcraft 2
4. Need For Speed - Special Edition
5. Settlers 2
6. Civilization 2
7. Spacehulk 2
8. Afterlife
9. Advanced Tactical Fighters
10. Cyber Judas

MEGA DRIVE

1. Shane Warne's Cricket
2. Phantasy Star 4
3. NHL 96
4. Mortal Kombat 3
5. NBA Live 96
6. Sonic Compilation
7. Soleil
8. Vectorman
9. Madden 96
10. Sonic 3

SNES

1. Donkey Kong Country 2
2. Secret of Evermore
3. Doom
4. Yoshi's Island
5. NHL 96
6. Earthworm Jim 2
7. Mechwarrior 3050
8. Megaman X 2
9. PGA Tour 96
10. Cannon Fodder

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And we're also giving away **THREE** analog



Mad Catz

Steering Wheels

including pedals, gear shift and controller for your PlayStation (courtesy of HES), to three lucky subscribers.

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net frawlin'

TOMB RAIDERS - SATURN



Boot up your browser and cruise a tube on the digital sauce. Just remember to floss your brain afterwards. ELIOT FISH serves it up...

QUAKE LINKS

Yeah, yeah, yeah. Quake rules. Whatever... if you don't know where to find what you're after in the land of Quake, then bookmark all the links you want at this big list of Quake Links. http://ids.usnetworks.net/net_2_o/quaklink.htm

There are all sorts of Quake oddities to be found around the net... from bizarre hacks to official :D Software editing tools. It just rocks so hard.

SATURN BITS

Saturn owners seem to be such organized people... I don't understand it. Here's a very nice Saturn page with everything on the machine you could possibly ask for, including Quicktime clips of the games, preview screen shots and hot gaming gossip. Absorb it all at <http://www.pathcom.com/~rna/sss saturn.htm>

PSX COVERS

Are you a very messy PlayStation owner? Have you spilt baked beans on your Alien Trilogy box again? The dog chewed up your Tekken cover slick? Well, you wouldn't believe it, but there's someone out there who cares! If you visit <http://www.sn.no/daniels/covers.html> you can peruse GIFs galore of Official PSX game covers and a whole stack of "home-brewed" game-cover artwork! If you think the cover to Firestorm: Thunderhawk 2 sucks, then just grab one of these instead. Interesting idea.

JEDI KNIGHT

It's going to be a bit of a wait for the awesome sequel to Dark Forces, so indulge your curiosity at the Jedi Knight Outpost at <http://www.zdg.com/jediknight/> at the moment you can download a small film that displays the animation quality within the game, check out lots of pics of the in-game and cutscene splendour, and drool at the cool polygon characters (very Quake-like). The game is going to be HOT, you can count on it.

SHAREWARE GALLERY

As you'll all know very well, the hot new games come out first as Shareware (Doom, Quake, Hexen, Duke Nuke 'em 3D) and this is where the frenzy begins. Unless you search things out, sometimes you may be missing out on some damn fine Demos. At <http://www.clicked.com/shareware/games/index.html> they have a top 20 Shareware list that'll have you downloading like a madman. It's nice and convenient to have all the best pieces of Shareware happily bookmarked in one spot, eh? There's a few games here I'd never heard of... so get clicking.

VIDEO GAME YELLOW PAGES

Here's a comprehensive listing and search engine for absolutely anything even remotely to do with the wonderful world of computer and console games... <http://www.gamepen.com/yellowpages> It's all here and it's a breeze to find all the latest patches, hacks, walkthroughs... anything. Handy indeed.



(BIG FOOT TOO SHIT)

MORE N64

I just can't get enough info on this mysterious machine (which is no longer a mystery really, now that half a million or more people own one - except me), and if you're the same then you'll also be keen to know where you can download Quicktimes, view screen shots and get the latest news. Now that the N64 is pumping in a stack of households, the info is flowing more freely and there's some pretty cool stuff to discover. Drop in at <http://our-world.compuserve.com/homepages/n64hp/n64.html> and check out this dude's hard work. Good job!

MOVIES ON THE WEB

There's nothing quite like the visual and aural intensity of a trip to the movies... if only we could run Descent on a screen that big! Well, did you know that all the big cinemas have WWW sites? At <http://www.greaterunion.com.au> you can check the times for any session at any Greater Union Cinema anywhere in the country! Not to mention drop in on a Chat room (where you can crap on about Mission Impossible or something), a movie quiz, a gossip-news section and links to all the major movie studios. At <http://www.village.com.au/INDEX.HTML> it's a visual treat. This is one hot website full of Java and tasty graphics. There's a lot on offer too... not only can you check all session times, but there's excellent gaming links (Village Roadshow publish games remember?), Demos to download, a Galleria, info on Movie World/Sea World/Wet'n'Wild, all the specs on Intensity and all the movie info you'd ever need all in one spot. Of course, good old Hoyts are up at <http://www.hoyts.com.au> where you can yet again check out all the session times all round Oz and follow some pretty cool movie links. Check it out people!

TERRAN CONFEDERATE UNDERGROUND

Wing Commander fans go to Red Alert! Here's a place all you freaks can go to enjoy each other's company. If you feel the need to live out your Confederate fantasies, then jump to <http://acm.ut.edu/bryantpe/underground> and polish up on your best Kilrathi insults. Just don't expect to bump into Mark Hamill on the Chat line. Geek: "Hey, you're Mark Hamill aren't you?!" Hamill: "You're going home in a box!" or something...

UNSOLVED MYSTERIES

So I have this friend of a friend, right, who knew this guy who ran a corner shop who employed someone who lent his camera to someone else who took a photo of the Loch Ness Monster! True! Does Nessie really exist? <http://www.scotnet.co.uk/highland/index.html> check it out for yourself... or maybe Bigfoot is more your fascination? <http://www.serve.com/shadows/bf.htm> Check out the crazy photos! Perhaps you'd like to browse through a whole stack of unsolved mysteries at <http://www.explorenet.com/23.html> Soon you'll be trying your best to convince your friends that the Abominable Snowman is real... REAL I TELLS YA!



JEDI KNIGHT: DARK FORCES 2 - PC

PlayStation

Jumping Flash! 2



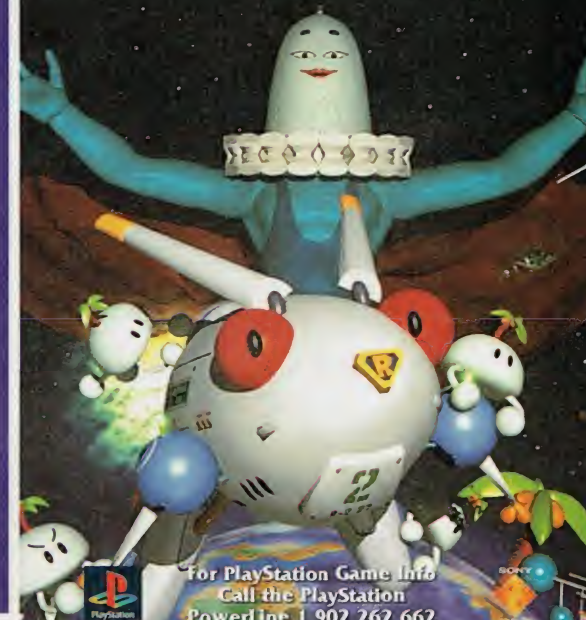
"It may look cute, but JF2 is an incredibly intense and, at times, a palm-sweatingly frightening game. 94%"

HYPER August 96

Available: Sept/Oct

RRP: \$99.95

Expected Classification: G8+
Low Level Animated Violence



For PlayStation Game Info

Call the PlayStation

PowerLine 1 902 262 662

ITM calls charged at a rate of \$1.50 per min.

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Giant Robo 3&4

BY MAX AUTOHEAD

You cannot imagine how much I love this series. This is the animation on the tip of my tongue when I recommend anyone to get into Anime. The quality of the animation, the incredible funky designs and the absolutely brilliant storyline makes me cream my pants every time I get sent a new episode.

Based on the Manga and the TV series created by Mitsuteru Yokoyama, Giant Robo is a classic narrative of good versus evil. When the world is brought to the brink of destruction, a new energy source is founded. Clean, efficient and environmentally friendly, the Shizuma Drive has revolutionised the world, and brought it into a new era. However, a dark side of the energy source emerges. Big Fire; the evil organisation seeking world domination, sets out to exploit this weakness. They clash with Interpol, the worldwide police organisation, and their most powerful weapon, GIANT ROBO!

This is the series that's making everyone stand up and take notice around the world. Not since Macross Plus has any series come out with such quality and imagination. The best thing out on the market at the moment. Giant Robo will set the standards for many years to come.

10/10 RATED M. DISTRIBUTED BY MANGA VIDEO.

**Urotsukidoji 2:
The Legend of the Demon Womb**

Firstly, let me start off about how much I hated the first of the UROTSUKIDOJI series, the Legend of the Overfiend. What got me was how much publicity this series was getting, when it was obvious it has a crap story, crap animation and crap gender politics! This was the series that gave Anime such a bad name in this country, and turned so many away from this exciting medium. Stating that, I'm really surprised to find out that I was impressed with the latest release of UROTSUKIDOJI 2; THE LEGEND OF THE DEMON WOMB. After getting tied up with the censorship board for over a year, Demon Womb has been released with the more "offensive" scenes cut out of it. Whether you agree with censorship or not (and believe me, I don't), the new cut retains the narrative, and unlike UROT #3, it doesn't jump all over the place due to the changes.

UROT 2 picks up from its predecessor, where a teenage boy is revealed to be Chojin (the Overfiend) come again. Meanwhile, a son of a Nazi scientist, Myuhi Hausen Jr, has survived till the end of the century. His plans? To destroy the Overfiend and rule the world through his dark magic.

Demon rape, huge Nazi raping machines and super powered characters engaged in forced sex set the standard for this Japanese pornographic horror. However, decent animation, an entertaining storyline and well thought out action sequences make UROT 2 something worth looking at. Highly offensive, so be warned.

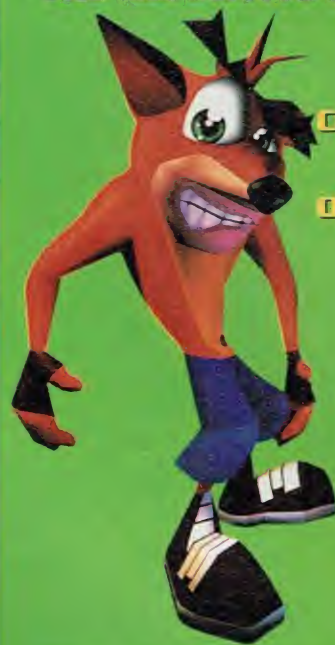
7/10 RATED R. DISTRIBUTED BY MANGA VIDEO.

Crash Bandicoot

THE DEFINITIVE PLATFORMER

COMING SOON

ON PlayStation



"Will CRASH save

TAWNA from the

evil clutches of

DR NED CORTEX?"



"Or is she

destined to

become another

RIPPER ROD?"



YOU HOLD

THE ANSWER!

Available: Spring 96

RRP: \$99.95

Expected Classification: 68+
Low Level Animated Violence



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Vampire Princess Miyu (Part 3&4)

What is it with Japanese schoolgirls? They seem to be the most animated characters in manga history. With the limited selection of Anime we've seen in the West, we've already seen them jump missiles, destroy robots, kick all kinds of arse in martial arts fests and star in horror porn. Disturbing. Now, you can see one actually suck blood for a living, and at the same time hunt the most viscous and scary Demon Gods that walk the face of the planet. I'm talking about VAMPIRE PRINCESS MIYU, a young girl that's been given the powers of a vampire, to give eternal life to her victims, but whose job it is also to hunt down all the demons that have escaped from the abyss.

And I'm also talking about one of the quirkiest and entertaining animes available. Truly creepy and totally weird, the big plus for MIYU is the well written narrative that accompanies each episode. The animation is cheap but is used well, with great backgrounds and character design. Something to watch when your bored of cyberpunk action and Ninja martial arts.

7 / 10 RATED PG. DISTRIBUTED BY MANGA VIDEO.



Ghost in the Shell

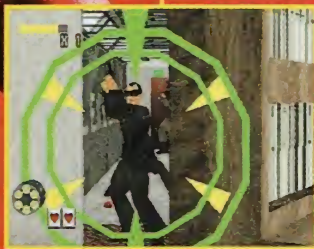
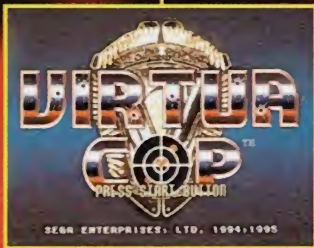
Just a quickie since I already reviewed this beauty earlier this year. Problem was, it was only being distributed through the cinemas; and I know a lot of you Anime freaks didn't get a chance to see it back then. Finally, GHOST is available on video, if only through the rental market for the time being.

This is the one you want to see if you've been hanging for a good action Cyberpunk Movie since AKIRA (Though Angel Cop, and Macross Plus have kept the gates open!)

Beautiful animation, jaw dropping backgrounds and full on, hard core tech makes GHOST something not to be missed. YOU MUST SEE THIS!

10 / 10

RATED M. DISTRIBUTED BY SIREN



ONLY ON

Coop this

Shock your system.


M 15+
HIGH LEVEL
ANIMATED VIOLENCE
HPB 6207



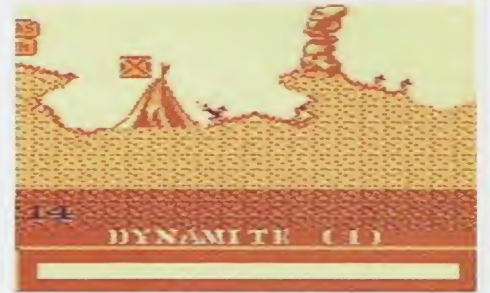
Zzzzzzzzz...

That's what you won't be doing if you're the lucky winner of this wonderful freebie. Warner Interactive can't help themselves, they just want GIVE you a copy of their action packed futuristic wargame.. Z! What more could any PC wargamer want eh?? Warner have been kind enough to hand us five copies... and we're going to hand them out to those that can answer this question...

Who's the publisher of Z?

Just mail that answer off to...
I Need Some Z's Comp, Hyper, PO Box 634, Strawberry Hills NSW 2012

Handheld Worms



Worms is a great little game. If you want some puzzling action with gratuitous violence thrown in for good measure then this game is for you. Sure, the graphics won't make you wet yourself but the gameplay is hot!! The game has proved so popular that it has even made it over to the Game Boy. We've got 5 copies of Worms on Game Boy to give to 5 lucky HYPER readers (thanks to Roadshow New Media). All you gotta do is answer this question:

Name a weapon you can use in Worms.

Send your answer (along with your vital stats) to:
Worms, Worms, Worms
Hyper, PO BOX 634, Strawberry Hills NSW 2012

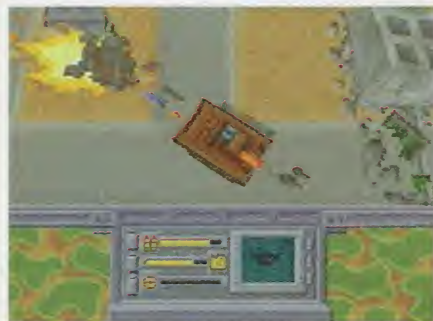
Lots of Atmosfear

Remember Nightmare? How about the Gatekeeper? Sure you do. it was the Australian video board game that swept the world a couple of years ago. Now it's a PC CD-ROM game, and thanks to the generous nature of Roadshow New Media, you can get your hands on one of the five FREE copies going, as long as you can answer this question..

Name the host of the Nightmare video board game..

Send that one in to...
This Place Needs Atmosfear
Hyper, PO Box 634, Strawberry Hills NSW 2012

Blowin' Things Up!

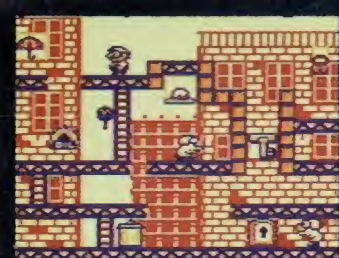


Talk about generous! Warner have also taken time out to ensure the Saturn owners of this world have a chance of getting their hands on some free wares, by giving us five copies of Return Fire for the Saturn. This game is a must for people who love squishing people with tanks and blowing things up! So quit bouncing, and just answer this question...

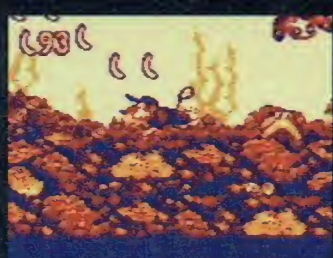
What are two of the vehicles you can use in Return Fire?

If you know, mail the answer to...
I Love Blowing Things Up Comp
Hyper, PO Box 624, Strawberry Hills NSW 2012





DONKEY KONG '95



DONKEY KONG LAND



KILLER INSTINCT



KIRBY'S DREAMLAND



SUPER MARIO LAND

classic ten goal

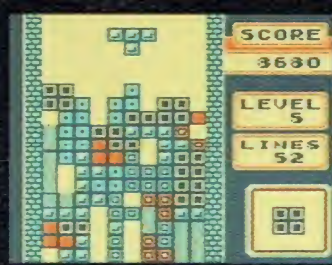
HYPER» has never really given the Game Boy much space but after looking at the results of our recent reader's survey and thinking about the upcoming launch of the Game Boy Pocket, it's really pretty obvious that the Game Boy isn't going anywhere in a hurry. So, we'll be doing regular Game Boy reviews from now on, and just to get you in the mood we got our resident Game Boy god, ANDREW IREDALE, to put together the list of the classic ten titles that all self-respecting Game Boy owners should have...



REVENGE OF THE GATOR



ROAD RASH



TETRIS



ZELDA



METROID 2

Gameboy games

Donkey Kong '95

Nintendo

Long before Nintendo allowed Rare to get its talented mitts on the game for the Game Boy and in Donkey Kong licence, the big ape used to be Mario's arch enemy and best. The action is quick and smooth, but there is surprisingly little screen blur, something that is notorious for this era with the player taking control especially in fast moving games. As Mario in an attempt to rescue the frequently kidnapped princess who always seems to be just out of reach. The first couple of levels recreate the original arcade game but it's not until game actually starts. Mario has an incredibly diverse range of new skills up his overall, from being able to pick up, carry and throw objects or enemies to hand stand leaps and high wire acrobatics: in each level Mario must find the key and take it to the locked door, whilst negotiating deadly obstacle courses and crafty enemies. Like all good games this sounds simple, but in practise you'll be tearing your hair out trying to find the solution which is usually staring you in the face. It's worth getting a Game Boy just for this game!

Tetris

BPS

Tetris has to be one of the most popular and highly played games in existence - more people have had contact with Alexy Patchinov's block stacking classic than even the mighty Doom! Now available on just about every format it was the portable Game Boy version that spread like a virus across the globe, infecting the minds of adults who would otherwise never admit to liking, let alone playing, a video game. Psychologists say that the satisfaction of creating order out of chaos is why people find Tetris so addictive, and they're probably right - it's certainly not the music!

Revenge of the Gator

Hal/Nintendo

This old title was the first pinball game for the Game Boy and in many people's minds it is still the best. The action is quick and smooth, but there is surprisingly little screen blur, something that is notorious for this era with the player taking control especially in fast moving games. As a pinball sim, Revenge of the Gator is enjoyable to play than most PC or console pinball games. The main goal being to reach the end, these abilities must be mastered and chosen with care if you wish to find all the hidden surprises on offer. Furthermore, Kirby receives assistance from animal friends: an owl, a fish and Rick the hamster, who can ride with much like Mario and Yoshi. A bit on the easy side, but thoroughly enjoyable nonetheless.

Killer Instinct

Rare/Nintendo

Beat 'em ups generally haven't been too successful of the Game Boy, it seems that the task of juggling a couple of decent sized sprites and a background all at once is almost too much for the handheld to cope with, but what Nintendo's hand-held had to offer. Following in the footsteps of all those boring platform games drawn on just about every format invented it to create one of the most impressive Game Boy versions synapses with a huge playing area well defined, leaving you in no doubt as to what's going on. Happily, Super Mario Land delighted the masses with Shigeru Miyamoto's magical brand of gameplay. The NES graphics appear limited by today's standards, but the combination of challenge and enjoyment outweighs this minor quibble.

Kirby's Dreamland 2

Hal/Nintendo

The old pink marshmallow from the resurrected to star in its second Game Boy title and, for someone whose main form of attack is to suck like a vacuum cleaner, Kirby manages to clean up the competition! Although basically a linear platform game, Kirby offers far more than most thanks to the versatility and freedom of control given. Many of the enemies Kirby encounters can be inhaled to give pleasing results, for example spiky critters turn Kirby into a Super Game Boy, but even in exciting. Speeding around a blind mono one can appreciate the work that has gone into it. Fortunately especially when you know there's a cop on your tail who'll end your career the instant you slip up. One of few Game Boy conversions that stays faithful to the original.

Super Mario Land

Nintendo

Super Mario was naturally one of the first ambassadors for the Game Boy and, in the eyes of gamers world wide, probably the greatest test of warrants it offers. Following in the footsteps of all those boring platform games drawn on just about every format invented it to create one of the most impressive Game Boy versions synapses with a huge playing area well defined, leaving you in no doubt as to what's going on. Happily, Super Mario Land delighted the masses with Shigeru Miyamoto's magical brand of gameplay. The NES graphics appear limited by today's standards, but the combination of challenge and enjoyment outweighs this minor quibble.

Donkey Kong Land

Rare/Nintendo

Although surpassed by the splendour of Donkey Kong Country on the Super NES, the Game Boy edition was no less of an achievement and, judging from the long delays in getting it out, DKL caused the programmers at Rare to have many sleepless nights! The graphics are amazing! You'll wonder how they managed to cram so much detail in without the screen becoming a blurred mess, you but they have. Admittedly, it looks much better when played through this makes Road Rash all the more exciting. Speeding around a blind mono one can appreciate the work that has gone into it. Fortunately especially when you know there's a cop on your tail who'll end your career the instant you slip up. One of few Game Boy conversions that stays faithful to the original.

Metroid 2: Return of Samus

Nintendo

Space babe Samus swings to the rescue of Game Boy owners looking for a bit of alien-stomping action in this scaled down version of the Super NES classic. expected it to turn up on Graphically it's not much to look like Game Boy! What's more, this isn't absorbing a scaled down version of the game nature of the gameplay that warrants Metroid 2 a place in HYPER's top ten. If you're sick of all those boring platform games drawn on just about every format invented it to create one of the most impressive Game Boy versions synapses with a huge playing area well defined, leaving you in no doubt as to what's going on. Happily, Super Mario Land delighted the masses with Shigeru Miyamoto's magical brand of gameplay. The NES graphics appear limited by today's standards, but the combination of challenge and enjoyment outweighs this minor quibble.

Road Rash

Ocean

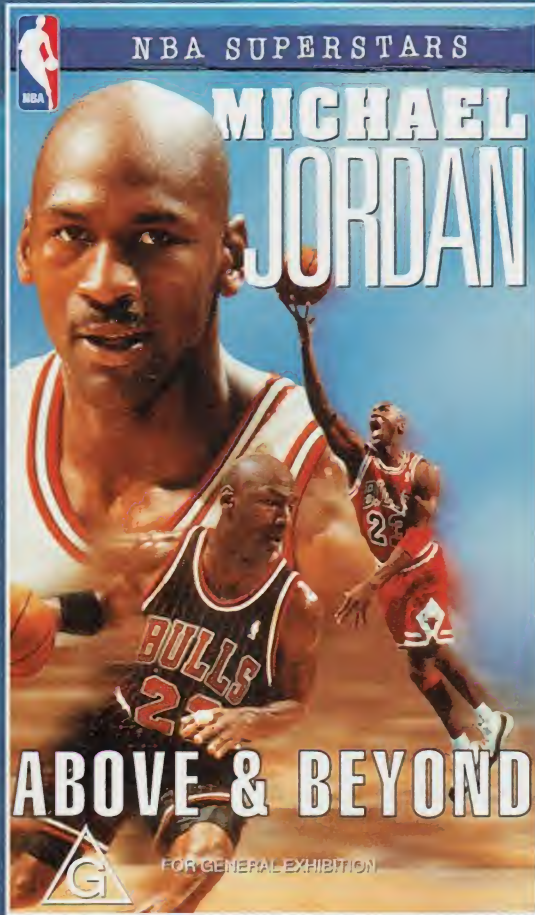
With few exceptions the majority of driving games on the Game Boy have been dull and unimpressive affairs, with the distracting graphics and a poorly conveyed sense of motion. Road Rash is an exception to this, and adds to the excitement with the ability to interact with your opponents on a more personal level - you can hit them and they can hit you. You can also hit oncoming traffic and roadside obstacles, and this makes Road Rash all the more exciting. Speeding around a blind mono one can appreciate the work that has gone into it. Fortunately especially when you know there's a cop on your tail who'll end your career the instant you slip up. One of few Game Boy conversions that stays faithful to the original.

Zelda: Link's Awakening

Nintendo

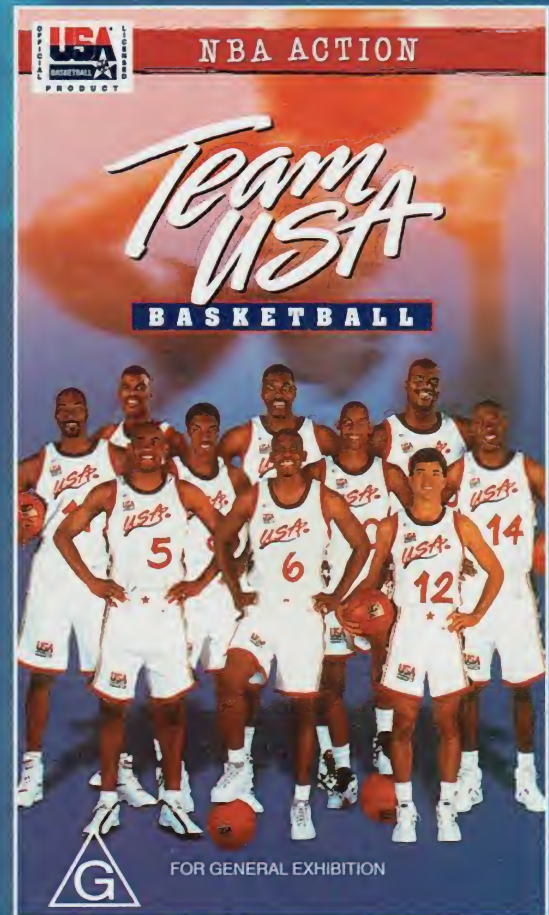
This game took a lot of people by surprise. Everyone had been waiting for a new instalment in the Zelda saga, but no one expected it to turn up on the Game Boy! What's more, this isn't absorbing a scaled down version of the game nature of the gameplay that warrants Metroid 2 a place in HYPER's top ten. If you're sick of all those boring platform games drawn on just about every format invented it to create one of the most impressive Game Boy versions synapses with a huge playing area well defined, leaving you in no doubt as to what's going on. Happily, Super Mario Land delighted the masses with Shigeru Miyamoto's magical brand of gameplay. The NES graphics appear limited by today's standards, but the combination of challenge and enjoyment outweighs this minor quibble.

