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THIRTY NINE



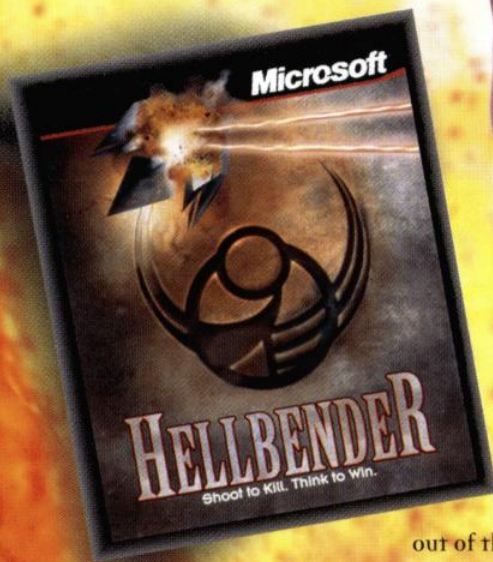
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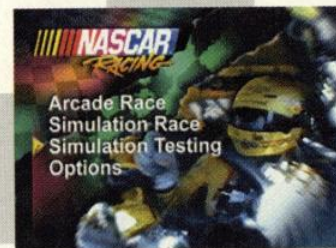
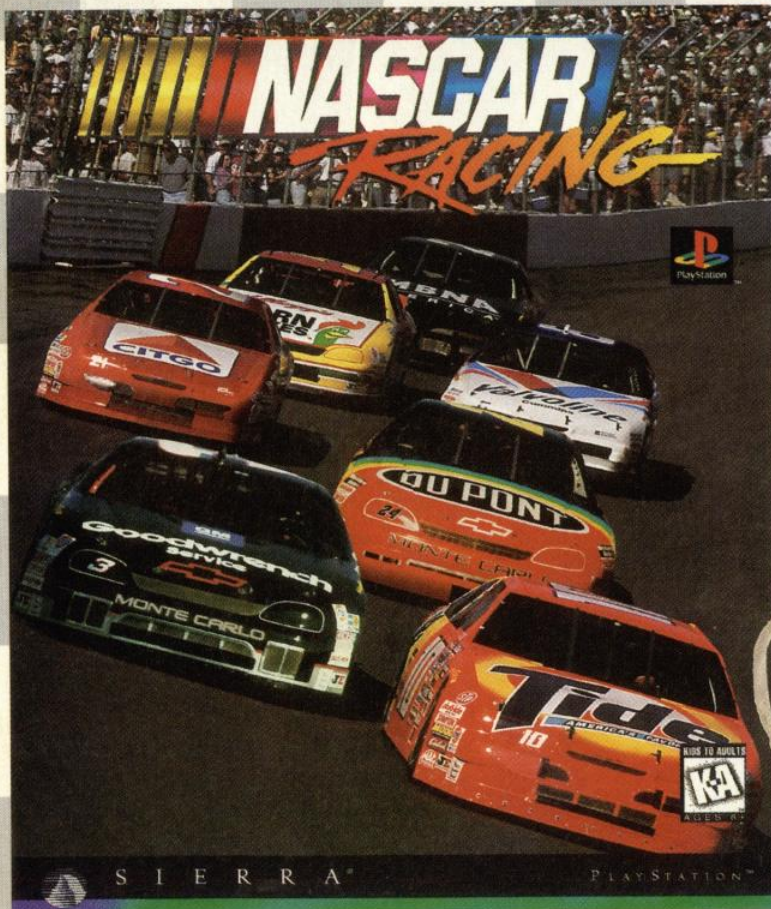
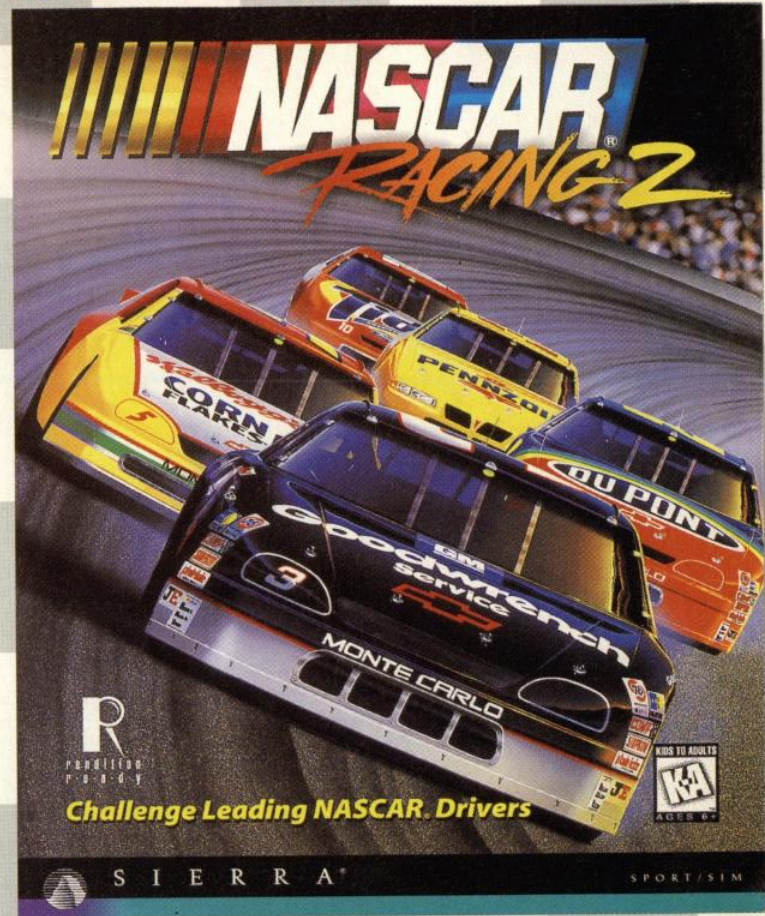
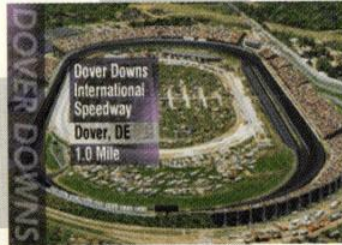


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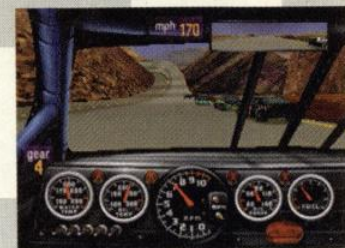


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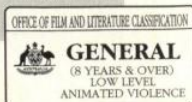
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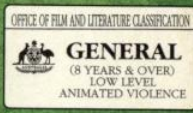
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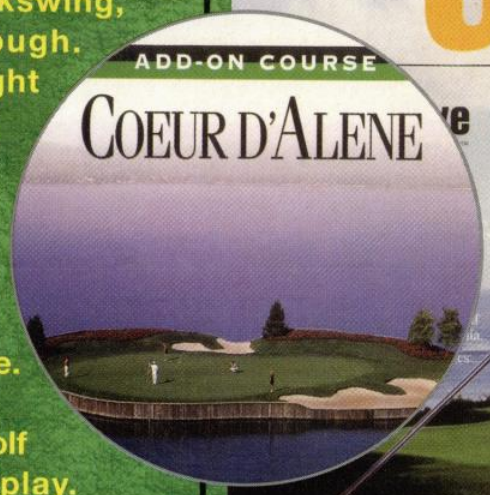
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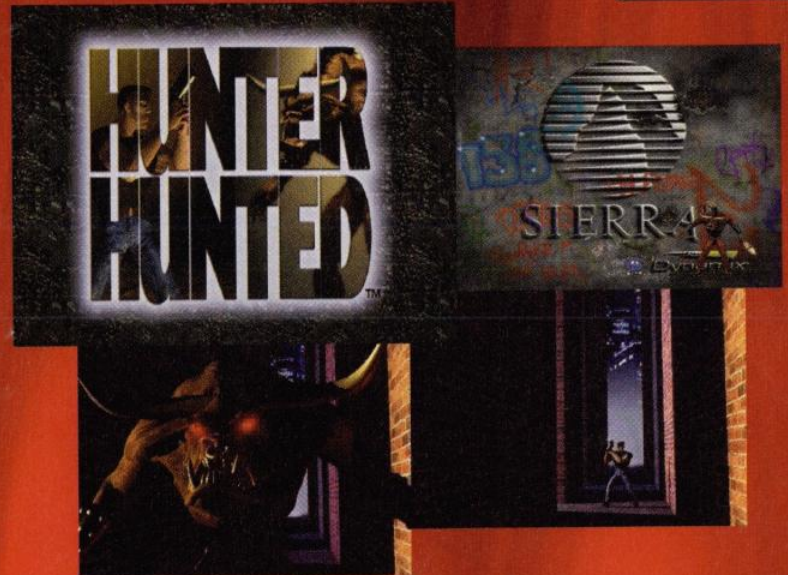
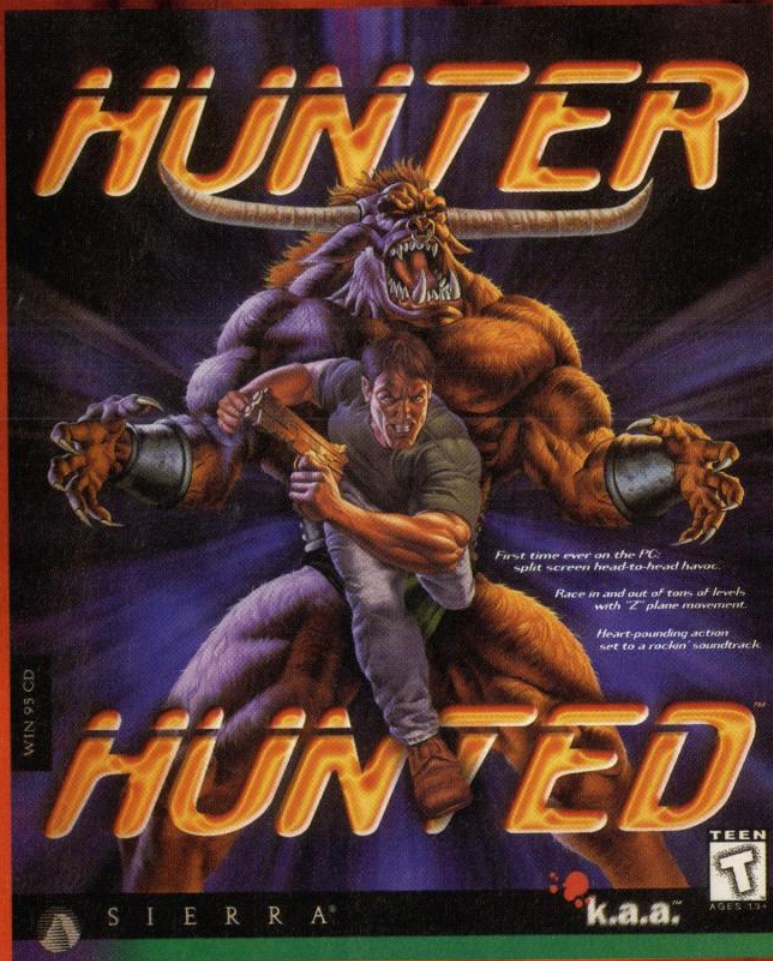
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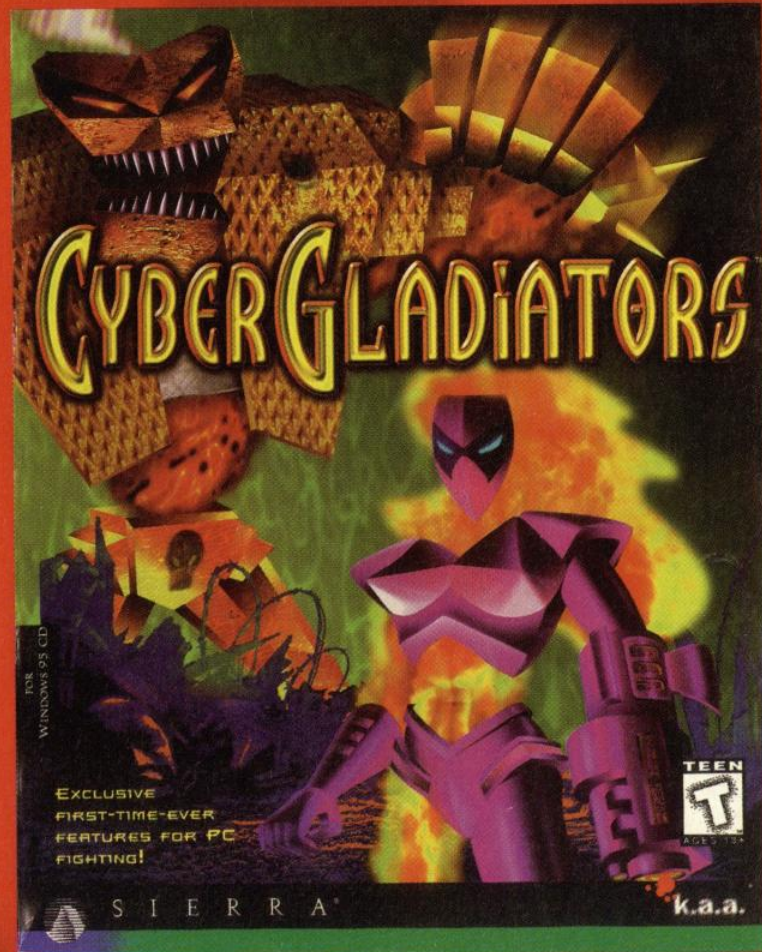
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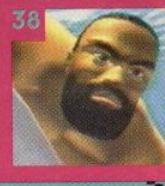
SPIDERSOFT

FROM THE LEADING PUBLISHER OF PINBALL COMPUTER GAMES !!

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 Contributors: Eliot Fish, George Soropos, Max Autohead, Tim Levy, Nino Kalegeropoulos, David King, March Stepnick, Steve Polak, Josh Lansky.
 Printed by: Wilke Colour
 Separations by: Pica Overseas
 Distribution by: NDD Pty. 353 9911
 All copyrights reserved by Next Publishing Pty Ltd
 ACN 002 647 645
 WRITE TO HYPERMART
 PO Box 634,
 Strawberry Hills, NSW 2012
 Fax: (02) 310 1315
 Advertising: (02) 310 1425
 E-mail: freakscene@next.com.au
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Hype It Up

It's always great when games you weren't really expecting to be good give you a pleasant surprise. We were actually expecting **TOMB RAIDER** to be good but what we got was one of the best games of all time. Amazing graphics, well-thought out puzzles, well-paced action, great control, evolving storyline and a **babe** as your action hero - what more could you possibly want? Not much at all, if you're anything like the **HYPER** crew. We've been hooked on Lara since she arrived in the office and our fascination shows no sign of abating. Truly marvellous stuff and the good news is that Tomb Raider is on PlayStation, Saturn and PC, so everyone should be able to get into the action.

There's a lot more action to be had too inside the mag. All the Christmas time releases have kept on flooding in and there was no way we could fit every game we received into the issue. There's simply too much out there! This is great for gamers though as there's lots of choice and lots of quality.

A top quality soccer game is **SEGA'S WORLDWIDE SOCCER '97**, and this is the game that finally pipped FIFA, at least in the gameplay stakes. We've also got the stunning **PRIVATEER 2: THE DARKENING**, Activision's version of future sport - **HYPERBLADE** and EA's long-awaited 32bit Strike game, **SOVIET STRIKE**. But that's just the tip of the iceberg. You'll find out for yourself what's inside when you turn the page. I'm going back to playing games...

studr



Get Down, Get Funky

Woah dude, dig those groooooovy threads! Fashion has never played the pivotal role in video games that **HYPER** believes it should. All that looks set to change though with Activision's new combat/action game, *Interstate 76*.

The action and combat take place in an alternate '70s universe where auto-vigilantes cruise the highways with funk in their stereos and bulk weapons under the hood. Players aren't limited to a highway though, as *Interstate 76* gives you the freedom to travel over open territory in one of the classic 1970s "muscle cars". In this networkable game you will face off against a fierce gang of car terrorists who are intent on destroying the largest oil reserve in the US. There are more than 25 vehicles to choose from, and weaponry systems are customisable for the more than 25 missions (they like that number 25, didn't they?).

Interstate 76 uses a new proprietary 3D polygon engine that provides real-time texture-mapping. It also features enhanced artificial intelligence and a vehicular dynamic system that realistically simulates banking curves, braking, accelerating, jumping and skidding. There are a variety of surfaces (such as gravel, mud, sand and asphalt) to test out the dynamics of your car.

To top it all off you've got funky ass tunes and cool threads attached to hip cats. We're very excited at the imminent arrival of *Interstate 76* and we suggest you start getting excited too. It'll be available on PC (for Win 95) in January with any luck. Full review real soon.

Competition Winners

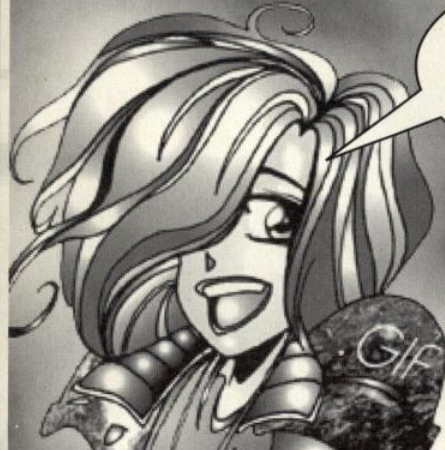
Tekken 2: Mitchell Sobol (NSW), Clinton Smith (NSW), Suneta Singa (NSW), Carson Haines (NSW), Justin Puckering (QLD)

Quakezone: Anthhony Riepsamen (VIC), Gino Tabusso (NSW), Ben Cooper (WA), Sam Winzar (ACT), Peter Van Schoubroek (WA)

Madman Video pack: Johnny Aok (WA), Amy Black (QLD), Sasha Lui (NSW)

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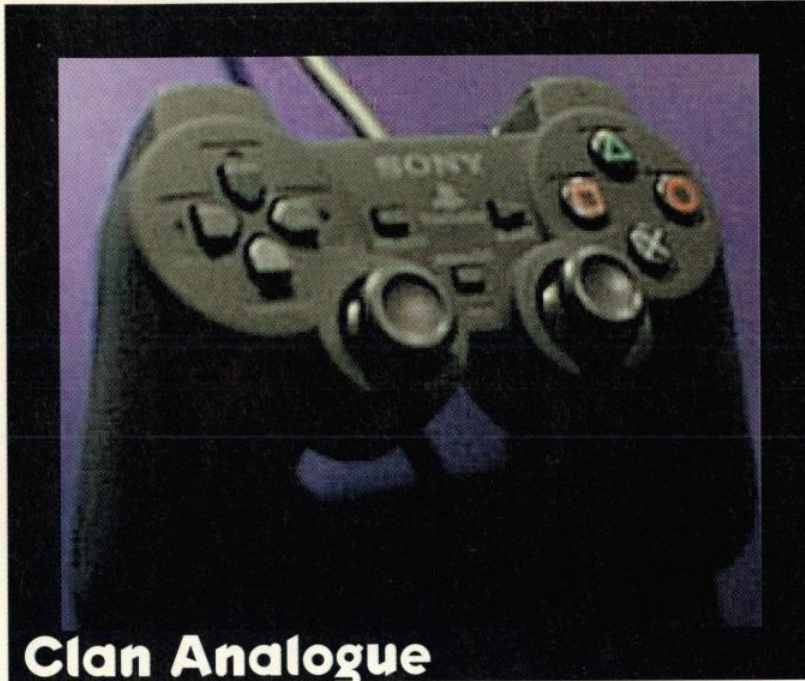
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Clan Analogue

Well isn't it all the rage now to have an analog controller for your Next-Gen console machine. Nintendo started the trend, then Sega followed it up with their rather round analog controller.... and now Sony have joined in with their new dual analog controller. As you can see, the controller is very similar in shape to the standard PSX control pad, but has a distinct feature which isn't obvious at first glance... there's a force feedback feature included! This means games will be developed that actually make your control pad "tight back" when you're belting into a wall as you're driving along... that sort of thing. This sort of feature has been seen in driving games in the arcade before, but not on a home console system. The first game rumoured to cater for the dual analogue pad is Robotron X. As for development of other games, there has been no confirmation as yet, but apparently implementing the force feedback into a game is extremely simple, and many developers should take to the idea nicely. Although, since the control pad itself has only just been previewed in Japan, and there's no release date or price at this moment, it may be a while before the controller is available here in Australia. We'll be waiting impatiently...



Duke 3D Goes Atomic

If Duke is your thing and you crave satisfaction, you're in luck. Duke Nukem 3D: Atomic Edition is a new version of Duke that includes an all new Episode 4. It will contain 11 new levels (with TONS of new art for the specific level themes). Look for cool places to visit and DukeMatch in like "Duke Burger" and "Area-51". There are also new weapons. You can add a new ammo type and hardware upgrade to the good old Shrink Ray and turn it into the "Microwave Gun". When activated, this weapon will superheat a player or bad guy until they expand and pop like an over-cooked egg in a microwave. Don't be too close to them when they go, or you'll take some damage too. The addition of a little radar dish to the Shrink Ray looks cool too. You can alternate between the Shrink Ray and Microwave Gun by pressing the "7" key.

If that's not enough there's also new music, new cinematics and two new creatures to battle; a Pig Cop battle tank, and a very bad ass Queen Alien Drone. Lot's of new Duke-talk as well for certain situations. We can't shut the guy up now.

If you already have Duke 3D (and let's face it you'd be silly not to), you can upgrade to Atomic by purchasing the Plutonium Pak...and it should be out any time now.

Quake Mania

While every man and his dog has played and finished Quake, the fanatics are still playing... Deathmatching away madly. Quake deathmatch players sometimes form into teams, and these teams are known as Clans. Twelve clans made it down to Glebe, Sydney, to play in the first big organised Quake clan competition in Australia at Well Connected Cafe. After much fragging... three clans made it through to the final: Onslaught, Fragbait & Wulf & Co. Each team played each other once, and their frag counts were tallied, leaving Fragbait as winners over runners up Onslaught, in what was a rather close competition. Hyper was there lurking in the background, offering a few prizes and so forth, and the whole event was a big success. Avid Quake players should keep checking HYPER for news of other big organised Quake Comps in the new year, and you might do yourself a favour to check out the Australian Quake Clans page at <http://www.vision.net.au/~chuck/quake/qclans.html>



PlayStation

BROKEN SWORD - THE SHADOW OF THE TEMPLARS

Award winning game designers 'Revolution Software' have created in Broken Sword the most absorbing and playable role playing game for PlayStation yet. A gritty thriller set in present day Paris, George Stobbard is an unwelcome American tourist.

George has been doing pretty well chatting up a very attractive waitress when her attention is distracted by a distinguished greying gentleman carrying a brief case. As George continues to enjoy his coffee a bizarre clown dances past and into the cafe. A few moments later the clown sprints back out clutching the gentleman's brief case and the cafe is rocked by a huge explosion.

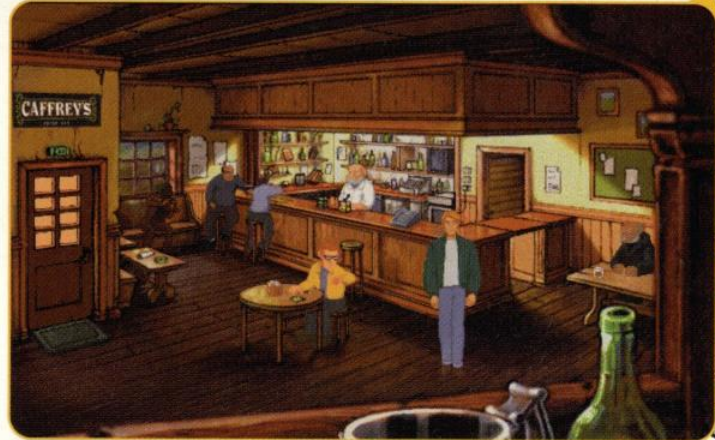
Luckily George escapes injury. Almost immediately the cops arrive and a beautiful reporter, Nico. He learns that the clown is an assassin and has escaped with medieval manuscripts written in the fourteenth century by the Knights Templar.

George offers to help and is rebuffed by the authorities but this doesn't stop him.

George manages to recover the manuscripts from the assassins hotel room. A secret from the past, a group of megalomaniac Fascists and a plot to reshape the world. George and Nico are drawn into a sinister conspiracy involving the race to find and harness the legendary power of the Templars and they quickly realise they must get to the secret first.



Broken Sword is a truly stunning role playing game. With a script written by a top BBC Script Writer, animation by the creators of the cult comic Tank Girl, and the PlayStation POWER; make for a fluid and enthralling game.



The graphics and animation's of Broken Sword are so beautifully done you will have to pinch yourself this is a game! This is as close to Full Motion Video as you will get. The backgrounds are incredibly detailed and authentic as are the characters. Their movements are extremely fluid and life like.

The power of PlayStation has enabled this game to move a long at a cool 30 frames per second and the CD quality sound pumped through your hi-fi adds to this totally enthralling gaming experience.

For ultimate control use the Playstation Mouse (\$49.95 rrp).

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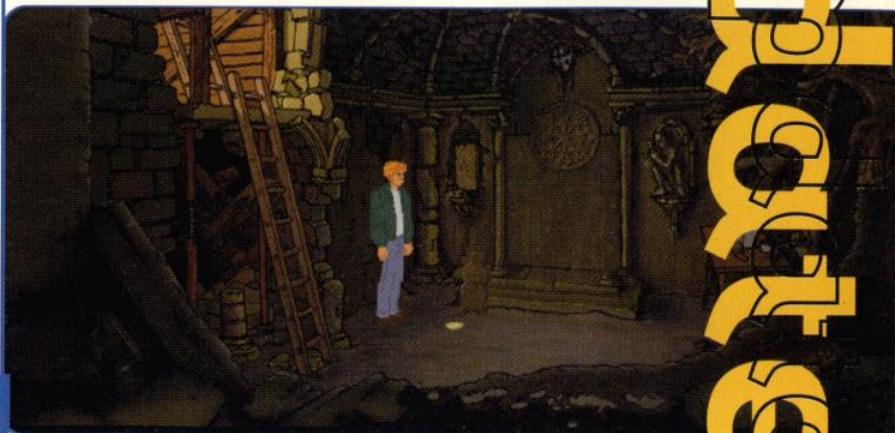
Expected Classification

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

* ITM calls are charged at a rate of \$1.50 per min. A higher rate applies from public and mobile phones.

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PlayStation PowerLine



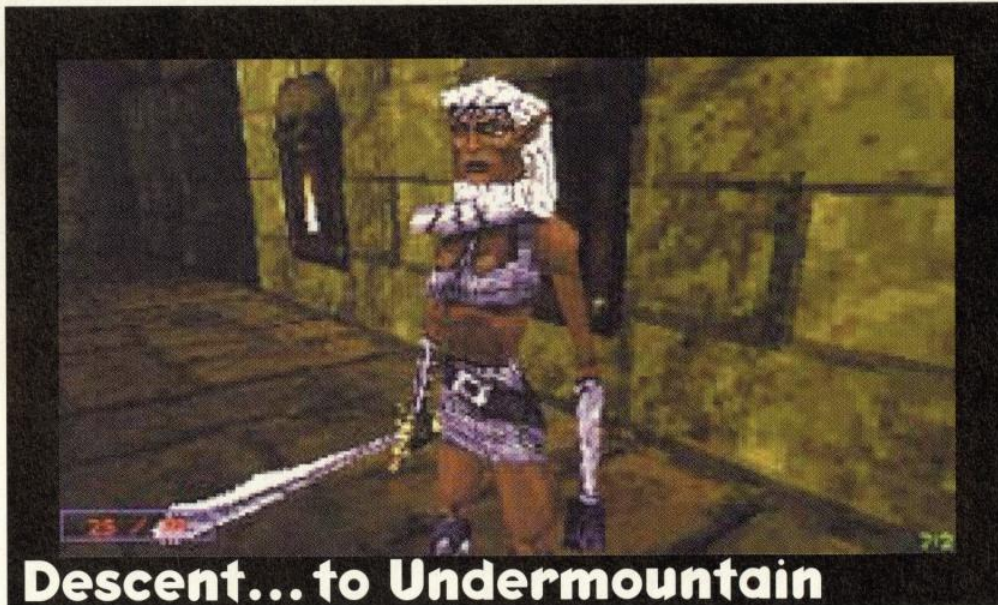
Go For Yer Guns

There's one peripheral that most gamers would really love to have, but rarely have much of an application for, and that's the light gun. Ever popular in the arcade, people just seem to love grabbing a plastic pistol and pointing it at the screen whilst going hell for leather at whatever comes into sight. Whilst there are very few games that support the use of a light gun, those that do are usually completely crap without one. Moving a target sight with a control pad, to put it bluntly, sucks. Logic 3 have been making gobs of controllers for all platforms, and are now catering to the 32 bit console gamers that want a gun.

Sega have of course produced a gun for Virtua Cop on Saturn, and Namco have been developing an equivalent for the PlayStation. Logic 3 are competing with both Sega and Namco with the one product... How? By making their Predator JT400 a dual format peripheral... a rather unexpected development of a Saturn & PlayStation compatible gun. This will be of great interest to those who own both, since you'll essentially have two controllers for the price of one (that price being \$79.95).

As far as features go, the Predator includes options of standard performance, auto fire, auto reload, and auto fire & reload simultaneously. The auto fire also has three selectable speeds, so you can pepper, pummel, or completely pulp your adversaries. In the useless, but fun department, each time you fire, the LEDs in the barrel of the gun light up in a pulse going towards the front... you won't see it while you play, but you'll look very cool in front of your friends.

In comparison to the Sega light gun, it certainly has more features, but is slightly heavier (which is a consideration if you're playing for a while), and the trigger takes a lot of pulling back before the actual click, which is a bit annoying at first. However after a little getting used to, the extra features make it a very worthwhile investment.



Descent... to Undermountain

For some gamers the Holy Grail is a role playing game with a full 3D environment. A role playing game with a first person perspective and full freedom of movement. A role playing game with monsters you can walk around and under and over. A role playing game based on TSR's AD&D universe and complete with all the spells, weapons and characters that make it so special. If you are one of these gamers you'd better take hold of your bodily functions right now 'cause Interplay have got your Holy Grail and it's called Descent to Undermountain.

Undermountain takes you into the dungeons below Waterdeep, the most famous of the 'Forgotten Realms' cities. And it takes you there using the superb 3D engine from Interplay's best title to date - Descent 2! Foaming at the mouth yet? You should be. Undermountain will also support modem and network play so that up to four adventurers can battle side by side, forging their legend together. Don't think that this is just a slash fest though, as Underworld has all the character development and NPC interaction that AD&D players are accustomed to and looks set to be the first really complete action RPG. We can't wait to get our grubby little hands on it!

overflow

John Carmack has left iD Software. Carmack is recognised as the programming mastermind behind Wolfenstein, Doom, and now of course Quake. He's giving up the programming game so he can spend more time with his family etc. Whilst he will be sorely missed, it would seem Quake 2 is well underway, especially with the news of the upcoming Hexen 2. Mike Wilson is the man most likely to be recognised as iD's big programming wiz.

At time of publication, Virtual On was released for the Saturn in America. The twin joysticks that the arcade game has are not sold with Virtual On as a package, and in fact in the US you have to order the controller from Sega direct. For those waiting for the game, it's highly likely that you will have to place an order with an import store.

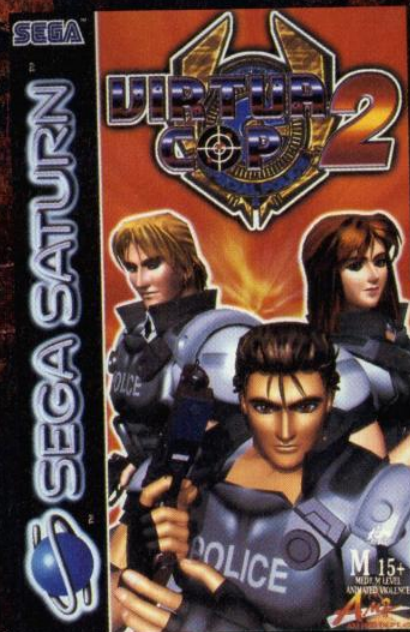
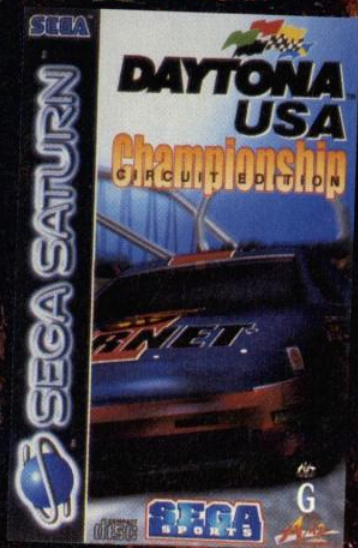
Sega have been keeping a big title very secret for this Christmas in Japan... Fighters Megamix, which will include all the characters from Virtua Fighter 2, Fighting Vipers, and apparently some new characters as well. Fighting Vipers characters will still have armour, and some stages will include cages. No definite confirmation on a PAL version, but it's more than likely, and if so, we'll have a preview in the next issue or two.

Fans of the Gameboy will be pleased to hear that development has been continuing on a colour handheld machine by Nintendo. HYPER gave you a little world exclusive about this baby ages ago, and at this point the machine is still being referred to as the Nintendo Atlantis. Things to note are that the Atlantis is a 32 bit machine, that it can pump out 150,000 polygons a second, has an eight hour battery life, and a three inch by two inch screen. Due to Nintendo's concentration on the N64, we shouldn't expect to see the Atlantis for a year or so, but at least you know it's coming. Word is Nintendo are rather upset that news of the Atlantis is out... considering the seemingly premature release of the N64 with only a couple of games available, it would seem they were wanting to avoid pressure from an overeager gaming market to see something of the Atlantis... oh well, too late.

Capcom have confirmed that their Street Fighter vs X-Men game is going to be exclusive to the Saturn for some time before the PlayStation release. Not earth shattering news, but if you're a PlayStation owner hanging to have the game ASAP, you may have to pick something else in the meantime.

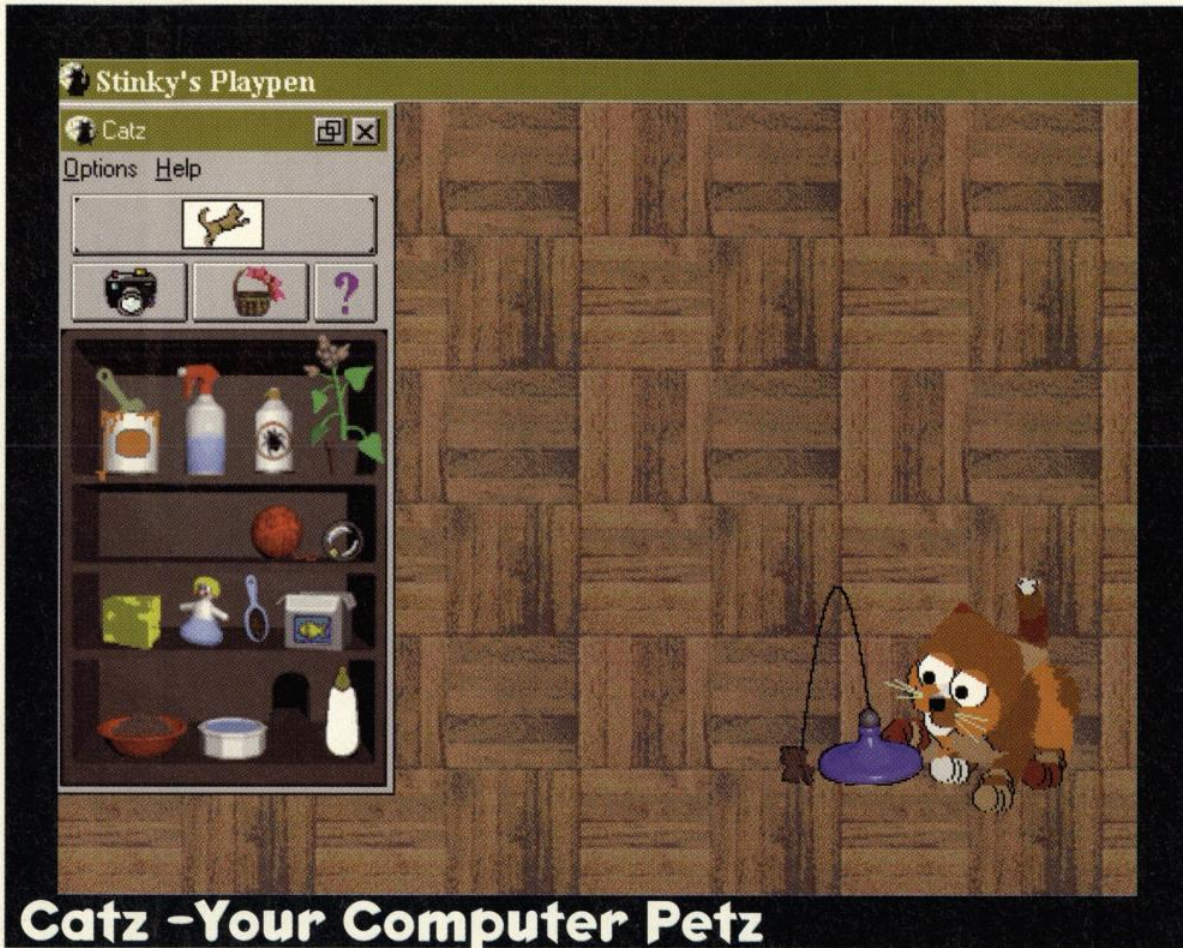
Squaresoft, the makers for the Final Fantasy RPG series and the fighter Tobal No. 1, have announced a new brand label: Aques. And guess what? Two of the three first titles to be released will be sports. Super Live Stadium (baseball) and Grand Champion's Rally will be accompanied by a Mahjong title. After a well publicised fall-out with Nintendo, it is not surprising that the titles will appear exclusively on the PlayStation. The Mahjong and baseball games should be out by the end of 1996 in Japan and the rally title will follow next year. They could well be special.

