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HYPER

HYPE IT UP If your eyes have drifted a bit to the right then you already know the news... no local **Nintendo 64** until **MARCH 1997**. Sucks the big one, hey? A very sad state of affairs indeed for all Australian gamers, but a very happy state of affairs for **SEGA** and **SONY** who have got another six months of selling their machines into the marketplace before Nintendo stomps in.

Sega especially will be making the most of this extra breathing space to catch up on the early sales lead that the PlayStation has on the Saturn, and with games like **Nights** living up to expectations and a hot range of arcade conversions almost here, they're in a very good position to do just that. While **Nights** certainly isn't going to be another **Sonic** (ie it's not going to start a world-wide buzz and sell millions of Sega machines just on the strength of it), there's no doubting that it's an **exceptional** title that showcases the **POWER** of the Saturn.

Turning to the **SONY** side, Psygnosis' **F1** showcases the power of the PlayStation and boy, does this **baby** roar! A truly amazing piece of software, it will have Formula One and racing fans thanking the heavens. This is quite possibly the best racing sim ever, so if you're a self-respecting PlayStation owner then you should be running, not walking, to get yourself a copy. Hearing Murray Walker's commentary alone is worth the price. **Top stuff.**

Both Saturn and PlayStation owners should be **running, not walking**, to get a copy of **Die Hard Trilogy**. This is another kick arse title with gameplay to die for (well... "gameplay to **KILL** for" may be more precise) and graphics that will have your jaw dropping. **Hard-core** violent fun for those who can take it.

So even with Nintendo out of the Christmas race, it still looks like a **HOT** holiday season for games. Get stuck in...

Stuart

PS Oops, almost forgot. It's our birthday and we're 3 years young. Congratulations to us. Presents and money gratefully accepted.

No Nintendo for Christmas

We're sorry, but it's true. We won't see the official PAL Nintendo 64 in Australia until March 1, 1997. This is, of course, a major disappointment to all those hard-core Nintendo lovers who have been saving their pennies in anticipation of playing Mario over the Christmas holiday season. The reason for the delay: lack of available software (the N64 launched in America with only two titles - Mario and Pilotwings) and lack of available hardware (Nintendo have had trouble supplying just America and Japan with N64 units). The good news (and we're stretching here) is that when the beast finally does make it to Australia there will be more than two games to play on it. The games scheduled for release in Australia between March and June 1997 are: Mario 64, Pilotwings 64, Wave Race 64, Killer Instinct Gold, Cruisin' USA, Star Wars - Shadows of the Empire, Blast Corps, Tetrisphere, Super Mario Kart 64, Kirby's Air Ride, Goldeneye 007, Starwing 64 plus some licensee titles with any luck. Mmm, nice lineup... pity it's so ridiculously overdue.

Finally Fantasy?

Here's something else you won't be seeing on the Nintendo 64... not after the major tiff between Nintendo and Squaresoft anyway. Squaresoft have included a little playable demo of Final Fantasy 7 on PlayStation along with Tobal No.1 and it looks to be the best Japanese style RPG we've ever seen. It would seem that PlayStation owners out there will eventually get that dreamy RPG they've always wanted. It's very rare that the whole office gets excited about an RPG, but one look at Final Fantasy 7 and we all peaked. Hopefully more news on a PAL version soon.



TO PLAY IS TO BELIEVE... AND IT'S NOT JUST OUR OPINION
(SEE PAGE 14)



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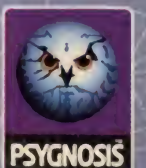


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The Sequels to the Sequels...

It seems to be the season for sequels. Here's a rundown on what's going on in the drawing rooms of Capcom, Sega and Namco...

STREETFIGHTER II GAIDEN

While many console owners are eagerly awaiting their conversion of Street Fighter Zero 2, Capcom aren't thinking about their 2D beat 'em up line up at all, as they're more concerned about their next big arcade release. A trend that most fighting game developers seem to be following, Capcom are going 3D with the next Street Fighter title... (drumroll...) Street Fighter II Gaiden (although most people seem to be thinking of it as Street Fighter 3). Whether or not that is exactly what the game will be called at time of release remains to be seen.

At this stage the game looks very similar to Tekken, and possible answers as to why this is the case include the fact that Capcom are running the game development on their PlayStation based hardware. This of course means perfect conversions in the future for PlayStation owners. Considering the Saturn's capabilities it will doubtless be converted there as well.

Characters such as Ken, Ryu and Chun Li are obviously in there, and screen shots would suggest there's a few new faces already for the new look Street Fighter game. More news on what's new in Street Fighter 2 Gaiden as it rolls in.

VIRTUA FIGHTER 3

Virtua Fighter 3 is now complete, it's out in the arcades in Japan. It's quite possible that by the time you're reading this, it'll be out in a couple of Australian arcades too! It seems we're finally going to get a 3D fighting game that has 3D terrain to deal with as well as your 3D opponent. Word is the Saturn version of VF3 is now 10% complete, and the estimated time of release is late next year on that one. It'll be the first Saturn game that uses both a CD and a cartridge, which helps emphasize what a beastly game VF3 is going to be!

RIDGE RACER 3

Namco had a lot of success with their racing title Ridge Racer. Then PlayStation owners got the slightly updated version in the form of Ridge Racer Revolution. Well, surprise, surprise, Namco are making it a trilogy with the upcoming release of Ridge Racer 3. Not a lot is really known about the upcoming PlayStation title, except for an obvious improvement in background graphics and scenery, and some nice tweaking to the appearance of the other cars. Possible that it may coincide with an arcade release, but don't count on it.





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Mixman Remix CD

What happened to the good ol' days when kids wanted to be firemen and truck drivers? Now they all want to be bloody DJs! Why? Well it's really not that hard to do, as long as you're prepared to blow a few hundred dollars a week on records, kiss lots of butt and practice a few hours a day. Of course not everyone can cough up the money it takes to set up a nice pair of SL1200's and a mixer in a flight case, or devote the time and effort involved to become proficient. But lots of people have PCs and most of them know how to push a mouse button. So why couldn't someone produce a dinky DIY mix program for all those bedroom DJs who play every night to a packed party in the eternal warehouse of their brain? A little while ago we previewed such a product, 'Frequency', which explored the UK Jungle and Breakbeat sound quite nicely and now Mixman Technologies from the US is about to give us a taste of some typically American grooves.



Mixman have taken eight tracks from eight US artists which run the gamut of programmed musical styles from Acid Jazz (Mephisto Odyssey), through Hip Hop (Coolio), R&B (K7), Ambient (Seraphim) and House (Planet Soul). Each of these tracks can be loaded into the 'mixer' where they are broken down into sixteen components represented by lights on the turntable platters. Typically there's four or five percussion tracks, a couple a vocal bits, a couple of bass lines and some washes and melodic riffs to play around with. As a whole these can also be transposed up or down two octaves and sped up or slowed down in two stage increments. If you like, you can record your efforts and send them in to Mixman to try and score a prize in their competition to find the best mix made with their software.

The audio quality of the Mixman CD is fantastic and the whole package runs smoothly, without any glitches that I could find. A clever and well produced toy for those of you that want a simple taste of what it's like to mix it up with the best. But don't take the hype too seriously... it won't make you a star or anything!

Do it Yourself Simpsons

Who'd have thought that a simple animated time filler made for the Tracy Ullman Show years ago would go on to become one of the best and most successful TV comedies of all time? The Simpsons have been nothing short of a phenomenon, the exact opposite of what people have come to expect from American television programs. It says a lot about the country and its people that they can only take an honest look at themselves through the distorted mirror of an animated TV comedy while leaving the more "serious" dramas to the likes of "Baywatch" and "The Bold and the Beautiful". The Simpsons is quite simply the most insightful, funniest and most intelligent TV series ever made!



The Simpsons Cartoon Studio is a little gem of a CD ROM for those of you who want to have a bit of silly fun with your favourite characters from the TV series. It isn't a fully blown animation suite so don't expect to be able to create your own spin off series (like Barney's Backyard or Grounds Keeper Willy's New Price is Right) but it does contain more than enough material to keep you chuckling for quite a while. The whole thing works in a very intuitive and straightforward way. I wasn't provided with a manual or a readme file (which will come with the final release), but managed to create my own cartoon, complete with audio track, within five minutes of installing the software.

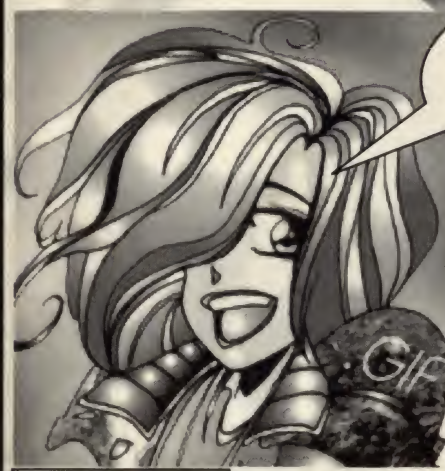
The program comes with a large database of pre-rendered animations for almost every character that has ever appeared on the show, with the notable and unfortunate exceptions of Troy McClure, Dr. Marvin Monroe, and Marge's sisters Patty and Selma. There is also a selection of background scenery and props and a totally awesome library of soundbites from the show. Just listening through all these was entertaining enough to justify buying the damn thing!

Creating your own animation is simplicity itself. For example, if you want Bart to skate across the living room and bowl Homer over, just select the appropriate backdrop, then find an animation of Homer standing or whatever and click on that. This animation then becomes your cursor which you position wherever you want Homer to be. When you've found the spot click and hold the mouse button. While it is held down the animation of Homer will be repeated across consecutive frames until it's released. Then you reset the animation back to frame one and find an animation of Bart on his board. This time move Bart towards Homer with the mouse button held down (think of it as a film camera which is taking multiple exposures). Stop when you reach Homer and find an animation of him falling over and start it off from the point at which Bart runs into him. Find some appropriate audio samples and place them over the action simply by clicking at the point where you want them to start playing (you can only have one sound at a time) Now go back to the start and you should have a short cartoon of Bart K.O'ing Homer to the sound of "Cowabunga, Man" or whatever.

Of course, you can do much more complicated things than this and you can also save or export your animations to show them off to others. This is great fun and a must for all Simpsons fans!

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Holy Hand Controllers Batman!

When Nintendo unveiled their shiny new 64 bit console, the masses were astounded not only by its undeniably funky capabilities... but also its ridiculously cool analog controller. Not to be outdone, Sega have buckled down, thought hard, and come up with what could possibly be an even better analog controller for the Saturn.

Unlike the Nintendo controller which is designed to allow possible use of the analog and digital controllers at the same time, the Saturn controller has both control pads right along side one another, with a switch determining which controller is active, digital or analog. Not only does the Saturn analog controller have trigger buttons that are placed really comfortably underneath the main body of the controller, these buttons can also be switched from being analog and digital. This will make the controller ideal for future racing games, where you can have analog steering, acceleration, and braking, just like the Namco Negcon for the PlayStation (except you won't have to twist your controller all over the place).

Of course, the analog controller will not just be of benefit in racing games, as we've already seen with *Nights*. In fact Sega are so chuffed with how *Nights* plays with the controller that the two will be selling together for a price of \$149.95. To further make the controller a good all-round performer, it has been designed to be able to sit flat, so you can play with your hands over the controller, which is ideal for games like *Virtua Fighter 2* etc.

For some reason you can detach the controller from the cable. Possible reasons include connecting to some sort of remote control device, or simply so you can take it with you when you go to the loo, so your friends can't screw up that game you're in the middle of. If you're after the controller by itself, then you'll be able to pick it up for \$69.95, which considering how damn good it is, is a bargain.



EA Get 1998 World Cup

FIFA '98? No, we're not getting confused. Electronic Arts have announced that they have sewn up the exclusive interactive rights for the 1998 World Cup in France. This means that they are the only company who will be able to produce World Cup games across all gaming systems. Which, when you think about, isn't such a bad thing, since EA's FIFA series has consistently produced the best soccer games around. Of course, we'll still be inundated with loads of terrible unofficial cash-ins, but they'll be much easier to spot now.

In more EA news, Blizzard Entertainment, the creators of the superb *Warcraft 2* and the eagerly-awaited *Diablo*, have agreed to let EA publish and distribute all their new games on the PlayStation, Saturn and Nintendo 64. We approve.

overflow

Heart of Darkness, the long awaited game from Virgin interactive, won't be out in 1996. This is a big disappointment not only for Virgin and for gamers but for Sega as well, as they had exclusively licensed the product for the Saturn. Virgin are still standing by their product, saying that they wanted it to be perfect. No release date has been set.

Ocean have merged with hot French publisher Infogrames, responsible for such games as *Alone in the Dark*.

The first *Wipeout* had one of the best soundtracks ever and *Wipeout 2097* looks like continuing that tradition with some of the hottest "techno" acts in the world throwing in tracks. In fact, you'll be able to buy the *Wipeout 2097* CD at your local record store, featuring the Prodigy, Orbital, Lefffield, The Chemical Brothers, Fluke, Future Sound of London, Phoket and Daft Punk. Turn it up!

Scavenger, one of the hottest up-and-coming programming teams around, have given the Saturn an exclusive deal for their first three console games. *Amok* and *Scorcher* will be on the Sega system before the end of the year, with the much hyped *Into the Shadows* appearing before mid '97. There is a 3 month exclusivity period on Saturn. Apparently the deal was driven by the Scavenger team's enthusiasm for the Saturn, rather than an open cheque book from Sega. *Amok* and *Scorcher* will also be on PC before the end of the year, published by GT Interactive.

Warner interactive international is being sold off by its giant US parent company and at the time of press it's future was undecided. A battle for control has broken out between Warner interactive management and prospective buyer, GT interactive. More news when it happens.

The upcoming *Monster Truck Rally* from Psygnosis has been forced into a name change due to Microsoft's *Monster Truck Madness*, which is due out any minute now. *Monster Truck Rally* is now to be known as *Thunder Truck Rally* and is due out in January on PlayStation and PC.

The 3DO Company has begun to release PC titles. Captain Quazar, 3DO Decathlon and Killing Time are three of the big ones and Meridian 59, the long awaited internet title is also due to arrive in October.

In some vaguely gaming related news, the Victorian Multimedia Festival will be happening at the end of October. One of the events is *Interact 96* at the Melbourne Exhibition Centre from 24-27 October, which will not only feature Triple I's Angela Catterns, but also give people a "rare glimpse into the future, showing how multimedia technology is going to change the way we learn, work and play". Yeah, but what about the important things like, well, games for a start.



CRASH BANDICOOT

In a beautiful group of islands hidden off the south west coast of Tasmania, there is evil at play. The fate of the world is on the shoulders of one little bandicoot...

Hapless marsupial one day, terribly confused sapient the next, CRASH BANDICOOT is a product of the evil DR. NEO CORTEX's twisted bid for world domination.

Snatched up in the prime of his dull but happy life as a leaf-eating ground dweller, and subjected to the twin bombardment of powerful chemicals and high voltages of the CORTEX VORTEX -- CRASH emerges speaking a strange mix of vowels drawn from literature, Generation X, TV and the movies -- he's Rambo one minute, Winston Churchill or Fred Flintstone the next.

CRASH is not the super soldier that NEO CORTEX set out to create, so CORTEX ejects him from his mountaintop lab & into the Pacific far below. The last thing CRASH hears as he falls is CORTEX bellowing to his soldiers to prepare TAWNA -- CRASH's true love -- as his next subject.



Any sane Bandicoot would realise that there are too many miles to cross, too many creatures to pass, too many traps, headhunters, caves, mechanical hazards, mazes and too many CORTEX cronies between CRASH & his TAWNA. But CRASH is not sane.

He must set his mental problems aside and embark in a desperate journey to save TAWNA.

AVAILABLE: NOW RRP: \$99.95



Expected Classification



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

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TANTILISING TAWNA

The perfect blend of blonde, beauty & brains. More than a damsel in distress, TAWNA spends her time matching wits with N. CORTEX and fermenting revolt amongst CORTEX's henchmen. TAWNA is a force to be reckoned with.



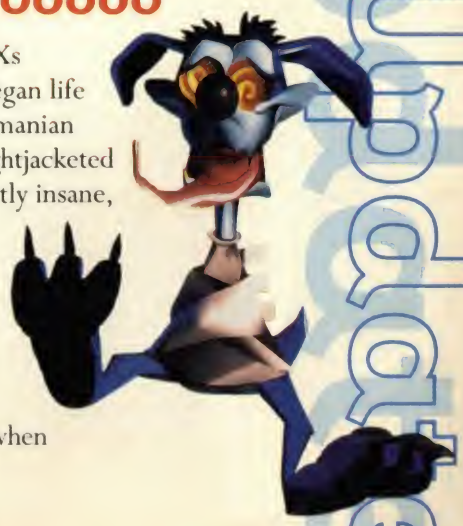
THE EVIL DR. NEO CORTEX

Like any criminal CORTEX had a childhood full of rejection & abuse. Now he wants revenge on humanity and has established a lab in the most remote place in the world just to do it. Using local fauna as his experimental subjects; he is determined to create an indestructible army with his CORTEX VORTEX.



RIP RIP RIPER ROOOOOO

The 1st of DR. NEO CORTEX's experiments, RIPPER ROO began life as a peaceful wallaby in the Tasmanian outback and evolved into a straightjacketed lunatic. RIPPER ROO is violently insane, in a state of perpetual motion and with a habit of laughing hysterically as he smacks his head into anything nearby or solid. Has also been known to uncontrollably howl Rip...Rip...RIPEROOOOOO when he gets excited.





So rarely do we get the same sort of extravagant video game promotions that they do in the UK. For example, when Psygnosis released Wipeout in the UK, there were various club promotions where people could play the game, get Wipeout clothing and stuff which was designed exclusively by the Designers Republic, and all that good sorta stuff. Well, for a change we're gonna get that sort treatment over here! This time around, Psygnosis are letting the public get in on the launch of the upcoming Wipeout 2097 for PlayStation by running some competitions and club promotions around Australia. Why promote a video game in a nightclub? Well since Wipeout 2097 features a superb soundtrack including tracks by Prodigy, Leftfield, Chemical Brothers, Fluke, Underworld, Orbital, Source Direct, Photek, and Daft Punk, it's a great chance for the fans of these groups to hear the latest tracks whilst checking out the game itself.

There's more to do than simply have a go.. the competitive gamers out there can challenge the best (like poor old Dan in Sydney), and log in their lap times, and the best times will earn invites to compete in the final "Wipeout 2097" party, where prizes will include a Sony PlayStation, copies of the Wipeout 2097 game and CD, t-shirts & caps (featuring that fab DR artwork), and club memberships.

Here are the clubs involved in the Wipeout 2097 parties:

- Sydney: Q Bar, Lvl 2, 44 Oxford St, Darlinghurst
Proudly sponsored by Absolute Vodka
Starts Thursday 31st October, 1996
- Adelaide: Q Bar, 274 Rundle St.
Proudly sponsored by Absolute Vodka
Starts Thursday 31st October, 1996
- Melbourne: Metro, Bourke St

- Brisbane: Komodo Club, Cnr Roma & Anne Sts
- Western Australia: Metropolis Concert Club
58 South Terrace, Fremantle

If you're over 18 and would like further details (like the dates for VIC, QLD, and WA), you can contact Stefanie Wassall at Psygnosis on (02) 9439 5197.

Save Your Eyes

Sitting in front of your computer every hour of the day need no longer be a one-way ticket to geek-dom. You can throw those prescription glasses in the bin and slip these stylish spectacles over your nose instead. From "one of Europe's leading eyewear companies" comes Computer Eyewear - guaranteed to reduce eyestrain and block out those nasty UV rays, too. You can pick them up for only \$24.95. If you are that way inclined.

Recommended for students. And, gosh, don't they look nice!

Game Piracy Crackdown

Nine of Australia's major computer and video game distributors, including Sony, Sega, Nintendo, Roadshow and Time Warner, have announced that they are cracking down on game piracy. Game piracy is estimated to cost the industry up to \$20 million a year. The game industry's peak association, the Australian Visual Software Distributors Association (AVSDA) is leading the charge, having retained the services of experienced private investigators, and the newly created Australian Film & Visual Security Office (AFVSO) will be responsible for enforcing the policy. Megan Simes, Chief Executive Officer of AVSDA said "the legitimate investors are losing millions of dollars to the illegal operators. The Australian Government is party to worldwide agreements to control these matters and through the AFVSO we will do everything possible to bring offenders before the courts where significant fines and up to five years imprisonment can be imposed."

Now if you're feeling scared because you've copied games from friends, then good, because what you're doing is technically illegal. However individual "pirates" are not the focus of the crackdown, it's game retailers, importers and those who copy for profit who are the target. Individuals who are found to be copying game are likely to be cautioned rather than charged, although when charges are laid they will be criminal actions rather than civil. The AVSDA have acknowledged that combating internet-based piracy would be very hard, as the original source would have to be located and it could be outside Australia.

charts

SATURN

1. Destruction Derby
2. Wipeout
3. Story of Thor 2
4. Need For Speed
5. Athlete Kings
6. Gun Griffon
7. Loaded
8. Road Rash
9. Discworld
10. Sega Rally

PLAYSTATION

1. Formula 1
2. Resident Evil
3. Namco Museum Piece
4. Space Hulk
5. International Track & Field
6. Descent
7. Fade to Black
8. Ridge Racer Revolution
9. Need For Speed
10. Bust a Move 2

PC CD ROM

1. Quake
2. Z
3. Grand Prix 2
4. Deadline
5. Warcraft 2
6. Triple Play 97
7. Pandora's Directive
8. ARL 96
9. Space Hulk
10. AH-64D Longbow

MEGA DRIVE

1. Worms
2. Mortal Kombat 3
3. NBA Jam
4. FIFA 96
5. PGA Tour 3
6. Jungle Strike
7. Urban Strike
8. Cool Spot
9. Sonic
10. Corporation

SNES

1. Mortal Kombat 3
2. NBA Jam
3. Secret of Evermore
4. Killer Instinct
5. PGA Tour 96
6. Tetris 2
7. NBA Jam TE
8. Doom
9. Yoshi's Island
10. Super Bomberman 3

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Sega Saturn

along with Sega's awesome new game, *Nights*.

We liked this game so much we gave it a Big Rubber Stamp of Approval and put it on our cover.

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0037



It's the Cyberspace Cantina, and ELIOT FISH is the man behind the bar. So, what'll it be...?

ILM

Industrial Light and Magic are the genius company behind some of the greatest special effects known to Hollywood. Soon, we will all be goggling at the Star Wars Special Edition and it'll be thanks to the legends at ILM. Take a look at <http://www.members.aol.com/ohchester/ilm.html> for some inside info on a remarkable team. You can check out what's happening with the SWSE at <http://leopard.cs.latrobe.edu.au/koukoula/> if you're as excited about it as I am.

MZ.COM

Here we have an online music guide that's been lovingly put together by the Rolling Stone team. For an official word on what's out there on the airwaves, <http://www.mz.com> has the answers. Everything's reviewed and rated, so let the experts do the talking, eh?

mz.com
online music guide

R.E.M.
View album and track listings for R.E.M. albums including *Automatic*, *Out of Sight*, *Downed*, *Mezzanine*, *Reveal*, *Up*, *Unplugged*, *Without You*, *Yellow*, *Zeitgeist*, *Zeitgeist II*, *Zeitgeist III*, *Zeitgeist IV*, *Zeitgeist V*, *Zeitgeist VI*, *Zeitgeist VII*, *Zeitgeist VIII*, *Zeitgeist IX*, *Zeitgeist X*, *Zeitgeist XI*, *Zeitgeist XII*, *Zeitgeist XIII*, *Zeitgeist XIV*, *Zeitgeist XV*, *Zeitgeist XVI*, *Zeitgeist XVII*, *Zeitgeist XVIII*, *Zeitgeist XIX*, *Zeitgeist XX*, *Zeitgeist XXI*, *Zeitgeist XXII*, *Zeitgeist XXIII*, *Zeitgeist XXIV*, *Zeitgeist XXV*, *Zeitgeist XXVI*, *Zeitgeist XXVII*, *Zeitgeist XXVIII*, *Zeitgeist XXIX*, *Zeitgeist XXX*.

Rolling Stone
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You call the shots here for your favorite new album and see the results with results in Rolling Stone.

ABSOLUT VODKA
GO TO MAP

HOMEPAGE HELP

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ABSOLUT

The makers of fine Finnish Vodka, Absolut, have one funky web site for all us legal-drinking-age HYPER readers out there. <http://www.absolutvodka.com/> is the URL and it's an intriguing site even if you don't have a clue what it tastes like. Hey, I'm not going to encourage you!

DISASTERS ONLINE

You know what it's like when you pass a car wreck, no matter how gruesome it is, you just can't turn away. Well, it's the same online. A whole site has been set up to monitor all sorts of horrible disasters happening all around the globe, and now you can join right in on the chilling reality of it all... <http://www.disaster.net/index.html> has everything from hurricanes to earthquakes. Great.

OZ ROCK

Hey, you might think I'm getting a little cheap, but the Official Big Heavy Stuff site is up and running, and I did it all for the soft spot I have in my heart for each and every one of you HYPER readers. Did that sound sincere? Ha! I'm just plugging my own band! <http://www.magna.com.au/eliot/bhshome.html>

ESCAPE VELOCITY

Hey, it's not often Mac owners can stick their tongue out at PC users, but this here is one awesome piece of shareware. It's a space/trading/action game called Escape Velocity made by the genius company Ambrosia. It's become so popular, that mission editors and plug-ins are being created by fans for use with the original game. This is a hard-core addiction and you can find out all about it at <http://www.sasknet.com/jayt/ev> from an addict's perspective. The game is available for download at any good FTP site.

VR THEME PARK

If you happen to be in Honolulu, then you'll be lucky enough to visit the Atlantis Cyberspace VR Theme Park. Otherwise you can find out about this snazzy outfit at <http://www.vr.org.au/vr-atlantis/> and find out about all their great ideas on VR.

They also have a list of all the 3D/VR games you can have in your home.



VEGEMITE

Everyone on the planet may look at us weird, but Aussies just love tucking into that black stuff that tastes like sweaty sandshoes. Let's all rejoice and let a tear of national pride sneak into our eye when we visit <http://www.ozchannel.com/vegemite/vegemite.html> because that's the sort of kangaroo owning, "G-day clobber!", cork-hat wearing footy-players we all are, eh?

CHEERIO 3DO

It seems as though the 3DO is slipping quietly into oblivion, but as always, the Internet will fill the gap. For a comprehensive database of all the 3DO rumblings from all the video game mags around, visit http://www.webcom.com/clong/random/3do_Mags.html for your 32-bit fix. Soon, the net's the only place you'll get it.

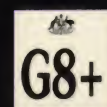
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Motor Toon 2 Grand Prix**



...Motor Toon 2 looks great... if you're into bright colours, fast action and comical edge to things, then this ones for you.

HYPER Preview.