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The most powerful video yet from the best selling sports video star in history. For the first time Michael Jordan speaks about his controversial retirement and surprise return to the NBA. See and hear a new, rededicated Michael Jordan, and discover what drives Michael Jordan to his achievements Above & Beyond every other athlete on the planet.



TEAM USA

This summer, the eyes of the world will be on the Olympic Games in Atlanta where the US Team is set to prove once again that when it comes to basketball, the US rules! This must-have video features spectacular career highlights and intimate behind the scenes portraits of the NBA greats who make up Team USA.



Nothing gets you closer to the game




Produced by:
NBA Entertainment, Inc.

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QUAKE

Well, it's been hyped for so long now that you could be forgiven for thinking it might never come out, but Quake has finally arrived... well, the shareware version at least. It was let out of id's vault on the 22nd of June, and it would be fair to say that many an Internet Service Provider had its bandwidth choked due to people downloading as soon as they heard the news. id Software even set up their ftp server to handle 2000 logins at once so folks could get their hands on it. 

Has it been worth all the hype? Well, that really depends on what you were expecting doesn't it? If you were expecting Doom, but a whole lot better, then you're in for a really big treat. If you were expecting something that was going to completely blow away all your concepts of what a video game is, then you may be a little miffed. Quake's got that same immediate playability that Doom had, but it's got that much more depth to it that you'll never bother with a first person game that isn't true 3D ever again.

PC CD ROM/Saturn/Playstation/Mac
AVAILABLE NOW (PC SHAREWARE)
CATEGORY: 1ST PERSON ACTION
PLAYERS: 1-16 • PUBLISHER: ID

Setting A New Standard

Quake has taken the first person action genre and set a new standard, just like Doom did back in 1993. How do you set a new standard in this field? Well, what makes these games special is the feeling of being immersed in the game, which is really determined by how the graphics are handled. Doom was a 2D game that looked 3D. If you don't understand how Doom is 2D, try considering that in Doom there are no corridors that run over other corridors. True 3D games are the ones like PO'ed, Duke Nukem 3D, and Quake, which have no such limitations on the co-ordinates of all the objects within the game. What Quake has done that the other games haven't is make EVERYTHING 3D, including the monsters, and even the bullets! What's even more impressive is that the game engine is so smooth, even though it's handling a large, true 3D environment, with 3D polygon creatures moving about within it.

Most people will remember being amazed by that dark, eerie atmosphere that the scenery in Doom created. This was all due to the well drawn textures which made up the walls, floors and ceiling. The textures in Quake are truly amazing, making even the cool environments of Duke Nukem 3D look dated. Even the water, slime, and lava has been improved dramatically. Not only do they look much more fluid from above, once you plunge into the depths, your vision becomes distorted in a way which truly conveys the feeling of being underwater... you really have to see it running to appreciate it. Quake is really just that much closer to looking like a real world than a computer game.

The light sourcing is incredible, with much more subtle differences being obvious. When something is lurking in the shadows in Quake, it looks right. If the light is really low, creatures can move about freely without being seen... and as it gets brighter, it gets proportionally easier to see things moving around. In previous games in this genre, there was usually a much less realistic interaction between light and movement.

The Monsters We'll Always Wanted

The step forward in the backgrounds will cause jaws to drop, but so will the creatures. No longer are we up against a bunch of sprites that make an attempt at looking like monsters... Quake has finally given us the 3D polygon monsters that we've always wanted. Now the monsters look more like a cross between the creatures from Doom, and the characters from Virtua Fighter II. They move so fluently and realistically that it's often tempting to get up real close to fight things, just because it looks so damn cool.

iD Software have made the most of having 3D polygon monsters by having them not only move and attack realistically, but fall over and die just as convincingly too. Hit that grunt with a shotgun blast to the stomach, then watch him double over and take a couple of seconds to regain his footing... it's amazing. Even more fun, after a couple of blasts from your double barrelled shotgun, watch the poor ogre fall flat on his butt!

Something else that will further impress is the improved AI (Artificial Intelligence) of the monsters. If there's a knight who sees you, he's not going to walk up to you... he KNOWS you've got a gun, and knows that his sword will really only be effective up close, so he'll charge you! If that same knight was around the corner, but he heard you coming, you can be assured that he'll be swinging that blade of his at neck height as soon as you show your ugly mug from behind that wall.

Some of the monsters vary their attacks depending on what range you're at. For example, the ogres throw grenades when at a distance, but when they're close, they take big monstrous swipes at you with their chainsaws! More deadly are the immense Shamblers that can send out an arc of lightning which always hits if you're in line of sight (just like the Arch-Vile in Doom II). Being close is perhaps worse, as they take great powerful swipes at you with their huge clawed hands. Some monsters have cool features added in which really bring more life to the game, a perfect example being the zombies. Taking down that zombie with your shotgun won't do... give them a few seconds, and they're back up! You'll have to scatter their limbs, so make sure you have a rocket or grenade handy.

The shareware version only contains some of the monsters, which is a good thing, since we really don't want to see everything the game has to offer just by the shareware. The current nasties are: Grunts (guys with shotguns), Rottweilers (just like in the Omen), Ogres (big guys with grenades and chainsaw), Knights (guys in armour with swords), Scraggs (weird floating torso things that zap you), Zombies (these undead must be completely blown to bits to finish off), Fiends (fast hunched beasts that leap at you), Shamblers (huge deadly beasts that wield lightning), and of course the final boss, who we won't mention, so when you make your way through to him, you can get as much of a surprise we did.

Nine Inch Sound Effects

To complete the audio-visual experience, you need professional musos doing the sound, and who more appropriate for a dark, nasty game like Quake than Trent Reznor of Nine Inch Nails? No one really, so when he approached iD Software and offered his services, they were quick to agree. There's no music with the shareware version of Quake, since all the music will be CD Audio. Word is, the music that Trent's being working on is a wonderful array of chilling, dark ambient tracks, as opposed to the relentless industrial assault that you'd expect from the mastermind of NIN. The sound effects are lovely; nothing like the sound of some poor Grunt gargling on his own blood as he eats two loads of your buckshot. They really haven't missed a beat here: if you blow someone up with a rocket, and

their arm flies off into a nearby pool of water, it will make an appropriate splash! The only thing that shocked everyone about the sound was that it's mono! We're all praying iD fix this one before final release comes out.

Quake's got the usual powerups around that one would come to expect in this sort of game. In addition to the ammo and health that are sitting around there are Pentagrams of Protection (which render you impervious to damage), Biosuits (so you can make your way through slime and so forth), Rings of Shadows (which make you virtually invisible), and there are Quad Damage icons, which, as the name implies, multiplies the damage you do by four.

For those who were into playing deathmatch Doom, you're going to love Quake. Now you can designate yourself a name, shirt colour, and pants colour. What's more is that you can easily play teams by matching the various players pants colours, and then you've got a virtual game of skirmish! Playing via Windows 95 is dead simple and with only basic modem or TCP/IP knowledge, you can log onto a Quake server and join in an already existing game! When playing deathmatch, the players look every bit as good as the monsters do in the single player game. If you're watching someone who's looking down over a ledge, you'll see them bending over and actually facing where they're looking. If someone is resorting to using an axe, that's what you see... not a gun, an axe.

Now we've played through the shareware version, we're dying for the final release. New monsters, and no doubt some new features that will probably spring to iD's mind are what everyone will be looking forward to. If iD make Quake get progressively better as you go through the game, like they did with Doom, then we're really in for something more than special.

To sum up Quake in a nutshell... the new standard in first person gaming.

DUKE VS QUAKE

Big guns and lots of 'em... that's what you want isn't it? Well this is probably the only department where Quake falls short of Duke Nukem 3D. Quake has an axe, shotgun, double barrelled shotgun, nailgun, super nailgun, grenade launcher, rocket launcher, and the thunderbolt. All the weapons are self explanatory, except for the Thunderbolt, which is the handheld equivalent of the Shambler's lightning attacks. Quake has eight weapons in total, Duke has ten.

There seems to be a heated debate already as to which of the two games are better. It's proving to be a pointless argument, since the games have two completely different feels to them. Duke Nukem 3D is a flash, fast 3D shooter, with cool guns, good level design, and a very comical edge. Quake is a flash, fast 3D shooter, with incredible atmosphere, amazing monsters, and a very dark, intense edge. If you're after dark realism, go for Quake, if you're after a bit of macho, sexist pig humour, then Duke's your game.



GRUNT



ZOMBIES



OGRE



KNIGHT



SCRAGS



FIEND



SHAMBLER



CHTHON



previews





Crash Bandicoot PlayStation

AVAILABLE: SEPTEMBER

CATEGORY: PLATFORM

PLAYERS: ONE

PUBLISHER: NAUGHTY DOG



It's clear that there's a big platform game war about to start on the three "next generation" consoles. Sega seem to have their money on Nights, the surreal 3D flying platform game, brought to us by the creators of Sonic. Nintendo seem very confident about Mario 64, and with good reason. Sony have been enjoying critical success with the Jumping Flash games, but now they've got another platformer which they hope will be recognised as a contender for the 3D platforming crown... Crash Bandicoot. Who is Crash Bandicoot? He's that charming looking animal you can see in the screen grabs we've taken. The game is set across an island chain off the South East coast of Australia, where Crash is off on a mission to save his kidnapped girlfriend. The game has more of a "Deep Dark Africa" feel to it, but you'll hardly care, because it's just gobs of fun.

Just like Mario 64 has the swing around camera perspective to give the game more depth, Crash Bandicoot is a platform game that takes on a whole bunch of different perspectives for the different levels. All levels have that 3D feel to them though, and are immediately playable. For example, the first level sees Crash running "into" the screen, jumping over pits and blasting away various nasties by going into that frenzied spin that will immediately remind you of Warner Brothers' Tazzie Devil character. Other levels include different perspectives like running "out" of the screen at you, or a slightly distant perspective where you must guide Crash up large platform structures.

The actual levels themselves are excellent, with all sorts of cool looking traps and monsters barring Crash's way. On one level you might be sprinting towards the screen, being chased by a giant boulder (ala Indiana Jones), just when you think you're safe as you jump over a huge gap in your path, the boulder hits a little bump and bounces over the gap too, closing in on you! Then you'll be doing something completely different, like trying to make your way along a dangerous river by riding on oversized leaves that are floating about, and jumping into the jaws of killer plants and hoping to hell you can get out in time.

The favourite stage we've seen here at HYPER sees Crash grinning evilly before jumping on the back of the nearest wild boar and hooning along through the onslaught of spiked traps and shield toting natives that attempt to bar your way. Throughout the game it's obvious that there has been great attention to detail given to all audio-visual aspects. If there's a spider dangling above Crash, you'll see the soft image of its shadow hanging just in front of him. When the huge spiked poles thrust at you, there's that rich dull creak of wooden mechanisms thudding away. After you vault over that chasm on your trusty boar, you'll grin from ear to ear as he squeals loudly as you land.

As you'd expect, there's powerups around that let you take a few hits, and lots of peach type things around that you collect to gain extra lives, etc. There's also TNT sitting around, which is naturally harmful to Crash... but it looks so cool when he blows himself up that you'll probably do it once in a while just for a laugh.

Crash is already looking like a certified PlayStation gaming hero and the version we were playing was only 60% complete! We can almost guarantee you a rollicking good time here, as Sony and the talented boys at Naughty Dog would have to be pretty stupid to let such a hot start go to waste. Full review real soon!



previews



30 »HYPER

21 Kurb

00



Pilotwings 64

Nintendo 64

AVAILABLE: NOVEMBER • CATEGORY: FLIGHT SIM
PLAYERS: ONE • PUBLISHER: NINTENDO



After what seems like an eternity of rumours, promises, lies and more release dates than you could fit into a multi-tap, Nintendo's long awaited "flagship model", the Nintendo 64, is at last here. Well, almost. Still only available in Japan, and with a US release slated for September 30, the PAL version for Europe and Australia is not expected until November at the earliest (although we recommend preparing yourself for more bad news). So much for the simultaneous world wide release.

A shortage of chips is the official reason for the delay, understandable when you realise that half the population of Japan have virtually been camped outside their favourite Nintendo dealer for the past six months. But, as Nintendo's own advertising asks, "Is it worth the wait?". The answer to that is a big "Oh yeah!!!"

One of the first things that is immediately obvious about the N64 is that everything is of the highest quality. From the smooth way the cartridge slots firmly into the sleek, genuinely stylish console, to the almost instantaneous start, free of annoying licensing screens or loading delays when you turn the power on, the player is treated with first class service.

Pilotwings 64, developed primarily in America by Paradigm, is definitely the most impressive piece of software for the new system, right up there alongside Mario 64. It starts with an overhead view plummeting towards an alluring tropical island, the same view, ironically, that greeted players of the Super NES version. Any thoughts of this though quickly disappear as the screen drops away to revolve around a solid 3D landscape complete with everything from beaches to mountains beckoning you to explore.

You are initially presented with a choice of three flying machines to take to the skies with; a hang glider, the rocket pack from the original and the new gyrocopter which replaces the old plane. After choosing my pilot from the six impossibly cute characters on offer, I blasted myself skyward with the rocket pack with a good press on the thrust button, then slowly drifted around to take in my surroundings. Wow! Impressive. This is unlike any other game I've played. The polygon world of Pilotwings is convincingly real enough to make you duck and lurch around in your seat as you fly between buildings and under bridges. Every tree, lamp post and sail boat is a solid object, the planes parked by the runway are fully detailed models right down to the propeller blades and wing struts. There are no short cuts with texture mapping in this game.

The next thing I noticed was the incredible freedom of movement. Not once does the game stop you from doing what you want to; be it hover in the jet pack right down inside the merry-go-round or fly the gyrocopter at zero altitude along the highway. If you can think it, you can do it. There is no time limit, and although motorised equipment will run out of fuel sooner or later, in theory you can fly the hang glider or birdman indefinitely.

Floating around with your head in the clouds all day is enjoyable, but lacking in challenge, so each level contains a number of trials to complete before moving on to the next location. The staple of most missions is to fly your chosen craft through a series of rings mapped out across the landscape. These are different for each craft and often include a variety of creative diversions. For example, one rocket pack stage requires you to fly straight into and burst a couple of giant blue polygons suspended above the ground, however this act releases a further five orange balls which start bouncing around and also must be popped.

Somewhat more serious, though just as enjoyable, are the objectives you are required to fulfil for the hang glider. One such stage sees you armed with a camera, your mission being to photograph the foul smoke being discharged from an oil refinery situated in an otherwise pristine arctic environment. Mind you, it's not all this nice. The gyrocopter is armed with an infinite supply of missiles, to be used in missions with set targets to destroy and, somewhat disturbingly, there are giant mechanismo men that run around throwing rocks at you. But I could quite happily fly around all day strafing buildings, cities and bridges, it's so much fun! And that's what Pilotwings basically boils down to - Fun with a capital F.

The power of a dedicated Silicon Graphics chip allows for an impressive display of graphics, but this alone isn't what makes Pilotwings outstanding. The bridge which takes this game into a new dimension is the analog joystick built into the N64 controller. In fact the standard eight way direction pad isn't used once during the whole game. The analog stick allows you to make progressive increments of change to the control of your vehicle, making anything from a tight turn to sweeping arc possible. This effect is very subtle, but adds a lot to the overall experience and makes the game all the more satisfying.

One must not forget that Pilotwings is one of the initial batch of games developed for Nintendo's new machine. Incredible pressures must have been placed on the development staff as Nintendo's future rests heavily on this game. The result speaks for itself, Pilotwings is one of the most enjoyable video games to date and an impressive debut for the Nintendo 64. If future releases conform to the standard set here, then Nintendo will be set to once again dominate the video game industry for years to come.

CHECK
REVIEWS
00.0

POS
9 OF 12
LAP
3 OF 3

LAP TIMES

1 1:08.2
2 1:04.7

0:42.1

THRUST
143 MPH
ENERGY

»» Wipeout 2097

PlayStation

AVAILABLE: NOVEMBER • CATEGORY: FUTURISTIC RACING
PLAYERS: 1-2 • PUBLISHER: PSYGNOSIS

While Destruction Derby has been the big racing hit for Psygnosis, Wipeout definitely turned more than a few heads, many people preferring its breakneck speed, slick techy finish, and A-grade techno soundtrack. Well, if you thought Wipeout was good, you ain't seen nothing yet, because the sequel, Wipeout 2097 makes the first game seem bland in comparison. Psygnosis have taken great care to make sure Wipeout 2097 has been improved in almost every aspect conceivable. There are now four racing classes, Vector (training speed), Venom, Rapier, and Phantom (hidden)... so there's something in there for players of all skill levels. Track design looks to have been improved dramatically, and that was one of the first game's strong points! The backgrounds are dynamic, so you'll see things like monorail cars zipping around, etc. There are six tracks and four teams, just like in Wipeout I, but there are two hidden tracks, and a hidden team, which will no doubt have a rather special craft for you to race in. Some people complained about the lack of vehicles on the track in Wipeout I, so now instead of eight vehicles on the track, there are fifteen. The extra opponents make for more challenge, and also for a much prettier game, since just gazing into your opponents exhaust stream can be quite hypnotic.

Lots of folks loved the weapons in the first game, and they're all there again, except with a little more finesse added to the visuals, like beautiful swirling missile lock targeting. There are a few extra weapons which really add to the game, such as E-Paks (energy replenishment), Autopilot (high speed cornering made easy), Thunder Bomb (Blast all opponents within radar range), Plasma Bolt (High powered energy weapon that will put someone out of commission), Quake Disrupter (Shake the track and watch your opponents fly!). The intro is very reminiscent of Blade Runner, and is one of the most impressive game intros we've seen thus far. For those who are into artwork, you'll be pleased to know that Designers Republic have returned for Wipeout 2097 helping add that finishing touch to the techy feel of the game. This one looks to be a must for all racing game enthusiasts.





F1 Playstation

AVAILABLE: OCTOBER • CATEGORY: RACING
PLAYERS: 1-2 • PUBLISHER: PSYGNOSIS



Yes... this is the game we looked at in the May issue... Yes it's Psygnosis... and Yes... it will happen.. really! Time for an update. After a long haul in the garage, it looks like F1 is finally going to roll out onto the circuit, and blow the opposition away. There looks to be very little left for

Psygnosis to do before the final version is ready, as the beta we played looked all but complete.. and looked fantastic. This one's a real race simulator folks, none of that zip around at a million miles an hour, and take that hairpin at top speed rubbish... you'll need to fine tune your racing skills, learn the tracks and practice hard to become a competitive racer in F1. All the F1 teams are there, as are all the tracks, so you're really getting the works with this one. You can even watch the cars sustain damage and lose bits and pieces!

Guitar freaks will be pleased to know Steve Vai and Joe Satriani have contributed to the music.. to help add that sports show feel to things. Of course the real atmosphere maker is Murray Walker ranting and raving like no other racing commentator can. This one's special... we can't wait.

Motor Toon Grand Prix 2 Playstation

AVAILABLE: NOW
CATEGORY: TOON RACING
PLAYERS: 1-2
PUBLISHER: SONY

More PlayStation racing games! What's more amazing is that even this cutesy looking one is a game worth taking a good look at. Motor Toon Grand Prix 2 goes to prove that you don't need a slick techy presentation to make for a really good racing game. Don't get us wrong, Motor Toon 2 looks great, not in the same way Wipeout 2097 or F1 do... but if you're into bright colours, fast action and a comical edge to things... then this one's for you. A vast improvement over the original Motor Toon game, MT2 features lots of new cars, characters and courses. Talk about trippy... MT2 has some of the brightest, most colourful backgrounds ever seen in a racing game. The cars wobble and bend as they take corners, exaggerating the turning and adding a lot more character to the game. The levels are as wacky as they are colourful, with courses taking you through things like giant roulette wheels and translucent sky bridges. Maybe Timothy Leary inspired the development team for this game... since you collect weapons like "Crazy Mushroom"... which makes your opponents go all giddy and see stars... lucky them! We managed to have a head to head game with two linked PlayStations, and it made for a very exciting racing challenge. Full review soon...





sports pages

Microsoft Full Court Press

next game:
January 01, 1995

Chicago [0]
Miami [0]
Indiana [0]
Atlanta [0]
Cleveland [0]
New York [0]
Orlando [0]
Detroit [0]

MIAMI HEAT

at

CHICAGO BULLS

simulate game

schedules
standings
leaders
franchise

start up
user controls
coaching
play game
help
options

NBA Full Court Press
PC CD ROM (Wing5)

AVAILABLE: OCT/NOV • CATEGORY: SPORTS
PLAYERS: 1-10 • PUBLISHER: BEAM/MICROSOFT

Just because you don't have a flashy console doesn't mean that you don't like to jam hoops with the best of them. Well Australia's own Beam Software could have the answer to your prayers with the up and coming NBA Full Court Press. Developed with software giant Microsoft for the Windows 95 platform this game looks like it could be a hot PC sports title.

The game is extremely in depth with customizable seasons and lots of rules and options that can be switched on and off to your heart's content. It also looks really nice. The animation is extremely fluid (the product of hours of motion capture on some poor college guy) and there's plenty of different style dunks, behind the back passes and dribbling moves. There's actually over 250 distinct player animations that do create quite a realistic feel to the game. The sound library is vast, boasting over 2000 phrases of in-play commentary and some useful sound effects.

And did I mention depth? Wait until you see how many real NBA plays you can setup, alter and call during a game. If you ever found yourself thinking, "I wouldn't have done that" whilst watching the NBA on TV, this game is for you. All 29 teams, 2 All-Star, and up to 4 custom teams are all waiting for you to provide them with that much sought after championship ring. You can play an arcade type game by rushing into it with about three clicks of the mouse, or you can establish yourself as one of the great NBA coaches and it's in this mode that you will get the most out of Full Court Press.

And, of course, what's a good PC game without the networking option? It's incredibly easy to set up a network game and the possibilities should include 10 people playing on 10 different PCs. There's also a cool chat feature which lets you converse with other players before sticking the ball in their face. And while you won't quite need a Pentium to run this game, those that do will be rewarded, according to Beam.

From the developers of The Dame Was Loaded and EA Sports Cricket '96, we can expect another quality game that should give EA's NBA Live series a run for their money.

Microsoft NBA Full Court Press

ROCKETS	Player	Pts	Reb	Ass	HOME	SCORE	VISITORS	Player	Pts	Reb	Ass
	Herry	16	3	3	109	10	107	Kemp	29	10	8
	Elie	10	4	4				Schrempf	14	4	3
	Odejumo	22	14	0				Jubosani	4	0	5
	Deveder	11	0	3				Hawkins	12	2	4

T.I.S.M
sizes 4-12



CONVERSE.



arcade



BONSON

Puzzle Fighter 2 Capcom

If they called this game 'Building Blocks with Chuck Norris', then let's face it, Credibility = Fat: Zero. Now take the concept of Tetris, breed it with Street Fighter 2 Turbo and then presto, the ever popular Puzzle Fighter 2 is born.

In PF2, the object of the game is to destroy all of the gems (blocks) of the same colour by using a special gem called a crash gem. These gems fall from nowhere as in Tetris and the like, and if your screen fills up with gems then see-ya! The CPU can tease you for a while and hold back on the crash gem and then release it far (and I mean FAR) into the game, so ensure easy accessibility to each family of coloured gems.

The more gems you connect together of the one colour, the stronger the attack on the opponent. This will drop counter gems onto your opponent's screen, which 'count down' for every time a pair of gems land on the existing gem-stones. If you're really clever you can cause a 'chain' effect to occur in which, for example, destroying 6 red gems in a row allows a yellow crash gem to land on some existing yellow gems which were once separated from each other by the red gems. That is known as a 2 chain. Create a 4 chain for maximum points and attack on your opponent's screen.

A super gem will destroy all of one colour on your screen, so make sure that the colour it lands on has already populated most of the screen.

So where does Street Fighter fit in? Choose from either Ken, Ryu, Chun-Li, Sakura, Donovan, Hsienko, Morigan or Felicia and they are presented in an infantile way next to your gem collection. As the ensuing battle of wits (either between human opponents or a human and the CPU) continues, the characters selected perform manoeuvres and/or brood and/or menace accordingly in relation to how that character's gem collection is going. When one of the character's screen is full of gems, then K.O. you're out, no three rounds here I'm afraid. If you make it to the end, the final battle is with Dan, although Dhalsim would have seemed more appropriate.

In summary, PF2 is an interesting, challenging game, even though the SF connection may not seem so apt. And of course, it will never aid your skills in loading your boot with different shaped packages like Tetris did.

Sega Sports Fishing 2

"Oh wow! Way to go! You can do it, careful now. Don't rush it, he's coming now. Yes! Yes! Greeaat!!!"

Soft porn B-Grade movie? No, these sounds are the voices of your companions (Ken & Stacy) on your expedition of death into the wonderful world of fish. See how they squirm as they anti-drown in the bosun's hands. Harr harr!!!

This latest 'Virtual' experience from Sega is enough to get a city bound concrete lover out to sea and into big game hunting of the aqua-kind. So board your ship, the Sea Chunder 2. (choose either beginner, medium or hard on the screen which is represented by water depth) and head out to mysterious un-fished waters. Lock! Those gulls are swarming over a herd of fish - that's where we'll park our boat. Now it's time to select what type of fly to use. Only a real fisherperson can advise you on this one.

After the fly selection it's fishing time. Unfortunately Sega didn't include casting out which of course would have been a reel crowd pleaser, but anyway, here we are with our line in the water and the video screen is projecting footage of... you guessed it, water, which as we know, is where the fishies live. Now to bait a fish large proportions (the bigger the fish, the bigger the points) check the depth-o-meter as big fish hang out in big water. Back to the rod- now check on the radar-o-meter to see when the fish is close to the boat, jiggle the line when a fish is approaching the boat (a rod-o-meter tells you when and how).

"You're getting a nibble" says Ken. Then BAM, you get a bite. Pull the rod 2-3 times and reel that monster from the depths in. Now check on the 'How far away is the fish'-o-meter. Meanwhile, back on the boat, Stacy and Ken are working themselves into a verbal frenzy. "Yes! Yes!" screams Stacy. Finally the fish is next to the boat and this is where the winding is at its most intricate. Don't wind too fast or slow as you could lose the fish. At last, the fish is in the boat ready for eating.

Overall, the footage isn't heart stopping as I never seemed to hook a Great White Shark, but the rooster fish are really pretty. So just do as the instructions say - take a firm grip of your rod and don't play in a standing position. Definitely worth checking out as it lends a good insight into big game fishing without all the waiting and sunburn.

the information network

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<http://www.i-net.com.au>

the
information
network

Olympic Summer

Aren't you sick of the Olympics yet? Well if you're not bored of it already, you will be after playing this video game. ANDREW IREDALE goes for Gold...