HOT NEW GAMES



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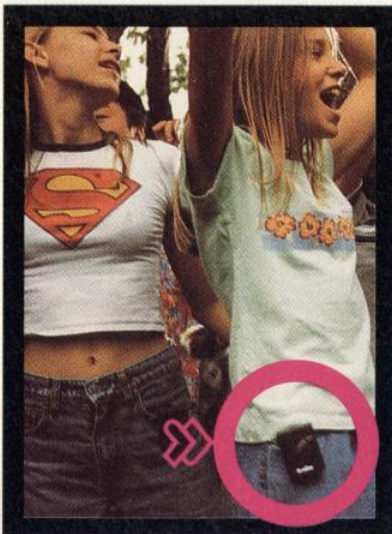
Catz - Your Computer Petz

What's that sound TV talk show audiences make when the special guest whips out something small and furry? I think it goes something like "Ooooooh" or "Aaaaah"...

Well prepare yourself for another dose of unstoppable cuteness from those soft and cuddly people at Mindscape 'cause Catz is here to steal your little heart. The follow up to their very well received Dogz program, Catz takes feline ownership into the digital realm with all the features of the earlier title but from a pussies point of view. Choose one pet from a choice of four different kitties, each with a different personality, and set it up on your desktop with its bookcase full of toys. There are lots of cool kitty amusements like the classic ball of wool and squeaky toy, the cat dancer and water spray to keep your pet occupied. You can groom it, tease it, feed it, colour it and photograph it. You can even watch while it gets off its face on catnipz and goes berserk around your desktop! And of course what cats life would be complete without a mouse to chase? Occasionally one will dart out from the hole in the bookcase and cause havoc as kitty bolts around the screen trying to catch it!

The animation, as with the earlier 'Dogz' title, is simply fantastic. Anyone who's ever owned a kitten will recognise all the little movements, the hops, the leaps, the curious and cautious stalking of its prey, all copied with uncanny realism and big dollops of whimsy. Your pet will even learn new tricks as it gets older, just so you don't get bored with him or her! Catz is about as cute as software can possibly get, so if you're into cute or know someone that is, this is probably the perfect Christmas stocking filler.

GEORGE SOROPOS



Put a Traka on Ya Daks

Link Telecommunications have come up with nifty new device called Traka. In short, Traka is a basic paging device and service aimed at the younger generation, mainly teenagers.

Traka is very small, totally portable and is a slick black. It's got it's own personal telephone number and can be contacted from any telephone. The only difference between Traka and other paging services is that a Traka message consists purely of numbers (a total of up to 12 characters in length), rather than letters.

Having only numbers may seem like a setback but in actual fact it works faster and just as well. It comes with two laminated code books, so when somebody calls you, rather than relay a long message, they only need to punch in a code from the book. You and your friends can come up with your own codes so parents will have no idea what's going on (haha). It even comes with ten personal cards with instructions which you can give to your friends.

Traka alerts you of an incoming call by method of vibration or beeps, it also has a built-in light, an on-screen clock, 16 message memory and, just in case you missed a message, the time that the actual message came in. Traka is available in stores like Dick Smith and Toys 'R' Us. It costs \$124.95 for the device, joining fee and one year's subscription, then just \$50 each year after that. You can also buy accessories for your Traka including pouches and bungee cords, making for a very useful device.

NEIL WALSH

charts

SATURN

1. Nights
2. World Series Baseball 2
3. Alien Trilogy
4. Sea Bass Fishing
5. Shining Wisdom
6. Virtua Fighter Kids
7. FIFA '96
8. Gun Griffon
9. Guardian Heroes
10. Loaded

PLAYSTATION

1. Crash Bandicoot
2. Tekken 2
3. Wipeout 2097
4. Formula 1
5. Final Doom
6. Jumping Flash 2
7. Raging Skies
8. Darkstalkers
9. Big Hurt Baseball
10. Motor Toon GP2

PC CD ROM

1. Syndicate Wars
2. Star Control 3
3. Rally Championship
4. LucasArts Archives 2
5. Fi Manager
6. Pandora Directive
7. Grand Prix 2
8. Time Commando
9. Triple Play '97
10. Cyberstorm

MEGA DRIVE

1. NHL '97
2. Madden '97
3. Worms
4. Soleil
5. Judge Dredd
6. Earthworm Jim 2
7. Lost Vikings
8. The Tick
9. Sonic Compilation
10. Andreotti Racing

SNES

1. Toy Story
2. Worms
3. Earthworm Jim 2
4. Donkey Kong 2
5. Doom
6. Super Mario AllStars
7. Urban Strike
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anime



Armitage 3 (Volume 2)

Armitage. A 19 year old cute schoolgirl type dressed in bra, shorts and stockings taking out all the bad dudes on Mars in the year 2179AD.

This is the future where you can download your very being to be backed up in a secure data bank by satellite remote control. Need a woman? Well forget calling 1800-ChickswithDicks; just phone your order through and a live android will be home delivered to your doorstep, satisfaction guaranteed!

So what does a 19 year old Sailor Moon refugee do for a crust? What else, but join the Martian police department!

Here Armitage can go all out using her supernatural speed and strength to smash bad guys to a pulp. Fortunately for her she's an Android, so whatever gratuitous damage is thrown her way, she can take it!

This series is absolutely sending Anime fans bananas overseas, and I must agree, because Armitage III threatens to set a new standard in Cyberpunk based Anime.

From the moment that it starts Armitage takes no prisoners on its hellbound burn to style and quality. The depth and skill of the animators shines through on every beautiful scene, bringing to life a complex and entertaining narrative full of the latest in Cyberpunk theories of the future.

A nightmare future set in a action cyberpunk dystopian environment. If you creamed yourself over "Ghost in the Shell" then you're guaranteed to love this series. A must for all Cyberpunk and Anime fans.

BY MAX AUTOHEAD

9/10 FROM KISEKI AND PIONEER. RATED MA15+



ARMITAGE 3



MD GEIST

MD Geist

MDS stands for the Most Dangerous Soldier. Through advanced Bio genetics MDS' were created, to be sent on missions that would be impossible for normal human soldiers to complete. The only problem being of course that MDS's were far too dangerous to have around after they had completed their missions.

Enter MD Geist, possibly the most feared of the MDS breed of warriors. After waking from a deep sleep, Geist returns to the future planet of Jerra, which has been devastated through a Global civil war. Here he joins a group of outlaws, making their way to the heart of the planetary struggle.

Sound good? Well, Geist certainly does have some good ingredients for a great sci-fi narrative. A mysterious psychotic killer returning to a devastated Mad Max style environment. Bandits, high tech Mech warriors and a ruthless military all vying for survival. A final fail safe death program that threatens to overrun the planet in Terminator Style fashion. Damn, it sounds good!

Unfortunately MD Geist seems to fall flat on narrative story telling ability. It delivers an awfully bad script in the worst possible way; with bad Japanese animation. Everything is presented two dimensionally, there's no depth, just simple ideas that have been used hundreds of times before.

One to avoid if you like quality. However, if you are one of those people who enjoyed "Fist of The North Star", then you might possibly get a kick out of this.

6/10 DISTRIBUTED BY KISEKI. RATED M15+

subscribe

Subscribe to Hyper and you might get shot



Luckily, being shot with a Predator Light Gun doesn't hurt. It just shoots invisible beams of light at your TV so you can take down the bad-dies in games like Virtua Cop and Die Hard Trilogy. The Predator JT400 is a great gun and what's even better is that it is dual format compatible, which means that you can use it on a PlayStation OR a Saturn. It retails for \$79.95 but if you subscribe to HYPER this month you could

WIN

ONE OF FIVE GUNS

(thanks to Logic 3). Subscribing to HYPER means that you get the magazine quicker and cheaper than going to the newsagents, so there's no conceivable reason why you shouldn't do it.

Ready...Aim...Subscribe!



WARNER BROS LOONEY TOONS

KARTOON KARAOKE

I must admit, I haven't yet succumbed to the dreaded karaoke bug. This is a good thing. However, Warner Bros have a fun site happening which involves the browser plug-in RealAudio. It's the Looney Tunes karaoke site at <http://www.kids.warnerbros.com/karaoke/> and is quite hilarious. "This is it, the night of nights...." Ahhh, gee. Takes me back. Sigh. You can get RealAudio from <http://www.realaudio.com/>

STARBASE TRITON

This site is a great archive of patches and updates for hundreds of games, including all the new releases. You see... even after a title is released, the game companies continue to "update" their games (fixing bugs, adding features etc.) to satisfy pedantic gamers who hang around the web looking for add-ons to download. Some are official and some are 'hack' jobs, so read all the documentation carefully. <http://www.striton.com/gp.html>

MUPPETS

RECOVERY

It's an essential part of a Saturday morning. It's the "plonk yourself in front of the TV and veg for three hours" ritual that's been happening for years since the weekend morning video show began - from Sounds to Video Hits to Recovery. Endless music videos, waffle, babble and crazy stuff parades across the screen, and we love it. The Recovery web site has all the info, gig guides, request lines and crazy stuff that you'd expect at... <http://www.abc.com.au/recovery/>

There's even a page full of dodgy "viewer art", that includes some very funny portraits of the host, Dylan.

RED ALERT

There's no doubting that the Command & Conquer strategy game series has become one of the most popular of all time. Now that C&C: Red Alert is blowing everyone away, it's time you checked out the web for all the countless home pages that exist for this hot game. For some excellent Command & Conquer archives, including editors, scenarios, FAQs, movies, saved games, sounds, patches, mailing lists and MORE, check out <http://www.io.target.se/temple/> or <http://healthz.uwsp.edu/c&c/DataDownlink> which are but two sites out of a whole stack of C&C links.

"I've been everywhere man", and probably back again twice. The Web is a strange beast, but some say ELIOT FISH is even stranger...



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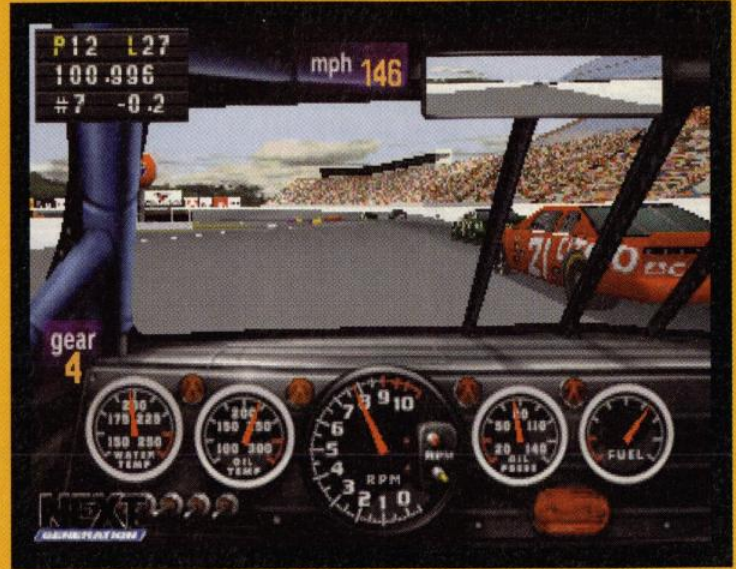


The Crow - He's Back

How can *The Crow* have a sequel when the star of the first film, Brandon Lee (son of Bruce) was tragically killed whilst filming it? Simple, get a new star. The new *Crow* is Vincent Perez, who you may or may not know from the lush French film, *Queen Margot*.

The sequel is called *The Crow: City of Angels* and like the first it is full of dark, Gothic imagery, hard-core action and great music tracks. We know lots of **HYPER** readers got into the first flick so we've got some awesome prize packs (thanks to New Vision Film) to help promote the sequel. Five lucky **HYPER** readers will win a *Crow* pack containing the following: A T-shirt, a CD soundtrack, a jacket patch, temporary tats, movie poster, *Crow* comic, matches and stickers. Too much!

Answer this question and send it in:
Who is the new star of *The Crow: City of Angels*?
The address is:
Crow: City of Angels Comp
HYPER, PO BOX 634, Strawberry Hills NSW 201



Get Driven Around the Bend

No, no, no... We don't mean go completely psycho after listening to too many Tina Arena songs or anything so heinous. What we suggest you do is try a little Nascar Racing. Metro Games are wonderful people... They've just handed us ten copies of *Nascar Racing* for the PlayStation, so a bunch of you will soon be hoonin' around the track with gay abandon, or whatever else you wanna do with it....

To be in the draw, just answer this question:
What does Nascar stand for?
Post that answer in to:
You Spin Me Right Round Baby Comp
HYPER, PO Box 634, Strawberry Hills NSW 2012



B-Grade Blade

Normally if someone offered you a broken sword, you'd look at them strangely and wonder why on earth they couldn't offer you one that's in one piece... However, most adventure game addicts will know that an offer of *Broken Sword* is not something to be sneezed at whatsoever. Sony have been generous enough to make such an offer by giving us five copies of *Broken Sword* for the PlayStation, and the first person drawn will also win a mouse for their PlayStation!

All ya gotta do to be in the draw is answer this question:
Which knights are the ones *Broken Sword's* storyline is about?
Send your answer off to:
Fix My Pointy Thing Comp
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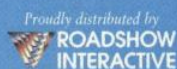
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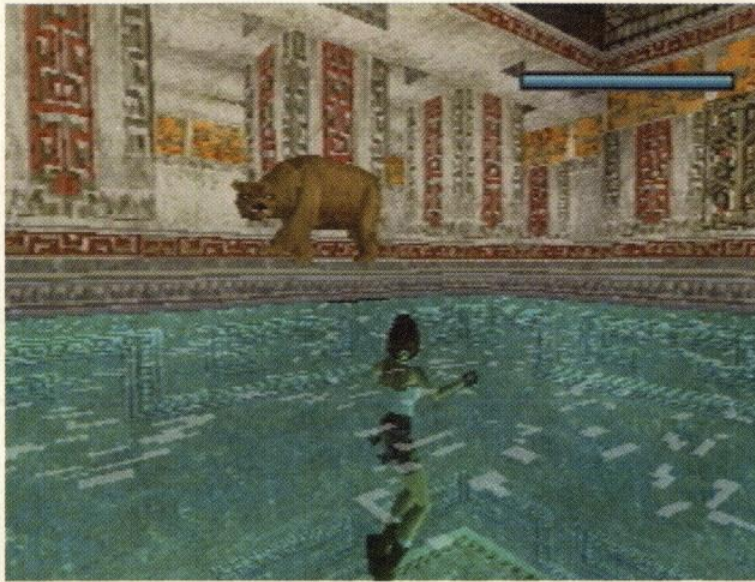


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Raid Some Tombs

inside the pages of this magazine (and on the cover) you'll find one of the best games ever. it's called Tomb Raider, it's from English software house Core Design, and we gave it 95% and a Big Rubber Stamp of Approval. We love it heaps.

Tomb Raider is available on Saturn, PlayStation and PC and there's no doubt - this one will be BiG. Sega Ozisoft have given us FIVE copies on PlayStation to put up for grabs, so you could be playing as Lara and making your way through level after level of the ultimate 3D action/adventure game. But first you need to answer this question:

What is the name of the treasure you're searching for in Tomb Raider?

Then post us at: **I want to Raid Comp**, HYPER, PO Box 634, Strawberry Hills NSW 2012



Nevermind Klaymen

Dreamworks Interactive and a very clever guy called Doug TenNapel (who was also responsible for Earthworm Jim) have just brought out an awesome title for the PC, called The Neverhood. Get this, you are a clay man in a clay world searching for the meaning to yours and everyone's existence. There's lots of puzzles and slick, funny graphics to check out. And if that doesn't sound good enough already (as if), we are giving away 10 complete copies of the game so you can find the Meaning of Life yourself (thanks to Microsoft). So quickly write the answer to:

Who is the creator of The Neverhood?
and mail it to:

It's Neverhood Time...

HYPER, PO Box 634, Strawberry Hills NSW 2012



into the Tunnel

Tunnel B1 is a pretty freakin' fabulous blast fest through um... lots of tunnels. The action is so fast and frantic it has left a couple of HYPER reviewers feeling motion sick. This is a good thing.

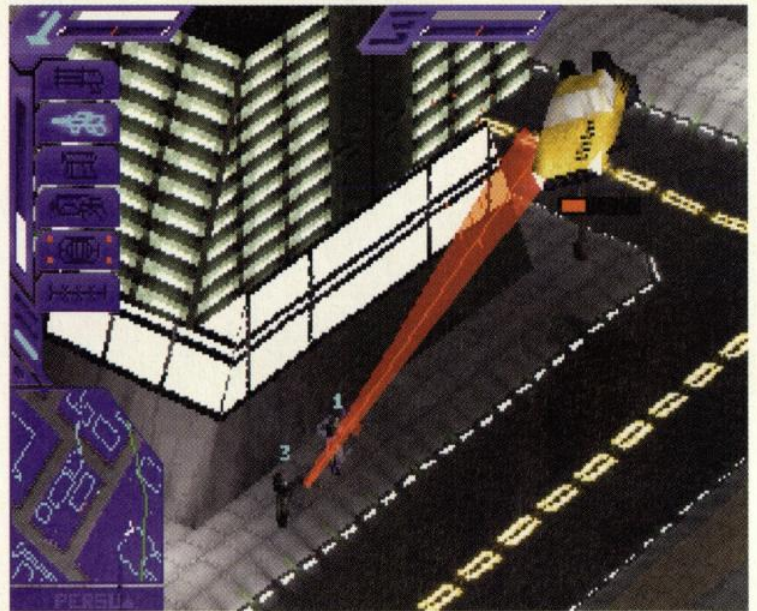
It comes from Ocean, who have been having a bit of a quiet time of late but with games like this coming out, they're right back in the thick of the action. Tunnel B1 is available on Saturn, PlayStation and PC and Roadshow Interactive have kindly donated 5 copies (the format of your choice). Simply tell us which format you want and answer this question:

What software house published Tunnel B1?

Send your envelope to:

Tunnel B1 Comp

HYPER, PO Box 634, Strawberry Hills NSW 2012



Shoot to kill all over again

We've all heard of Syndicate, and know just how fun it can be to play it on a dark, wet night. Well now you can do it all over again with the new, totally 3D, Syndicate Wars. Australian distributor, Electronic Arts have given us six copies of the PC game and we are giving them all away. Just answer this simple question:

What is Syndicate Wars the sequel to??

And post us at: **Syndicate Wars Comp!**, HYPER, PO Box 634, Strawberry Hills NSW 2012

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Pandemonium PlayStation

AVAILABLE: JANUARY
CATEGORY: PLATFORM
PLAYERS: 1-2
PUBLISHERS: CRYSTAL DYNAMICS

Crystal Dynamics are soon to release their long awaited platform game, Pandemonium for the Sony PlayStation. Pandemonium is a high frame rate, fast scrolling, fantasy platformer with a difference. The designers at Crystal Dynamics (the makers of Gex and Slam 'n Jam) have broken away from the standard side-on, 2-dimensional platforming game and have moved on to a 3-dimensional "virtual" landscape.

At the beginning of each level you are given the decision to play either Nikki or Fargus. Nikki, a female, is a wizard's protegee and is also extremely agile. Then there's Fargus, a jester who carries Sid with him. Sid is a puppet on a stick. Now Sid and Fargus crack jokes with each other all throughout the game, but although being the bestest of buddies they do argue with each other a fair bit. All in all there will be over 300 wise cracks and one liners coming out of these two with the voices recorded by two of the hottest stand-up comedians in the US. We'll just wait and see how the American humour translates over here but with a joke about William Shatner's toupee in the intro, it's looking promising.

The new 3D effect adds to the playability while still retaining the characteristics of all good platformers. For example, it has super fast speed (like when Sonic has his running boots on), all types of magical items, a freeze ball, a fire ball, hearts (power-ups), hidden bonus rooms, coins and keys but because of the 3D capabilities Pandemonium doesn't just go forward and back but also lets you turn with the swaying paths, which gives the game some stunning effects and whole new aspect.

One of the most advanced aspects about Pandemonium is the camera positioning. While exploring a 3-Dimensional land the camera moves all around you, giving you the best view off a towering castle or the never-ending chasm. It zooms in and out on your every move, using almost every conventional angle possible. There are also "cimematic" breaks when you complete certain sections.

During the game at certain points you can morph into a different creature including a Rhino and a turtle. Each new level brings a new backdrop and a new theme. Of course, there's a plot to go with the game too, but we won't worry about that here. Overall, Pandemonium looks set to be a magnificent platformer and it will be well worth the brief remaining wait for its release.



previews



Twisted Metal 2 PlayStation

AVAILABLE: JANUARY
CATEGORY: ACTION DRIVING
PLAYERS: 1-4
PUBLISHER: SONY

Just failed your drivers test for the twelfth time? Who needs one when you're driving around in a front end loader armed with two .50 cal. machine guns and a mess of guided missiles?

Twisted Metal made a lot of fans when it was first released with its combination of cool graphics, headrushing action, deadly weapons and a workable split screen mode. And now it's time for the twisted ones to return, with more weapons, more vehicles, more environments and a whole lot more fun.

Twisted Metal 2 boasts seven new vehicles including a hearse, Indy500 car and that front end loader. Arm them up from a choice of thirty different weapons including rockets, mines, homing missiles, napalm and special treats unique to each vehicle, and then go ballistic! Twisted 2's environments have been made to play a more active part in the game, shoot a few missiles into a mountainside to cause an avalanche or blow out a bridge to block pursuit...cool! And for all those split screen freaks out there Twisted 2 now supports a four player dual split screen mode with the Link Cable. Looks pretty good from here and you can be sure we'll be reviewing it in more detail A.S.A.P.



PlayStation

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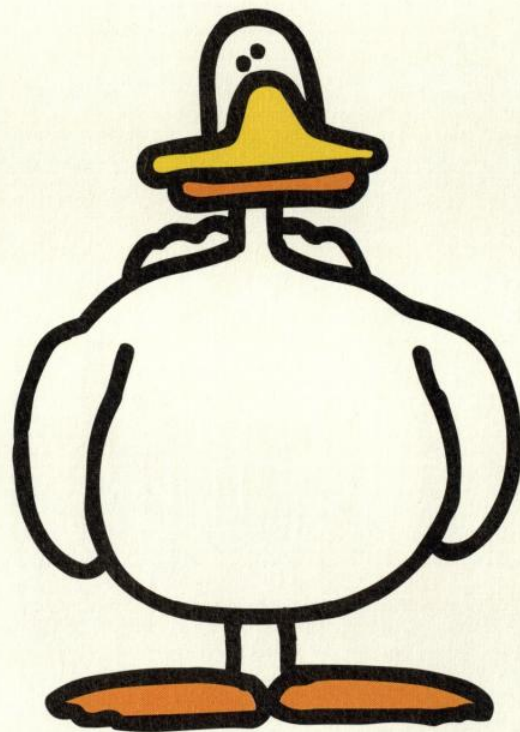
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Micro Machines 3 PlayStation/Saturn

AVAILABLE: JANUARY/FEBRUARY
CATEGORY: RACING
PLAYERS: 1-8
PUBLISHER: CODEMASTERS

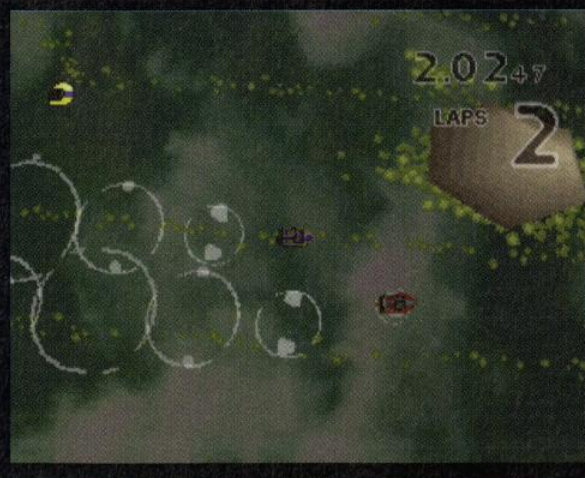
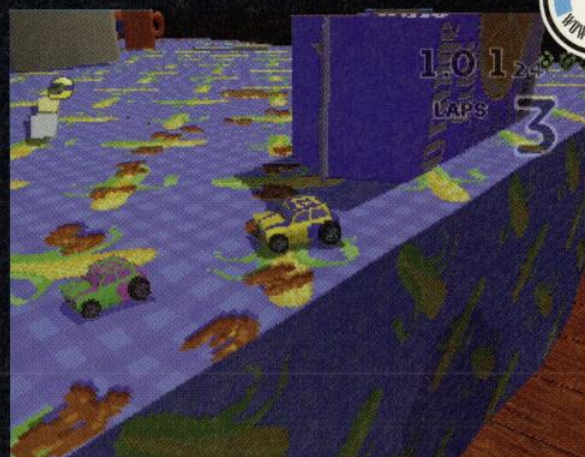
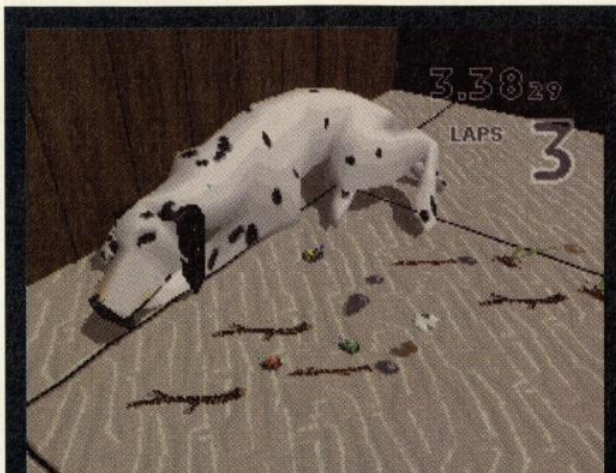
"BEEP!" And the race is underway! The four tiny little cars scream away from the start-finish line and zoom beneath the Weeties packet bridge. A sharp left takes them around the full bowl of cereal, but - oh no! - the red car misjudges the corner and thuds into the milk carton. The other three send a white spray into the air as they power through the spilled milk seeping across the tablecloth. Impressively, the blue car leads as they turn past the toaster and head towards the Weeties bridge again - this time, though, they'll be driving over it.

Disaster strikes for the yellow car just moments later as he attempts a daring pass and gets snagged by a carelessly placed butter knife. Over the bridge, blue and green head directly for the edge of the table. They leap off and hurtle towards the floor, beating certain death by narrowly avoiding collision with a chair. The chalked track outline directs the two miniature automobiles into the corner of the room and a dangerous hairpin around the family cat. Blue moves across to take the line through the corner, but green, sensing that she is running out of space, brutally sideswipes her opponent sending him careering into the skirting board, ricocheting back and into the stomach of the cat - "Mee-OWWWW!". Green grins with smugness as she takes first place. Dirty driving always pays off in Micro Machines.

This is the first 32-bit version of the classic Micro Machines and - wow! - it looks certain to be easily the best of the lot. For a start, the timelessly simple gameplay of the original is, as you would expect, completely intact. It's still a top-down racing game with an emphasis very much on fun and multiplayer mayhem as opposed to visceral driving thrills and technical accuracy. There are still more options and game modes and more tracks than you could shake several sticks at.

While the vehicles seem to handle much better and more realistically (heavens!) than before, the biggest improvement is in the graphics. MM has gone 3D. Kind of. It's top-down, perspective-correct 3D. All the obstacles are polygons and they appear to rise up out of the screen. We know it probably looks the same as it always did in these pictures, but believe us, the difference it makes when you're playing is amazing. You can now drive under and behind objects, and there are numerous occasions when you'll see things moving in the foreground between you and your car. For example, the Pond track has a dragon fly buzzing around in front of your eyes and a giant frog leaping from lily pad to lily pad.

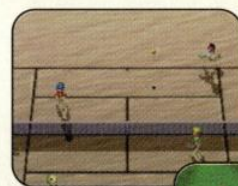
We will be reviewing this soon. Lets just hope there's enough ink left on the Big Rubber Stamp.



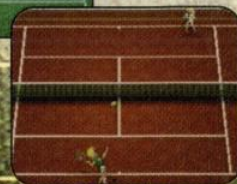
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STUDIOS

ANTICIPATED RATING M15+



Cool Boarders PlayStation

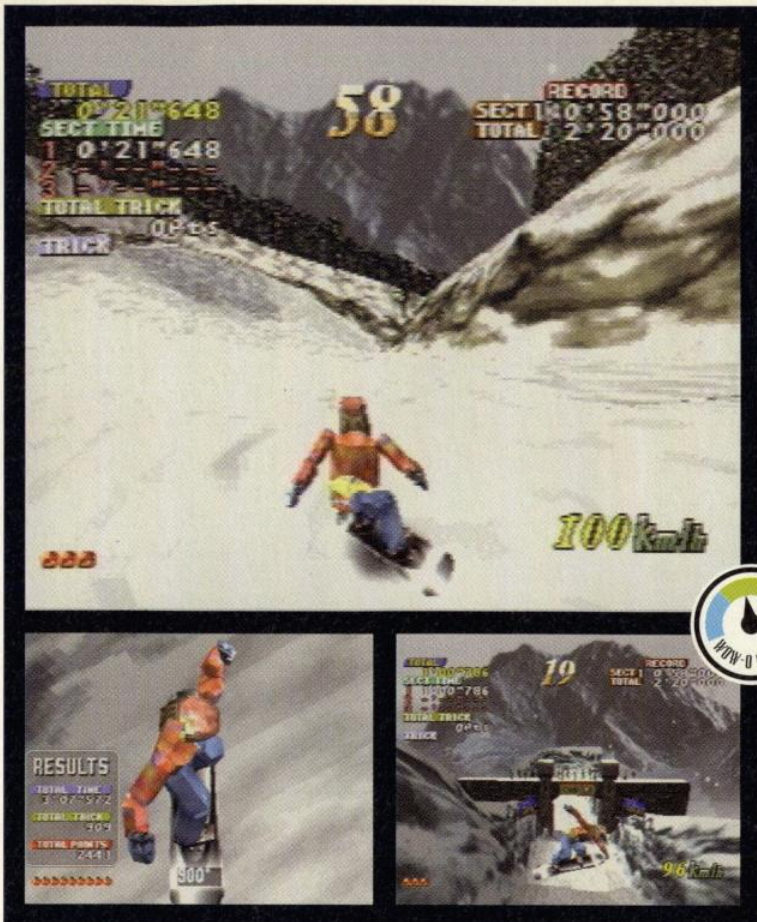
AVAILABLE: **JANUARY**
 CATEGORY: **SNOWBOARDING**
 PLAYERS: **ONE**
 PUBLISHER: **SCE**

No, this is not a dull game about the geographic division of land between Russia and Finland. Instead, Cool Boarders gives us all a chance to emulate the performance of "James Bond" in the recent Pepsi Max commercial. If you're a fan of the arcade hit Alpine Racer, this little gem will probably hit the spot when it's released for the PlayStation in January.

The basic premise behind the game is simplicity itself. There are a variety of treacherous downhill snow runs, and you have to try and get your boarding dude (who can be played from a number of perspectives) through them in the fastest time. Sounds dull, eh? But Cool Boarders has one element which prevents it from becoming mundane - stunts! On each course at regular intervals, there will be jump off points which you can do tricks on. All you need do is pull down on the D pad as your boarder approaches the ramp, and then at the right time press a button and go berserk as you direct not only your leaping time, but also the exact nature of the acrobatic tom foolery you want to pull off. This has the dual function of awarding you points and increasing the speed of your racer. The kind of tricks you can do typically feature rotations, with the biggest spins going up to 1640 degrees!

Sadly Cool Boarders doesn't allow for 2 player split screen racing (the absence of which in racing games is really starting to brown us off), but you can save your times and then let a friend race your 'ghost' down the mountain. The game will feature 3 tracks (easy, medium, and hard), and for each course you conquer there's a bonus circuit. Also the more fashion conscious of you can dress your boarders in funky streetwear, and there are heaps of different boards with different abilities.

Snowboarders are probably hanging out for this one already, but don't forget the long-awaited Shredfest from Electronic Arts, as that's also due in early 1997. In the meantime, we'll give Cool Boarders a full review next issue.



Wave Race 64 Nintendo 64

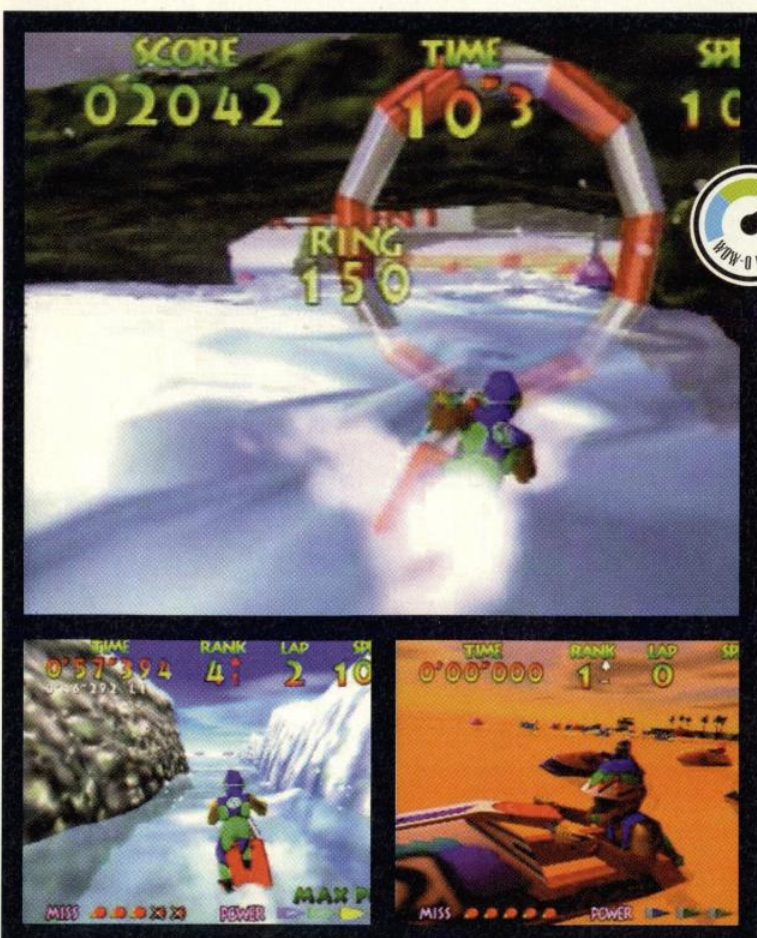
AVAILABLE: **MARCH**
 PLAYERS: **1-2**
 CATEGORY: **WATER-RACING**
 PUBLISHER: **NINTENDO**

Wave Race 64 is really only the third Nintendo 64 game that has been released since the machine's launch, but it looks like Nintendo have come up with another winner. Wave Race is an awesome jet-ski racing game, that some people are calling "Stunt Race FX on water". The graphics are, as we will probably come to expect from all Nintendo 64 games, fantastic! There is no pixelisation to be seen, no matter how close you get to an object. Everything runs silky smooth, and the two player split-screen is probably the best to date. Probably the most impressive feature of the game is the water itself. It looks like the "liquid metal" pool in Mario 64. In other words, it looks and behaves like real water! Plus, all of the waves and movement of the water is calculated in real-time, so no two races will be the same.

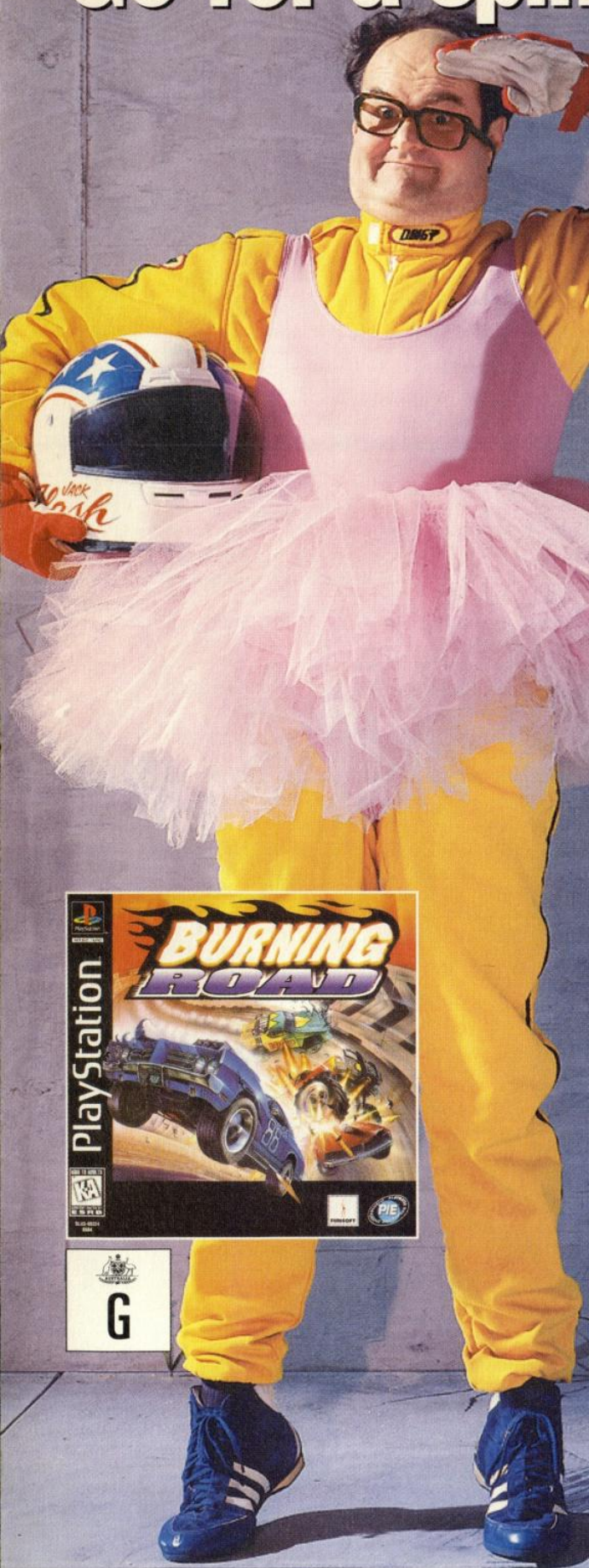
Of course, all this graphic appeal would be worthless without good gameplay, and in typical Nintendo tradition, Wave Race 64 plays great. The handling will take some getting used to, just like Stunt Race FX, but once you have mastered the controls, it is possible to manoeuvre the jet-skis with more precision and detail than in any other racing game to date. The analogue stick has been put to full use here, and the result is well worth it.