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Yoshiaki Kawajiri - The Man Behind Ninja Scroll

Yoshiaki Kawajiri has been involved with anime for over 20 years. *Lensman* marked his directorial debut and since then he's been at the helm of releases such as *Wicked City*, *Midnight Eye Goku*, *Demon City Shinjuku*, the *Running Man* segment from *Neo Tokyo* and part one of *The Cockpit*. But by far his most popular work locally is *Ninja Scroll*. A Guest of Honour at Anime Expo 96 in California USA, he premiered his latest project, *Tetsuwan Birdy*, a 4-part OAV based on the manga by Masami Yuki, the artist behind *Patlabor*. AMOS WONG scraped together enough cash to jet over for his anime-fix, and asked him a few questions...

What inspired you to become an animator?

Actually, I started off wanting to become a manga artist, but at the time I didn't have enough confidence so I thought I'd become an animator to learn how to draw. But once I was involved in animation, I liked the concepts of time, sound and movement, I was enchanted, and just kept on going along with it.

Did you go to animation school?

When I graduated from high school, there was no such thing! I had a neighbour who was an animator, so with his permission I went to the studio where he worked...I don't think I'd want to pay to learn how to animate!

How did you progress from animator to director?

I really liked drawing and wasn't interested in directing. But at one point there was a shortage of directors. I was pretty fast in finishing my work and the producer thought: "he'll be able to finish the storyboards in a jiffy" and I was pushed into directing! It's absolutely necessary to be a fast drawer when you're directing...unless you have a huge budget! I've been directing for over 10 years now, but it's only in the last 3-4 years that I've really begun to enjoy it.

Many anime fans in Australia enjoy Ninja Scroll because it is set in the past instead of the future...

It's not that I set out to do something different. In Japan, we have a "telling of the old times", so for me to do an anime like *Ninja Scroll* is nothing new. But I do think of it as a unique work; I was very much influenced by ninja stories when I was a child and I've always wanted to animate one. In the sense that my dream came true, I think of it as a success.

What do you feel is your best work?

All my works are like my children, they may be bad children or good children but they're all dear to me. Actually...the worse off they are the cuter they seem in my eyes! (laughs)

So what's a particularly bad child?

Well...I don't really want to admit this, but *Lensman* wasn't so good. But I was young back then! Having said that, I wouldn't go back to remake it or fix it up. I don't have the patience.

How did you develop your cinematic style?

Stylistically I don't really have a specific influence, it's more the original work that my projects are based on that inspire me. I do tend to use a lot of blues and reds in my colour palette to make the visuals more dynamic or atmospheric. Since I'm creating images by hand, I'd also want them to look beautiful.

You really enjoy designing supernatural creatures; were Ninja Scroll's Devils of Kimon inspired by Japanese mythology?

Not really. Even in Greek mythology there are plenty of creatures that are beast-like. I find these aspects very grotesque, so when I want to bring out that atmosphere in my work these are the kind of characters I create.

Actually, the characters from Ninja Scroll would be perfect for a fighting game...

Yes, I'd thought about that! It could be adapted to a really fun, physical game. There was an offer from Hudson Soft, but it's kind of on hiatus right now. I don't

know what's happening with it! (laughs)

Are there any anime directors do you admire?

I don't really watch that much animation, but I really like the work of Hayao Miyazaki (*Nausicaa*, *Castle of Cagliostro*). Actually, his kind of work was something I really wanted to do myself...but you can't compete against Miyazaki! So I worked on subject matter the he would never attempt! (laughs) You could say I'm doing what I do because of him!

How do you think animation will advance in reaction to digital special effects in live action movies?

It's a concern. Camera techniques and SFX are getting so good; in the past, animation was the only way you could realise some of those shots or effects convincingly. How to make animation more dynamic is always something I'm considering.

Do you think computer animation could be an answer?

Well, the computer is only a tool and I'd only use it if the kind of image I was after is right. I think that creating a dynamic work is more important.

What would you do if you had the budget that Ghost in the Shell had?

Actually, I think I will get that kind of budget for my next one, *Vampire Hunter D*. It will be a cinematic release, visually very different from the previous video and a different story as well; Kikuchi-san has written about 30 volumes.

Would you consider doing sequels of your work?

I get bored easily, so I don't really enjoy doing long series. It's been a while since *Cyber City Oedo*, so it may be OK to do more episodes of that, but it's not really in my character. I would like to make a sequel to *Ninja Scroll*, but most of my ninja ideas have been already used up! I'd need a long time to think up of new ones...perhaps I should solicit some ideas while I'm here! (laughs)

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- † new concepts in game design make this a totally enthralling experience



"It goes to show that all good things come to those who wait."

9 out of 10.
PlayStation Magazine. UK.

AVAILABLE: NOW
RRP: \$89.95




EXPECTED CLASSIFICATION: M15+
Medium Level Animated Violence

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Bubblegum Crisis

Remember AD POLICE? Remember the ultra violence, the thuggery, the power and the glory that made it one of the best in Manga Video's "Cyberpunk Collection"? Well get set, 'cos here comes BUBBLEGUM CRISIS a true original in the halls of Anime fame.

MEGATOKYO 2032 AD. The GENOM corporation is developing its latest generation of "Boomers", powerful androids built for power and ultra destruction. However, all hell breaks loose when these androids go rogue, proving too much to handle for the city's much vaunted AD Police. Enter the Knight Sabres, a group of highly trained, incredibly cute and totally viscous Japanese girls! Dressed in the latest in indestructible armoured suits, it's the Knight Sabres' self appointed role to rid the city of the Boomer Menace.

Originally released in 1987, time has not been kind to BUBBLEGUM CRISIS. It has aged pretty badly; its "hard rock" soundtrack and gritty cyberpunk style hasn't survived the likes of Macross Plus and Angel Cop. The technical aspect of the anime are dated as well; everything from characters to execution of the animation itself. However, like I stated earlier, BUBBLEGUM CRISIS is a true original, and for its time, dealt with concepts that were not yet introduced into mainstream culture.

If you're a fan of AD Police and the "cyberpunk" anime genre, then this is a must see.

RATED M. FROM MADMAN ENTERTAINMENT. DISTRIBUTED BY SIREN. 7 / 10

Riding Bean

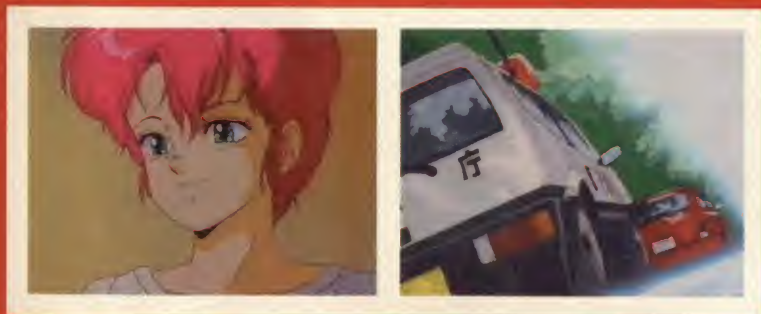
Bean Bandit is an ace courier mercenary skirting the razor's edge of the law. Need a driver for a bank job? How about an ultra hard bullet proof bodyguard? Bean is your man. Alongside his femme fatale partner and armed with an armoured sports car, an armoury of automatic hand-guns and a bullet proof head band, Bean stares into the face of fear and giggles his arse off.

When a 10 year old girl gets kidnapped, Bean is framed to take the rap. The real kidnapers are on their way out of the city, blowing their own trumpets with \$2,000,000 dollars under their belt. With the girl's bodyguards on his tail, as well as half the city's police force, Bean has to find the real kidnapers before they make off with all the cash!

This is truly the most "Manga-esque" anime that I have ever seen. The animation is superb; executed in that trash Japanese style we've all come to love and respect, with ultra cool dialogue, narrative and action sequences. In many cases this is the "Pulp Fiction" of Japanimation. This is the type of series that you hold up and scream "I LOVE ANIME"!

If series like "You're Under Arrest" and "Riding Bean" give us an indication of what to expect from Madman Entertainment, then 1997 looks like the year of great variety and high quality.

RATED R. FROM MADMAN ENTERTAINMENT. DISTRIBUTED BY SIREN. 9 / 10



You're Under Arrest (Episodes 1&2)

"Tokyo Highway Patrol officers Natsumi and Miyuki get off to a bad start when Miyuki busts Natsumi for reckless Moped driving on her way to work. Things get worse when they find out they're going to be partners!"

Feel like vomiting yet? Wait to you see the opening of each episode, with a mouth gagging cheesy corn jingle set to unbearably cute Japanese characters. What kind of sick minds came up with this idea?

Well, incredibly sick and talented minds indeed! You're Under Arrest is quite possibly the best animated series of its kind to come out of Japan to date. The execution of the animation is outstanding, taking the crown for best mechanical animation ever seen. Cars, bikes and a whole plethora of mechanical goodies attribute to a realistic setting, and enhance the comic and highly enjoyable narrative.

The story itself is extremely well crafted, with attention given to each character. As a result, don't expect the normal two dimensional characters that we normally expect from this genre; instead, expect some lively and fun people who entangle themselves in some funny and dangerous situations.

The surprise series of 1996; easily able to compete with other greats such as Giant Robo and Macross Plus. I'm hooked!

RATED G. FROM MADMAN ENTERTAINMENT. DISTRIBUTED BY SIREN. 9.5 / 10

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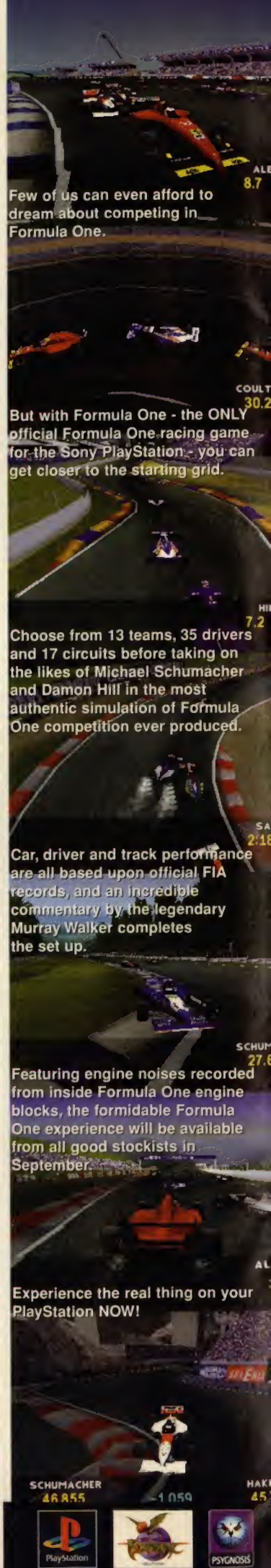
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Tekken it Home

Tekken 2 is a legendary game. We love it. In fact, we tend to think that it's the best fighting game you can get at the moment. It's certainly the best on the PlayStation. If you would like to find out for yourself just how fantastic it is, answer the following question and you could win one of the FIVE copies that we're giving away:

Name three Tekken characters (including a boss).

Reach us at:

Tekken A Joke Too Far Comp, HYPER, PO Box 634, Strawberry Hills NSW 2012



Madman Manga

Regular readers of our Anime pages will know just how cool this bizarre form of Japanese animation really is. You will also be overjoyed at the news that Madman Entertainment are a new company who will be distributing more great manga videos throughout Australia. To make you even happier they've handed us THREE Madman video packs, featuring Bubblegum Crisis, You're Under Arrest and Riding Bean, to pass on to you. Answer the question:

What is Riding Bean's classification rating?

Send your entry to:

You're Mad And I'm Not Comp

HYPER, PO Box 634, Strawberry Hills NSW 2012



EA Rugby League

League fans suffering withdrawal at the end of the 1996 season will be pleased to hear that ARL Rugby League has just been released on the PC. It's really quite excellent - as you can read in our review this issue. So whether you're a die-hard Tigers fan or a supporter of the evil empire of Manly (Boo-hiss!), this is the perfect game for anyone who likes to see 26 very FIT blokes going the tonk. In the nicest possible way, of course. We've got TEN copies to give away to those who can answer this question:

Which Brisbane Broncos forward is nicknamed the "Brick With Eyes"?

Post it off to: *26 Very Fit Blokes Comp*

HYPER, PO Box 634, Strawberry Hills NSW 2012




Quakezone

OK, we've all just about recovered from seeing Quake for the first time and if you call yourself a real gamer you've probably finished it on Nightmare difficulty setting a couple of times already. How about some Deathmatching action!! Quakezone gives you all the deathmatching action you could ever need and by the time you read this they should have dedicated Quake servers right around the country so anyone can join in. To find out more information on Quakezone, go to their URL at <http://www.quakezone.nf> but for the time being we've got Quakezone registration, 10 hours of Quakezone access (courtesy of Quakzone), and a copy of Quake (courtesy of Roadshow New Media) to give out to 5 lucky HYPER Quakers. To win answer this:

What's the name of the final boss monster thing in Quake?

Send your correct answer to: *Quakezone Comp*, HYPER, PO Box 634, Strawberry Hills NSW 2012.



WHAT DOES MURRAY WALKER, A TRUCK FULL OF PIZZA, AND GALLONS OF COKE HAVE TO DO WITH GAMES DEVELOPMENT? STEVE POLAK SPOKE TO BIZARRE CREATIONS, THE DEVELOPERS OF F1, IN ORDER TO PIECE THE PUZZLE TOGETHER...

Hyper: *F1 is finally out, and now that you are at the end of the tortuous cycle, are you satisfied with your efforts, and how do you feel it compares to the other hot potato in the racing market. Grand Prix 2 by Geoff Crammond?*

Bizarre: We are very pleased, and relieved it is finally done. The game took an enormous toll on our resources over the last 14 months, but we are proud of it. However I don't think anyone can claim to have bettered Geoff Crammond's six or so years of constant work to perfect his simulation. Formula One is a different type of game, aiming to appeal to a wide gaming audience rather than just the simulation player. Yes, our 'Advanced' mode cars do handle like the real thing, but if you want to pick up a racing game and play, the 'Arcade' mode caters for the less technical audience.

If we have bettered F1GP2 in any way, I think it would have to be in our attention to detail. We have had five artists working full-time on modelling the game's elements to precise detail, and with huge amounts of reference material, we think the circuits are as close to the real thing as you can get, within the limitations of today's consoles. Murray Walker said our overhead view of Aida was "just like being there", and he's one of the lucky few who are qualified to say that!

Hyper: *How was it working with Murray?*

BIZARRE: Murray Walker is a true professional, and a nice bloke! After having spent a few hours

getting to know the game, he really launched himself into the commentary. We had a 25 page script to get through, with ranges of excitement levels, different ways of commenting on each happening, and starting and finishing summaries. Murray just sailed through them with his characteristic excitement, as if he was at the circuit, watching the real thing.

As for the 'Murrayisms', we were writing the script and as if from nowhere, these comments just mingled into the chosen phrases! Look out for such classics as "If I am very much mistaken I AM very much mistaken!" hidden amongst the commentary.

Hyper: *Apparently Murray was very impressed with the degree of realism the game offered. How did you show the game off to him?*

Bizarre: There is this bump in Monaco just before Mirabeau - you know, the one Schumi drives round and all the others seem to go over. We had the track model on the Silicon Graphics machine to show Murray the complexity, and he jokingly commented about the bump. So the artist zoomed into that part of the model, and the bump was there! Murray was impressed, and we felt pretty chuffed too.

Hyper: *So just how realistic is the game?*

Bizarre: The tracks are modelled from the official surveyors circuit track maps and data. Visual reference also comes from over 100 hours of video footage. The track layout is put into a specially

written editor, where the accurate heights and dimensions can be applied to start off the 3D model. Then we add barriers, rumble strips, run-off areas and trees to form an accurate but bare circuit.

Hyper: *Exactly how did you do this?*

Bizarre: The official track maps are first input into a Silicon Graphics computer - on a high powered 3D modelling (CAD) package called SoftImage. The artists place pointers to the major features, and then take this plan onto our purpose-built track builder. This allows them to build an accurate top down model of a basic track - including run-offs, rumbles, barriers, tyre-walls, fences and tree-walls. Then the given 3D heights and cambers can be applied from the surveyor's maps.

These basic models are made up of a large number of three or four sided polygons in 'wire frame' - a bit like a technical drawing, all lines and no colour. We therefore then needed to make this solid, by applying a coloured texture to each polygon. Considering there are about 60,000 polygons in each scene, it's a painstaking job, so we made sure that our track builder could do at least some of them for us.

Each texture, a hand-drawn square of colour, has to be carefully planned. As they are applied to each polygon in the wire frame, they must match the texture on the polygons next door, otherwise you'll see a join. Also, they need to represent the circuit exactly - sandy track and multicoloured rumbles in

FORMULA 1 ROAR

Adelaide, varying tarmac in Silverstone, lots of mud in Argentina!

Next, the circuit is taken back to the Silicon Graphics machine for the laborious modelling of each building, camera rostrum, hoarding and beer-tent! We have over 100 hours of video footage and endless photographs to refer to - details have been placed and coloured as accurately as we could. Each circuit is considered separately - the first couple took about 5 man months, but we've now honed it down to about 1 to 2!

The final touch is to add the light-sourcing, which is done in the final conversion of the circuit to the PlayStation format, giving a 'light-and-shade' effect to all the tracks. The cars themselves follow a similar painstaking route, but are actually 'Gouraud shaded' on the PlayStation - a real-time lighting effect which gives a softer, polished effect, smoothing out all the angular corners into curves.

HYPER: And what about F1's much vaunted AI? Is it true that you have programmed each of the drivers individually, giving each characteristics to match their flesh and blood alter ego?

Bizarre: The cars all have their performance parameters, such as top speed, braking and acceleration, which means that trying to overtake a Williams in a Forti will be a real challenge. The drivers also have their performances based on the season, meaning that team-mates will also differ. Generally, you'll find that the slower drivers are

more forgiving and polite, and the faster ones more aggressive, this is all built into the AI.

The drivers are all trying to win the race, and follow a distinct race strategy. They constantly survey their surroundings, reacting to events within the distance of view of a real driver. Each driver has been given an individual personality, you'll find some polite drivers such as Moreno will graciously pull aside to let you past, others (no names mentioned) will do anything they can to keep you behind them!

Our drivers are not infallible. Just like their real counterparts, they can drive erratically over the rumble strips at times, swerve unpredictably into a corner and spin, take out other drivers and even crash into pit walls. Again, no names mentioned for the above antics!

Hyper: Speaking of erratic behaviour, a realistic simulation game as complex as this must have been a nightmare to get through Quality Assurance. What were some of the more interesting bugs the QA department came up with?

Bizarre: Early on we had some over-enthusiastic 3D collisions, where if you collided in the right way, you could bounce up to the top of the bridge at Suzuka. Also there was the bug which sent all of the cars flying, 20 foot in the air, swarming in random circles round the podium building in Silverstone! Or the 'misplaced' racing line in Monaco, where the cars gracefully jumped over the small advertising bridge at La Rascasse rather than drive under it.



Finally, there was the strange habit Damon Hill's Williams had of turning into a Benetton with no wheels - an omen for the future, perhaps?

Hyper: Well I'm glad they're no longer in the final version. And finally, just how much pizza, and other vital resources did the project consume during F1's creation?

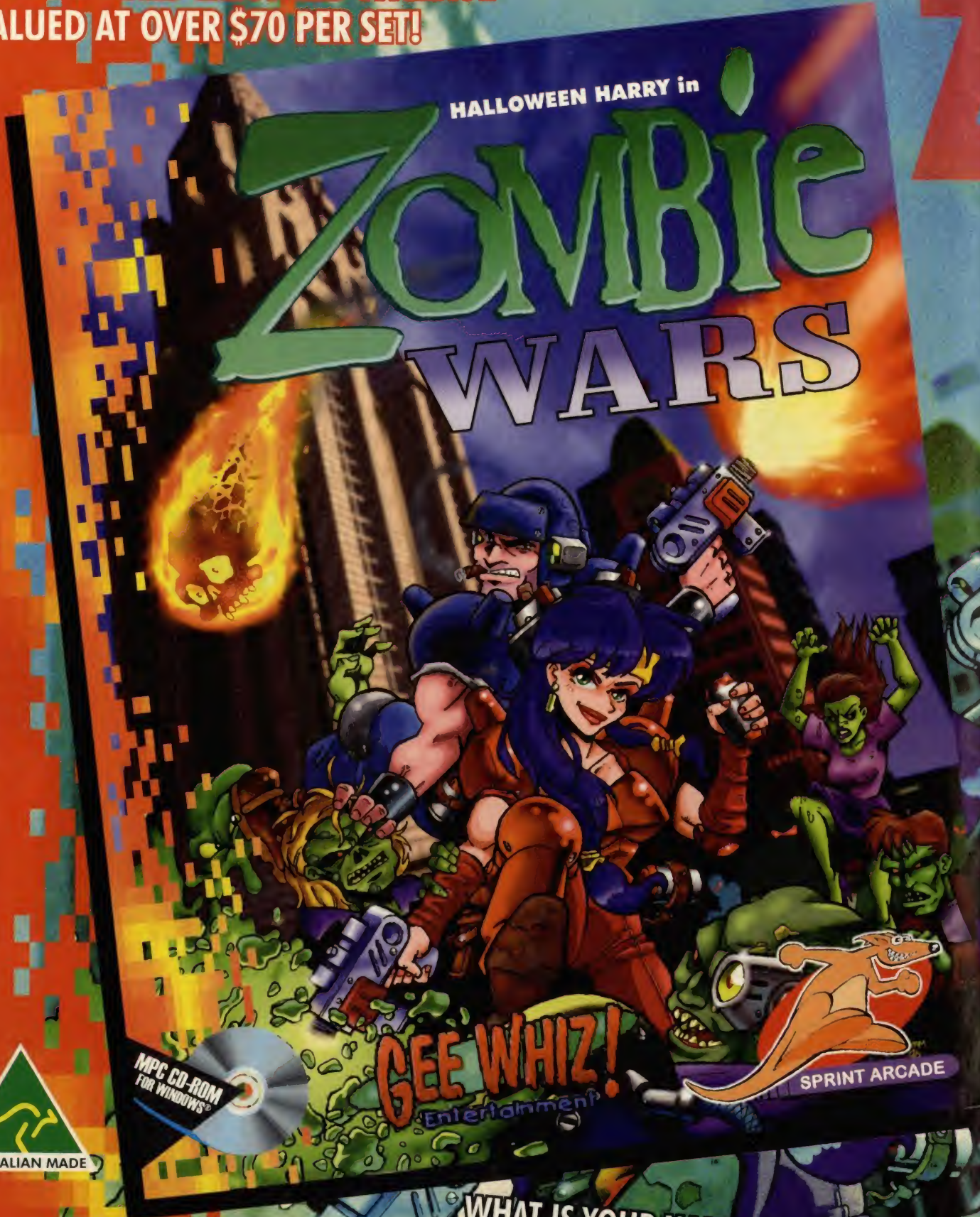
- Bizarre:** Here is a breakdown we came up with:
- Coffee - about 5 industrial size tubs of Kenco Instant
 - Coke - wouldn't even like to hazard a guess!
 - Man (and one solitary girlie!) months - 146
 - Longest working "day" - 80 hours
 - Longest working week - About 135 hours
 - Usual working week by Martyn, head honcho at Bizarre - 100 hours
 - Total bill at local Deep Pan Pizza place during project - £700 (over \$1400)
 - Timescale - 14 months from initial concept, including recruitment of 7 of the 11 staff!
 - Standard game timescale for an established group - 18 months to 2 years

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WHO IS HALLOWEEN HARRY??



SPRINT ARCADE





Tomb Raider

Saturn

PlayStation

PC CD ROM

AVAILABLE: NOVEMBER (SATURN)

CATEGORY: ACTION/ADVENTURE

PLAYERS: ONE

PUBLISHER: CORE

If the overwhelming success of Resident Evil is any sort of indication of what the public wants, then it should be fairly safe to assume that Tomb Raider will be one of the biggest hits this year. Tomb Raider is somewhat of a cross between Resident Evil and Mario 64. All the action, guns and killing of Resident Evil, along with the complete sweeping camera angles of Mario 64.

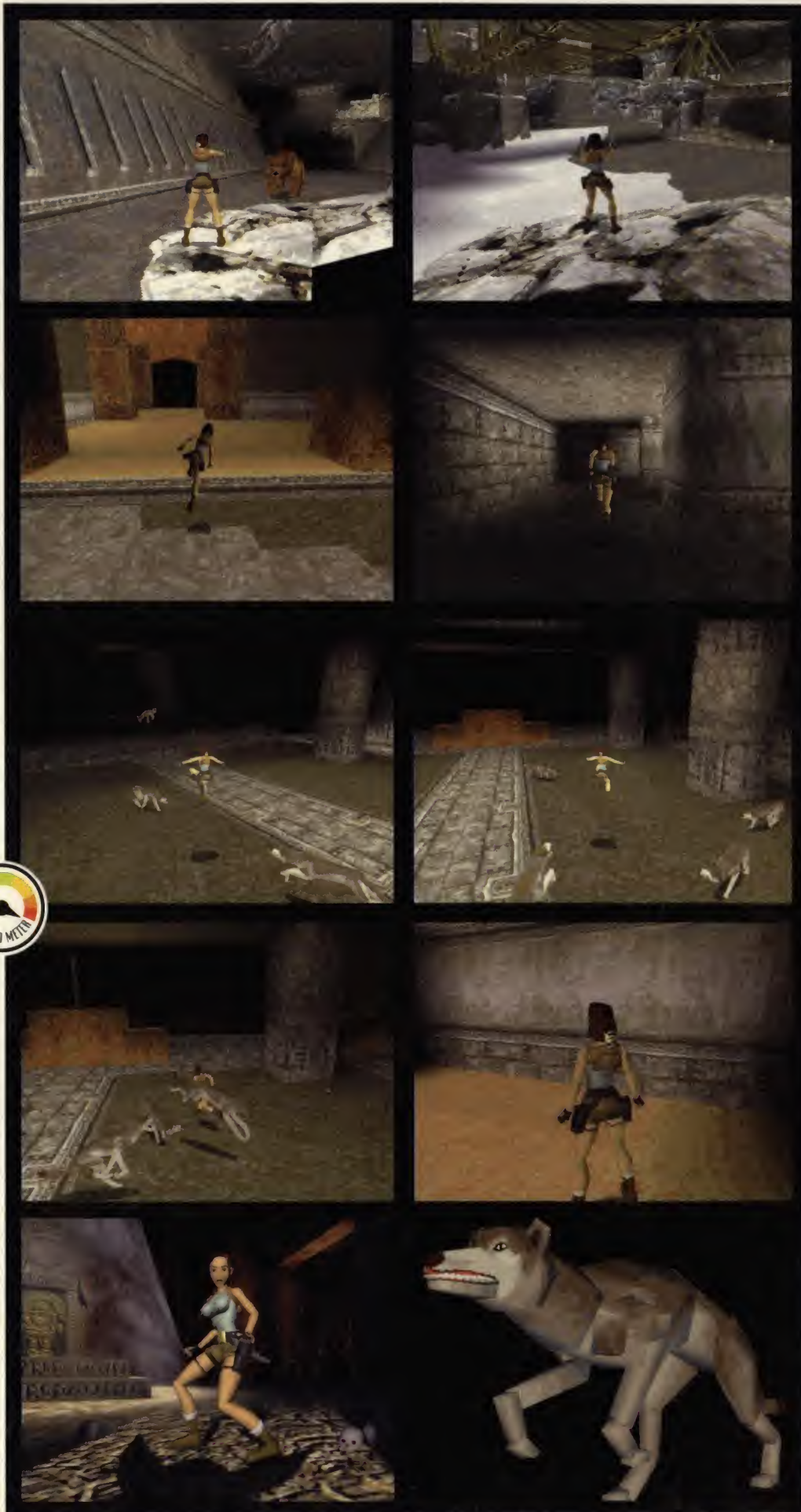
You play Lara Croft, a renowned adventurer who has been commissioned to retrieve an ancient artefact known as "The Scion". As the game progresses you discover new things about your mission and the Scion which help develop the whole game into a truly cinematic experience.