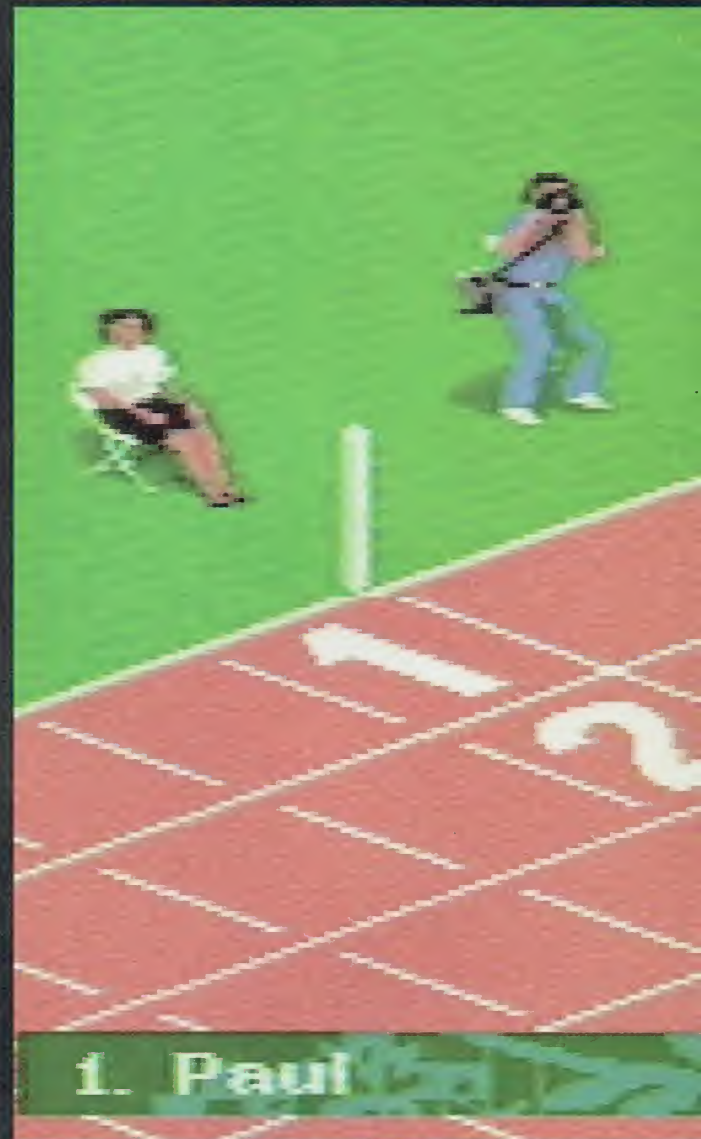
ROBIN HOOD NEVER HAD IT SO EASY

With an ever increasing wave of interest over 32-bit and 64-bit consoles threatening to drown out the Super NES for good, you'd expect that the few games that are being released would be of the highest quality, such as Killer Instinct or the latest instalment of Donkey Kong Country. Not if T*HQ has anything to do with it!

The very mention of this company's name should send alarm bells ringing for Super NES owners everywhere, for T*HQ is responsible for some of the worst games ever seen. Witness the travesty that was the Ren & Stimpy Veediots game or, worse, the utterly dire Home Alone, about which the less said the better. Lately T*HQ has been publishing under the name of Black Pearl Software, but don't let that fool you, for its latest release, Olympic Summer Games, makes the old sport compilations on the Atari 2600 appear impressive! Yes, it really is that bad. From the bland and featureless title screen to the shocking quality of the graphics, Olympic Summer Games has the look and feel of a something cobbled together overnight in one of those countries that don't have advertising. I have seen NES and Master System games which have richer and more detailed graphics and even the Game Boy version, when played through a Super Game Boy, doesn't look much worse! The selection of colours which have been used to illustrate the track and field is limited to a couple of shades of green, brown and blue and the animation of the competitors shakes woefully. Naturally, graphics of this calibre must be complimented with similarly appalling sound, and the music here is as lame as the demo jingle on a Casiotone keyboard from the early '80s!

Shoddy, Half-Assed Cash-In

In an age where each new sport game attempts to out do the last in the number of options category, Olympic Summer Games seems determined to reverse this trend. Options are restricted to a choice of three skill levels, a limited two player head-to-head race and the ever present, though totally pointless, sound test. What's worse though, is the number of important things that have been overlooked. Why are there only eight countries competing? Why are there no women's events? And why are a number of high profile sports, such as swimming and cycling, absent from the game? More to the point, why did this shoddy, half-assed, obvious attempt to cash in on Olympic fever ever see the light of day?! Products like this tarnish everything they are associated with. It makes the SNES look like an under powered 8-bit machine, it damages the reputation of all the companies involved - Nintendo, US Gold, Tier Tex and T*HQ/Black Pearl (not that it had much of a rep to start with) - and it makes a fool out of the Atlanta Olympic Games committee which endorsed it. The end of this sorry chain is the consumer who is suckered into parting with his or her (possibly) hard-earned cash, and is left with a so-called 'game' that provides approximately five minutes of disappointment, half of which is spent waiting for all the corporate credits and logos to be displayed before you can even get to the title screen! Oooh, it makes me cross!



GRABBING METAL THINGIES AND THROWING THEM AWAY!

Games



MMM... KNUCKLE-RUBBING FUN

PRIMITIVE GAMEPLAY

If a deaf and blind man could tell you how bad Olympic Summer Games looks and sounds, then you need only to consult an amputee to find out how bad it is to play. In the primitive tradition of rubbing two sticks together to make fire, running or building up momentum or speed is accomplished by (to quote the instruction booklet) "Repeatedly pressing the A and B buttons." The only way to do this quickly enough to be in with a chance at Gold is to wedge the joypad in your lap and rub furiously across the buttons with your knuckles wrapped in a cloth. This isn't exactly the most comfortable position to hold the joypad in, especially when you have to use the direction control in some events to jump or throw. The solution to this problem is to use a joypad with auto or turbo fire, preferably one that is adjustable, as this will guarantee a gold medal in most events. This is hardly satisfying, though, and you tend to lose interest due to boredom rather than frustration.

AVAILABLE: NOW
CATEGORY: SPORTS
PLAYERS: 1-2
PUBLISHER: BLACK PEARL
PRICE: \$89.95
RATING: G

VISUALS
12
 So sub-standard you'll think it's a bad NES game!

SOUND
8
 An awful noise drones on throughout and the effects would have best been left out.

GAMEPLAY
20
 If rubbing the skin off your knuckles is your cup of tea, then go right ahead.

LONGTERM
15
 Are we talking seconds or minutes here? Very limited appeal for two players.

OVERALL
11%
 Without a doubt this one of the worst games to date, SNES or otherwise. AVOID!



WE PREFER THE SHOTGUN IN DOOM..



SANDPIT ENTHUSIAST



FACEPLANT TIME!



MY.. WHAT A BIG POLE YOU HAVE



WHO THOUGHT THIS EVENT UP??



WHO PUT THESE RTA BARRACADES UP??

Pete Sampras

DAN TOOSE pulls on the white shorts, daggy t-shirt, sports socks, and prays that nobody he knows sees him as he belts away at yet another "Extreme" PlayStation sports game..



Pete Sampras... unanimously recognised as perhaps one of the most boring number one tennis players in recent years, is however, undeniably bloody good at the game, and it comes as no surprise that he's now got a game named after him. For all intensive purposes it would seem that very little has changed in the world of video game tennis over the years, but that's hardly due to any fault of the programmers really, because let's face it, you hit a little yellow ball back and forth over a net. If you do happen to be a tennis fan though, this one could possibly be the game for you... for the moment anyway.



SWISH... BAP.... 00HH!



BOPPO!

Extreme Tennis

Since the game of tennis is a fairly simple one (simple rules that is), it stands to reason that the big changes in these sorts of games are going to come in improved graphics and responsive controls for more playability. Sampras Extreme Tennis certainly has the first part of that equation right, but there really seems little change in the gameplay and playability from all its predecessors. It's amazing how many tennis games feature lovely visuals of the detail of the court surface, or your opponent's mum up in the stands... but completely screw up the realism in player movement. Codemasters have given us some of the best looking player animations in a sports game, well... at least for most of the actions anyway. Your player serves, dives, swings, bounces on the spot, and all that sort of thing with amazing grace. The only thing he or she does that looks a bit odd is run. All the players seem to run a bit too slow, but your diving talents tend to be rather amazing, so you'll get to most shots that you'd assume you wouldn't be running fast enough for. To say that your player has attitude would be the understatement of the year. When you win a point, he or she will often shrug as if to suggest that it was no great effort, or pump their fist in jubilation. More rudely, your player occasionally throws little tantrums when they stuff up, and they don't shake their opponents hand at the end of the match!

The best visual experience in Sampras Extreme Tennis has to be the first person playing perspective. There are a whole mess of different camera angles you can play the game in.. first person looks great, but as you'd expect, is quite difficult to play in.



SIT STILL SO I CAN HIT YER HEAD

YEAH YEAH... YOU WON



JUST BEAT THE PETE

YEAH... RIGHT!

Beat the Pete

Two problems with Sampras Extreme Tennis. The first one is understandable, since it would take copious amounts of money to remedy... that being that Pete Sampras is the only player in the game that is actually a real tennis player. As well as not being able to play as your other favourite tennis stars, you can't adjust the names of any of the players, and the only thing you can adjust is the stats for the first two male and female players. There's no real simulation of any of the actual tournaments either, you just seem to play one match at each venue, then move on. The other actual problem is that the game is rather easy, which is good if you want to be able to gain use of all the players (since you get to use whoever you beat), but bad if you're after a long lasting challenge as a single player game.

To make up for the lack of recognised players, there are four special characters you can choose from once you beat the Pete.. and they're hilarious to behold. There's Jimmy "Flex" Wagner, Solomon Zodiac, Bubbles, and Giggles... a 70's dude with an afro, a guy in a tragic purple suit, and two punk girls respectively. Their playing stats are all over the top, which helps lend to some overly amusing gameplay.

There are also FMV cut scenes which show some fictitious commentators prattling on about whatever crap seems to come to their mind... it's good for a laugh. Speaking of speaking... one thing that's very accurate in Sampras Extreme Tennis is the sound. The SFX are extremely good, and the umpire calls are great, they've even got the accents spot on!

Overall, Pete Sampras Extreme Tennis is a reasonable sports sim, with nice graphics and sound it will turn a few heads straight away. Hard core tennis fans may be a little bummed by the lack of big tournament options and choice of players, but will probably lap it up anyway. The game also supports Multitap, and the best gaming experience will no doubt come from heated games of doubles tennis.



PROFESSIONAL TOOL

GUEST TOOLS



PVC SPORTSWEAR?

NOW THIS IS MORE LIKE IT



AND YOU THOUGHT AGASSI WAS WILD?

AVAILABLE: NOW

CATEGORY: SPORTS

PLAYERS: 1-4

PUBLISHER: CODEMASTERS

PRICE: \$99.95

RATING: G

VISUALS

82

Lovely animation, the backgrounds are... well.. tennis courts.

SOUND

89

Great SFX. The crowd react appropriately and the accents are great.

GAMEPLAY

70

Nothing new. A few more tournament and player options are needed.

LONG TERM

65

Just not challenging enough, but will prove okay for multiplayer.

OVERALL

72%

Not bad, not great. Probably only a hit amongst sports sim fans.



HYPERR» *Quake*



HYPER» *Jumping Flash 2*





Guardian Heroes

Cute Anime characters beating one another senseless... Sounds like a perfect world for Japanimation enthusiast and fighting game freakyboy DAN TOOSE.

How often do we see side scrolling beat 'em ups that have a plot? OK...have we EVER seen a side scrolling beat 'em up with a plot? Game developers Treasure have not only given Saturn owners a beat 'em up with a plot, they've given them Guardian Heroes, which not only has a plot, it has an interactive plot. No, the varying plots aren't something to make you spit on your Stephen Donaldson collection or anything like that. However, the game does actually come across as being an interactive story, which is a rare quality in this genre of game.

Two Dimensional Depth

Most side scrolling beat 'em ups let you walk up and down the screen a little bit, to try and add some sort of feel of depth. While this looks OK, it does take away from the ability to use up and down on the control pad for use in fighting moves etc. Treasure have decided to go around this problem by making Guardian Heroes have multiple planes of depth which the players and their opponents can walk along.

If that confuses you, think of the playing field as being a four lane highway, where all the creatures are always standing in the middle of a lane. Everyone can leap from plane to plane, so there's ways to give yourself a breather from the action. While it doesn't have the crisp finish to the graphics that a game like Night Warriors does, the characters look okay, and they all have a variety of attacks which see them striking some cool poses. If you're into big flashy special moves that end up with lightning strikes and fiery explosions, then you'll love this. The anime feel is prominent throughout, with characters featuring wide eyes, cheesy grins, and very Japanese sounding war cries as they leap into the fray.



BEAM ME UP SCOTTY!



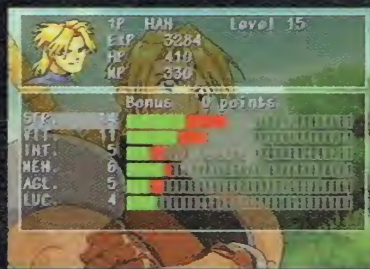
TAKE THAT AND PARTY...



HIGH FIVES ALL ROUND



AAACHOO!



COOL ANIME INTRO...

STAT BUILDING STUFF... EGG...

OUCH!

NOW THAT'S A SPECIAL MOVE!



With or Without Plot...

There are two styles of play; arena combat, and story mode. Arena combat is self explanatory - six creatures are thrown into a battleground and then duke it out. You can decide whether it's to the death, or a time limit bout... and whether or not there are teams, etc. Once you've defeated a creature in story mode, you can use it in the arena, so you can potentially play as a wolf, or a goblin, or whatever. Story mode is the main game, where you attempt to progress through the lands, attempting to weed out the evil that's plaguing the kingdom. At various points in the game you're given choices as to what way you want to approach your goals, or what to say in reaction to someone's question, etc. This splits the game up into a myriad of different paths and possibilities, and there are actually six different endings to play through to and find! Part of the story revolves around a guardian skeleton warrior that joins you early on in the game. Not only does the skeleton help, but you can actually issue orders to him, making him a very useful tool indeed. While Guardian Heroes is not the most visually impressive or in-depth game on the Saturn, its all round action/role playing/adventure mix makes for a pretty cool game that will really appeal to those that like fighting games with a little more character to them.



AVAILABLE: NOW

CATEGORY: BEAT 'EM UP

PLAYERS: 1-6

PUBLISHER: TREASURE

PRICE: \$89.95

RATING: M15+

VISUALS

75

Not stunning, but very colourful and flashy. Suits the game.

SOUND

80

Cool zaps, bangs and war cries... but some speech would have been nice.

GAMEPLAY

85

Lotsa options and variation makes for a really playable game.

LONG TERM

88

Six different endings, and multiple characters to do it with.

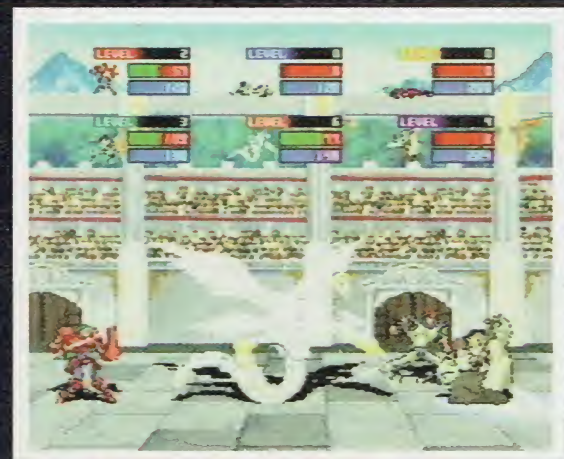
OVERALL

85%

A really effective blend of varying game styles. Good stuff.

SIX PLAYER MAGIC

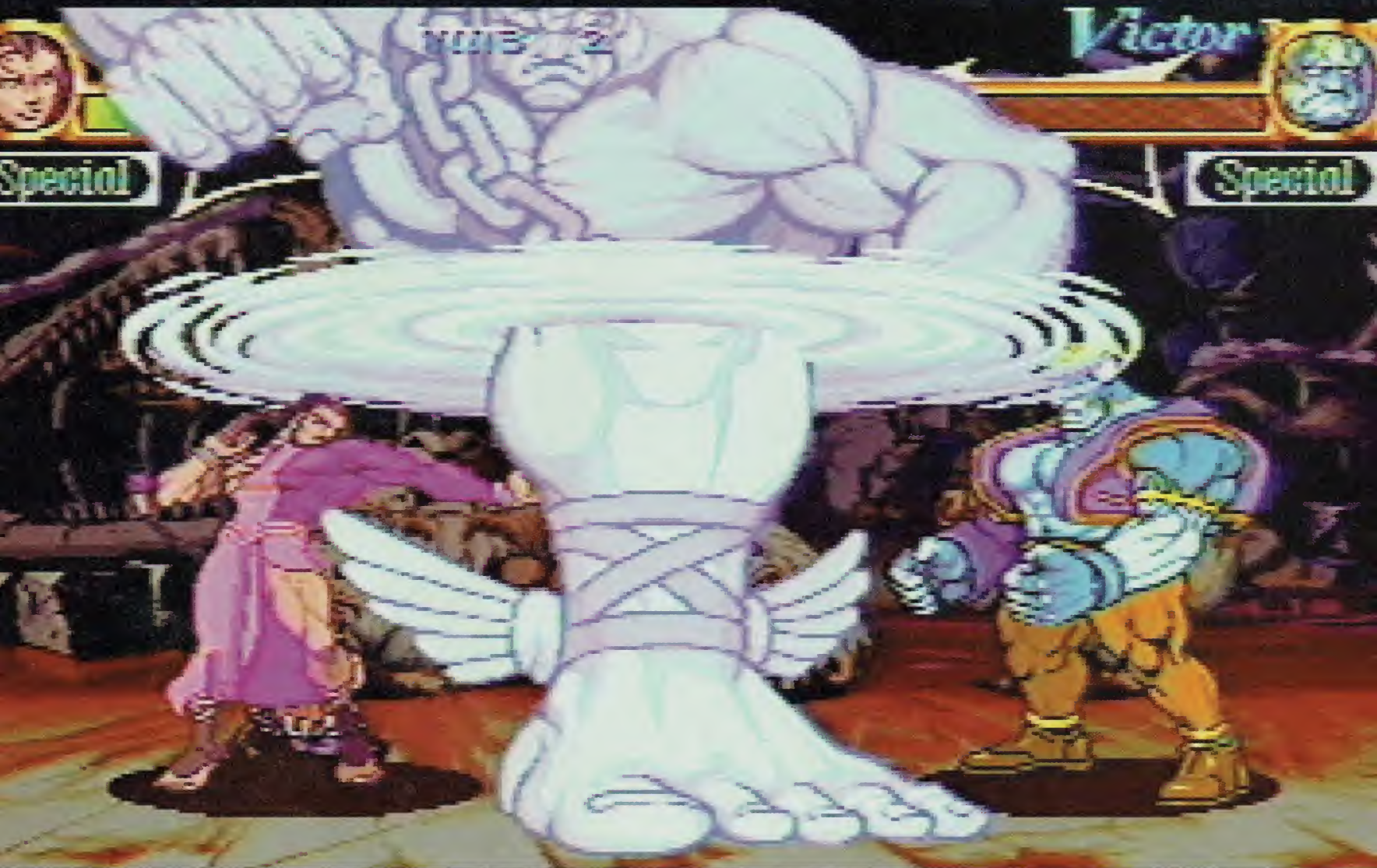
One of Guardian Heroes more impressive features is the ability to allow up to six players to play at once (assuming you have a Multi-tap of course). This really fits in with the storyline since the group of Guardian Heroes is comprised of six characters, but confusion will surely reign supreme. With all the explosions and hectic combat going on, it was a very intelligent move by Treasure to opt for a block button as opposed to the "hold back to block" technique. Guardian Heroes is not dissimilar to a lot of Jap RPG games with the inclusion of magic. Spells can be cast by either performing a special move, or using the Z button to flick through a visual menu, although this method tends to leave you open to be zonked. Even more RPG-like is the gaining of levels, and spending experience points on your character's stats. Stats?? Yes, you have ability scores for Strength, Vitality, Intelligence, Mental Protection, Agility and Luck... and yes, they actually affect gameplay. For example, building up your strength will help you cause more damage, or building up your intelligence will help make your spells be more effective.



TONKING MONSTERS... A SPECTATOR SPORT

Night Warriors

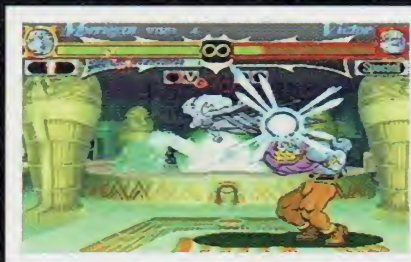
Vampires, Ghouls, Werewolves and scantily clad Goth girls. This sounds like a job for our resident wearer of black... DAN TOOSE.



DRESSING CONSERVATIVELY ARE WE?



YEP.. IT'S YOUR FINGER WOLFY



DARKSTALKERS



VAMPIRE

VAMPIRE REHASHED

Just wait one minute.. you can't use the exact same backgrounds for a sequel as you did in the original can you? Well, yeah.. you can, and Capcom have proven it here with Night Warriors. The only new backgrounds are those you see get with the new characters in the game. Yes, they are very pretty... yes, they have lots of cool animations in them to help bring them to life... but it would have been nice to see something new. Not only are the backgrounds rehashed, so too are the characters (with the exception of the four new ones). You can now select from six different colour codes for your character, which isn't a new idea, but it helps. Despite the fact that it lacks that visual change that you'd like to see in a sequel, it is about as attractive as a 2D fighting game gets, and since you can't get the first game on Saturn anyway, it's not like you stand a chance of buying two games that are practically the same. The characters have that nice Anime edge to them, and are all very expressive. Very cool. The sound is quite stock standard really. The music is the usual catchy stuff you'd expect in a fighting game, and all the usual bangs, clangs, screams and battle cries are in there too. Why is it the 3D fighting games tend to have better sound too?? It'd be nice to hear something like the popping bones in Tekken, or the sound of the cage breaking in Fighting Vipers.

Darkstalkers Revenge

Now we all know that a lot of sequels are really just the old game with better graphics and a few more things thrown in on top... but this one really takes the cake. You really could be excused if you were confused about which game was which... the original arcade version was called Darkstalkers, the PlayStation conversion was called Vampire: the Night Warriors, and now this one is called Night Warriors: the Darkstalkers Revenge. Night Warriors is definitely the sequel to Vampire, however. Vampire will only ever be out on PlayStation, and Night Warriors will only ever be out on Saturn... bizarre. For those that didn't read last issue's review of Vampire (shame on you), Night Warriors is essentially a Street Fighter II clone with a Gothic horror presentation. You don't fight as the diligent young martial arts champion, you play the evil vampire, or the ancient mummy, or any other of the fourteen characters that Night Warriors has to offer.

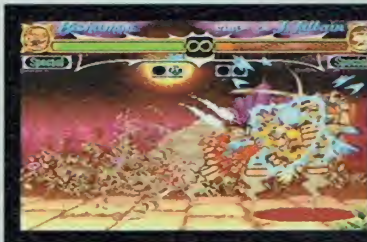
Played one, Played 'em all

If you've played Street Fighter II much, then it'll take you around, oh... let's say 15 seconds to get a grip of the gameplay for Night Warriors. Everything's there that you'd be used to. Lots of moves like quarter circle forward and punch to do a fireball attack, etc. You've got light, medium and heavy punches and kicks... just like in Street Fighter II. Heck, this IS Street Fighter II with Halloween costumes added on. However, regardless of the fact that Night Warriors is not a ground breaker, it's definitely up there at the top of its genre. The cool monster characters definitely do have an affect on one's interest level. What's more interesting - a guy with big biceps, or a werewolf who snarls, creeps along the ground on all fours, and all that good stuff?

There's a power meter that you build up as you fight, which once full, gives you a chance to perform one of your characters extra special moves, which all look very impressive, and tend to cause gobs of damage. You can accumulate these special powerups, so you can finish your opponent with multiple nasty specials in succession. While the game has a combo register, it seems overly generous with what it calls a combo. If you hit one button that happens to scratch along your opponents body in a few spots you end up with a four hit combo. Even more hilarious, by executing one of the special moves, it decided to call it a 34 hit combo! Summed up, Night Warriors is a very amusing, top notch 2D fighting game. It's not breaking any new ground, but if you're looking for your first 2D fighting game for your Saturn, and you want some interesting looking characters with some big flashy moves, then this one could be the one you want.



I'LL CHEW YOU UP AND SPIT OUT THE BITS I DON'T LIKE!



ZAP! KAPOW! MAIMI DISFIGURE!



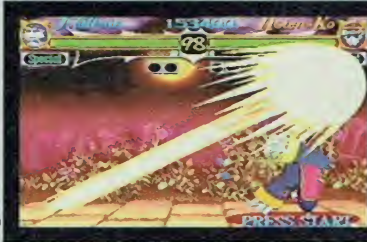
GO ON... HANG TEN BIG FOOT



OUCH!



A JAPANESE DELICACY?



RATHER FLASH MOVE THAT



NOW THAT'S JUST SILLY!



TWISTY DEATH THINGO



YOU JUST CAN'T GET AWAY FROM BASKETBALL

AVAILABLE: OCTOBER
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: CAPCOM
PRICE: \$99.95
RATING: M

VISUALS

84

The best lookin' 2D fighter around

SOUND

72

Yeah.. there's sound. Not bad, not great.

GAMEPLAY

78

While not being very original, it's ultra catchy and fun just to see the moves.

LONGTERM

78

This one will last you a lot longer if you have friends to play against.

OVERALL

80%

Your best bet for a Saturn 2D fighter.

Striker 96

The "super consoles" are certainly getting their share of sports titles and the Saturn just got another. DAVID "Mr Soccer" WILDGOOSE plays the Real Football...

While the PlayStation has been inundated with soccer games this year - FIFA 96, Actua, Adidas Power Sports, Striker, Euro 96, Onside and Prime Goal have already passed through the HYPER office - Saturn owners have been treated to just one, FIFA 96. Treated being the operative word, since under our discerning gaze only EA's game has met with the approval of a Big Rubber Stamp. Though, to be fair, the rest were generally very good, with only Onside managing to be lamentably unplayable. Striker 96 is a solidly entertaining soccer game. It does its basic job well and is undoubtedly fun to play, but it isn't particularly outstanding.

Striker is served well by a good range of tournaments to compete in. There's the World Cup (with all the teams from USA 94), the European Championships (Euro 96, to be precise), as well as endless league and cup variations you can sort out for yourself. Since there are options for up to four players at once, you can play against each other, with each other, or even against AND with each other. The four player game does work very well, though it may take some time to get used to it. This is because the two players on the same side each control five of their team's outfield players, and because those players are predefined and cannot be changed, it is initially confusing as to which ones are yours and which ones are your team-mates. But you'll get over it and, anyway, the other players are having the same problem.

You can, however, only select international teams and not club sides, which is a shame. As is the distinct lack of atmosphere created by having made-up player names that, again, you cannot change. Some are totally inappropriate, too - I picked Holland and was surprised to find that they all had Greek-sounding surnames. They aren't called by the commentator either, who instead limits himself to some generic exclamations when a goal is scored or something.