The game offers a choice of four jet-skis, each with distinct handling capabilities. Also, there are a total of nine different tracks to race on, some of which only become available in the later stages of the game (plus you get to race the stages in reverse when you completely finish the game). A number of standard game modes are offered, including Championship Mode, Time Attack Mode, Score Attack Mode and Two Player Mode. In addition, there are numerous options, one of which is the ability to select the water conditions. You can have the water calm, choppy or rough. Some of the stages contain waves that'll bump you five meters into the air!

All in all, this doesn't look quite as impressive as Mario or Pilotwings, but nevertheless, it'll be one to look out for when the N64, finally hits our shores in March.



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BURNING ROAD

Get Damaged. On PlayStation

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Hexen 2 PC

AVAILABLE: **APRIL-JUNE**
 CATEGORY: **ACTION**
 PLAYERS: **1 & UPWARDS**
 PUBLISHER: **RAVENSOFT**

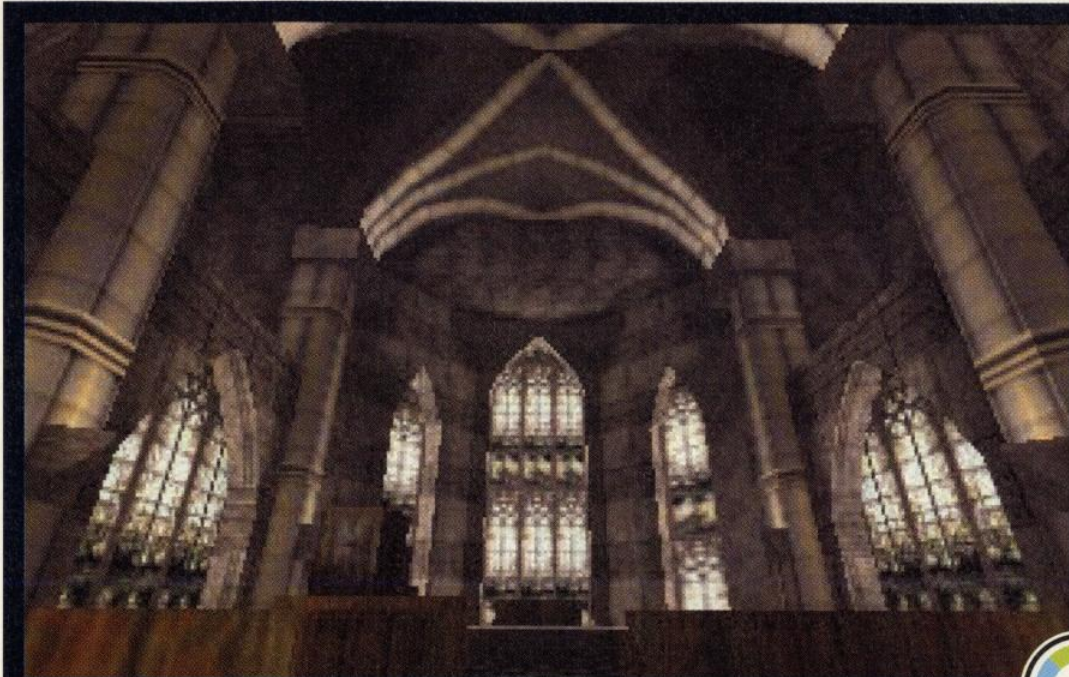
With Doom came Heretic, and then Hexen... so very few will be surprised that now that Quake has arrived, so shall Hexen 2 (that's the working title at present anyway). The story takes off where Deathkings of the Dark Citadel left off, so now it's time to take on the last of the three Serpent Riders.

Hexen 2 runs on the Quake engine, but there's been a bit of tweaking involved, so we should be seeing something that looks even better (who would of thought eh?). There's new lighting features which we can already see signs of in the grabs of the cathedral settings. Ravensoft have added new features to the editor, that have allowed them to create more "organic" levels, for a more realistic, lifelike environment. While there are no grabs of

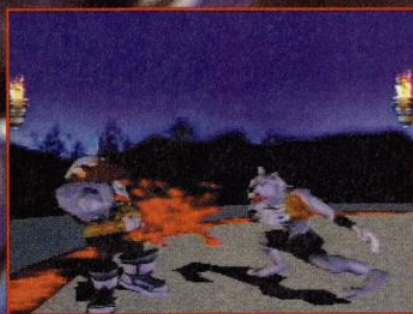
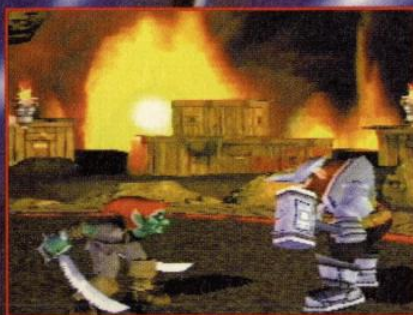
the monsters yet, creature texture mapping has been approached differently in such a way to improve the appearance of all nasties encountered. Speaking of monsters, there are going to be 13-18 new creatures in Hexen 2, which is more than in any of the iD/Ravensoft games to date, so there should be gobs of variety in there. There's not only more variety in monsters, but also in player characteristics. Players have four classes to choose from: Paladin, Necromancer, Cleric, and Assassin... and each class has five weapons to collect. Four of those weapons are able to be turned into a different weapon for a limited time (just like in Heretic with the power-book), and the fifth weapon has to be assembled from parts scattered around the game (like in Hexen). Just when you thought enough new features had been added, there's also a crouch button coming into play, which apparently will have interesting affects in deathmatch and co-operative play.

Role playing nutters will be pleased to know that Hexen 2 will feature advancing in levels/experience, where characters will subsequently have their stats and hit points increase, and also learn special abilities (which will also increase in effectiveness with more experience). Brian Raffel of Ravensoft has assured us that there will be a lot of emphasis on interaction with the environment, and that much time and effort is going into making Hexen 2 seem more like an actual world rather than just another series of rooms to hack and slash your way through.

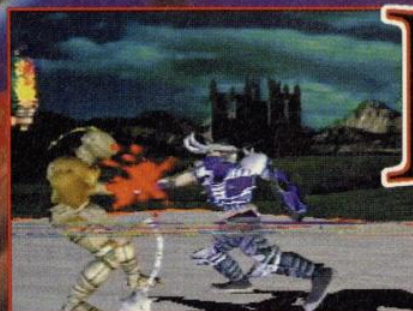
For those that expected a little more out of Quake, maybe Hexen 2 is what you were after. More news soon.



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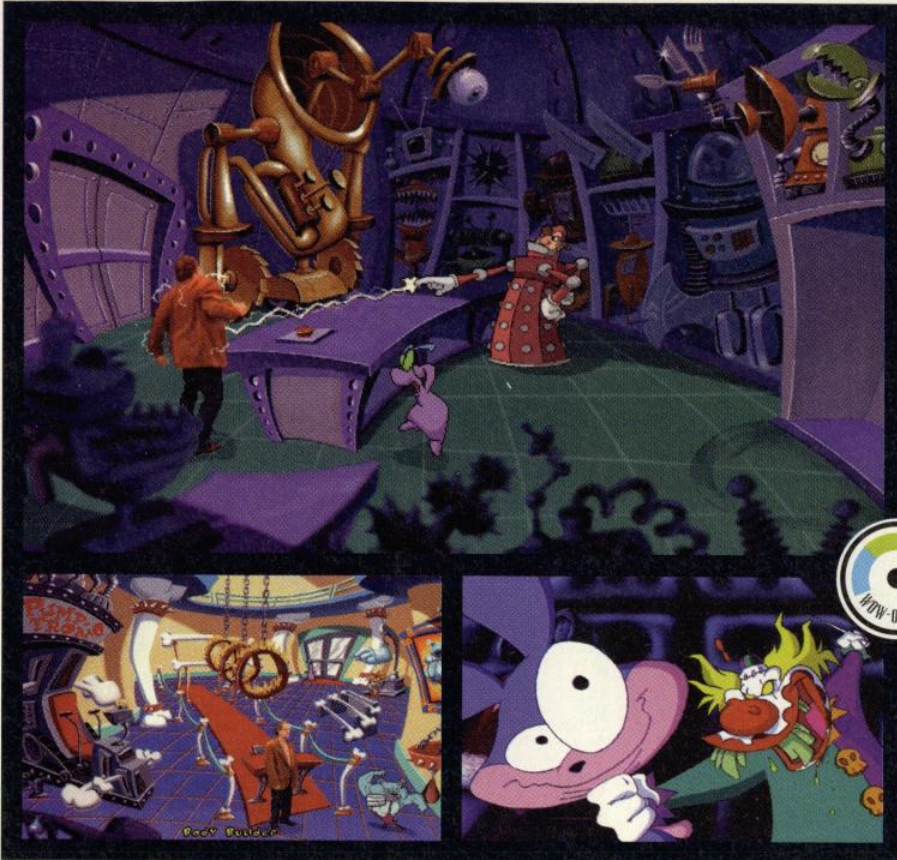
Toonstruck PC

AVAILABLE: **NOW**
 CATEGORY: **ADVENTURE**
 PLAYERS: **ONE**
 PUBLISHER: **VIRGIN**

In a kind of reverse Roger Rabbit scenario, Drew Blanc, writer for the Fluffy Bun-Bun Show, is involved in a terrible accident and becomes sucked inside his cartoon creations. Played by Christopher Lloyd (from Back To The Future and Things To Do In Denver When You're Dead fame), Drew must explore the animated 2D locations of Toonworld and, with the help of his very purple assistant Fluffy, try to find a way back to reality.

Fans of Sam & Max will find much here that is familiar. The graphical style is very similar, although Toonstruck has taken the welcome step up to hi-res SVGA and it looks superb. Pleasingly, Toonstruck's sense of humour seems to be just as warped as that of the LucasArts duo. You'll see Wacme Concepts, whose slogan is "The Future Of Abuse Technology". There's the hilarious Outhouse Guard who takes his flushing establishment protection duties very, very seriously. And, of course, there's the bulldog who spends all his time working out in the gym and perfecting his authentic Austrian-American Arnold Schwarzenegger accent - brilliant!

Also featuring the legendary voice of the man behind Homer Simpson, Dan Castallanetta, Toonstruck promises to not only be "wacky and zany", but so far "off the wall" you'll be rolling around the floor. Plus, it'll be a damn fine adventure game as well, we hope. Review next issue.



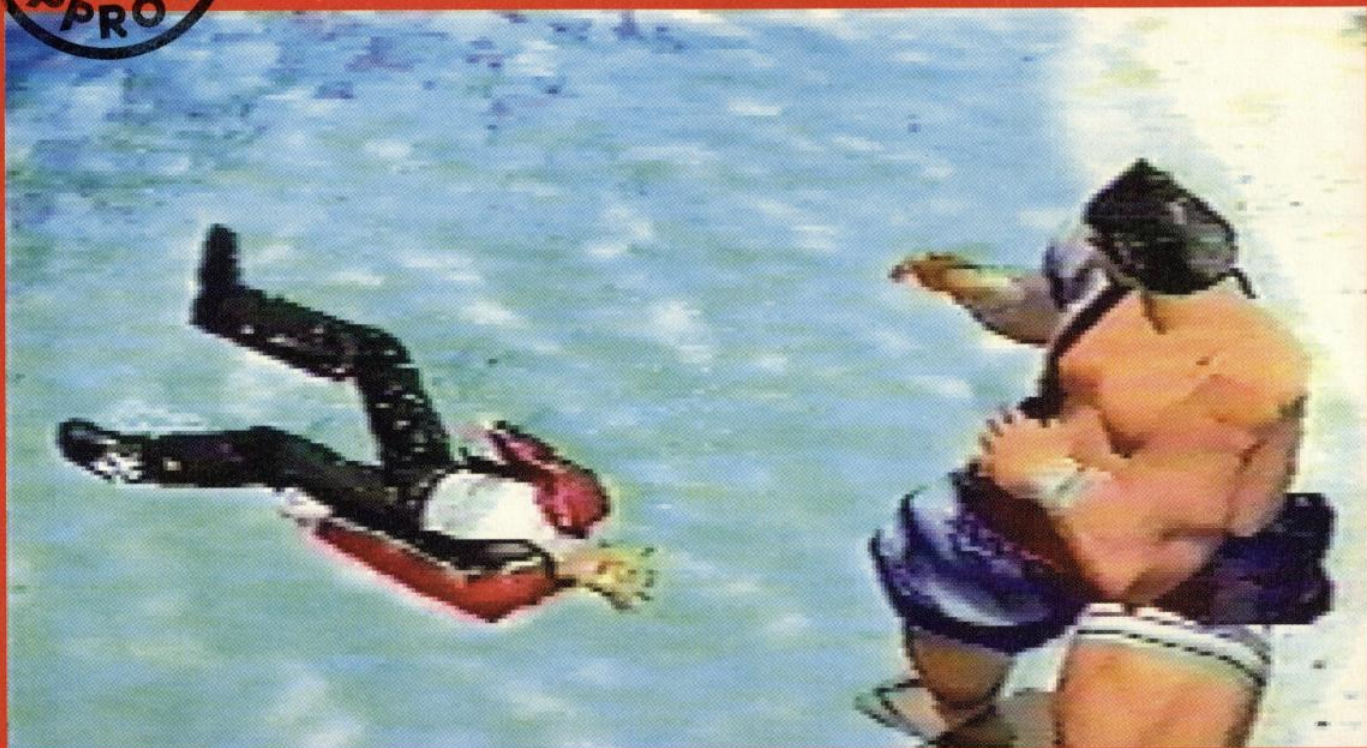
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Virtua Fighter 3 Sega

They started the 3D fighting craze with Virtua Fighter, and now at last DAN TOOSE watches Sega land the death blow with Virtua Fighter 3.



THE BEST FILM WE'VE SEEN ALL YEAR

It's rare that the whole office migrates to the video arcade to check out the latest game, but when that game is Virtua Fighter 3, there's no question as to the level of interest from the entire staff at HYPER. Regardless of whether or not you're a fan of the fighting game genre, Virtua Fighter 3 looks so visually impressive that everyone who sees it stops and stares slack jawed at what has to be the best looking video game ever. Beneath the flash visuals, Virtua Fighter 3 really just continues the fine tradition that its two predecessors did, and features the addition of two new characters, and a dodge button.

Picture Perfect

Thanks to the beastly new Model 3 board that Sega have developed, Virtua Fighter 3 features completely unsurpassed graphics. Besides the graphics simply looking good, VF3 also features such things as true 3D landscapes, fog, water, snow, dynamic light sourcing and of course, dynamic backgrounds (birds, trains, running water, etc.). This is the first 3D fighting game that actually looks like it's somewhere real. A perfect example of this is Shun's stage which is set on a bunch of pontoons and boats that are all tied together, bobbing up and down independently in Hong Kong harbour.

To prove how accurately the players can interact with the environment, you just need to throw someone into the knee deep water at Jeffrey's island, and watch the water wash back and forth over their body... or watch the fighters leave tracks in the sand in Wolf's desert arena. Just as impressive as the realism in the backgrounds, is the way the characters move. If you go to block a punch, your character doesn't just stick up their arms and the punch is magically non effective... now it's completely realistic, with your players arm actually moving to meet the oncoming attack perfectly. To further emphasise this realism, if performing a block means your character has to reach at an awkward height, or enter an unnatural stance, then you can rest assured you'll need a sec to recover before you can counter properly.

Extra Realism

Along with it's advancements in the visual department, VF3 has also taken a leap forward as a true 3D fighting experience thanks to the addition of the dodge button. So just like you would attack in real life, it's easy and intuitive to advance, sidestep, and clock your opponents as they attack where you used to be. To add a little extra realism, there are also side throws, for those situations where you do manage to get well and truly out of the way of an oncoming attack. The whole game speed has been increased since VF2, so crack reflexes will be needed to keep up against worthy opponents. The way the controls works for different techniques seems to have been standardised. For example, all of Aoi's counters are activated by punch and kick at the same time.

There are eight rounds of fighting standard opponents, then a final match with Dural, so you don't meet all the other characters, and the order of opponents is random. Ranking mode is automatic, so you can always be informed how third rate you really are at the end of each game. Put simply, this is the best fighting game yet, and probably will be for some time. Enough reading... head down to the arcade and play it.



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AOI AND TAKA-ARASHI

As you'd expect, there are new faces for VF3, one of them pretty, the other one.. erm.. big. Aoi Umenokouji is the first, being a petite Japanese woman who specialises in counter attacks and lunging kick attacks. Taka-Arashi being the second, who's style is a fairly accurate portrayal of the Sumo wrestling style, featuring slap attacks, and simple yet heavy throws.



YEAH... ONE GLASS OF MILK, KEEPS ME GOING ALL NIGHT...



PREPARE TO BE OUT-CUTE-GIRLIED!



SEE, THE TREAD IS GREAT, AND THEY'RE COMEY!



EAT FLYING SHOULDER FAT BOY!



WHY SIS... WHAT LONG LEGS YOU HAVE...



SEEYA CAMP COWBOY...



SO IS ONE OF US GONNA THROW A PUNCH OR WHAT?



JEFFRY... I ASKED FOR A BOOST NOT A HERNIA



THIS'LL HELP STRAIGHTEN YOUR BACK LION...



KAGE AND LION... BREAKDANCIN' PARTNERS



I SAID A PIGGY BACK... NOT A PIGGY FRONT!

Tomb Raider

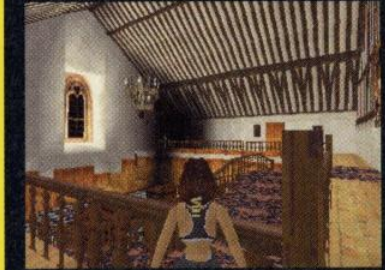
The 32 bit machines may finally have an answer to Mario 64, and it comes in the form of Tomb Raider. DAN TOOSE pulls on the khaki shorts, singlet and backpack and goes Raiding.



OOOH... JUST LIKE AT THE MOVIES...



THE HYPER OFFICE COURTYARD



LARA'S 'UMBLE ABODE

Humble my buttocks! This grrl's got a mansion the size of Tasmania. The purpose of Lara's Home is not to emphasise how rich she is, or how overly British she is, but to teach you how to use the controls without having to worry about killing yourself. Lara herself gives all the commentary on what to do, talking about herself like she's some sort of doll. She finishes her tour of the house and the game controls with a swim, after which she expresses her need to undress. This will no doubt leave the teenage male game populous sweating in anticipation.



SPLISH PLASH... LARA'S TAKIN' A BATH...



COME ON... YOU'RE NOT SO BIG...



Let's face it, everyone loved the Indiana Jones movies. It seems to be universally accepted that watching some daredevil adventurer head off into a lost (insert ancient civilisation) tomb or city, and face perils unknown, is bloody entertaining. Well, if you enjoyed those movies, particularly the action scenes that saw our intrepid hero pull off inhuman feats of courage and skill, then Tomb Raider will undoubtedly be the best title that you could want to get your hands on.

In Tomb Raider, you play the internationally acclaimed adventurer, Lara Croft. Lara is employed by a powerful syndicate to retrieve an ancient artefact known as the Scion, which as fate would have it, has been separated into three separate pieces. Lara's mission begins in the mountains of Peru, and from there she begins to discover the mysteries behind the Scion, and also the plans of the Natla corporation that has employed her, turning the whole game into an epic adventure tale. As for how the game plays and looks, it's a bit of a cross between several games. It draws upon the 3D environment, user controlled camera angles, and platforming action from Mario 64; the tricks and traps of Prince of Persia; and in a very vague way, the combat of Quake.

Smooth Mover

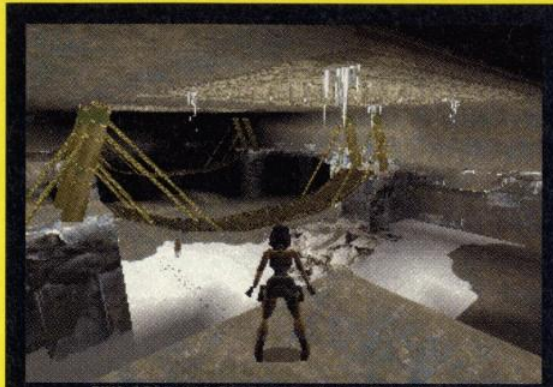
The first thing that really impresses people about Tomb Raider is the way Lara moves, and all the different ways you can control her to perform amazing feats of acrobatics to overcome the many obstacles in her path. Or, let's face it, even just to look stylish as she makes her way down a plain old corridor. Most spectacular of all Lara's actions are her jumps, which include standard leaps upwards and forwards, and a flip jump in every direction. In the early stages of the game, the flip jumps tend to be used only for show, or for evasive manoeuvres whilst fighting a creature, but later in the game these showy flips are the only thing that can get you through some of the obstacles.

There's also a button to make Lara walk rather than run, which also prevents her from stepping off ledges by mistake, and also buttons for sidesteps. If all that wasn't enough, there's also a button to do a dive roll which lets you come up facing the other way, so you can nail that nasty who's sneaking up on you. Since you spend much of your time leaping from ledge to ledge, sometimes you're going to fall just short, so you need to make Lara reach out and grab onto that ledge, and then make her pull herself up to safety. Some of the obstacles end up getting amazingly tricky... like leaping out onto a steep stone surface, sliding down it, then leaping out from the edge just before plummeting to your death, and catching on to a thin gap in the wall, and shimmying along to a place where you can drop to the relative safety of a narrow walkway.

Graphically Tomb Raider is very impressive, helped greatly by the 3D feel given by the movable camera angle, but also impressive sheerly on the basis of having a high frame rate and realistically animated creatures. Some of the architecture is none too shabby either, and the bodies of water in Tomb Raider look amazing. The underwater light sourcing is stunningly realistic, and you'll probably forget to go up for air the first time you go diving, simply out of fascination at the visuals.

There's the occasional polygon glitch here and there, but they do nothing to detract from the magnificence of the game whatsoever. The sound effects are quite apt, and the music is tasteful not only in its melody, but also in that it's only used when it's really relevant eg an implication that something special is going to happen, an enemy is near etc

The only thing about Tomb Raider that's worth griping about is the way some of the save game positions are placed a little too far before the next big challenge, so you may end up having to spend five minutes breezing through some easy stuff before you can try the tricky bit again. Otherwise this is undoubtedly one of the best games to appear on the 32 bit consoles to date, and will no doubt be a big hit on PC as well. A great game for all types of gamers.



THIS ROOM HAS SOME SERIOUS AIR CONDITIONING



HOLY CEILINGS BATMAN!



LOOK MA! I'M FLYING!



WHICH MORON OF A CIVIL ENGINEER FORGOT TO PUT IN STAIRS?



AND DIVING FOR GREAT BRITAIN, LARA CROFT...

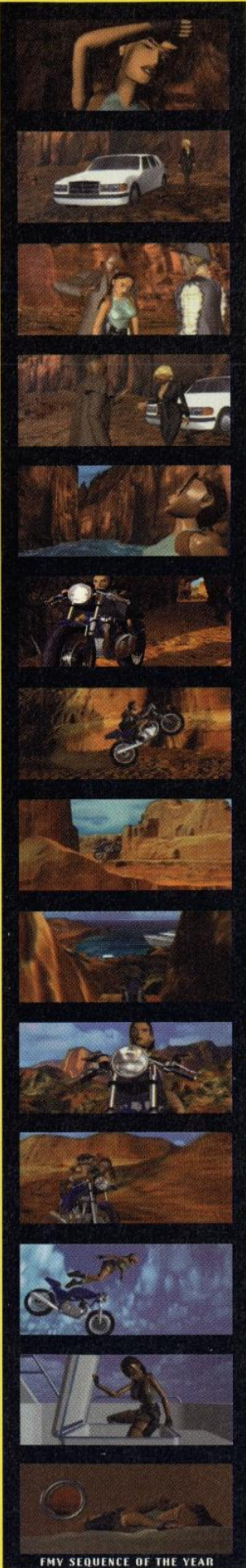


BOTTOM AND BREAST CAM



BITS YOU NEED POPCORN FOR...





FMY SEQUENCE OF THE YEAR

SHOOT TO KILL

Lara not only has to navigate her way through an obstacle course from hell, but also has to defend herself from all manner of opponents along the way. You start the game with a pair of pistols, which are automatically aimed at your opponents as long as you're facing roughly the right way. Some of your adversaries are just bats and oversized rats, but you also end up having to deal with crocodiles, lions, dinosaurs, gun wielding humans who are plotting against you, and other creatures that aren't of this world.

Lara can perform multiple tasks at once, like running, jumping and firing whilst in the air, or if she hasn't got her guns out of their holsters, she can do that in the middle of a backflip! Naturally you're not stuck with the same cruddy pistols you start the game with... there is also the opportunity to get yourself a pair of Magnums, a shotgun, and a pair of Uzis (joy). It might seem very odd that there are boxes of shotgun shells hidden within the depths of an Egyptian pyramid, but who cares, eh?



CAREFUL LARA... HE'LL GO APE IF YOU DO THAT...



NICE DOGGY... ARRRGH!!!



HMMM... EXIT, STAGE RIGHT...



YOU GO GIRL!



THE NEW YORK SUBWAY LEVEL...



HOLY SHIT!



HEY... IT'S THE HAIR BEAR DUNCH!



HOWDY MR CENTAUR.. HOW'S IT HANGIN'?



TRY MOUNT THAT ONE ON YOUR WALL EH!



TAKE EM OUT NICK DUNDEE STYLE...



AHHH... SATAN'S GIRLFRIEND I PRESUME?



IF YOU HAD LEGS... YOU'D BE TERRIFYING...



JUST WHEN YOU THOUGHT IT WAS SAFE TO GET OUT OF THE WATER...

TRICKS 'N TRAPS

Getting around in the various ruins and tombs is not just a case of meandering through to the end, as the creators of these labyrinths decided to install various "security devices" to make a would be adventurer's time a tad less enjoyable. Some of the traps are lethal, others try to send you into a situation that is lethal, and others are just a minor hindrance. For example, the traps which shoot nasty looking darts are minor traps that simply there to prove annoying, whereas the boulder traps which come bounding down corridors at you are in place as a challenge that you must overcome, since it's either that, or be squished to death! Some of the traps include: slippery surfaces, collapsing floor tiles, lava pits, spiked floor/pit traps, swinging axe traps, fire traps, and crushing steel door traps.

In addition to the traps, there are various devices Lara can use to interact with the environments, like keys to open doors, levers to do things like drain the water out of a chamber, or lower a bridge, or operate some machinery. Of course, some of the levers make things happen for a certain duration, so the puzzles may involve reaching a certain gate within a certain time etc. Sometimes you even have to adjust your surroundings to complete the puzzles, by pushing and pulling movable blocks into place, so that you can get to that out of reach ledge, etc. There's enough variety in there to keep things interesting too, like a puzzle that requires you to figure out how to turn some of your existing items into different ones... or working out how to kill an opponent who simply mimics your movements exactly, including firing its weapons!



OH NO... I BROKE A NAIL!



NOW THAT'S BUTCH...



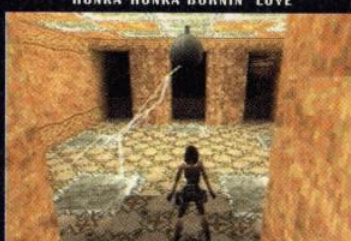
HUNKA-HUNKA BURNIN' LOVE



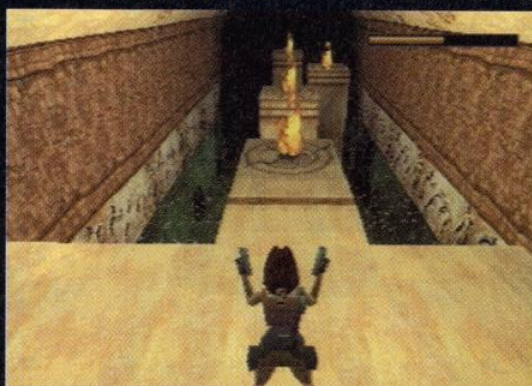
PULL THAT LEVER GRRRI



HEAD/TORSO SEPARATION DEVICE...



THIS IS DESIGNED TO TEST YOUR STUPIDITY.



FIREWALKING... TOMB RAIDER STYLE...



ARCHAEOLOGIST SHISHKEBAD... SHE GOT THE POINT...



AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS: ONE

PUBLISHER: CORE

PRICE: \$99.95

RATING: M15+

VISUALS

93

Good graphics made better with the adjustable view points to help create that 3D experience

SOUND

90

Most everything you'd expect has been covered, and the use of music is done tastefully.

GAMEPLAY

95

Extremely addictive, and very playable. A fantastic blend of action, puzzle and plot.

LONG TERM

94

Thirteen huge levels of increasing difficulty will ensure you won't just breeze through in a weekend.

OVERALL

95%

The best action adventure game of the year. A true masterpiece.

TOMB RAIDER VS. RESIDENT EVIL & MARIO 64

Resident Evil is a good game, let's face it. However, it really only takes a few minutes of playing Tomb Raider to realise how much further the action adventure genre can be taken. While Resident Evil has prettier graphics if you look at it in terms of stills, this pales into insignificance when put next to the controllable 3D camera angles that Tomb Raider uses to make it a truly 3D gaming experience. When you walk into a room you can walk around and see everything on every wall, rather than being given a fixed image. Tomb Raider is also seamless, ie. there's never really a break in the action. If you're running along a ledge, and then dive off 100 feet into a pool of water, it's all just one swift series of actions that flows smoothly without a hitch.

However, all things considered, Tomb Raider is probably more like Mario 64 than any other game to date, being a real platform/puzzle game, which relies on figuring out which ledge to jump to and how to do it, rather than being a cryptic puzzle nightmare. The big difference between Mario and Tomb Raider is the combat, with Mario being very cute, and Tomb Raider being action packed, stylish and nasty. Tomb Raider seems to have all the same head-turning features that Mario has, so for those owning a PlayStation, Saturn or PC who were thinking about buying a Nintendo 64 just for Mario, maybe now you don't have to...



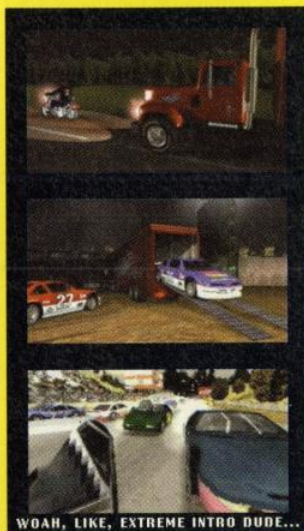
RESIDENT EVIL



MARIO 64

Destruction Derby 2

Destruction Derby is back and looking slicker than ever. But does it play well this time? GEORGE SOROPOS puts his foot on the accelerator and goes for a head-on collision...



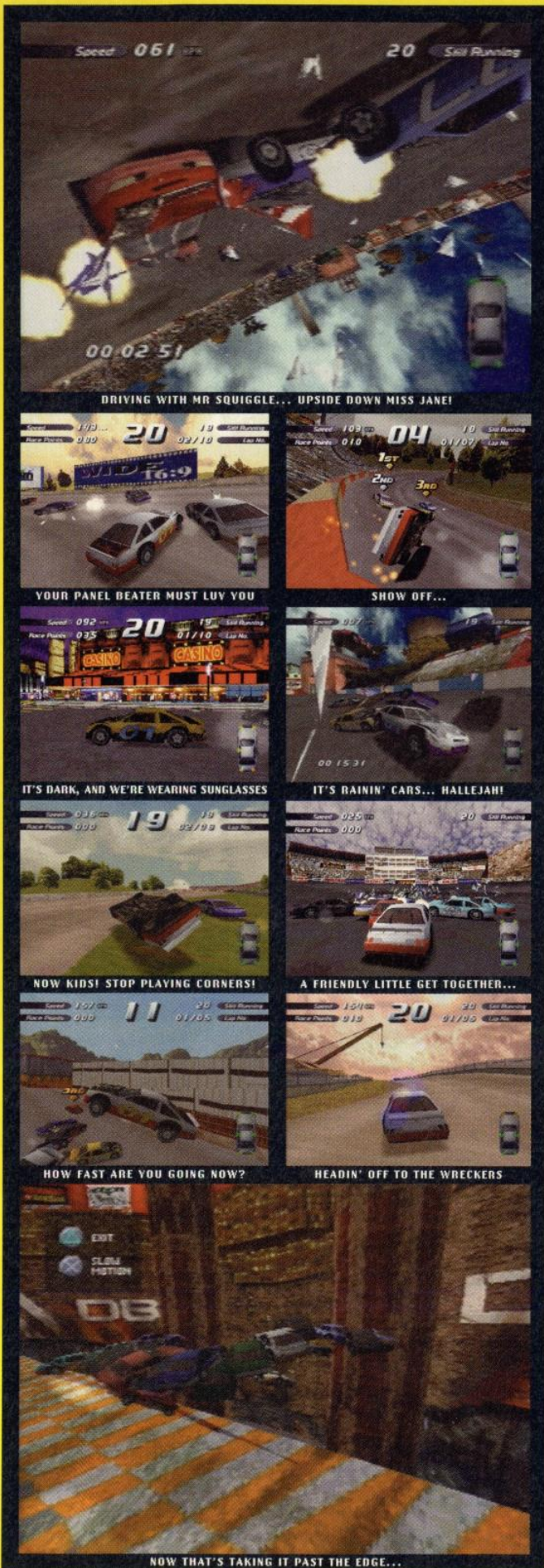
WOAH, LIKE, EXTREME INTRO DUDE...



MAN, YOU DRIVE JUST LIKE STEVE MCQUEEN!

The original Destruction Derby, being part of the first crop of PlayStation games, managed to fool reviewers everywhere. They frothed and foamed about the graphics and the originality of the concept and were so blinded by the newness of it all that no one actually stopped and said, "Well, it's a load of crap really, isn't it?" Yep, it played like an arthritic footballer with gout in both legs and a plastic hip BUT it sold in such numbers that a sequel was inevitable and Psygnosis are back to answer their critics with Destruction Derby 2. Have they succeeded?





New Features

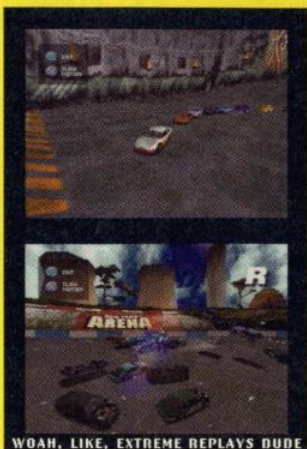
DD 2 has a mass of new features over the original. In gameplay terms there are now four modes of play: Destruction Derby, Wrecking Racing, Stock Car Racing and Time Trials, all of which are pretty self explanatory. The Derbies take place in four new bowl arenas and the races on seven new tracks. To add a bit of spice to the races new track features such as tunnels, jumps and pits have been added too. The pits are almost essential if you want to finish a Wrecking Race before getting totalled and they're very easy to use. As soon as your car enters pit lane the game takes over and guides you to your spot and then drives you out again when you're finished! The other improvements to the game are to do with the graphics, of course. The new cars are made of over twice as many polygons as the ones in the original game and now lose a wider variety of bits when they crash and smash. Bonnets, wheels, boots, panels and other things fly off on impact, but no glass. Glass would have been nice.

Your opponents are a bit tougher too, except in Destruction Derby mode where they are downright psychotic! And in the race modes your driving skills will need to be honed to the max, not just because of the other cars, but because most of the corners have been designed to be a real pain to get around.

It's sounding pretty reasonable so far isn't it? Unfortunately the package as a whole ends up being, well, rather average. Not bad, but not good either. It's gotten "rave reviews" in some other, less discerning mags but hey, I'm prepared to give my reasons. Firstly, the Destruction Derby contest is ridiculous. Only the practice mode is playable, and when you try and do the real thing every single car in the whole field tries to get you, and only you! As if there were no other cars in the bowl. Suffice it to say that your car doesn't last very long, no matter what you do.

The best part of the game is the races but unfortunately there is no significant difference between the Wrecking and Stock car modes apart from the fact that you usually get wiped out a bit quicker in one than the other. The Stock car drivers don't seem to mind leaving bits of their expensively built and maintained cars all over the road, in real life stock cars are NOT wrecking cars. The other thing is that the beasts handle like '78 Volvo station-wagons around the track and are not much fun to drive at all. I guess it seemed like a good idea at the time but Psygnosis has failed to truly capture the spirit of this sort of racing for the second time now and the whole thing begs the question; are console driving games becoming far too complex for the poor old digital controller to handle?

To sum up: those that enjoyed the first game will no doubt enjoy the second. If you thought the first was shallow and virtually unplayable for any length of time, then you'll still be thinking the same way. The lack of a two player split screen mode is almost unforgivable and unless you want to have a quick laugh with some mates playing Total Destruction Bowl, then it's probably worth waiting for Psygnosis' upcoming Monster Truck Rally which will hopefully have some gameplay along with the ultra flash visuals.



WOAH, LIKE, EXTREME REPLAYS DUDE

AVAILABLE: NOW
CATEGORY: ACTION/DRIVING
PLAYERS: ONE
PUBLISHER: PSYGNOSIS
PRICE: \$99.95
RATING: G

VISUALS
90
All new and improved polygons. Flying bonnets and wheels, nice smoke effects and real time lighting...the visuals are the best thing about the game.

SOUND
70
Commentary quickly becomes repetitive and the music is uninspiring to say the least

GAMEPLAY
72
If the idea of driving your grandmother's Volvo around a race track being chased by psychotic Sunday drivers appeals, this is for you

LONGTERM
65
It's probably the best game ever for the first ten minutes but you'll get bored real quick.

OVERALL
74%
A short term riot but DD 2 relies too heavily on gimmicks to be taken seriously.