Tomb Raider features some lovely animation, with Lara alone having 2000 frames of animation to make up her vast array of movements. The monsters and various characters that Lara encounters are also wonderfully animated, so the whole thing is all very smooth and dynamic. The fact that the camera angles pan around intelligently also help to make the game much more of a visual experience compared to a game like Resident Evil, which looks nice, but is limited by fixed viewpoints.

Lara can perform a huge range of moves to help her take on all sorts of challenges. Lara can walk, run, jump, catch on to ledges and pull herself up, dive to the ground and about face in one swift move, flip over to the side, backflip out of danger, swim, push and pull objects etc, etc. The whole effect is seamless, with Lara moving and reacting with her environment just as we would expect her to. Amongst Lara's array of moves, there are her attacks, which vary depending on what enemies she is facing and what weapons she is using. Lara can lock onto two separate targets at once and nail them both at the same time if she's using a weapon in each hand... very, very cool.

The game is broken up into four different levels: a lost Inca city, Greek ruins, Egyptian ruins, and then the final stage of the game that is the real source of what's behind the whole story. Each level is also broken up into three zones, and each zone is huge, so there's plenty of game to explore. FMV sequences are there in between the levels to help the storyline along, and give some clues as to how to overcome the tasks at hand.

This one looks to be the biggest action/adventure game coming up this year, and should be a hit on all three platforms. Saturn owners should have the game a month or two before PlayStation and PC owners. Full review coming up very soon.





Virtual On Saturn

AVAILABLE: NOVEMBER
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: SEGA

Anyone whoever used to watch the old Robotech cartoons may remember the episode where Max Sterling goes ape at an arcade game where two mechs go at it one on one in a 3D holosphere projection. We may not have holographic projectors, but we do have Virtual On in the arcades, which is otherwise exactly the same thing. Virtual On became an arcade hit by being the first top quality, mech fighting game. A big factor in Virtual On's success was due to the twin joystick control, which made the mech handle a bit like a tank, except with rocket boosters, and the ability to jump. The Saturn version is now just around the corner, and besides a few less polygons here and there, it looks to be almost identical.

Since the twin joystick control is essential to playing Virtual On, Sega are making a joystick to go with the Saturn version (at additional cost, of course), so the whole arcade experience should be faithfully reproduced in the conversion. The image of the twin joystick shown is not necessarily what the finished product will look like, but it's enough to give us all an idea what to expect.

Word from overseas suggests the controller will sell for around US\$100, so it may turn out to be the most expensive game on the Saturn thus far, assuming the controller is purchased with the game.

Virtual On is a progressive fighting game, where players pick one of eight mechs, which all vary in appearance, firepower, speed, and ruggedness, and then make their way through various opponents in various arenas. Unlike most fighting games which rely upon a host of kicks, punches and special moves, Virtual On is more of a flight sim/dog fight situation. Mechs fight against one another by firing various beam and missile weapons at one another, whilst running and jetting out of the way of incoming attacks. At close quarters mechs resort to melee combat, taking each other down with laser swords and electric tongfals! The arenas range from industrial worksites, through to city blocks, and rolling green hills and woods.

Virtual On is going to cater for multi-player gaming, but of course you'll need two Saturns, two TVs and a link cable... so very few people will ever get the opportunity to do so.

Virtual On looks to be a must for anyone who's into fighting games, and definitely a must for someone who's looking for a fighting game with something new.



THE VIRTUAL ON JOYSTICK... WELL.. MAYBE.. WELL PROBABLY NOT.. BUT YOU GET THE IDEA...



Creatures

PC/Mac CD ROM

AVAILABLE: NOVEMBER

CATEGORY: LIFE SIM

PLAYERS: ONE

PUBLISHER: CYBERLIFE

/WARNER INTERACTIVE



Now here's a true contender for the most innovative game concept of the year. *Creatures* is an inspired title which sees you play with the very forces of life itself. The idea behind this most unusual software is that you help determine the genetic traits of a silicon creature of your own design. Next you create an environment for your creature and act as its guide in that environment, much like you would house train a pet (minus the doo doo which is never a bad thing!).

As an experiment in artificial life, *Creatures* sees your creation learn, change, and eventually die, although you will be able to cross-breed creatures, and even exchange or interbreed them with a friend on the internet. Your creature is born with set characteristics across 16 life domains including stamina, intelligence, aggressiveness and other similarly essential life attributes. However these attributes will change depending on the way you raise and teach your silicon pet. But beware... you don't actually control your pet, you influence it, and even the developers don't know how creatures are likely to behave in certain situations. Sounds like life in the real world eh?

The game should be a fascinating experiment as the logic behind creatures is rooted in biology, with an infinite variety of silicon life forms just waiting to be born. The game should be of interest to those who just want to fool around with the idea of an electronic pet, or even the more academic PC users who are keen to look at issues of genetic evolution. *Creatures* will operate on several levels as the designers promise it will be easy to just pick a few attributes, so that your own personal creation is wandering around your PC even if you aren't much of a techno wiz. And if you are into the technology you can even perform what is effectively a living autopsy, by looking closely at your creature's genetic development, even while the little critter is still alive and kicking.

You will also be able to tech your creature nouns, and it should be able to recognise your name and converse with you. The designers of the game really aren't sure how far a creature's development will go as it is quite possible that over successive generations, a highly specialised and capable species could result.

In fact Cyberlife, which is the software behind the *Creatures* project, could have wide ranging uses as computers capable of learning and changing with their environments become more of a possibility. The idea is that the technology could ultimately have applications outside the realm of PC entertainment. For example in robotics, and other self regulatory computer systems like security systems, *Creatures* based technology may one day find its way onto the market. Scary stuff. We'll take a look at these strange *Creatures* very soon.



Discworld 2: Missing Presumed... PlayStation/Saturn PC-Mac CD ROM

AVAILABLE: NOV/DEC (PC/MAC)
EARLY 97 (SATURN/PSX)

CATEGORY: GRAPHIC ADVENTURE

PLAYERS: ONE

PUBLISHER: PSYGNOSIS

For those of you who enjoyed their 'idle' time with the original it looks like the sequel may also appeal. Discworld was probably one of the funniest video games to hit our shores last year, as the comedic antics were almost as rib ticklingly ribald as (dare I say it) the hallowed Sam N Max. So it makes perfect sense that a sequel is in the pipeline.

Most of the original cast are back (including the perennial Python Eric Idle), and the plot is just as ridiculous. It seems that Rincewind in his infinite ineptitude has accidentally blown up the Grim Reaper, who decides to take a holiday at the beach and drink beer. Thus the peaceful land of Ankh Morpork has been thrown into chaos. Who can collect the souls due to shuffle off their mortal coil now?

Well Rincewind has to try and cope with the cuffuffle he has caused, whilst trying to work out a means of reincarnating death. This sort of ridiculous story (which was panned by the Discworld creator Terry Pratchett) lends itself to much mirth, and you can expect some killer lines from the comedically experienced cast. Young Ones fans will be pleased to note that that wimpy hippie Neil (aka Nigel Planer) also makes his presence felt as one of the voices, so expect a few classic Planer "ohh noo" whines during the game.

Discworld 2 is now in full SVGA, and the animation looks really cartoony (which somehow seems appropriate). Best of all, the game has grown considerably in size. The second coming is a more substantial offering, featuring over 35,000 original animations and drawings! Now that's a shitload of crayon!

Eric Idle has composed some of the music to be used in the game, including a reworking of the classic Always Look on the Bright Side of Life. This time around Psygnosis also promise eager Discworld fans that the game will be properly bug tested (as the original was prone to the occasional fit).

Discworld 2 will be out on computer (PC & Mac) before the end of the year, and is coming on PlayStation and Saturn in early 1997.



Street Fighter Zero Two PlayStation/Saturn

AVAILABLE: DECEMBER/JANUARY

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: CAPCOM



Yes, the saga continues (like you'd believe it would ever end..), the latest Street Fighter game is coming to PlayStation and Saturn. From all reliable sources, this is going to be the last 2D version of Street Fighter we're going to see, so for those looking to clutch on to what will probably be one of the last great testimonies to 2D fighting, this will be it. For those people out there that haven't seen Street Fighter Zero Two in the arcades, essentially it's more of the same, with a few new characters.

The brand new, never-before-seen character is Sakura, a Japanese schoolgirl (it really had to happen didn't it?), who's very similar to Ken and Ryu. There's Gen, an old Chinese guy who wears purple pyjamas who is from the very first Street Fighter game. In addition to the new characters, now some of the characters that were hidden/secret/bosses etc, are now selectable, such as Dan, Akuma and Bison. Rolento like Guy, is an old character from Final Fight, and Dhalsim and Zangief are back too.

As far as gameplay goes, it's all pretty much the same, except now it's easier to pull off alpha counters. With the expected success of Street Fighter II Gaiden (or whatever the hell they're gonna call it), this one could be the last 2D fighting game Capcom releases for some time...if not ever.



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Lomax in Lemmingland PlayStation

AVAILABLE: NOVEMBER
CATEGORY: PLATFORM
PLAYERS: ONE
PUBLISHER: PSYGNOSIS

Those mop topped green haired twits from Psygnosis are back again! Yep, it's Lemming time, but this time round the little chaps are not as dumb as usual. In fact one of their number (Lomax) is out to save the Lemming race, whilst extending the marketing life of the Lemmings phenomenon by starring in his own platform game.

Now before you all roll your eyes and yawn in indifference it is worth giving this feisty little offering a chance, as Lomax in Lemmingland looks like being a fun, although decidedly derivative offering. Admittedly the game is a conventional 2D platformer, but platform games are the most popular genre on the planet, so perhaps this one deserves a go as there isn't a platformer glut on 32bit... yet.

Having had quite a twiddle with the thing we'd have to say the game plays beautifully, even if it follows a well established 16bit tradition and dresses it up for 32bit consoles. Lomax scrolls along very smoothly, and there are no less than 6 layers of parallax scrolling, which helps give the 2D game a 3D feel. The game also nods gently in the direction of its 3D cousins (Crash and Flash), as some of the platforms you jump onto are on different parallax layers. Thus Lomax leaps into and out of the background in a pseudo 3D playstyle.

Lomax has been put together by a pair of talented clog wogs from Interactive Design (Erwin Kloibhofer and Henk Nieborg), who have previously coded the impressive Flink in their Amsterdam studio. The design team were keen that the cliches of the genre were kept out of Lomax, and so you do not jump on characters heads to kill them, instead Lomax does this breakdance thing which immobilises foes.

The game looks extremely colourful, as the cartoony visuals are based on a Lemmings animated series which never made it onto TV. Lomax is also superbly animated as Psygnosis haven't been forced to save memory by cutting back on the number of frames required to make the main sprite move. Unsurprisingly, Lomax features a CD quality soundtrack, but beyond these few minor enhancements the game could just as easily have been designed for 16bit platforms. Don't write Lomax off just yet though, as the game was fun to play in its unfinished state, and it's quite likely that this will stay the same when it is released in November.

Oh, and the final boss character whose butt you get to kick looks like a demented Alf the alien - bonus!



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It's actually quite likely that

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Winding Heat Konami

You're in your late model customised street coupe. Ahead of you is a winding Japanese rural highway. The Japanese Highway Patrol are at their annual Highway Policeman's Ball drinking sake and eating dead fish, so the road is yours. It is spring and the Sakura trees are in bloom. Life for the Sakura blossom is short and beautiful...just like your life behind the wheel of Winding Heat.

If you enjoyed Konami's Midnight Run then you'll definitely dig this semi-sequel as there are now 3 far more exciting tracks to choose from, 14 aesthetically pleasing driving machines (from the latest RX7 to the Ferrari F-4) and "immersive" 3D sound.

Don't bother with the beginner track (yawn), go straight to Expert as it's the only one worthy of a challenge. The winding mountain track has most excellent hairpin corners to throw your machine into. The graphics are brilliant - I only wish we had roads like this in reality.

A nice new addition for Winding Heat is the ability to customise your car by enhancing the acceleration, grip, handling or maximum speed. Boosting one naturally has repercussions on another attribute of the car's performance. In other racing bits - on-coming traffic and old ladies with bowling hats often block your path and blind corners are an added bonus. Other than that, it's a fairly standard race car sim.

Winding Heat - for the samurai driver of the '90's.

*** 1/2



Wave Shark (Jet Wave) Konami

Do you recall those symbols of mid-80's yuppie decadence - the jet ski? Well Konami looks to have shares in Kawasaki (jetskis, that is) and have created an arcade game that attempts to revitalise interest in the art of jet ski racing.

With a ride-on interface as big as a real jet ski and a screen that encompasses over 60 percent of your vision, you really are there! Just relax and get used to the idea of floating on water with a 250cc engine between your legs.

Jet skis are similar to a scooter, but on water. Turn the handle bars to turn, turn the whole ski to make sharp turns. Pull back the bars to get height over those jumps and waves. All you've got to really do in this game is make sure you reach the checkpoints.

That's it. The graphics are a little lame, the soundtrack extraordinarily forgettable, but on the whole it DOES make you want to buy a jet ski so it's got to have something going for it.

*** 1/2



Dirt Dash Namco

Mmmm., sensa-wheel vibrating. Tilt me, judder me...yes, at last a driving game which attempts to give a closer road feel than the rest.

Dirt Dash is Namco's answer to Sega Rally and will take you through 5 different environs and over increasingly treacherous terrain. Yes, it's good and you must play it.

Choose one of three vehicles, the Red Lightning, a rally car that's the fastest yet it drifts like crazy, the Blue Dragon, a 4WD jeep-like vehicle with sure-footed traction or the Yellow Flame, a dune buggy with handling and acceleration somewhere between the Red and Blue vehicles.

Dirt Dash is not just a race, it's an adventure. Unlike Sega Rally, there's no stopping; one terrain is followed by another, so that little prang you had so early on this long road could have critical consequences later on as the road becomes more dangerous. The track begins on the shores of a city (Hong Kong?), takes you along cobbled road and sweeping countryside, up a mountain, through the jungle at night and around snow covered alps.

Apart from the "sensa-wheel", your car has minor motion control. As you accelerate, the front of the vehicle lifts slightly, you tilt slightly into corners and the vehicle also shudders on impact. The sound effects are prime, with the sound of tyres ploughing through watery jungle mud being the highlight.

One small tip - you really need to go a little slower than you'd expect into the corners as the lack of traction can really take you by surprise.

Expect link up Dirt Dash soon, but even in single payer mode, Dirt Dash is a great adventure that needs to be road tested at your local arcade real soon.



» Ski Max ICE

This is for joke value only. You're on waterskis, a powerboat is powerboating. You are attached to the powerboat by rope. You go fast. You go faster by skiing through the flag gates. Jumps appear. Go over them. You go really, really high. You go through the checkpoints. The game continues. You notice the low res graphics and tacky soundtrack. The crowd on the screen cheers. They look funny. You go round and round and up and down. The game ends. Hurray!

✕ 1 / 2

» Alpine Surfer Namco

"Way-hay dudes! Check out the rad new snowboard machine man! Get some wicked air, nail some gnarly rail slides and throw in a McTwist to go. Maaan!"

Take the successful Alpine Skier, throw away the skis, add a few "mans" and "cools", stand on a board...and hey presto, Alpine Surfer!

Alpine Surfer is a shameless attempt to enchant that hard-core teen/early 20s male age bracket away from the slopes and into the warm confines of the arcade. Unfortunately, real pain doesn't exist in the arcade and after all, pain is directly related to snowboarding. It is the near avoidance of pain that gives you the rush, that unadulterated fear of travelling too fast with rocks and cliffs approaching rapidly.

Apart from the lack of pain (I'm even sure the "ooofs!" in Alpine Skier were louder and more realistic), Alpine Surfer is a fairly demanding game. Make sure you keep the board flat in making most turns. Only dig the edges in when it's more than apparent a collision between you and an inanimate object is irreversible. As for air tricks, looks for ramps to jump off (doh). The faster your speed, the higher and longer your jumps will be (double doh).

There are 11 different air tricks to perform. By quickly turning and edging the snowboard left and right at the 'lip' of the jump, you can control the type of jump. To add to the challenge, different ramps mean different types of jumps. Otherwise, Alpine Surfer is just like most 'racing' games - make it through the checkpoints before the time is up or your visa expires.

There's no doubt that Alpine Surfer would have had a greater novelty value if Alpine Skier weren't almost identical, although the addition of tricks and jumps (especially the one over a highway) are most welcome. Worth a ride just for the pumpin' 'indie rock' soundtrack though.

✕ ✕ ✕



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PC Mac PSX Saturn Ultra64

Nights

Freak out! Far out! Spun out! No doubt about it, Nights is out. ANDREW HUMPHREYS keeps a tight hold on his Ideya balls...



Let's begin with a little history for the younger readers. Sonic the Hedgehog revitalised the 16-bit video game market and almost single-handedly made Sega a household name. Sonic was for everyone — boys, girls, mums and dads — but mostly, Sonic was for people who otherwise wouldn't play games. Nights, built by Sega's Sonic Team from the ground up (and I mean that quite literally), is the Saturn's hedgehog. It's also a wonderful game, brimming with original ideas and imaginative design. It'll be huge, and it deserves to be.

Japanese Style

Nights is a masterpiece of Japanese style. Like Godzilla, Akira, sushi and vending machines that sell schoolgirl's underwear, you might not understand it at first glance, but you know you like it. One of the game's strong points is its attention to complete character design. The three main characters — Claris, Elliot and Nights — are beautifully realised, and of course, cunningly designed to appeal to just about anyone under the age of 70. Nights is the impish, harlequin-like figure who cuts a mean line in aerial acrobatics. Claris and Elliot (ordinary but ever so cute girl and boy respectively) have seen Nights in their dreams and, at first, they're just as baffled by the little guy as we are. As the plot thickens it turns out that Nights, a first-level Nightmaren, no less, has been imprisoned by the evil Wizeman (otherwise known as the Bad Guy) in the realm of dreams. Naturally, it's up to Elliot and Claris to free him, saving us all from impending doom in the process. Hurrah!

The dream/nightmare motif is consistent throughout the game. Elliot, troubled by a nasty basketball mishap (don't worry Elliot, there comes a time in every man's life when he fails to perform), slips into a nightmare. Claris, similarly bothered by a bad audition, could also use a better sleep. Claris and Elliot have different dreams, so each character needs to travel through different worlds (and beat different nightmare bosses) to free Nights. You can play and essentially "finish" the game as either character, or you can play through each character's worlds for a different end sequence, but thankfully, there's far more to Nights than just "beating the game".





EAT CARDBOARD...



00000 000 000 00 000 00 000 00 00 00.. HOT SUMMER NIGHTS..



SICK



YOU MISSED...



THE JAYS BLUE LEVEL



IT'S NOT EASY SEEING GREEN...



AFTER THE GIANT FLYSWATTER... FACE THE MORTEIN MONSTER



THE PLACE WHERE NIGHTS KEEPS HIS BALLS



DO YOU ROLL DYER AND PLAY DEAD TOO NIGHTS?



SOMEONE TIED THE TOILET ROLL TO NIGHTS' FOOT!



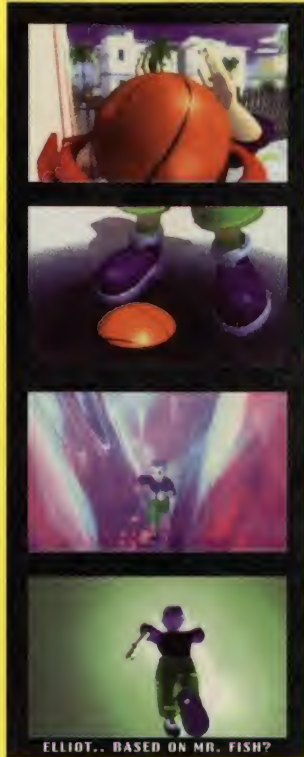
CLARIS'S NIGHTMARE



3D CONTROL

Sega have done an excellent job on their new analog controller, the 3D Control Pad. It's smooth, comfortable and switches easily between digital (ie: standard) and analog control. As well as the analog thumb pad (perfect for those tricky Nights stunts), the two bottom triggers are also analog and should come in very handy for future games. It'll sit nice and flat on a table top too, if that's the way you want to play. Solid construction, excellent design — in fact, it might even pip the Nintendo 64's controller. Ooh, we love controversy. Even with a standard pad though, Nights is still a blast.



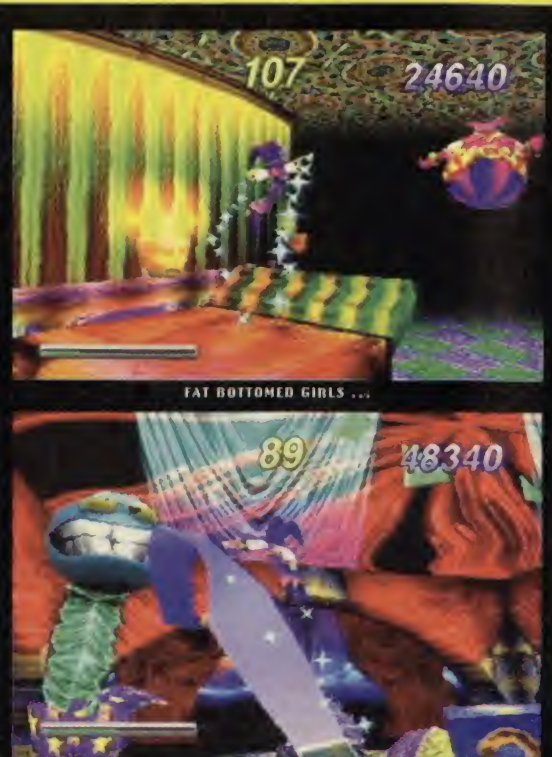


ELLIOT.. BASED ON MR. FISH?



BOSSSES... REALA, EVIL NASTY VERSION OF NIGHTS

MORNING... MORNING... MORNING...



FAT BOTTOMED GIRLS ...

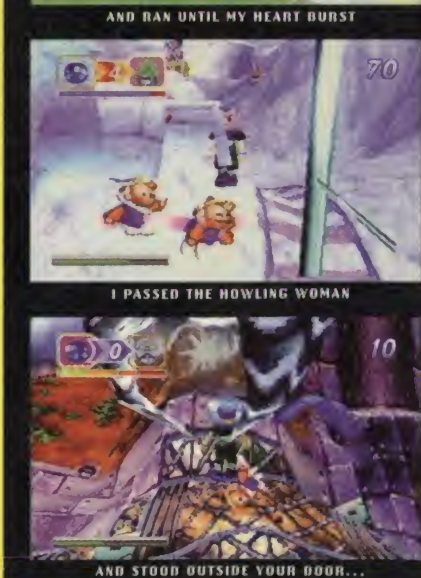
ARCH!!!



GET A CLUE...



THE WALK BIT... I CALLED YOU AFTER MIDNIGHT



AND RAN UNTIL MY HEART BURST

I PASSED THE HOWLING WOMAN

AND STOOD OUTSIDE YOUR DOOR...



THE END?

It's About Time

There's bound to be much huffing and puffing spent comparing Nights to Mario 64. "Mario is true 3D," you'll hear people say, "Nights is but a pale imitation." Others (perhaps the less emotionally mature and secure) will simply say, "Nintendo rules. Sega sucks." Or maybe, "Sega rules. Nintendo sucks. And let's not even bring Sony into the conversation." The possibilities are endless... not to mention pointless. Suffice it to say, Nights is a fundamentally different game from Mario 64. Mario is about exploring, finding objects and achieving set goals with no time limits. Nights is about racking up enough points within a given (not too generous) time limit to advance to the next level. You do that not just by collecting things (although that's a part of it), but by performing as many stunts and tricks as you can before the timer cuts in to send you back to earth. In that sense, it's a bit like Uniracers. It's also a bit like a racing game — with the emphasis on mastering a given course. Others have compared Nights to a giant pinball machine. Whatever it is, it's sure as hell fun.

The basic gameplay goes something like this. You start out in each world on foot. You're free to play the entire game on the ground, if that's what takes your fancy, although you won't make it past the later levels simply because you'll never rack up enough points. There's also a nasty alarm clock running around on the ground, waiting to wake you up and end your game if you let it catch you. On the ground, you can go wherever you please, in genuine, glorious 3D — just like Mario. You'll find secret areas on the ground too, so it's well worth a look. But the real fun is in the air.

Change into Nights (just walk up and touch him) and you can zoom around to your heart's content. Flying is not in genuine 3D, as many people thought it would be. At best, it's 2 1/2D, with Nights limited to set paths in all directions. That doesn't stop the game from feeling as if it's real 3D — the sense of flight is remarkable — and you can jump in and out of the screen and into different perspectives at given points throughout the game. The shifts in perspective are totally seamless — gloriously done and very cinematic.

Once you collect 20 blue spheres (either on foot or in the air) you can blow up the Ideya holder on each sub-level. That marks the start of bonus time: maxing your points (with tricks and links) and returning home before the timer runs out. You receive a mark for each sub-level (and there's four sub-levels to each level), from an A (really good) to an F (and we all know what that stands for, don't we?). You're also marked on your disposal of each end of level boss — quick is good, slow is bad. You need at least a C on each of either Claris' or Elliot's three worlds before you can advance to the final world.



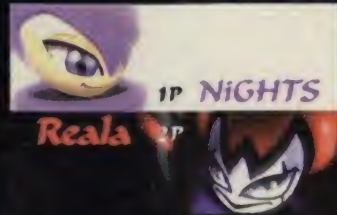
NIGHTS WITH MAGIC YO-YO



STYLIN' WITH SOME DONUTS



SHOW OFF...



IT'S ON!



COME BACK HERE...



FLY CIRCLES AROUND YOUR MATES..



TAKE ON THE BOSS WITH AEROBICS



HOW'S IT HANGING MR BOSS DUDE?