End-to-End Action

But how does it play? The answer is very fast. English developers, Elite, have understandably moulded Striker in their own country's football tradition. A kick and rush style of play with plenty of tireless running and end-to-end action is the order of the day. It tries hard to emulate the frenetic playability of Sensible Soccer, but is prevented from reaching such genius by several niggling faults. The passing is pretty dodgy. When you use the "pass to team-mate" button, you would expect to do just that, but here you'll be spraying the ball everywhere and consistently under-hitting passes. The trouble is when you pass, the game switches you to the next player too quickly, meaning you are still holding down whatever direction you were previously moving in. So, of course, the passes pull up short and you have to backtrack to regain possession. It may be "realistic" when passes don't always go perfectly from feet to feet, but this is a video game - gameplay must be the priority, not realism.

Providing some balance though, is the way you shoot AT goal, no matter which direction you are facing. Defending is good, as your players don't spend several years getting up after a sliding tackle. And the special moves are spectacular and simple to execute. It looks great as well, but then they all do now, so that's just something we should expect.

All up, Striker 96 is - surprise, surprise - the Saturn's second best soccer game. Good, but not quite good enough to beat FIFA.



LITTLE BLOKES KICKING A BALL



WHAT ARE YOU DOING??



COVER YOUR NADS BOYS



A DIFFERENT VIEWPOINT

Different camera views, eh? Don't you just love them? Well, sometimes. The actual view that you have is an aspect of any sports game that is just as important as the gameplay. Why then, are 90% of perspectives in every game you could care to mention almost totally useless? Sure, they look great. They show off the wonderful 3D effects, the Virtual Stadiums, as they pan around and swing across the field. They make you spend hours playing and rewinding your finest moments in replay. But most of them don't let you see enough of the game to really play it properly. Striker makes a reasonable effort. There are a few ever-so-nearly right views, but they're spoiled by not letting you switch them around at half-time.



AVAILABLE: NOW

CATEGORY: SPORT

PLAYERS: 1-4

PUBLISHER: ELITE

PRICE: \$89.95

RATING: G

VISUALS

92

Looks great - nice animation, vast stadium, cool replays, the usual.

SOUND

80

Unexciting commentary, but the crowd noises and the players going "Oomf!" when tackled are pleasing.

GAMEPLAY

76

Solid, if uninspired, football fun. Camera views are as rubbish as ever.

LONG TERM

80

Four-player mode will satisfy, while the Euro 96 comp will challenge the solo player.

OVERALL

79%

It won't disappoint, but it won't have you cheering madly either.



SUPER EFFORT THAT



THROW THE BALL ON THE X AND WIN A PRIZE!



TACTICS? WHAT'S THIS RUBBISH



DOH!



ULTRA SWIRLY PITCH



BLOKES HURTIN' BLOKES

The Aquanaut's

The ocean floor is as alien a surface as the Moon. It's time to go exploring then, so ANDREW IREDALE hops into a submersible and goes on an aquanaut's holiday...



The Aquanaut's Holiday promotes itself as "a game with no set goals, no rules and no end", a description which leaves one wondering what exactly it is. It's not a screen saver, because it puts you in (excuse the cliché) a fully interactive environment. And although it offers the player the opportunity to learn a bit about the ocean, you wouldn't class it as educational software. Even that Elfish program for computers doesn't come near. The closest description I could come up with is 'a sedated, submerged Sim City with no traffic problems', but it's best to leave all preconceptions aside and dive in with an open mind. The majority of the game is spent cruising around the seabed in your indestructible submersible. It can travel forwards or backwards at any speed, from an imperceptible crawl to quite rapidly, indeed. You can also move up and down through the water column, but you are restricted to a minimum depth which makes it impossible to reach the surface - not that you'll want to, all the action takes place below. In open water the submersible is fairly manoeuvrable, but it has a tendency to clip unseen obstacles and protrusions when skimming along the sea floor, which results in a sudden halt. The ocean given to you to explore is absolutely vast and will take many, many hours to thoroughly investigate. Luckily there is an automatic mapping system which shows where you have been and your sub is equipped with over 250 marker buoys which can be left at any point of interest along your travels. The buoys are displayed as green dots on the map, along with their depth and the time at which they were deposited. Furthermore, you can return to base and then go directly to any buoy without having to find your way manually simply by jumping from the map screen.

Holiday

VARIED SEA LIFE

Having worked in a commercial oceanarium in the past and with a strong interest in marine life behind me, I approached The Aquanaut's Holiday with considerably more enthusiasm than the rest of the HYPER team. Still, the rather vague nature of this game left me more than a little confused when I jumped in, and it wasn't until I'd made several aborted attempts that I began to figure out exactly what it was that I was supposed to do.

Having used up my quota of reef building blocks, there was little left to do other than explore, so I immediately launched the sub and went for a wander. It didn't take long to find my artificial reef, the huge coloured blocks being somewhat conspicuous on the otherwise desolate sea bed. It looked very artificial and there weren't many fish swimming around it, so I set off on my mission to seek out new life forms and encourage them to call my reef home. The ocean, which at first appeared to be devoid of life, slowly began to reveal its contents and I was soon discovering new types of fish every few minutes. They are usually quite curious and slowly circle you at a distance, but when hit with the right sonar frequency they burst into life and come up to have a look at you. Some don't do much, they just follow you around, others become quite excited and will approach you closely or flop on their sides as though in ecstasy. Some fish can be difficult to attract and behave erratically when signalled, especially the sharks, and most will turn tail and flee at high speed when you hit a sonar frequency they don't like.

After a few days of play I had covered only a fraction of the available map and had found nearly a hundred different creatures, with more new ones being discovered all the time. It's not just fish out there; dolphins and whales make occasional appearances and in some places the sea floor is covered with starfish, crabs and other oddities.



FISHY FISHY FISHY... WHERE IS THE FISHY?



WATER AND STUFF!

ERM... YEAF



BUILD REEF

EXIT

UNDERWATER LEGO



THIS GAMES GOT BALLS

Building A Reef

Having mastered the submersible, it's time to move on to a greater challenge, that of developing an artificial reef. At the "build reef" screen you are presented with an underwater grid on which to start building. Each small square on the grid can be built upon to a height of several blocks, and what's more the blocks come in three colours; red, yellow and blue. There's no real difference between the colours, but placing combinations of blocks of different or of the same colour next to each other will influence the various species of fish in different ways. The blocks can always be removed and placed elsewhere, so experiment until you find out what works best for your reef. Once you've finished construction on the grid, you have to find the reef by manually searching for it in your submersible, then you can leave a marker buoy near it.

Initially you have a limited supply of blocks with which you can build, but these are replenished when new types of fish are attracted to your reef. To convince the discerning fish to come and inhabit your reef, you literally have to talk them into it. Sonar is the language of the sea, and your submersible is equipped with four different sonar pitches which are activated with the L1, L2, R1 and R2 buttons. Each different species of fish has its own 'language' which you have to learn if you are to successfully lure it to your new reef. Generally each fish will respond positively to one signal and negatively to another, while perhaps ignoring the others. Some creatures may even require a sequence or combination of sonar signals before they respond, so progression relies very much on experimentation. The more species you 'befriend', the more likely you are to discover rarer, previously unseen creatures, and this will provide you with more blocks to build your reef with. Eventually the reef will be full, although this may take a long time - up to several weeks of playing - and then something wonderful will happen, we'll leave that for you to discover!

The Aquanaut's Holiday is an unusual game and may not appeal to PlayStation owners who bought their machine for games like Ridge Racer and Tekken, but if you fancy an involving game which doesn't rely on fast action and flashy graphics, this may be just what you're looking for.

AVAILABLE: NOW

CATEGORY: SIMULATION

PLAYERS: ONE

PUBLISHER: ARTDINK

PRICE: £89.95

RATING: G

VISUALS

65

Mostly blue. The seascape is generally featureless, but the fish are colourful and accurately detailed.

SOUND

80

Lots of subtle watery sounds that build ambience. Using sonar is an important part of the game.

GAMEPLAY

70

Ultimately rewarding, but very sedate. Won't appeal to the Tekken/Ridge Racer crowd.

LONG TERM

75

Requires much patience, and the challenge is on-going.

OVERALL

75%

A unique game, although definitely not to everyone's taste.

Gunship 2000

Pulling on a green jump suit and wearing an extremely spherical hat is DAN TOOSE's idea of a fashion nightmare, but that hasn't seemed to bother him with Gunship 2000...



The prospect of life in the Army is an ugly one to a lot of people... boring wardrobe, short haircuts, bloody early wake up calls, and in the event that war does break out, you're more likely to be blown to bits than most other people. However, a lot of people still think the idea of jumping into a high tech helicopter and blowing the living tripe out of some faceless enemies is a lot of fun. Those who have owned a Commodore 64, Amiga, or PC may have already seen one of the MicroProse Gunship games, and if so you've already got a good idea of what Gunship 2000 is like on PlayStation. For those of you that haven't played the Gunship games on the old platforms, don't let that appraisal scare you off, because Gunship 2000 is one of the most playable flight sims of all time.



KILL PEOPLE AND EARN SHINY THINGS!



TEKKEN OUT BOATS



I'LL TAKE THE BIG DEATH BOMB THING THANKS.

PLAYSTATION VS. PC

While there are virtually no changes in actual gameplay from the PC version, PlayStation Gunship 2000 has come with a whole bunch of visual improvements, which make the game a hell of a lot more playable for those that aren't hard core flight sim heads. The first obvious difference is the texture mapped landscapes which provide a hell of a lot more interest than the old, flat, pyramid style mountains of the PC version. Now there are effects like fog, smoke, explosions and the like to make the game a tad more presentable. Let's face it, where's the fun in watching a blip on the screen disappear? There are supposedly improvements in the enemy A.I., but it really just seems that they shoot at you if you're in view and at an altitude of soft or higher. While many flight sim fanatics will insist that you need a Thrustmaster joystick to play a game like Gunship 2000, we found that the PlayStation control pad worked very well with this game.



KILL! HURT! DESTROY!



SMOKIN'



GUNSHIP 2000 ON THE PC



MMM.. BARRACKS

Addictive Promotions

As the name would imply, Gunship 2000 pits you as an Army helicopter pilot, who flies various missions and campaigns in Central Europe and the Middle East. Perhaps the most addictive thing about Gunship 2000 is the way you build up your pilot by completing missions, gaining medals, getting promoted and all that progressive military stuff. Upon obtaining the rank of 2nd Lieutenant you are assigned four Warrant Officers to make up your own squadron, which you can assign orders to throughout your missions. The missions that you get given always involve a primary and a secondary objective, which range from things like search and destroy, to recon and rescue. Some missions involve taking out moving targets, like a supply convoy or a tank battalion, which is usually one of the tell-tale signs of a decent flight sim game. It's not like it has the in-depth warzone dynamics that games like Falcon 3.0 and Tornado had, but it does have enough to take away that overly static feeling.

While not pushing the PlayStation to it's limits, Gunship 2000 does look fairly cool. It definitely has that "Serious Flight Sim" look, and no overly flash visuals get in the way of sim accuracy. Your copilot and the rest of your squadron buzz you with info on their progress, and warnings as to what's going on about you. While this speech isn't a riveting feature, it does help you get a feel for what's going on around you, and does help gameplay. You can choose to fly a variety of different choppers, some of which are immediately available to you, others are available only once you've achieved a certain rank. Of course you can also choose from a large variety of weapons with which to arm your chopper. You also select the helicopter and weapons array for the rest of your squadron, so if you're doing a boring old troop drop, you don't have to be the one who does it, get your underlings to do that bit for you.

Playable & Realistic

You can choose to make Gunship less playable and more realistic as you feel fit, adding in effects such as wind, realistic visibility, crash landings, enemy experience, etc. Unlike most flight sim games, these options really seem to swing the game from having an arcade feel to an in depth sim, so the game can possibly appeal to a broader audience than other games in the genre. Gunship 2000 isn't the most thrilling game on the PlayStation yet, but it is undoubtedly one of the best flight sim games on a console, especially for the freaks who insist on having a somewhat accurate mission structure and flight model as opposed to a huge arcade style missile fest.



ACE RIMMER.. WHAT A GUY



GOING TROUT FISHING



TAKE OUT THOSE RICE PADDIES!

AVAILABLE: NOW
CATEGORY: FLIGHT SIM
PLAYERS: ONE
PUBLISHER: MICRO PROSE
PRICE: TBA
RATING: G8

VISUALS
68
Typical flight sim graphics... need one say more?

SOUND
70
Speech for all your warnings and stuff. Reasonable.

GAMEPLAY
90
The good flight model, and highly variable realism make it a winner.

LONG TERM
84
Certainly a challenge once you crank the realism up.

OVERALL
80%
A must for those that want a fairly realistic flight sim for the PlayStation.

Cyberstorm

It's time to roll out the Herc, give it a good polish and go for a nice Sunday drive. MARCH STEPNIK gladly donates some of his DNA for the cause of genetics...



Move Internal
Fire Shields

Shield Strength:
1500 of 1500

11
128
370
493



Giant



Defend

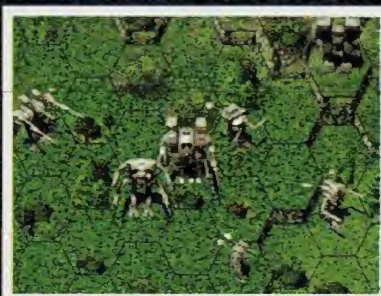


Uru



End Turn

Equalize



WHO MOWED ALL THESE HEXES INTO THE GRASS?



HOP IN YER GREEN MACHINE

HERCULEAN DETAIL

One of the most impressive things about CyberStorm is the amount of detail that has gone into the Herculan units and their pilots - there's always something to tweak and fiddle with to ensure success on the battlefield. Too much weaponry eating up your Hercs valuable power? Trade your ore extractor for a overdrive node. Taking too long to negotiate those valleys and ravines? Pick up an anti-gravity unit.

EarthSiege players will feel right at home with new and familiar weapons and fun bits. The key to CyberStorm success is the management of your Hercs and the ability to optimise them for the impending missions, and the beauty of this game is that absolutely none of these aspects are a chore to perform - they're easy, intuitive and immensely satisfying.

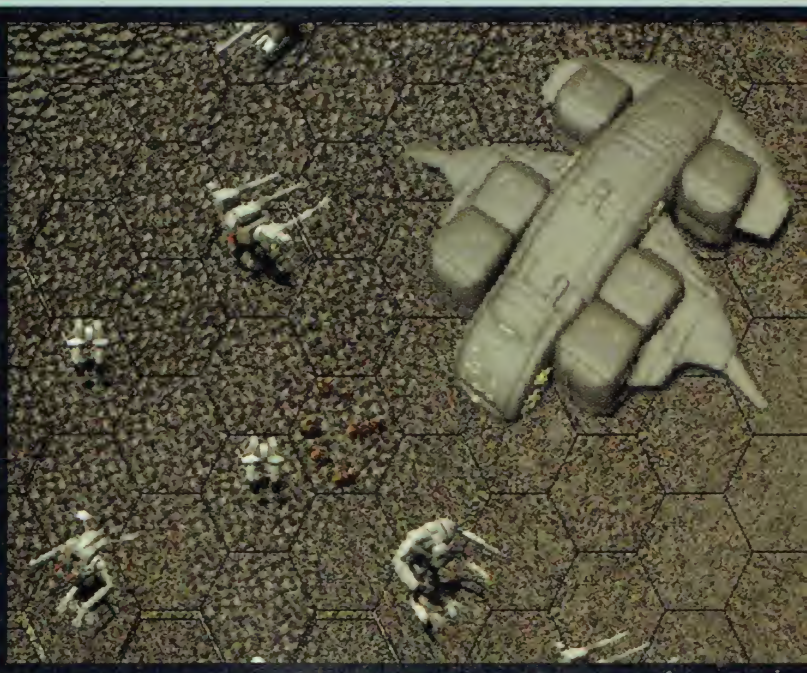
I wasn't that interested in Mission Force Cyberstorm when I first received it. Expecting a rip-off of Warcraft 2 and Command and Conquer with the magical touch from those hard-working lads and lasses from Sierra didn't really excite me much. Sure, the Earthsiege universe that we've all come to know and love translated from a first person action sim to a strategic war sim could be done and done well, but was Sierra up to the task? They definitely were and as a result have pulled off a great game up there with the best of them. The story goes like this: Prometheus, an Artificial Intelligence created by humankind, turned on its makers and set out to rule the universe with its evil Cybrid army - mean looking war machines on legs. As a fresh graduate from the "How to reverse park and get into tight places with your new Herc-Master GT2000" course, you take the role as new recruit at Unitech Command (the human forces against the Cybrids), with the task of commanding your own squad of Hercs to kick some Cybrid butt. Cyberstorm is the kind of strategy game where you meticulously and lovingly build up and maintain your fighting machines, outfitting them with latest and greatest that technology has to offer, and then hoping it isn't all for squat when you take on the enemy in the field of battle.



MAKE TACTICAL ERRORS... WEEE!



GLOWING HEXAGONS BATMAN!



VISIT SCENIC LOCATIONS!



TECHO DISPLAY THINGY... COOL



THE LATEST IN FASHION HEADWEAR



THEY'LL TELL YOU WHERE TO GO



Upgrading & Managing

All of the pre and post mission activities occur at the Herc base which is divided into three main areas: Herc Bay, Bioderm Facility and Herc Command Centre. The Herc Bay is where you purchase, upgrade and manage your Hercs. At the start of the game there are only two "light" models available, the Shadow and the Remora, fitted-out with basic systems and weapons, just enough to see you through the first few missions. As you move up the ranks, a further six more Hercs will be revealed, as well as a mass of component upgrades, all of which are very necessary for future mission success. You can also repair your battle damaged Hercs here upon completion of a mission.

The Bioderm Facility stores the Base Genetic Matrixs (BGMs); clones taken from DNA samples. Otherwise known as Bioderms, these zombie-like lumps of protoplasm provide the super-human reflexes and abilities that are needed to pilot your Hercs. Each has a certain amount of skill in several key areas ranging from piloting to missile skill which can be raised by VR-training or gaining experience on the battle field. You have over twenty to choose from, from the inanelly stupid ones (very cheap) to the super-intelligent (very expensive). After linking Bioderms to available Hercs, you're ready for combat!

There are three types of missions to choose from; mining, military, and elite military. Mining is self-explanatory, allowing you to earn more much needed credits. It's not all care-free collection of valuable ore though, as you will always encounter at least one enemy unit. Military missions require your Hercs to protect an installation, search and destroy all Cybrids or destroy an enemy facility, while elite military missions sees your squad attempt to destroy that system's Central Cybrid Command Centre. Successful completion of some military and all elite military missions results in a promotion, which is what it's all about. There are thirteen ranks in CyberStorm. Each promotion allows you to own more Hercs and Bioderms, as well as making available new models of Hercs and upgrade advancements.

Cyberstorm is a turn-based, viewed from above strategy game that uses the familiar hidden map feature. Being turn-based requires you to adopt a whole new batch of defensive and offensive tactics. Leaving a light or damaged Herc in the open at the end of a turn is a sure-fire way of saying goodbye to your unit, so the ideal position is to be covered by terrain on one side and raising your shields to protect the rest of your exposed Herc. Sierra have also realised the sitting duck aspect of taking turns, so they've added a really cool feature that gets a big thumbs up - the defend button, which when pressed at the end of the particular units turn, sees it return fire on any nearby attacking enemy.

Combat is simple; activate your Herc, then click on the enemy unit you wish to target and fire away. The animation and look of both enemy and Herculan units alike is superb, as are the explosions that accompany a direct hit by your forces. The enemy AI is also respectable, with Cybrids circling you to target the weakest part of your shields, rather than just making a front on attack.

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-NET
PUBLISHER: SIERRA
PRICE: \$89.95
RATING: G8+
REQUIREMENTS: 486DX66, 8MB RAM, 2XCD, WIN 95
VISUALS
90
High quality SYGA rendered graphics. Herc base screens look wonderful
SOUND
89
Atmospheric battle tunes and impressive weapon and explosion noises
GAMEPLAY
94
Tricky at first to master, but an absolute gem once you have
LONG TERM
92
You will play this until you've destroyed every single Cybrid in the known universe
OVERALL
91%
A great balance between management and straight-out strategy warfare.

Close Combat

Microsoft have been threatening to get into games for ages and here's their debut real-time strategy effort. GEORGE SOROPOS goes back to D-Day...



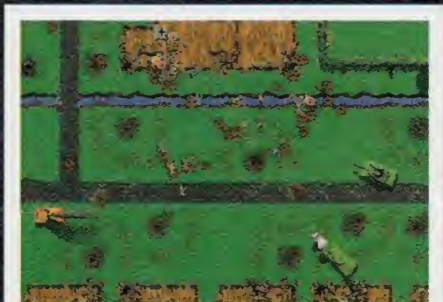
THE YANKS AND THE KNAUTS GO TO WAR



WAR IS UGLY - BUT IT LOOKS PRETTY FROM OYERHEAD

HIGH AI

The AI is the best I've ever seen in a strategy game, bar none. The programming code that determines your (and the enemy) troops' behaviour was developed with the help of military psychologists from the U.S. Army and it's these behaviour patterns that choreograph the battles and make them seem so real. When your troops panic, they Panic! When they fill their chests with patriotic fervour, they perform heroic deeds. If you don't give them any orders for a while they'll tell you "We're goin' out on our own!" and do just that. And when they, heaven forbid, surrender they stand around looking dejected while holding up a little white flag. If you don't like your combat so out of control however there are plenty of options which can be adjusted in the preferences section to suit your taste. This is also where you adjust the game speed. For some stupid reason you have to reboot Close Combat every time you do it, and as you can't save games (yes yes it's true) you can't change the game speed during play, which I think sucks, but maybe that's just me.



When I picked this one up from the office I was told "It's a real time strategy game, It's World War II, it's from Microsoft (chortle, gurgle, guffaw) and word on the Net is that the Command and Conquer players don't like it." I immediately remembered Offensive, a horrible game I reviewed in Byte Size and thought I was in for the same. How wrong I was!

Let's start debunking your preconceptions right now. Firstly, Close Combat is published by Microsoft but was actually created by Atomic Software, the company that brought the V For Victory series to the forefront of strategy war gaming. These people know about designing good games and they've created a bit of a corker here. Secondly, to those disappointed C&C junkies, just because this is real-time does NOT mean that it is a C&C clone. Close Combat (I know, same initials, obvious marketing ploy) can be more accurately described as a real-time version of SSI's Steel Panthers with much more emphasis on infantry action and less on armour and artillery. It is a game which portrays the chaos and realities of genuine combat far more accurately and honestly than any other.

Close Combat is a simulation of WWII which begins in the days immediately following the D-Day landings. There are only two sides to choose from, Americans or Germans and the type of war you fight will depend on which side you choose. There is the usual choice offered of single battles or a campaign that lasts for the duration of the war and there are also some very helpful tutorial missions to get your head around the game quicker.

The campaign mode is the first I have ever seen to actually follow the true course of the war. If you play as the Germans and win a battle you will play the next battle on the same map (as you've obviously managed to hold up their advance) if you keep winning you stay on the same map, but as you only get reinforcements at the end of particular missions your army will continually wither until you have nothing left to throw against the Americans. In other words to win you have to lose! You must continually withdraw whenever the losses you inflict on the Yanks become less than what they are doing to you, just like in the real thing. If you play as the U.S. (a bit easier) you must of course advance, but that doesn't necessarily mean taking all of your objectives, as Close Combat has a very sophisticated AI model that shapes the battles in a very realistic way and sometimes you can win a battle on your strength of field position and/or your morale level alone even when you haven't taken any of your objectives! And it's here where you'll find the true coolness of this game.

Burning Wrecks

Lovers of big tanky things won't be much joy here though. You do have access to armour but because of the way the game is structured their importance is only secondary to that of the infantry units. Indeed if you try and go gung ho with your tanks you'll usually end up with a bunch of burning wrecks in a very short space of time, victims of cleverly hidden German Panzerschreck troops. The difficulty of different missions within a campaign can vary wildly, no matter what you have set the difficulty level to, because the game sets up a random force mix for your opponent each time a game starts. For example you might play a map in which you face a lot of machine gun and anti-tank infantry and if you restart that same map you may find that some of those infantry units have now become Tiger tanks or artillery. As you can see from the grabs the graphics aren't mind boggling or anything but those in strategy games rarely are and the programmers efforts on Close Combat, while not being worthy of any awards, have done the job nicely and with panache! What is superb is the audio. Lots of different and very crisp rifle/machine gun/cannon type noises, grunts, groans and other assorted sounds help to create the atmosphere. Playing Close Combat involves making exactly the same sorts of decisions a real commander would have to make on a battlefield and getting the same results from those decisions that a military commander would get. And it does so in a very agreeable way. What more could you ask for in a strategy game?



THE TERRAIN DOESN'T CHANGE MUCH



DUGH, THAT'S SMOKIN'

IT MIGHT BE A BIT MORE SERIOUS AND REALISTIC THAN THAT, BUT REAL-TIME STRATEGIC BATTLES ARE ALWAYS FUN



AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-2
 PUBLISHER: MICROSOFT
 PRICE: TBA
 RATING: M
 REQUIREMENTS: 486DX66,
 8MEG. RAM, WIN95

VISUALS
82
 Simple and to the point but not lacking in charm.

SOUND
88
 Large variety of well recorded effects helps enormously to create atmosphere.

GAMEPLAY
88
 Can be very difficult and frustrating but ultimately it's lots of fun.

LONGTERM
80
 Scope of the game is limited by the historical period but head-to-head play is awesome.

OVERALL
88%
 A great real-time strategy but if you go in expecting C&C then you'll be disappointed.



IT'S VERY GREEN...

...SOMETIMES GREY

GREEN IS MUCH NICER, DON'T YOU THINK?

Deadline

We knew we needed a smooth talkin' level headed performer to handle Deadline... unfortunately we had to settle for GEORGE SOROPOS.



HMMM.. VERY THIN WALLS



CORRIDOR!



HE HAS A GUN LICENCE???



IT'S THE HYPER OUTHOUSE



RUSH IN AND KILL THE EVIL PURPLE PEOPLE!

"There's nothing like a tense hostage situation to get my watery old blood circulating", my Grandad used to say, and sure enough, every weekend, weather permitting, he'd be down at the local barber shop or the TAB holding the punters at bay with a fully laden colostomy bag and negotiating with the SWAT team outside for an extra pork chop with his Meals-on-Wheels. Dealing with situations like this is very tricky at the best of times (a ruptured colostomy bag is not a pretty sight), and probably explains why there have never been any games that explore this theme... until now.

Deadline is a squad level, real-time, isometric 3D strategy game vaguely similar in feel to UFO: Enemy Unknown, but it takes the concept of mission planning to new heights of complexity. In Deadline it is possible to so thoroughly pre-plan your missions (it's even necessary in some cases), that you can literally hit GO then sit back and watch the whole operation unfold. But more on that later. Deadline is a game with a bit of character about it, it's also very British. You are the commander of an anti-terrorist strike force working for any one of five different government organisations. Your boss is a woman called 'B', and she's a matronly bureaucrat with a bad temper and more costume changes than an all night drag show.

Precision planning.