Worldwide Soccer 97

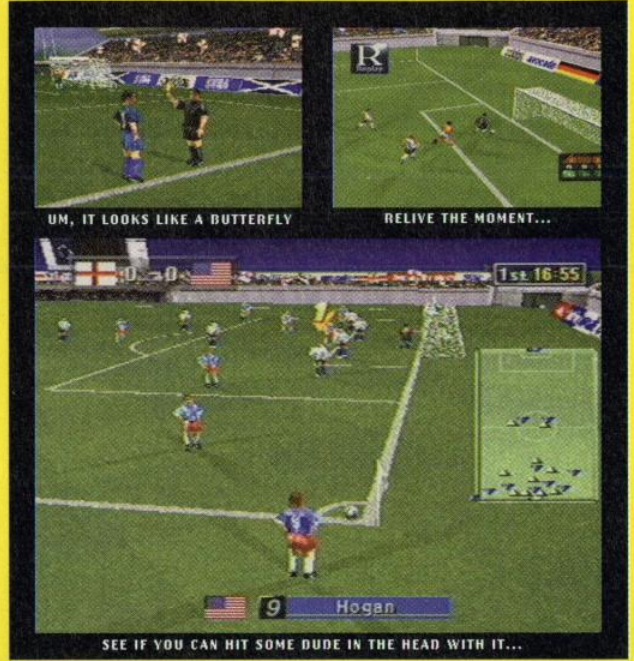
EA Sports' FIFA Soccer has been "the real football" video game of choice for the past few years. Is its stay at the top finally over? DAVID WILDGOOSE screws in the studs...



BLOKES KICKING AND STUFF...

Bosnich hurls the ball back into play and straight to Maldini's feet. The dashing left wing-back traps it deftly then turns to find a teammate further down field. With a short accurate pass he picks out Bergkamp coming deep in search of the ball. The Dutchman flicks a first time ball to Okocha wide on the left. Two opposition defenders attempt to close down the elusive winger, but he confounds them by feigning a cross, swivelling and checking back inside before, finally, the ball is curled to the far post with his right foot. It arcs through the air out of the keeper's reach and is brutally hammered into the goal by the head of Duncan Ferguson. The tall Scot sprints to the centre circle where he is joined by his teammates all raising their arms in triumph. Briefly, the sponsor's logo flashes onto the scoreboard followed by the replay showing the recent moment of glory from several different viewpoints. But since it was, in fact, the other team - and not you - who just scored, you curse your players' incompetence, hit the start button swiftly, grit your teeth and vow to gain revenge before the halftime whistle is blown.

Yes folks, it's another soccer game. Only this time, though, it's not simply a pale imitation of FIFA. Sega's Worldwide Soccer is a bit special. Very special.



UM, IT LOOKS LIKE A BUTTERFLY

RELIVE THE MOMENT...

SEE IF YOU CAN HIT SOME DUDE IN THE HEAD WITH IT...





The most instantly impressive aspect of Worldwide Soccer is the way it looks. Your first taste of the wondrous visuals comes in the tantalisingly mouth-watering intro. Upon viewing this snappily-edited sequence you will be aware of two things - one, you desperately NEED to play this game; and two, you have to sit down immediately so as not to embarrass yourself.

The actual match representation is even better. It's not the 3D views themselves that make it great (though they are, for once, more than adequate, necessitating little in the manner of compromise between looks and playability, since here you can get both). Nor is it the superbly atmospheric stadiums (though, again, these are excellent. Particularly nice are the appropriate little national flags and banners that are waved by some members of the crowd). Neither is it the varying weather conditions (from sunny days to cloudy, from pouring rain to the night time matches in which all the players have four different shadows caused by the giant lights illuminating the ground, they're all implemented well and actually affect the pattern of the game). And it's not the superior replay facility (with its lengthy playback and rotating cameras). Nor that everything is constructed from delicately textured polygons (despite the fact that this means Worldwide has the most detailed looking players of any football game).

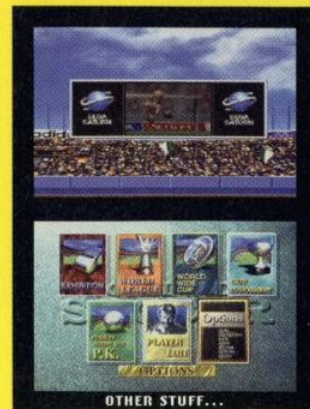
What makes this the finest, sexiest, most damn gorgeous sport sim ever is the way the players move. When a player receives a pass, he looks down briefly and raises his foot fractionally to trap the ball. If you're running in one direction and wish to turn and head back the other way, your player will twist around on one foot while tucking the ball back inside with the other, shielding it the whole time from the opposition. Collect a long ball hit from the defence and the player will chest it down, perhaps dropping it onto his knee, before bringing it under control with his boot. Then there are all the usual moves, like overhead kicks and diving headers, that you would expect to see. And every single one of them is executed with the utmost grace and style - enough to make you feel all wobbly inside.

Beautifully Instinctive

Beautifully instinctive is the only way to describe the controls. The ease with which you can string together a series of one-touch passes illustrates this perfectly. Say your sweeper plays a ball to your central midfielder and you can see that your striker has lost his marker further down the field. If you hit the pass button and the correct direction just before the ball arrives at your midfielder's feet, he will instantly knock a first-time backheel to the striker. It's almost as if the computer knows exactly what you want to do and the game's AI is so good that you can concentrate far more on where the ball should go rather than how it is going to get there.

More so than any other soccer game, Worldwide gives you a slow-paced and skilful game. This means that you need and, in fact, are actually able to use the radar (which is quite remarkable, when you think about all those sports games where the radar is completely useless). The way the players can shield the ball, pass to the nearest teammate with ease or just pause and put their foot on the ball for a few seconds, permits you the time to check on your players' positions all over the field. It also allows players enough space to show off their flair and creative talents, putting the emphasis almost totally on attack - which is obviously a good thing, don't you think? Of course, it doesn't mean it's easy though, the computer is just as capable of performing brilliant moves and scoring some outrageous goals as you are. If not more so.

The crowd effects and commentary are disappointingly ordinary, while the lack of real players and no club teams at all (you can only choose national sides) is a sad oversight. But, Worldwide Soccer is probably slightly better than FIFA in the important areas of gameplay and it proves, I believe, to be a far more enjoyable game.



AVAILABLE: NOW

CATEGORY: SPORT

PLAYERS: 1-16

PUBLISHER: SEGA

PRICE: \$99.95

RATING: G

VISUALS

95

Stunning is such an overused term. But there's no other way to describe this.

SOUND

70

Generic and often inappropriate commentary.

GAMEPLAY

97

Perfectly intuitive controls.

LONG TERM

95

Enough comps and multi-player goodies to see you through the years ahead.

OVERALL

95%

This is the best soccer game you can play. As an overall package though, FIFA still has the edge.

Street Racer

Street Racer first appeared on the Super Nintendo, but here it is, all prettied up for it's first outing on the 32bit systems. DAVID KING is the HYPER racer...



ZANY CHARACTERS

There are eight zany characters to choose from, each with their own different car, weapons and attacks. Apart from the punch, side and rear attacks, characters also have some pretty bizarre special attacks. Raphael from Italy ("every woman's dream") has the Gold Chain Grapple that pulls other cars backwards and the Big Stereo Horns to make other cars jump. Then there's Frank Instein complete with Screaming Banshee riding in his low slung hot rod. And of course who can forget Surf Sister, the Australian representative in the game, who uses Expanding Beach Balls and a Towel Flick. These attacks add healthy dose of hilarity to the game but maybe some character comments could have added a bit more individual personality. Not too much to expect in a CD based title, is it?



CAPTAIN CELLULITE MAKING A MOVE...



HEADIN' OFFROAD WITH MIKE AND MAL...



AS WE CAN SEE, THE RTA HAS BEEN HARD AT WORK AS USUAL HERE



BROOOWWWW!

When you think of PlayStation and Saturn racing games, Ridge Racer and Sega Rally are possibly first to mind. With Wipeout, Need for Speed, Motor Toon, Daytona and others, the 32bit consoles haven't exactly been starved of titles from this genre. What they have lacked, until now, is a Mario Kart-style game. Street Racer endeavours to help us relive the glory days of the absolute SNES classic, using the same comic book graphics (minus Yoshi and his buddies, of course), in an attempt to replicate the gameplay that vaulted Mario Kart to the top of many a gamer's Christmas list. I know what you're thinking... surely we must have the technology to update and improve Mario Kart and take it to a new level. Mmm, you'd think so, wouldn't you..

Street Racer takes place in a kooky cartoon world with environments ranging from Mount Rushmore to Transylvania. There are 24 different tracks across eight track settings, and four difficulty levels. The game gets faster as you progress to later tracks, making the cars harder to control but giving you more satisfaction in meeting the challenge. In case you're not familiar with this type of game, it's race and rumble. Characters can punch other drivers and also use their individual special weapons, which range from a towel to the ability to fly. Using these weapons is essential in the harder levels as drivers become more and more vindictive. The racing can be chaotic with all drivers using weapons and the sounds of punches flying willy-nilly.

There are four different gameplay modes; Practice, Head-to-Head, Championship and Rumble. Rumble mode puts all drivers into an arena with the object being to get your opponents out. In Championship mode, extra points are awarded for fastest lap, lapping other cars, most stars collected and the Perfect Bonus (for not getting hit and avoiding bombs and dynamite). Damage incurred during the race will result in sub-standard performance by the car but this can be aided by scooping up repair kits on the track. **Eight Players At Once!**

This type of game is designed for multi-player action. And guess what? In Street Racer, with two multi-taps, you can have eight player split screen action! Not many of us have two multi-taps handy but you can obviously have the traditional horizontal split for two players. It is rather special poking your buddy with a voodoo stick as you cruise by or flying over the finishing line on Hodja's Magic Carpet to steal vital points. Another dastardly aspect of the race is when you run over and pick-up dynamite. This will count down and explode after a while, but if you manage to punch another car before that happens, you hand it to them. Kind of like exploding hot potato..

Unhappily, one of the most striking things about Street Racer is the use of perspective. Whilst hooning around the track, you will notice that there is a feeling that you are rotating the track around your car, rather than your car moving at all. This leads to a complete lack of reality and doesn't allow the player to become too involved. Whilst reality may not be the most important feature of a game of this type, a realistic driving model would be nice. Motor Toon didn't attempt to replicate real life but what it did offer was a consistent and physics-dependent model. In Street Racer you quickly learn how to get the car around the track, but never find yourself "drawn into" the race. Although offering multiple views of the action, Street Racer often gives you a nauseous feeling as you spin around some very short tracks.

Street Racer doesn't really offer any great depth of gameplay, but it's quite fun if you've got someone else to beat up on.



NOW THIS SEEMS JUST A TAD UNFAIR...



SMURFY CAR PAPA SMURF...



THAT GUY TO YOUR RIGHT... HE MIGHT BE A REDNECK...



MMMM... CARS LOOK LIKE ANTS...



WHO NEEDS THE DISNEY CHANNEL EH?

AVAILABLE: DECEMBER

CATEGORY: MARIO KARTISH

PLAYERS: 1-8

PUBLISHER: UBI-SOFT

PRICE: \$99.95

RATING: G

VISUALS

78

Simple cartoon graphics that move quite well

SOUND

70

Rock n Roll tracks, punchy noises but a noticeable lack of voice

GAMEPLAY

68

Not a lot for the single player but it takes two to tango...

LONGTERM

65

Again, only if you've got a mate.

OVERALL

65%

Pencil it in as a multi-player experience but there are plenty better around.

Mortal Kombat Trilogy

Can you have too much of a good thing? Not if it's a really good thing in the first place. MARCH STEPNIK ponders the point of Mortal Kombat Trilogy...



This game was supposed to appear first on the Nintendo 64. It was to be part of the exclusive range of games that would to utilise 64-bit power and make the N64 the console to have. Well, we all know what happened to the release schedule for the N64 - it was pushed back, back, and...er, back. Sony, in that friendly (and frequent) sport of trying to out-do the competition, has commissioned a PlayStation version of the Mortal Kombat before the N64 could even get off the ground. A version with MK1, MK2 and MK3. Hmm... please excuse me if I don't sound very excited. It's not that the Mortal Kombat series isn't great, it's just that, well, it would be much better to see a Mortal Kombat 3 and a half, or MK4, or whatever, with plenty of new options and features, rather than just a simple collection of three older games.



A FEW ADDED EXTRAS

It would have been quite tragic if MK Trilogy was a simple collection of the three games. Thankfully, there are a few extra options to spice up gameplay. There is the Two on Two Kombat option, where both players choose two characters to fight with - sort of like tag-team but without the option of directly being able to switch between the two mid-fight. 8 Player Kombat is much more useful though. Each player chooses four fighters to control, and embarks on a mini-tournament. To make things even more interesting, when reaching the final few rounds the computer switches character control around so you can see which player is the better of the two.

Also included is a new special move called Brutality. The Brutality a slightly more gruesome form of a fatality (well, how much further could they go?), and is a little harder to pull off. Of all the extras, the Aggressor mode at first glance looks the coolest. Every time you perform an unanswered attack (like a combo), a letter appears on the screen. When you spell 'Aggressor', your character speed and power is increased. The only problem being that by the time you've spelt Aggressor, the other fighter has almost certainly had it.



OH! YOU BRUTE!



FIESTY LITTLE BUGGER AREN'T YA?



COME ON... GIMME A HUG...



SHHLOCK!



EWWWW!



I KNOW A PAPER FAN ALWAYS INSPIRES FEAR AND TERROR IN ME...



TAKE YOUR PARTNER... AND SWING HER AROUND.. DOESY-DO!

It sure is Kombat

The Mortal Kombat Trilogy is made up of (just in case you still haven't worked out that you are in fact presently reading a games magazine) the three Mortal Kombat games. Rather than having a menu screen and choice of playing a straight incarnation of a Kombat, Williams have opted for combining the trilogy into a whole. All the bits that made MK so popular (and anything else that appeared in any of the three), have made it into this one. On top of that, the conversion is nothing short of top class.

There are 32 of your favourite characters to choose from - including different versions of the same one. For example, there's Raiden with funky, round and ultra-cool head gear and Raiden sans funky, round and ultra-cool head gear. Smoke, Rain, Noob Saibot, Shao Kahn, and more of those unsavouries are there, so variety in Kombatants is not a problem. The Kombo meter rears it's head in this one, as well as those trivial Kombat Kodes (how many of you actually bothered?). Fatalities, Babalities and Friendships are in abundance here, so if the sole purpose in beating your opponent was to unleash a rather gruesome fatality you won't be disappointed.

On the audio and visual side, this is a perfect arcade conversion. The graphics are crisp, clear and colourful. The player sprites look and feel just right. Mr. Kombat announces the action with a familiar quality, and I'll even go as far as saying that the crucial fighting sounds (like body parts connecting with other body parts) sound even meatier and more aggressive than ever.

Think long and hard.

Overall though, Mortal Kombat Trilogy is a disappointment. There really aren't enough new features to cause even the staunchest of MK fans to salivate with anticipation. There may have been about n to the nth number of Street Fighter 2 games, but they tended to get really cool new features and the odd facelift or two. Point in case is Street Fighter Alpha 2 - enough in there to warrant a look even if you own a previous version of the series. Not so with the MK Trilogy. If you've owned a Kombat game on any system (especially MK3 on PlayStation), there's no real point in buying this. If you've never played a Kombat and like ultra violent, over-the-top fighting games, it's worth a look.

AVAILABLE: NOW

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: WILLIAMS

PRICE: \$99.65

RATING: MA15+

VISUALS

72

A perfect arcade conversion. Blood and gore galore.

SOUND

75

That Kombat voice always gets my blood pumping

GAMEPLAY

73

Fine 2D fighting with a couple of extra features to keep hardcore MK fans happy.

LONGTERM

75

You've done it all before, but there are heaps of characters to choose from.

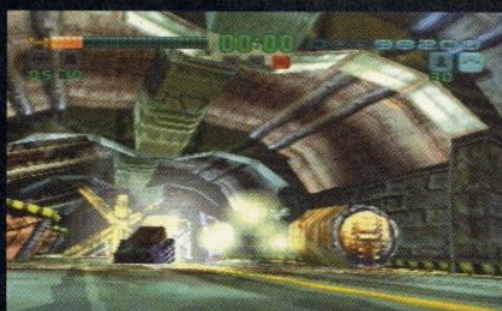
OVERALL

75%

It's the Mortal Kombat games - nothing more, nothing less.

Tunnel B1

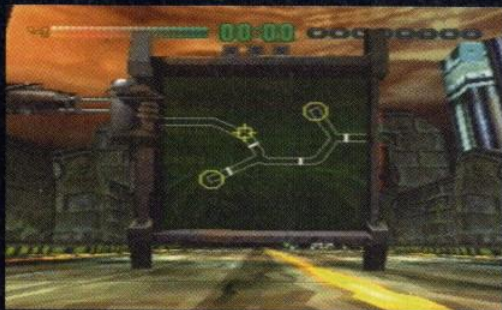
How could we resist a joke about Bananas In Pyjamas and dark tunnels? With great restraint. Tunnel B1 is in fact, quite simply, a stunner. ELIOT FISH takes you on a ride...



LOVELY CIVIL ENGINEERING... SUPER EFFORT THAT...



ROOOOXANNE... YOU DON'T HAVE TO PUT ON THE RED LIGHT.



BREAKTHROUGHS IN TURNOFF SIGN TECHNOLOGY...



YEP... IT'S A TUNNEL...

My life will never be the same again. I awake at night in a cold sweat, my head pounding with the blaring noise of machine guns, laser turrets and the image of hurtling into a dark chamber packed with hundreds of deadly mines, their red beacons popping out of the darkness before me. I try to fight my ship's suicidal velocity, but nothing can stop me, I'm ripping through them... NOOOOOO!!!! This is no dream, either. Tunnel B1 is very real... I feel battered, bruised and my nerves are SHOT. It rocks, and it rocks HARD.

Take Your Time

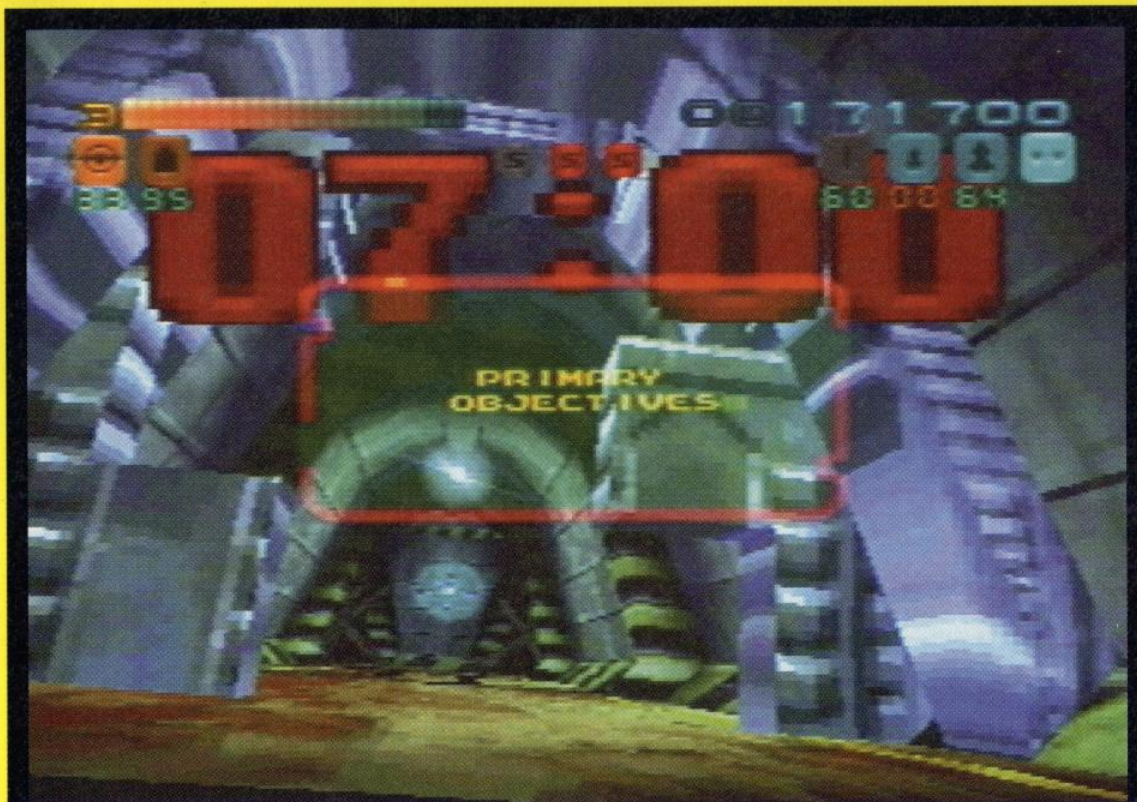
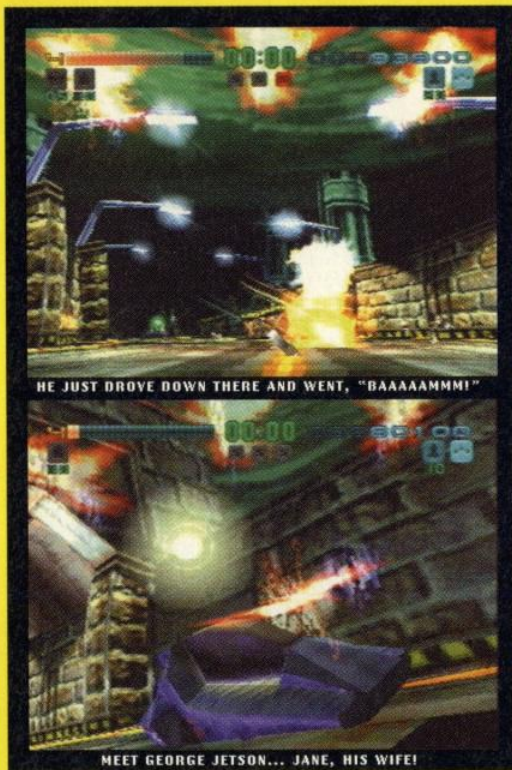
At first you may be confused. Your ship seems too close to the ground, the upwards perspective makes you want to push forward on the control pad to lower the nose of your craft... but this will pass. As you begin to cruise down your first tunnel, you'll discover how accurate your machine guns really are and how to interact with your environment. It may take until the second level, but soon everything will feel "right".

The controls for Tunnel B1 take a bit of getting used to - I'll admit that I totally re-configured the control pad (every damn button is used - and there's a lot to execute all at once). The shoulder buttons can be used to cycle through your primary and secondary weapons, strafe and gain missile locks. Add to that an acceleration button, firing buttons, missile UN-lock and reverse. Now try and accelerate, placing a mine at a blocked grill whilst firing your machine guns at turrets on the other side of the grill and firing a flare to distract enemy missiles being fired at you from behind. Well, before you know it, you'll be doing all of this at the blink of an eyelid. It's a necessity. Or you'll die. Oh... don't forget that there's a time limit too... the door to your exit is probably going to shut before you get there. It may sound frustrating... and it sure as hell is HARD... but it's the ride of your life. And when you successfully finish a level, you'll be shaking like you've just survived a major trauma.

Penetrate the Fortress

The basic plot (as if you really care) involves a devastating weapon of Armageddon, locked away in the depths of a fortress and it's up to you to slowly penetrate the outer defences and make your way into the bowels of a mechanised complex. Tunnel B1 is certainly not an easy game. It starts off quite placidly, but by the third level you'll be crying into your clenched fists... and it just keeps on getting crazier. The rumbling soundtrack is awesome and the audio effects are some of the best I've heard. As far as the visuals go, you'll be grinning ear to ear throughout the experience. Texture-mapped polygons, lens-flares, transparencies and all animated oh-so-smoothly.

Tunnel B1 an astounding game. Go get it.



EXIT OR DEATH

Tunnel B1 has elements of Descent, Mechwarrior and even Wipeout. You must carefully navigate ever increasingly complex tunnels, gathering weapon upgrades and powerups whilst completing mission objectives such as destroying reactors and retrieving weapons. Usually though, your objective is simply to make it through to the exit. It's hard enough finding out how to unlock doors, navigating chambers full of laser turrets and getting to your energy power-ups before they count down and go radioactive. The level design is excellent, and not for the faint hearted. Everything happens at a break-neck speed as your craft is a fast little bugger, and time is ticking down, so you'll get to the point where it's easier to let off a booster and plough through a room full of mines and missile-launching bots, just because you can see the door closing at the other end! Thank God that the game pauses when you check your map... everywhere you go there's enemy gun-fire, twists and turns, stuff to collect and a game of chase or pursuit happening with you caught in the middle.

AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: ONE
PUBLISHER: OCEAN
PRICE: \$89.95
RATING: G8

VISUALS
94
Gorgeous, superb, unbelievable, amazing.

SOUND
95
Fantastic soundtrack makes this feel like a big hollywood movie.

GAMEPLAY
93
It'll knock your socks off. Totally ferocious.

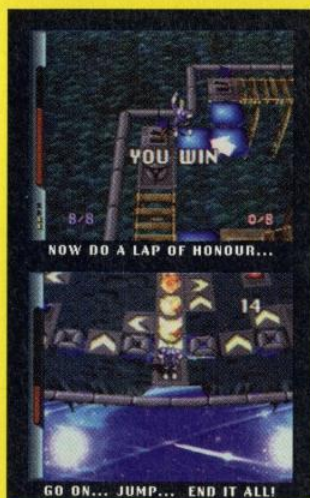
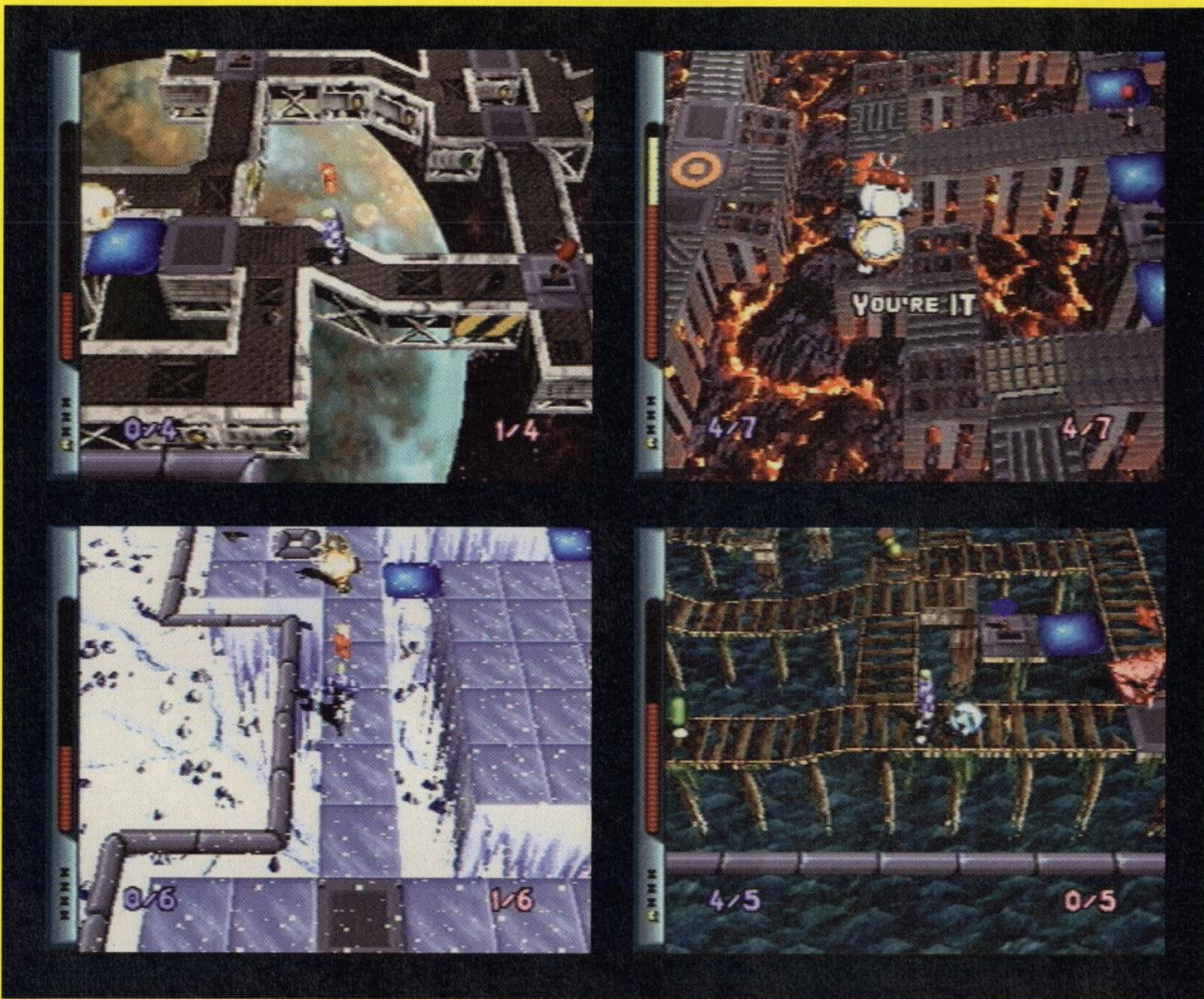
LONGTERM
90
It's bloody hard and long. Ahem.

OVERALL
92%
I love it, love it, love it. And if you like tough, frenetic action romps, you will to.

Grid Runner

Virgin bring us a futuristic game of tag?

DAVID WILDGOOSE straps on the running shoes and races for the Hyper crew.



I've been pondering this for a while now, racking my brain and scratching my head with great vigour, but I don't think I've seen anything quite like Grid Runner before. Although it does remind me of a few other games at times - there's a little bit of Pacman, a sprinkling of Lode Runner, a touch of ancient C64 game Lady Tut, and a dash of some old console maze game whose name I can't recall - it's undoubtedly true to say that Radical have created something unique. And how refreshing that is!

Grid Runner, you see, is a "Tip" or "Tag" simulator. You know Tip, don't you? Charging recklessly around the school playground straight through the endless games of handball, avoiding the teachers trying to tell you off for running on the asphalt, hiding from your friends because you don't know if they're "it" or not, and skulking in the toilets that you've decided to make "safe" so you can have a cigarette without worrying about getting caught (by your classmates and the teachers). Grid Runner is just like that. Except without the grazed knees. But with flags. And monsters.



THE TOMB RAIDER LEVEL?



HMMMM...



YOU BRING YOUR SKATES?



YES MASTER...

Capture the Flags

Essentially, the one and two player games are exactly the same. The goal in each is to capture flags and stop your opponent from doing likewise. The only difference is that the opponent is computer-controlled when you're by yourself and, as you would not unreasonably assume, played by a friend when you're not. Needless to say, however, it's much better when you have a friend to chase around.

The play area is always some sort of maze. Depending on which stage you are at, this maze might take the form of shiny metal sci-fi walkways, rickety ocean-worn boards, sleek lava-spanning platforms and many more. They all look attractive enough, though clearly Grid Runner is no visual extravaganza. Anything fancier would have cluttered the screen and probably ruined the supremely pure gameplay, anyway. I'm pleased to report that the top-down 3D view works well and actually adds to the atmosphere, in that you can always see just enough of your surroundings to get your bearings and move about, but never enough to avoid those nasty moments of surprise when - "Aaargh!" - you turn a corner and stumble directly into the path of your opponent who's "it". In situations like this you'll have barely a second to react, to turn and scarp the other way.

But what about the flags? OK, at the start of the game all the flags are a neutral white and neither player is "it". The first player to reach and capture a flag will have it turn their colour (either red or blue). It's then up to the other player - who is now "it" - to try to catch the first player and "tip" them. Once they manage to do so, they then can start to capture flags and turn them to their colour. The aim, then, is to turn a particular number of flags to your colour. There are, incidentally, always more flags on the level than you need.

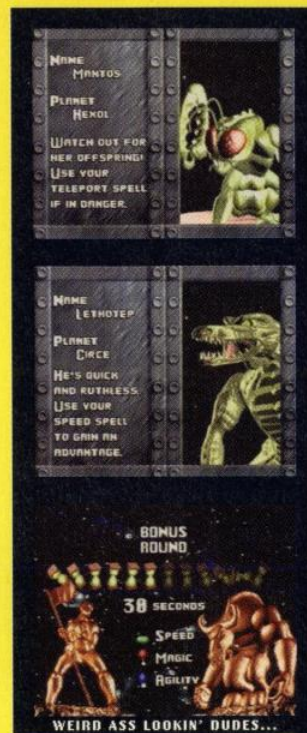
To help you with all this are a number of special abilities. Both players have a speed burst which, while it makes you faster, it does make negotiating the sharper corners just that mite trickier. You can shoot each other (which will certainly slow down the recipient of the laser fire) and you can drop mines behind you as well (to delay your pursuer or block off a passage). Explosions are, thus, gratifyingly frequent and very easy on the eye.

Magic Bonuses

Two spells are also available, if you can collect enough magic bonuses that are scattered throughout each level. Both are pretty self-explanatory - Slow makes your opponent run slower, while Teleport blinks you to another part of the level. These come in short supply, but can be absolute life savers when you find yourself in a sticky situation. Best of all your abilities though, is your building skill. With this you can instantly construct a temporary platform across the gaps between walkways. Very useful. In fact, many of the flags are located in areas that are inaccessible by any other way.

Bonus levels appear in the one player game, giving you the opportunity to pick up some more magic and also improve both your speed and agility. Unfortunately, there aren't interesting enough to act as anything more than a place to collect power-ups. But that's about the only downer I could find with this game. It's a very simple idea, and one that I initially had my doubts about how it was going to work, but it's proved them well and truly wrong. This is a manic, exciting, adrenalin attack. It's strength lies in the way it is so simple, yet prolonged play will reveal all kinds of subtleties. The two player games are especially good, particularly when they develop into fearsome, lengthy battles that swing to and fro. You can literally spend ages chasing each other round in circles.

Grid Runner may not be quite as intense and compulsive as the Bomberman games, but it can get mighty close to it at times. Watch your friends play on the treacherously slick 'n' slippery ice levels for a great laugh.



AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS: 1-2

PUBLISHER: VIRGIN

PRICE: \$99.95

RATING: G

VISUALS

80

Sweet and simple will suffice very nicely.

SOUND

62

A bit dull, actually. I want more speech and cool music!

GAMEPLAY

90

Forged from the very anvil of playability. Timeless.

LONG TERM

88

Only really lacks a "Catch & Kiss" option.

OVERALL

89%

I wanna be a Grid Runner when I grow up!

Soviet Strike

MARCH STEPNIK used to think it was three strikes and you're out, but after playing the fourth instalment of EA's legendary Strike series, he now knows this is not the case...



STUNNING, DETAILED LANDSCAPES

The in-game graphics of Soviet Strike are quite breathtaking. The landscapes are stunning and highly detailed. One mission sees you fly about a Russian alpine area. Realistic looking roads cut through snow-capped mountains, dense forests shield friendly forces from enemy radar, all around authentic looking European villages. Other missions see you in coastal areas, desert passes (yippee!) and urban areas, to name a few. The most impressive aspect of the landscapes is that EA have achieved a real sense of depth with the terrain. The mountains look and feel huge, buildings feel tall, cliffs offer sheer drops to those that happen to be standing too close to the edge. Put simply, it's very tempting on your first go at every level to just fly through the playing area and soak in the scenery and all the great work that has been put into the game.



I'M A CRAZY CITY FRESH CHOPPER PILOT...



'N I WANNA COME DOWN THERE PLAY THIS THING AND GO "BAAMMM!"



TAKING OUT THOSE PESKY HOUSING COMMISSION AREAS...



TAKING OUT QUEEN ELIZABETH IN HER HOLIDAY HOME... CVA MRS.W

The Strike series of games is now quite venerable. We've had Desert Strike, Jungle Strike, and the more recent Urban Strike. Each became a hit, but each also seemed to be more of a rehash of the earlier one. Was the series running out of steam? Many thought so. It's been two years since Urban Strike, and EA have been mighty busy preparing the Strike that will reinvigorate the classic genre. Its moved on to the 32 bit systems now, and thankfully, it will never look back again...

Here We Go Again!

Guess what? Yep, it's another crazed psychopath with too much time on his hands. An ex-KGB general plans to sweep into Russia and lay claim to all the remaining nuclear warheads and other weapons of mass destruction. Codenamed SHADOWMAN, his ultimate aim is to throw Russia back into Communism (it's good for business), not to mention start WW3 (now where would games be without the threat of a third world war?). Anyway, you are part of STRIKE, the shadow organisation with the task of stopping the bad guys. STRIKE is an organisation so secretive that only a few know of its existence - not even the good old President himself. It's time again to get into your trusty Apache helicopter and unleash all the devastation and mayhem possible, all in the name of world peace!

Soviet Strike is about blowing things up. And we wouldn't have it any other way. Using the 32-bit bag of tricks, EA have provided a major facelift for an aging series. Everything that made the Strike series so popular is back, only better. Much better. The first thing you'll notice when popping SS into the machine is that the Strike series has gone FMV. Gone are those dull and rather tiresome static mission briefings and cut-scenes - SS features top quality fast paced video to set the game scenario. Real actors, great looking sets, and a presentation somewhere between the dark bits of The X-Files and the explosiveness of any big budget action flick.

And the FMV is not restricted to just the introduction and cut sequences; it pops up regularly throughout the game, even mid-mission. The missions are much more detailed too. While going about your primary objectives, you'll often get an transmission (or v-mail, if you like) from a comrade with an urgent message to rescue an important person or attack a different target (or something along those lines), which changes the overall mission goal.

For example, in one mission you must destroy the enemy's radar so that you can conduct covert espionage activities in that area. After taking out the first radar, an old co-pilot of yours calls for your help - he's at a POW camp and is about to be executed. You've got to get there in time before they can shoot him. And don't think just flying in to the thick of it and unleashing your arsenal will ensure success. Using the "back door" technique is also risky - for example, once they've spotted you flying over the mountains, enemy guards will ski to the nearest base and alert them of your presence. You must take care of them before they can do this, or you'll run into extra trouble at the next clearing.

Soviet Strike calls for planning and the use of clever tactics to accomplish mission objectives. The missions get progressively more interesting as well. Fly to Black Sea to prevent the hijacking of the ICBM (good guys) sea fleet, counter attack enemy forces, recover a captured nuclear power plant. Your search for the SHADOWMAN even takes you to the streets of Moscow for a bit of the old carnage and destruction.

Multiple Camera Angles

You have a choice of two gameplay options: Classic camera and Chase camera. Forget Classic, Chase is the only way to go. The camera is fixed behind the chopper, and the entire landscape rotates around you to keep your chopper always pointing up. This is where the sexy new 3D engine comes into play. Rather than flat, "pasted-on" buildings and terrain as seen in the earlier Strikes, the terrain is 3D. Buildings have four solid sides as do all other game structures. Very tasty indeed.