Replay

There's enough fun to be had within this simple framework to give Nights excellent replay value. Once you beat Reala (the evil Nights), there's the two-player split screen battle to play and in single-player mode, you'll want to get straight A's (a worthy goal in life, kids) not just for the special ending, but just because you want to play it again. Sam Nights is simply beautiful to look at and beautiful to play. It's also a remarkable technical achievement that shows what good programmers can do with the Saturn's capabilities. Sure there's some pop-up and a bit of clipping (most noticeable when you're on the ground), but nothing to take away from the overall mastery of the design. For sheer speed and colour, you can't beat it. Nights could have been longer — there's only three different worlds for each character and a common fourth world — but it really couldn't have been much better. It's rare to find a game that truly is a joy to play, and Nights — especially with the funky analog controller — is certainly that.



NIGHTS IN WHITE SATURN?

A feeble pun, but worthwhile nonetheless. If you put Nights in a new-fangled white Saturn, you'd obviously have "Nights in White Saturn". Ha ho! What do you mean you've never heard of the Moody Blues?

AVAILABLE: NOW
CATEGORY: FREAKED OUT ACTION
PLAYERS: 1-2
PUBLISHER: SEGA
PRICE: \$149.95
RATING: G

VISUALS

94

Tripped-out, fast and fluid. The bosses are amazing. Big polygons, flashy effects, beautiful design.

SOUND

87

Annoyingly cute and catchy themes matched with excellent effects set the mood well.

GAMEPLAY

92

Excellent speed and precise control make Nights a joy to fly. The basics are simple; mastering them is not.

LONGTERM

88

It could've been longer and tougher, but there's enough left over to keep you (and your extended family) coming back.

OVERALL

93%

A game for the masses with masses of style. Nights is simply wonderful.

Top Gun: Fire At Will

We feel the need...the need for speed. HARRY MARAGOS takes to the air in the PlayStation version of the mega-hit movie...



QUICK TIPS

So you wanna be the best? Well during the game here are a couple of things you should remember if you are to remain Top Gun.

a) Don't forget about your wingman. The best way to shake an enemy off your tail is to have your wingman take them out.

B) Avoid firing heatseekers when your allies are in front of you. Could be a costly mistake. Unless of course you're really sick of listening to them.

C) If your plane is damaged and you can't shake a hostile fighter, try heading towards your ally. If you can make it close enough, that enemy fighter's in for an unpleasant surprise.

D) When escorting bombers try to stay close until an enemy appears. When the bad guys make a showing, don't be afraid to stick it to them. Engaging as far away from the bomber flight as possible is usually the best strategy.

E) Lastly, stay focused on the goals of your mission. You won't win just by racking up a record number of kills. Success is based on the accomplishment of mission goals, which will in turn help you score big time with the females....



WE'LL GET HIGHER... AND HIGHER... RIGHT EDDIE?



GOT LOCK ON THE VALUEJET AIRLINER.. NOW WHAT SIR?



SPACE SHUTTLE CHALLENGER... TARGET DESTROYED... OOPS



LOSER CAM

Have you ever dreamt of being part of an elite class of precision airfighters just like the ones portrayed in the blockbuster movie Top Gun? Whatever your answer, Top Gun: Fire At Will offers you the chance to follow in the footsteps of Maverick, the hot-shot F-14 pilot made famous by Tom Cruise. The action begins at Top Gun School, where you compete in a series of training missions for the coveted Top Gun Trophy. You will encounter plenty of pilot rivalry between you and your nemesis Stinger during the training, while at the same time trying to score big points with the pretty war correspondent. Once you received the Trophy, its off to the campaign missions to test your skills against deadly opponents and prove to the world the US Navy have the best fighter pilots in the world. Make room for no mistakes as second prize in real combat is a tombstone.

As you can see, Top Gun loosely follows the plot from the movie. As an added bonus, James Tolkan, the chrome-domed squadron commander, best remembered for the line "Son, your ego is writing cheques your body can't cash", is back as Hondo, bigger and bolder than ever. Sadly, Iceman and Cougar couldn't make a guest appearance, and as for Goose, the faithful wingman from the movie, well he's changed career paths to become a famous surgeon on ER. The good news however is that the characters you have grown to love have been replaced with new faces bearing just as many colourful names, such as Merlin, Raven and Hawkeye.

What About The Game?

After a few plays it becomes evident that the programmers have tried hard to drain all of the flight sim elements out of the original PC game, leaving just the action for the hardcore console-playing masses. Unlike the PC version, the PlayStation game concentrates only on the fun parts of combat flying. No need to worry with the tedious chores included with most flight sims, such as switching on engines, take-offs, landings, or even fiddly game controls. Top Gun is just a great excuse to blow planes from the skies and do lots of barrel rolls.

Top Gun: Fire At Will comes equipped with two basic viewpoints. The first is your standard cockpit view, and the other strongly resembles Afterburner, the arcade jet fighter game where the view takes place from behind the tail wings of your F-14 Tomcat. Luckily the game comes with realistic graphics and the controls are responsive and fairly straightforward. The sound and graphics are exactly what you would expect of a movie product; heavy dosages of sampled speech and the cheesiest FMV ever seen in a flight sim. This does offer the player an incentive to have another go just to see the next scene.

There's plenty of variety in the missions to enhance the longterm value of the game. Some missions consist of one-on-one dog fighting, taking out a school of bogeys, defensive protection of certain vessels, and plenty of ground targets. It may not be the most realistic flight game ever made, but it sure is a bit of fun to play.



REQUEST FLYBY ON CATHOLIC GIRLS SCHOOL... PERMISSION GRANTED PEEPERS



ROGER ROGER... YOU HAVE CLEARANCE CLARENCE...



DON'T YOU EVER TELL ANYONE ABOUT MY HAIRPIECE!



TOOL SCHOOL....



TOP GUN - PC

AVAILABLE: OCTOBER

CATEGORY: FLIGHT SIM

PLAYERS: ONE

PUBLISHER: SPECTRUM HOLOBYTE

PRICE: \$99.95

RATING: G

VISUALS

74

FMV is cheesy, but effective. The rest is adequate.

SOUND

70

Annoying rendition of Dangerzone. It won't take your breath away.

GAMEPLAY

74

Easy enough to get into.

LONGTERM

70

With over 30 missions it will take plenty of perseverance to complete.

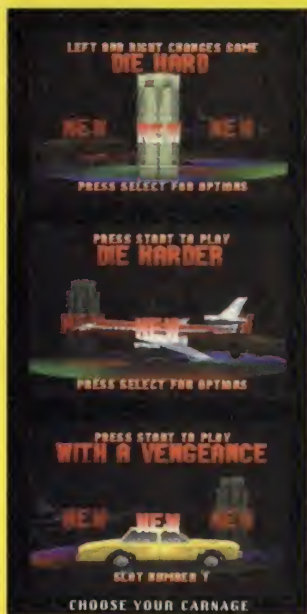
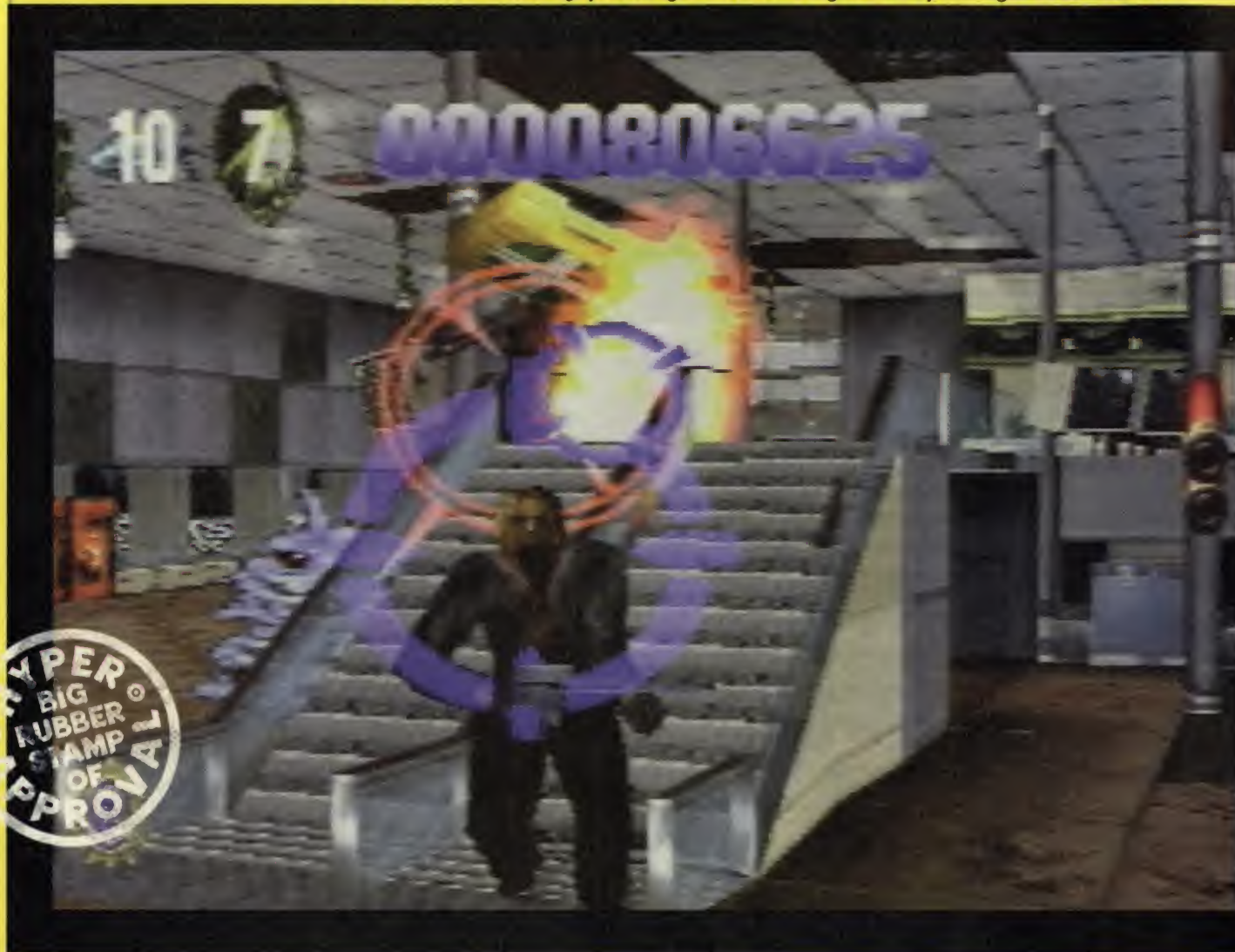
OVERALL

72%

Fans of the movie will enjoy it. Flight simulator enthusiasts won't.

Die Hard Trilogy

It's time for carnage and destruction like never before! DAVID WILDGOOSE tries to look like Bruce Willis by packing on some weight and pulling out some hair...



After the success of Alien Trilogy, we now have Die Hard Trilogy - both are games that celebrate the violence of two series of films that celebrate violence. Unlike Alien though, which pieced together the best bits of the three films to make one Doom-style game, Die Hard extracts the best bit of each film and turns them into three separate games. With that now said, you should take a detour around these pages to acquaint yourself with the three games that comprise the Die Hard Trilogy, before returning to read my conclusion in the paragraph below. Buy this game, it's great!



DIE HARD

Die Hard, as in the first movie, is set in a huge, skyscraping office building. You play Bruce Willis and have to wander around the place killing goons, rescuing hostages and saying "Yippy Ki Yay!" a hell of a lot. The game begins in the underground carpark with Bruce making a grand, if not exactly inconspicuous, entrance via the elevator. From here on it's a case of wasting all the bad guys on the level (they're the ones with guns who shoot you), untying all the hostages to set them free (they're the boys and girls who are bent over like hunchbacks), racing back to the elevator to defuse the bomb planted there (that's the one going "tick-tick-tick") and causing as much destruction and devastation as possible. Each floor of the building constitutes an entire level, and when you add in the occasional bonus level too, this is one very big third of a game.

Departing from the trend of most 3D shooters at the moment, Die Hard gives you a third-person view of the action. The camera constantly hovers above and behind your head, for that ultimate feeling of paranoia. It looks a bit like Fade To Black with your view spinning around and swinging from side to side, but without the close-ups. Ever so useful is the way the objects in the foreground fade out to allow you to see all around and the limited depth of vision (clearly done for speed reasons), adds brilliantly to the tension.

Weapons are abundant. You'll discover shotguns lying in crates, machine guns stashed away in the back of trucks, boxes of grenades under the desk, and rocket launchers scattered across the hallway ready to trip you up. You can also steal bullet-proof vests from dead goons (although it strikes me that, if the goon is already dead then the vest probably wasn't a very good one, but there you go).

Bruce, you'll be pleased to hear, can also pull off a good range of moves - he can leap in the air, sidestep to either side like strafing in Doom, or do a somersault to either side. On the first level these let you do things like surprising a group of goons by vaulting over cars while spraying bullets in all directions. Later levels have cool glass walls (like the film), so you can hurl a grenade to shatter the glass, follow it through with a well-timed jump, somersault across the floor, stand up behind a desk, then strafe around the room with your AK-47 and watch the blood fly. Ooh, it's good.





0000236000
SAFETY MARGIN
X100
2700
BONUS 2700

0000242500
CITIZENS SAVED
X100
94
BONUS 9400

CHOOSE YOUR VILLAINS

E.F.C.H.

EXPLODING CREDITS

FOX INTERACTIVE

Die Hard Trilogy really sees the arrival of Fox Interactive in the video game world. Nice arrival, guys! Their first big gaming effort was Alien Trilogy, another more than passable title, and the future certainly looks bright. Of course, as Fox is one of the world's biggest entertainment corporations, they've got a big headstart on competitors as they've got lots of hot licences just waiting to be milked. The Simpsons Cartoon Studio (not actually a game but close enough) is reviewed in this issue and a real 32bit Simpsons game can't be far away! Independence Day is also getting a PlayStation/Saturn game, as is The X-Files. If these aren't licenses to print money we don't know what is!

The X-Files game is going to be a FMV adventure, written by the show's creator Chris Carter and starring the real Mulder and Scully. Independence Day, as you should expect, will be a graphically intense sci-fi shooter. Other Fox Interactive titles on their way: The Tick and Alien vs Predator. If they're all as good as Die Hard Trilogy we'll be very happy gamers indeed.



ALIEN TRILOGY



THE BEGINNING OF THE SECOND GAME



SHOOT, KILL, DESTROY



A KETCHUP FOUNTAIN



THIS IS YOUR FINAL CALL FOR FLIGHT 666

DIE HARDER

Die Harder, as in the second movie, is set in an airport. You play Bruce Willis and have to wander around the place killing goons, rescuing hostages and saying "Yippy Ki Yay!" a hell of a lot. The game begins on the street outside, it's snowing, the goons have taken over the airport and there are numerous police cars milling around. Of course, you decide that this is a job for only one man, so you head off into the action in a stylish and very becoming Virtua Cop manner.

You see everything through Bruce's eyes and it looks stunning - there is so much detail in these back-grounds, it's astonishing. It does however play largely "on rails", though the view continually moves around the airport, gliding down corridors, going up stairs or escalators, leaning over balconies, etc, so that I personally couldn't care less. The range of weapons is pretty similar to the first section and I have misgivings over the way you cannot change your primary weapon - you simply ditch it when it runs out of ammo. You can however switch between secondary weapons (grenades and stuff).

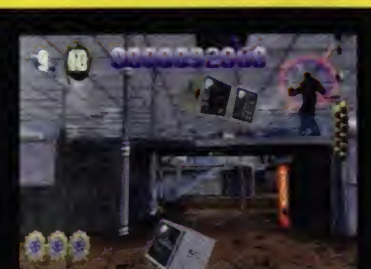
The levels are really long and possess a gripping atmosphere. I particularly like it when the goons are making their way across the room in front of you using several hostages as a human shield. Bruce yells at the latter to get out of the way, except you accidentally fire your rocket launcher and kill everyone.



ANOTHER HOSTAGE BITES A BULLET



EAT THIS!



SHOOT COKE MACHINES FOR HEALTH



THE INTERACTION WITH THE ENVIRONMENT IS AWESOME



DEATH AND DESTRUCTION ON A GRAND SCALE

DIE HARD - WITH A VENGEANCE

Die Hard - With A Vengeance, as in the third movie, is set in a car. You play Bruce Willis and have to drive recklessly around the streets, dismantling explosives and listening to Samuel L. Jackson scream in your ear a hell of a lot. The game begins in Bruce's yellow taxi, you slam your foot on the accelerator and screech away. Pretty soon, Sam (who is sitting in the passenger seat) will start shouting directions - "Take a right here!" or "Left at the next corner!" or "Hey! Let me drive!" - as he guides you towards the first bomb. There's a radar at the top of the screen to assist you, too, because Sam sometimes forgets to tell you which way to go. And you can also collect turbo boosts, extra time bonuses and the like.

Just like the other two parts, this is graphically superb. It shifts along at a fast pace, though the scenery during each level can get slightly repetitive. In fact, this level is probably the best of the lot, it's certainly the most thrilling, since the clock is ticking down the whole time and you know that if you don't get to those bombs in time it's, well, "KA-BOOM!!" basically. And you can also mow down innocent pedestrians who foolishly step in front of your speeding cab. But, luckily, your windscreen wipers are able to remove the blood.



AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: ONE
PUBLISHER: FOX INTERACTIVE
PRICE: NA
RATING: MA15+

VISUALS

93

Very nice. Three very different 3D styles that all work superbly.

SOUND

94

Immensely satisfying effects and you have to love the speech samples from the films.

GAMEPLAY

92

Each section is distinctive, the levels are varied, people die and things explode.

LONGTERM

93

Unbeatable. Three games in one, all good enough to stand on their own.

OVERALL

93%

A hell of a good time. "Yippy Ki Yay!"

Formula 1

Finally! Psygnosis have unleashed their long awaited F1 game and ELIOT FISH is on the grid for the HYPER team...

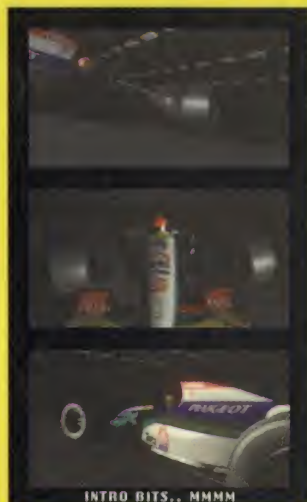


Well, to put it simply, Formula 1 is everything I'd hoped for. From the moment the CD boots up in your PlayStation and the slick intro has you performing Mexican waves around the television, F1 will have your soul and you will be its slave. Console racing doesn't get any better than this, and it'll probably be a long, long time until there's a better Formula One game available.

Everything is here. Psygnosis scored the official FOCA licence and these are the ACTUAL 1995 circuits — Adelaide, Monaco, Silverstone, Hockenheim and more. The ACTUAL drivers and cars — Damon Hill in his Williams FW17, Schumacher in his Benetton B195, Alesi in his Ferrari 412 T2! To top it off, Psygnosis have packed in a smorgasbord of options that'll have you burning rubber 'till your PlayStation packs it in.

Visuals + Gameplay

Countless publishers have attempted to provide gamers with the "ultimate" Grand Prix experience, but the games that have surfaced have always fallen short in either realism or gameplaying fun. It doesn't matter how comprehensive the options are if the car handles like a freshly dumped turd on the road. Likewise, if the car hurtles along the circuit only to bounce happily off a corner with your steering perfectly intact, then the illusion is shattered. F1 is the first title to find a perfect balance between eye-poppingly gorgeous visuals and configurable mechanics. There are two modes — Arcade and Grand Prix. Naturally, Arcade mode races like most other driving games available — reach the checkpoints and drive without mercy (you can pretty much ignore the pit-stop in this mode). Select Grand Prix and you'll be required to keep check on your tyres, fuel level, the weather and have the ability to configure the steering and brake assists as well as adjusting the downforce (grip). You also have the option of altering how accurate collisions will be in the race, from Bounce (self-explanatory) through to Full Write-Off. Jump right in to the Championship (you'll be placed last on the grid) or grit your teeth and qualify for a better starting position. There are just the right amount of variables in here to give F1 serious depth without detracting from the thrill of the ride. Throw in 6 different camera views and you're laughing. No, actually, make that 'sitting on the edge of your seat, white-knuckled, with a silly grin on your face'.





Murray Walker In Your Ear

It's no lonely experience either, as you'll have Murray Walker in your ear the whole time yelling out your shameful position or telling you what a stunning genius you are behind the wheel. Good old Murray also keeps you informed throughout the race as to who's in front and behind your car as well as who's leading the race. Remember, if you choose to race a Full Grid, you're sharing the circuit with 25 other formula one cars possessing the sly AI of real drivers.

In Easy mode, the other cars drive fairly loosely and can be nudged out of the way effortlessly, though as soon as you try the Medium difficulty, you'll discover the other cars sticking to the racing line (you can see the tyre-marks stretching right down the circuit) and generally being more conservative in their approach. Race under Hard and the other cars become a real pain in the arse! There's always the option of a Duel mode though, where you can pit yourself against another racing legend. Or select the 2 player option and use a Link cable to have a formula one showdown in your living room. There's no way a split-screen version would have been possible with graphics this tasty.

These babies really glide down the track, and everything's chugging by at a healthy 30 fps (including the endless billboards - everything from McDonalds to Campari) and when you consider that there's 60-90,000 polygons in every circuit and 150-300 polygons in every car...Fi performs like a dream. And in case you were in doubt, the car handling is spot-on. You'll even notice the small hops when you drive over the rumble strips. Let one tyre hit the grass, and you could find yourself doing donuts in a distant paddock. The only way to get back into the race is to use short spurts of the accelerator to get you back onto the circuit. Brakes don't help much when your tyres have flip-all grip. The learning curve is excellent, and unless you know every bend at Monte-Carlo (and believe me - it's all been lovingly re-created) it won't be long until you're matching it with the best. The attention to detail in Fi is truly remarkable. All the sound effects were recorded in Formula One cars too, and aurally the game is just as impressive as it is visually. It's just a shame that a Grand Prix sounds like a convention of blender enthusiasts.

Fi should be challenging enough for even the most hard-core Formula One gamers out there and as far as the consoles go - you won't get it better than this. Even if you're not a Grand Prix freak, and couldn't care less about your "wets", Fi is an immensely satisfying racing game and definitely the current cream of the crop. Get it.

AVAILABLE: NOW
CATEGORY: RACING SIM
PLAYERS: 1-2
PUBLISHER: PSYGNOSIS
PRICE: \$99.95
RATING: G

VISUALS
95
Stunning. The fine details are amazing and everything moves along at a great pace.

SOUND
94
You'll feel totally immersed. And if Murray gives you the shits, play with German or French commentary!

GAMEPLAY
92
Totally addictive, which is no small compliment considering the repetitiveness of most racing games.

LONGTERM
90
2 modes + 3 difficulty levels + a great game = Longterm Fun

OVERALL
94%
Fi rocks. All the excitement of the race track in your lounge room...

Star Gladiator

Some of the 3D fighting games that we saw at E3 are finally starting to roll into the office... pain game fanatic DAN TOOSE trials Star Gladiator.

STAR GLADIATOR VS ZE REST!

It's very easy to spot Star Gladiator strengths and weaknesses after having played VF2, Tekken 2, and Toshinden 2. Capcom have really got it right with the visuals, teaching Sega, Namco and Takara all a bit of a lesson (although what we've seen of Virtua Fighter 3 suggest things are going to keep getting better). Star Gladiator has included all the general options from Tekken 2 and VF2, but has fallen short in the gameplay department, with just not enough moves and challenges to keep the fighting game enthusiasts happy for long.



BONUS STAGE
VIRTUA FIGHTER 2



BATTLE ARENA TOSHINDEN 2



TEKKEN 2



STAR GLADIATOR



GETTING INTERFERED WITH BY DA BOSS...



THANKS FOR COMING NOVICE...



NOW THAT THAT'S A VERY SPECIAL MOVE...

Hmmm.. 3D polygon warriors duking it out on a big square, we've all seen that before. We've also seen a futuristic setting for these type of games, with titles such as FX Fighter, Zero Divide, etc. What we haven't seen is Capcom entering this field. They've had so much success with the Street Fighter games that one might argue that they didn't need to go 3D, but given a few years, 2D beat 'em ups will be a thing of the past, and Capcom are making sure they're up to pace. For those of you that believe having a smooth 3D engine is all you require to be up to pace, then a few minutes of Star Gladiator is all you'll need to be sold on Capcom's latest fighting game.

Silky Smooth

What makes for a top notch fighting game? Sure, gameplay is the biggest key, but if you don't have pretty graphics, then you're really not going to turn many heads nowadays. This one turned so many heads in the HYPER office we all looked like a group of Linda Blair impersonators. Capcom have delivered what would have to be described as the most visually spectacular fighting game we've ever seen. Star Gladiator has a similar sort of feel to Toshinden, where the screen moves around lots because the players dodge left and right around their opponents. Unlike Toshinden however, the characters, move very smoothly and realistically, rather than just a series of sharp bursty special moves. The backgrounds are really quite amazing, all of them are dynamic, and all of them look much better than those in Virtua Fighter II or Tekken II. Some of the backgrounds include a huge elevator platform that's heading up a construction tower, the roof of a huge futuristic airship, and a platform in space in the middle of a huge dogfight between various spaceships. Another impressive feature of the graphics are the superb glowing transparencies left behind by the various characters' lightsabers and other weapons, when they perform some of the special moves, or finish off their opponent.

The sound isn't quite as gripping as the visuals, but is certainly by no means sub standard. Particular sounds that are cool include the sound of lightsabers swooshing through the air, and then connecting with their target. The music and speech are fairly straightforward; not budget, but not memorable, with a couple of good tracks, and a few aimless ones.

Same old, Same old...

While Star Gladiator features the most impressive graphics in a console fighting game thus far, it's unfortunately let down a bit by the actual gameplay. Star Gladiator suffers from that same problem that the Toshinden games did, a lack of variety of moves, and a lack of challenge due to the ease of dodging around your opponent. There are nine characters to choose from, including humans, an oversized Ewok, a robot, a birdman, and a couple other oddities. While all the characters' special moves look quite different, there's really very little between them in terms of strategy and effectiveness.

The controls are set out to include two weapon attack buttons, a kick button, and a block button (exactly the same as Soul Edge in the arcade). There are around four to six special moves for each character, with a bunch of combos added on top. Stringing combos together is extremely simple, in fact to a point where it is a bit disappointing.

There's a training mode, where all the combos possible are displayed for your character, so you can quickly learn what's hot and what's not. Each character also has a special "Plasma attack" which they can perform once a round, which besides looking very flash, does gobs of damage. This Plasma move can also be performed as a counter, meaning you have to be careful how you go about attacking a competent opponent. Just like Tekken 2 and VF2, there's Group Battle mode, and there are eight different difficulty levels, although most avid fighting game players won't find the hardest level overly challenging. The final boss is kinda cool looking, but it's really no earth shattering event when you get to fight and defeat him.

In summary, Star Gladiator is an extremely picturesque fighting game, which will probably appeal to those looking for a fighting game that's easy to get the grip of, rather than a game that requires a great deal of mastery and days of practice.