The gameplay is essentially divided between two different areas. The menu screens and the 3D locations. A typical mission will start with a briefing from 'B' about the situation and a small amount of background information. Then it's off to the menus. In the Research area you can use hyper text links in the information 'B' gave you to request more information so as to build up a picture of the terrorists background, motives and weaknesses. The requisition area is used to equip your squad with a wide variety of goodies, the personnel area manages the makeup of your team and there's a clock menu where you can check your deadlines and speed up time to get research in. The video phone area is where you talk to 'B', negotiate with terrorists and call power companies and the planning menu is where it is possible to fully plan your missions. This is the real heart of the game. Here you can pre-plan all your troops movements right down to how aggressive and independent they are at a certain point on the map, whether they're standing or crouching, using something or even waiting for someone else to do something that will then trigger their action. This is a complex system and is a bit unwieldy at first but is very necessary when you're trying to coordinate eight soldiers storming a building at the same time.

A few bugs about

The 'action' screen will look familiar to anyone who's seen the UFO series of games and it works in a similar way. The game area is divided into different height levels, up to four, and it has the same blocky sort of look to it. Your troops are controlled with a combination of mouse and keyboard commands and the overall interface is quite good. There is no long distance view of the action however and you have to be careful not to get done by a terrorist hiding way off screen, it's a bit disconcerting to watch your men falling over for no apparent reason! There are also a few minor bugs lurking about in the graphics code, I somehow managed to walk straight through the locked ground floor door of a house on one occasion and ended up inside on the second floor. It was a bonus for me at the time as I couldn't get into the place to give my regards to the swarthy chaps inside, but that sort of thing encourages people to cheat, doesn't it? There are some nice touches in the gameplay like when you accidentally injure or kill a hostage his or her friends will follow you around landing punches to your head whenever the opportunity presents itself. Quite amusing really, until you get annoyed and shoot them too. Unfortunately any such antics as this will have you sacked as you have to play strictly by the (Police) rules. Deadline is a game with a steep learning curve. It's complex, it's difficult and undoubtedly it will get a big cult following. If you're prepared to put a bit of effort in, Deadline will reward you with a unique challenge.



CALL ME.. CALL ME NOW..



AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: ONE
 PUBLISHER: PSYGNOSIS
 PRICE: \$99.95
 RATING: G8
 REQUIREMENTS: 486DX33, 8MB
 RAM, 2XCD, 1MEG SVGA

VISUALS

80

Menu screens look good but the action screen graphics are dull VGA. Could have had a lot more detail options for high-end machines.

SOUND

74

Doh! All your troops have the same voice, regardless of whether they're male or female!

GAMEPLAY

86

Takes a while to get into the swing of it but once your swingin' you'll want to stay a while.

LONGTERM

80

Missions are the same each time you play them but the choice you have of working for five different services provides you with lots of them.

OVERALL

85%

Not everyone's cup of tea but a good strategy game for those of you looking for something different.



BOXES AND STUFF



THE HYPER LEARJET!



MMM... PEOPLE LOOK LIKE ANTS

Gender Wars

Men and Women taking up arms and blowing each other to bits. We didn't have a neuter on hand, so the often androgynous DAN TOOSE was our best option for an impartial judge...



LOOKIN' SHARP LADIES



RUBBIN' IT IN



THE HYPER STAFF CAR

One can only shake one's head at the level of enthusiasm that most people show when they hear about this game. It seems that most people find the idea of playing a game that involves wiping out the opposite sex very appealing. The plot's ridiculously simple... After all this time, the tension between the sexes has reached boiling point, and guy and girls have taken up arms against one another in an effort to establish global dominance. The first thing you'd expect to find in this game is some sort of bias as to which is the superior sex... but no, both sexes are made out to be equally as useless as one another. The males are a bunch of beer swilling jocks, who might be dangerous if they were sober once in a while. The women are a bunch of overly vain creatures, more stressed about whether their lipstick is on right than if their transport vehicle is pointed in the right direction. It becomes immediately obvious that the whole game is really meant to make you laugh. Despite the game's comical edge though, there's a serious challenge here for those that would have the patience. Gender Wars is very reminiscent of Syndicate, with the isometric view of little folks running around shooting other little folks. In Gender Wars you're in control of a squad of four men or women, which you control by means of the mouse. The control interface is extremely simple; left click to walk to the cursor, right click to fire. While that may sound just a little too simplistic to make for a good game, by the time you reach your second mission, you'll discover that only careful decision making will get you through.



TACTICS SCHAFTICS.. KILL EVERYTHING IN SIGHT.

HOP IN THE RECHARGER THINGO



RIDE THE LIFT AND KILL AN UNARMED MAN.. JOY!

TAKE OUT THOSE EVIL WALL FITTINGS!

EQUAL OPPORTUNITY FOR VIOLENCE

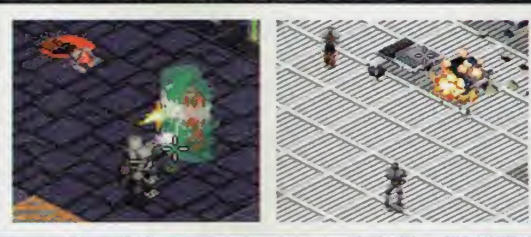
Each mission starts in your HQ, where you receive a verbal and visual briefing on your mission objectives. You can also assign various troops to train in preparation for future missions, which helps increase their firing accuracy, reaction time, and general intelligence. Your troops also have a rating for aggression, but it remains to be seen if training has any real affect on this or not. Before you undertake your mission, you must pick your squad of up to four troops, arm them with whichever weapons you see fit, and then you're set to start. Mission objectives include things such as killing a certain percentage of enemy forces within a certain area, stealing some enemy technology, or simply blowing up some enemy structure.

Once in the game, things move at a pace which you determine simply by how fast you send your troops wandering along. It becomes clear almost straight away that the key to success lies in putting your troops through as little combat as possible, so it makes sense to do things like take out those security cameras mounted on the walls so enemy forces will be unaware of your presence. While it doesn't tend to be the key to victory, the most fun one can have with Gender Wars is to run around mowing down the opposite gender with your machine gun. There are always plenty of enemy troops to take out, and just like your troops, they have different rankings and weapons... some are a pushover, others are a nightmare.

Even more fun than wiping out troops, is wiping out civilians. Call us sick, call us twisted, but we all loved listening to the pleas for mercy as we gunned down the panicked technicians. Some might think that this sort of seemingly senseless violence would only appeal to a male, however, we presented the game to a few females, and they all seemed to love it...especially the gunning down of civilian males.

Throughout the enemy complexes are recharging points which allow your troops to replenish their shields and ammo for their energy weapons. These are vital to your success, as there is no way to save your game during a mission, which is what makes the game such a challenge. You can of course save upon completion of missions.

With it's very cartoon like SVGA graphics, and amusing speech and SFX, Gender Wars turns out to be a very presentable little action/strategy game, with a high emphasis on a quick laugh, and a low emphasis on mind boggling technical details.



ROBO DEFENDER DUDE

BLOW UP DEFENSELESS THINGS!



I BET THEY GET SKY CHANNEL HERE



EAT DEATH

AVAILABLE: NOW
CATEGORY: ACTION/STRATEGY
PLAYERS: ONE
PUBLISHER: BTH DAY
PRICE: \$79.95
RATING: M15+
REQUIREMENTS: 486 DX33; 8MB RAM; 2XCD; 20MB HD

VISUALS

79

The high detail cartoon style looks nice, but gets a little repetitive.

SOUND

86

The background music is fantastic, and the cries for mercy make the game.

GAMEPLAY

75

A little more depth would be nice, but very playable.

LONGTERM

71

Lack of variety on one hand, increasingly challenging on the other.

OVERALL

80%

A rather funny game that will appeal to all that love blowing things up!

Dragon Heart

GameBoy

AVAILABLE: NOW
 CATEGORY: ACTION/RPG
 PLAYERS: ONE
 PUBLISHER: ACCLAIM
 PRICE: \$ 69.95
 RATING: G



Although I haven't seen the film upon which this game is based, the title was enough to send shivers down my spine. "Film license!", I cried in terror, envisaging a hideously contrived "first person perspective RPG" with triumphantly awful sound. It was worse. Dragon Heart the Game Boy game is all the above, including a dodgy beat 'em up fighting sequence.

By now most sensible readers will have passed on to more salubrious parts of the magazine, but no doubt there will be a few who either have nothing better to do or are just determined to get their money's worth. The computer rendered graphics that are the highlight of the film are obviously not going to be seen in this Game Boy version. Instead you are treated to miles and miles of repetitive trees. Movement is made one frame at a time and you have four directions in which you can travel - north, south, east and west. This can result in a very confusing game as each screen looks more or less the same as the one next to it. The solution to this problem is to find the map, although "stumble across the map by accident" is probably a better description. This makes finding one's way around much easier, as your position is marked by a cross, trees are marked by miniature trees and villages are marked by miniature villages. And that's about all there is to see in map view. What you don't see are the wandering farmers who have a habit of getting in your way and stopping you for a chat.

Unfortunately, chatting to the locals is what you must do if you want to have further parts of the game opened up to you. Enter a village and a selection of surly peasants to systematically interrogate awaits. Their personalities are as bland as the graphics and it's simply a matter of asking everyone the limited few questions on offer. If you don't get the response you're after the first time, ask them again! It's hardly worth the effort though, for the plot has already been determined and there is only one possible outcome. For me the only possible outcome was hitting the "Off" switch.

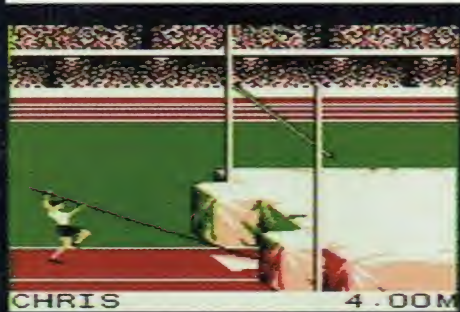
ANDREW IREDALE

VISUALS 35
 SOUND 5
 GAMEPLAY 72
 LONGTERM 20
 OVERALL 15

Olympic Summer Games

Game Boy

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: ONE
 PUBLISHER: BLACK PEARL SOFTWARE
 PRICE: \$ 59.95
 RATING: G



If the appalling SNES version of Olympic Summer Games shocked and distressed you, the prospect of it appearing on the Game Boy will, no doubt, urge you to approach with extreme caution. As is usually the case, the Game Boy sets a scaled-down copy of the SNES version and thusly inherits all flaws and faults. However, the fact that it is on the Game Boy means that less is expected of it, especially in terms of graphics. The camera angle views most events from more of a side-on perspective, which in some ways makes it clearer to see what's happening to your athlete, although it gives you little warning when equipment suddenly scrolls into frame, especially the pole vault. Some events are actually easier, for example the high jump, while others like the discus throw remain painfully difficult.

Oddly enough, the uninspiring music from the SNES game has been replaced by a slightly up-tempo ditty which sounds strangely like the background music from one of the less successful British comedies of the 1970s. This has the effect of casting an almost humorous atmosphere over the proceedings, which climaxes in a rather surreal fashion when the contestant in the triple jump misses the take-off and falls face first into the sand immediately in front of the judges, while the crowd cheers along enthusiastically. Such antics might be amusing once or twice, but when it happens continuously due to poor controller response, the novelty tends to wear off.

Only ten sports have been chosen for you to compete in, eight of which are typical track and field events such as the 100m sprint, 110m hurdles, long jump, javelin and others. The remaining two are archery, which is a random hit and miss affair, and a lame skeet shooting session which is worse than most shareware point 'n' click games! Unfortunately, sport compilations such as this rarely live up to expectations because too much has been crammed in with not enough attention being paid to making the individual events playable in their own right.

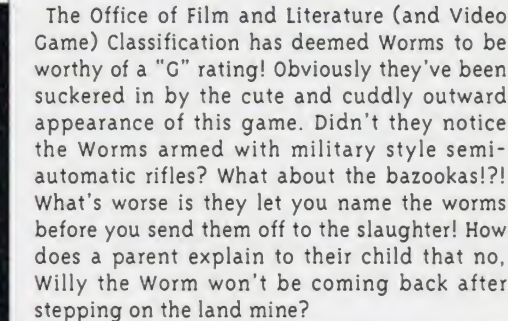
ANDREW IREDALE

VISUALS 40
 SOUND 35
 GAMEPLAY 20
 LONGTERM 20
 OVERALL 25

Worms

Game Boy

AVAILABLE: NOW
 CATEGORY: ACTION/PUZZLE
 PLAYERS: 1-8
 PUBLISHER: OCEAN
 PRICE: \$ 69.95
 RATING: G



The Office of Film and Literature (and Video Game) Classification has deemed Worms to be worthy of a "G" rating! Obviously they've been suckered in by the cute and cuddly outward appearance of this game. Didn't they notice the Worms armed with military style semi-automatic rifles? What about the bazookas?! What's worse is they let you name the worms before you send them off to the slaughter! How does a parent explain to their child that no, Willy the Worm won't be coming back after stepping on the land mine?

The latest Lemmings derivative shows no sign of abating in popularity and a conversion to yet another format confirms its profitable potential. This time Worms has reached the Game Boy, a notorious final resting zone for many games that sell well on one format and are then converted to every other



format imaginable in hope of repeated success.

The Game Boy version is a faithful reproduction of the original in so far as game content goes but, unfortunately, the execution is hampered by the limitations of the system. Small sprites and small LCD screens do not mix. One has to peer closely to distinguish between the different teams and often the individual worms merge in with each other and the backgrounds. The PC and console versions were never going to win any awards for best art in a video game, but at least they were in colour. Life ain't pretty on the Game Boy with only four shades of grey.

The other missing feature is the multi-player fun. Yes, you can pass the Game Boy around, but I want my opponents to be paying full attention when I humiliate them! The bigger the better as far as I'm concerned, especially with violent competitive games! Worms is ideally suited to playing with a group of friends, the Game Boy isn't.

Unfortunately these faults do diminish the enjoyment of playing Worms on the Game Boy. Yes, it is still a good one player game, but it's not as good as the full-sized versions and the flaws ultimately put you off.

ANDREW IREDALE

VISUALS 40
 SOUND 30
 GAMEPLAY 80
 LONGTERM 70
 OVERALL 65

Micro Machines 2: Turbo Tournament

SNES

AVAILABLE: NOW
 CATEGORY: RACING
 PLAYERS: 1-8
 PUBLISHER: CODEMASTERS
 PRICE: \$99.95
 RATING: G



Micro Machines was hailed as a great game when it appeared on the NES, although somewhat unofficially. It took many years before an official version made it to the Super NES and now, after already appearing on most other formats, Micro Machines 2: Turbo Tournament has also made it to the Super NES.

Not surprisingly, the usual sequel updates have been made in the form of more interesting courses, new vehicles and improvements to the timing. All the old favourite races are there: the sand buggies, Formula One, and many have been dramatically improved: the boats now have to fight their way up a raging torrent of garden runoff, the breakfast table has bridges of rotating corn cobs to cross and the dragonfly-like helicopters have a maze of pipes to weave in and out of. Notable new Micro Machines include VW Bug and, my personal favourite, racing the dragster around the toilet bowl seat! However, the main improvement over the original is the inclusion of a stop watch timer which allows for fierce rivalry between competitors.



As in the original, almost all of the courses have clever short cuts which can save valuable tenths of a second. One thing that hasn't changed is the predictability of the computer controlled cars, and although the slower ones seem slower and the quicker ones quicker, it is still very easy to come first in all the courses once you've memorised them. Driving skill doesn't really come into the equation, as winning is basically a case of knowing when to turn, the curious trackside obstacles are excellent markers in this respect. Having razor sharp reflexes helps a lot too.

But once again it's the thrill of racing against another person or three that pushes Micro Machines 2 into the realm of serious fun. From the desperate scramble to get a perfect boost start at the green light to the downright vicious and spiteful attempts to push other racers off the edge on the last lap, Micro Machines excels as a multi-player game. Games like this and Bomberman justify owning a Multi-tap four-player adaptor, and Micro Machines 2 even caters for up to eight players if you don't mind sharing a joystick.

The original Micro Machines on the Super NES was near perfect and although the sequel is better, it's not worth owning both.

ANDREW IREDALE

VISUALS 75
 SOUND 60
 GAMEPLAY 90
 LONGTERM 86
 OVERALL 90

AIV Evolution Global

PlayStation

AVAILABLE: SEPTEMBER
 CATEGORY: SIM
 PLAYERS: ONE
 PUBLISHER: ARTDINK
 PRICE: \$99.95
 RATING: G



The Playstation has copped yet another PC translation, and a decent one at that too. AIV Evolution Global is a re-named A-Train, a very addictive choo-choo train game in the style of Sim-City, which simulates urban development, using a transportation system as its development focus, and is guaranteed to keep you amused for hours. AIV has a lot of important aspects that have to be taken into consideration for a successfully operational transportation system, primarily, money, because once it's gone, so is your game, so don't be an impulse buying spending freak, as it will get you nowhere.

There are six different levels of height; two underground, one ground level, and three above ground, allowing you to extend your rail systems up and down, to avoid various obstacles such as terrain, water and buildings etc. Rail design is essential in AIV; if you design a bad rail system, you have a bad game, so try to create an economical railway line, as your game heavily relies on it. As with all good things come in life, there's usually a cruddy little brother. AIV's cruddy little bro' is 'The Taxman'. He comes along once a year to take your money away for his personal benefits (and believe me, with time flying the way it does in AIV, that ain't too long).

I found one thing very, very frustrating in this game. When in the on-screen option mode, although stopping time, the screen ceases all scrolling. Even once selecting an object, for example rail, as you lay it, the screen is your limit, meaning you have to cancel all on-screen options if you want to renovate further than the screen, then re-select them to continue construction.

Other than that minor glitch, this is a very in-depth game, and is an excellent conversion from the original PC classic. I suggest controlling with the Playstation mouse might enhance the sometimes awkward controlling, and a memory card is very advisable.

DANIEL MILLS-WALLBRIDGE

VISUALS 65
 SOUND 66
 GAMEPLAY 84
 LONGTERM 82
 OVERALL 87

Fade to Black

PlayStation

AVAILABLE: NOW
 CATEGORY: ACTION/ADVENTURE
 PLAYERS: ONE
 PUBLISHER: DELPHINE
 PRICE: \$69.95
 RATING: M



Initial sales for Fade To Black in Australia have been very strong, and it's no wonder, since this game has already been a big hit on PC. For those PlayStation owners that never paid any attention to the PC market, Fade To Black is an action/adventure set in 2190 A.D. in which you play a chap named Conrad. Fade to Black is the sequel to Flashback (a game you'll never see on PlayStation), which saw our hero Conrad single handedly save the world from an evil race of aliens known as Morphs. Conrad finishes Flashback in a cryogenic chamber...and that's where Fade To Black begins. Conrad has awoken to find that the Morphs have taken over the solar system, and that he has been taken prisoner and placed in a lunar penitentiary.

The best comparison for Fade To Black would be Resident Evil, although with a lot less background detail, and much more similar feel to Doom to it than Resident Evil ever had. Fade To Black has that floating camera angle thing happening, with the view changing to suit what Conrad is doing. For example, when you're working on a puzzle that involves pressure plates, you get a view that will imply what the plates are doing, etc. Most of the game is played looking over Conrad's shoulder, the distance varying, depending on what's going on. Your opponents, the Morphs, are a race of slimy green blobs that assume a humanoid form for various purposes, although they do revert to be blobs whilst sneaking around from spot to spot.

Enemies and traps actually serve to add surprise to the game rather than just add padding, so you'll be kept on the edge of your seat as you move from room to room. SGI cut scenes help add to the cinematic feel of the game, although the cut scene you're likely to see most often are the death sequences. Conrad is capable of running, jumping, ducking, strafing side to side, and of course, shooting. While not mind numbing, the puzzles are challenging, since they often involve some hand-eye skill, and they fit in well with the action feel of the game. Only complaint about Fade To Black is that turning and moving feels very slippery, and it can be difficult to get somewhere in a hurry sometimes.

While Fade To Black is a great game in its own right, it's not quite up there with Resident Evil, however those that prefer a sci-fi feel to their action/adventure games will not be disappointed one bit.

DAN TOUSE

VISUALS 82
 SOUND 75
 GAMEPLAY 88
 LONGTERM 86
 OVERALL 84

Wipeout

Saturn

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



Don't let the fact that Playstation owners will soon be playing Wipeout 2097 get to you — the original Wipeout is still an excellent game and the Saturn conversion (yeah, sure, it took a while) is a good 'un. Some of the Playstation version's fancy light-sourcing is missing, but otherwise, it's a near-perfect likeness.

Wipeout is a futuristic racer: in 2052 AD anti-gravity racing is all the rage, it seems, much like body-piercing is today (five words for the kids at home: be careful with those genitals). Like Formula One racing, it's big business, with rival teams fighting it out on various tracks around the world. The difference is, these guys have guns — an addition which would surely spice up the Damon Hill/Michael Schumacher rivalry of today.

Each racer is loaded with rockets, missiles and mines (plus shields and turbo boosts). The trouble is, you can only arm them by flying over certain sections of each course and you can only arm one weapon at a time, so strategic concerns (to an extent) should temper an otherwise itchy trigger finger.

There are four teams to choose from, each with two drivers, and six tracks to race. To win the championship (the ultimate aim of the game), you need to rack up the most number of points (from finishing either first, second or third) over the six tracks. Do that, and you'll move up to the "Rapier" class (you start off in the less-butcher "Venom" class) where you can do it all over again at twice the speed. Of course, you can always run a time trial or a single race whenever the mood takes you.

What makes Wipeout a good game is the track



design (in fact, the design of the game overall, right down to the packaging, is first class) and the sense of speed. Once you get the hang of anti-gravity racing, Wipeout is fast and (dare I say) furious. The tracks twist and turn all over the place and having a bunch of rockets whizzing past your ears always get the adrenaline pumping.

While it doesn't quite match up to the mighty Sega Rally (the lack of a two-player option is a big downer), Wipeout is certainly the second-best Saturn racer on the market. Hurl-inducing fun for the whole family.

ANDREW HUMPHREYS

VISUALS 88
 SOUND 97
 GAMEPLAY 89
 LONGTERM 89
 OVERALL 90

Viewpoint

PlayStation

AVAILABLE: NOW
 CATEGORY: ARCADE/ACTION
 PLAYERS: ONE
 PUBLISHER: ELECTRONIC ARTS
 PRICE: \$79.95
 RATING: GS+



Once in a while I make a pilgrimage to the local arcade. I head over to that poorly lit corner, pump a few dollars into the decrepit old machine and so sily on Raiden and 1947 for the rest of the day. The sheer brilliance of these games are second to none in their genre. Absolute classics.

I loaded up Viewpoint with the hope that it would finally be the console game that could calm my regular cravings for solid, arcade shoot 'em up action. The intro had me salivating. Manic grin intact I proceeded to the first level where I was greeted with equally promising sights and sounds. Beautifully rendered backgrounds, third-person isometric point of view, SG1 3D-rendered enemies, smooth scrolling, and a good quality techno/trip-hop/trance musical score. It looked so promising, but after a good dose of play, Viewpoint revealed itself to be another average arcade-home conversion. The isometric viewpoint sure looks nice, but the upper corners of the screen seem to have these blind spots that totally fudge your attempts at passing some of the puzzles and terrain that the game throws at you.

On the subject of terrain, Viewpoint tries to aim too high in the interest of bringing you varied gameplay. Morphing terrain that rises out of the ground to block the way and rotating "trapdoors" that crush your ship may have been a nice addition only if the game used a direct top-down view, as often you'll think you're totally clear of any obstruction and still see yourself being unexpectedly blown to bits. Some of the enemies look ridiculous too - giant nuts and bolts and large rectangular slinky-like ships are a real hoot.

And where are all those power-ups that a game like this demands? I checked the manual and it said clearly three super weapons of mass destruction and three modes of laser power. Upon closer inspection I found it to be horribly true: you get standard fire (button X), Rapid-fire Shots (pressing X repeatedly) and Power-Wave Shot (holding X then releasing it). OK, so you get a few cool super-power bombs but a game like this really needs a good number of laser power-ups and anything less is quite unacceptable. Overlook these faults and you will have some fun, just don't expect anything wonderful.

MARCH STEPNIK

VISUALS 87
 SOUND 78
 GAMEPLAY 60
 LONGTERM 49
 OVERALL 60

Prime Goal EX: European Tour

PlayStation

AVAILABLE: SEPTEMBER
 CATEGORY: SPORTS SIM
 PLAYERS: 1-2
 PUBLISHER: NAMCO
 PRICE: \$99.95
 RATING: G



Namco have finally tried to enter the sporting game world through this cruddy little soccer title, bad move guys. This game really puts the Playstation sporting world to shame, with killer titles like FIFA, Adidas, and Actua, I really think purchasing this through pure curiosity would be ludicrous. As you can see, they surely didn't focus their powers on graphics, leading one to believe that this flaw may be a result of focus on gameplay, well, it isn't.

The controlling methods in this game are normal, with the slide tackle, header, boot and lob, but are employed very hopelessly, it is very hard to keep under control, as many passes go astray, with no reasonable explanation, no matter how hard you try, the CPU always seems to get the better of your tackles, yet you are left helpless to his, avoiding an opponent is bordering impossible, as the CPU seems to read your moves like a book, (hmm, I wonder how) and is usually greeting your attack with a friendly slide tackle, resulting in the loss of a player for a couple of seconds, which can be crucial as the CPU doesn't change you to the player nearest the ball, which means the stupid player doesn't move.

The single player gameplay is shallow, boring, awkward to understand and inconsistent. The passing concept is wrong (if there is one at all), as it is very difficult to execute, resulting in loss of possession, and believe me, it is very hard to regain, with the passing so difficult, it makes it very hard to score as you will find that a solo run is out of the question, no matter how tricky you are, chances are you will lose possession, and it seems the trickier you do get, the more likely you are to lose the ball! In consellation, a two player game makes for a much more entertaining challenge, as you'd expect.

In conclusion, if this game had nice graphics, it may be a reason to play some more, but it doesn't, so you won't. If you want a soccer sim, FIFA 96, Actua Soccer, Adidas Power Soccer or even Striker 96 are the wiser options and if you have them, buy them again, trust me, you will probably have more fun playing the same game again, rather than this one.

DANIEL MILLS-WALLBRIDGE

VISUALS 50
 SOUND 55
 GAMEPLAY 55
 LONGTERM 50
 OVERALL 55

Offensive

PC CD ROM

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: ONE
PUBLISHER: OCEAN
PRICE: \$89.95
RATING: GS+



Send in the clones... the Command & Conquer clones, that is. Of course it was only a matter of time before the God-like status of C&C inspired other games manufacturers to try and cash in on the real-time strategy craze but unfortunately, *Offensive*, like most such exploitative efforts, was hardly worth the wait.

How, you may ask, could anyone be stupid enough to take one of the best game systems and interfaces ever designed and turn it into a crock? It's as if Ocean deliberately went out of their way to ignore all of the lessons learned in the development of *Dune 2* and *C&C* and struck out on their own. There's nothing intrinsically wrong with that except that instead of charging down the white water rapids of innovation and awesome playability, Ocean have chosen the smelly stagnant waters of incompetence and bloody minded ignorance!

Offensive is essentially C&C in a World War 2 context without the city building elements. As anyone who has ever played a real time strategy game will tell you the speed at which you can manipulate the same interface (ie. how quickly and efficiently you can give orders to your troops), is the key to the whole thing. If you can't give commands to your troops in battle there's not much point really. And so there's not much point playing *Offensive*.