Behind the new look of Soviet Strike though, lies the trusty gameplay that made the series a hit. Urban Strike disappointed many in that there wasn't enough new or innovative features to break it from the mould. While SS doesn't stray too far from its basic roots, this new incarnation has enough to make it an irresistible play. Strike fans will love this, as will newcomers. This is definitely one for the Xmas list.



BAAAAAMMM!



I LOVE THE SMELL OF PORRIDGE IN THE MORNING...



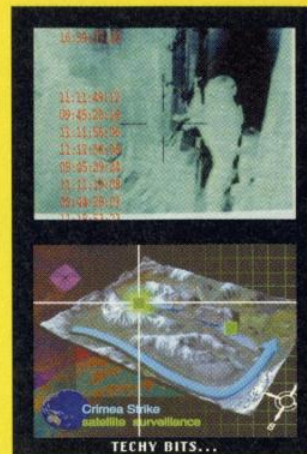
BURN BABY BURN! CHERNOBYL INFERNO!



TAKE OUT THAT TRIO OF SCHOOL BUSES CAPTAIN...



NOW THAT'S A BIG POOL TOY...



AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS: ONE

PUBLISHER: EA

PRICE: TBA

RATING: TBA

VISUALS

94

Terrain looks fantastic and light sourcing from explosions are a neat touch.

SOUND

90

Hook it up to the stereo - the chopper sounds are the most impressive and realistic yet. The winch noise also did things for me...

GAMEPLAY

92

It's another Strike game, but with more detail and variety. The new Chase camera angle is very, very sexy.

LONG TERM

90

The missions are anything but easy, and completing some of the later ones brings immense satisfaction.

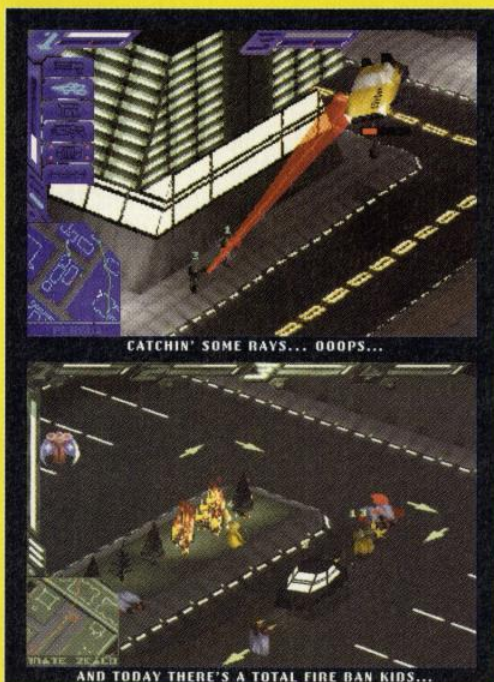
OVERALL

90%

One-person mass-destruction has never been so much fun. A must have for those that enjoyed the other Strikes.

Syndicate Wars

Stalking the city streets and filling terror into the hearts of the honest citizen... No, DAN TOOSE isn't rolling old ladies for kicks, he's playing *Syndicate Wars*.



Bullfrog love to create point and click real time strategy games, don't they? Populous, Powermonger, and of course the classic Syndicate. Syndicate warranted a sequel, and it comes in the form of *Syndicate Wars*. *Syndicate Wars* is set 95 years after the first *Syndicate* game, which saw the EuroCorp Syndicate rise to power. EuroCorp have computer control chips lodged in the average citizen's brain to help assure their world domination is constant. A group of the world's top ten scientists work on mind expansion processes for EuroCorp, and happen to enhance their own minds to a point where they see a vision to lead the world out of EuroCorp's control (and into their own, of course). Nine of these scientists form the Church of the New Epoch, while the tenth goes off to lead those free thinkers (the Unguided) who will follow neither EuroCorp or the New Epoch. All this amounts to open global corporate warfare, where the player either helps EuroCorp maintain its grip on the world, or leads the Church of the New Epoch to its supposed destiny.

We Come In Peace... Shoot To Kill...

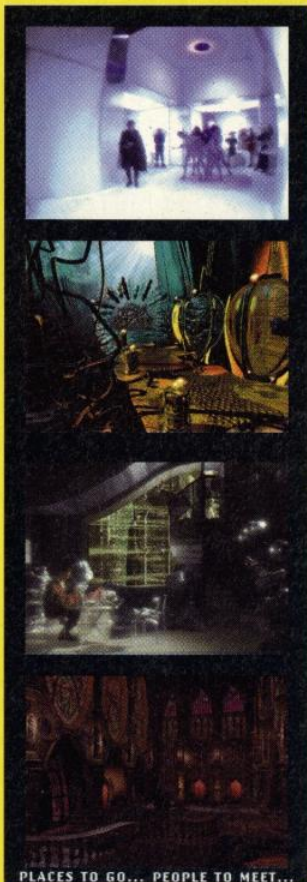
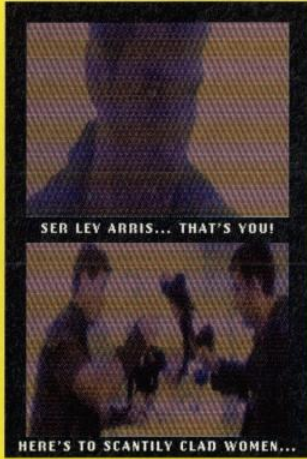
The above mentioned plot shapes the various missions that EuroCorp, or the Nine give you. Missions can be as ridiculously uncomplex as "Clear the industrial sector of Unguided", or convert a particular individual to your own ranks through the use of a Persuadotron or an Indoctrinator, through to almost anything you could think of in corporate espionage. You're briefed on what to do, given a chance to equip yourself appropriately, and then your four agents are dumped into the city streets.

Syndicate Wars may disappoint a few fans of the original *Syndicate* game, mainly due to the use of VGA graphics for the sprites within the game. *Syndicate Wars* features a 3D cityscape which the player can spin around so as he or she can view it from any angle... unfortunately this seems to have taxed the speed at which things run in SVGA enough to force VGA sprites. The player can drop the SVGA backgrounds, which bumps the game speed up considerably, but VGA graphics are a bit of a downer in a sequel of an SVGA game. There's also a "Deep radar" function which allows the player to see their agents through buildings which are in the way (although this also puts a little extra stress on the game speed).

No disappointments in the audio dept. though, with screams of terror and pain, police screaming "Halt!", and all that stuff you want to hear in this sort of game. Not quite up there with a game like *Gene Wars* for sound, but it's good enough.

Privateer 2 - The Darkening

Wearing big black coats, picking up women in skimpy outfits and smuggling drugs... naturally DAN TOOSE took to Privateer 2 straight away.



The first Privateer game was wonderful, being a cross between Elite and Wing Commander. It really was Elite, with a plot thrown in, all in the style of Wing Commander (graphics, flight engine, the lot). Well, surprise surprise, Privateer 2 - The Darkening looks to be the result of the successful Wing Commander 3 & 4, utilising the vastly improved flight engine and graphics, and the FMV video sequences to help carry the story.

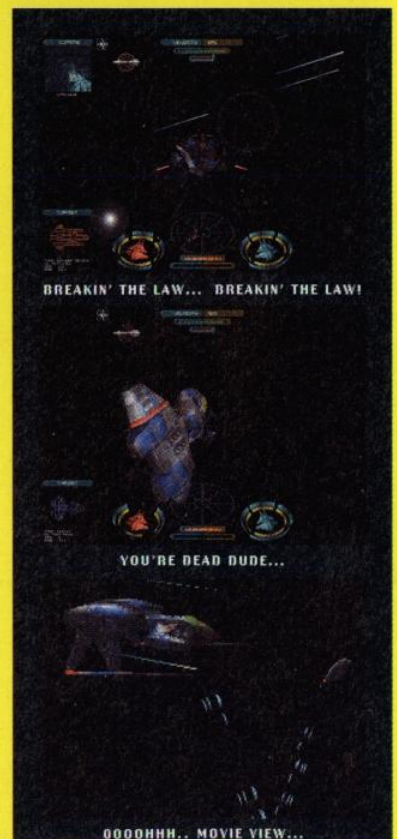
There's a plot, and it's actually a fairly engrossing one. You are Ser Lev Arris, a poor chap who was found in a cryo pod in a spaceship that went down under heavy attack from unknown assailants. Lev has lost his memory of his past, but it's obvious that he was involved in something very big, because lots of people seem to want him dead, and all information on his past seems to have been deleted from public records. You have to go through the game using public records systems to figure out which corporations, people and places hold the key to finding out your past... and of course by zipping around the galaxy and shooting down the baddies!

Like being at the movies...

Privateer 2 looks stunning. The graphics are comparable to Wing Commander 4, perhaps very slightly better. Once you've seen Privateer 2 on a high end Pentium, there's really no turning back. It runs well on a P133, and like a dream on a P166. The only effect which was a bit of a let down visually (in combat) was the explosions, which tend to look way too small considering the size of the ships. There's lots of different views to use, but naturally most are quite useless in actual gameplay.

The other visual aspects of Privateer 2 are the FMV and the various stills of all the spaceports. The stills are gorgeous, and the computer interface bits are cool... the FMV though is really horridly interlaced, and looks nowhere near as good as it could be. Even though interlaced video is the Origin way, it's a step backwards in quality from what we saw in Wing Commander 4, although the acting is quite good, and the atmospherics are all there.

The sound is almost completely customizable, and thus quite good. In-flight speech is quite good, and there's nothing like having your computer murmur to you about how great your last shot was. Occasionally the music is a tad loud in the FMV, and can drown out the speech, but it's all good and themely.



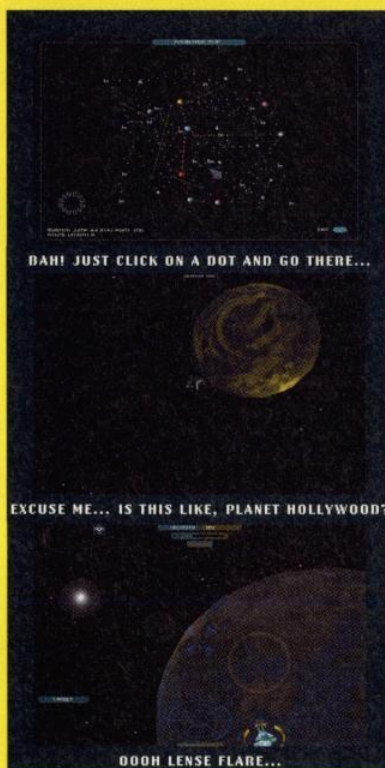
Go Anywhere You Want...

What really makes Privateer 2 so cool is the gameplay. It has a very cool flight model, an easy to use navigation system, trading and money making ventures, a storyline which you can pop in and out of at your own leisure, and a vast array of ships to buy and outfit with all sorts of futuristic goodies. The flight model is just right for space combat, it has that "go any way you want to" thing down pat. Simple controls make getting the most out of your craft is quite easy. The navigation system is very straight forward, and if you're flying solo, then you can just jump to anywhere in the game in an instant. However you may be on an escort mission that requires you to make the journey in little jumps, which can only be made if your area is clear of hostile ships. This can get extremely frustrating as pirates tend to pop in quite frequently, but that's the risk one takes with an escort job.

The actual missions you can take include simple escort runs, seek and destroy jobs, parcel pickups, patrol runs, and then more elaborate stuff, like following a bunch of riddles and puzzles to go from nav point to nav point around the system in search of a hostage or stolen goods. You can always earn cash by hiring a cargo ship and buying and selling commodities at various starports around the game. These money making ventures can be taken on at any time, which means if the next part of the storyline is too difficult for you to tackle right now, you can go beef up your ship a bit after some optional missions of your own.

There are tons of goodies to buy, including new ships (which have different handling, shields, gun mounts, etc), a variety of guns, missiles, shield boosters, afterburner boosters, auto repair units, etc. It soon becomes obvious that some missions will require a much more powerful ship to pull off than what you have, so you'll have to come back to them later.

Privateer 2 - The Darkening is a fantastic game, that will keep anyone who even vaguely likes Wing Commander or Elite style games amused for hours and hours.



AVAILABLE: NOW
 CATEGORY: SPACE
 PLAYERS: ONE
 PUBLISHER: ORIGIN
 PRICE: \$79.95
 RATING: M15+
 REQUIREMENTS: P75, 8MB RAM, 2XCD

VISUALS
92
 The space combat is brilliant, and the graphics are really only let down by interlaced FMV.

SOUND
90
 Speech in flight, good SFX, and complete user control.

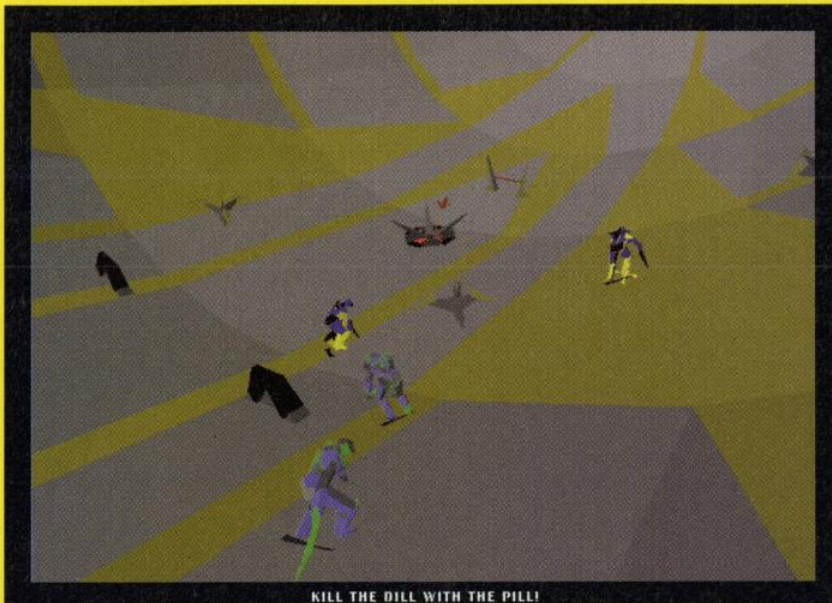
GAMEPLAY
95
 Good plot, cool flight engine, lots of options and missions... great.

LONGTERM
91
 Once you finish the storyline it might wear off, but there's lots of building up to do.

OVERALL
92%
 All the best elements of Wing Commander and Elite in one package. Great stuff.

Hyperblade

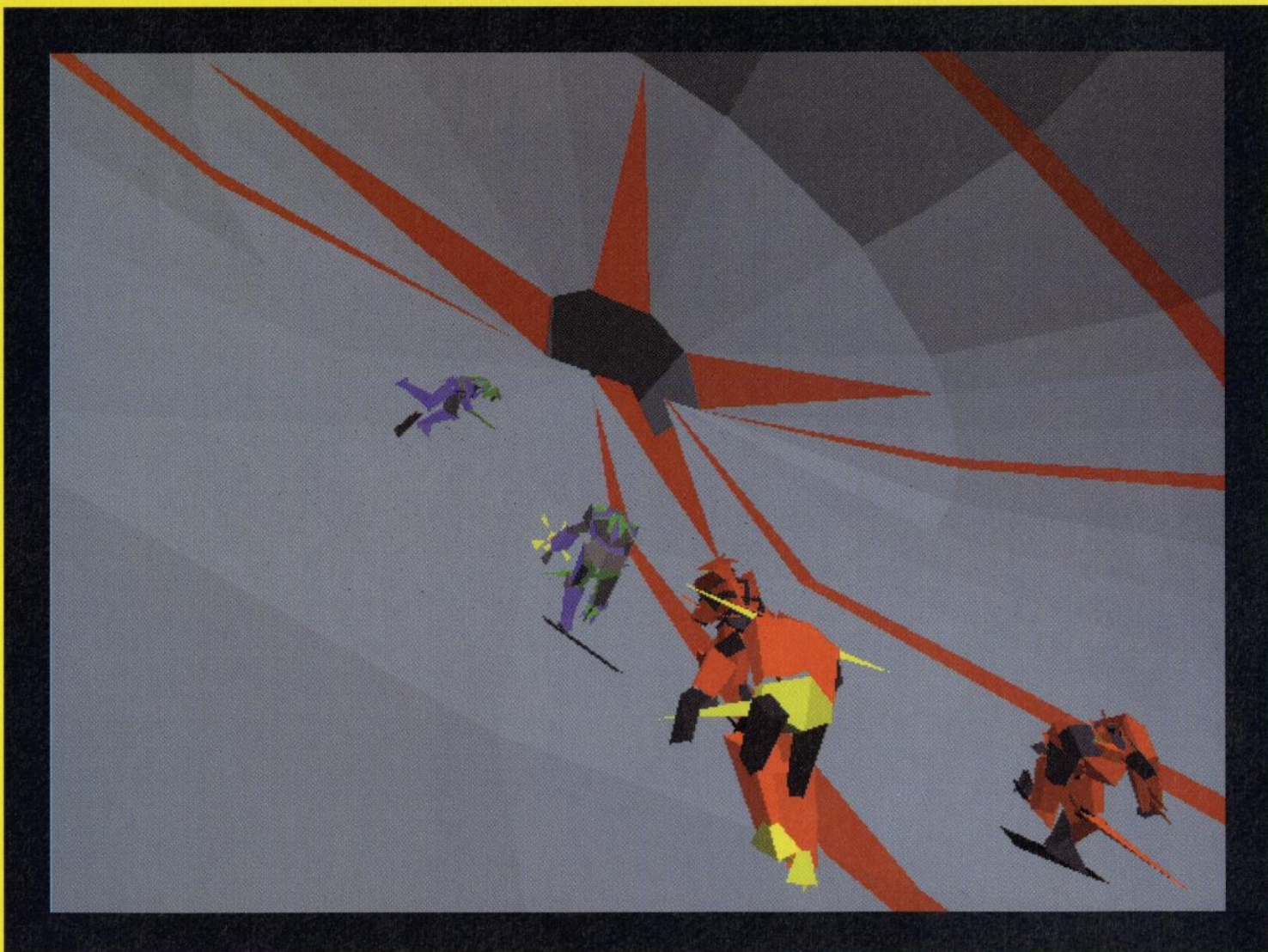
It seems to be the go in the video game industry to name crappy games after our mag... DAN TOOSE pulls on the skates and checks out if this one's another namesake dud...

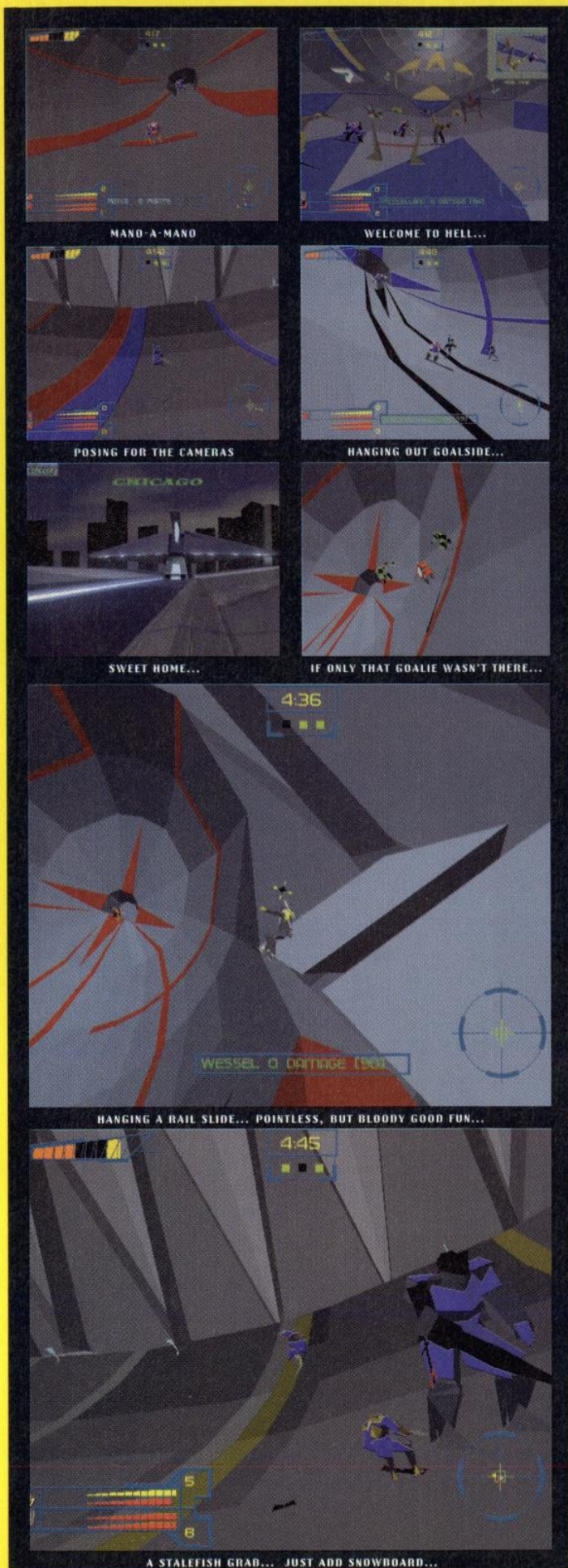


KILL THE DILL WITH THE PILL!

Well, it looks like it's finally happened... After Hyper-This, and Extreme-Hyper-Crap-Do-Da... there's a game with the word "Hyper" in it that isn't a load of steaming poo. Decent sports games are often few and far between on the PC, not because of any real lack of programming talent out there in the industry, but simply due to the fact very few PC sports games have a good feel to them with the use of the keyboard controls, or even the digital gamepads out there. Hyperblade looks to be a very playable PC sports game, having the control and fast paced action that sporting gamers demand.

Hyperblade seems to be severely influenced by either a game like Speedball, or a movie like Rollerball... probably more the later. In the year 2020, a street sport involving roller blades, a hunk of rock and improvised hurling (and maiming) devices became very popular. Although extremely underground its popularity rose to a point where little over ten years later, an official International championship came into existence, with teams from Moscow, New York, Leeds, and Chicago making up the THL (Transitional HyperBlade League). Over the years the THL survived the rise of another HyperBlade League, which saw the level of violence in the sport increase dramatically to appease the crowds, and now the year is 2065, with twelve teams in the THL. You must guide your team to glory through speed, skill... and brute nastiness.





Waiting for the death blow...

The first thing you notice once you start playing HyperBlade is the extreme emphasis on using violence as a means to victory. Whether or not you do it by skilful skating and shooting, or by wearing your opponents down to a bloody pulp, victory is determined by who can score the most points. The playing field is really not dissimilar to the inside of an old German Zeppelin, with a goal at either end of the field. Littered throughout the playing arena are an assortment of obstacles and devices which can either help or hinder a players progress through the drome. Some of these items can be as simple as ramps, with which you can go and gain some air, while others are laser hurdles, which can cause the demise of a beat up player not paying attention to where he's going. Particularly nasty are the turnstiles, which have razor sharp blades attached to them. Skate through and you set them spinning... skate into them when they're spinning... and your head could be filing a divorce from your body.

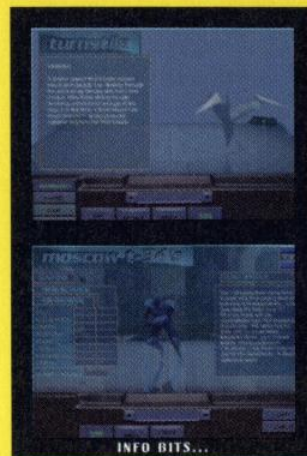
It actually seems quite difficult to sustain enough damage to actually kick the bucket if you play the standard 3 minute periods. However, bloodthirsty gamers out there will be quite chuffed to know that when a player does buy it, their heads come off quite cleanly and roll along the surface of the drome with stunning realism... and yes... their bodies do keep twitching until you substitute them.

Fast Paced & Action Packed

Each team has a goalie, two offensive/defensive players, and two subs. Player controls are quite simple, with a button/key for attacking, another for a burst of speed, another for passing and changing player, and the last button for shooting. The other controls are the standard forward, stop, left and right thing that you'd expect, with combinations of buttons and directions making for specific moves (like down and attack comes out as a leg sweep, etc). It really only takes a few minutes to get a grasp of how to make your player scoot around the drome as you'd like him to.

While the game is very fast paced, and action packed, the fact that there are only six players on the field the whole time can lend towards the game becoming a tad repetitive. There's only exhibition matches, and the tournament, which really is just a set path of playing through against all the teams for the world title. Of course the multiplayer gaming is great, if you have the means. Grab the rok (ball), skate like hell to the upper edges, pelt in across the goal face and shoot once the goalie leaves his line. If you're into a serious challenge, playing HyperBlade on the high difficulty level will keep even the best gamers having to play at their best to keep up with the competition, so there's a bit of longterm quality there.

HyperBlade is definitely one of the smoothest, fastest sports games on the PC, with better than average audio-visual qualities, and intuitive enough gameplay to keep most folks entertained.



AVAILABLE: NOW
CATEGORY: FUTURE SPORTS
PLAYERS: 1-4
PUBLISHER: ACTIVISION
PRICE: \$89.95
RATING: G8+
REQUIREMENTS: WIN 95; P90; 2XCD

VISUALS

86

The 3D graphics are smooth and fast, but just a tad sparse at times.

SOUND

85

The crowd cheers, your players wince in pain for the big hits... what more do you want?

GAMEPLAY

89

Intuitive controls make this a very playable and enjoyable game.

LONGTERM

78

A good game that would really benefit from a few more options. Network play is good though.

OVERALL

86%

A good straight up violent sports game.

Screamer 2

The first Screamer was a Ridge Racer rip off for the PC, but Screamer 2 is a whole new beast. GEORGE SOROPOS has a silly smile on his face...



The PC has been the home of simulation games since they first appeared, mainly because the first PC heads liked to think of themselves as 'serious' computer users. And what could be more serious than flying around a wire frame landscape in a pretend Cessna? Hey, not much. Thankfully these 'serious' computer users all got RSI in the late 1980s, bought hobby farms near Byron Bay and disappeared up their own bottoms, leaving us gamers to rediscover the true purpose of this technology - to have fun! And fun is what Screamer 2 is all about.

Modes, Tracks and Surfaces

In essence this is a rally driving game with the tracks consisting of a variety of different surfaces - mud, gravel, bitumen, snow and sand. You start the game by choosing your team. Unfortunately there are only four, which means that there are only four cars on the track during the races (a few more would have been nice). You then choose the type of game that you want to play. There are four different options here: Arcade mode, Championship mode, Time Attack mode and Multiplayer. If you go for the arcade mode you can choose any one of the three available tracks to race on, as well as which car you want, and also set the abilities of your opponents. The Championship races award points to each team as you progress sequentially through the tracks and if you're ahead on points after three races you are given a new track to blast on while the Time Attack game is a more traditional rally driving affair with the player racing against the clock to beat the rest of the field.

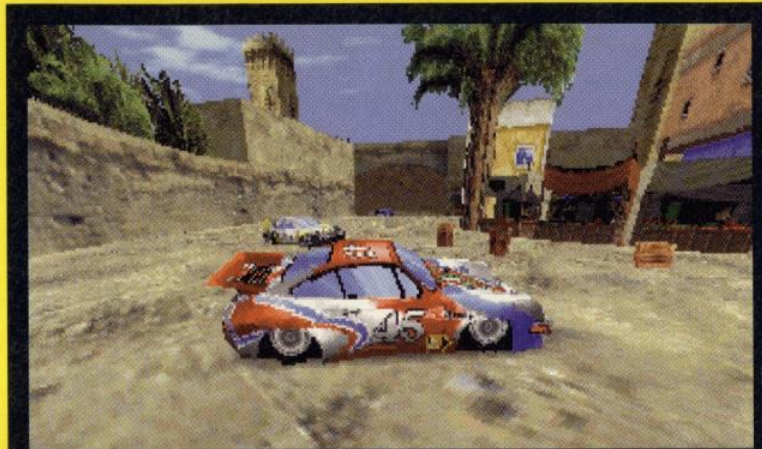
All up there are seven tracks to race on with the ones you have to earn being the best, so it's important to get on top of the computer if you want to race on them. This is easier said than done though as there are a lot of tricky corners on every track which the computer players can handle a lot better than you! To win at Screamer you will have to perfect the art of power sliding and make very few mistakes. So what about the bleedin' cars then?

The Bleedin' Cars

Screamer 2 gives you a choice of four cars, and the great thing about them is that they all handle completely differently. There are two four wheel drive machines, which handle the loose stuff really well, a front wheel drive car which pulls itself around corners quite nicely (must have a Wankel rotary, ha ha) and a Porsche 911 lookalike which has great acceleration and straight line speed but corners like a surfboard with no fins! You can choose between manual or auto transmission and, in the Championship mode, decide on tyre pressure, brake balance, suspension stiffness and other such things. There is also a secret car unique to each team but you'll have to work out how to find those for yourself!

To top it all off there's a fine selection of pumpin' techno tunes to accompany you around the track, with one 303 piece in particular being good enough to fill the dance-floor of any decent club in the country! I haven't even mentioned the fact that you can play Screamer 2 networked with three friends, and this is the best fun of all!

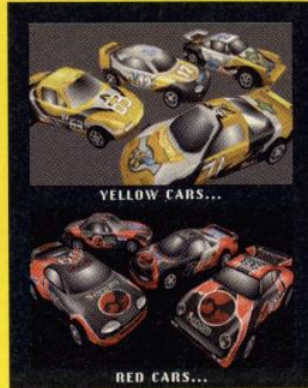
Screamer 2 is one of the best driving games around for the PC at the moment. Get behind the wheel!



A PORSHCE GOING NOWHERE... WOW!



IF YER DETERMINED TO RACE IN A TRUCK RATHER THAN A SPORTS CAR, YOU MIGHT BE A REDNECK



YELLOW CARS...

RED CARS...

AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-4

PUBLISHER: VIRGIN

PRICE: ??

RATING: G

REQUIREMENTS: ?????
?????????

VISUALS

88

SYGA modes won't work unless you've got a P166 but the YGA graphics look great anyway.

SOUND

89

Cool techno tunes to keep you boppin'. If you don't like techno - tough luck.

GAMEPLAY

86

A fun driving model rather than an accurate one. Nothing wrong with that!

LONG TERM

84

A couple more tracks would have been nice but, as usual, network play should keep this one on your hard disk for a while

OVERALL

86%

A nice piece of work from Virgin. One of the funniest (and best) driving games on the PC



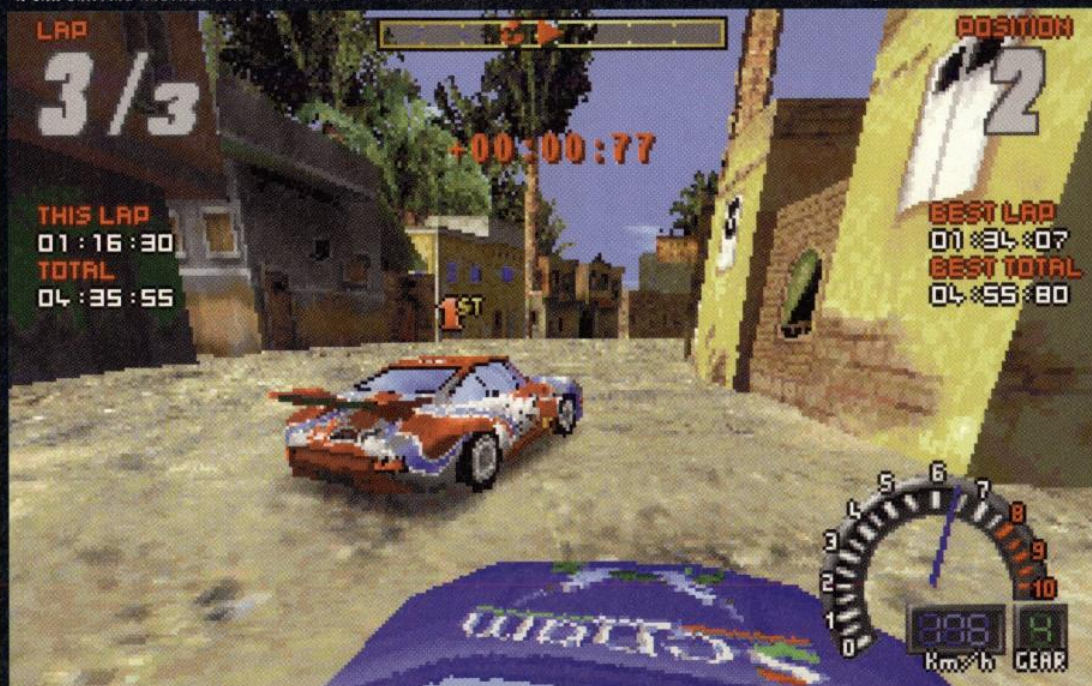
A CAR SNIFFING ANOTHER CAR'S BOTTOM...



I'M PUTTING 5 DUCKS ON THE CHOPPER...



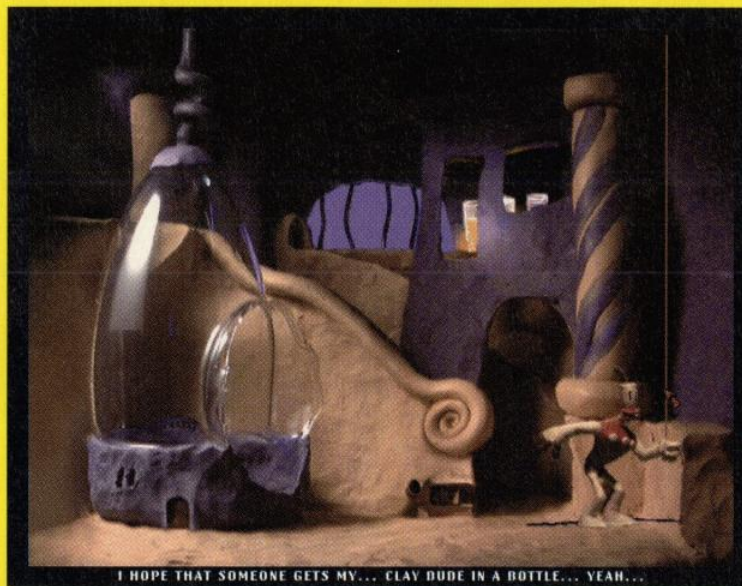
TAKE A PHOTO, THIS IS MY BETTER SIDE...



WHY GEORGE, WHAT A BIG BONNET YOU HAVE...

The Neverhood

Doug TenNapel created everyone's favourite earthworm, Jim. Now he's come up with another masterpiece and GEORGE SOROPOS has a puzzling good time...



I HOPE THAT SOMEONE GETS MY... CLAY DUDE IN A BOTTLE... YEAH...

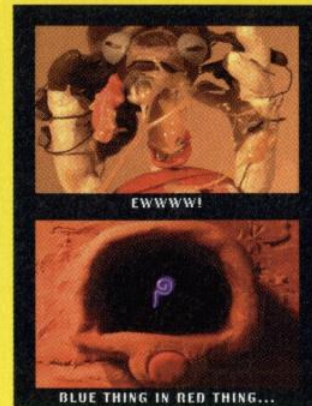
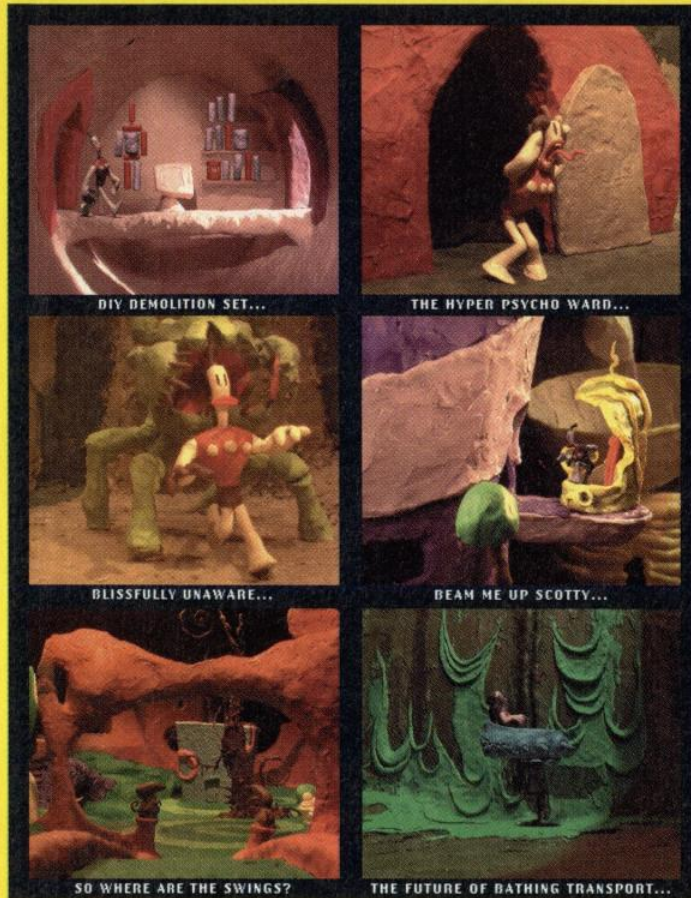
"And now for something completely different..." How about an adventure game made with three tons of clay? Neverhood is a fantasy fable about Klaymen, the player's alter ego, and his search for knowledge to bring about the restoration of peace in his land. The sharp eyed among you may have picked out some aesthetic similarity between Klaymen and that heroic worm guy Earthworm Jim. This is because Doug TenNapel, who designed Jim, was also heavily involved with the development of Neverhood along with Dreamworks Interactive (Stephen Spielberg, Jeffrey Katzenberg and David Geffen are the three very wealthy backers) and Microsoft. As you can see from those names, this title has a pretty major force behind it. I guess you'd need to if you were going to make a game out of a truck full of mud!



The Creation Myth

The story of *Neverhood* is a bit like the fable of creation according to Genesis in the Bible. A Robot deity called Hoborg built the world of *Neverhood* so that there would be a place in which his other creations could live. Unfortunately one of Hoborg's new minions, Klogg, wants to overthrow his creator and take power for himself. This, of course, is where you come in. As Klaymen you must search out the clues to the creation of *Neverhood* and figure out how to stop Klogg. Lying around in the various rooms, chambers and tunnels are video tape thingies which, when placed in the appropriate machine, will show you piece by piece the tale of creation and give you clues as to what's going on.