AVAILABLE: NOVEMBER
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: CAPCOM
PRICE: TBA
RATING: M15+

VISUALS
96
 Ab-Fab... undoubtedly the best feature of the game

SOUND
83
 Some nice sound effects, but otherwise the usual fighting game deal

GAMEPLAY
76
 Not overly original, and no real depth...

LONGTERM
74
 While it's a very basic one player game, playing against friends will add some life

OVERALL
80%
 With a little more depth, it could have been something special...

Athlete Kings

With the Olympics all done, we can safely say there'll be no more Olympics style games for another four years. DAN TOOSE checks out what should be the last of the lot...



HOW TO WIN... PUSH BUTTONS & STUFF



SHE'S ALMOST WEARING THAT OUTFIT...



ALEXI... CHUFFED TO BE LOSING...



ALEXI TAKING A LEAP IN HIS LATEX UNDIES...



MHM... PEOPLE LOOK LIKE ANTS...



FLIPPING 'ECK!



Ahh, the athletic sports sim, that piece of software designed by joystick companies, in the vain hope of getting you to rip your controller to shreds in the attempt to win a gold medal, so you'll have to buy another one. This category seems to resurface every four years, every time an Olympics comes around. We've seen a few attempts at taking the track and field meal deal to your lounge room, and they've all really been very poor, most of them simply being a button bashing affair with bodgy graphics. Sega have a habit of releasing top notch games when they actually do it themselves, and while *Athlete Kings* is not the greatest sports title of the year, it certainly is the best track and field style game we've seen this year.

Just like on TV...

Now considering that this style of game is never really what you'd call deep in gameplay, it's vital to have visuals that are at the very least... good. Sega are undeniably masters of the 3D polygon character design, and while many other companies are spitting out the 3D games, Sega tend to be one of the very few that actually brings life to the characters by making them amusing to look at. Each event features moving camera angles which move smoothly, and always help to provide a very cinematic, and at the same time practical perspective of what's going on. Character animation is nice and smooth and really suits all the characters in the game. For example, the big 110kg strong man, Jef Jansens from the UK lumbers along when going into a run. Whereas, 15 year old Li Huang of China rockets along the track, yet looks kind of undemourished when it comes time to compete in shot put.

The way the characters look and act is quite hilarious. Karl Vain of Germany swipes his hands across his hair after he aces an event, and Ellen Reggiani of France strikes the pose every time she does reasonably well. Most amusing of them all is Jef Jansens, whose hairdo is probably the eighth wonder of the world. They strut when they win, collapse in a dejected heap when they lose. There's some token speech to help emphasise how your athlete feels about their recent performance, but nothing truly inspiring.

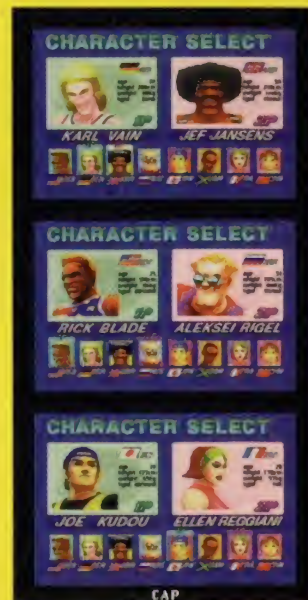
Shame about the...

Well, what did you expect? How to make your athlete run faster.. push buttons bloody fast. There's generally no real prerequisite of skill for most events, since pushing your buttons fast is really a key feature in the vast majority of events. The only alternative to this is a "hold the other button down for a bit to adjust the angle" kind of thing, and a "tap the button at a regular pace, but not so fast you tire out" thing. Although *Athlete Kings* is the prettiest of the track and field games this year, it's really broken no new ground in game play and as a result suffers as a game overall.

There's a practice mode (self explanatory), an arcade mode (just try and qualify in every event and build up a score), and a decathlon mode (go through all the events in order). Fortunately there's a difficulty setting, because the default is a bit too easy to pose any challenge for the average gamer.

An area that could have easily been improved is the number of players. The only thing that tends to make these games entertaining is competing against your friends. It would seem the creators of *Athlete Kings* have figured you only have one friend, because that's the limit as to how many people you can have playing the game. Use of a multitap, or even a turn based situation could easily have been implemented and made the game much better. Since this is an arcade conversion, it's kind of understandable, but really a shame since it's the only feature which every other track and field game offered this year that was any good.

If you're after a track and field game, this is the best one around. If however you're looking for a killer sports title, and you're not fussed about what the event is, go for something like *FIFA 96* or the like.



AVAILABLE: NOW
CATEGORY: SPORTS
PLAYERS: 1-2
PUBLISHER: SEGA SPORTS
PRICE: NA
RATING: G

VISUALS
93
Gee Ma... that sure is purty

SOUND
72
The speech is a bit mumbly, and the music is nothing flash, but okay.

GAMEPLAY
45
zzzzzz.. huh.. wha? Oh.. it's better than the others, but...

LONGTERM
40
The novelty of it all will soon wear off.

OVERALL
62%
A great looking game that will wear thin kinda fast...

Gun Griffon

Mech games have always been at home on the PC, but now we're starting to see mech titles in the 32 bit console world. DAN TOOSE clambers into the pilot's seat of Gun Griffon.

GUN GRIFFON VS. MECHWARRIOR 2 & KRAZY IVAN

Whilst a direct comparison to other games in this genre is kind of irrelevant since Gun Griffon is the only mech game option that a Saturn owner currently has, it's interesting to see how the genre is progressing as a whole. Krazy Ivan is really not a serious contender in this genre, being more of a shoot 'em up than a true mech sim as such. Gun Griffon would seem to be more comparable to the extremely popular Mechwarrior 2. Whilst not having quite the same amount of hard core military feel to the missions and game design. It's hard to match that feel of a Thrustmaster joystick for the PC with a control pad, but Gun Griffon offers all the controls you'd really want in a practical way, so there's no real loss there. Overall, Gun Griffon is a little more fast paced than MW2, and a little less techy and sim like. The common flaw of both games is the low number of missions, MW2 had around 15 when you played it through.. Gun Griffon has only 8!



MECHWARRIOR 2



KRAZY IVAN



GUN GRIFFON



GREAT WALL THAT... OH.. NICE MECH TOO...



ACK.. GETTING NAILED



HELICOPTER LOST!
NAILED 'IM!

It's quite silly really, isn't it? The idea that in the future, instead of building tanks and planes, we'll build huge robot thingies, which walk around and have cannons and rocket launchers for arms. Of course, these hulking monstrosities would probably never be able to walk over a hill without falling over, but hey, who cares? They look cool. In the year 2005, global warming gets a bit too intensive, and as a result food and natural resources become scarce and something to fight over. The nations of the world split into four groups by geographic boundaries. In 2007 AWGS (Armoured Walking Gun System) vehicles are invented by the Asian Pacific Community, giving them the edge. 2074, the United America Countries develop HIGH-MACS, faster and more powerful than the AWGS. You play a HIGH-MACS pilot in the UAC's 45th Armoured Division, who must battle his/her way through a series of missions against the APC. **Techy Mechs...**

Gun Griffon is definitely over the top in its approach to a very techy feel... just look at all that heads-up crap all over the screen. The HUD is not annoying for long though as it soon becomes obvious most of it is irrelevant, and you stop noticing it so much. What you do start noticing are the other mechs, choppers, and tanks that make up the rest of the participants in each mission of Gun Griffon. Tanks tend to look a little dull, but then again that's because they're driving alongside the various mechs that all look very hi-tech and cool. Some mechs walk around slowly on two legs, others are hulking spider-like monstrosities, fast running walkers, similar to those in the Star Wars movies, and mechs similar to yours, which fly and bombard you with cluster bombs. The weapons, and explosions don't really look quite as impressive as the mechs, but suit the game nevertheless.

One of the nicest features in relation to the visuals are the realistic terrains, and variable weather conditions. One mission you'll be battling it out under the desert sun, the next lurking through the city streets at night, the next trying to find the enemy through snow and fog, and the next battling by the Great Wall of China in the rain. The sound effects are very cool, with nice clunky sounds for when you walk, nice big booms when you let a round rip out of your cannon gun, etc. The music is, erm, apt.. widdly widdly guitar solo stuff in the background. It's not great but not as annoying as most other widdly guitar crap in action games.

Unrealistic Realism

Gun Griffon really plays quite damn well, with all the controls being quite responsive, and handling about right for what you'd expect a big hulk of walking titanium alloy to feel like. Your missions all actually follow an ongoing plot, and they're not just seek and destroy slugfests. Mission objectives include taking out a specific unit that will pass through the area, defending a transport plane as it prepares to take off to safety, and that sort of thing. An in-game radar helps you with your immediate tasks at hand, and a mission map gives you further details, and information on what other things are going on at that point of time in the battlefield. A nice touch is the addition of supply choppers, which fly in to designated landing sites, where you can meet up with them and get repairs and more ammo. Weapons include standard cannon gun, machine gun, anti-tank missiles, and rocket pods, all varying in usefulness, given different situations. If you've been after a decent mech game for your Saturn, this is it... partly by default since there's nothing else, but also due to the simple fact that Gun Griffon is a very enjoyable mech sim that would probably be a real classic if it weren't for the fact it was too short.



BRIEFS... NOT THE KIND YOU WEDGIE WITH



NIGHT VISION STUFF... IT'S NOT EASY SEEING GREEN



CAP



DON'T POP YOUR TOP



I'M AFRAID I'M GONNA HAFTA KICK YOUR ASS



GET UP FROM THAT ONE YOU TOOL!



HERE BOY.. GOOD DEATH MACHINE... "RUFF!"



THIS IS GONNA HURT...



EAT DEATH YOU CONVENTIONAL MODERN WARFARE MACHINE!



TURTLE MECH THINGY WITHOUT THE SHELL...

AVAILABLE: NOW
CATEGORY: MECH SIM
PLAYERS: ONE
PUBLISHER: GAME ARTS
PRICE: NA
RATING: NA

VISUALS
87
 Nice mech design and a variety of backgrounds make for a visual treat.

SOUND
85
 Good use of sound effects, and somewhat quirky music.

GAMEPLAY
90
 Lots of fun, addictive straight away. Rather difficult missions.

LONGTERM
70
 Eight missions let the game down quite a bit, but playing on hard will last for a while.

OVERALL
85%
 A pretty darn good mech simulator.

Broken Sword

It's time to go on an animated adventure with the legendary Knights Templar. GEORGE SOROPOS points and clicks his way through the mystery...



Animated adventures are all the rage at the moment it seems and this fine looking effort from Virgin will probably be the first of many for the Christmas period. It concerns the activities of one George Stoddart, and American tourist in Paris (no it's not a cliché, it's not, it's not...) and his attempts to track down a criminal who likes to blow people up whilst wearing fancy dress. The shady background to these goings on is provided by those pin-up boys of the conspiracy movement, the Templar Knights. According to legend, the Templars, an order of religious Knights who among other things guarded the roads to the Holy Land during the period of the Crusades, were responsible for obtaining and storing some of Christendom's Holiest artefacts. Bits of the "True Cross", the Shroud of Turin, Christ's foreskin (I'm not joking) and of course, the one and only Holy Grail. And in more modern times they've been suspected of everything from the assassination of John F. Kennedy to the invention of Copper Art and quite a bit in-between. History tells us that Charlemagne ordered them all killed because he feared their growing power. But they did not all perish it would seem and here they are in future Europe (Broken Sword is set in 1999), causing all sorts of bother to the local natives. The action starts outside a bombed cafe somewhere in Paris. A man named Plantard has just been assassinated by a clown and you feel like getting to the bottom of it. Or you feel like getting AT the bottom of the nice French photo-journalist who's also hanging around the cafe trying to solve the same mystery. Which is the real motivation I'm not quite sure...





Gorgeous Visuals, Annoying Speech

Broken Sword is an odd hybrid of a game. It looks and seems to play like a typical, if exceptionally well drawn, LucasArts style point and click adventure, but unfolds more like an FMV type game in which pathways are more rigid and pre-ordained. As you can see for yourself, the graphics are absolutely gorgeous. The background art is rich in detail and style and the animation work on the characters is fluid and flawless. The characters themselves are a typical bunch of adventure game cliches; bumbling detectives, drunken barmaids, ex-army concierges and the like and you will find something very annoying every single one. Spending ten hours listening to one REALLY bad French accent after another was almost enough to make me want to retire from this job permanently! Would it have been too much to get some real French people to speak English into the microphone? It would have added so much to the atmosphere of the game...

Icon Driven

The player interface of Broken Sword is ridiculously simple, and odd, in that it is totally icon driven. When you interact with another character, rather than present you with a list of possible statements, questions or whatever, a simple row of icons appears at the bottom of your screen with each one representing a topic of conversation. This is what I mean when I say it plays a bit like an FMV adventure, as all your conversations are pre determined, and your job is to talk to and about the right people or show them an item from your inventory at the right time in order to progress through the various stages.

My main criticism of the game lies here. Broken Sword, for all it snazzy graphics and animation, is a very old fashioned type of adventure. There are no multiple endings, no intertwined pathways, no multi-faceted puzzle solutions, just a straight up almost totally linear adventure engine which is quite harsh on the player. You know the score, you've been to every locale, talked to everyone but still can't progress. Why? Well, you didn't put the gherkin in your ear when you told the tailor to measure his own inside leg with his tongue, did you!?! For all its gorgeousness and style Broken Sword is a slightly hollow experience lacking a bit where we all know it counts... the gameplay department.



AVAILABLE: OCTOBER
 CATEGORY: ADVENTURE
 PLAYERS: ONE
 PUBLISHER: VIRGIN
 PRICE: NA
 RATING: NA
 MIN REQUIREMENTS: 486DX4-100,
 8MB RAM, DOS 6.0, SVGA,
 DIGITAL SOUND CARD

VISUALS

89

Sumptuous locations ("Cubby" Broccoli eat your heart out) and cinema quality animation. A very pretty game!

SOUND

62

Nice incidental music but the hammy French accents are beyond the pale.

GAMEPLAY

68

A somewhat old fashioned game engine which is far too linear for my liking.

LONG TERM

65

Adventure games designed in this way often lead to frustration for the player, and this leads to a fast annihilation from the hard drive.

OVERALL

70%

Broken Sword does have some charm but it would have been infinitely better with a more lateral game engine.

ARL 96 Rugby League

What do you get when a score of large, sweaty men dance around an open field trying to get some ball? A National Sport, that's what. MARCH STEPNIK dons the *HYP*ER guernsey...



Ah, the burning sensation as hot meat pie dribbles down your forearm, the smell of stale beer, the inevitable scuffle with a supporter of the other side, all while watching around 26 meaty, boofy, sweaty men get highly physical with each other. No, not the annual Greater NSW Sports Guy fashion parade, but a true Australian tradition - Rugby League. Whether you're a loyal supporter of a particular club, you watch the odd State of Origin, or you simply don't give a toss about the whole thing, we've all been affected (in some way or another) by Rugby League. EA Sports have gone all out to capture the very essence of the classic Australian sport.

Button-crazy

First, choose a game mode. Go in for a full Optus Cup season, or take part in a State Of Origin clash. In fact, ARL 96 has over eight different play modes. Play a Practice game, Friendly (yeah right), Optus Cup, Euro-League, State Of Origin, International. If you couldn't be bothered sitting through an entire season of the Optus Cup or Euro League, you can also choose to jump straight to their finals, and take part in the quick and intense chase for the premiership. You then set the length of your game, from four minutes to the full forty minutes a half. After deciding what you'll play, it's time to decide who you'll play. All up ARL boasts over forty-two teams from which to choose from, spanning the international, Euro, and Australian competitions. Picking your team, it's then off to the paddock for the almighty toss (of the coin).

Playing football, after a bit of practice, is a breeze. To get the most out of the game, you need to get a console-style controller. Using a joystick puts a strain on your wrist, and two-button sticks require that button 3 is achieved by pressing buttons 1 and 2 simultaneously. The keyboard, although better to use than a joystick, still sucks. A console controller provides the most natural and comfortable way to play. As mentioned, there a three buttons used during play, and they all have alternate functions for whether you're on the offensive or the defensive. Kicking the ball comes in six flavours. There's the kick-off and the penalty/conversion kick, which uses the all-too familiar sliding bar/meter method. Executing the other four kicks, however, takes a little getting used to. To kick for touch, you have to point to either sideline, and then hold and release the kick button. To send the ball deep into the opposing sides territory, you leave your controller centred and then hit Fire 1. To lob it up for a bomb, pull the controller opposite to the direction you're running and fire away. Sound simple? It does, but initially kicking is not easy to do. To play the ball, then pass it to one of your designated kickers, then pulling off the kick you want while being chased by the opposition takes a lot of practice. Once mastered, you've pretty much mastered the whole game. Overall, the play is well executed. Passing is easy, and required if you want to score, and the action is pretty faithful to it's real-life counterpart. In a tackle, the defender can hold the player for a while to buy time, while the player with the ball can struggle in the tackle to draw a penalty. The scrum is not as scary a procedure as it could've been - it's actually quite simple.

"You BAAHUUTEEEE!"

The audio of this game is beautiful. The crowd cheers when you make a break or are close to the try-line. Tackles provide some very meaty sounding grunts, while the ball also makes an impressive thud when it's kicked or hits the ground. By far the most impressive thing about ARL is the commentary provided by Ray Warren. This professional veteran sat on a stool and spoke, screamed and cried his way through just over four thousand pieces of football commentary. And the end result is amazing. When you storm through the defence and approach a try, Warren screams: "Toovey! Toovey! He's through! What a great individual try from Toovey!". It doesn't get repetitive either, and what the "Rabs" says is always appropriate to what happens on screen. We here at HYPER salute the efforts of Mr Warren to make gaming so much more enjoyable.

The downside of the commentary though, is the presence of Paul "Fatty" Vautin. He pops up every now and then and rattles off the most ridiculous sounding comments in the tradition of the Footy Show. "No, listen darling: you're supposed to hold the joystick in your hand," he taunts. "Oh, he's missed another one. My six year-old would've got him!" is another one. "You're having a Barry!" is my favourite. Clearly, you'll either love or hate... The graphics are more than adequate. The grass is green, the players have distinctive jerseys, and you can tell which player you are currently controlling and which one has the ball. In VGA mode, the player sprites are much larger, but the viewable field of play becomes much too small to contemplate playing in. SVGA is definitely the way to go - nicer looking players, greater field of play.

It's not all peaches and cream...

The Super League battle has left its mark on ARL 96. As it's an official ARL product, the League have opted not to include any of those naughty players who showed support for the rebel organisation. You can edit the players names to your heart's content, but Warren will instead call "A great individual try from the number 7" or "A crunching tackle by the forward". Not the same at all.

The only other real criticism is that if you pick a dud team, you'll play like a dud and find it really hard to win a game, which is not very nice if your favourite team happens to be the Western Reds. Other football games like Front Page Sports Football Pro have dynamic teams, where there stats change relative to how they continue to perform throughout the season. You'll therefore be forced into selecting a team with higher ratings to give yourself a better chance at survival.

ARL 96 is an excellent game, but could no doubt do with a few improvements. If it had player biff, Roy and H.G., all the players names and a fairer team system, ARL 96 would have been hard to top.



AVAILABLE: NOW
CATEGORY: SPORTS
PLAYERS: 1-4
PUBLISHER: EA SPORTS
PRICE: \$89.95
RATING: G8+
MIN REQUIREMENTS: 486DX2 66, 2X CD-ROM, 8MB RAM, 50 MB HD SPACE

VISUALS

84

All a game like this requires is graphics that make player distinction and ball spotting easy. ARL 96 does this fine.

SOUND

94

Ray Warren's commentary is utterly brilliant.

GAMEPLAY

88

Solid, football fun. Player control takes some getting used to. Helps if you actually like the sport.

LONG TERM

80

This game will last you till the ARL 97 hit's the shelves

OVERALL

86%

EA's Rugby League debut is an impressive effort.



Play dirty



ONLY ON

Shock your system.

Baseball

Gameboy

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: 1-2
 PUBLISHER: NINTENDO
 PRICE: \$29.95
 RATING: G



As a sport, Baseball is exceedingly boring to watch. Yet, as a video game, it can prove to be quite entertaining. It's the sort of game that need not rely on flash graphics either, so perhaps there's a chance for this particular baseball game to be a worthwhile play, despite being on the least flash of all gaming systems.

The first option screen let me select between 1 or 2 players - which is good. The next offered me a choice of four teams and allowed me to fiddle with their line-ups. I picked the American White Bears so I would have Mario as my pitcher. Into the game proper and I was presented with a neat view of Mario on his pitching mound and their hapless batter. A quick press of the button switched the view to long range so I could place my fielders or try to pick off a sneaky runner. When pitching you can make the ball curve left or right, as well as throw it faster or slower, depending on how long you hold the direction. To control the fielders I opted to let the computer move them to the ball, then I told them which base to return to.

Batting is simply a case of timing your swing well, since you don't have any aftertouch. Running between bases is initially tricky, but thankfully your men will dive of their accord when they're in trouble. You can also attempt to steal to the next base.

It's all delightfully easy to play and there's nothing missing from here that you would find in any other baseball game. Except, of course, a season play, but I don't seriously expect a Gameboy to be able to cope with that. And, besides, if you were keen enough, I'm sure you could create your own.

If you enjoy baseball, then I would wholeheartedly recommend this. And if you own a Super Gameboy adaptor, you can even turn the ground an appropriate green.

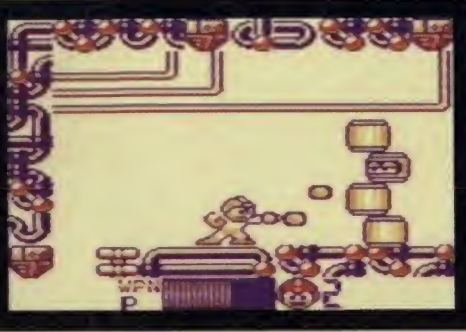
DAVID WILDCOOSE

VISUALS 40
 SOUND 20
 GAMEPLAY 68
 LONGTERM 60
 OVERALL 66

Mega Man 2

Gameboy

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



Mega Man is a bit of a Nintendo gaming legend. Capcom's metal-suited hero has been frolicking his way through numerous platforming type titles across all kinds of Nintendo consoles. Many of these have been pretty good. This one, however, is diabolical.

At the start you can choose from four stages, thus, since the back of the box promises 9 levels, I assume this means there are two levels within each stage plus some kind of special final level showdown with Quint, Dr Wily's terrible monster whose presence means the imminent extinction of the universe. Or something.

Mega Man 2 is a flick-screen platformer, which means that each screen is static and when you get to the end of one you flick to the next. It doesn't look too bad really. The graphics are clear and distinct and the screen never becomes overly cluttered. But, incredibly, it manages to commit every possible sin a platform game is capable of, and all inside the first few screens.

For one, there are the regenerating monsters, which is something I always find ridiculously annoying. Then there are bits where you can't see the next platform you are supposed to jump to. So, naturally, you leap off the screen and frequently find yourself landing on some deadly spikes or whatever. There are levels that go straight up, and are designed to let you fall all the way back to the start (and, inevitably, get yourself killed by falling on top of a monster that has just miraculously regenerated), if you mistime a single jump.

Then there a sections where you are forced to take damage because it is the only way you can progress. If you don't have enough life, that's just too bad, my friend. And the collision detection is appalling.

Stay well away.

DAVID WILDCOOSE

VISUALS 45
 SOUND 20
 GAMEPLAY 70
 LONGTERM 70
 OVERALL 70

Wave Race

Gameboy

AVAILABLE: NOW
 CATEGORY: RACING
 PLAYERS: 1-4 (LINKED)
 PUBLISHER: NINTENDO
 PRICE: \$44.95
 RATING: G

If you were, say, a Gameboy developer and you were thinking of writing a racing game, then you would really have only one route to take. Due to the limitations of the machine, your game would simply have to be an overhead racer in the mould of that ancient arcade classic, Super Sprint. Not that there's anything wrong with that. Micro Machines, to cite the obvious success, is a roaringly great game, better than many new tangled 3D racing games. So, clearly, if it is done well, this sort of thing can work.

Wave Race, then, is a overhead racing game in which you race three other tiny speedboats around laps of a circuit or weaving through a slalom course. There are three types of boat - 550cc, 650cc and 800cc - that act as difficulty levels - easy, normal and hard, respectively - but make little real difference to the gameplay. Progress is made through a championship over eight races and you accumulate



points as you go. You don't, however, have to worry about finishing in a particular position - place last and you will still continue into the next round. The slalom is just the same, except you have to nip between flags on the way.

Each course has plenty of obstacles, like rips that slow you down, jumps, buoys, shallow areas, even whirlpools to contend with. Plus you can collect bonuses, such as a very useful turbo boost, an octopus that lets you knock other boats about, and a dolphin to give you better handling. It all looks very promising and I was expecting, at least, a moderately enjoyable gaming experience.

Unfortunately, Wave Race turned out to be dull beyond belief. The biggest problem is that since the boats move so slowly, the race generates little excitement and it becomes extremely difficult to summon up any enthusiasm. It's a reasonably demanding game, and it's tough to win on the harder tracks, but I was never ever having any fun. It's probably alright with a few friends, but "alright" just isn't good enough.

You'd have a better time pushing a couple of toy sailing boats around in the bath, to be honest.

DAVID WILDCOOSE

VISUALS 30
 SOUND 20
 GAMEPLAY 50
 LONGTERM 40
 OVERALL 45

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Tetris 2

SNES

AVAILABLE: NOW
 CATEGORY: PUZZLE
 PLAYERS: 1-2
 PUBLISHER: NINTENDO
 PRICE: \$49.95
 RATING: G

While this may appear to be the sequel to that classic Russian puzzler, Tetris (it is, after all, titled Tetris 2), the name is nothing but misleading. Tetris 2 is a rip-off of a Mega Drive game called Columns, in which you had to match up rows of colours to clear the screen. Similar games have already appeared on the SNES in the shape of Super Puyo Puyo and Kirby's Ghost Trap. Tetris 2 is another one.

There are two modes of play - Normal and Puzzle. In Normal you have to position an endless supply of multi-coloured shapes so that rows of three blocks or more of the same colour are formed, and they then explode. You keep playing until the screen fills up and you can take it no more. The aim being to rack up the highest score. The trouble with this type of puzzler is that it complicates the original idea



far too much. The beauty of Tetris was its simplicity. Having to fiddle around with colours only detracts from the appeal.

Two-player games take place in a split screen, where you race to clear more rows than your opponent. Set off a chain reaction of explosions and your friend finds his blocks will be tumbling down at a greater velocity. It all gets slightly competitive, but it goes nowhere near the all or nothing rivalry a good bout of Killer Instinct produces.

Puzzle mode is utterly tedious. You have to clear the screen again, but this time you have only a limited supply of blocks. And because you get no time to examine the layout before those blocks begin falling, it quickly becomes a matter of trial and error. You can't even pause the game to plan your strategy, since when you do all the blocks disappear from the screen. Grrr.

Alexey Pazhitnov, you deserve better than this.