Just what is so bad? For a start, there are no keyboard shortcuts. To give a unit orders you must click on it. This brings up a dialogue box at the cursors present position (ie right on top of your unit), rendering everything underneath it completely invisible until you click on the order (Move To, Attack, Hold Area, Retreat) you want to use.

Multiple units can be selected by the click and drag method but it's sometimes difficult to see which units you have chosen and the process itself is too slow, as there's a time lag between moving the mouse and the units being selected. Your troops are also blessed with inferior AI. When they panic they run straight AT the enemy, a habit which, if you don't keep a very close eye on them, will wipe out most of your army before you've had time to stir your cup of tea.

Let me ask a Question: Why, when there are perfectly good interfaces out there, do games companies continue to be their own worst enemies by constantly trying to re-invent them. An interface is a means to an end, not the game. *Offensive* could have been a good game if it's programmers hadn't felt the need to redesign the wheel!

GEORGE SOROPOS

VISUALS	75
SOUND	70
GAMEPLAY	45
LONGTERM	70
OVERALL	50

Return Fire

PC CD ROM

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-2
PUBLISHER: WARNER INTERACTIVE
PRICE: \$89.95
RATING: GS+



Return Fire is an interesting little real-time strategy game from Warner Interactive. At first glance it looks fairly dull, but take a closer look and you have all the ingredients of a solid shoot 'em up.

Many of you will no doubt be familiar with C&C. One of the best aspects of that excellent title is the 'Capture the Flag' multiplayer option. *Return Fire* follows exactly the same premise. You must use a combination of four vehicles to capture the enemy's flags and then return with them to your bunker. Sound easy? It's not.

The four vehicles you can use are a helicopter, an armoured support vehicle (ASV), a tank and a jeep. Needless to say, they all have their strengths and weaknesses. The ASV may have some impressive firepower, but it's also slow and difficult to manoeuvre. The tank is a bit faster, but lacks the explosive force of the ASV. The helicopter is very difficult to steer and while it has some nice rockets, they are almost impossible to aim when under fire. The jeep is very fast, in fact the speed makes it hard to manoeuvre. Both the jeep and the helicopter are fairly weak and should only be used when you've taken out the enemy firepower with your heavier vehicles. The trick of *Return Fire* is to know when to use each vehicle.

The game is viewed from the top-down perspective. I was quite impressed by the speed and fluidity of the display as it pans around your vehicle. The maps vary tremendously and get extremely difficult as the game progresses. Animation is simplistic but effective and the explosions are satisfactory. Probably the best part of *Return Fire* are the sound-effects and music. Much of the soundtrack consists of old classics like the helicopter theme from 'Apocalypse Now' and part of 'Peter and the Wolf' (for your tank). There are also pieces of archive video between missions which, in this context, add some quirky humour to the game.

While *Return Fire* is certainly no threat to C&C or *Warcraft II*'s "King of Realtime Strategy" status, it does provide an entertaining diversion. Incidentally, the game runs under Windows 95 and provides yet another example of the impressive gaming potential of this operating system.

JULIAN SCHOFFEL

VISUALS	70
SOUND	85
GAMEPLAY	76
LONGTERM	74
OVERALL	75

World Rally Fever

PC CD ROM

AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: ONE
PUBLISHER: OCEAN
PRICE: \$89.95
RATING: G

First you must select your driver from a selection of comedy Manga-style characters. There's a huge ape, a wise old Ninja, the Ryu and Ken clones, a token couple of girls, and Ambroise, the French guy with the green-hair and early 80s frilly shirt. I choose the latter then head off to the highlands of Scotland for the first race.

The lights go green and everyone zooms off into the distance, leaving me eating dust. I gradually accelerate and start catching them up, noticing how pretty the scenery looks and how smoothly it passes me by. However, I also note an odd vertical ripple effect all across the screen the distorts everything and thus I feel slightly less impressed by the graphics. Within two laps I have taken the lead and am not headed until I reach the finish line.



Race Two is in Rio, where I realise how similar the engine noise sounds to a certain household appliance. I win equally as convincingly. During the third race in France, I enjoy ploughing through a herd of sheep in the middle of the road. I am also beginning to appreciate the way the camera swings wildly around behind your car as you take the more wicked corners. The fourth race in New York tests my patience somewhat with big gaps in the track, holes in the side barriers and inconveniently placed pillars that I keep crashing into. This is compounded by the fact that my car steers as if it were sliding on ice, so I often found myself have to turn the opposite way to the corner just to make it through. I still won though.

By the time I reached Hawaii, I was pretty bored. Each race had me competing more against the treacherous scenery than the other cars (who spread out over the first lap, so you only have to pass them one at a time - and when you do they wobble about in front of you for a bit, before you scoot past) and that's just lazy design.

Fun for a while, but only a very short while.

DAVID WILDGOOSE

VISUALS	70
SOUND	62
GAMEPLAY	58
LONGTERM	45
OVERALL	56

GAMES ONLINE



hyper@ctive

<http://hyperactive.com.au>



X-Men: Children of the Atom Saturn/PlayStation

MOVES FOR ALL CHARACTERS

KEY:

d = down
u = up
f = forward
b = backward
df = diagonally down forward
db = diagonally down back
LP = light punch (jab)
MP = medium punch (strong)
HP = heavy punch (fierce)
LK = light kick (short)
MK = medium kick (forward)
HK = heavy kick (roundhouse)
NOTE In order to perform some of the special moves, your "power bar" must have accumulated a sufficient amount of energy. (The power bar is under the life bar. It fills each time you perform a special move, throw or hit your opponent.)
 In order to perform the most powerful "HYPER-X" moves, your power bar must be full.

CYCLOPS

Optic Blast - *d,df,f,punch*
 Gene Splice - *f,d,df,punch*
 Leg Throw - *db,d,df,MK* or *HK*

Optic Burst

- *b,b,punch* or *f,f,punch*
 Control Beam - *d,db,b,punch*
 (HYPER-X) Mega Optic Blast - *d,df,f,all three punches*

STORM

Typhoon - *d,df,f,punch*
 Lightning Attack - *punch+kick* (same strength)
 Flying - *d,db,b,all three punches*
 Kazeokoshi - *d,db,b,all three kicks*
 (HYPER-X) Hail Storm - *d,df,f,start button*
 (HYPER-X) Lightning Storm - *d,df,f,all three punches*

ICEMAN

Ice Beam - *d,df,f,punch*
 Ice Fist - *d,db,b,all three punches*
 Ice Avalanche - *punch+kick* (same strength)
 (HYPER-X) Arctic Attack - *d,df,f,all three punches*

WOLVERINE

Drill Claw - *punch+kick* (same strength)
 Healing Factor - *d,db,b,all three kicks*
 Tornado Claw - *f,d,df,punch*
 Chouhatsu - *LP,MK,MK,HP,MP*
 (HYPER-X) Berserker Barrage - *d,db,b,all three punches*

OMEGA RED

Carbonadium Coil - *d,df,f,punch* or *kick*
 Omega Strike - *d,df,f,kick*
 Flip Smash - (after coil) *f* or *b* + *punch*
 Chouhatsu - *MK,LP,down,LK,HP*
 Death Factor - (after coil) *tap punch*
 Energy Drain - (after coil) *tap kick*
 (HYPER-X) Omega Destroyer - *d,df,f,all three punches*

SENTINEL

Rocket Punch - *d,df,f,punch*
 Flying - *d,db,b,all three punches*
 Sentinel Forces - *d,df,f,kick*
 Body Press - *d* + *punch*
 (HYPER-X) Plasma Storm - *d,df,f,all three punches*

PSYLOCKE

Psiblade - *d,df,f,kick*
 Psiflash - *d,df,f,punch*
 Ninjutsu - *d,db,b,punch* or *kick*
 Chouhatsu - *press start*
 (HYPER-X) PsiSpear - *d,df,f,all three punches*

COLOSSUS

Giant Swing - *d,df,f,punch*
 Power Tackle - *d,df,f,kick*
 Body Press - *d* + *punch*
 Super Armour - *d,db,b,all three punches*

(HYPER-X) Super Dive - *d,df,f,all three punches*

SILVER SAMURAI

Shuriken - *d,df,f,punch*
 Blink - *d,df,f,kick*
 Hyakuretsutoh - *rapidly tap punch*
 Tohgi - *d,db,b,punch*
 Bushin - *d,db,b,all three kicks*
 (HYPER-X) Triple Shuriken - *d,db,b,all three punches*
 (HYPER-X) Raimeiken - *d,df,f,all three punches*

SPIRAL

Position Switch - *d,db,b,LP*
 Sword Toss - *d,df,f,punch*
 Dancing Swords - *df,d,db,b,MP* and *HP*
 Six Hand Grapple - *d,u,punch*
 Sword Explosion - *d,df,f,kick*
 Teleport - *d,db,b,MP*
 Power Dance - *d,db,b,LK*
 Speed Dance - *d,db,b,MK*
 Dimensional Dance - *d,db,b,HK*
 (HYPER-X) Metamorphose - *d,df,f,all three punches*

GOUKI (AKUMA)

Gouhadouken - *d,df,f,punch*
 Shakunetsu Gouhadouken - *b,db,d,df,f,punch*
 Zankuuhadouken - *d,df,f,punch* (while in the air)
 Gousharyuken - *f,d,df,f,punch*

Tatsumaki Zankuukyaku - *d,db,b,kick*

Diving Kick - *d,df,f,kick* (while in the air)
 Ultimate Throw - *d,db,b,punch*
 Teleport - *f,d,df,all three punches* or *kicks*
 - or *b,d,db,all three punches* or *kicks*
 (HYPER-X) Goushinkuu Hadouken - *d,df,f,d,df,f,punch*
 (HYPER-X) GourShoryu Reppa - *f,d,df,f,d,df,punch*

CHEATS

PLAY AS GOUKI IN VS MODE
 Player 1-at the character select screen, move over the following characters in order and wait for two seconds before moving to the next one. Start at spiral, silver.sam, psyloche, colossus, iceman, colossus, cyclops, wolverine, omega red, silver sam, then after about a second press *LK*(short), *HP*(fierce), and *HK*(roundhouse) at the same time.

PLAY AS JUGGERNAUT IN VS MODE
 Do the Akuma cheat, and after a battle return to the character selection screen. Leave the selection box where it is, and push up to the left on the joypad three times.

For more hot tips and expert technical support call...

Disney Interactive 1900 957 770

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



Adidas Power Soccer PlayStation

ACCESS FEMALE COMMENTATORS
Press *START* during the arcade game, the In-game menu appears, go to the commentators menu. Then press *O* & *square* simultaneously, the ladies are now available.

ACCESS DREAM TEAM
After selecting your team, your allowed on a new screen to choose your team mode, your tactic etc... on this screen press *R*, *L*, *O*, and *square* simultaneously.

HIDDEN KICKS
WHEN YOU HAVE THE BALL:
Square & *X* = Healing
Triangle & *O* = Flick
Triangle & *X* = Megashot (Predator shot)

Square & *O* = ExtraSpeed
BEFORE RECEIVING THE BALL:
Square & *X* = Juggling
Triangle & *O* = Hand or Megavolley (Depending on how high the ball is).
Triangle & *X* = Bicycle or Diving Header (Depending on how high the ball is).
Square & *O* = ExtraSpeed
WHEN YOU DON'T HAVE THE BALL:
Square & *X* = Dangerous Kick
Triangle & *O* = Pull (T-Shirt)
Triangle & *X* = Push (Two arms)
Square & *O* = ExtraSpeed

HINTS FOR OFFENCE
USING CONTROLLER TYPE-A
1. When your player has the ball and is through to the opposing half of the pitch, wait for him to reach the fifth strip of grass in this half, then halfway into this strip, press (Circle) and the opposite direction of the

goal you are shooting at. This will lob the ball over the keeper. Try to be closer to the centre of the pitch, not too near the touchline.
2. If you win a corner, there is a way to score from the cross. Press (Circle) to take the power bar to just over half-way, then tap (L2/R2), (depending on which side you are taking the corner from), let go and then press the same button again and hold it down. This will curve the ball in at the far post.
3. Free kick in the opposite half. When given a chance to shoot from a free kick, push down on the D-pad and press Circle. Move the ball in the air with the D-pad (Try to aim for the far side of the goal in relation to where you take the kick from).

4. To score in open play try to get into space wide of the goal (It is easier nearer the touchline), in the oppositions half after the fifth strip of grass, and press down on the D-pad and Circle.
5. To get yourself into a space use *Square* & *Circle* to run fast, and then shoot. Be careful as each player only has limited power bars. If you use the bars too quickly, the players will be slow for the rest of the match.

HINTS FOR DEFENCE
1. It can be difficult to tackle, even if you often concede a foul. Therefore set the referee to blind and you can get away with most of your fouls. This is especially good in arcade mode, where you can kick, push, and pull your opponents. The kick can

put your opponent out of the game for several seconds.
2. If you do not have the referee set to blind, then use normal tackle rather than the dangerous tackle. But if you don't want to tackle, then you can just run into the player with the ball and steal it. This is easier to do if you run at your opponent from an angle of 45 degrees, rather than going head on.
3. If your opponent has a shot, then run your defensive player into the box to try and pick up the loose ball, if it rebounds off the keeper if and when he saves it.
GENERAL
If your opponents are faster than you, then try to pass the ball up the pitch rather than run with it, which is more difficult.

For more hot tips and expert technical support call...

Roadshow Interactive 1902 962 000

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

Romance of The 3 Kingdoms 4 Playstation

Get 30 generals:
To get 30 generals instead of 5, start a new ruler at age 49, then make 5 generals that are related to the ruler and are 33 years old, then make 25 generals related to the 5 original generals at age 17, start your game and set it up so that new generals can enter the game. Wait 2 months after you start the game and the rest of your generals will join your team!!!

Fade To Black playstation

LEVEL CODES

SCTXGS - LEVEL 1

TCXGSX - LEVEL 2

XCXCTX - LEVEL 3

XSTCCT - LEVEL 4

X - Cross : S - Square :
C - Circle : T - Triangle

The Need For Speed playstation

NO-MERCY MODE

At the race type screen, press **L1** and **R1** simultaneously, and head to head will change to No-mercy.

MACHINE GUN HORN

In single player, head to head mode, immediately after you select the CPU's vehicle, press and hold **L1+Circle+Square+(Up+Left)** and continue to hold during the load sequence. Don't let go until you are actually in your car. Now, when you hit your horn (up) you'll hear a machine gun sound and cars that are around you will literally fly up into the air.

WWF Raw Mega Drive

At title screen, press **AAB UP DOWN START...**

You can then wrestle as **VINCE MCMAHON!!**

Worms!

PC CD-ROM

SHEEP

Type "**Total Wormage**" at the menu screen. When you hit an ammo crate with a sheep in it, it will set the sheep free under your control.

Bases Loaded 96 playstation

CHEAT MODE

tri,square,X,O,O,O.

(during game)

In cheat mode press **X** to go to any inning, **L1** to hit a homerun every time at bat, and **L2** to let the computer take over.

Theme Park playstation

At the nickname screen type **Bovine** then during the game hold **S,O,X** and you will be given everything you can and a whole lot of money if held down long enough. Can be used as often as wanted.

Road Rash

playstation

HARDEST TRACK

When you go to the restroom press **circle** eight times, **square** five times, then hold **start** and all the **L&R buttons** at the same time. This gives you the hardest track.

CASH

go to options menu and enter **up down right** and then **left** you will have 250 thousand dollars

NBA Shootout

playstation

CHEERLEADERS

During half-time, hold **L1, L2, R1, and R3**. This will cause the game stats to disappear and you will be able to see all the cheerleaders.

BIG HEADS

How to get big heads, all you have to do is type in **square, triangle, x, square**, at the title screen

Zero Divide

playstation

HIDDEN COMIC

After beating the game on any difficulty level w/o losing a round, highlight options on the second controller, hold **L1, L2, R1, R2**, and **select**, then push **start** (all on the 2nd controller). You should be able to view a hidden comic featuring Neco.

Virtua Cop

saturn

MIRROR MODE

(Without finishing the game) Go to the stage select screen, then: **Shoot, Reload, Shoot, Shoot, Shoot, Reload, Reload, Shoot**

This code works with the Stunner and the Control Pad

Triple Play '96

playstation

Hold down the **triangle** and **square** buttons during the intro to see an intro menu, where you pick the intro you want to see

Whiplash

PC CD-ROM

Loveburn - cheat car

drdeath - extra hard level

goldboy - premier cup (more tracks)

Tiwon - winner sequence

rollem - end credits

duel - Mr. evil cars

tachyons - steep up game

yotarace - double size track (shrunked car)

freaky - stupid colors

Remove - remove all codes

superman - invincible

(Name goes to mark)

Sim City 2000

saturn

TO GET \$3,000,000

Build a solar power plant in each corner then connect water to each one of them with only one water tower then connect down the line of the edge to each one of them then build 5 residentials by the power plant and 5 commercials by the power plant then at the end of the year you have \$3,000,000



For more hot tips and expert technical support call...

Electronic Arts 1902 261 600

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

Quake

PC CD-ROM

Go to the console and type these:

- GOD** - God mode
(if used too long you die)
- FLY** - fly mode (press c to go down, d to go up)
- GIVE *** - weapon number *
- GIVE S*** - * shells
- GIVE C*** - * battery charges
- GIVE R*** - * rockets
- GIVE N*** - * nails
- GIVE HEALTH*** - * health
- IMPULSE 9** - all weapons
- MAP E*M***
- go to another level
- NO TARGET** - invisibility
- NO CLIP**
- walking through walls
- IMPULSE 255** - quad damage
- IMPULSE 11** - jewels
- SV_GRAVITY***
- reduced gravity percentage

Triple Play '97

Playstation

SECRET PLAYERS

Enter these codes into the Custom Players Screen.

1. Erik Kiss
2. Steve Rechstchattner
3. Gary Lam
4. Geoff Coates
5. Dennis Hirsch
6. Mark Gipson
7. Kevin Pickell
8. Craig Hui
9. Josh Holmes
10. Bill McCormick
11. Tony Lee
12. Brent Neilsen
13. David Demorest
14. Kevin Loh

King Of Fighters '95

Playstation

When you're in the character selection screen, you must select Team Edit. And when push the start button, and enter: this code. == "Up=O, Right=Square, Left=X, Down=Triangle. and you can choose Rugal and Saisyu.

Congo: The Movie

Saturn

ALL WEAPONS

Pause the game and press A,B,A,C,R,L,R,X,Y,Z,Y,X



College Slam

SNES

To get the AWSOME Fraternity Teams, enter this code at the Title screen. **Up, Down, Left, Right, Up, Down, Left,** and finally **Right**. Now got to Edit Teams and check out thier stats. One team has nothing but 9s but every player has a 0 because they are so good.

Playstation

At the Tonight Matchup screen press: **Up, Down, circle, X, up, up, up, up, down, circle, circle, circle, X**. This will make you hit every shot you take, from any where!

Triple Play '97

Playstation

Go to custom player and add the names of the game staff. These players are in super mode. Remember not to change any setting because that will ruin the power of the player.

Boogerman

Mega Drive

On the title screen hit **up,down,left,right C B A** for a level select. Use up or down to change levels!

Total N.B.A.

playstation

To get the secret players (they're little kids) at the controller select screen, player 1 must hold down the top four buttons, **Li L2 Ri R2**, then press the **X** button and keep the top four held. Each team has it's own character.

NBA Hang Time

Arcade

At the match up screen: Press **up** on D pad and hold **turbo, shoot** and **pass** to get big heads.

Afterlife

PC CD ROM

At anytime from the game screen, press **\$@!**. This will give you 10 million pennies each time you do it, but something bad happens if you do this more than five times.

Daytona USA

Saturn

to play as an army tank, when in the pit, enter: **b a b c a** and then once out of the pit you will change into a tank. Unfortunately you can't shoot people

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Toshinden 2

Playstation

FIGHT KOKECHI

You must have Verm, Sho, Uranus and Master. Start the Full Game and on the character select screen you must put the cursor over the following characters for 3 seconds in this order: Gaia Tracey Sofia Eiji Fo Kayin Chaos RANDOM.

On the random box hold **select** and press everything except joypad and start button. Then with whichever character is selected you must lose each second round then after master you should hear a japanese song and some sound effects. Instead of a cliff by the sea you see your character standing in front of a huge castle in the forest. There are dragons flying around it. then there is a full motion video and you fight Kokechi Makimono (Koke). You have to fall off the platforms in the first round before he touches you so a dragon can kill him then you get the ending credits and he is selectable in the random box.

WWF Wrestlemania

Playstation

Just press **start** when you are fighting and push the following.

- Invincibility - **x, triangle, r2, up**
- More powerful hits - **x, triangle, L2, down**
- Half damage - **x, triangle, L2, right**
- Stop timer - **x, triangle, L2, left**
- Reset cheats - **square, circle, triangle, x**

Magic Carpet

Playstation

LEVEL SELECT

At the options screen press **triangle, triangle, circle, square, triangle, circle, triangle, square** and you will have access to level select. Choose the stage you wish to start with. During play pause and press these buttons for the following effect.

- Triangle** - access to all spells
- Square** - to increase your mana supply
- Circle** - to complete the level you are currently playing

Road Rash

Playstation

HARLEY D

At the title screen press the buttons in this order: **R1, R2, U, D, L, L, Tri, Eks, Squ, O**, and **start**. Then select the big game mode, but don't push start: Hold **R1, R2, L1, L2, Select**, then press **start**. If you did this right there should be a new character at the bottom named Harley D. He has an awesome bike and a gun as a weapon.

Solar Eclipse

Saturn

CODES

start a game, then pause. At the pause screen input **Right, Down, Down, Left** before entering EACH code.

Cloaking

- **Down, Right, A, C, Up, Left, A**

Star Wars Trench

- **Right, Right, Down, Down**

Fade to Black - **X, Y, Z, Z, Y**

Invincibility - **B, Up, Left, Left, Y**

Full Weapons and Shields

- **A, Left, Left**

House Hunt - **Y, A, Right, Down**

9 Lives - **B, Up, Down, Down, Y**

Cyberia

Playstation

PASSWORD CENTRAL

Here are some helpful passwords to start the game off

RIG DOCK

SKEET SHOOT

BIG KISS

GOING UP

EASY RIDE

ZAPPED

BIG SHOCK

CATWALK

STEAL PLANE

ROUGH RIDE

OPEN OCEAN

ISLAND RUN

VALLEY RUN

PORT FLYEY

UNDERGROUND

PIT STOP

ICE SCREAM

COLD FEET

DOOR MAN

LOCKED OUT

SLICEOMATIC

NOT FRIENDS

LISTEN IN

Advanced Tactical Fights

PC CD ROM

To fly any plane in a quick mission hold the left **alt+ctrl+shift** and then click the **quick mission** icon then click **cancel**. Then repeat and you will be able to fly any plane or helicopter.

Fade to Black

PC CD ROM

The following codes need to be typed while holding

Shift+control+Alt

All Weapons - **DIE HARD**

Invincible - **TERMANATOR**

Level Select - **LOOPAROUND**

Infinite Boomers - **CYAINHELL**



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RESIDENT EVIL

General Tips

- To save your ammo, wait till a zombie is very close to you (arms length) then point your shotgun upwards, and fire. You will blow their heads clean off, using only one shot. (does not work on hunters).
- Don't shoot enemies unless you have to. Most of the enemies can easily be dodged, thus saving ammo.
- Feel free to make trips back & forth to the storeroom, stocking up as many herbs as you can.
- Finish the game in under three hours to get rocket launcher & unlimited ammo.
- Whenever you have the option of discarding a key, discard it.

Select Jill as your character. The game begins with you & your team in the main hallway. You & Barry will go through the door on the left, into the dining room. Walk to the other side of the dining room, and go through the door while Barry examines blood. Walk left till you reach the end of the corridor. You will see a zombie eating Kenneth. **(1)** Kill zombie, get 2 clips from Kenneth's body and return to the main hallway. Help Barry search for Wesker in the main hallway. Do this by walking behind the stairs and back. Then Barry will talk to you again and give you the lock pick.

Now go upstairs to the right. There are two doors. Go through the second door. Walk straight through the next door into the room with 3 dead body. Get bazooka. Go back downstairs to main hallway. Get ink ribbon from typewriter.

Now go through the blue door on the right side of the main hallway. Once you're in the blue room, go through the door on the right. Run till the end of the hall and go through the door. (Run straight past the dogs, unless you think you can take 'em.). Get herb beside the door.

Now once again walk till the end of the corridor where you will find a double door. Go into the door opposite the double door, which leads to the shotgun room. Get the shotgun off of the wall. **(2)** Now leave shotgun room and the roof will close on you. Wait & Barry will save you.

Now go through the double door at the end of the corridor. Walk straight ahead and enter the door on the left which has a painting beside it and a long golden handle. This is the painting room. Flick the switches behind the paintings in the following order, New-born, infant, lively boy, young man, middle-age man, old man. Flick the switch on the last painting to get the first medallion.

Now exit the painting room and go through the blue door on opposite side of hall. This leads to a staircase with a storeroom next to it. Pick up a herb. Enter storeroom and store the knife, medallion, berretta, clips & ink ribbon. Put the white chemical on the floor into the storage chest also.

Return to main hallway. (Kill dogs with bazooka, one shot does the trick). Barry should give you the acid rounds for the bazooka.

Now go up the stairs & through the left door into the upstairs dining room. Push the statue on the left side of the room over the edge. Now leave this room and come back downstairs to the main hallway.

Go through the door on the left to the dining room and get the blue gem from the rubble of the statue, and also get the wooden emblem from above the fireplace. Now go through the door next to the fireplace, back out to the hallway where you first saw the zombie eating Kenneth. Walk right and go through the last door on the left. (a red door with a long handle). This is the piano room. Push the cupboard in the side of the room and get the sheet of music. Stand in front of the piano and use the sheet. **(3)**

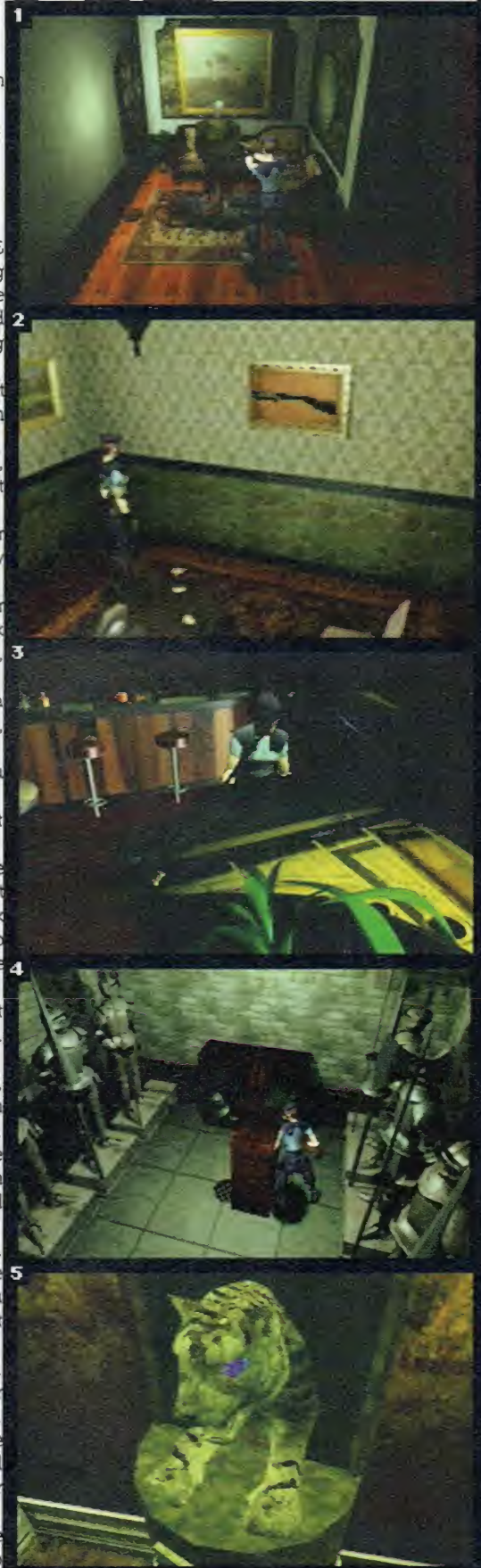
Go into the secret room and get the gold emblem. Replace it with the wooden one. Now go back out to the dining room and put the gold emblem over the fire place where you first got the wooden one. Get the orange key behind the clock then go back to the main hallway.