Your quest isn't as easy as that however. *Neverhood* has over sixty puzzles, heaps of traps and secret rooms as well as some pretty bad dudes, like the 50-foot high Robot Bill, to get your head around. The great thing about *Neverhood* though is that it's fun to just sit back and watch sometimes. The animation and characterisation have been done so well it's like sitting through a session of your favourite Looney Tunes cartoons or watching an Aardman short film! And you don't need to worry about dying or anything (how do you kill clay?) because there is only one point in the game where you can actually die and it's very well-signposted (ie there's a sign saying "Jump in here and you will die!" - let's see how many of you can resist).



AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: ONE
PUBLISHER: DREAMWORKS
PRICE: \$79.00
RATING: G
REQUIREMENTS: 486DX66, 8MB RAM, 2XCD

VISUALS

92

A totally original look and top marks for effort. The graphics don't just tell the story, they ARE the story.

SOUND

88

Again an original approach with the use of off beat Jazz and Blues tunes that fit the gameplay perfectly

GAMEPLAY

86

Straight forward puzzle solving enhanced by the humour and charm of the animation.

LONGTERM

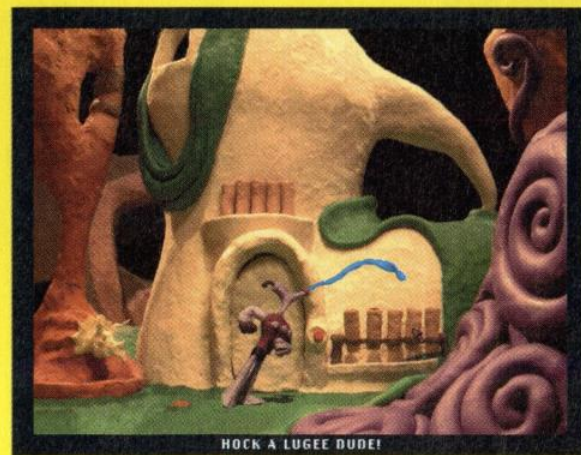
80

Linear structure and single ending mean it can only be played once or twice right the way through but a good time will be had doing it.

OVERALL

88%

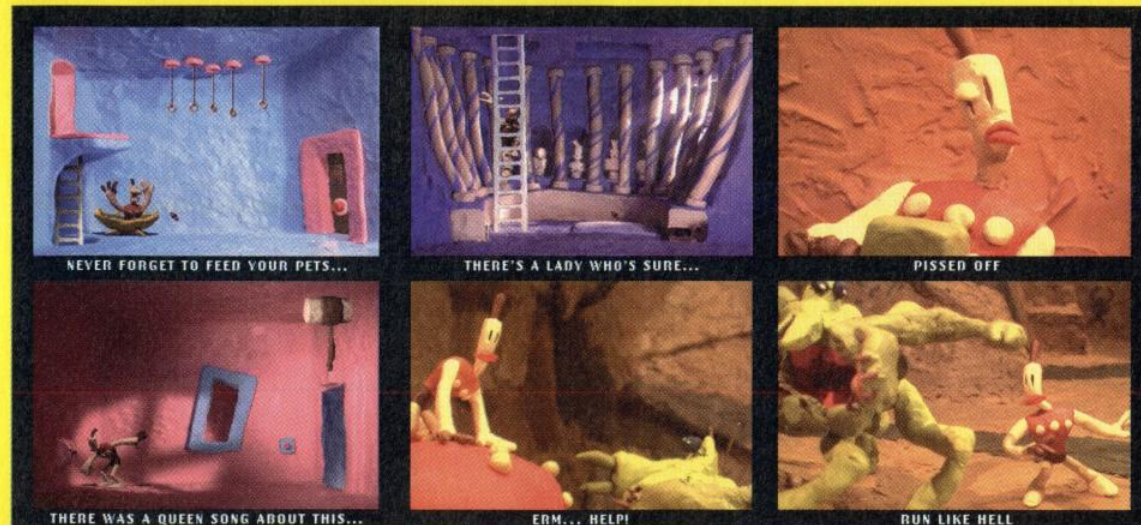
Great game for those looking for something different and/or after a bit of a giggle. Chock full of fun and personality.



Attention To Detail

The attention to detail is fantastic and it's obvious that a LOT of work went into its production. Dreamworks haven't skimped in the audio department either, the music in *Neverhood* is perfect. While it may seem a bit dated to some of you, the combination of warped Dixieland Jazz and twisted Blues adds enormously to the eccentric atmosphere of the game. In technical terms *Neverhood* is as smooth as a baby's butt. The animation is seamless and trouble free and since the interface is entirely contained within the area of your left mouse button, there is no problem there either.

Neverhood is the one of the most original and entertaining puzzle posers I have ever played, if not THE most. The clay animation allows an expressiveness in the characters that goes way beyond what can be done simply with digital imaging and gives *Neverhood* a depth and personality that other games can only envy.



Ready, set, Gex.

GEX

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**CRYSTAL
DYNAMICS™**



Donkey Kong Land 2

Gameboy

AVAILABLE: NOW
 CATEGORY: PLATFORM
 PLAYERS: ONE
 PUBLISHER: RARE/NINTENDO
 PRICE: \$59.95
 RATING: G8+



The King of Fighters 95

Gameboy

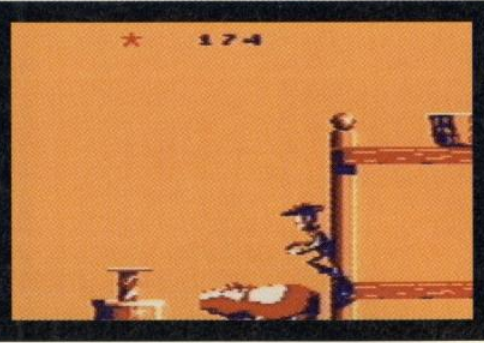
AVAILABLE: NOW
 CATEGORY: FIGHTING
 PLAYERS: 1-2 (LINK)
 PUBLISHER: NINTENDO/TAKARA
 PRICE: TBA
 RATING: TBA



Toy Story

Gameboy

AVAILABLE: NOW
 CATEGORY: PLATFORM
 PLAYERS: ONE
 PUBLISHER: DISNEY INTERACTIVE
 PRICE: \$59.95
 RATING: G8+



Rare and Nintendo ought to be applauded for Donkey Kong Land 2. They've pushed the humble little Gameboy to its limits, cramming onto it just about every feature that made DKC2: Diddy's Kong Quest on the SNES so popular. DKL2 is almost identical to DCK2, except that the levels are different (doh!) and that you can still only have one of your characters on the screen at one time - which means you cannot pick and throw your partner around. A minor quibble.

The story is the same. Donkey Kong has been kidnapped, and it's up to you, Diddy, to save him. This time though, you have a companion for your quest - Dixie. While DKL1 was a limited, scaled down version of DKC1 (collecting the Kong letters resulted in that level being saved, not a free life, and the secret levels were few in number), DKL2 has it all. You collect Banana Bunch Koins to pay for save games, Funky's Flights, and Cranky's advice. A huge DK coin is hidden in every level (you haven't really completed the level unless you have one of these). Also hidden in the bonus games are KremKoins, which allow you to pass Klubba's Kiosk to the secret world beyond (and the real ending). All your favourite animal helpers are back, as are all the many different kinds of barrels. The levels are of the same flavour as DCK2, with roller coaster levels, underwater levels, and barrel shooting levels providing variety to the standard platform ones.

Due to the amount of detail crammed into this title, an annoying problem arises. The speed is rather fast, and when the screen becomes a little too over-burdened with activity, rather than slowing gameplay down, the graphics become a little hard to see. There are two solutions. A Super Gameboy handles the detail well, as does the new Gameboy Pocket. The Gameboy Pocket is the preferred option (portability) and stops those nasty headaches one gets playing it on the original Gameboy.

Definitely one of the better (if not the best) Gameboy titles around.

MARCH STEPNIK

VISUALS 91
 SOUND 89
 GAMEPLAY 95
 LONGTERM 90
 OVERALL 91

MARCH STEPNIK

Oh joy! It's a 2D fighting game for the Gameboy! So how does a fighting game fare on the tiny screen? Where Street Fighter II and Mortal Kombat went for recreating their respective graphical styles on the hand held, KOF goes for that all important, yet very elusive element, fun gameplay. And considering that the GB has quite a limited reserve of power to work with, Takara has done splendidly. Naturally, you won't see stunning graphics in this title. The character sprites are rather small and look all rather similar. The backgrounds barely rate a mention. However, the lack of visual aesthetics of KOF is not a big concern. KOF is a fighting game stripped of all graphical splendour with the bare husk of 2D fighting gameplay left behind. And what remains works quite well.

KOF uses the tried and tested "best of three" round system, where you fight each controllable character until you get to the final two bosses. There are fifteen characters to choose from (each with their own little reason why they must fight their way to the top), all with a handful of rather snazzy moves up their sleeves. Some characters get a few, but impressive and very lethal moves, while most get a number of medium powered attacks. Also present is a special attack meter, which when full (and flashing) allows you to let rip a Super Special Move. Left with two buttons to perform a mass array of moves, performing them is rather simple. Holding down the attack buttons (punch and kick) for a certain amount of time gauges its strength, from light to heavy.

KOF is one of those Gameboy titles that asks for the player to invest a little time learning the ropes. Under the standard graphics and presentation lies a decent little fighting game that surprisingly plays well.

VISUALS 75
 SOUND 78
 GAMEPLAY 85
 LONGTERM 82
 OVERALL 80

MARCH STEPNIK

This was quite a good game on the SNES/Mega Drive. The Gameboy conversion tells another story. Considering that there are six screens of developer promotions to get through before you can even play the thing, Toy Story should have been a great title. It is however, another case of too many cooks spoiling the broth. Or maybe just not enough time spent working out the finer details of SNES to Gameboy conversions (the Donkey Kong Land series is testament to what the little grey portable can do).

Toy Story follows very closely the story and style of the 16-bit versions. You play Woody, cowboy extraordinaire, in his quest to prove himself worthy as Andy's favourite toy. Toy Story on the GB is a platform game, and a sub-standard one at that. While the SNES/MD had fairly interesting and (dare I say) innovative sequences to keep things from getting dull, the GB version has had most of the fun bits dropped. The RC car section and the first person arcade machine section are missing and instead, you get 10 (as opposed to 17) missions of drab platforming. The first two levels are puzzle orientated - work out how to spy on Andy's birthday party and put all the toys away before Andy gets back - but the rest (except for the last level) are all a case of getting to the end of the level, moving from left to right, without losing all your health. Sure the backgrounds change and you get to do things like riding on dinosaur Rex's back, but it is all so uninspiring.

This wouldn't have been as big of a problem if character control was respectable. It isn't. Woody's response is horrible and very, very slow. Due to the impressive quality of sprite animations, gameplay has only a small portion of the GB's power. The only other move (besides, er, jump) in Woody's repertoire is using the whip, with which you can swing from hook to hook with. However, whip-to-hook detection is so poor, that the only real challenge of this game is to get the timing just right!

I finished this in one sitting, using three continues, in under an hour. If you're looking for an interesting and challenging platform game for the GB, avoid this one like the plague.

VISUALS 78
 SOUND 43
 GAMEPLAY 79
 LONGTERM 38
 OVERALL 60

Donald Duck in Maui Mallard The Last Dynasty

SNES

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

It's come down to this. I'm sitting cross-legged on my lounge room floor in front of a blank TV screen. Amidst the tangle of cords and wires which surround me, my Super Nintendo is connected up to a laptop computer. The flickering grey letters on the laptop's LCD spell out the following - "In fifteen seconds you will receive a lethal injection and die. Do you wish to proceed? YES or NO?" I reach tentatively for the keyboard, my finger hovering...

Suddenly, there's a knock at the door. Damn! I get up to open the door, but can see no one there. However, at my feet I glimpse a small rectangular box. After returning inside I carefully unwrap it and discover a another box - this time containing a game called Maui Mallard. Oh well, I think, I'll just have one quick go, for old time's sake.

Maui Mallard, it transpires, is a platform game



starring Donald Duck. Appearance-wise, it's a bit erratic - some levels are just dull hallways and bookcases, while others take place in lovely jungles with wind howling and rain whipping about your face. While Donald is animated well with plenty of moves, he feels just a bit too 2D and cardboard-y for my liking (yes, I know, it's a 2D platformer, but haven't you played DKC or Cool Spot?).

I do like the way you can make Donald change his clothes, and this then affects the abilities he has. In his normal costume he has a gun for his weapon, but when dressed in his ninja suit he uses a nifty staff. Some bad-dies have to be killed with the gun, others need to be tonked with the staff. There's plenty of interaction with the backgrounds on some levels (the giant wooden "trojan" chicken is excellent) and the bonus levels where you can earn a password aren't a bad idea, but, unfortunately, a lot of the levels are repetitive and swiftly get boring. Unconvinced, I place the game back in its box and turn back towards the laptop.

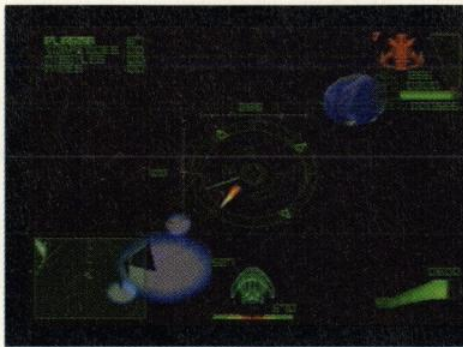
With a tearful eye I reach for the "Y" key once more...but, again, I cannot do it. I've spied Super Mario Kart out of the corner of my eye and, oh yes, I'm going to beat that Bowser! Sorry Donald, you just don't give me reason to live. Mario, on the other hand...

VISUALS 77
 SOUND 60
 GAMEPLAY 65
 LONGTERM 60
 OVERALL 65

DAVID WILDCOOSE

Playstation

AVAILABLE: NOW
 CATEGORY: SPACE OPERA
 PLAYERS: ONE
 PUBLISHER: SIERRA/PHILIPS
 PRICE: \$ 89.95
 RATING: TBA



I have never been a fan of the Wing Commander series, considering them little more than a few dull combat sequences linked by some flimsy attempts at an interactive movie. For the same price as a copy of Wing IV, you could rent a different sci-fi video from your local store every week for six months and have a much more enjoyable time. Not to mention that pressing fast-forward through the previews and then rewinding the tape at the end would provide more interaction. But you all bought it, didn't you? I had no idea Mark Hamill was such a popular guy.

The Last Dynasty is a conversion of an old PC title which, in turn, was an attempt to clone and rip-off Wing Commander. Surprisingly, I think it's a bit better than the original. There are the obligatory FMV bits - where you discover that you are Mel, the long lost son of the ruler of some alien race and holder of half the key to all knowledge in the universe. Your twin brother holds the other half, but he has been captured by some nasty person who wants it all for himself.

There are space combat bits - which are reasonably entertaining, but still a bit dull. I don't think any game has really succeeded in making this sort of thing work as well as in what you might term "ground-based" 3D shoot 'em ups, like Descent. It's something to do with the controls and the lack of a defined and tangible play area. There are also adventure bits - though, unlike Wing Commander, these are more your traditional point-and-click Sierra adventure, as opposed to FMV sequences with conversations.

You have to play through the first few combat missions, then you swap CDs to complete the adventure bit aboard a space station, before returning to the first CD and the remaining combat sections. This novel mixture does its best to fashion a respectably playable game, in a two-games-for-the-price-of-one kind of way.

I didn't love it, but if you're one of the thousands that enjoyed Wing Commander then you'll like this, too.

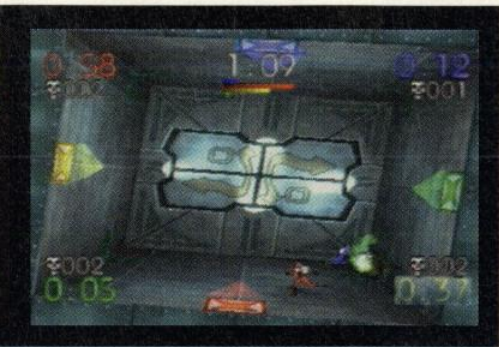
VISUALS 72
 SOUND 80
 GAMEPLAY 75
 LONGTERM 80
 OVERALL 78

DAVID WILDCOOSE

Blast Chamber

Playstation/Saturn

AVAILABLE: NOW
 CATEGORY: ACTION
 PLAYERS: 1-4
 PUBLISHER: ACTIVISION
 PRICE: \$ 99.95
 RATING: G



There's a really good idea for a game lurking somewhere deep within the gameplay bowels of Blast Chamber. It's just that, well, that's all there is - a good IDEA for a game. Which leaves Blast Chamber as the thinnest excuse for a video game I've seen for a long, long time.

The action takes place in a cube. Four individually-coloured combatants are present, each with an explosive strapped to their body. Each player has a time limit for the bomb they are carrying. When this reaches zero, the bomb explodes (obviously) and they die (equally obviously). A glowing crystal is lobbed into the prismic arena and everyone fights over it. As one of the competitors, you have to gain possession of the crystal and then either a) use it to power up your generator-type thing or b) use it to reduce your opponents' generator-type things. So, if you take the crystal to your generator it will increase the time limit for your own bomb, while using another generator will decrease that player's time limit. The strategy comes in striking a balance between trying to kill the others and, at the same time, preserving yourself.

Blast Chamber's gimmick, though, is that the cube can rotate. If you stand next to one of the flashing green arrows in the corners you can push the wall and cause the whole thing to spin around. Gravity then takes effect and everyone falls to the new floor. There are spikes and things, too, so with precise timing you can make the other players land on them and die.

It's much less exciting than it sounds, let me tell you. The game quickly degenerates into a random mess, where success can be attained through sheer luck as much as skill. When you have the crystal you can't protect yourself except by jumping and you don't have time to spin the chamber because you'll get tackled while in the process. So you simply leap around madly, while everyone else runs around occasionally making wild lunges in your direction. I've even won games by implementing the famous "hide in the corner" tactic. And the graphics are too small to properly see what's happening.

The basic idea behind this game was a winner, it's just that it wasn't implemented in a way that gives the player any real enjoyment, except for a short burst of fun in multi-player mode. A disappointment.

VISUALS 50
 SOUND 70
 GAMEPLAY 40
 LONGTERM 25
 OVERALL 40

DAVID WILDCOOSE

Lomax in Lemmingland

Playstation

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



Lomax is a lemming, and yet he's an individual. A lemming with attitude. A good role model for all those other lemmings that blindly walk into the drooling jaws of death. I was sick to death of saving them and it was with great relief that this game had a distinct lack of suicidal green dudes...

At first, you may be thinking, "this just looks like a dull old 2D platformer that I've played a million times" and you'd be partly correct, however Lomax has some nifty variations on the platforming theme. We all know that lemmings have a variety of "abilities", and Lomax is no different. As you progress through the game, you can actually acquire these lemming skills and use them to overcome obstacles or solve clever puzzles. A good idea indeed.

As you can imagine, having the ability to "build" stairs, bridges and the like, means that you can take Lomax all over the screen (albeit with a limited amount of "moves"), meaning that there's lots of secret things to be found and a general feeling of non-linearity within the strict confines of this 2D platform world.

Pressing the Select button allows you to pause and choose between whichever talents you've picked up. Some of these include extra uses for your magic helmet. This helmet is handy in transforming the baddies back into good lemmings, thus keeping them out of your way (although you have a spin attack also). You can also turn your helmet into a rope to pull you up onto ledges or use it as an explosive device. Lomax has a bucket-load of different talents which he can utilise to safely navigate the perilous platforms.

All the 2D platforming clichés are here though. Falling bridges, deadly water, logs, barrels, swinging ropes and moving ledges are all here and there's nothing terribly original to have you grinning with delight. What will have you feeling warm and gooey though, are the rich colours and tasty parallax scrolling which Lomax has in spades.

This is certainly a platformer for the younger gamer. Lomax doesn't really have any originality or striking gameplay but it's a solid romp that looks great and provides an interesting "lemmings" twist.



ELIOT FISH

Slam 'n Jam '96

Playstation

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



Slam 'n Jam originally appeared on the 3DO. At the time, it was a bit of a landmark for its "3D" camera angle and seemingly next-generation gameplay. With the release of Slam 'n Jam '96 (featuring Magic & Kareem), nothing much has changed... and for this game to have been able to compete with the PlayStation's awesome Total NBA and NBA Live '96, some hefty improvements should have been made. The game looks and feels dated. What else can I say?

At the heart of it, though, Slam 'n Jam is not a bad game of Basketball. It sure is initially confusing, but get to grips with it and you'll find yourself having a pretty good time. Obviously, in two-player mode the game starts to really shine... and you can use a multi-tap thingy for 4-player action which no doubt would be hilarious.

It's got a very smooth game engine and the controls are responsive, making passing and dunking a breeze. The sprites are big and colourful, but the perspective is horrible. It's just too damn confusing to see what's going on. Trying to guess where your team mates are standing can prove to be a right pain in the butt. When it looks like they're standing right next to you, they can in fact be halfway down the court with a number of opponents in-between. This is a simple game of Basketball, and really, you couldn't ask for a more complicated perspective. Even an "ant" cam would have been easier. However, Slam 'n Jam '96 isn't meant to be a "sim", and though you're provided with stacks of options - Exhibition, Season, Playoffs, Franchise Mode (where you can't switch between players), substitutions etc. - it's essentially just a quick arcadey romp on the court and shouldn't be bought for its one-player game. Kareem Abdul-Jabar and Magic Johnson are the only "names", and even though the players all have different abilities - it's not as fun as playing Total NBA and actually seeing and feeling the different personalities on court.

Slam 'n Jam isn't a hopeless game of basketball, it's just nowhere near as good as some other titles out there.



ELIOT FISH

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Blam! Machinehead

PlayStation/Saturn

AVAILABLE: NOW
 CATEGORY: ACTION
 PLAYERS: ONE
 PUBLISHER: CORE
 PRICE: \$99.95
 RATING: MA15+



It's all about nanotechnology. Tiny machines set free in huge vats of liquid, that are pre-programmed to join and evolve into whatever their designer wishes. There's this guy called Callam. Bored with his job, he decides to inject himself with these little computer atoms. They swiftly clone his DNA and eat him up from inside, before proceeding to consume the rest of the planet. He now controls the world and all remaining life on it. He is - aha! - the Machinehead Core.

You play Dr Kimberley Stride, a sexy scientist who finds herself strapped to a nuclear warhead and given the task of guiding it to its final destination...the Machinehead Core.

The game is a 3D shooter, and I realised that two thumbs and two fingers on the control pad were going to be insufficient. There are simply too many buttons to have to press at the one time. You have to worry about turning left and right, accelerating and reversing, strafing from side to side, firing both primary and secondary weapons, selecting the weapons, looking up and down, and examining the map.

The biggest culprits are the final two. You must use the look up/down buttons because, unlike most 3D shoot 'em ups, *BLAM!* doesn't have "smart" bullets. Everything needs to be lined up exactly, necessitating much looking up and down to get the enemy within your target sight - which means that you're rarely facing directly ahead and so don't really feel confident about moving around. Strafing, in particular, becomes impossible to do properly. The trouble with the map is that it doesn't pause the game, rather you're left with this huge rectangle in the middle of the screen that completely blocks your vision. Moving a few metres and checking the map, moving a bit more and checking the map, turning the corner and checking the map, is not my idea of a good way to spend time.

Could they have made the game more annoying? Sure. The controls feel horrible, essentially because you're hovering above the ground and so keeps bouncing and swaying from side to side. This lack of manoeuvrability results in you seeming to spend heaps of time bashing headlong into walls. Then there's the useless layout of the levels - sprawling, without rhyme or reason. Not good.

DAVID WILDGOOSE

VISUALS 60
 SOUND 58
 GAMEPLAY 50
 LONGTERM 40
 OVERALL 48

Nihilist

PC

AVAILABLE: NOW
 CATEGORY: ACTION
 PLAYERS: 1-NETWORK
 PUBLISHER: PHILIPS
 PRICE: \$79.95
 RATING: TBA



I log off from the gleaming metallic black computer terminal and make my way to the weapons bay. Upon leaving the Atrium I brush shoulders with Brother Blue and glower menacingly at him until he mumbles an apology. In the bay, I attach an arsenal of Dagger missiles to the underbelly of my spacecraft. The hatch opens, I climb aboard and await launch.

Nihilist is a 3D space shoot 'em up. You are thrust into a duel-to-the-death combat scenario with a number of deeply unsavoury intergalactic characters. Play generally takes place in some sort of arena - there are flat circular ones, spherical ones, indescribably formed ones, some even alter their shape as you play - that is represented by lots of blue wireframe graphics. It kinda looks like *Pyrotechnica* or *Descent* without all the nice textures. Despite the apparent lack of sophistication in the visuals, you're still going to need a smart PC (more than my Pico, that's for sure!) to get in running at a decent speed in hi-res mode. It's still perfectly playable in lo-res, though.

So what exactly do you do in these arenas? Well, you try to shoot anyone you see and stay alive for as long as possible. It's quite enjoyable. The controls are remarkably easy to get to grips with, and the sensation of screaming around an arena, circling an opponent and taunting them before hurling forth warhead destruction, is pretty cool. There are a number of clever ideas - like power-ups and extra weapons appearing at random somewhere in the arena during each game and I love the way you can eject from your destroyed ship in a space coffin and wait to get picked up (you can still get shot at while in the coffin, so you have to remain alert even when dead).

But as good as *Nihilist* is, it doesn't possess that life-consuming gameplay hook that something like *Tempest 2000* has. Which is a shame, 'cos *Nihilist* is so nearly there. Give it a go though, you may just have a lot of fun.

DAVID WILDGOOSE

Madden '97

PlayStation/PC

AVAILABLE: NOW
 CATEGORY: SPORTS
 PLAYERS: 1-2
 PUBLISHER: EA SPORTS
 PRICE: \$99.95
 RATING: G



EA Sports has done a nice job at updating its already solidly fun game from 16bit to 32bit. Good detail to uniforms and seamless action during tricky plays increases the fun. They've even gone to far as to copy the particular throwing and running motions of some of the games' bigger players. But even before the first snap of the ball, fun can be had. With over 500 player profiled and the ability to customise your own players, any dream roster becomes possible.

The details don't stop there. You can choose from hundreds of tried and true Madden plays, or take a stab at engineering your own plans for devastation. There are tons of plays... too many perhaps. Who really needs a Bronco or Jet Blitz anyway? For the aficionados its cool to see the exact play that the pros use, but your average gamer only needs about a half dozen plays.

Controlling the 11 players is actually quite easy. On defence, the push of a button puts you closest to the ball. Another button allows you to dive at the opposing player in hopes of a violent, knock-your-helmet-off tackle. The realism is enhanced when some players actually get hurt and must be carted off the field. If any one play particularly tickles your fancy, you can replay it over and over again, with the too cool instant replay that allows you to control the camera angles.

Offence takes a little longer to figure out. After clicking on which configuration you desire, you must next decide what type of offence is best, then what precise play you want. What it all boils down to is whether you want to run or pass. Though there are more steps to know, with passing it's easier to advance the ball (and if you use the DYNAMIC camera angle, there's some really cool graphics to be seen). When you try to run the ball, even with the likes of Barry Sanders or Emmitt Smith, two of the games' best, it's hard to find a hole and high tail it outta there.

Even though the basic lay-out of the Madden series hasn't had any huge changes, it's probably still the best game of its kind out there. Its got a great mix of video clips, classic Madden commentary and button pounding fun. With enough facts and numbers to make any stat freak happy, and features that allows you to network and customise, *Madden '97* scores a touchdown.

JOSH LANSKY

VISUALS 74
 SOUND 97
 GAMEPLAY 82
 LONGTERM 75
 OVERALL 82

VISUALS 86
 SOUND 85
 GAMEPLAY 84
 LONGTERM 90
 OVERALL 88

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Starfighter 3000

PlayStation

AVAILABLE: NOW
 CATEGORY: SPACE COMBAT
 PLAYERS: ONE
 PUBLISHER: TELSTAR
 PRICE: \$ 89.95
 RATING: G



"We are FedNet. The year is 3037, and we are now in control."

Eek! Oppressive fascist regime alert! Run away!... Oh dear, too late, you've been captured. Time for the "re-education" program. Months later you emerge a changed man - callous, uncaring, corrupted, willing to carry out the base work of the evil FedNet, crushing any resistance. You are appointed test pilot for the experimental StarFighter 3000 project. Assigned to you is the supposedly awesome Predator Mk-IV planetary assault vehicle. Use it at your pleasure. But just make sure you kill lots of people - and, with luck, there'll be no more rebel groups left to trouble the mighty FedNet.

Sound like fun? Yes, I thought so too. Unfortunately, even though SF3000 is a pretty good play, it never really scales any great heights. It's certainly playable, but more solidly playable than fantastically so.

Missions form the basis of the game. You'll be deposited at a certain point and be handed the task of destroying radar bases or engaging enemy fighters in combat or whatever. To complete the mission you normally have to dock with your mothership. Sometimes, however, the mothership plays a larger role. While you complete the mission, it remains flying around on the same level, which means it can come under attack (and you'll be called back to protect it), or you can stay close by to use it as cover (though, naturally, you don't want it destroyed).

Another cool idea is when you encounter some friendly fighters. After persuading them to join up with you, you can then fly the rest of mission with their assistance. Weapons and shields can be upgraded mid-level as well by collecting various crystals that are left when you demolish a building or enemy vehicle.

But SF3000 isn't the best-looking game I've ever seen - in fact, it's fairly ordinary. Compounding this is the surprisingly slow speed at which your ship travels - again, it's not very exciting. And I thought it odd that on one particular mission where I only had to destroy some tanks and ground-based installations, I wasn't equipped with any air-to-ground missiles.

Good, but not great.

DAVID WILDGOOSE

VISUALS 65
 SOUND 70
 GAMEPLAY 82
 LONGTERM 80
 OVERALL 78

Samurai Shodown 3

PlayStation

AVAILABLE: NOW
 CATEGORY: FIGHTING
 PLAYERS: 1-2
 PUBLISHER: NEO GEO
 PRICE: TBA
 RATING: TBA



When Samurai Shodown first hit the arcades, many a gamer breathed a sigh of relief. Finally we saw a fighting game that wasn't another Street Fighter clone. It was a departure from the conventional 2D fighter in two ways... firstly, all the characters had weapons, which could also be knocked out of their hands... and secondly, the screen zoomed in and out so as to fit both players on the screen when standing far apart. Samurai Shodown 2 was an extremely successful sequel, and prompted the release of Samurai Shodown 3.

Samurai Shodown 3 also has a few new features that are quite new and innovative for a 2D fighting game. Firstly, all characters can perform a dodge move, so when your opponent tries to make your head file a divorce from your body, you can stylishly avert your neck, and strike back straight away. You can also dodge around your enemy, so as to get a shot at their back. The feature that is perhaps more interesting is that you can choose to play as an honourable warrior, or a master of dirty tricks and sneaky stuff. This choice affects which special moves you receive, and in some cases, whether or not you have a pet accompanying you (Galford's faithful dog 'Poppy' is ditched if you play the evil Galford).

In Samurai Shodown 3's favour, the game features great character design and huge colourful sprites. The sound effects are fantastic, the ringing of sword blades locking together will make most gamers very happy indeed. For those that like to see a bit of blood, you'll be happy to know you can finish your opponent by cleaving them in two, and yes, you get to see the body hit the ground in two places. Unfortunately, SS3 has horrible loading times, and the gameplay itself is actually fairly slow. Even though the game features very large sprites, one look at Street Fighter Alpha 2, and it's hard to find an excuse for Samurai Shodown 3's lack of speed, and one has to conclude it could have been done a little better.

DAN TODD

VISUALS 83
 SOUND 93
 GAMEPLAY 78
 LONGTERM 74
 OVERALL 78

Bedlam

PC/Playstation

AVAILABLE: NOW
 CATEGORY: ACTION
 PLAYERS: ONE (UP TO 12 NETWORKED)
 PUBLISHER: GT INTERACTIVE
 PRICE: \$ 89.95
 RATING: M15+

Some time in the future we will build biomechanical creatures, Biomex, to do all our menial work. Unexciting things like assembly line construction, road building and visiting your girlfriend's parents will all be done by these artificial lifeforms, leaving the human race free to engage in more noble pursuits. Of course something has to go terribly wrong, doesn't it?

Yep. These Biomex think to themselves "Bugger this, the next time one of those squishy humans tells me to wipe his butt I'm gunna jam his ugly head up it!" And so begins the terrifying collapse of civilisation as we know it. Of course, all is not lost. Your loyal team of RATs (Remote Assault Tanks) are ready, primed and feeling kinda jumpy, and they're all that stands between goodness and chaos, law and disorder - are you up to it?

If you liked Syndicate, you'll love Bedlam. Rather than using vulnerable humans to do the job, Bedlam



places you in control of up to three mighty mini-mechs, which can be loaded with a VERY impressive collection of lethal hardware. There are around 30 different weapons and support gizmos including energy weapons, missiles, mines, grenades, shields, sensors, flame throwers... it's huuuge! You start out with access to about half of them and new weapons are gained by locating their power ups. Ammunition, cash and shields can also be grabbed in this way.

There are 25 missions to complete before you can splash the champagne around and if you make it that far you'll deserve a bit of bubbly as the going gets pretty tough. Before you start each mission you are given a detailed map of the target area to inspect, all your objectives are clearly marked, along with close up detail of every target. You can call up the map during play and it constantly updates itself as you gather more info by looking around.

Bedlam's visuals are fantastic, the landscapes provided for your destructive amusement are richly detailed and highly interactive (ie. they blow up good). Missions don't just involve mass carnage, each location also has its fair share of force fields that need to be deactivated, platforms to be raised or lowered and other surprises. Frantic sound effects add to the overall chaos. Bedlam kicks!

GEORGE SOROPUS

VISUALS 86
 SOUND 85
 GAMEPLAY 85
 LONGTERM 80
 OVERALL 85

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Lighthouse

Time Lapse

PC/MAC

AVAILABLE: NOW
 CATEGORY: TRIPPY ADVENTURE
 PLAYERS: ONE
 PUBLISHER: GT INTERACTIVE
 PRICE: TBA
 RATING: TBA

PC

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

PC

AVAILABLE: NOW
 CATEGORY: ADVENTURE/PUZZLER
 PLAYERS: ONE
 PUBLISHER: ??
 PRICE: \$89.95
 RATING: GS?



Forget that Robert De Niro worked as a producer on this one. Forget that Christopher Reeves (Superman and all round nice guy) and Cher provide voices for the game. Overlook that James Belushi and Aerosmith gabbed their way through the voice-overs. Why? Even without these blockbuster Hollywood names (yes, including Aerosmith), 9 comes across as an interesting and fairly entertaining adventure game.

As usual, you had a slightly eccentric older uncle. During his peak, he ran a place called The Last Resort. Artists would come from all over the place to lounge about, soak in the atmosphere and get creative. With the help of the Muse machine (er, I hope LucasArts didn't mind), an artiste (don't forget to stress that e) can tap in to their own personal, and sometimes hard to rely on, imagination. Your uncle has just passed away and in his will has left you the resort. Your task is to restore the Last Resort to the Mecca of intellectual activity it long ago used to be.

9 is a first person adventure game with screen by screen movement. But by far and away the most stand out feature of this game is the graphics. Astounding. Mark Ryden (who also did heaps of famous pop artists' album covers) is responsible for the art, and has done a splendid job giving 9 a very dark, bizarre, and highly unique feel. Surreal, trippy and scary are three good words to describe the visuals.

While there's no major problems with the interface, it could have had a better feel. This doesn't matter much, because 9 actually has relevant and interesting puzzles in it. While the playing area of the mansion is on the smallish side, there's plenty to do and see. Rather than being a big budget Hollywood-style flop, 9 is a smash. It's clever, it hooks you in, and is one of those adventure games that begs to be finished before you discard it. And a game that can do this deserves a good look.



Ever since Myst found its way into the marketplace, countless software houses have been keen to emulate the gamestyle in the hope they their clone would be able to ride the back of the original.

This brings us to Lighthouse which is a competent offering from the masters of mass produced adventure. Sierra. You play a heroic fool who blunders into a rift in the space time continuum in an effort to save Dr Jeremiah Krick.

Lighthouse follows a predictable sequence of events, in that the baddie is an inter-dimensional type who calls himself "the dark one", and you have to track him through space and time in an effort to reverse his wrongdoings.

The environments are brilliantly rendered, and there are bits of animation which help spice up the otherwise static screens. However it is disconcerting to note that the game runs in a condensed letterbox mode most of the time where 2/3 of the screen is used, and the rest is just a black border.

This is somewhat compensated by the sound in Lighthouse which is moodily ethereal, and extremely involving. The game tastefully mixes ambient tones with more dramatic vibrations as the plot reaches climactic points.

On the gameplay front Lighthouse performs creditably. The game is overrun by puzzles, and some of these are real head-crackers. The brain teasers of a mechanical nature can be especially taxing as you not only have to figure out how to work a certain gadget, but you have to be careful not to break the darn thing during your experimentation. If you do this then you have to fix the appliance. This is a novel idea, but at times it's nothing less than frustrating. The fact that you could easily wreck some of the gizmos made it hard to embrace the experimental problem solving process. Indeed this is what Lighthouse does admirably in every other ways apart from the tricky puzzles.

Definitely more for the Myst connoisseur than the novice.



Time Lapse is an adventure which is comparable to classics like Myst. Sure, the plot is pretty hackneyed stuff. You are the friend of an archaeologist type who has gone missing during an expedition to Easter Island, and naturally in the spirit of graphic adventuredom you have decided to find your buddy yourself.

The game immediately settles down to a very pretty, if somewhat conventional, point and click graphic adventure. Time Lapse is great to look at and there are even screen based animations which help to convince you that you're playing with more than an interactive slide show. Time Lapse also attempts to provide you with a 3D scrolling feel to the graphics in that when you turn to the right the screen rolls right pulling you with it. This may not sound like a big deal, but many graphic adventures don't even bother to do this.

You are given useful assistance in your wanderings by way of a trusty camera which gives you the option of recording critical images as you come across them. This saves the excessive note-taking which I really hate to have to do with these puzzle games. Time Lapse is also blessed by the god of multiple endings so you may feel the desire to revisit the game world after you have conquered it the first time around. Although I suspect if you actually end up doing this you have too much time on your hands.

The creators also claim that all of the environments feature indigenous plant and animal life which is possibly of interest to the more pedantic players amongst you, but it is annoying and true to the genre that a lot of the images you see are really little more than thematic window dressing, even if they are relevant to the story and pleasant enough to look at. However that's pre-rendered graphics for you. Beautiful visuals like these and full interactivity are still more than an MMX processor away.