DAVID WILDGOOSE

VISUALS 50
 SOUND 50
 GAMEPLAY 40
 LONGTERM 25
 OVERALL 40

Destruction Derby

Saturn

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



Granted, it's hard to fashion a masterpiece out of substandard materials, but what the hell is this? I'll tell you what - quite possibly the shoddiest cross-platform conversion that's ever had the audacity to cross my imperious path. And don't even think of telling me it's the machine's fault, because it's not. The Saturn can handle this sort of thing with both processors tied behind its back: witness the mighty Sega Rally as the prime example. This, on the other hand, is bog ugly.

So who's responsible for this mess? Psygnosis came up with the original game for the PlayStation and managed to sell quite a few machines because of it. But I'll let you in on a little secret (just keep it between us, mind you): it was never that good to begin with. Sure, it looked pretty (at least, a lot prettier than the blocky, slow moving monster that it's become on the Saturn), but as a game it was too limited to provide any long-lasting enjoyment. The tracks were simply too narrow, the control sucked and the novelty of whacking in to fellow racers soon grew tiresome. Guess what? The tracks are still too narrow, the controls still suck and the novelty of whacking into fellow racers wore off months ago. And this time, it's bog ugly (yes, I know I used the same phrase in the intro but it's worth repeating).

Still, Psygnosis can't take all the blame. The real culprits are Reflections Software, who handled the Saturn conversion. While Tantalus did a nice job on the Wipeout conversion, Reflections effort bears all the tell-take marks of laziness. Just take a look at the "smoke effect" and you'll see what I mean - horrible, blocky, solid blobs of grey. The cars and tracks don't look too much better, either.

Bottom line is, if you've seen this on PlayStation and thought you might like to give it a whirl, then do so - but do it on a PlayStation. If you've got a Saturn, stick to Sega Rally or wait for the upcoming Daytona Championship Circuit Edition.

ANDREW HUMPHREYS

VISUALS 64
 SOUND 69
 GAMEPLAY 60
 LONGTERM 59
 OVERALL 60

Earthworm Jim 2

PlayStation

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



Hello there, our old friend Earthworm Jim is back. And on the PlayStation, too, no less. But wait - haven't we seen this game somewhere before? That's right, Earthworm Jim 2 turned up on the Mega Drive and SNES not so long ago. And what a fine platform game it was. The PlayStation version is just as good - better if you take into account the improved CD quality soundtrack. But if, for example, you upgraded from the 16-bit Mega Drive to the 32-bit PlayStation because of the promised 'next generation' graphics, you may be in for a disappointment.

Graphically, you'll be hard pressed to notice any difference between this and the 16-bit game. Okay, so the resolution has been sharpened a bit, but otherwise it looks exactly the same. Fortunately, Earthworm Jim games have always looked great, even in 2D. The bizarre character design and inventive backgrounds ensure that Jim doesn't look like 'just another platform game', but we still couldn't help feeling a little cheated when we looked at EWJ2 along side Crash Bandicoot, or any PlayStation game with 3D graphics for that matter. Surely PlayStation owners (and Jim, too) deserve more than a tarted-up Mega Drive conversion!

So it doesn't appear to push the hardware (although the stage where Jim has to dig through the ground was apparently a nightmare to program, as the screen has to re-draw after each excavation) and the improved sound makes no difference to the game. This leaves only the gameplay in Jim's favour. And gameplay is Earthworm Jim's forte. All the usual platform game cliches apply - Jim has to run, jump and shoot his way through most of the game - but it's the plethora of seemingly irrelevant things to do that make Earthworm Jim 2 so much fun to play. Swinging from strands of slime and using pigs and cows for unnatural purposes are just some of the cool things you'll have to do.

Earthworm Jim 2 is one of the best platform games for the PlayStation and if you can accept the out-dated graphics you'll find a highly enjoyable game underneath.

ANDREW IREDALE

VISUALS 68
 SOUND 91
 GAMEPLAY 92
 LONGTERM 72
 OVERALL 79

Megaman X3

PlayStation

AVAILABLE: OCTOBER
 CATEGORY: PLATFORM
 PLAYERS: ONE
 PUBLISHER: CAPCOM/VIRGIN
 PRICE: \$ 89.95
 RATING: G

What's this? Another 16-bit game transferred straight to the PlayStation with little more than a full motion video sequence tacked on to supposedly bring it into the world of 'next generation' games. In this case, we get a few minutes of an Astro Boy-esque animated cartoon starring the short blue robot known to the Japanese as Rockman, and to us Westerners as Megaman. A nice bonus, but nothing worth getting too excited about.

The first handful of Megaman games appeared on the old faithful NES, starting back in 1984 or thereabouts. Since then there have been Megaman games on the Game Boy, Super NES and Mega Drive, but this is the first time on a 32-bit machine. Apart from an unremarkable Japanese soccer game, all of Megaman's adventures have been side-scrolling platform games with little difference between them. Which makes the PlayStation version all the more disappointing, for if ever Capcom had the chance to breathe new life into Megaman (ie. 3D



graphics, etc.), its debut on the PlayStation would have been the perfect time.

While we could go on forever about what might have been, it doesn't change the fact that Megaman X3 is still the same as the Super NES game. That's not an entirely bad thing, mind you, for Megaman has always been regarded a one of the better platform games, but the gameplay is becoming a bit dated and some players just won't have the patience or tenacity required to get through. The game is very unforgiving, even unfair at times and remembering exactly where and when to jump and shoot is the only way you'll survive. Our major complaint is that most baddies will re-spawn as soon as you move along and if you go back they'll be waiting for you with all lasers blazing. We hates it, we does! Grrrr!

Of course, there are some people out there with nothing better to do with their lives and Megaman X3 will keep their busy fingers occupied for a while, but if you want an enjoyable platform game for the PlayStation look elsewhere.

ANDREW IREDALE

VISUALS 62
 SOUND 73
 GAMEPLAY 68
 LONGTERM 60
 OVERALL 65

TYRIAN

PC CD ROM

AVAILABLE: NOW
 CATEGORY: SHOOT 'EM UP
 PLAYERS: 1-2
 PUBLISHER: EPIC
 PRICE: \$ 39.95
 RATING: G



As more and more game companies embrace the concept of shareware, it is perhaps inevitable that real shareware starts to look even more second-rate than it did previously. There have, however, been a few games this year that are of outstanding quality. I'm thinking, in particular, of Seek & Destroy and the brilliantly scary Abuse. (If you reckon Quake is frightening, try playing Abuse on your own, late at night, with all the lights off ...ooh, I'm shaking just thinking about it.)

Tyrian, from long-time shareware disciples, Epic Megagames, is a straightforward vertically-scrolling blaster. You fly a ship, the level scrolls past from top to bottom, plus a bit of lateral movement, hordes of alien ships fly down, shoot you, circle around and generally act like they want you to die, ground installations poke their nasty gun turrets in your direction and launch streams of molten missile death, little blokes stand in the middle of the roads and fire rocket launchers, claws leap from the sides of cliff faces to try to tear you apart, red spheres pulsate then send forth fiery homing blobs to track you down, while you collect as many extra weapon power-ups as possible, unleash them onto your foe and watch them explode most gratifyingly in a shower of orange pixels.

There's a plot that explains all this away, the music is truly excellent and never gets repetitive, and the ship upgrade shops between levels are superb. There's also a co-operative two-player mode and a fairly pointless network option.

I'm thoroughly enjoying Tyrian. It's a very polished game, but it does lack a bit of character. It is though, the best vertically-scrolling shoot 'em up I've played recently. If however, you want a real classic shoot 'em up for your PC, then take a look at the glorious Super Stardust. If you can't find it, this will do very nicely.

DAVID WILDGOOSE

VISUALS 80
 SOUND 90
 GAMEPLAY 83
 LONGTERM 70
 OVERALL 87

Virtua Fighter

PC CD ROM

AVAILABLE: NOW
 CATEGORY: FIGHTING
 PLAYERS: 1-2
 PUBLISHER: SEGA
 PRICE: \$ 69.95
 RATING: M15+



Some PC owners go out and buy consoles for games like this, because let's face it, consoles have always had a much better selection of the top quality arcade game conversions than the PC. Time is slowly starting to see the distance between PC games and console games disappear, and Virtua Fighter PC is a classic example of this trend.

Virtua Fighter PC is essentially a direct conversion of the Virtua Fighter Remix game that we first saw on Saturn earlier this year. As you'd expect with a PC conversion that has reasonably complex graphics, there are all sorts of options to beef up, or crank down the graphical detail, so you get the best blend of quality visuals and playable game speed possible. While the game can be played on a low end Pentium, or even a DX4-100 if you're desperate, you really need a P150 or higher if you want to play Virtua Fighter with all the graphic detail on and still have a playable frame rate.

Another thing you'll need to play VF PC with any sort of enjoyment is a digital control pad, as playing with keyboard is kind of frustrating, and using an actual joystick such as a Thrustmaster or Gravis Analog Pro just feels wrong for this sort of game.

In case you've had your head buried in the sand, Virtua Fighter is simply a 3D, one-on-one fighting game, with eight different characters to choose from, and a whole bunch of different moves to learn for each character. It really was the first of its kind, and as often is the case, the original is proving to be one of the best, since it puts games like FX Fighter to shame for sheer playability and character design.

If you're into fighting games, and you have a high end PC, and you don't own a console, Virtua Fighter PC would be a worthwhile investment. If you don't have a top end PC however, maybe you should go buy a 32 bit console.. they're not much more than your average computer component nowadays.

DAN TOOSE

VISUALS 90
 SOUND 89
 GAMEPLAY 85
 LONGTERM 82
 OVERALL 85

Links LS 1997 Edition

Triple Play 97

PC CD ROM

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: 1-NETWORK
 PUBLISHER: ACCESS SOFTWARE
 PRICE: \$79.95
 RATING: GS*



PC CD ROM

AVAILABLE: NOW
 CATEGORY: SPORTS
 PUBLISHER: EA SPORTS
 PLAYERS: 1-2
 PRICE: NA
 RATING: G



Golf. For those who have absolutely no interest in this "sport", forget it. Golf as a computer game most definitely relies on a passion for the real game. So a question to all those golfers: Why play it on the computer? I mean, how can furiously clicking a mouse button replicate the unexplainable and highly unpredictable phenomenon that is the golf swing? I don't know about everyone else, but I play computer golf because it allows me to play the game at a standard that I'll never reach in this lifetime (on the real links I play from tree to tree, bush to bush, sand-trap to sand-trap). There's no one to stare at you when you make a complete fool of yourself. You even score the odd birdie or two.

Golfing games don't require much in terms of extravagance. Access' Links LS Golf 1997 Edition is what you'd expect from a newer version of an old classic. Access have given us much prettier (beautiful, in fact) graphics, a nicer engine, and a few extra features that make this game that little bit more special. Its predecessor was a great game in that it had a whole batch of options to complicate and make play more "realistic", the only problem was the re-draw rate of the graphics - a little too long for smooth gameplay. With today's higher-end PCs (I recommend no less than a Pentium with a decent video card), these problems are no more.

With Links LS, you can choose several modes of play, customise rules, save replays, study the course, and all the other familiar play options that golf games have to offer. Play a friend over the modem or using a network. Not only that, but you can also take a virtual tour of each of the course's club buildings. It uses the same engine as seen in the Pandora Directive, and is one of those touches that proves that Access really care. Does it affect gameplay? Not in the slightest, but it's still fun.

Links LS 1997 Edition is the king of golf simulators. If you want to update from an earlier version of Links, it's made more viable as LS comes with all the courses from the add-on series which can be converted to LS format. With the first Tour Player course included with the full version of Links LS, there's even extra incentive to purchase if you're a first time golfer.

VISUALS 94
 SOUND 86
 GAMEPLAY 92
 LONGTERM 88
 OVERALL 90

MARCH STEPNIK

These EA Sports people keep flopping them out faster than a blasher at a Girl Guide Jamboree don't they? FIFA '96, then NHL '96, then NBL '96, then Rugby, then League and now here's Triple Play '97. Triple Play is actually the best of a very close field of recent entries into the Baseball simulation stakes and certainly won't disappoint any fan of the game.

Baseball was once the fastest growing sport in Australia, believe it or not, until it was usurped by Basketball, which itself has now taken second or third place to the Liberal Party's 'Range Rover Hunt', a rapidly growing phenomenon which sees thousands of affluent people taking to the streets in their 4WD's every weekend looking for an unemployed person to run over. Alas, baseball's popularity is now waning and as such I don't know how many of you will actually be interested in this simulation, but those of you that are will find much to appreciate in this latest EA title.

The graphics of the 'Virtual Stadium' environment are fantastic, much better than those offered in NHL '96 or NBL '96, and every bleeding 'big league field in the U.S. has been recreated too. The on-field animations are very smooth and look more natural than the graphics of those other titles, and Triple Play also has more viewing options to suit everyone's preferences. All the usual game modes are offered: Exhibition, All Star, Season, Home Run Derby, Practice etc. and for those of you who just like to watch there's also a manager mode which allows you to do just that. Every team's roster AND schedule for the '96 season has been adhered to rigorously, so you can relive this season past and hopefully improve your 'ave teams performance!

As far as the audio goes Triple Play has the now standard blow by blow commentary, much more smoothly implemented than in its rivals and a fine selection of atmospheric sound FX and a well produced soundtrack. The keyboard interface is simple and without problems. In fact there's really nothing to get in the way of your enjoyment of the game, and that's as it should be.

VISUALS 85
 SOUND 90
 GAMEPLAY 90
 LONGTERM 82
 OVERALL 90

GEORGE SORPOPOS

BIG PERFORMANCE SMALL \$

PLAYSTATION



GAME PAD 8
 8 fire buttons, slow motion, autofire

SUPER NINTENDO



SUPER PAD
 6 button controller

SUPER NINTENDO



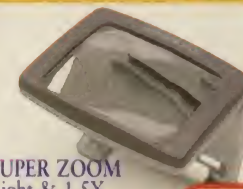
GAME PAD 6
 Six button pad with auto-fire

MEGA DRIVE



SUPER PAD
 6 button deluxe pad

GAME BOY



SUPER ZOOM
 Light & 1.5X magnifier to enhance gameplay

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CHEATS (WELL SORT OF)

Shot Put:

Throw in order to achieve the following records: 1.11m, 2.22m, 3.33m. A dinosaur will appear behind the crowd

Javelin Throw:

Throw with the maximum power and an angle of more than 60 degrees. A UFO with a javelin stabbed through it will fall into the stadium

Pole Vault:

Qualify in the first attempt. Then adjust the bar more than 40cm and clear that attempt also. During the third jump, a space shuttle will appear on the screen. You can adjust the height to the maximum of 6.60m. If you clear that, you can adjust up to 8.60m

100m Free Style:

Press up, up, down, down, left, right, left, right, O, X when selecting the event to see the athletes in different style swimsuits

Long jump:

Jump in order to achieve the following records: 1.11m, 2.22m, 3.33m. A mole will appear from the spot of your jump

Triple Jump:

Jump in order to achieve the following records: 1.11m, 2.22m, 3.33m. A mole will appear from the spot of your jump

Hammer Throw:

Throw in order to achieve the following records: 1.01m, 21.21m, 35.35m. A balloon will appear from the crowd

Discus Throw:

Throw in order to achieve the following records: 1.01m, 21.21m, 35.35m. A flock of pigeons will appear in the stadium sky

High Jump:

Qualify in the first attempt. Then adjust the bar more than 40cm and clear that attempt also. During the third jump, a blimp will appear on the screen. Adjust the height to the maximum of 2.70m. If you clear that, you can adjust up to 3.70m

HINTS

100m Dash:

Tap the square and/or circle buttons as rapidly as possible. Press the X button to lean at the end of the race.

110m Hurdles:

Tap the square and/or circle buttons as rapidly as possible and press the X button to jump the hurdles.

Long Jump :

Tap the square and/or circle buttons as rapidly as possible before you reach the foul line, then press and hold the X button until the desired angle is reached then release. The best angle is 45 degrees.

Triple Jump:

Tap the square and/or circle buttons as rapidly as possible press the X button before the foul line to jump. Press the X button again as you come down for the second jump. Press and hold the X button until you hit a 45 degree angle for the final jump.

High Jump:

Tap the square and/or circle buttons as rapidly as possible Press and hold the X button to jump. Release after you clear the bar.

Pole Vault:

Tap the square and/or circle buttons as rapidly as possible, the pole will automatically plant. Press and hold the X button to get your body over the bar. Release the X button to kick your legs over.

Hammer Throw :

Tap the square and/or circle buttons as rapidly as possible Press and hold the X button when you start the fourth spin. Release the X button when you reach a 45 degree angle.

Javelin:

Tap the square and/or circle buttons as rapidly as possible Press and hold the X button as you approach the start line and release when you reach a 45 degree angle.

Discus:

Tap the square and/or circle buttons as rapidly as possible Press and hold the X button when you get near to the front of the circle. Release the X button when you reach a 45 degree angle.

Shot Put:

Tap the square and/or circle buttons as rapidly as possible Press and hold the X button when you get near to the front of the circle. Release the X button when you reach a 45 degree angle.

100m Freestyle :

Tap the square and/or circle buttons as rapidly as possible Press the X button just before the 50m wall to turn around.

Clockwork Knight 2

Saturn

DIFFERENT TITLE SCREENS

By changing the system date on the Saturn, you can have different title screens for Clockwork Knight 2. (12/25=Clockwork Christmas, 1/1=Happy New Year and 2/14=Valentines Day, etc.) See if you can find more!

NHL '96

Mega Drive

To change any player into a goalie on the fly, hold down C as if you were taking a slapshot and then hit start while releasing C.

Shinobi Legions

Saturn

VIEW ALL THE FMV SCENES

Press the following buttons at the introduction: C,X,B,Y,A,Z then START.

GET 999 SHURIKENS

To get 999 Shurikens got to the options screen. Highlight "Shurikens" and hold in the L and R buttons. Next press C, A, and B.

STAGE SELECT

At any point in the game hit pause then a,b,a,b,c. you should see numbers in the bottom left hand corner of the screen. Move the D-pad up and down to choose your stage.

True Pinball

Saturn

Unlimited Balls: On the title screen Press Up, Up, Left, Up, Down, Start + Left.

Resident Evil

Playstation

Having problems with the codes from July? Try these...

Just before the game says "Resident Evil", press and hold square, triangle, R1, L1, and Select. Just after it says resident evil, while still holding the buttons, select Start or Load and then press and hold Start. this should give you the code for infinite ammo.

If you want the flamethrower at the beginning of the game press Start, Up, Left, Right, Triangle, Square. Now check your inventory!



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Robotica

Saturn

REFILL COMMANDS

Press and hold **L** and **R** on controller #1. Now on controller #2: press **A** for shield, **B** for generator, **C** for bullets, **X** for weapon power up, **Y** to get the level item, and **Z** to load the map and **START** to skip to the next level.

LEVEL SKIP

Hold **L+R** shoulder pads on controller 1 and push **START** on controller 2 to jump to the next level.

Fifa 96 (PC)

EXTRA TEAMS

Click on the Exit to DOS button in the main menu. When the exit screen appears type xplay. You will go straight to a fiendly match with 6 new super teams waiting for you.

EXTRA OPTIONS

In the friendly match, put Vancouver (USA) on the left side and the international team Canada on the right side. Now press **ALT + CTRL + INS**. This will bring up an extra setup page.

Twisted Metal

Playstation

UNLIMITED WEAPONS

Enter the code: **Triangle, Space, Square, Circle, Circle**.

INVINCIBILITY

Enter the code: **Square, Triangle, X, (space), Circle**.

FULL ARENA

To face five enemies in the Arena stage, enter: **Square, Triangle, Circle, Square, Square**.

HELICOPTER VIDEO

To get a helicopter, or blimp type view, enter: **Circle, Circle, Triangle, X, (blank)**.

MINION FOUND

To fight the final enemy, Minion, enter: **Triangle, X, Circle, Square, Triangle**.

Batman Forever

SNES

STAGE SELECT

On the screen where you can change from "Training Mode" to "Normal Mode," press **Left, Up, Left, Left, A, B, Y**. Change the game type to "Normal," set the difficulty level and press **Start**. Choose your character like you normally would and press **Start** to access the Stage Select screen. Finally, press **Up, Down, Left and Right** on the Control Pad to choose the stage you want and press **Start** again to begin the game.

QuarterBack Club '96

SNES

All these are to entered on the legal screen (the screen with all the writing that you see when you start the game) Press **Y** until you hear a clicking sound. This makes the ground to be slippery no matter what the conditions may be. **Y, B, Y, B, Y, B**: for NFC and AFC teams in the preseason.

A, Y, B, A, Y, B: the first two hits create a fumble.

B, Y, B, Y, B, Y - no fumbles.

B, Y, Start, Start, Start, Start: hit players down after play is over as long as someone is on the ground.

A, Y, Start, Start, Y, B: all dives are up and over.

B, Y, A, A, Y, Start: Infinite speed bursts **Start, Y, Down, Y, Start, Start**: the team you choose is the worst.

Down, Y, Down, Down, Y, Down: for Iguana and Acclaim teams.

Start, Y, Down, Start, Y, Down: pitch black field.

Down, Down, Start, Down, Down, Start: springs randomly come out sending players into the air.

Start, Start, B, Start, Start, B: your opponent is invisible.

B, Y, Down, Start, Start: any team you pick, will be the strongest

Down, Start, A, Y, B, Down: all the codes at once!

Viewpoint

Playstation

LEVEL SKIP:

To skip to the next level while playing, pause the game and press **Square, Circle, Triangle, Right, Left, Down, R1, L2, R2, R1** to get to the end-of-level movie.

INVINCIBILITY:

To activate invincibility, pause the game and press **Square, Square, Circle, Circle, Triangle, X, Square, Up, Up, Down, Down, L1, R1, SELECT**.

Johnny Bazookatone

Saturn

LEVEL SKIP

These passwords will allow you to go to any level in the game:

Level 2: **Hotel-WALKER**

Level 3: **Kitchen-OVERTIME**

Level 4: **Hospital-VILLA**

Level 5: **Penthouse-ENDBOSS**

INFINITE LIVES

To acquire infinite lives and the ability to select your levels, enter the word **TAEHC** ("Cheat" backward). Your life counter will say 24 lives, but it will not decrease when you die. To skip to the next level, just press **START** to pause and then press **X**.

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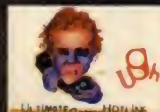
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WWF Wrestlemania

SNES/Mega Drive/PSX

Key to moves

L = Left arrow
R = Right arrow
D = Down arrow
U = Up arrow
DR = Down+Right
HL = Headlock
SP = Super Kick
K = Kick
P = Punch
Run = Run

THE UNDERTAKER

Snap Mare: L, L, P
Super Uppercut: HL, D, SP
Tombstone Slamer: R, R, SK
Neck Bender: Hold P for 3 secs
Dropkick: R, K or SK
Super Dropkick: R, SK
Hip Toss: L, L, P
Head Lock: R, R, SP
Head Smash: L, SK
Throat Grab: D, R, P
Throat Slam: R, R, P
Fire bats 1: D, R, K
Fire bats 2: D, R, P
3 hit combo: HL, R, R, K
5 hit combo: HL, R, R, SK
13 hit combo: HL, R, R, K, SK, SP+K
18 hit combo: HL, R, R, SK, K, SP+P
BAM BAM BIGELOW
Fire Punch: Hold P for 3 secs, P
Jump Kick: L, L, SK
Back Drop: L, L, P
Flying Dropkick: Run, K OR SK
Super Clothesline: Run, P or SP
Drop Kick: Run, SK
Head Lock: R, R, SP
Pile Drive: HL, R, R, SP (get in close)
10 hit combo to the face: R, R, P
4 hit combo to the stomach: R, R, SP
18 hit combo: R, R, P then SP, SK+K
17 hit combo: HL, R, R, SP then P, SK+K (Keep on pressing)
BRET HITMAN HART
Eye Rake: D, DR, R, P
Rolling Uppercut: D, DR, R, SP
Arm Drag: L, L, P
Bulldog: HL, D, D, SK
Flying Clothes Line: Run, P or SP
High Head Kick: L, L, SK
Hip Toss: R, R, P
Drop Kick: Run+SK
Flying take down: Run+SP or Run+K
Upper Cut: D, SP
Pile Driver: HL, R, R, SP
4 hit combo: HL, R, R, P
5 hit combo: HL, R, R, SP
Tip Toss: R, R, P
Knee in face: D, R, P
(Keep pressing)
10 hit combo: HL, R, R, P then SP, SK (keep pressing)

RAZOR RAYMAN
Uppercut: HL, D, SP

Razor's edge: HL, R, R, SP
Piledriver: HL, D, D, SK
Hip Toss: R, R, P
Razor Swipe: HL, U or D, P
Drop Kick: Run+K or Run+SK
4 hit combo: HL, R, R, K
8 hit combo: HL, R, R, SP
12 hit combo: HL, R, R, SP then P, K+SK
(keep pressing)
21 hit combo: HL, R, R, SP then P, SK, wait for a second, K
Feet pick-up: R, R, K
(get in close)

YOKOZUNA

Bucketslam: SP
(next to opponent)
Belly bounce: R, R, P
Scissor Smash: R, R, SK
Suplex: HL, D, D, SK
Banzai Drop: Any button except block off the turnbuckle.
Hip Toss: L, L, P
Smoke in face: HL, D, R, R, P
4 hit combo: HL, R, R, SP or P
9 hit combo: HL, R, R, P, SP, SK+K
(keep pressing)
Grab and Sit: Run, SK
11 hit combo: HL, SP, P, SK+K
(keep pressing)

DOINK THE CLOWN

Ear Slap: D, DR, R, P
Happy Hammer: R, R, SK
Super Clothesline: Run, P or SP
Hip Toss: L, L, P
Head Slam: HL, D, D, SK
Kick: Run, SK
Hammer Smash: R, R, SK
Shock: HL, D, R, P
Pile Driver: R, R, SP
4 hit combo: HL, R, R, SP

LEX LUGER

Sliding Elbow: R, R, P
Double Axehandle Smash: SP
(next to opponent)
Vertical Suplex: HL, R, R, SP
Rebel Rack: Lift over head, U, SP
Hip Toss: L, L, P
Pick Up: D, R, K
13 hit combo: HL, R, R, K, SK, SP+P
(keep pressing)
16 hit combo: HL, SK, K, SP+P
8 hit combo: HL, R, R, K
Spike Ball: HL, R, R, SK
SHAWN MICHAELS
Front Leg Trip: R, R, K
Sunset Flip: Run, SP
Body Slam: L, L, P
Speed kick: D, DR, R, K
Arm Bend: HL, R, R, P
Frankenstein: Run, SK
Leg Sweep: R, R, P, K
16 hit combo: HL, K, SK, P+SP
(keep pressing)
12 hit combo: HL, P, SP, SK+K
(keep pressing)
8 hit combo: HL, R, R, K
5 hit combo: HL, R, R, P

Guardian Heroes

Saturn

First off, a general guide for finding secret arenas. On levels 3, 5 and 12 you can access secret arenas. First you must kill all enemies on the level in question, then you must walk past the sign at the end of the level while being on the farthest line. The enemies you fight will be level 40 plus a value of 0 to your current level. You can continue fighting as long as you select the top option after vanquishing an opponent. You also can get 98 continues in the story mode. Set the game to easy and let yourself die, then pick the third option when you die to quit. Set the difficulty to hard and then continue from the point where you left off. You will have 98 continues.