Go upstairs to the left. Go through the door at the end of the upstairs dining room. Walk straight, kill the zombies and go down the stairs. Go into the storeroom under the stairs. Use ink ribbon on the bed to save game. Store the orange key, acid rounds & ink ribbon. Take only the blue gem, chemical, shotgun, bazooka & herbs if you think you'll need them. Exit storeroom and walk till the end of corridor, past the zombies. Go through door at the end. You should be in area with green walls. Walk straight ahead to plant nursery. Use chemical on the machine beside the door. This will poison plant. Get the key and as many herbs as you can fit. Mix herbs together to save space.

Now exit and go down the other end of the green corridor into the middle room with tiger statue. Use the blue gem on the statue and get the second medallion. **(5)** Now exit this room and go into the next room to the green area, the caretaker's room. Kill the zombie in the closet and get shells. (If you have no space for shells, use a herb.). Now leave this area and go back to the storeroom you just came from. Save the game using the full, unused printer ribbon in the chest.

Store everything, and take with you only shotgun, bazooka ammo, herbs & silver key from nursery. Leave one space empty. Now go back up the stairs right outside the storage room, and make your way past the upstairs dining room, into the main hall upstairs. Go into the first room on the right. Walk down the hall and go through the blue/green double doors with golden handles. There are armour suits inside the room. Push statues over drain holes then push the button. **(4)** Get the third medallion. Now exit and go into the previous room in the hall. You will find another team member has been snakebitten. (Take herbs from this room if you have room).

Go back to the storeroom you just came from and get the serum from the shelf. Also store the medallion & the silver key. Take the orange key with you & your weapons/ammo. Now go back to





snakebitten man. Walk straight into the snake room and kill the snake. **(6)** Get the last medallion from the hole through which the snake retreats. Also get shells from one of the barrels. Now leave this room & assuming you've been poisoned, you'll wake up in the storeroom. If you haven't been poisoned just make your way back to the storeroom. Once your back at the storeroom, save the game. Store the ink ribbon. Take only all four medallions, weapons & herbs. Leave one space.

Go to the main hallway. Go through the blue double doors on the right. Push the drawer & take the left passage (where a zombie is lying on floor) and get the ink ribbon from the shelf. Now go back out to the blue area and go through the door on the right. Walk straight to the door on the other side & go through. Again walk straight to the double doors at the end of the corridor & go through. Now walk straight ahead & go through the golden door at the end of the passage (opposite painting room). Now you are in the passage leading to the outside area. Walk till the end of the passage & place the four medallions in the placement beside the exit door. Go through the door. Push the stairs to the middle of the shelf against the wall, and climb stairs to get the crank off shelf. Go through the door to outside. Get as many herbs as can fit. (Mix them to carry more).

Run past the dogs, through the gate to the flood area. Use the crank on the floodgate to lower the water. Cross the bridge & take the elevator down. Run past the dogs to the gate and go through. Run past the dogs and enter dormitory. Push statue over the hole which is further down the hall.

Now go to the dormitory storeroom, which is the first room on the right when you've just entered the dormitory. Save the game using the full ink ribbon. Store the ink ribbon & crank. Take weapons & ammo from the shelf. (If you need herbs get the ones at the dormitory entrance).

Go into the Dorm room 1 which is the room opposite storeroom. Go into the bathroom, drain tub and get C-Room key. Now get the red book from the bed, and shells from the desk. Now exit this room & go through the door which is in front of the hole you covered with the statue. Walk down the hall & go through first door you encounter. Get Dorm key 002 (a gold key) from under the hornet's nest in this room.

Now go back out into the hall, and go into Dorm room 002 which is the last room in the hall (next to a statue & some herbs) Get shells from desk. Push cupboard to reveal a hidden ladder. Go down & push crates over the water to form a bridge. (Third crate is a bit tricky. If you stuff it up, go back up ladder to reset the crate's position). Go through door to the flooded area. Immediately run right to avoid the sharks. **(7)** You will see two doors. Go into the control room which is the smaller door on the left. Push lever to drain water & push button to open the door in the next room.

Go next door & get Dorm key 003 (silver key) & clips. (Now exit this room and go put some lead into the helpless fishies, you can't resist can you?) Now go back to the dormitory storeroom. Save game. Store the ink ribbon. Take only red book, weapons, herbs and Dorm Key 003 (silver key)

Now go to Dorm room 003 which is the room nearest to the hornet's nest. Swap the red book for the white book to reveal secret door. Before going in, get bazooka ammo from the bathroom & the ink ribbon from the desk. You should have room since you just disposed of the red book & Dorm key 003. Now go into the secret door and kill the plant. **(8)** About 4 or 5 good hits with the bazooka oughta do it. Barry will come in and help destroy the plant. Get the key from the fireplace.

Now go back to the storage room. Save game using the full ink ribbon. Store ink ribbon. Take weapons, key from fireplace & herbs if you need them. Leave one space at least. Go back to the mansion. (collect any herbs you can along the way). When you get back into the mansion (the first hall where the painting room is), a hunter will attack you. Kill it & go into the first door on the left & get the Doom Book 1 from inside. After that go into the blue door which is the next door, and go into the storage room. Store everything & take weapons, herbs & the key from the fireplace. Exit and go up the stairs right outside the storage room.

Go left into the room with the chequered floor & piano. Go and use the piano & the snake will attack you. Kill it. **(9)** Barry will come in. Go down the hole. Push switch on grave. Wait for Barry to come back and climb back up. Get passcode off Barry, then go and save your game in the storage room. Store the ink ribbon. Take only weapons, ammo & herbs. Leave two spaces. Now go back into the snake/piano room & go down the hole. Go down the ladder in the grave. Get the shells from behind the second zombie & go through the door at the end of the walkway. In the next walkway there are two zombies eating someone. Leave them alone unless you really need energy. **(10)** There are two herbs behind them.

Enter the kitchen. Go up the elevator. Exit the elevator and walk right to the closet. Get the battery & bazooka ammo. Exit the closet. (If you really need energy follow the path on the side of the closet, & go through the door.)

Go to the blue double doors by the elevator and enter. Inside is a library housing two zombies. The first will attack you as you enter, kill it, then to the right there is night-stand containing Magnum rounds, get them and leave the library. Go to the main hallway (where the game began) and save your game on the typewriter. Now proceed to the upstairs dining-room, there will be two hunters in here now, kill the one to Jill's right and go to the door at the end of that corridor. There is one hunter in this room. Get in the opening by the staircase as it approaches so you can get a clean shot. After killing it unlock the door near the staircase. Inside there are Magnum rounds & Shotgun shells. Before you leave the room turn out the lights, you will notice the deer's eye flashing. Push the ladder to the mounted deer's head, climb the steps and remove the red jewel. Now go and save your progress. From here, return to the Tiger statue and use the red jewel, this time the Tiger will revolve to the right, thus revealing the Magnum handgun!

Now take the elevator back down & make your way back to the hole in the snake/piano room. Go





back to the storage room next to the stairs. Take the crank, weapons, herbs & battery. Now go outside to the garden. Go to the flood area & cross the bridge. Go down the elevator. Now go to the other elevator in this area & install the battery. Take the now powered elevator up to the garden, and make your way back to the flood area. Don't cross the bridge. Instead, use the crank at the floodgate to let the water back in. Now go back to the storeroom and store the crank since you don't need it any more. Also take a single ink ribbon with you, just enough for one save. Leave a couple of spaces. Now go back outside to the garden again and take the newly powered elevator down. Go to the ladder that is where the waterfall used to be. Go down. Walk straight ahead & save game at the typewriter around the corner.

Now come back to the door near the entrance and go through. Go with Barry & let him go first. Follow him into the room where he kills the hunter. Get the health spray & bazooka ammo, but make sure you leave a space for the hex crank. Go through the next door and find Enrico. Get hex crank on your way back down the path. Now head back to the typewriter at the beginning. There are many hunters along the way. You can run straight past them if you don't want to take them on. Now use the hex crank on the hole in the wall next to the typewriter. Go through the door. Walk up to the boulder. When you walk away from it, it will chase you. Run for cover. Now go where the boulder used to be and get the bazooka ammo. Kill the hunter. Now go to the boulder and go through the door it has revealed in the wall. Kill the spider with bazooka & shotgun. (Spider is pretty tough so try & have at least one herb at this point). To make little spiders disappear, leave the room & come back in again. Get knife from the barrel in the corner. Cut through the webs on the door & go through. Go to storage room on the left. Get health spray & ink ribbon & save game. (Use the blue herb if you've been poisoned).

Store the ink ribbon & the knife, & take Doom book 1 with you. Now exit store room & go through door on opposite side of hall. Take the right passage & don't bother with the boulder. Use the hex crank on the hole three times. Go into the room with statue. Using the crank on the hole in the wall causes a section of the wall to "stick out". Push the statue in front of this section of wall and use the crank on the hole. (11) The statue will be pushed out. Now push the statue on top of the square on the floor & get the Doom book 2 from the wall. Exit this room & take the elevator on the other side up to another garden area with a fountain pool of some sort. Now go to the status/inventory screen and highlight the Doom: Books. Press the button and highlight "check". Rotate & open the books & you will discover a medallion in each of the books. Put a medallion on each end of the fountain/pool. The water will drain and a door will open leading down. Before you go down get as many of the herbs as you can fit.

Now go down the stairs into the elevator. Go down the ladder into the storeroom. Store the crank. Take weapons, herbs, ammo & leave one space. Go through the door. Walk up to stairs and go down them. When you reach the bottom, turn left and walk straight ahead into the first room. It should have a computer inside. Go to the computer and log in as JOHN. Use ADA for the password. Unlock the door on B2 with the password MOLE. Now exit this room & go back upstairs into the now unlocked room. Open the panel on the wall and push the button. Get the lab key from behind the pillar. Now exit this room & go back downstairs and use the key on the door with a red emblem in front of it. Go through this door & walk straight ahead into the storage room. Get the bazooka ammo & ink ribbon from the shelf. Save game. Store the ink ribbon & take only weapons, ammo & herbs.

Exit the storeroom and go left, through the door with a red emblem in front of it. Run to the right and use the terminal to power up elevator. (try to dodge the ceiling creatures & don't walk directly under the hanging ones). Now run to the back of the room and go through the door. Go right at your first opportunity and find the exit door leading to the next room. Go into the last room with the power connection computer. Connect it and run all the way back to the storeroom you just came from. Save game. Take with you only weapons, ammo and herbs.

Exit the storeroom & go right to the elevator. Power up the elevator by pushing the switch on the side. Barry will join you & take elevator with you. Follow the story. You will go into Tyrant room. (12) Kill Tyrant. (13) (Simply run around the room, while Tyrant slowly chases you. Turn around and give him a couple of shots every lap or so. He will die shortly). Exit room with Barry. Now go back to storeroom and save game. Take with you only enough weapons & ammo to kill about three or four zombies. Use the rest of your space on healing products.

Exit the storeroom & walk straight ahead through the door to the lab area. Run, dodging your way through the ceiling creatures and go back upstairs. Kill the zombies & go into the first storeroom with the ladder. Take any more healing products you need but leave one space. Go up the ladder. Barry will be waiting. Take the elevator up. Walk down the pathway & get the battery. Install the battery into the next elevator. Take the elevator up. Get the flare from box beside the elevator. Use the flare on the helipad. Tyrant will return & attack you. (This is where you need all those herbs). Give Tyrant the run around, dodging and avoiding his attacks. (14) Use the herbs whenever your health is low. The helicopter will drop a Rocket launcher after a while. Pick it up, equip it, & give Tyrant one direct hit. (15) Finito.

OK, now you've completed the game as Jill, go back and try it as Chris. Good luck...

N I N O . K



Back Issues



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Fighting Vipers Oooh, look!

on Saturn. These shots arrived just on deadline but we whacked them in anyway so all Saturn fight fans can start getting excited and start practicing moves down at the arcade. It'll be big...

AREN'T GAMES FUN?

Dear HYPER,
 Greetings humans. I'm here to discuss with you a most important matter - why are so many games companies constantly pouring out games with mouth watering graphics and not sparing a thought for the average man? They don't know who their main audience is! They think most people have a Pentium 150 - Sure! When giraffes parade out of my butt?? What was the best game of all time? DOOM! Did that need a beast of a PC? No! I should think not! Warcraft 1 took the world by storm, again not having big requirements. See what these companies should be looking at is gameplay and originality. Aren't games meant to be fun? HUH! Look at Crusader, the graphics are superb and the gameplay is even better. If these companies took their time to make these games properly, perhaps they would make some money!
RICHARD KRASOVSKIS
Richard, you have a very popular point and the constant upgrade process for PCs is a strain. I agree that companies would probably clean up if they made killer games that could be used by most PCs, but unfortunately everyone seems to be after bigger, better and faster graphics and gameplay and this means more processing power and more money spent on computer upgrades. The situation doesn't

seem like changing - everyone is always pushing the envelope in order to get noticed in a very crowded marketplace.

PLAYSTATION POINTS

DEARYPER,
 I LOVE your mag, it absolutely beats the others. I would like to protest about what Stephen said about the PlayStation in issue 33. I have seen and played many games on PlayStation and Saturn and out of a rating of 10 I give the PlayStation a 10 and the Saturn at least a 6.5 for graphics. Well, that's what I think anyway. I'm not trying to be mean to Sega, I'm just trying to make my point. I would also like it if you brilliant people at HYPER could just answer the questions below:

- 1) Will any games from Nintendo be coming out on PlayStation like DKC?
- 2) Will Duke Nukem 3D and Mechwarrior 2 find their way to the PlayStation? If so, when?
- 3) Is it true that PlayStation is getting a 64 bit add on? If so, when?

Your No. 1 fan,
ANDREW ATKINSON, TAS
1. No games from Nintendo will be on the PlayStation 2. Yes, both games are coming to the PlayStation and we may even see them before the end of the year, although early next year is more likely 3. The PlayStation will definitely be getting upgraded at some stage but there's still no official word from Sony.

CRAWLING PLUS QUESTIONS
Dear HYPER,

Your mag is the best! I love it. I don't mean to sound like a suck, but you guys are great. You have the best previews, reviews, cheats, news & everything else. Anyway, enough of that. I'm a 14 year old guy with a SNES and I think it's the best. Anyway, I have some questions:

- 1) Will Doom II come out on the Super NES?
- 2) What do you think will happen with Mortal Kombat? Will there be a Mortal Kombat 4?
- 3) What happened to EA Aussie Rules?
- 4) Will there be a Daytona 2? Anyway bye.

JONO RAWLINS

1. It's not on the schedule and I doubt it, given that most people's enquiries are now directed at 32bit and 64bit, but the first Doom on SNES did well so let's just wait and see 2. Mortal Kombat 4 is in production at the moment 3. EA Aussie Rules is still only a proposal at this stage but a lot of HYPER readers are asking about it so we may hopefully see a game next year some time. Write in to EA if you're really keen for it. 4. A Daytona Special Edition is coming out for the Saturn and apparently Daytona 2 for the arcade is in production.

POLYGONS & LUCASARTS

Dear HYPER,
I would like to congratulate you on being an entertaining load of glossy paper. It seems that the majority of super-console games are polygon based. Is this the trend? I am definitely not saying I don't like polygon graphics, but it seems that many games are using this fashion. I am hoping that some of the newer titles coming out may have more 'exciting' or 'individual' styles of visuals. Also, I have just a few questions that I would violently appreciate that you answer:

- 1) What ever happened to Calia 2095? That looked like the best game!
- 2) Do you know what kind of new features will be included in Dark Forces 2?

Your loyal and appreciative fan.

DANIEL FLETCHER
Normanhurst NSW

Yes, lots of games on the "super consoles" are using polygon based graphics (and especially texture-mapped ones) and this will continue as in general it gives a far more realistic look.

There will also be games with very "individual" graphic styles too, as that is a selling point. 1. I don't know. It appears to have disappeared off LucasArts' schedule which is sad. 2. Well, the multi-player option is the big one but you'll also get new weapons, better graphics and lots more. We'll do a full preview next issue just for you...

ODE TO A C64

Dear HYPER,
Almost 2 years now... Yes, it's enormous. I'd say the main reason I like HYPER is when you review a crappy game, you just come right out and say it. Later to my misfortune, I come across that same game and say, "YES! Good call! It's tits on a bull!". Your reviews are honest and appreciated.

PCs versus consoles? Allow me to shoot this box of frogs in the chestnut. The greatest computer on earth is....the Commodore 64. Yes, that's right, end of story.

Please resume playing your computer of choice and enjoying willing suspension of disbelief.

"Look at the size of my hard drive!" Stop that.

"Show us your PlayStation!" Enough already!

Arguing for or against any particular computer is an attempt to justify the absolute spam load of money it has taken to entertain yourself. (Look a yo-yo!) After all is said and done, they are entertainment machines and not roving street gangs.

(Except maybe in America where only an idiot PC owner would stray into the Nintendo suburbs).

Right now you can get a Commodore 64, disk drive and 150 games for fifty bucks. Now, 147 of these games are going to be faeces on a stick, no question, but 3 of them will be crankin' beauties! Resolution? Frame rates? Realism? No problem. The C64 never concerned itself with any of these fickle details and like pineapple on a hamburger, they're not necessary. What is? Gameplay carved from Pacman's butt. Enjoy.

And now the question. The 32 bit machines are here. The Nintendo 64 will be. Sony, Sega and Panasonic would be crazy to bother releasing a 64 bit machine when Nintendo will be so firmly entrenched in that market. (Clever bastards). So what is that sparkling thing I see on the horizon? The 128 bit console machine. It is inevitable and I believe the 32 bit companies will be looking at them now. Will it

have a virtual leg? Will the rubber chicken controller be practical? What word HYPER Lords?

Rising Roads To You All

COUNT YORGA

Allenby Gardens SA
Thanks Yorga and I still go back to my C64 every now and again for a game of Elite or Impossible Mission ("Ahh, another visitor. Stay awhile. Stay FOREVER!!!") and I love it! As for your questions, well I'd need to rub a crystal ball for those answer and my crystal ball is a bit sore from all the rubbing at the moment. All I'm going to say is that Nintendo 64 may be the big machine right now, but I don't think it will be in a year or so - something bigger and better is always going to come along while there's still money to be made.

REDUCED ADULT CONTENT

DEAR DUDES AT HYPER.

HYPER rules, etc. I'm writing about the censorship of the mega-cool Duke Nukem 3D. I don't think I will call the Office of Film and Literature Classification a bunch of piss poor dickheads who probably have no friends, because if I did I could be accused of being extremely kind to them. These festering cesspools have censored a cool game even though they already released an uncensored shareware version.

Let me tell you how I came to find out about this censorship of DN3D. At school, everyone was saying that the parental lock was permanently on, but I thought this was all crap, until I saw it at a shop with "Modified Version" and "Reduced Adult Content" on the box. This really pissed me off. Oh, I also read about it HYPER, once again, great mag, never missed an issue yet.

I think that all this censorship comes down to Martin Bryant. Last I heard, old Marty wasn't exactly right in the head. But no, the Office of Film and Literature Classification have to censor everything for our well being. I mean, when was the last time you popped down to the shops and was attacked by flying aliens and giant pigs in police costumes? What's that? Never? Exactly.

The Office of Film and Literature Classification is probably a bunch of extreme Christians who think that Police Academy is raunchy and that NBA Jam is too violent for anyone to see.

Now a few quick questions....

1) Is there going to be a Crusader: No Remorse 2?

2) Is there going to be a Fade to Black 2 or Flashback 3?

3) Where can I get an uncensored version of Duke Nukem 3D?

LEB

OK, let's clear one thing up again. The Office of Film and Literature Classification (OFLC) are not the only people responsible for Duke being censored. They are following very strict guidelines laid down by the Federal Government in Canberra, and they are forced to ban and censor games to follow the law. It is the guidelines that have to be changed, with the most urgent one being the implementation of the "R" category, so adults over 18 can see and play what games they want to. If you're pissed off write to the OFLC, write to your local Federal MP, write to your local paper - get out there and get heard on the issue, otherwise the situation's not going to change. As for your questions: 1. Yes, it's called Crusader: No Regret and should be out in September 2. Most probably. 3. Any other country but Australia and there's also some code lines you can input to remove the lock (naughty, naughty).

EVEN PARENTS DIG US

Dear HYPER,
Everyone in the world thinks your mag is the greatest. Even

my parents think so.

I would like to make a protest to Chris Brady's letter in a previous issue which said to not believe HYPER! All I would like to say, and don't take any offence Chris, but you have to be the biggest loser who ever lived. For everybody out there, don't believe Chris. But do believe me, who says that every single word HYPER writes is absolutely 100% true. I do however have some questions:

- 1) Could you please tell me if there is going to be any Stock Car racing games on the PlayStation as I am a racing fanatic.
- 2) Have you heard anything about PlayStation conversion of Midnight Run? If so tell, tell and tell.

3) Could you please recommend the best racing game on the PlayStation up to date?

MARTIN ORTEGA

Bossley Park NSW
Martin, I've got to be honest - we're not always 100% accurate but we do our best and we have a pretty good strike rate. 1. There are a lot of racing games on the way that I think you'll like - Destruction Derby 2 looks mighty fine and Andretti Racing has both F1 and Indy cars. No specific stock car races though 2. No, haven't heard anything. 3. We like Wipeout or Need For Speed here at HYPER, but remember that Wipeout 2007 is coming out in November.





THANKS TO LILLIAN LEE FOR SENDING IN THIS ONE... NICE PANTS...

a spot where a stake passed straight through a room and into a hole in another wall. Not to mention the spot were the ceiling comes down to crush but at the last minute stops and splits up into the walls, and the floor you're standing on becomes a lift to take you up to a higher level. But with all this lovely architecture comes a lot of problems, one being the fact that it is way too dark, making it very hard to see were the walls end and the passages begin. Turning the light up in the game dose help but visibility is very limited, making spotting monsters in the real dark patches a difficult task indeed.

Now there's the monsters. As of yet I have not found a fault in them. They look good, move realistically if not a little sharply. Their AI seems generally good, except for the fact they don't really try to dodge my fire. The weapons are another point, there's not enough variety; having a nail gun is enough, but a super one too? Not to mention they're a little behind Duke 3D, the grenades might bounce around but you can't control when they explode, like Duke 3D, leaving you in some cases in the s &t. But I enjoyed the way your view is thrown back when you fire the double barrel shot gun and other guns, mimicking recoil.

Quake is good but a little short of brilliant; there's an atmosphere but without the creepy music it's not better than Doom, even though it's a darker and scarier universe. If this was not by iD I would be commending the publishers but for the Doom gods I would expect better. Quake is a good game and I love it but it has not reached its full potential. I think it's better than Duke Nukem 3D and I think people would agree, the novelty of Duke 3D wears off. By the way, have you noticed how little of the levels are John Romero's? **MARTIN DE KEONING** m1dzk3@adam.com.au *Martin, some very good points but there's no way I'm going to get dragged into the Quake vs Duke thing - they're two different games and I love them both. I was also expecting more from Quake and while not disappointed, the game hasn't shaken me as much as Doom did. Having said that, the version out now is an early shareware and is being updated*

constantly so I think we should see some fairly excellent additions by the time the full commercial version is out.

HOT CHILE POEM

Dear HYPER,
It all starts with the turning of the key,
It won't be long till I can see.
Is it in there or is it not?
Of garbage mail I see a lot.
But it's there, I can see it!
It shines like a light that has been lit.
My hands they start to sweat,
And my feet are already wet.
My heart pounds, my lungs beat,
It's just too much, I have to take a seat.
Slowly, in a slow motion,
I grip the package with caution.
I grab it and rip it open,
Not caring what might happen.
Its inside shines majestly,
And I pick it up, gently.
It's too much, I have to close my eyes,
With tearing eyes I look at it again.
And suddenly I can feel no more pain.

I'm not any more in my usual place,
I have travelled trough time and space.
I don't feel alone any more,
I feel like I have been given all lore.
All games are at my hand's reach,
And all programmers come to me and teach.
Suddenly I have learned all that can be learned,
And in that instance to my home I have returned.

I'm happy to be safely back,
And now no answer do I lack.
Now to wait is what I must do,
For HYPER's next issue is soonly due.

CAMILO KLEIN
Chile
Our thanks to you Camilo, and to your friend as well for your constant letters and e-mails. We're glad that you like HYPER in Chile. Can the HYPER crew crash at your place when we visit South America?

SAME GAME. NEW NAME
Dear HYPER,
As I was looking through your heaps leg mag. (Issue 33), I couldn't believe my eyes when I saw the review of Shane Warne's cricket. What I mean is that it looks sooo much like Brian Lara's Cricket. It is exactly the same game but under a

different name. What I want to know is why these games developer wants to produce the same game. Do they think the game will sell a lot better under a different name or something? They must have their head in their arse to think this. Anyway I've had my whinge and now for some questions:

- 1) Do you recommend Formula 1 (F1) for the PlayStation? I am thinking of buying it.
- 2) Which basketball game do you recommend for the PlayStation. Total NBA, NBA Jam TE or NBA Live '96?
- 3) Is there any change (even the slightest) of Duke Nukem 3D for PlayStation?

NATHAN BRETT
Ceteshead NSW
As we said in our review, Shane Warne Cricket really is Brian Lara Cricket with a few more options thrown in. Overseas, I think it's being released as Brian Lara Cricket 96 but Shane was bought in to sell the game to the Australian market (fair enough too). Updates, especially for sporting games, are not exactly new (EA do an annual update for most of their sports franchises) and they do sell, so that's why they keep on releasing them. 1. We haven't seen the final version yet but the Beta that we're playing is very, very nice indeed. Full review next issue. 2. I'd go for Total NBA personally, but they're all excellent 3. I haven't seen it running yet. News when it breaks.

NINTENDO BIAS?

Dear HYPER,
I am very annoyed at the way your magazine has treated the Nintento 64. Before you had even seen the damn thing you had already described the Mario game as a "totally amazing game" and "a game that could set new standards in console gaming". Come on guys!! If that's not the most hype mongering irresponsible journalism I've ever seen then call me Luigi Mario!! Before you had even seen the system you where billing it as the best of the new super consoles. You may not have said but it's rather obvious that most of your writers think so. When you did the 3DO/SATURN/PLAYSTATION preview your end comments here something like "until we actually see the hardware in action" and "only time will tell" but the N64 got no such statements. Even if Stuart got to

the E3 show and the N64 was a piece of crap he would have written rave reviews so as to not contradict his earlier foresight. Shame on you HYPER!