But for the meantime Time Lapse is a sumptuously looking offering which is nicely suited to the Myst fans and those of you who want to show your ill informed mates the graphic power of the current crop of Pentium PCs.



F22 Lightning II

PC

AVAILABLE: NOW
 CATEGORY: FLIGHT SIM
 PLAYERS: ONE-EIGHT
 PUBLISHER: NOVALOGIC
 PRICE: \$79.95
 RATING: G

This is Novalogics' first attempt at a flight sim (Comanche doesn't count) and they've chosen as their subject the US Air Forces' latest air superiority fighter, the F22. As some of you may know, the F22 is the worlds' first operational aircraft with thrust vectoring capabilities. The Lightning II (named after the original P38) is designed to keep the US No. 1 in the skies for the next twenty years or so and has many advanced aerodynamic and electronic systems.

F22 has some of the best terrain graphics yet seen in a combat sim and a spiffy flight model to boot. All of the F22's avionics have been implemented here with separate full screen modes for navigational, attacking and defensive systems. These are easily accessed with the hat controller on your joystick, which fortunately hasn't been wasted by having view controls assigned to it as in so many other games



(Mechwarrior being the most obvious). However it's in the implementation of the avionics where Novalogic have judged a bit with the 'reality' of their simulation. The radar systems don't perform in a very life-like way, they can see through mountains and tell you what colour underpants your opponent is wearing! A bit disconcerting really.

The format of F22 is pretty traditional as you get to fly the usual solo missions or a full campaign. The fighting takes place over territory in Siberia, the Ukraine, Iraq, and Burma. In the air F22 feels pretty good, the terrain does move past you much more slowly than it should but I think this is a compromise made by Novalogic in order to get the detail right. Compared to ATF, Novalogic's F22 gives you much more of a feeling of being there. The audio is more atmospheric and almost makes you feel like you really are stuck in a perspex bubble 10000 feet up! Your opponents are much better pilots here than in ATF and ground attack missions are more fun because you can see a lot more of what's going on. To top it off, an eight player network mode is also included to keep you and your friends busy at each others throats.

All up, this is a pretty good effort and many sim fans should be suitably impressed with Novalogic's work.

GEORGE SOROPOS

VISUALS 88
 SOUND 84
 GAMEPLAY 82
 LONGTERM 84
 OVERALL 82

Assassin 2015

PC

AVAILABLE: NOW
 CATEGORY: DOOM CLONE
 PLAYERS: ONE
 PUBLISHER: WARNER INTERACTIVE
 PRICE: \$69.95
 RATING: TBA



"Oh no, not another Doom clone", I hear you cry! I'm sorry to say that Assassin 2015 is another of those first person perspective, run round and kill things, games. However it does have a few things that may make it worth the effort. The game designers claim that they really like the "Die Hard" films and Ridley Scott's classic "Bladerunner" and that they were major influences. Now the Die Hard theme is obvious through the game. I don't mean running over broken glass in bare feet or Baddies with long blond hair and bad Swedish accents, instead the whole game takes place in a building right out of the movie. The Bladerunner bit is really over after the intro which funnily enough gives you the story behind your mission.

The character you play is a "this is your last chance" type tough guy, who is sent to assassinate someone. The assassination goes off with out a hitch, but as you turn to leave you get a message from your controller saying there are killer robots heading your way. Hmmm, sounds all too familiar! Now all you have to do is fight through every level of the building to the roof where you'll be picked up by your controller in a weird looking cross breed helicopter.

For those of you who can't stand running round a level after you have killed everything looking for that elusive key, Assassin 2015 has the answer. The doors and lifts are operated by killing certain monsters, eradicating the idea of the sub game "hunt the key".

Another thing the guys at Blue Sky have done is spice bits of full motion video into the middle of the game. These are not like cut scenes where you stop play, rather when you kill a bad guy you see it in video, and due to some skilful programming there is no noticeable lapse in gameplay.

Not a bad effort, if you're looking for another first person perspective shooter.

ROSS CLARKSMITH

VISUALS 82
 SOUND 78
 GAMEPLAY 85
 LONGTERM 87
 OVERALL 87

Sherlock Holmes: Case of the Rose Tattoo

PC

AVAILABLE: NOW
 CATEGORY: ADVENTURE
 PLAYERS: ONE
 PUBLISHER: EA
 PRICE: \$89.95
 RATING: G 8



Sherlock Holmes: Case of the Rose Tattoo proves beyond doubt that the truly great adventure games (and by that I mean traditional, brain-scratching, problem-solving, point-and-click adventure games, as opposed to action adventures like Tomb Raider or Alone In The Dark), are the ones that would be equally special as text adventures as they are as graphic adventures. It means, foremostly, that they have a strong plot, genuine personality and a high level of interaction, are well-designed and integrate logical, clearly-defined puzzles with none of that tedious pixel-hunting present in so many recent efforts. Sherlock Holmes has all of this and proves to be a wonderful game.

Holmes is invited by his brother, Mycroft, to the exclusive Diogenes Club on a matter of apparent urgency and secrecy. As he and Dr Watson arrive there is an explosion from within the club, resulting in the death of several members and the hospitalisation of Mycroft. The police seem overly keen to dismiss the incident as the fault of a gas leak, but Holmes is far from convinced. With Mycroft drifting between incoherent ramblings and a coma, Watson finds evidence of an explosive in the ruins of the club and the adventure begins.

The Case of the Rose Tattoo works because the setting is evocative (the streets of turn of the century London are brought to life by some exquisitely drawn backdrops), the characters' believable and memorable (they're not one-dimensional, you grow to understand their motivations and how they will react - consistency, that's what matters), the dialogue is clever and mature, the speech very effective (even the English accents are mostly good), the puzzles are interesting and varied, while the mystery is constantly compelling.

Having two main characters, so you can bounce ideas off each other is a great idea. As is the logbook that Dr Watson carries to record every conversation for future reference. His journal, too, that comes with the game manual and acts as a kind of hint book only adds to the already saturated atmosphere of a superb game.

DAVID WILDGOOSE

VISUALS 85
 SOUND 89
 GAMEPLAY 92
 LONGTERM 86
 OVERALL 90

Sonic

PC (Win95)

AVAILABLE: NOW
 CATEGORY: PLATFORM
 PLAYERS: ONE
 PUBLISHER: SEGA PC
 PRICE: TBA
 RATING: GS+



Sonic. He's this blue hedgehog that wears red shoes, a devious grin and runs around a lot. Quickly. The aim of the game is to tear through the brightly coloured levels, collecting rings and various other power-ups along the way. At the end of every third level or so you take on a mini-boss, while the end level brings you up against an evil scientist named Dr. Robotnik. It's fast, furious, and a whole lot of fun!

The above intro was for the benefit for any poor sod who has never heard of the gaming icon named Sonic the Hedgehog. Surfacing on the Mega Drive almost six years ago now, Sega can thank Sonic for most of their bulging coffers. Thoroughly screwing up the whole console vs. PC debate, Sega have started releasing a large number of their console hits for the personal computer, under the aptly named label SEGA PC.

And how does the conversion fare? Sonic PC is almost exactly Sonic CD (which was released for the ill-fated Mega CD). The levels are the same, the intro is the same, and the gameplay is the same. How come then, Sonic PC requires a Pentium with a fast video card to pull off the same game that was on a 16-bit machine a few years ago? It runs on the Win 95 platform, in 256 colour mode only. The screen resolution surpasses anything seen on the TV, but with a catch - the play window is about 10 cm x 10 cm and can't be resized. Switching to full screen mode (the only other option) lowers the resolution and graphical quality greatly, and it seems to run a little slower. Highly recommended for Sonic PC (as well as the other SEGA PC titles) is a console style pad. Playing the with the keyboard just doesn't feel right.

One of the charms of Sonic's gameplay is the speed at which you can fly through the levels. If you don't have a high end Pentium with a good video card, don't even think of getting this for your PC - Sonic crawls when too much happens on the screen at once. Anyway, the novelty of playing an aged Sonic without a console doesn't last very long. Think long and hard before you fork out for this one. It's good but it's certainly ain't new.

VISUALS 89
 SOUND 87
 GAMEPLAY 87
 LONGTERM 79
 OVERALL 84

MARCH STEPNIK

Blackthorne

Macintosh

AVAILABLE: NOW
 CATEGORY: PLATFORM ACTION
 PLAYERS: ONE
 PUBLISHER: BLIZZARD/MACPLAY
 PRICE: \$59.95
 RATING: M



Blackthorne is an action platformer from Blizzard which came out on PC over a year ago and is now finally on the Mac. A long time to wait for a seemingly small title. Blackthorne is 17 levels of puzzles and firepower set in a technologically advanced dungeon world packed with goblins and mutated beasts. Your people have been enslaved and you are the chosen one who has returned to end the evil Sartac's reign. Your name is Kyle Blackthorne - and you're a sunnies-wearing, shotgun-toting, Fabio look-a-like.

Blackthorne plays very much like the stunning platformer Flashback. Most of Kyle's moves are identical to Conrad's, from the jumping to the ledge-hanging techniques and the cool crouch and roll. Blackthorne even has rotoscoped animation and some similar puzzle ideas. All up though, this isn't a Flashback clone. In fact, it's a great game in it's own right. While not a Flashback beater, Blackthorne has enough thrills and spills to keep you hooked to the very end.

There's an array of tasty weaponry, from the shotgun (which can be upgraded over the course of the game) to remote-controlled bombs that you can guide to your desired target, which are perfect for destroying out-of-reach enemies or generators. You'll be running around finding keys, talking to slaves and thinking your way out of traps, all the while blasting the demonic guards into little pieces. Shoot-outs are made all the more interesting with a clever "hiding" manoeuvre where you can drop into the shadows to avoid the enemy's bullets. Wait till they've popped a few off and then spring out to nail them one.

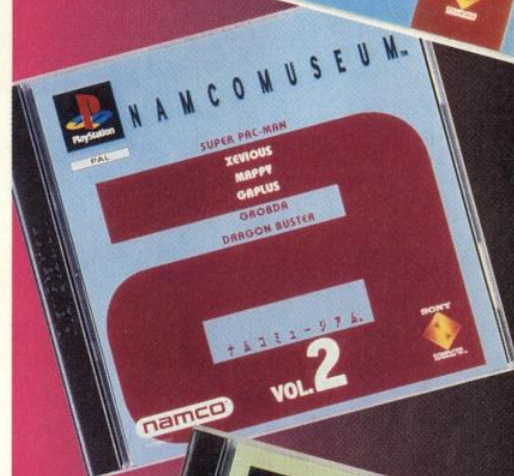
The graphics are very detailed and the animation is excellent (over 1000 frames they say!), and Kyle looks very suave the way he casually fires the shotgun over his shoulder and behind him. This isn't state of the art - but hey, the game only takes up about 3.8 megs of hard disk space, so whadda you expect?! The levels are relatively simple affairs and you'll probably rip through this pretty quickly. If this was selling at the usual full price, I'd have to say it was a rip off - however, it's not and it's a good little game.

VISUALS 78
 SOUND 75
 GAMEPLAY 82
 LONGTERM 65
 OVERALL 78

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Expected Classification



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Crash Bandicoot

CONTROLS

X = JUMP

Squ or Cir = SPIN ATTACK

Enemies

Virtually all of the enemies throughout the entire game can be killed with a spin attack. All of the mobile animals such as crabs, squirrels, turtles, monkeys, lizards, fish, giant plants etc. can be killed with a spin attack or by jumping on top of them. The only enemies who need special attention are the savages who carry shields. They can only be killed with a spin attack while they are bent over, or if they are hit directly to the head. Also the wild pigs that charge at you cannot be killed with a spin attack, so be careful with them.

Boxes

Boxes are a very important part of the game, but not only because they provide you with goodies, such as extra lives, extra power, or fruit (which give you an extra life once you've collected enough). If you break every box in a stage, you will be rewarded with a gem at the end of the level (providing you got through the level without dying). Coloured gems will create platforms on certain game levels. Clear gems will create a platform on the second to last level (The Great Hall). There are 26 gems in total; 20 clear gems and 6 coloured gems. The coloured gems will be required to access hidden areas of certain levels. At the end of the game however, all 20 clear gems will be required to access a special platform in the Great Hall, and receive the game's hidden ending. Anyway, as mentioned earlier, to receive the gem at the end of a stage, you will have to break "every" box in that stage and complete the stage without dying. This can be a bit tricky since some of the boxes are hidden. Be sure to fully explore every level in the game.

SECRET LEVELS/KEYS

There are 2 secret levels in Crash Bandicoot: Whole Hog and Fumbling in the Dark. To access them you must first make sure that you find all three cortex tokens, and the two keys. One of the keys is in Sunset Vista, and the other is in Castle Machinery. Then, you must also find the secret exits out of the levels Boulder Dash and Lights Out. You must have the keys in your possession when you find the exit to open the path to the hidden levels.

LEVEL AND BOSS GUIDE

N. Sanity Beach

Just walk straight ahead, breaking all the boxes. Watch out for all the ditches you have to jump over. This will seem tricky at first but will soon become second nature. Kill all enemies with your spin attack. You will soon reach a dividing road. The one on the right leads to a bridge of transparent boxes. Activate the box/switch on the left side of the bridge. This will solidify the transparent boxes. Now walk across the bridge and follow the path to the end.

GEM NEEDED = N/A

GEM OBTAINED = This stage will give you a clear ??????? gem.

Jungle Rollers

This stage is pretty similar to the first one. Watch out for ditches and time your jumps carefully, especially when jumping over the big rolling wheels. One hit from the bug wheels is enough to kill you instantly.

GEM NEEDED = The green gem is needed to get the clear gem on this stage.

GEM OBTAINED = This stage will give you a clear gem.

The Great Gate

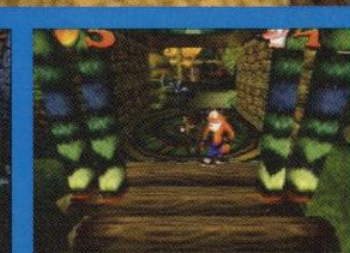
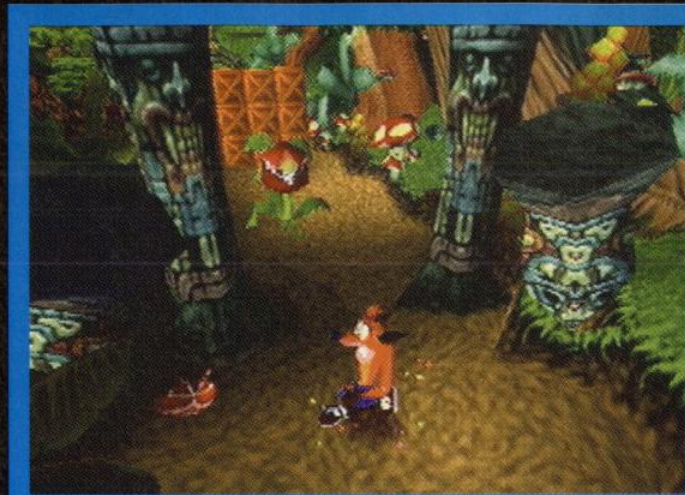
This is the first side scrolling level in the game. Begin by jumping on the metal boxes with arrows on them. They will bounce you up to higher platforms. Now just follow the natural path, and watch out for the huge spiked columns that emerge from the roof and floor. When you come to vertical log platform that you can't jump on, spin attack it and it will spin into a horizontal position, allowing you to pass over it. To get passed the savages carrying the red shields, just jump straight over them, or jump on their heads and perform a spin attack. (At first it will seem that you can't jump high enough to pass over them. You can jump straight over them, but your timing must be precise.)

GEM NEEDED = The yellow gem is needed to get the clear gem on this stage.

GEM OBTAINED = This stage will give you a clear gem.

Boulders

There's only one way to finish this level. Just run for your damn life! Any significant deviation from running straight ahead will cause the boulder to catch up with you. Splat.



GEM NEEDED = N/A

GEM OBTAINED = This stage will give you a clear gem.

Upstream

Make your way upstream by jumping on the logs, moving leaves or giant plants. Be careful, some of the giant plants open and close. You have to time your jumps carefully, so that you don't get eaten. Also don't touch the small fish that jump out of the water. There small, but deadly.

GEM NEEDED = The gold gem is needed to get the clear gem on this stage.

GEM OBTAINED = This stage will give you a clear gem.

Papu Papu (Boss)

To beat Papu you must jump onto his back/head while his back is turned. After you do this he will swing his staff in circles a few times. Simply jump it like skip rope. Repeat this process. It takes 3 hits to finish off Papu.

GEM NEEDED = N/A

GEM OBTAINED = N/A

Rolling Stones

This stage is almost identical to jungle rollers. However as well as having big rolling wheels, there are also small circular platforms in some of the large ditches. Some of them are moving too, so you must jump very carefully. Precision is required. Also some of the platforms give way underneath you, so you can only stand on them for a few seconds, before they fall.

GEM NEEDED = The purple gem is needed to get the clear gem on this stage.

GEM OBTAINED = This stage will give you a clear gem.

Hog Wild

One of the coolest stages. Ride the piggy and dodge the spiked columns. Also make sure you don't touch the savages. This can be difficult as they move side to side. You have to predict where they are going to walk in advance of them actually doing it. You will also encounter a revolving spit which you must jump or duck depending on the position. Finally, you will also come across a big drum in front of a large ditch. Jump onto the big drum, and it will bounce you to the other side of the ditch.

GEM NEEDED = N/A

GEM OBTAINED = This stage will you a clear gem.

Native Fortress

This stage is similar to the great gate. Don't touch any of the flames, and keep away from the large spiked columns. Once again, use a spin attack on the vertical log platforms to make them horizontal. Also avoid the savages by jumping over them.

GEM NEEDED = The pink gem is needed to get the clear gem on this stage.

GEM OBTAINED = This stage will give you a clear gem.

Up The Creek

This stage is similar to Upstream. Simply follow the path by jumping onto the logs, moving leaves and giant plants. This stage has more enemies than Upstream so be sure to use the spin attack with most of your jumps.

GEM NEEDED = N/A

GEM OBTAINED = This stage will give you a clear gem.

Ripper roo (Boss)

To beat Roo you must set off the box explosives so that they explode when Ripper Roo is next to them. You'll know if an explosion has damaged Roo because he will laugh and turn black each time he is hit. Begin by standing on the middle bottom square. The first box/explosive will reach you on your left. Jump on it to activate and time it so that Roo is standing next to it when it explodes. (Roo keeps jumping onto boxes in the same order, so you can predict where he is going to move next). If you miss him the first time, just keep on setting off explosives on your left or right, until you get him. After you hit him for the first time, move to the bottom right or left square. Once again, keep setting off bombs, and 2 more hits will finish him off.

GEM NEEDED = N/A

GEM OBTAINED = N/A

The Lost City

This stage is typical platform gaming. Just jump from platform to platform. You will encounter a stationary bat. Spin attack it, but avoid the flock of oncoming bats. A short distance after, you will encounter another stationary bat. Kill it also. This will stop the flow of bats between the two points where the stationary bats were. There are a number of these bats throughout the stage. Deal with them all the same way. Also watch out for the protruding platforms that emerge from the walls. They can easily push you off the path into the water.

GEM NEEDED = N/A

GEM OBTAINED = This stage will give you a green gem.

Temple Ruins

This is a tricky stage that incorporates 2D and 3D gaming. Watch out for falling platforms and spears that emerge from the walls. Use a spin attack on



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» the blue snakes that stick out of the holes in the ground. Just after you pass the big corridor with the flying bats and two smashing columns, you will reach an area with a spider that drops from the roof. On the far right of this area there is a small circular platform. Get on it and it will carry you to another area.

GEM NEEDED = N/A

GEM OBTAINED = This stage will give you a clear gem.

Road To Nowhere

Simply move straight ahead across the bridges. The dark brown planks will give way after a few seconds, so don't stand on them for long. When you get to the turtle that is standing in front of a long hole in the bridge, jump onto the turtle and it will overturn. Now the turtle shell will act as a spring. Jump off it to reach the other side of the long space.

GEM NEEDED = The pink gem is needed to get the clear gem on this stage.

GEM OBTAINED = This stage will give you a clear gem.

Boulder Dash

This stage is similar to boulders. Just run for your life. You will have to jump across ditches, onto small circular platforms, some moving. This is surprisingly easy.

GEM NEEDED = The green gem is needed to get the clear gem on this stage.

GEM OBTAINED = This stage will give you a clear gem.

WHOLE HOG (SECRET LEVEL)

This level is just like Hog Wild. Ride the piggy while dodging the spiked columns and savages.

GEM NEEDED = N/A

GEM OBTAINED = This stage will give you a clear gem.

Sunset Vista

This stage is similar to Lost City. Just jump from platform to platform. Take out the bats using the method mentioned earlier. Also there are more protruding columns that will try and push you into the water. You must time your way across them very carefully.

GEM NEEDED = N/A

GEM OBTAINED = This stage will give you a clear gem.

Koala Kong (Boss)

To beat Koala, dodge the black balls he keeps throwing at you. Also keep away from the box/explosives that fall near you. After throwing a few balls at you, Koala will pick up an extra heavy ball and throw it at you. Dodge it and it will land next to you. Spin attack it and it will shoot at Koala and damage him. Repeat this 4 times to finish off Koala. (Make sure that you don't shoot the ball when a carriage is in front of Koala, or else you will hit the carriage and not Koala.)

GEM NEEDED = N/A

GEM OBTAINED = N/A

Heavy Machinery

Follow the path. Don't touch any of the red plumbing, or the spiky flying objects. They can cause much damage. Also keep away from the steam valves. Check points are scarce in this level, so be extra careful to not get out after you have travelled a great distance.

GEM NEEDED = N/A

GEM OBTAINED = This stage will give you a clear gem.

Cortex Power

Proceed straight ahead. Make sure you don't touch the electric rays, they can kill you instantly. After a while you will come to a dividing road. Take the right path. After a while you will come to another dividing road. This time take the left path. (The right path leads to a box/switch which will solidify the transparent box bridge that you have to cross on the left path. This isn't required to cross the bridge, it just makes it easier.)

GEM NEEDED = The purple gem is needed to get the clear gem on this stage.

GEM OBTAINED = This stage will give you a clear gem.

Generator Room

This stage is very similar to Temple Ruins. Be sure to not touch the objects revolving the platforms. They can kill you instantly. Precision jumping is required.

GEM NEEDED = N/A

GEM OBTAINED = This stage will give you the gold gem.

Toxic Waste

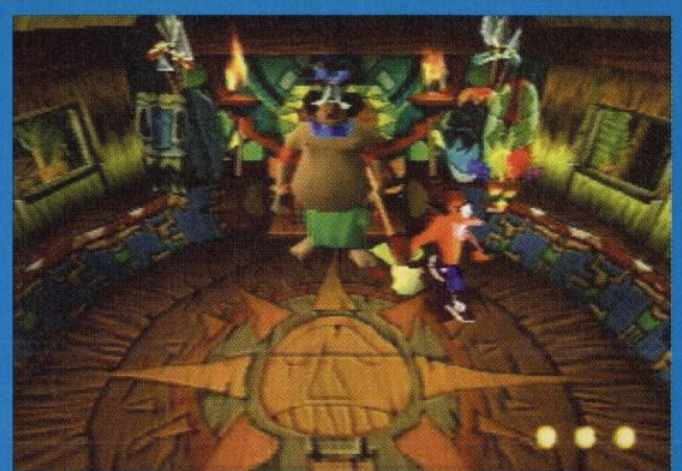
This is a simple stage where timing is the key. Jump over the oncoming rolling barrels. Use the boxes on the side as a break. When you reach the goon who is throwing the barrels, just take him out with a spin attack. Eventually, you will encounter bouncing barrels. These are much harder to get by. The easiest way to tackle them is to let them bounce over the top of you.

GEM NEEDED = N/A

GEM OBTAINED = This stage will give you a clear gem.

Pinstripe (Boss)

Run up to Pinstripe and spin attack him. If you give him a direct hit he will be stunned for a second or two. Stay right next to him, and just as he comes out of



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play guide CRASH BANDICOOT CONTINUED

it, spin attack him again before he starts shooting. This will work for the first 3 hits. Now run to bottom right or left hand side of the screen and stand still. Pinstripe will begin shooting at you (If you are standing in the right spot, his bullets should not be getting you). After he shoots twice, he will pause and point his gun upwards, then shoot again. During this pause is when you have to jump out and give him a spin attack. Repeat this technique a couple of times to finish him off.

GEM NEEDED = N/A
GEM OBTAINED = N/A

The High Road

This stage is similar to Road to Nowhere. Just keep crossing the bridges. When you reach a turtle, jump on it to overturn it. Then use it as a trampoline to jump across the hole in the bridge. Be sure that you overturn the turtle while it is standing on the very ledge of the bridge. This way you can jump a further distance.

GEM NEEDED = N/A
GEM OBTAINED = This stage will give you the blue gem.

Slippery Climb

This is another tricky platform stage. Most of the stairs in this stage retract to form an incline. Make sure you are not on the stairs when this happens or you will slide right off them. Timing is pretty tricky on some of the moving platforms in this stage. Jump onto the birds to get across to other platforms.

GEM NEEDED = N/A
GEM OBTAINED = This stage will give you the pink gem.

Lights Out

Speed is the key to getting passed this level. Your light only last for a short time, so you have to run all the way between each checkpoint, in order to recharge your light. Watch out for the giant swinging axes.

GEM NEEDED = The yellow gem is needed to get the purple gem on this stage.
GEM OBTAINED = This stage will give you the purple gem.

Fumbling In The Dark (Secret Level)

This level is just like Lights Out. Speed is the key. Run all the way to every checkpoint.

GEM NEEDED = N/A
GEM OBTAINED = This stage will give you a clear gem.

Jaws Of Darkness

This level is similar to Temple Ruins. Watch out for the snakes that stick out of the holes. Precision jumping is required in this stage, as there are many small moving platforms to jump on.

GEM NEEDED = The purple gem is needed to get the clear gem on this stage.
GEM OBTAINED = This stage will give you a clear gem.

Castle Machinery

This stage is similar to Heavy Machinery. There are many moving platforms that will move you towards enemies or red-hot plumbing. You must be ready to exit the moving platforms as soon as you're able to.

GEM NEEDED = The green gem is needed to get the clear gem on this stage.
GEM OBTAINED = This stage will give you a clear gem.

Nitrus Brio (Boss)

To beat Dr Nitrus, just jump onto the green puddles of ooze that he sends after you. After doing this for a short time, Dr Nitrus will turn into a monster and begin pounding the floor. A large piece of rock will fall from the roof. Jump on top of the rock. From there, jump onto the monster's head with a spin attack. Repeat this 3 times to finish him off.

GEM NEEDED = N/A
GEM OBTAINED = N/A

The Lab

Walk straight ahead, activate the box/switches to open the doors and extend the floors. When you reach the electric man, spin attack him. He will be stunned for a second or two. Spin him repeatedly until you force him back over the edge. (Make sure that you don't spin attack him while he is glowing with electricity. If you touch him while he is in this state you will be electrocuted).

GEM NEEDED = N/A
GEM OBTAINED = This stage will give you the gold gem.

The Great Hall

GEM NEEDED = This stage needs all the clear gems to access the hidden ending.
GEM OBTAINED = N/A

Dr Neo Cortex (Boss)

To beat Dr Cortex you must dodge the purple and blue rays that he shoots at you. When he shoots a green ray however, spin attack it and it will ricochet off you and hit Dr Cortex. After you rebound 8 green rays at Dr Cortex, you will beat him.

GEM NEEDED = N/A
GEM OBTAINED = N/A



Lion King PC

Type DWARF at the Options screen. 'Cheat Enable' should flash at the top of the screen During the game at any time: press I to skip a level and press H to increase health to full.

Battle Isle III PC

LEVEL CODES:

- 1 2975462
- 2 6487674
- 3 1564386
- 4 9745642
- 5 3756838
- 6 2957843
- 7 8844366
- 8 2375411
- 9 3854653
- 10 5647332
- 11 4092664
- 12 7564366
- 13 8264241
- 14 3243554
- 15 5487436
- 16 1353411
- 17 4524338
- 18 6731244
- 19 1243371
- 20 6245425

NBA Live 96 Mega Drive

To have Michael Jordan in your team, simply enter your name as Michael Jordan.

Battle Arena Toshinden PC

These codes are to be inserted at the main menu:

- GIMMEJIM - Boss Code
- VIRTUALI - First Person Perspective.
- FUNNYHEADS - Big Heads

Mechwarrior 2: Mercenaries PC

Hold Ctrl+Alt+Shift and enter any of the following during simulation:
superfunkalifragisexy - Invulnerability
iseenfireandiseenrain - Unlimited Ammo
ooohhhlllaaalllaaa - Heat tracking
itsdabooomb - Makes targeted enemy self destruct (doesn't work on things that are not high lighted in red brackets)
crazysexycool - Infinite jumpjets
inmybeautifulballoon - Adds jump jets
likethecomstarbaby - Automatically succeed in mission (wont set your mission goals as successful though)
ontimeeverytime - Time compression key enabled.
antijolt - Time expansion enabled
bubbleboy - **Bounding spheres**
beholdmyglory - Imfree-eye mode on
undflashyflashy - AutoGrouping enabled (makes all weapons fire from the first trigger)
walkthisway - Leading Recticle enabled (makes enemies follow your targeting crosshairs towards you)

Fire Fight PC

While playing, hit C, W, and the + key on the numeric key pad. Hit F12 to access the cheat menu. From there you can choose Restore Shields, Full Weaponry, or toggle Invulnerability.

Gene Wars PC

INVULNERABLE & UNLIMITED AMMO:
 Save the game using BUY A PLAYSTATION as the name of the saved game.

NFL Gameday PlayStation

CODES:
 Ultra Difficulty Level - **URNOTREDE**
 Two New Teams - **SKELETON**
 Increased Interceptions - **PICK.CITY**
 Increase size of backs - **BIG.BOYS**
 Increase offence - **OFFENSE**
 Increase defence - **DEFENSE**
 Increase coverage - **STICKUM**
 Increases injuries - **MAYHEM**
 Increases speed burst - **JUICE**
 Exaggerates the intensity of hits - **CRUNCH.TIME**
 Throw quicker and further - **CANNON.ARM**

Tekken2 PlayStation

BIG HEADS AND BODIES:
 To pump up, hold Select when choosing fighter. To get even larger, hold Select during a round change.
PUNCH-OUT VIEW:
 For a new perspective, try this. After you've captured all characters, hold L1 + L2 when selecting your character. A new "Punch-out" perspective will become available.

Williams Arcade's Greatest Hits PlayStation

SECRET OPTIONS:
 Once you're in a game hold down L1+L2 and press SELECT+ START simultaneously. A game status screen will come up. Press X to skip to the Options screen, there you can change the difficulty setting and the number of lives you have plus others. When you are done press START to resume play again.

Cyberia PlayStation

To access the CHEAT MODE enter the following code NEMROSIM.Begin the game as normal then pause the game. Choose LOAD from the options and you will see all of the PASSWORDS for the game.

Quarterback Club 97 Saturn

LAND MINES
 Go to Pre-season mode and press X, X, X, Z, X, X to make hidden landmines appear all over the field.
CODES
 Enter these codes at the pre-season team select screen.
 Fumbles - **X, X, X, L, X, ,X**
 No Fumbles - **X, X, X, R, X, X**
 Super Speed Burst - **X, X, Y, Y, X, Y**
 Low Skill Level - **X, X, Y, R, X, Y**
 Giant Players - **X, X, Z, Y, X, Z**
 Midget Players - **X, X, Z, Z, X, Z**
 Quarterback can throw 100 yards on bomb zone plays - **X, X, Z, R, X, Z**

High Velocity Saturn

DRIVE A PORSCHE
 At the Car Select menu and choose car "F", then hold L + R + Y and press Right. The "G" car should appear.
DRIVE THE TRUCK
 Go to the Car Select menu and choose car "G", then press and hold L + R + Y and press Right to reveal the truck.
OBSTACLE COURSE
 On the Mode Select screen, highlight each mode and press B. After doing this, the screen will cycle through each mode and flash. Highlight Time Trial mode, hold X and press A. Select your car and the first course. You should then be on an obstacle course.

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it's the size
of your worm
that counts.

He's back, and this time he's brought Elvis. **JIM 2**

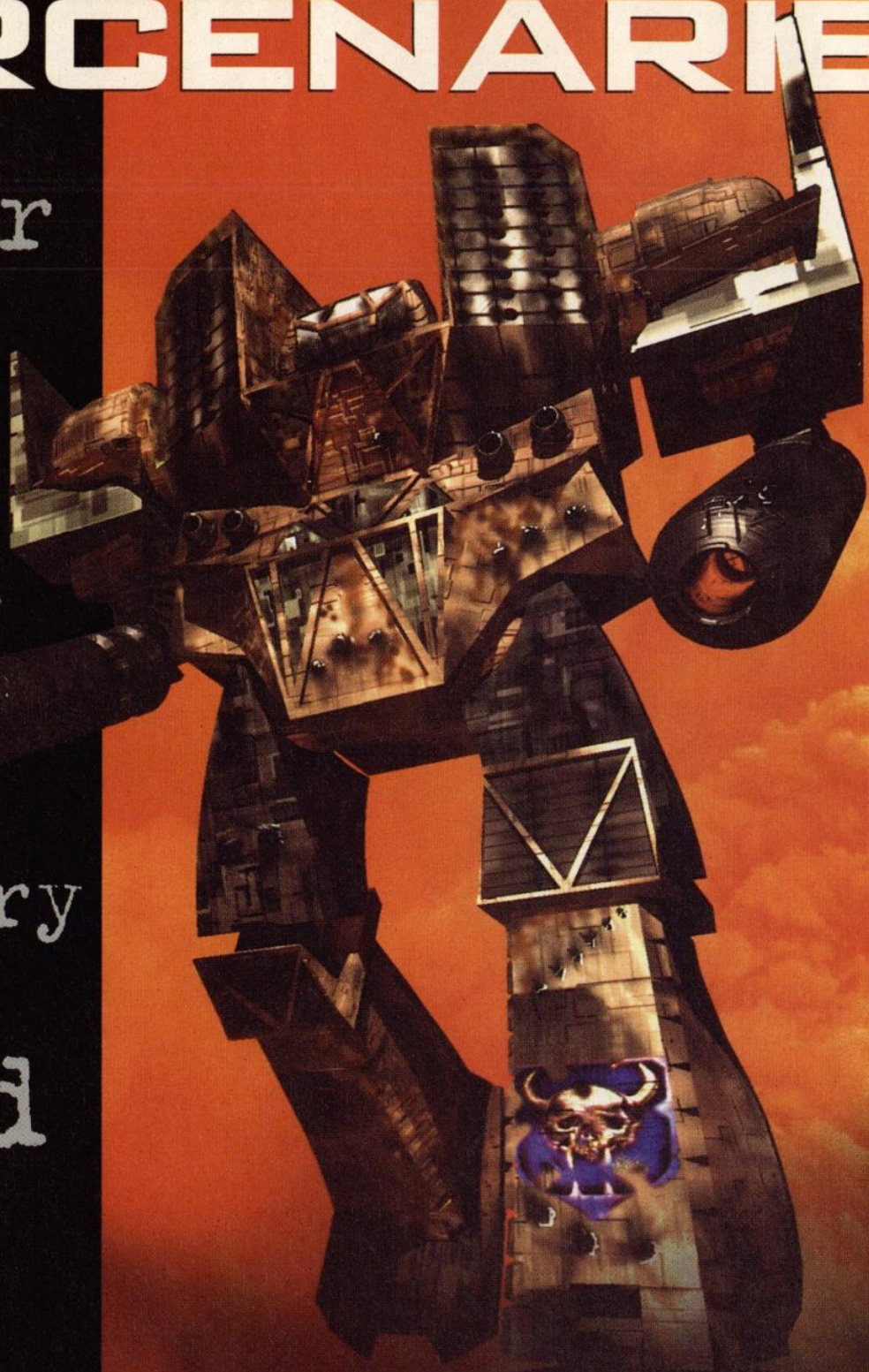


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Gun Griffon Saturn

All codes should be input at the title screen after the words Press Start appear
 Unlimited Ammo - **B, B, B, C, Start**
 Remove the Targeting Boxes - **Left, Right, C, A, Start**
 Remove the yellow and red dots on the radar - **B, B, B, Down, C, Start**
 Jump doesn't have to recharge - **Up, Right, Down, Left, Z, Start**

Mortal Kombat Trilogy PlayStation

PLAY AS CHAMELEON
 Pick any MALE ninja. Before the round starts hold Back (if you are 1st player you hold to the left, if you are second player you hold to the right) + \square + Δ + R1 + R2. If it worked your character will change into Chameleon. This code can also be done between rounds.
SECRET OPTIONS SCREEN
 Go into options. Leave the cursor on any of the configuration buttons and hold L1+L2+R1+R2+Up. Keep all of these buttons held for three seconds. If it worked you should hear a boom and the screen will shake. Then the ? is selectable.