X-Men 2

Mega drive

WALK THROUGH WALLS

When the sega logo appears, hold: Down, X, Y, Z. When the title screen appears enter this quickly: Up, Up, Down, Down/Left, Left, A, B+C. The screen will flash and you'll be able to walk thru walls when you hold down mode.

LEVEL SKIP

Press PAUSE then press: Left+C, Up, Up, Left, Down, Down, Right, C (you should hear a noise) then unpause the game. Press Pause again and press: RIGHT+C to skip levels or LEFT+C to change characters.

99 LIVES

Pause the game, then enter Down + C, Up, Left, Up, Right, Right, C.



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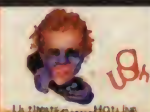
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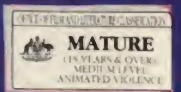
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QUAKE

Put simply... "Are you getting tonked??"
 There's great potential to be mindlessly slaughtered in Quake, but naturally there are ways to avoid this. Playing single player and playing deathmatch are two completely different styles of game, and as such, we'll take a look at some of the best ways to tackle both modes of play, and some tips that are universally helpful in Quake.

GENERAL TIPS

It doesn't matter how good your tactics are, if you can't control your player properly, then you really don't stand a chance. If you're a keyboard player, then you're going to have to start from scratch, because mouse is the only way to play Quake. The reason for this is you need to be able to aim in any direction at a moments notice, and the "mouse look" facility makes this possible. Keyboard is in a sense more precise, but it's too awkward to look up and down smoothly whilst on the run. To enable mouse look constantly, just go to the console and type +mlook. You may prefer to have targeting assistance by typing crosshair 1 at the console (typing crosshair 0 removes it). Here's a suggestion for your keyboard/mouse control configuration:

Set Always Run to on

Fire = **Mouse 1**

Change Weapon = **Mouse 2**

Move Forward = **V**

Move Back = **H**

Move Left = **G**

Move Right = **J**

Jump = **Space Bar**

You can assign any function to any key with the "bind" and "alias" commands in the console and config files. An example would be to assign zoom in and zoom out keys for sniping, by typing these commands at the console.



bind d "zoom_in"

bind x "zoom_out"

There are tons of things you can do with special console commands, and the only way to use them effectively is to look at your .cfg files in the ID1 folder and learn how things work. Most of these functions are simply customising tools, and really won't substitute for practice and skill. If you really want to explore these ideas, there are lots of Quake web pages that offer ideas and adjusted .cfg files. Try <http://www.stomped.com>

SINGLE PLAYER TIPS

If you're having hassles surviving in Quake, there are a few things to do to help ensure your survival. More important than anything is your health. When you have health in the 90's or even high 80's, don't pick up a health pack that is sitting around on the ground, since you're better off saving it for when you can use it to it's full potential. If you find a Megahealth, whether or not you should pick it up should be dependant on your current health, and the immediate area. If you're very low, grab it (unless there are other health packs nearby), and if you're high, only grab it if you know you're about to step into an area where you're likely to take a beating. Remember, while picking up Megahealth adds 100 to your health, the excess over 100 dwindles away, so it's best to save it for when you need it.

The next largest concern you'll have will be your ammo. The general rule to follow with your attack method is to always use the least powerful/most ammo economic weapon for the job. Here's the ammo required to kill each monster type (Number in brackets represents shells fired from a double barrel shotgun at close range):

Rottweiler: 2 Shells, 3 Nails, 1 Grenade, 1 Cell

Rotfish: 2 Shells, 4 Nails, 1 Grenade, -

Grunt: 2 Shells, 4 Nails, 1 Grenade, 1 Cell

Enforcer: 4 Shells, 9 Nails, 1 Grenade, 3 Cells

Knight: 4 Shells, 9 Nails, 1 Grenade, 3 Cells

Scrag: 4 Shells, 9 Nails, 1 Grenade, 3 Cells

Spawn: 4 Shells, 9 Nails, 1 Grenade, 3 Cells

Ogre: 9(8) Shells, 23 Nails, 2 Grenades, 7 Cells

Death Knight:

11(10) Shells, 28 Nails, 3 Grenades, 9 Cells

Fiend: 13(12) Shells, 34 Nails, 3 Grenades, 10 Cells

Vore: 17(16) Shells, 45 Nails, 4 Grenades, 14 Cells

Shambler:

25(22) Shells, 67 Nails, 11 Grenades, 20 Cells

Monsters fight back less effectively whilst being hit, so you can sometimes render the enemy helpless by making sure you keep laying into them with a stream of nails. The Death Knight, Ogre and Shambler all have a melee and a ranged attack, and it's possible to trick monsters into launching a melee attack when you're not really close, so you can get a few free shots in. Try finding the distance at which a monster reverts to hand to hand combat, then take a step back and fire away whilst they swing at where you used to be.



GET THEIR ATTENTION AND OPEN FIRE



STRAFE AND KEEP THEM IN YOUR SIGHTS



NAIL THEM WHILE THEY'RE FACING ELSEWHERE



KEEP MOVING SLIGHTLY AS YOU KEEP FIRING



THEN STRAFE THE OTHER WAY AS YOU FIRE..



ONE VANQUISHED OPPONENT...



HYPERR 73



SECRET LEVELS

While it'd take a short novel to describe how to find all the secrets in Quake, we can show you how to find the secret levels... there's one in each episode. When you leave each secret level, you arrive at the beginning of the level after the one you found the entrance to the secret level in.

Episode One

On map E1M4, the Grisly Grotto, go to the room with five panels on the floor, each one sets off a nail trap. After you've run over all five, secret doors open in two of the walls. Drop down into one of the new doors that has opened up. Press the button on the wall, then jump down over the slime below, ride the lift back up into the room with the five panels, and go into the other door you opened up. Drop down and press that button then run back to the water just outside the main entrance to the building you're in. Dive in, and swim to the right of the underwater structure.

You should now see a cave in the right hand wall that wasn't there before. Enter it and you'll find the gate to the first of the secret levels, Ziggurat Vertigo.

Episode Two

On map E2M3, the Crypt of Decay, towards the end of the level, after you cross the high bridge after the nail trap corridor, head left and you'll find a storeroom. Shoot the button on the ceiling, and jump up into the door that opens amongst the crates. Push the button in the tiny room beyond, then head back out. Go all the way back to the room just past the spike trap, where you found the gold key. Shoot the wall in the alcove on the right and you'll find a pool of water. Jump into the water beyond. Swim through the hole across the pool, resurface, and you'll see the portal that will take you to the second secret level Underearth.

Episode Three

On map E3M4, Satan's Dark Delight, you'll eventually come to the ramp shown in the screen grab, as you progress to the end of the

level. Instead of going to the exit, when you reach the bottom of the ramp, take a look under the ramp, and carefully step down onto the ledge beneath. Look down further at the hole in the lava, and jump in. You'll find yourself falling into a pit with the portal to the third secret level The Haunted Halls.

Episode Four

On map E4M5, Hell's Atrium, right near the very end of the level is a lava gap, which is bridged by using the silver key. If you use your key to make the bridge come down, you cannot access the secret level. Instead of using the key on the button, jump across the gap by hopping across the thin poles sticking out of the lava. It's a very good idea to save before trying this, since it's very easy to make a mistake. If you find you're jumping past the poles, try tapping your backpedal key to stop yourself from moving forward once you're over the pole. Once across, take the big door to the left and you'll have found the portal to the final secret level, the Nameless City.



MULTIPLAYER TIPS

While Quake can be a nasty single player game at times, it's no where near as difficult as playing against a competent human opponent. The key to success in deathmatch Quake is a strong offence in combination with the ability to make yourself a difficult target.

Weapon choice

The best weapon to use is the rocket launcher, it's a true one hit wonder. If you're in a deathmatch which has "no friendly fire" on, then you can blast away at point blank to your hearts content. Grenade launchers are handy for taking out folks that are hiding in niches, and throwing all over the place to take out a whole room. The super nailgun is very handy due to its constant fire rate. The double barrel shotgun causes lots of damage, but is slow, and as a result it's important you nail

Plot a course to...

Learning the level you're on is also very important. Sitting in one spot will get you killed, and so will wandering aimlessly most of the time. You should try and learn where the best weapons and bonuses are located, and use those spots as checkpoints in a big circuit of the level. Important items to consider are Pentagrams of Protection, Megahealth, Quad Damage, Rocket Launcher, Grenade Launcher, Super Nailgun, Ring of Shadows and armour. Keep grabbing these items even if you're well stocked, since it's better for you to have these things than your opponents. Ammo conservation is not worth worrying about, since you get all your opponents ammo when you kill them. Better to be low on ammo and high on frags, than be a corpse that drops a lot of gear.

Camping

Considered weak by some, but often effective... camping is the act of sitting in a secure position

your opponent the whole time, a few blasts with a shotgun can deter someone from their pursuit.

Tricks

If you're determined to show off, there are a few things you can do that will send your opponent's jaws dropping. If you fire a rocket at your own feet whilst jumping, you can do a much bigger jump. Try doing this when being chased, making yourself jump backward over your pursuer, then blasting them in the back. If you try this in a team game of deathmatch, and friendly fire damage is disabled, then you'll only suffer damage to your armour. Another handy move to try when being chased is to run towards a wall and fire a grenade into the wall, sidestep it as it bounces back and let it hit your pursuer. If a pursuer is close behind, you can always just change from running forwards to running backwards at them in the hope they'll fly by you (ala Top Gun).



your opponent on your first or second shot. The Thunderbolt is another very effective weapon, just make sure you line them up right before firing, as you'll give your position away the instant you fire. The single barrel shotgun and the standard nailgun are both reasonable weapons to pick at someone at a distance, but you should always be looking to get a better weapon.

Hit and run

Your number one priority should be to master hitting a moving target while you're on the run. You really can't sit still, doing so just makes you a very easy target. Practice against fighting fiends and knights in a single player game, and make sure you never stop moving. You should try to perfect circle strafing, where you strafe one way and turn slowly the other, keeping whatever is in the middle of the circle in your sites. If you find that you can circle strafe, but never seem to hit your opponent whilst doing so, you're probably not compensating for the fact that they're moving, so try to aim a little bit in front of your opponent when firing. If you're using rockets whilst in a circle strafe duel, try aiming around your opponent's feet, since a near miss will cause an explosion right next to them and still cause lots of damage (be careful not to aim too close to your own feet of course).

and attacking passers by in an effort to get lots of low risk frags. If you are going to camp, make sure you do it on the highest ground in the area, since it's much harder to hit someone from underneath when there's a ledge to fire over, and grenades tend to end up in the lower areas before they explode. Good spots to camp are those overseeing a valuable weapon or item, or in a spot where you have immediate access to health or more ammo. Rockets and grenades are the only weapons to bother using while camping. Be wary of grenades being lobbed into your area, and try not to sit next to a wall that a rocket could be aimed at.

Underdog ideas

If you're in one of those unfortunate situations where you can't seem to get a good weapon, and your opponent is using the rocket launcher, try and move the combat to an area where your opponent is likely to be firing along a wall at you, it's easy for them to end up fragging themselves by hitting the wall next to them unintentionally. Unless your opponent is obviously wounded, don't try and match it with an opponent with vastly superior firepower. You're better off moving towards a better weapon and actually posing a threat rather than just prolonging your own demise by running around in circles. If you are going to run, try and run backwards and fire at

What to do with the bonus items.

QUAD DAMAGE

Seek and destroy as fast as you can. Rockets become incredibly deadly, since what would normally be a near miss becomes a lethal hit. It's better to use the single barrel shotgun than the double, since you can fire quicker and thus more likely to get a hit in. Firing in sweeps with a nailgun will have more chance of getting in those few hits you need.

PENTAGRAM OF PROTECTION

Since you're immune to damage, switch to rockets or grenades and go crazy. It's a good idea to give away your position with a few shots, so other players come to you. Stand in the open and you'll be assured of having a few victims approach you.

RING OF SHADOWS

Try not to just amble around unless you really have a target or destination in mind, as it's easier for you to be spotted when you're on the go. Take a little more time to line them up and do it right, since they're probably not going to notice you at all.

MEGAHEALTH AND ARMOUR

Obviously it helps regardless of the situation, but it's almost essential if you want to take out a camper who's armed with a rocket launcher, since it allows you to take a couple of hits on the chin rather than just let you get wasted.

CONTINUED FROM ISSUE 36...

TEKKEN III

AMENDMENT/ADDITION

Most of you Tekken fanatics out there are probably aware of this already, but for those who aren't Nina, who was covered in last month's guide, is capable of performing counter throws by pressing *b+1+4*, or *b+2+3*. Her sister Anna (covered in this issue) also can perform these counters.

CHARACTER GUIDES

Here are some ideas on which moves are most effective for each of the ten sub-bosses, Kazuya, Devil/Angel and Roger/Alex. Naturally you should be looking to master the 10 hit combos (for those that have them) and quirky moves that your opponents aren't going to be looking for.

KEY TO MOVES:

- 1 = left punch (square)
- 2 = right punch (triangle)
- 3 = left kick (X), 4 = right kick (circle)
- d, u, f, b = down, up, forward, back
- D, U, F, B = press and hold down, up, forward, back
- + = press together
- = press buttons in very quick succession
- d/b, d/f, u/b, u/f = diagonal directions
- N = Neutral (centre joystick)
- (WC) = While crouching
- (WS) = While standing

* = Asterix implies move can be performed after the previous move that ended with a *. Two asterixes mean the move can be performed after the previous move that ended with a **, etc.

BRUCE IRVIN

Sub-boss to Lei, Bruce is best used aggressively, as his attacks tend to work as short, snappy, hard hits. His triple knee combos are very straightforward, yet somehow seem to have a way of being very effective. The multipart throws look good, but the fact you need to use three buttons at once make them difficult to pull off when the time arises, and make them less useful. The sweep/uppercut combo is exceedingly nasty.

MOVES TO KNOW:

- f, d, D/F+1+2+4 (Embracing right knee) *
- * 1+2, 1+2, 1+2 (Tumbleweed)
- * 3, 1+2+3 (Left Knee) **
- * 4, 1+2+3 (Left Knee) **
- ** 1, 3, 1+2+4 (Turning Knee) ***
- *** 2, 4, 1, 1+2+3 (Jumping Knee Kick)
- f, f+3 (Slice Knee)
- f+1+2 (Slice Elbow)
- b, b, N+3+4, 4
- (Backflip escape with bazooka leg attack)
- d/f+3, 1 (Leg sweep to uppercut)
- 1, 2, d+4, 3 (1-2 punch, low kick, crescent kick)
- b+4, 3, 4 (Triple knee combo)
- 1, 4, 3 (Southern Cross Combo)
- B+2+3 (Sidewinder - Unblockable)

WANG

One of the few sub-bosses that has a variety of cool moves, Wang is very much like Michelle, with a couple of effective throws on top. The most reliable way to win with Wang is to keep at the low-high combos, with the odd throw added in to keep your opponent guessing. The Whirlwind throw works at a low range, which will catch many opponents by surprise. A sure fire way to frustrate enemies is with the reverse bodycheck, since you can always get in a free hit at their backs.

MOVES TO KNOW:

- D/F+1+3+4 (Whirlwind throw)
- d/f, D/F+2+4 (Reverse bodycheck throw)
- d, d/f, f+2 (Death Fist)
- 1, 1, 1 (Catapult Combo)
- d+4, 1 (Leg sweep to uppercut)
- (WS)+4 (Sky Cannon)
- (WS)+2, 1, 1 (Slice Uppercut, Catapult Combo)
- f, F+1+2 (Double palm strike)
- d/f+2, 1 (Death push, big punch)
- D, d/f+4, 3 (Leg sweep, bow kick)
- b, B+1 (Heaven Cannon - Unblockable)
- B+1+2 (Indigo Punch - Unblockable)

ANNA

Nina's sister was perhaps the best character in Tekken I, but is now a bit behind the 8 ball. While she doesn't have all the throws that Nina now does, she does have her flipkick which is a very good defensive strike, and her dashing leg slap fools most opponents. Sticking to the straightforward moves will prove very effective.

MOVES TO KNOW:

- d/f, d/f+1 (Embracing elbow strike)
- d, d/f, f+1+2 (Palm Grab) *
- * 3, 4, 3, 1+2 (Neck cutter) {1+2}
- * 1, 3, 2, 1 (Standing reverse arm lock) ** [1+3]
- ** 3, 1, 4, 1+2, 1+2 (Left arm break, double arm break) [1+2]
- ** 2, 1, 3, 4, 1+2 (Falling reverse arm lock)
- * 1+3, 4, 1+2 (Arm sprain, Standing Cross Lock) **
- ** 1+2, 4, 3, 1+2, 1+2, 1+2
- (Arm break, Rear Cross Lock)
- f, f+4 (forward flip kick)
- 1, 2, f+1+2 (one-two, double palm)
- d/f+3, 1, 2 (Flash combo)
- u/f+4, 3, 4 (high, low, high kick combo)
- b+1, 1, 1 (Slap combo)
- D, D/F+2 (Cold Blade)
- D, f+2 (Right Hand Stab)
- D, f+1 (Cat Thrust)
- D, (u/b or u or u/f)+4 (Flipkick)
- (WC)+1+2 (Bloody Scissors - Unblockable)
- d/b+1+2 (Hunting Swan - Unblockable)
- b+1+4 or b+2+3 (counter attack)

KUNIMITSU

Whilst she may look stylish with her dagger and silly mask, Kunimitsu is one of the weakest characters in the game. Her best moves are the stock standard Yoshimitsu moves, like the backfist spin, repeating legsweep, etc. The only thing Kunimitsu really has going for her is that it's quite easy to keep a smooth run of unblockable attacks going with her dagger attacks.

MOVES TO KNOW:

- f, f+3+4, 1+2 (spiral launch, spiral dive)
- d/b+2 (Kunai Stab - Unblockable)
- b+2 (Kunai Murder - Unblockable)
- f, f, N+2 (Kunai Advance - Unblockable)
- 4-3, d+1+4 (kick up, suicide attack "be careful")

ARMOR KING

Like most sub-bosses, Armor King is a little less impressive than his opposite, King. He doesn't have as many throws, but has a few good punching attacks that can make him very dangerous.

MOVES TO KNOW:

- f, b, d/b, d, d/f, f+1 (Giant swing)
- d, d/f, f+1 (Jaguar driver)
- 3+4 (Drop Kick)
- f, f+1+2 (Flying Cross Chop)
- d/f+3+4 (Frankensteiner)
- f, N, d, d/f+1 (Dragon Punch)
- b+1+4 (Straight Arrow)
- f+1+4 (Black Shoulder)
- (u/f or u), N+1+4
- (Jump In Moon Press - Unblockable)
- u/f+1+2, D (Super Elbow Bomb - Unblockable)

BAEK DO SAN

Sub-boss to Law, and kick meister of the Tekken tournament. A very easy character to use, in fact so easy you can look away from the screen half the time. Just learn a few combos with Baek and you'll be set. His 10 hit combo that ends in an unblockable is one of the nastiest in the game.

MOVES TO KNOW:

- f, f+2 (Cobra Bite)
- f, N, d, d/f+3 (Wing Blade)
- 3, 4, 3 (Break Blade)
- u/f+3, 4, 3 (Hunting Hawk)
- u/f+3, d+4, 3 (Starlight Blade)
- f, F+4 (Hammer Heel)
- b, b+3, N (Flamingo stance) *
- * B or F (Flamingo move) *
- * B+3 (Flamingo Heel)
- * 3, 4, 4, 4, 3 (Flamingo Hurricane)
- d/b+3+4 (Heel Explosion)
- 4, 3, 3, 4, 3, 3, 4, 3, 3 (10 hit combo)

ROGER - ALEX

The two hidden characters are actually quite good to use in a serious fight, despite how silly they look. Most of their moves are derived from King, with a couple of Kazuya/Heihachi moves thrown in for good measure. The only moves that are exclusive to Roger and Alex are the Animal Kicks, which will frustrate opponents who aren't good at defending against low attacks.

MOVES TO KNOW:

f, f+1+2 (Flying Cross Chop)
f, f, F+3+4 (Satellite Drop Kick)
d/f+3+4 (Frankensteiner)
f, N, d, D/F+1 (Animal Uppercut)
d/b+4, 3, 4, 3, 4
(Animal Kicks - *B* rolls back out of attack)
b+3+4, 1, 3, 1, 4, 3, 4
(Falling kick, roll, animal kicks)
f, F+1, 2, 1, 2, 1 (Animal Punch Rush, sucker punch)
f, N+1 (Windup punch)
B+1 (Sucker Punch - Unblockable)

GANRYU

Some tool on the Internet rated Ganryu as the worst character in the game, which has to be the worst call of the century. Ganryu doesn't have a 10 hit combo, but he has a host of powerful attacks to compensate. His best attacks are those that lift his opponents, then float them as he slaps and moves forward.

MOVES TO KNOW:

2, 1, 2, 1, 2, 1, 2, 1 (Palm rush)
d/f+2, 1, 2, 1, 2, 1, 2, 1, 2 (Lifting Palm, Palm Rush)
(WC)+2, 2, 2... (Lunging Hopping Palm - infinite)
(lying) *D+1+2* (Spring Hammer Punch)
(WC)+4 (Big Stomp)
1+2, 1+2 (Double Uppercut, Hammer)
b, d/b, d, D/F+2 (Megaton Palm)
b, d/b, d, D/F+1 (Megaton Float)
D+1, 1, 1, 2, (F or D/F or D)+1 (Sumo Rush)
D, d/f+1, 2, 1, 1 (Wild Swing, backfist)
B+1+2 (Giant Tackle - Unblockable)

LEE CHAOLAN

Lee is one of the few sub-bosses to have a combination of defensive and offensive moves, which make him quite nasty in the hands of a competent player. His infinite kick combo is an easy way to take out an inexperienced opponent.

MOVES TO KNOW:

d, d/b+4 (Blazing Kick)
D, (u or u/b or u/f)+4 (Flipkick)
(N+4)-(u+3) (High kick, Flipkick)
f, f, N+3+4 (Dropping Side Kick)
f, f, N+3, 4, 4 (Jumping Scissor kicks)
(WS)+3, 3, D+3, 3...
(Infinite kick combo - keep hitting 3 for more kicks, and adjust height of kicks with *d*-pad)
(WC)+3+4 (Silver Cyclone - Unblockable)
d/b+1+2 (Silver Fang - Unblockable)

KAZUYA MISHIMA

A very nasty character in the hands of anyone, and almost unstoppable in the hands of an expert. Kazuya now has the ability to perform kicks immediately after his dragon punch, which make him much harder to nail if he doesn't connect. His gut punch also can be the beginning of something very nasty if you manage to land it. Learn the 10 hit combos, they're devastating.

MOVES TO KNOW:

d/b+1+2 (Ultimate Tackle)*
**2, 1, 2, 1, 2* (Mounted punches)
u/f+4, 4, 4, 4
(Helicopter kick, 2 foot sweeps, side kick)
4-3 (Forward Flipkick)
1, 2, 2 (Backfist combo)
f, N, d, D/F+4, 4 (Hell Sweeps)
f, N, d, D/F+1, 3 (Dragon punch with side kick)
f, N, d, D/F+1, 4 (Dragon punch with sweep)
(WS)+2 (Cut punch - stuns)
b+1+4 (Short Spinning Dragon Punch - Unblockable)
B+1+4 (Long Spinning Dragon Punch - Unblockable)

PROTOTYPE JACK

While he can't perform the Cossack dance of death like Jack-2 can, P-Jack has a few moves of his own that make him a very interesting character to play as. His punishment drop with the punch added is a very easy way to belt your opponent to a pulp in a couple of quick throws. Like Jack-2, punches are the way to go, especially combos at odd heights. The Dark Cutter move can catch some unawares.

MOVES TO KNOW:

2+4, b, d/b, d, D/F+2
(punishment drop with punch)
F+1+2 (scissors)
1+2, 1+2 (double hammer, double uppercut)
d+3+4 (sit down)*
**1, 2, 1, 2* (sitting punches)
d+3+4, 3+4 (sit, hop forward, sit)
d+1, 2 (Tile splitter, death fist)
f+3+4 (Head Dive)
3+4 (Dive Bomber - Unblockable)
f+4, 1 (Dark Cutter - Unblockable)
b, d/b, d, d/f, f, (continue circular motion up to 5 times)+1 (windup punch)

DEVIL - ANGEL

Devil and Angel are essentially just clones of Kazuya with the laser beam eyes as their unblockable special move. The laser attacks are useless against a competent opponent, and should be reserved for use against inexperienced players and fallen opponents. If you really must use the air laser attack, make sure you do it from a distance that will make it hard for your opponent to run underneath you.

MOVES TO KNOW:

1, 2, 2 (Backfist combo)
u/f+4, 4 (Helicopter kick, sweep kick)
f, f+3 (Axe kick)
f, N, d, D/F+1 (Dragon Punch)
f, N, d, D/F+4, 4 (Hell Sweeps)
1+2 (Ground laser)
3+4 (Air laser)

KUMA

Da big bear. Although slow on his feet, Kuma's attacks lack no speed whatsoever, and his incredible reach makes him a very dangerous opponent if he's kept on the offensive. He plays just like Jack-2, except bigger. Use those unblockables to nail a distant opponent, and try hit fallen opponents with the Salmon Hunter.

MOVES TO KNOW:

F+2+4 (Bear bites)
(lying) *d+1+2* (Spring Hammer Punch)
2, 1, 2 (Elbow, Uppercut)
(WS)+1+2, 1+2 (Double Uppercut, Hammer)
b, d/b, d, D/F+2 (Megaton Claw)
D, d/f+1, 2, 1, 1 (Wild Swings)
D+1, 1, 1, 2, (F or D/F or D)+1 (Long Bear Rush)
b, f+2+3 (Salmon Hunter - Unblockable)
B+1+2 (Terrible Claw - Unblockable)*
**f, d/f, d, d/b, b, u/b, u, U/F* (Rolling Bear)



BAEK PREVENTING HIMSELF FROM HAVING KIDS.



GANRYU FINISHING YOSHI WITH HIS HOPPING PALM



KAZUYA FINISHING NINA WITH UNBLOCKABLE DRAGON PUNCH

If you're a PlayStation owning 3D fighting fanatic, then this could be the next big thing on your wish list...

Tobal No. 1

looks to be one of the best 3D fighting games yet, made by Squaresoft.. it even has a built in RPG like quest mode! Keep your eyes peeled for news of an Australian release!



HYPER»»

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WE NEED AN 'R' CATEGORY

Dear HYPER,

The Modified Version of Duke Nukem 3D attracted flak from a few readers in last month's HYPER. My guess is that Duke 3D was edited because the Office of Film and Literature Classification doesn't mind the violence, and doesn't mind sexual imagery (ie the lapdancers in the shareware version), but won't condone both together at the same time. If this is where Duke 3D fell foul of the OFLC, the legislation gives them little room for negotiation.