Jours P.Ced
PAUL GOODHEW
OK to start off with - have you seen Mario 64 running on the N64? If you had then maybe you wouldn't have been as stupid as to write this letter. If anything is worthy of hype, it is Mario 64. When we did the first Mario 64 preview (several months ago now) I hadn't actually seen it but we went on several independent reports (from people we trust who had played it in Japan) on how good the game is. When I saw it running at £3, I agreed with the comments completely and we ran with a very favourable review. If I had hated it, I wouldn't have had any problems slugging it off - in fact, it probably would have been amusing. Nintendo certainly aren't paying me (or HYPER for that matter) to be nice to them and all N64 coverage you see in HYPER is a result of our own efforts because Nintendo don't even want to send us a machine.

DROOL FLOWED FREELY

Dear HYPER,
Not only is your magazine the best around but you also offer some of the best advice to us gamers, and, normally, I do my best to follow your pearls of wisdom. So when you said not to drool too much over your preview of Mario 64, I thought "Fair enough then, I won't", and turned to page 29 prepared to not drool too much, because it's not a good look...but I couldn't help it!! I slobbered everywhere, the drool flowed freely, my clothes were saturated, I ruined my copy of HYPER and had to purchase a second copy which I now keep in a sealed plastic bag. Don't drool too much you tell us. Hah, I had an orgasm just imagining what it would be like to play this fantastic looking game, and then I had a second when I thought "What the hell is Link 64 going to look like???". In the words of the Aussie Olympic coxless four the answer came to me, "Totally Oarsome!". But then a little voice whispered in my ear and made me shudder, and not in a good way... "Link 64 will be pathetic, we all know Link can't jump or fly like Mario can, bwah hah hah!!!". I

collapsed to a heap and moaned to the great Nintendo God, "Say it can't be true"...and the Nintendo God spoketh thus "REMEMBER THE GAMEBOY... REMEMBER LINK TO THE PAST!"

Of course, with the aid of a chicken and a feather (hmm...), Link could jump and fly, and I turned to the owner of that sceptical little voice, and flicked him from my presence, and the Nintendo God was much pleased. So then HYPERchondriacs, I have two questions for you beings of great and eternal wisdom.

1. Will Link 64, or Zelda 64 (what's in a name?) bestow upon young Link the ability to jump and fly...or is he forever bound to the ground?
2. Is the megalicious babe advertising Complete Onside Soccer on page 16, the one and only Jo Guest, from People magazine?

I bow before your omnipotence. JOHN 'THE DOG' PATTISON
1. Aah, John you thought we're omnipotent, but unfortunately we're not. I would definitely guess that the Nintendo 64 Zelda/Link game would have many new features (like jump

and fly) but not having seen anything on it yet I can't say for sure. The game won't be out until well into 1997 anyway. 2. We're not sure. We don't buy "People", we just go into newsagents, laugh at it for a while then put it down. We're glad you liked her anyway.

DON'T BLAME GAMERS FOR VIOLENCE
To The HYPER Crew,

I am writing to you because I think that you will understand why I am so bloody ticked off. A few days ago I wandered down to my local computer shop to have a look at the games they had in stock. During my search I came across the best 'First Person' game available, Duke Nukem 3D. I picked up the box, and to my surprise I found, on the classification sticker, the words MODIFIED VERSION. Wondering what this meant, I casually strolled to the man behind the counter and asked him what the hell was going on? He said that the people who classified the computer games were a bit shaken up by the Port Arthur massacre, so they decided to edit some of the juicy bits of the game (such as

table-top dancers, cutscenes, language, and of course the gratuitous violence). This resulted in a two week delay in the release of the game, and the final result is somewhat different to the original.

What I don't understand, is why are we (the computer gamers in Australia) being judged by the actions of a madman? Do they think that Martin Bryant did what he did because he played violent video games?

I think that media is partly responsible for this, as they exaggerate every bloody thing to the extreme. For example, you all have probably heard by now that there was a huge collection of videos found in Martin Bryant's house. The media was so quick to jump in and say that the video collection was pornos but in actual fact it comprised of black and white nostalgic films which are about as pornographic as HYPER.

Why has the Port Arthur incident caused the 'classifiers' to be so harsh? I'm sure that they weren't so harsh with the Rise of the Triads, which was quite a violent game also.

Before I leave you I have a few questions:

- 1) I have Pentium 100, with 8 megabytes of RAM. How long until this will be outdated?
- 2) Is the Warcraft 2 expansion pack any good? And if so can you please review it?
- 3) Is there any word of a sequel to Duke3D?
- 4) When is Quake arriving?

Thanks for your time, and keep up the good work!

REGARDS, DAVE.
Frankston VIC

The Port Arthur massacre caused a lot of knee jerk reactions (some of them probably didn't have too much to do with why Duke Nukem 3D was forced to be modified for Australian release. The guidelines governing classification of computer games are not open to much interpretation and while Port Arthur probably sealed Duke's fate, it was always going to end into some problems given our ridiculous lack of an "R" category. 1. That'll be fine for a while. 2. Yep, it's good, Reviewed last issue. 3. What? Duke 4D? No, no word on a sequel as yet. 4. Take a look at our cover and read the article.



REGARDLESS OF THE FACT STUART LOOKS NOTHING LIKE THIS... HE WAS CHUFFED TO SEE IT... THANKS FOX

FOR SALE

I'll sell Doom 2 for \$50 and Doom Ultimate for \$35 or will swap DU (PC) for Flight of the Amazon Queen. Please ring Chris on (09) 401 1817, Perth only.

Mega Drive in good condition for sale \$80 ono. Also a Nintendo with 3 games \$35 ono. Call Josh on (079) 42 15 60, after 4pm.

SNES with 2 controllers. 5 games: DKC, DKC2, MK2, MK3, Mario All Stars, all boxed with instructions. (MK2, no instructions). \$355. Ring Shea Callaghan on (08) 388 6078.

SNES: with two control pads, 1 joystick, 19 games (inc. MK3, DKC, Theme Park and Scope). All with instructions and in excellent condition \$850 ono. Call Nic on (02) 489 1090 Wahroonga.

SNES: 2 controllers, 6 games, DKC, K1, Stunt Race FX, Super SF2, Mario All Stars, Super International Cricket. All for \$200. Call (06) 2922 369, ask for Justin.

For CD ROM, Fury 3. Kings Quest collection, 7th Guest with hint book, Sim City hint book. Games for \$60, books for \$25. Negotiable. Sara (02) 564 6295.

Saturn games for sale. Johnny Bazookatone (Australia) \$55, Virtua Fighter (Jap) \$35, Panzer Dragon (Jap) \$40, Pebble Beach Golf (Jap) \$45. All in excellent condition. Will post. Ph: (08) 281 5710 SA 5108.

Mega Drive with 5 Games, NBA Live 95, NHL 95, Sonic 3, Desert Strike, Super Monaco GP II. 2 controllers - 1x6 button. All leads, very good condition. \$250 or \$50 each per game. PH: (074) 953 868, ask for Daniel.

SNES, one control pad, 7 games, all with boxes etc. Perfect condition, \$200 ono. Ph: (07) 5524 3557. Ask for Shannon.

Mega Drive 2, 2x6 button pad, 1x3 button pad, 14 games (MK3, NBA Jam T.E., WWF Royal Rumble, Super Baseball 2020, Lotus II, Lethal Enforcers with gun and lots more). Only 8 months old and in good condition, worth over \$800 but selling for \$500. Ph: Shawn on (02) 726 4277.

Mega Drive 2 - 32x, fully working, 2 6 button controllers, 5 games, Virtua Fighter 32x, doom 32x, Mortal Kombat 3, NBA Live 95, Earthworm Jim. \$400 ono. (03) 9592 4229, ask for Richard.

PlayStation Games - Destruction Derby, Crazy Ivan, and Twisted Metal. Will sell for around \$50 each or swap for good PlayStation games. Phone Tim (09) 448 6132, Perth only.

Primal Rage for PC CD ROM, mint condition with box and Primal Rage joystick \$50. Ring Matt on (043) 601 899.

SNES (pal), 3 games, 2 pads, 1 joystick: \$200. SNES Diskdrive (Jap), inc. Over 200 games, \$250 ono. Ph: (042) 832 608, ask for Daniel.

Sega Mega Drive - 2 control pads, 14 games, including - Sonic 3, Bubsy and Formula 1 challenge '1995' excellent condition, set price \$400. Phone Robert after 4:30 on (048) 844462.

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SNES - 2 controllers \$140, Sim City with box and manual \$35, DKC 2 with box and manual \$70, Mario Allstars with manual \$50. Phone: Jesse Dore on (069) 212 814, NSW only-please.

MD with 2 68 control pads, 11 games, including MK2, Sonic 2 (both with no cases), Syndicate, EWJ, Urban / Jungle Strick, NHL '95, Sonic 1, Quake Shot, Fi, Theme Park and a free book of cheats \$300. Ring (02) 427 1374 ask for Ed.

SNES: 2 control pads, 5 games inc: MK3, K1, Desert Strike, TMNT Tournament and Zelda 3. \$250. Phone: (063) 629 745, ask for Dave.

Playstation game Total NBA '96 \$60, brand new, unwanted gift. Please call Hugh AH on (02) 436 4040.

SNES - 2 control pads for games - DKC, Mortal Kombat I, Super Mario Kart, Super SF2. All with boxes and instructions. Worth over \$450, selling for \$250, ask for Dominique, on (03) 9795 8039.

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Sega Mega Drive II with 8 great games including NBA Jam, Mega Bomberman and Street Race, 4 Player Adaptor, and 3 controls. Worth \$700. Sell for \$300. Phone Luke on (09) 451 4450, WA only.

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Mega Drive and Mega CD: 2 controls, Sonic 2 (MD) Jurassic Park (MD), Columns (MD), Alex kid Enchanted Castle (MD), Mortal Kombat (MD), Toejam + Earl (MD) Eternal Champions (MD), Road Avenger (CD), .ethal Enforcers (plus 2 guns, CD) all cables and instructions. \$400 ono, call Brad on (03) 9743 3979.

IBM games, fade to Black \$30, Duke 3D full version \$35, Battle Drome \$20, MK2 \$20. Also wish to sell 155 computer game magazines old and new, some in bad condition - 23 demo CD's for \$130, or best offer. Ph: (03) 9419 5769.

Sega Mega Drive II, 2 controllers, 8 games inc: Fifa International Soccer, Normy's Beach Babe-O-Rama, Street's of Rage etc. The lot for \$390. (or swap PlayStation, 1-2 controllers, 1 or more games + cables' Ph: (07) 3376 6852, ask for Hieu, after 4 30pm.

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PC CD ROM Games for sale. Strike Commander, CD \$35, Task Force 1942, 3 1/2, \$30, Mega Pack 4, CD, \$40, Aces of the Pacific, 3 1/2 \$30, Wing Commander Academy, CD, \$10, Ninja Turtles, 5, 25, \$5, Apogees Best CD, \$7.50. Ph: (070) 341 301, Fax: (070) 341 301. Ask for Aaron.

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PC CD ROM/3.5". Mechwarrior 2, Police Quest collectors ed, Nascar Racing, \$45 each. Starship \$35, Wing Commander II Special \$8. Contact Luis in Brisbane on (07) 3216 7403.

Sega Mega Drive 2: 2x6 button controllers Mortal Kombat 2 in good condition, with 4 of the latest mags. For only \$120 and full throttle if wanted, all for \$150. Ph: 324 55774, ask for Brett.

PC CD ROM, Doom 2 \$65. Doom Companion CD \$25, Guy Spy \$50, Full Throttle \$50, Under a Killing Moon Demo \$20, 5 game collection (inc. Rise of the Triad Shareware) \$35, Rise of the Triad (full) \$60. Cal. (03) 9758 7778, after school hours. Ask for Ryan.

Mega Drive games, Lethal Enforcers 2, Lethal Enforcers Gun and Psycho Pinball \$10 for the lot, with separate. Contact Adam on (02) 286 455, after 4:30pm weekdays.

MD games, Haunting \$15, Universal Soldier \$15, Super Smash TV Double Clutch \$20, or all for \$60. Ring 398 8860, ask for Aaron Green after 3:30pm, Perth WA.

SNES with 2 controllers and 5 games: Killer Instinct, MK3, Doom, Secret of Mana and F-Zero. All with boxes, books and in excellent condition. \$350 ono. Will not separate. Ph: Jeremy (059) 853 788.

Gameboy for sale, inc. 5 in 1 game, instruction booklet case, also gameboy case, warranty and all in good condition, for \$115. Call (051) 826 230.

SNES with 2 controllers and 5 games, inc. Killer Instinct, DKC and Cannon Fodder. All for \$250. Ring Noel after 4pm on (09) 4011 402 WA only.

MD RPG's - Shining Forces 2 - \$35, Final Fantasy 3 - \$35, Corporation - \$15, Landstalker - \$35. Phone (066) 43 1272. All boxed in very good condition.

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Stimpy's invention \$70. For Mega Drive or will swap for MK2 or MK3. (09) 453 2041, ask for Jason. (After School hours) WA callers only.

SNES with 3 control pads, Donkey Kong Country, MKII, Earthworm Jim, Punch-Out and Claymates all with instructions and in good condition. \$250. Ph: Sam on (02) 436 1705.

Mega Drive with 8 games, 2 control pads and Mega CD2 with 2 games. All boxed with instructions.

MD2 - good condition, 2 x 3 button control pads, 17 games, inc. Micro Machines, PGA III Sell \$200. Call Brendon (after school hours) on (046) 265 627. Campbelltown NSW.

MK3 \$70, MK2 \$50, MK1 \$20. Primal Rage \$65, Mario Kart \$40, NBA Live '95 \$50, Virtual Bart \$50. Ph: (079) 973 036, ask for Adam.

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Mega Drive 2: with 6 button pad, Chiki Chiki Boys, Sonic 2, Fifa Soccer, Road Rash, Wonderboy in Monster World. All cables in good condition (cheats too). \$200, ask for Sasha. Ph: (045) 765 040. (NSW).

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SNES and 2 controllers (one a SN PRO pad worth \$70) with great games, DK3, Starfox and Earthworm Jim, all boxed with instructions and in mint condition for \$260 ono. For more details call (06) 696 3363, ask for David.

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Cheats mainly for Mega Drive, Mega CD, 32x, Saturn, SNES, Arcade, PlayStation, 3DO and PC. For sale at cheap prices. Ph: (03) 9729 4121.

Mega CD 2 and Mega Drive 2 with 4 CD games and 6 MD games inc. MK3. All boxed with instructions, Mega Key 2, carry case. All in good condition. \$400 ono. Ph: Brendon on (042) 717 498.

Cheap SNES games, Mario Kart \$30, Allstars (no box) \$50, Secret of Mana \$35, King Arthurs World \$40, all prices negotiable. (09) 479 7870, Must live in Perth.

20 magazines for \$30. Worth well over \$100. Magazines include, Play, GameFan, Game Master, Gamepro, Gamestar, Sega pro and many more! Heaps of pictures and reviews. Phone: (03) 9789 7403.

Doom 1, Doom 2 or Wolfenstein 3-D for PC. Can be unboxed without instructions, must be cheap or with swap for MK1. Must be in WA. Ph: (09) 305 1064, ask for Rodin.

Wanted **Prisoner of Ice** IBM CD. Ph: (08) 89 525 287. Ask for Lachlan.

Every Hyper except issues 5, 8, 11 & 12, in mint condition (some competitions cut out, no posters). Reasonable prices. Ph: Brad on (066) 741 494, after 4pm mon.-fri. Near or in Tweed Valley only.

32X (no MD) + Virtua Fighter, CHAOTIX, Virtua Racing, the lot worth \$600, selling for \$300, only 5 1/2 mths old. Ph: (066) 421 088, after 4pm.

MK 3 for CD ROM for just \$50, with box and book. Excellent condition. Call Joshua on (02) 670 4076, after 4pm.

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WANTED

All 4 parts to ULTIMA 7. Would pay roughly \$30. ULTIMA 8 - PAGAN with speech pack. Pay roughly \$70. Phone: (043) 23 4218

Sonic comics, will pay \$6 for each mini issue, or \$20 for all 3 and \$10 for each sonic special or \$25 for 2, will also pay for postage and handling. Ring (066) 52 3736, ask for Mark after 5pm.

Mega Drive Games: MK 2, Super SF2 Turbo, Sonic, Sonic 3, Sonic and Knuckles and a 6 button controller. Phone Matt on (09) 448 6132, Perth only.

Playstation Games - MK3, Street Fighter Alpha, Need for Speed, NFL Gameboy, X Men Children of the Atom, Fi and Tekken 2, for cash. Phone Tim (09) 448 6132, Perth only.

I really, really, really want a copy of Rugby World Cup '95 for PC-CD. I could swap it for Cricket '96 or buy for top \$\$\$, Phone Nick on (02) 39 82662.

3DO version of Return Fire. Twisted Metal and Rayman for PlayStation. (02) 649 7710. All games must be in good condition.

Sega Mega Drive games. Theme Park or Jungle Strike for \$35. Book and box not needed, cartridge must be in A1 condition. Ph: (048) 844 405 and ask for James.

3DO version of Slipstream 5000 on PC and the full version of MYST for PC. Ring 570 8167 and ask for Glen between 3:30 and 8:00 on weeknights and any time before 8:00 on weekends.

Wanted desperately!! The Killer Cuts CD. Ph: Steve on (087) 252 984 after school hours. (SA only).

I need Zelda 3 for SNES! Need for Birthday present. Must have instructions. Will swap Super Metroid or Yoshi's Island, or buy for \$45. Ring (053) 381 630, and ask for Richie. (Prefer Central Highlands area).

I want Mortal Kombat 1. PLEASE ring Mark on (064) 589 220. (PC 1bm, CD or Hard Disk).

PlayStation games wanted! Must be PAL version. Will pay \$50. Phone: (03) 9789 7403.

SWAPS

Super Star Wars or Super Return of the Jedi on Super Nintendo, will swap for Another World or Super Street Fighter II on Super NES. Also willing to buy. Replies: A. Carrol c/- Post Office Bureau WA 6227 (preferably WA residents).

I will swap MK1 for MK2, can be unboxed without manual. MK1 comes with box and manual. HURRY!! Must be in WA (09) 305 1064, ask for Robin.

I will swap my Super NES with 1 control pad, MK1, MK3, SF2, Starwing FX, Super Punch Out, Hyper Zone, Super Castlevania 4 for a Sony PlayStation PAL with at least 2 games. Ph: James on (03) 9743 2159.

PlayStation. I will swap Doom, Destruction Derby, or Theme Park for Wipeout, Jumping Flash, Disc World or something else. Ring Gavin on (03) 939 0927.

Gameboy, carry case + 2 games - Batman and Mario + Yoshi. All in excellent condition. \$90. Or swap for Atari Lynx II with games, or one Saturn game. Ph: (08) 281 5701, SA 5108.

I will swap a SNES (6 months old) with controller and Super Tennis for a Megadrive 1/2 with ARL '96 or Rugby World Cup '95 or Shane Warne Cricket. (02) 39 82662, ask for Nick.

Playstation game Shockwave Assault (PAL) for Jumping Flash or Warhawk (others considered) or \$70. Phone Sean (02) 875 2574, Sydney area only.

I will swap my Sega Master System game for ANY Gameboy game. That's right ANY!!! Call Naveed on (02) 826 1991.

Mega Drive 2 with 16 games, 3 control pads including Arcade Pro Joystick, lots of accessories for a Sega Saturn with one game or will sell for \$650 ono. Ph: Adam on (004) 286 455 after 4:30pm weekdays.

Playstation games: Wipeout, The Need for Speed, Off World Interceptor Extreme. (All PAL). For Doom, Po'ed, Warhawk. But anything considered. Ph: Martin (02) 528 6079.

I will give you any MK3 cheats for MD and will swap for most games on SNES or MD. Ring (047) 738 877, ask for David.

NBA Live '95 or '96 also NBA Jam, NBA Jam TE, Jam It, Barkley Shut Up and Jam. For either or all of these games: Street Fighter 2, DKC, MK or MK2. For SNES. Phone: (08) 262 7087, (must be in SA) ask for Chris Tscharke.

Will swap my Illusion of Time and Stunt Race FX for either Theme Park or Secret of Evermore. All for SNES. Ph: (051) 992 876, ask for Lucas.

I will swap a Gameboy with MK3 for 6 'good' decks of Magic: Call Justin on (09) 279 1317, Perth only.

I want a Super Gameboy in a box and in good order with a manual. Will swap: Sega Master System with 6 games. Call (09) 402 6615, ask for Max.

Playstation games to swap - Alien Trilogy, Tekken, D, Battle Arena Toshinden, UFO Enemy unknown, D Derby, Twisted Metal. Call Frank on (074) 458 084, after hrs or weekends.

Destruction Derby (PAL) to swap for any other good PlayStation game. Must be PAL version. Phone: (03) 9789 7403.

Swap Mega Drive with 2 controllers, MK3, Primal Rage and 7 others for Sega Saturn with or without games with 2 controllers if possible. Phone: (052) 614 845, ask for Phil, on schooldays call after 4pm.

Will swap Mega Drive 2 with 2 controllers (1x6,B) and 10 games with Gameboy, light magnifier, battery charger with 6 cartridges for PlayStations with Fifa '96 or Tekken 2 or Ridge Racer Revolution or Saturn with Daytona or Sega Rally Ph: (090) 216 827, WA only.

Mortal Kombat 2 with codes, Fatalities, Babalities and Friendships with box and instruction manual for Super Gameboy with 1-3 gameboy games. Or Mortal Kombat 3 with codes box and instruction book for Pro Action replay. Call Clinton on (079) 827 481, Qld.

PENPALS

Hi, my name is Wade and I am 16 y/o. I'm looking for a male/female interested in the computing area. Write to me at: Wade Holes, 42 Hay St., Dubbo, NSW 2830.

Wanted!!! A cool penpal. If you are a 12-13 year old girl then write to me. You have to like computers and cool stuff like music parties and hot news on games, write to me at 7 Occupation Rd. Kyeemagh NSW or Ph: (02) 5561 748

Hi, I'm Shanna, I'm 11 and I like playing Mortal Kombat against my brother and sister but my favourite game is Lemmings. I have a PC CD ROM and I enjoy playing it. If you would like to write please write to 4 Cameron Pl., Nambour 4560. Must be 11 or over, male or female.

Hi, I'm Ben, I'm 12 years of age and am looking for a penpal, male or female 11-14 years of age. I own a Megadrive and am a big fan of Doctor Who, Queen, Soccer and computer games. If you are interested write to: 28 Mandalay Drive Happy Valley, SA 5159.

I'm a 16 year old boy. I like horror movies and the X-Files I am looking for a penpal, male or female, preferably female aged between 14 and 16 who has a SNES and likes violence and horror. Write to A. Chick 50 Brentwood Road Wattle Grove WA. 6107.

I am looking for a penpal M/F who likes video games. Must be between 9 and 15. So if that's you send to David, unit 5 24-26 Boundary Rd. North Epping NSW 2121.

Do you love video games? Great! You're the person I'm looking for to write to. If you're interested and aged around 16, guy or girl, then drop me a line at 15 Pollard Ct. Yangebup, WA 6164.

Hi, I'm Andrew and I'm 16 years old, I'm looking for a penpal, male or female aged 16 and over. If you like Ren and Stimpy, Nintendo 64, PlayStation and Mortal Kombat, then send me a letter at, 2/82 Gordans Hill Rd. Lindsifarne Hobart, Tasmania, 7015.

Hi! I'm a 19 year old female. I'm seeking a penpal, male or female, aged 17 to 20. I love playing computer games, especially RPG's and fantasy games. I also like ice skating and reading Dragon Lance novels. I prefer someone with a SNES or PC ROM, to talk about games and other life issues. I will reply to all letters. Please write to: Rosemary McCoubrie, 10 May Drive, Nollamara, WA 6061.

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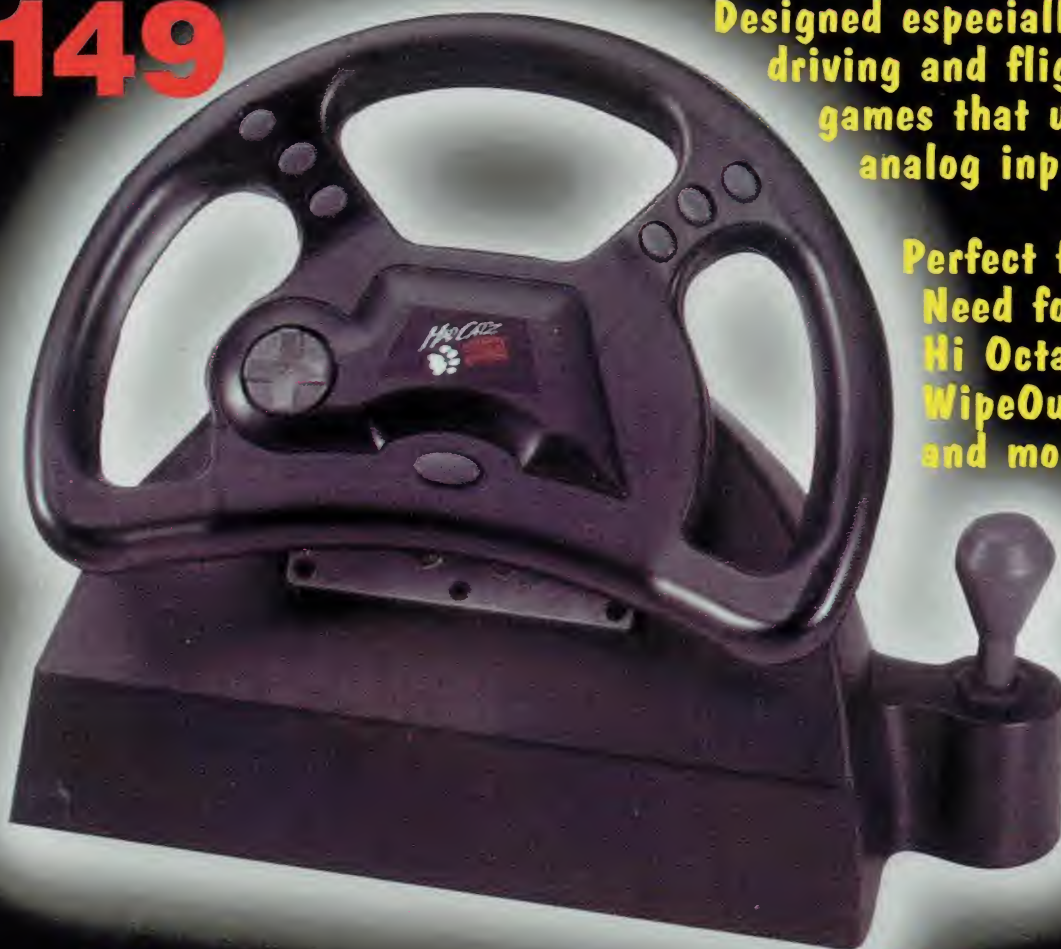
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