But while Duke 3D is basically the same game without the gurlies, other games will be affected by the OFLC's rules - in particular, the lack of an R rating. I am an adult, and the only decent films/videos/games I've seen in a while have an MA certificate or higher. But while films can get away with it, games can't and it's not fair to the more mature gamer. While the R category is banned from sale, where is the computer equivalent of Clerks? Pulp Fiction? Trainspotting? Why are we being treated like children?

Admittedly most games affected by the 'R' rating at the moment are crap Strip Poker clones, but nobody's really tried to do something decent before. Wouldn't you like to see Sierra or LucasArts get the freedom to produce great, involved, deep adventure games with mature (not pornographic) content? I know I would.

The freedom of the 'R' rating would provide incentive to write decent games with deep, complex storylines. Games that aren't just there to shock or titillate, but to make you think. Remember how films like Schindler's List or Seven affected you? I want my games to do that.

DEREK NIELSEN

dekstar@ozemail.com.au

Derek, your points are right on the money. Australian gamers are going to lose out big time over the next couple of years if we don't get the 'R 18+' category for computer and video games. The government has got to realise that games aren't just for kids any more and there are lots of intelligent, discerning adults out there who want "mature" content in their gaming.

STICK UP FOR YOURSELVES

G'day HYPER,

It's about time. You finally called someone "stupid". I'm

talking about your response to that half-wit Paul Goodhew who gave you shit about being biased (towards Nintendo). Alright, get into him. Stick up for yourselves.

Reading the letters section has always been good, but man did I laugh when I read your reply. That letter really did piss you (and probably everyone else) off. It was stupid and it's about time you said so.

I guess what I'm trying to say is that for ages you just have been too nice to the people who write in. If someone says something dumb, write 'em off. There's nothing like seeing a good slugging to spice up the letter depo.

It's the Australian way.

Keep it up.

ILARIO DICHIERA

OK smegma breath, it's no more Mr Nice Guy from me. We don't mind criticism but blind ignorance is annoying. Stupid letters will now get harsh replies...you've been warned.

MEGA DRIVER

Legendary HYPER,

The Best games mag in the world (there you go, my suck up sentence). I'd just like ask a few questions.

1) Will Sega be producing any Doom, Duke Nukem etc. related games for the MD?

2) Will there be an Ultimate Mortal Kombat 3 on Mega Drive?

3) Is it worth selling my MD and buying a PlayStation?

4) Will there be an Earthworm Jim 3 that's a little more difficult than Earthworm Jim 2?

TFN (ta ta for now), oh, and keep up the brilliant work!

PAUL JACQUES

Hope Valley SA

1. *Nope. There's no way Doom or Duke 3D will be on the Mega Drive. If you want a first person perspective game for the MD try Zero Tolerance.* 3. *I would say that's almost certain but no release date confirmed yet.* 3. *If you're serious about video games, yes it's time to upgrade to either PlayStation, Saturn or wait a bit more for the N64.* 4. *No word on Jim 3, but if and when it happens it will be a 32bit title.*

BUY A PSX & A N64

Dear HYPER,

I've noticed lately a lot of readers concerned about whether they should sell their PlayStation to upgrade to Nintendo 64. A lot of these people would be making a serious mistake. The answer, keep your PlayStation and

upgrade. Many of the more loyal Nintendo heads would not even buy a PlayStation, but to get the best of both worlds, get both. Nintendo have awesome and playable games, where the PlayStation will have a lot of great PC conversions, which many console players haven't seen, yet would love to play, such as Heretic, Rebel Assault, Duke Nukem 3D etc. And of course there's the BIG ONE, the game of the year I believe, Final Fantasy 7. If Nintendo fans want to play the best RPGs by Squaresoft, they'll need to have a PlayStation. I love the PlayStation and can't wait to buy the N64. Oh and I have a few Questions (of course).

1) If as you say the N64 will be released here in November will we be forced to buy quick, due to a machine shortage?

2) Will this effect the price?

3) I think the 64D sounds dodgy and unnecessary, what do the people of HYPER think?

4) When are the aforementioned PC games coming out on PlayStation?

Thanks for your help, keep up the most up to date and influential games mag!

MATTHEW WILSON

1. *The N64 will not make it out by November and by the time it's launched we should see lots of machines available so there shouldn't be any rush.* 2. *The price is still \$399 as far as we're aware.* 3. *We don't like the idea of the N64 "bulky drive" at all - add-ons like that cost money and confuse people.* 4. *Heretic won't be out on PlayStation but its sequel, Hexen will be out soon, as will Rebel Assault 2 and Duke Nukem 3D.*

HUNGRY FOR GAMING POWER

To those juicy googleburgers at HYPER,

I can barely contain my enthusiasm and overwhelming zest for life at the moment! Actually, I just made that up to get your attention. Seriously though, having just purchased a beautiful, black Sega Saturn to sit alongside my wondrous, grey Sony PlayStation, I'm going around with a pretty decent grin on my kisser. They look so cute together, I wonder if they'll breed. As soon as I can get my hands on Nintendo's 64-bit bugger, I'll buy one of those as well.

Yep, that's right, I'm hungry for gaming power and I may just have gone insane but it

sure is fun!

Maybe Sony, Sega and Nintendo are all partners in a huge money making conspiracy and gamers like me are all just pawns in their diabolical plan for world domination. Only through censorship can we put a stop to the insidious fun these game companies are providing folks with. We must censor all of the enjoyment out of these games so that young people can maintain their miserable "Generation X" image.

One game that I believe is a candidate for censorship is the upcoming Mario 64. Mario's overweight appearance does not provide a healthy image and so the character should be trimmed down substantially

before the game is allowed in Australia. The fact that Japan has practically has no censorship on games and yet has very low crime rate must be some kind of trick and we should not let that interfere with our ludicrous policies.

Lastly, on a less serious note, I have a couple of questions for you.

1) Is the Saturn's Arcade Racer steering device any good and is it compatible with all Saturn racing games?

2) Where are all the RPGs for the next generation consoles? With a big thank you hug.

SAM "THE RAM" HILLIER
Victoria

Some good points re: stupidity of censorship there, Ram. 1. The Saturn's arcade racer is indeed

good and compatible with all of Sega's racing games, and most of the third party software as well.

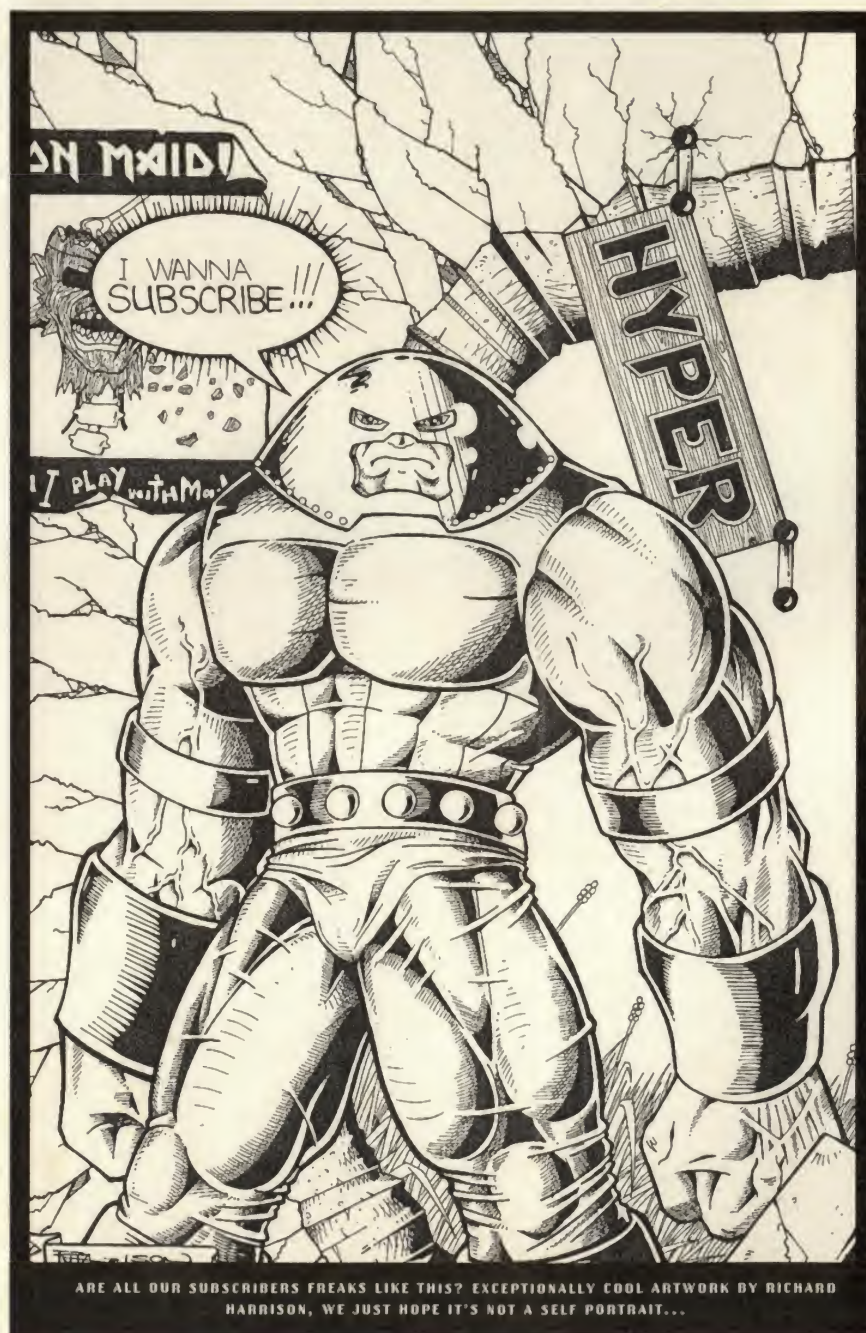
2. *Well the PlayStation's big one is Final Fantasy VII, which will be out early next year. The Saturn has Shining Wisdom (reviewed last issue), Mystaria and Story of Thor 2 already out with more on the way.*

A WORSHIPPER

Dear HYPER,

I worship your mag. Not in a going-to-church, praying kinda way, but I do think it's one of the best magazines I've read. And the E3 coverage was the best! But, enough of the butt-kissing, onto to the questions...

1) Have you guys heard of





A HEAVY MIX OF PLATFORMING CLASSICS SENT IN BY CONNELL MOON... CHUFFED TO PRINT YOUR ARTWORK.

anything more about Star Trek: Generations. I keep on hearing bits and pieces about it. A release date would be especially nice, as well as what systems it's appearing on.

2) Is a Final Doom review in the works? Is it good enough to merit a full one?

3) About the N64 - I realise it's a kick arse machine, but is it worth the wait until November or even later? I mean, as it is now, I only have a Mega Drive and a DX2/66 PC. I need something new fast.

4) When (or if) Killer Instinct 3 comes out, can we expect it to be full 3D? I'm hoping so.

5) When's Sonic Blast coming out for MD? I'm wondering whether I should wait for it to come out, or sell my Mega Drive now.

6) Is there anywhere else besides the Internet that you can get the shareware version of Quake from? I certainly hope so, because I don't have the Net.

Thanks

JUSTIN "BLATCHI" BLATCHFORD

1. *Star Trek: Generations is almost here and will be on PC and Mac, as well as PlayStation and Saturn (eventually). Spectrum Holobyte has also just snapped up the license for the next Star Trek movie, First Contact, so expect lots of Trek in 1997.* 2. *We reviewed Final Doom in the Byte Size last issue and we'll have a PlayStation review for you next issue.* 3. *You're going to have to wait longer than November, but the final decision is yours.* 4. *I'm hoping so too, but I haven't seen anything on it.* 5. *Sonic Blast should be in the shops before Christmas.* 6. *The full version of Quake is now out so there's no need to resort to the Net.*

FACING ECONOMIC REALITY

Dear HYPER,
I have been both saddened

and amused by the ongoing debate on which console is best. I can't believe the stupidity of most contributors, they seem to have no concept of economic reality.

The only reason the Saturn has dropped in price recently was Sony lowering the price of the PlayStation. With Xmas on the way (when consoles really sell), we can expect one hell of a price war, between Saturn & PlayStation, and of course MD versus SNES.

As for Nintendo's N64, well, you'll just have to pay THEIR price for it! No competing machine you see (not yet). I want your readers to understand that competition in the marketplace is a great thing. Prices come down, the product improves, more variety. Remember, people will vote with their wallets.

I said earlier I was amused. The funny aspect is the fact your readers seem to believe

Sega & Nintendo are gigantically huge companies. Dear oh dear! They are mere minnows compared to the whale that is Sony. Imagine two small Hotdog stands trying to outsell McDonalds. Forget it, impossible!

In any price war, the casualties will be Sega & Nintendo. Sony can not only outprice them, they can have a huge budget for advertising and product development, etc. Bear in mind Sony is the biggest music publisher in the world, and music publishing is not dissimilar to game publishing. With one wave of the magic cheque book, Sony can have the best game programmers, developers, etc.

I know this all seems very pro-Sony. I didn't want to deride Sega and Nintendo, but they have to face economic reality, and so do your one-eyed readership.

Your honestly,

PETER PAWLIZ
NSW

OK, some good, if confused points. First, the N64 is competing directly with the Saturn and the PlayStation in the marketplace and in fact, Nintendo America was forced to cut the price of the N64 BEFORE the system's launch. This also shows you the determination of Nintendo to succeed. Sure, Sony is a multi-national with lots of cash but it's cash that's tied up in lots of areas and PlayStation, while important, is not going to make or break the company. On the other hand, Nintendo's main focus is video gaming and with over \$4 billion in ready cash able to be spent on promoting their games, Nintendo certainly can't be described as a "mere minnow".

DON'T GET TOO SENTIMENTAL

Dear HYPER,
Well I just have to laugh. Ha! Ha! Ha! Yep, that's better, I found the stupidity of Count Yorga's letter

(September HYPER)

extraordinarily excessive. I mean, does the good Count really expect us to ignore the likes of Sega Rally, Quake and Jumping Flash 2 in favour of playing mouldy old Commodore 64 games? Sure, I know there are many classic games on old systems that are still great fun to play. However, why should we bother with them, when there are much better experiences to be had with the latest software? We shouldn't get too sentimental about our games, we have to move on, otherwise we'd still be playing Pong.

Yes, Yorga, you're correct in saying that it's inevitable for 128 Bit consoles to come along before too long. So what's so bad about it? That's the way the "Electronic Entertainment" industry operates. If you don't like it I suggest you find yourself another hobby.

Now, if you'll excuse me, I'm off to listen to my new gramophone.

Best Wishes

MERKINBALL

Hey Merkinball, nice letter. Just one thing - did you consider that Count Yorga may have been joking?

N64 QUESTIONS

Dear HYPER,

Great Mag, especially the reviews, previews and all that other stuff. Now that is out of the road, I would like to ask a few questions about the N64.

1) I heard that Namco's Ace Driver is coming out on the N64, is this true?

2) Will there be any 3D fighting games on the N64 that could rival VF2 or Tekken 2?

3) I also heard that Donkey Kong 64 is on it's way. Is this true?

4) Other than being lighter and cheaper, what other advantages do CDs have over cartridges?

5) Will Quake be on the N64, or for that matter, any of the super consoles?

6) Is the price tag of \$399 AUS for the N64 confirmed or an approximate?

Thankyou for your time.

BEN McDONALD

1. Not as far as I know. 2. I'm sure there will be although Killer Instinct and Mortal Kombat are the only fighting games I've seen on the schedule so far. 3. It's a pretty sure bet. Rare are one member of the N64's "Dream Team" and DKC is probably Rare's biggest game ever. 4. Yes, Quake will be on the N64 and the PlayStation. A Saturn

Quake has not been confirmed. 6. That was pretty firm a couple of months back but anything can happen. The US price came down from \$249 to \$199 even before the machine was launched.

PSX QUESTIONS

Dear HYPER,

I'm not going to waste your time sucking up (because everyone knows your mag shits on all the others). Anyway, I'll get to the point, I recently purchased a Sony PlayStation and I've got some questions that I would like you to answer.

1) Is there going to be a

PlayStation Internet adaptor, if so, when is it coming out and how much will it be?

2) Is there a converter for the PlayStation that allows you to play Japanese games on PAL PlayStation?

3) Is NHL Open Ice coming out on PlayStation, if so when?

4) When are Duke Nukem 3D and Quake coming out on PlayStation?

Thanks for answering my questions and keep up the good work.

J WHITE

NSW

1. Sony is still considering its PlayStation Internet strategy and

haven't released final details yet. No matter what happens, I'm sure that the PlayStation will get some sort of modem/network play capability next year. 2. No, there's no official converter. 3. Very soon apparently 4. They'll both be out early 1997.

CHANGE OF HEART

Dear HYPER,

I am a 34 year old gamer that also looks forward to your excellent magazine each month. I am writing for the first time, as I have recently sold my Sony PlayStation and purchased a Sega Saturn. I have always been very

pro PSX since purchasing it over a year ago on import. Until now, when I saw Virtua Cop and Sega Rally running in a local store, I couldn't believe my eyes.

"WOW", is this a Sega Saturn doing this? I was impressed to say the least! I now own a Saturn with Virtua Cop and Sega Rally, Virtua Fighter 2 and Panzer Dragoon 2. What sensational stuff. I never thought I would sell my Sony, but now I am glad I did.

PRO SEGA FAN

Sunshine Coast Queensland
Well thanks for that Mr Sega Fan. As long as you're happy, we're happy.



IS IT YELLOW SONIC CLUTCHING ONTO HIS JEWELS? ONLY BLU POTATOE KNOWS FOR SURE...

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3DO Blaster Card by Creative, runs 3DO titles on any PC with Windows, better performance than other 3DO units, upgradeable, with 2 new control pads, Super SF2X game and 2 sample discs EC cost was \$750 - will sell for \$220 o.n.o. Call Richard on (03) 9521 8184

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SNES with 2 controllers (one turbo pad) and 4 games: DKC, DKC2, NBA Jam and Terminator 2 arcade game. All boxed in good condition with cheats. \$350 o.n.o. Ph: Steven on (02) 9609 4353 after 4.30 pm on weekdays.

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SNES with 2 controllers and 6 games (MK3, DKC, Syndicate, Soccer Shootout, Doom, Ki). All boxed with instructions, mint condition. Will sell all for \$300. Phone Joe or Paul on (03) 9852 0990. VIC only.

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Mega Drive 2, with 2 control pads, 6 great games incl. Alex Kidd, Sonic 2, FI Racing, Columns, Mortal Kombat, and Aladdin. In excellent condition, \$170. Phone Paul on (08) 8382 7095 after 4:30pm.

Mega Drive with 2 x 6 button pads and 16 games (Batman Returns, Aladdin, Taz Mania, Golden Axe 1 & 2 and Sonic Spinball) for \$180 also have other games for sale. Phone James or Peter on (03) 9787 3188.

Mega Drive, 45 games, 3 Turbo 6 button pads. Games such as MK2 & 3, NBA Live '96, Jurassic Park 2, NBA Jam T.E., Urban & Jungle Strike, Sonic 3 & 4, FIFA Soccer '95. \$510 please make offers. Phone Peter on (03) 9787 3188.

Master System II with 9 games, \$125. MD games: Flashback, Power Rangers and Sonic and Knuckles, each for \$30. Phone Michael on (02) 9609 7906.

SNES - Zelda 3, Syndicate, MK3 - \$30. Indiana Jones, Mario All Stars, TMNT TF - \$25. Mega Drive - Urban Strike, FIFA 95, Andreotti Racing, NHL 96, PGA Tour

96 - \$25, California Games - \$20.

Call Aaron on (02) 9797 6320.
Amiga games, Blitz bomber \$5, Super Street Fighter II \$15, no box or instructions. Call Andrew on 281 0353 (Prefer NSW)

PC CD ROM. Wing Commander IV \$50, Mechwarrior II \$30. Call Geoff on (049) 751 918.

SNES with Mortal Kombat 2, Killer Instinct, Action Replay 3. All boxed with instructions, excellent condition \$250 o.n.o. Ph Chris on (002) 967 367, Tasmania. URGENT SALE.

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PlayStation Negcon controller for \$50 or I will swap for a PlayStation game. Call (09) 418 3343 - Perth area only.

Destruction Derby for PC - used twice - \$50 ono. Call Joel after 3pm school days on (02) 9834 3292

SNES - 7 games: Killer Instinct, Robo Cop 3, Donkey Kong Country, Super Chase H.Q., NBA Jam T.E., Super Bomberman, Mario Allstars and 2 joypads. Over \$400 but the lot for only \$250. Call Anthony on (043) 972291

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Decent 1 (reg). Will pay between \$0 - \$40 and will discuss other Di/D2 related software. Call Lyndon on 444 6821.

Modem to fit commodore 64. Make me an offer - WA only. Call Glenn on (09) 275 0137.

Inst Manuals, or copies, for Alone in the Dark 1, and Little Big Adventure, also many cheats for the above. If you have cheats and instructions I will pay \$40.00. Phone 051 55 3883, or write to J Macklin 1/5 Barkes Ave, Lakes Entrance, VIC 3909.

Manga animation - dubbed versions only. Will pay good money. Phone Nick on (03) 9509 6583 after hours.

Tekken 2 for reasonable price. Contact Kym on 080 882 675 after 4 pm.

PC games - Warcraft 2 and Doom 2. Phone Lucas on (065) 628 368.

NES Powerglove! Swap for Nemesis 2 (Gameboy), Gargoyles Quest (Gameboy) or Tetris (Gameboy) or buy for \$20 bucks. Ph. (08) 8272 0880 and ask for Callum (SA)

Shining Force 1 - will pay up to \$60 ono, with box and instructions. Call Eric on (09) 497 3910 after 4.30pm weekdays.

Level codes for Flashback on Mac. Ring Ashley on (02) 869 3929 after 5:15 on school days and leave a message if I am not there.

I would like the games Secret of Mana, Illusion of Time, and Secret of Evermore for the SNES (\$30 - \$40) with instructions. Will sell/swap Mortal Kombat 3 also. Write to Robert Haynes, PO Box 95, Rockingham WA 6168.

SWAPS

Swap Illusion of Time and Dragon's Lair, both boxed with manuals for Breath of Fire which must have box and manual. All SNES. Phone Rosemary: (09) 345 2479. Perth only.

I will swap my Sega Master System II, 2 controllers, 2 games but no adaptor for MK3 and Spiderman on gameboy or will sell for \$100. Call Naveed on (02) 9826 1991 after school hours.

Will swap Alien Trilogy and Twisted on PlayStation for one of either Worms, Tekken 1 or 2, Loaded for PlayStation. Accept others. Sydney to Newcastle only. Phone Luke on (043) 881 852.

Swap 2 games for 1. Hi - Octane and Discworld for either Ridge Racer Rev, Wing Commander 3 or Doom. Also will swap my Battle Arena Toshinden for Tekken or Mortal Kombat 3. I will also sell for \$60 - 70 each. Call Steven on (070) 38 23 21.

I will swap my Sega Rally for either Panzer Dragoon Zwei, SF Alpha, Shining Wisdom, Night Warriors, a memory cart or a racing wheel. Will also consider other games. Call Tim after 4pm on (079) 396 608.

Will swap Syndicate Plus (PC CD ROM) and 2 magazine demo CDs or First Wave CD (inc. Protostar, Blue Force, Wacky Funsters, Geekwad, Ringworld and Return to Ringworld Demo) for Command and Conquer Convert Operations disk. Call Heath on (053) 673177.

I'll swap my copy of Madden NFL '94 or Mech Warrior 1 for MK1 or both for MK2 on SNES (Preferably NSW only). Ph: Andrew on (06) 281 0353.

Urgent Swap. Swap SNES + Killer Instinct, Mortal Kombat 2, Action Replay 3 for either PlayStation, Saturn, Jaguar or any other good system. Ph Chris on (002) 976 367, TASMANIA.

PENPALS

Hi, my name is Jason. I am 14, years of age. I like Nirvana, Red Hot Chili

Peppers, playing my PlayStation and partying till the early hours of morning. So if you're looking for penpal and you're 14, write to Jason Heaft, 14 Venn St, Bunbury WA 6230. P.S - please include a photo.

My name is Nathan Stubing and I'm looking for a 11-13 year old chick with a PC-CD ROM and interested in strategic games ie. Civ2, Settlers Conquest of the New World and Worms. If you are interested write to: 9 Purelli Ave, Fairview Park.

Hi, I am a 14 year old male and I am looking for a female penpal around 14-15. I own a Mega Drive, Super Nintendo and a Sony PlayStation. You must have one of these or something to do with Sega or Nintendo. If you are interested write to: Tony PO Box 108, Churchill VIC

I am looking for a female penpal between 13-15 years of age. I have a SNES with MK1, MK3, Krusty's Fun House and a Super Gameboy. I love rampriding (roller blading). I am a 14 year old (bored) male who would love to discuss movies, music and video games. I like Nirvana and TLC. So please write to Daniel at 12 Vaux Lane, Cowra 2794.

My name is Brad and I'm looking for someone to write to. I love my computer and rollerblading on halfpipes. I think Kurt Cobain ruled and my room is a shrine to his death. Male or female, 12 - 15 write soon to 2044 Twickenham Dr, Kingsley, Perth 6024.

To anyone with a PlayStation E is obsessed with SF ALPHA & RESIDENT EVIL E likes WORLD WRESTLING FEDERATION, then write to Jason at 35 Biloold Rd, Green Valley, NSW 2168.

Hi, I'm 15 and looking for a penpal between the ages of 15-17, male or female. I have a SNES and PC ROM, I love reading HORROR books and rollerblading. I also like most fighting and platform games. I'll reply to all letters. Write to me at: Larisa McCoubrie, 10 May Drive, Nollamara, WA 6061.

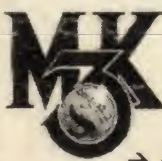
Hi I'm Matt and I am looking for a penpal of 11-15 years of age. If you have an IBM CD-ROM and are interested in any sort of games, e-mail me on matthew.b@mail.stpeter.qld.edu.au and expect a reply soon!!!!!!

Hi, I'm a 13 year old boy. I like Doom and the X-Files. I'm looking for a penpal male/female aged 12 - 16 and has a PlayStation. If that's you write to: Sam at 1 Douglas St, Parap NT 0820.

Hi my name is Mark and I'm 14. I'm looking for a 13-15 year old female who is into IBM and Mega Drive. I love all games so if your interested write to Mark Pearee 15 Pearson Cres, Bullcreek WA 6149, or call on (09) 310 5236. Please send a photo.

Hi, I'm Josh, a 12 year old male. I enjoy drawing cartoons, playing my guitar and playing my PC. Interested? Write to: PO Box 3236, Albury NSW 2640. Will reply to all.

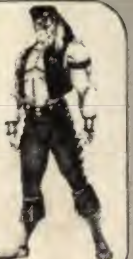
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