Die Hard Trilogy PlayStation

Level Codes for DIE Hard. You should get a message "Official Game Code" on completion of the code.
 LEVEL 2:
ZN1!6HTWZJ!HF
GK5N5W7CX7JZR
V!CYHPZRV!CXH
KZRV!CYHPZRVJ
 LEVEL 3:
T4IX-3-4TDIDP
5B9W974MM6DT7

4XMLG9T74XMMG
FT74XMLG9T74J
 LEVEL 4:
Q-1WSX3WQK!CD
!6FSS!M!FFPQ2
SCID5JQ2SCIF5
NQ2SCID5JQ2S-
 LEVEL 5:
Y4!ZDT3YJMZZ
Y!BPYY6MW7DY7
NZMVH9Y7NZMWH
FY7NZMVH9Y7NJ
 LEVEL 6:
F8279HY3FLM6X
15KI!TGNWWHF9
P6NVMBF9P6NWM
GF9P6NVMBF9P-
 LEVEL 7:
74225VHK7WVMW
H7GRVLC LH1X74
XMLG9T74XMLH9
Y74XMLG9T74XJ
 LEVEL 8:
TN1Z9JCSJ-XL
7X5R9N4WL68TR
6XWWMGFTR6XWLG
9TR6XWWMGFTR6J
 LEVEL 9:
H425H75XGGVVRV
BXK479!L!3XH5
XRLZCTH5XRL!C
YH5XRLZCTH5XJ
 LEVEL 10:
3D231ZZ!23CK!
8BS-QV9Q7JZ3D
FKQ65W3DFKQ7S
!3DFKQ65W3DFJ
 LEVEL 11:
W82GN88TVSCFX
WCM79Q5PRZ!WC
FFPQQVWCFPPRQ
ZWCFFPQQVWCF-
 LEVEL 12:
942RCHX88Z14N
RL3WL4XLM2D95
4NLLB9954NLMB
F954NLLB9954J
 LEVEL 13:
TJ2HGH-DSDIDP

Z-VN45NTLG9TM
6DTM6DTM6DTL6
8TM6DTM6DTM6-
 LEVEL 14:
DX22HW5SGZPQ7
-Z5NGQZGSM2DY
MQGTW7DYMQGSW
3DYMQGTW7DYMJ
 LEVEL 15:
BX21PND98VGP-
4ZBIQDYGNLLBY
CPGPVRYBCPGNV
MBYCPGPVRYBCJ
 LEVEL 16:
XJ2BXT9SZXP65
DJ6S-Z69SH1XMM
LG9T74XMLG9S7
-XMLG9T74XML-
 LEVEL 17:
RS2GX9C5P9SCJ
S3X65LMYGWYRV
!CYHPZRV!CYGP
VRV!CYHPZRV!-
 LEVEL 18:
FS237Z5NHGKQR
871JV7ZXVWCFT
R6XWWMGFTR6XVM
BFTR6XWWMGFTR-
 LEVEL 19:
B42-RJ498VGP
7S8DVXY2P2NB5
8P2NBKB58P2PB
PB58P2NBKB58J

The Tick SNES

STAGE SELECT:
 At the title screen, press Start to go to the Options screen. At the Options screen, set "Arthurs" to two, "Lives" to seven, and "Continues" to four. Next, choose the Test Sounds option and select "Teleport." Press Start, and the word "Cheat" will appear. Start the game, pause it, and press Select. You now have a Stage Select mode. When your game is over, you can reactivate Stage Select by holding L + R.

Crash Bandicoot PlayStation

LEVEL CODES:
 JUNGLE ROLLERS -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 THE GREAT GATE -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 UPSTREAM -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 ROLLING STONES -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 NATIVE FORTRESS -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 UP THE CREEK -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 THE LOST CITY -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 ROAD TO NOWHERE -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 SUNSET VISTA -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 HEAVY MACHINERY -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 GENERATOR ROOM -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 TOXIC WASTE -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 THE HIGH ROAD -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 JAWS OF DARKNESS -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
 THE LAB -
 \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square , \square
SUPER PASSWORD:
 This is the password that will get you all 26 gems, 2 keys and all levels complete:
 \square , \square

Impact Racing Saturn

INVINCIBILITY
 Enter the password I.AM.IMORTAL (don't forget the full stop!!)
 Unlimited Ammo for any weapon:
 Enter the password ILOADSOFSTUFF

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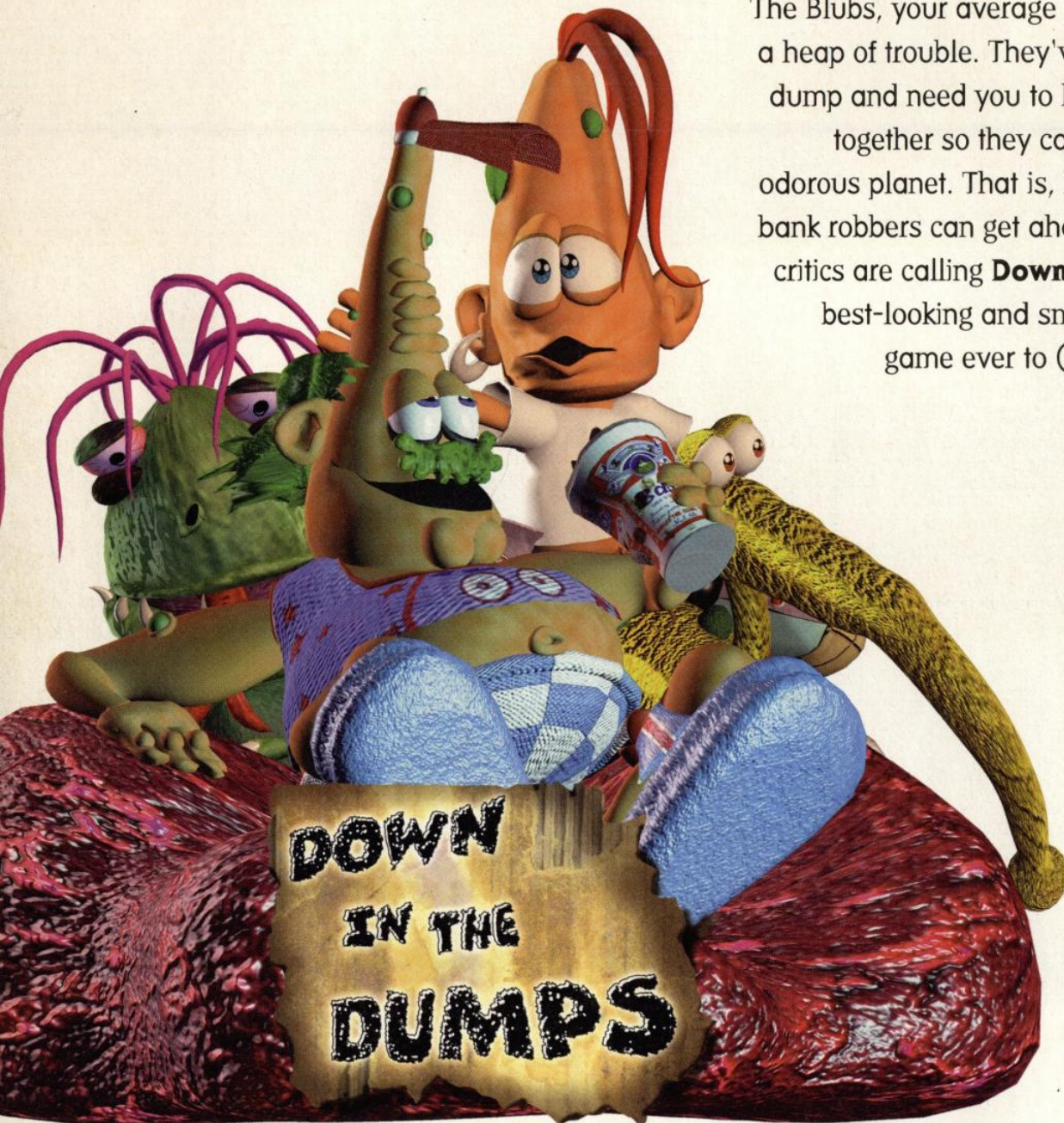
Play with it long enough and you'll go blind.
 He's back, and this time he's brought Elvis.



Anticipated Rating G8+

IT STINKS

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PHILIPS

Syndicate Wars
PlayStation

ACCESS ALL WEAPONS:
Hit the following buttons during the intro screen: **Up, Up, Down, Down, Left, Right, X, O**. A shot will be heard if this has been correctly done.

Triple Play 97
Playstation

SECRET PLAYERS
In the Options menu select CREDITS. Pictures of players who made the game are shown. Make a note of the names of these players and then enter them in the CREATE PLAYER section.

Ultimate MK3
Saturn

CHEAT MENU
On the Title screen press C, R, A, Z, Y, C, Y, R, A, X. Next, press START and Up at the Kombat Kube to reveal a blue question mark. Choose it to access the cheat menu. Note that you must turn Fatality Time OFF to get unlimited fatality time.

FREEPLAY MODE
At the Skull screen (before the game starts), press Up, Up, Right, Right, Left, Left, Down, Down.

PLAY AS HUMAN SMOKE
Select the robot, then hold Left + HP + Block + HK + Run. For player 2, select the robot, then hold Right + HP + Block + HK + Run.

Toy Story
SNES

INVINCIBILITY:
In level one, walk over to the dresser with the army barrel on top and jump into the first open drawer. Hold Down until your star begins to flash and spin.

Night Warriors: Darkstalker's Revenge
Saturn

APPENDIX
Highlight Configuration in the Options screen and press B, X, Down, A, Y. An "Appendix" option should appear. From here you can set the background music, colours, and many other attributes. You can also select your starting round and review the games soundtrack.

TURBO SPEED
Highlight Turbo Speed in the Options screen and press X, X, Forward, A, Z. A chime should sound and you can now set your speed up to 8 stars.

TECHNICOLOUR WARDROBE
Go to the Selection screen and press either X, Y, Z, A, B, C, X + (B or Start). Each choice will yield a different outfit for your character.

CHANGE MORGAN'S OUTFIT
When Morgan wins a round, you can change her outfit by pressing Left or Right.

AUTO CHAIN COMBO
Choose Auto Guard from the Character Select screen. To use the Auto Chain Combo, press all Punch or Kick buttons to perform easy 3-hit combos.

ESPN Extreme Games
PlayStation

EASY MONEY
To make a lot of money and buy the best equipment, play in exhibition mode then go to the equipment room and turn off all of the computer players. When the race begins you'll be alone and will come in first every time. After two or three races you'll have enough cash to buy the best equipment.

Batman: Revenge of the Joker
Mega Drive

Enter the password "5257." After you've entered this code, a row of six mushroom-like objects will appear across the bottom of the screen. To go to any stage in the game, enter one of the following passwords:

- Stage 1.1 - 1100
- Stage 1.2 - 1200
- Stage 1 Boss - 1300
- Stage 2 - 2100
- Stage 2.2 - 2200
- Stage 3.1 - 3100
- Stage 3.2 - 3200
- Stage 3 Boss - 3300
- Stage 4.1 - 4100
- Stage 4.2 - 4200
- Stage 4 Boss - 4300
- Stage 5.1 - 5100
- Stage 5.2 - 5200
- Stage 6.1 - 6100
- Stage 6.2 - 6200
- Stage 6 Boss - 6300
- Stage 7.1 - 7100
- Final Fight - 7200

NHL Powerplay
Saturn

RAD ARMY CHEAT
Hold A+Y+C when the screen fades from any screen to either the quick start or main team select screens. To the left of the Ducks logo you should now see the logo of the Rad Army Team (Radical Entertainment Team with a 99 Rating)

Sim Tower
PC

When starting a new tower, click in the lowest left hand corner to double your starting money.

Defcon 5
PlayStation

Hidden Game: Go to any of the VOS terminals within the defence station. Enter the "Communications Area" and go to "Local Communications". When you come across a message about the option being unavailable, hit your Δ button.

Alien Trilogy
Saturn

Enter these on the PASSWORD screen:
Unlimited Ammo - **FILLMYPOCKETS**
Level Select - **FLYToXX** (Substitute XX for the 2 digit number of the level you wish to play)
FLYTo35 - closing cut scenes

Rayman
PlayStation

PASSWORDS
99 Lives - **XNB9FM!Zz?**
Finished Mountains - **J5K!ZZC8MD**
Finished Caves - **SM!KV7WSXD**
Access to Space Mama - **T64H5M!7BB**
Access to Skops - **?2MC9!GTB**

EXTRA CONTINUES
When you are down to two or fewer continues, press Start to continue your game, then press Up, Down, Right, Left for 10 free continues.

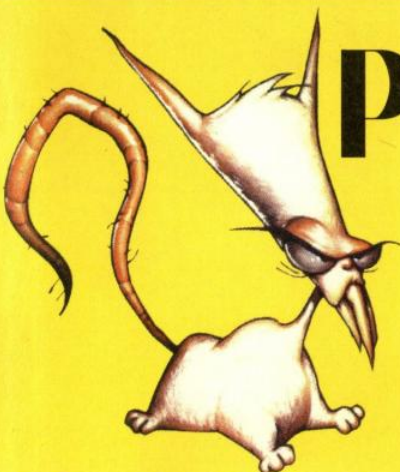
DIRRENT VIEW ON LIFE
For a simulated Picture-in-Picture view of the screen, pause the game and press Circle, Circle, Left, Circle, Circle. On some systems you may need to hold R2 while doing this.

The Pagemaster
Mega Drive

At the beginning of any world, press Left, Up, Left, Up, Start, B, Right, A to warp to the next world. To back-up from a world you've beaten, press A.

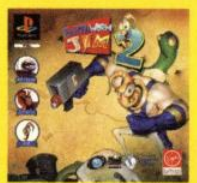
For more hot tips and expert technical support call...
Electronic Arts 1902 261 600
Calls charged at a rate of .95c per min. A higher rate applies from public and mobile phones.

For more hot tips and expert technical support call...
Playstation powerline 1902 262 662
Calls charged at a rate of \$1.00 per min. A higher rate applies from public and mobile phones.



Protect your WORM from the evil PUSSY.

He's back, and this time he's brought Elvis. **EARTHWORM JIM 2**



Anticipated Rating **G8+**

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even if you're
a short-arsed
white guy.**

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featuring
MAGIC & KAREEM
'96

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Just when we thought Sega's Worldwide Soccer had come along to take top place, EA are ready to raise the bar again with the launch the 1997 version of **Fifa Soccer**. Don't it look pretty? More details next issue...



HYPER

HYPER Letters
PO Box 634
Strawberry Hills
NSW 2012
Fax: (02) 310 1315

E-mail:
freakscene@next.com.au

DUKE DOESN'T LAST

Dear HYPER,

Congrats on a great mag. After reading Sam Merriment's letter in the last issue I thought I would voice my opinion on the Quake vs Duke 3D fiasco. I went into how Quake's graphics, engine, sound FX, gameplay and multiplayer are infinitely better than that of Dukes as this has all been said before. But I will ramble about the longterm appeal of both games.

To put it simply, Duke is not a long lasting game. It maybe harder than Quake in single player but after a couple of weeks playing, it has shown us everything it has got to offer. Quake on the other hand, thanks to QuakeC, will have hundreds (thousands!?) of patches that will prolong the game life until we see Quakez; which will bring forth even more add-ons. The level scene for Quake is also much bigger than Dukes, already there are five or so excellent level editors out (I suggest Quma) and the quality levels are starting to flood in faster than I can rack up 100 frags.

So to the three people out there who are still undecided about which game to get for Xmas; get Quake, it will last much longer than Duke.

TROY WATSON
troyw@tpsi.com.au
Thanks for your endorsement Troy. Just to show how impartial we are here at HYPER, we've got an anti-Quake letter in here as well. HYPER readers will just have to go and make up their own minds (which is what we encourage anyway).

FIRST TIMER

Dear HYPER,

First time I've bought you mag (first time I've had a console) and its great, so I'm gonna

subscribe. Anyways my questions are:

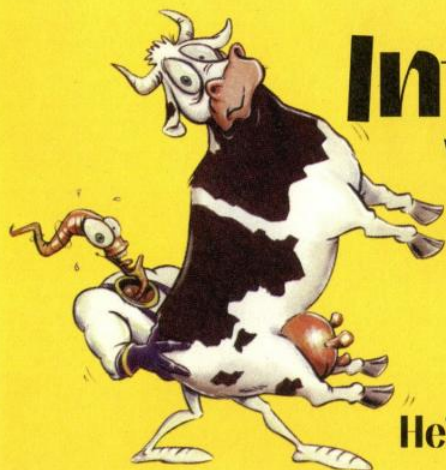
- 1) In your preview of Virtual On, you said that a link cable would be required to play 2 player, plus another Saturn and TV. Are Sega bringing this out a link cable such a long time after the Saturns release, and using the Net Link means you can play anyone anywhere. On that matter:
- 2) When's the Net Link coming out in Australia? Will there be a keyboard that supports it and what games will support it?
- 3) How do games like Destruction Derby for the Saturn which you gave 60% manage to arrive at number one on the charts (Page 14 in issue 37)?
- 4) What, in your opinion, is the best soccer game and racing game for the Saturn? And finally,
- 5) Is the Pro Action Replay for the Saturn any good?

Thanks. Nights rules. Core makes great games. Saturns rule. Oh yeah could you guys put some sort of list of the expected release dates for upcoming games?

Thanks again

LUKE STEVENS

1. I think we may have misled you with Virtual On - it's got a two-player split screen mode built in so there's no need for a link cable and Sega have not yet released a link cable.
2. The Net Link should be in Australia in 1997 but no local plans have been announced.
3. The easy (and funny) answer is: because people are stupid, but the correct answer would be that they got sucked in by the hype on the game on the PlayStation without looking at the quality of the Saturn conversion.
4. Sega Worldwide Soccer 97 is the best soccer game and Sega Rally is widely regarded as the best racing game.
5. Yes, it's good.



Introduce your **Worm** to some **Livestock.**

He's back, and this time he's brought Elvis. **EARTHWORM JIM 2**



Anticipated Rating **G8+**



Letters

NINTENDO OPINION

HYPER,

Great mag yada yada yada, I'll get to the point. Nintendo have really stuffed up this time.

The Nintendo 64 will not be available to the public until March and by that time it will be completely blown out of the water by the PlayStation's awesome library of games. Sony will have at least 400 games by the time the Nintendo 64 is out.

The only thing that Nintendo have on their side is the Nintendo 64's POWER and Mario 64 which looks one of the greatest games since Breakout. I love Nintendo and I am hoping to get it but games take too long to develop for it and three games is not enough for a launch of a console.

Anyway See ya

RYAN BAXTER

baxterr@freoahs.wa.edu.au

It is going to be an uphill battle for Nintendo now, which is probably not what they were expecting or what they are used

to, so it's going to be interesting to see how they perform in 1997 (especially in Australia after the outrageous delay of the N64).

SHORT AND SWEET

Hey HYPER,

Howdy Doody! I think your mag is great, the layout is fab and all the people who work at HYPER are absolute legends Blah, blah, blah, gag, gag, gag!!! Enough with the arse kissing, here are my questions, short and sweet!

1) Will there be a converter to play Mega Drive games on the Saturn?
2) There's a game in the arcades called Open Ice 2 on 2 Challenge. Will it be released on the Mega Drive, and when does it come out on PlayStation and Saturn?

3) Has NHL All Star Hockey or Wayne Gretzky Hockey been released on the Mega Drive yet?

Much appreciated

J2033435

1. I think we'd all love a Mega Drive converter for the Saturn

but nothing's appeared as yet so I doubt we'll see one. It would be the obvious thing for Sega to release. 2. We'll probably see that on the PlayStation and Saturn sometime in 1997. 3. No, but Gretzky Hockey will be on the Nintendo 64 when it launches in March.

A MIXED BAG

Dear HYPER,

Every month I go to the local Newsagency and buy HYPER and I read it cover to cover. I think your mag is the best. Anyway, I own a Sony PlayStation and a Power Macintosh 6200/75. I love them both (I love the PlayStation a little bit more) and I would be delighted if you would be able to answer my questions for me.

1) I have read the review of Quake about 10 times and think it is a brilliant game, although I haven't actually played it yet. So I was wondering if Quake would be coming to the Macintosh. If so when?

2) Will Duke Nukem 3D be coming out on the Macintosh?

3) Do you have any new on Tekken 3?

4) Do you think Final Fantasy 7 will be better than Zelda 64?

5) I have played Formula 1 on the PlayStation and I think it is the best racing game ever. But I am worried that it will be ported over to the Saturn. Will this happen?

6) Which company (Sony or Sega) is actually winning the console war at the moment?

Keep up the good work.

Thanks,

DAVID P

Claremont, WA

1. Quake should be on the Mac anytime now. 2. Yes. 3. It's in production. 4. Don't know 'cos I haven't seen Zelda 64. Final Fantasy 7 is looking very, very nice indeed though. 5. Possibly, but not for some time. 6. In Australia? Sony have sold more PlayStations than Sega have sold Saturns and that would be the trend worldwide as well, although each territory is slightly different. Sega are certainly not beaten though - they've got a lot of fight left in them.

can be fixed by switching off Murray Walker's excellent commentary but who would want to do that? This is a major bug with the game and is one of the sole reasons that the game was delayed in America. So the fact remains that us Australians are getting a 'better' version of Fi.

You failed to mention the HUGE amounts of pop-up which occurs after every corner and the fact that if you use an analog controller it is impossible to use the replay function as the controller uses 20% of the game's processor power.

Enough of my bitching, don't take offence at what I've said as I feel that it's necessary. And beside all this your mag is great!

BRENDAN VYNER

Kewdale, WA

OK Brendan, there are definitely a few 'bugs' in Fi that made it into the release version that we were sure would be taken out. We reviewed from a final Beta and some features that we were told would be included, actually didn't make it in, and some bugs that we assumed would be fixed, weren't. Still, it's a great game.

A POINTLESS WAR

To The Gaming Gods That Are HYPER,

This letter is aimed at the "Pro Sega Fan" in your November Issue. How on earth could you sell a Sony PlayStation to buy a piddly Sega Saturn. WOW! I've seen Virtua Cop, Virtua Fighter 2 and Sega Rally running on a Saturn too, but it hardly matches the quality of PSX gems such as Tekken 2, Formula 1 and Motor Toon GP2 amongst others. At 34 years of age, I thought that you would have more common sense. Obviously you are a total loser that has been sucked into Sega's pathetic attempt at video gaming. Sure, Sony have only just shown their talent on the

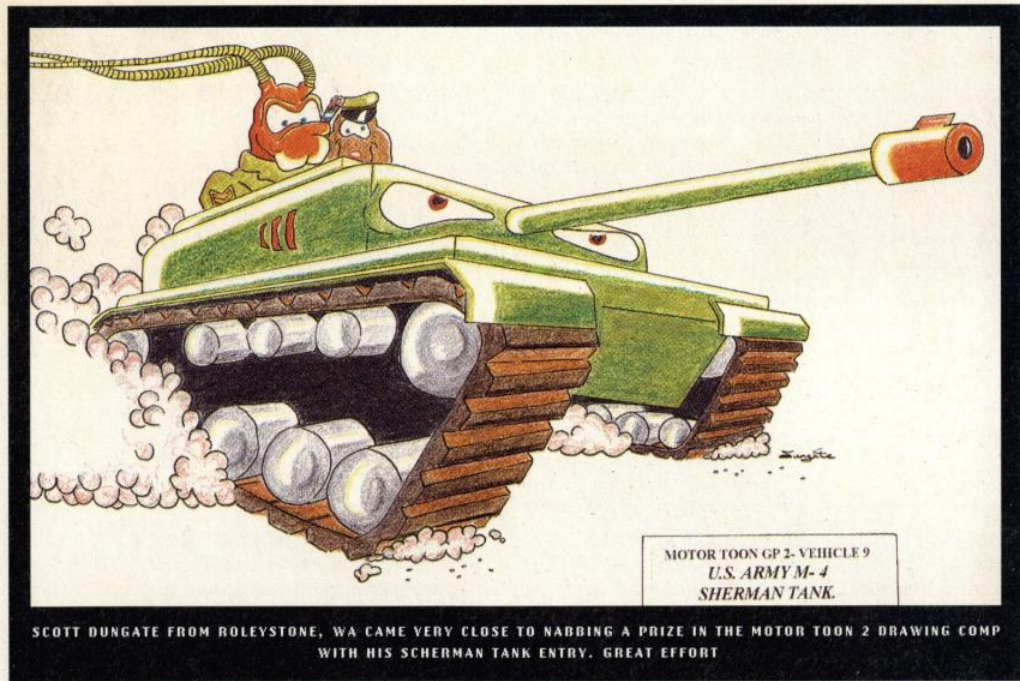
F1 PROBLEMS

Dear HYPER

Generally your reviews are excellent and informative but this is not the case with your review of Fi on the PlayStation (November Issue).

You seemed to mention a few key problems or faults with the game. The first are the loading times, as they are appalling. When you first choose your track I times it to be around 35 seconds to load! And at the start of the game it takes around 15-20 seconds to bring up the options screen.

Also, you fail to mention the pause every 30 or so seconds while you race. Admittedly this



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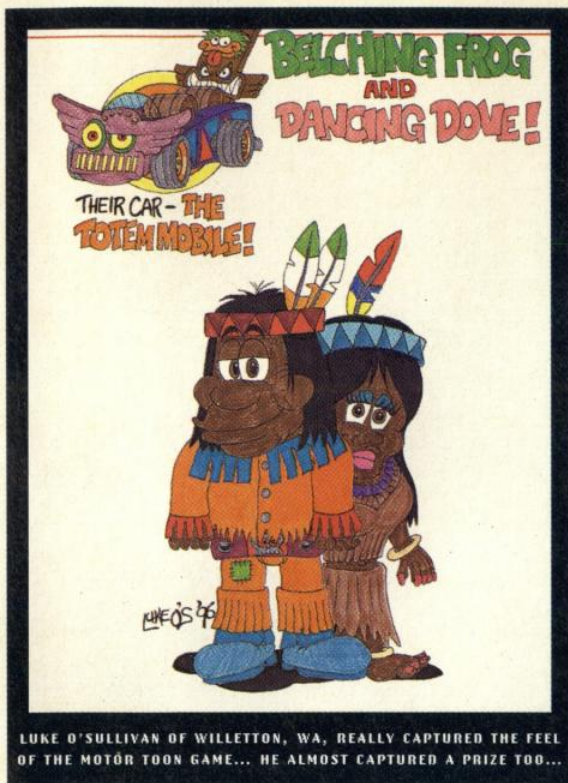
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gaming scene, but in my opinion they have succeeded and come up with a true winner (PSX), with a lot of software support.

I own a PC and a PlayStation that I enjoy immensely, but when I visited a friend which also has your very sad taste (Sega Saturn) and was playing all the games you mentioned but none of them bought excitement and actual fun of playing PlayStation Games. Instead of writing 'WOW', is this a Sega Saturn doing this, you should have written: 'WOW', I really am a wanker for buying this cruddy machine.'

I believe I have started a great war between readers, but I'm sure that are a lot of PSX fan's out there who will back me up. It's your turn, Pro Sega Fan...

KKK BITCH

OK, these sort of letters are really pointless and it's about

time some of you grew up and started enjoying the system and the games you've got, rather than moaning and bitching about the system and games someone else has got. Yes, this letter will not doubt increase the Sega/Sony war between HYPER readers, but if you're thinking about writing in and giving your opinion you better have something sensible to say...

PRINT A PETITION

Dear HYPER,
Congratulations on issue 37. Your review on FORMULA 1 has me re-reading it ever since I've bought the mag.

It seems to me that the extremely strict and ignorant censorship of games in Australia, has bought in many angry responses. In fact, HYPER dedicated half of the letters

section in issue 27 to see what we really thought about it. Wouldn't it be a great idea if HYPER published a petition in each mag so every interested reader could send in their thoughts to the Federal Government.

- 1) Will SF vs X-Men be converted to console? When and where?
- 2) Is F1 on Sega Saturn anything compared to Formula 1 on PSX?

Thanks for your time,

VU PHAM

Thomastown, VIC

The petition regarding Australia's excessive game censorship is a great idea and we'll definitely be doing it if the politicians don't come to their senses and introduce an "R" classification soon. Keep the pressure up, people! 1. I would guess so, on both PlayStation and Saturn in 1997. 2. It's a decent game but not as good as F1 on PSX.

SATURN FREAK

Dear HYPER,

I own a Sega Saturn and I was a DOOM freak but now I've played Quake and DOOM is a thing of the past. I played it on my friends Pentium 100 with 16 meg of ram and it ran smoothly. But a couple of issues back you said Quake would not be coming to Saturn, but then the next issue you said it wasn't confirmed and that confused me. Is there any firm news yet? I love the Street Fighter Gaiden due on Saturn? If the Saturn has 3 processors in it, how come some cross-platform and arcade conversion are better quality on PlayStation than on Saturn? Do you think that the Saturn 3D control pad is better than the N64 one? Would it work in 3D mode with Panzer Dragoon 2? And Thanks, Pro Sega Fan, its good to hear someone say something positive about the Saturn.

Thanks for answering my questions and keep bringing out HYPER.

D HAWKINS

Central Coast, NSW

OK, latest news is that Quake WILL be coming out on Saturn. No idea when Streetfighter Gaiden is due - we're all hanging out for news. The only real reason conversions may be better on the PlayStation than the Saturn is the time and effort taken on the conversion. The PlayStation is apparently easier to program for and to pull code over to. Sega's in-house team can make the Saturn burn, it's just a pity that many third party developers can't. I think the Saturn 3D controller is great - at least equal to Nintendo's but it wouldn't work in 3D mode for Panzer Dragoon.

QUAKE IS BORING

Attention HYPER,

I would like to make my feelings known to everyone concerning the recent 'HYPER' about Quake, and how it has supposedly crapped on, trodden on, pissed on, and totally annihilated Doom, due to it's 'superior' graphics and gameplay. Sure, the game has polygons for almost everything and the graphics and detail is good, but that's what all games have now, and I personally don't think that the long wait was worth it. Let's face it, there will never be another game like Doom!

I personally have finished Quake on Nightmare without cheating and spent a lot of time playing Deathmatch Quake, and can now safely say that I'll never play it again on single player, because it is more boring than can be described in words. The only challenging levels are the last two or three in episode 4 and the music is absolute CRAP! But with Doom, I've played the whole

thing through more times than I could possibly remember and I would rather play Doom/Doom2/Hexen /Duke 3D for Deathmatch because the pace of them is much faster than Quake (even on a P133+) and there is a larger variety of useful items and weapons. When you think about the weapons in Quake, in essence you've only got 3 weapons which are worth using; the shotgun, the nailgun, and rocket/grenade launcher (defined as 3 because you've got the basic weapon types and then a 'super' version of each). The axe is useless unless you're a maniac or you're cheating and the thunderbolt isn't too great because it's limited range. Considering the fact the Quake comes on CD only and therefore space should not be an issue, you would think that they could afford to at least have had a boss on each episode instead of having one on the first and one on the fourth.

One reason Doom lasted so long and is still going is because of all the editors which have been made for it, so I think that the only hope Quake has is for editors to be made for it. Dark Faces 2: Jedi Knight will most likely piss on Quake, and I can only hope that Quake 2 will be equipped with gameplay.

Regards,

ANDREW DETTO

Duffy A.C.T

Thanks for your opinion Andrew and you're entitled to it, however the level editors and patches being released for Quake are really letting you get the most out of the game. The commercial release of Quake was pushed forward at the last minute because of piracy and that may be one of the reasons why there are so few end of level bosses and other one-player incentives in the game. I'm sure Quake 2 will add lots to the environment.

Here is how it works-all you've got to do is ring the number below then place your game in the swap shop then you'll get your own ID number to access the messages people will leave who want to swap games with you.

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PlayStation games: Zero Divide and Street Fighter Alpha \$60 each or swap for any other decent PSX game. Ph. (065) 822 619. Ask for Trent.

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PC games: The Hive, Rebel Assault 2, Creature Shock, and the Seventh Guest all boxed with instructions, all double CD for \$150 or swap for Super Nintendo with games. Call Ray on (02) 9907 9980 after 5pm.

Gameboy - 1 yr old, good cond. Selling with or without games: With, Kirby's Dreamland - \$80. With Super Mario land - \$100 or Kirby's Dreamland on its own - \$25. Super Mario land on its own - \$45. Ph Kimberley on (066) 884 386.

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Cheap PlayStation games - Toshinden, Twisted Metal and Ridge Racer. \$50 each, or \$100 for all 3. Also FI and MKII for Saturn. \$50 each or \$85 for both. Ph (076) 968 722.

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Sega Saturn with Sega Rally, Virtua Fighter 2, extra controller and demo disc. Good condition, worth \$650 will sell for \$42000. Call Ken on (03) 9785 1660.

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Super Nintendo with 1 controller and 5 games: Super Int. cricket, Donkey Kong Country 2, Super tennis, F-Zero and Mario All Stars - \$300 o.n.o. Call Tim (02) 9872 5915

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BARGAIN!!! I have a Sega Mega Drive that I want to sell for a very cheap price. It has two controllers (one turbo, one normal) and is in great condition - \$85. Call Peter on (049) 325 299

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Mega Drive 2, with 5 games including Sonic 2, 3, and Sonic & Knuckles + Mater System 2, with 3 games the lot for \$400 o.n.o. Ph (080) 882 478.

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Sega Mega Drive with 3 control pads and 14 games including Fi Challenger 95, Road Rash, Sonic 3, Bubsy etc. \$300 for the lot. Phone Robert on (048) 844 462 after 4:30 pm on school days.

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SNES games - Super SF2, Samurai Showdown, Fatal Fury Special, DragonBall 2 Art of Fighting and converter for \$250 the lot. Contact Danny on (02) 9579 5083.

PSX Games for sale: Doom \$50; WC3 \$50; Total NBA \$70; Resident Evil \$85. Will also take swaps. All in perfect condition boxed with instructions. Call Luke on (02) 9528 4684.

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Sega Saturn with 7 latest games inc. Virtua Cop and Winged Arms \$600. Will consider PlayStation swap or will separate. (09) 497 9739.

MD: Subterrania \$40, Aliens \$30, Another World \$30, Sonic 1 \$15. Cheats supplied with some. 2 remote control pads \$65, MS: Moonwalker \$15, Xenon 2 \$25. Call Michael on (066) 551 100.

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PC Games: 5 Quest 3, 7 Ci Keen Games, 5 Games, shareware-wolf 3D, DN2, Doom and cheats - \$120. Call Michael on (02) 9609 7906.

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Ridge Racer on Sony PlayStation (PAL) in mint condition will sell for \$60 or will swap for any other PlayStation games. Call Ryan after 4.30pm weekdays on (09) 459 6271.

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Gameboy, 1 game-Legend of Zelda and night sight. All boxed with instructions, excellent condition - all for \$90. Call (065) 512 359

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N64! Not really! 1 year old SNES + 2 controllers + Killer Instinct + soundtrack. All v.g.c. Ph (076) 968 695. Prof. South - East QLD. Ask for Angus.

Sony PlayStation for sale. Includes Tekken, Ridge Racer, Wipeout, Warhawk, Total NBA 96, Adidas Power Soccer, 3 demo discs, 1 memory card, 2 control pads and an RF adaptor. Still under warranty. \$700 o.n.o. TV for extra \$100. Call Luke on (042) 377 124.

SNES, 2 controllers, 5 games inc. KI (US w. converter) Yoshi's Island. \$300. MD2, 2 games, 6B controller \$100. All \$350. Will swap for PlayStation or Saturn. Phone Bernard AH (069) 642 697.

Battle Arena Toshinden 2 for PlayStation, only 3 months old - \$80 or will swap for either Tekken 2 or Total NBA. Call Michael after 4:30 pm on (067) 523 143.

Sega Mega Drive - with 3 control pads (1 six button) seven games including, Mortal Kombat III (only 2 months old), PGA tour golf 3 and Fi racing. \$180 o.n.o. Call Josh on 9686 3131.

Battle Arena Toshinden 2 for PlayStation, only 3 months old - \$80 or will swap for either Tekken 2 or Total NBA. Call Michael after 4.30pm on (067) 52 31 43.

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SNES, 3 controllers, 8 games, all boxed with instructions - excellent condition for \$400. Call (076) 96 13 31

PlayStation games. Destruction Derby and Ridge Racer Revolution. Both as new \$60 each. Call Dean 015 895 020

Saturn games and controller for sale or trade. Daytona USA, Panzer Dragoon, Clockwork Knight 2, \$50 each. Thunderhawk Firestorm 2 - \$70, control pad (Sega's own, bought separately rrp:\$50) hardly used \$30. The lot for \$235. Call Luke on (02) 521 5752

SNES, 2 pads, 4 games, spawn, Mario All Star and Super Gameboy with 6 games worth over \$850 for only \$450. Call (077) 250 158

Mega Drive 2, 16 games, 3 control pads including Arcade Pro Joystick, lots of accessories. All boxed with instructions. \$600 o.n.o. Call Adam on (03) 9642 6455 after 4.30pm weekdays.

PSX Games, Discworld, Kileak, Lone Soldier, FIFA Soccer and Destruction Derby. \$60 each. Call Mark on (046) 58 0776.

Mega Drive with 1x6 button control pad and 9 games. Worth \$500, the lot for only \$250. Call (057) 213 149.

Mega Drive games: Ren & Stimpy, PGA Tour '96, Where in Time is Carmen Sandiego?, Columns and 6 button "Docs Hi-Tech controller. All boxed (with instructions - \$100 o.n.o. Call Sam on (070) 559 895.

Sega Game Gear - with 5 games inc: Star Wars, Desert Strike, Streets of Rage also comes with AC adaptor. Only \$150, call (02) 9918 0225 after 3:30 pm weekdays.

SWAPS

PlayStation Games: Need for Speed, Road Rash, Warhawk, Wing Commander III, for something half decent or will sell separately. (all PAL) Phone (02) 528 6079.

I will swap MD Aladdin for Populous I or II or Powermanger. Call (03) 6423 2513.

Sega Saturn with 7 games for PlayStation similar. Will swap games separately. (09) 497 9739.

Urgent Swap - SNES, 2 controllers, 5 excellent games all in perfect condition, MD2

PlayStation, 2 pads, Formula 1, Tekken 2 and Xmas '96 demo disk. FOR: Saturn with 2 pads and prof. with Sega Rally and VF2. Call (06) 292 9270 a.h

Will swap Unirally and/or Yoshis Island for Super Mario Kart and most other games. Call Peter on (02) 9872 5159.

Toshinden on PlayStation for Ridge Racer or Loaded. Must be able to pick up. Call Aurore on (03) 9579 0071

NBA All Stars and Starwing (SNES) for NBA Jam T.E or MK2(MD2). Call David on (02) 9868 5037 after 4pm.

I will swap or sell my Robotica or Wing Arms (Sega Saturn) for another Saturn Game, also Last Action Hero/Hyperzone and Virtua Soccer for SNES. Call Russell on (03) 6452 1390.

I will swap my Athlete Kings, Shining Wisdom, Guardian Heroes or Sim City 2000 for a memory cart or other Saturn games. Call Mik on (02) 30 5168

WANTED

Dune 2 for Mega Drive. Will pay good price. WA owners preferable. PH David on (098) 611 870.

Desperately wanted!!! Street Racer (SNES). Must have box and instructions, Call Daniel on (02) 9948 5793. Must live in Sydney area.

Desperate!! I really, really want any of the LUNA series (RPG's) for the Mega CD. Will pay up to \$50 for each. Phone (08) 8341 8822, ask for Chad.

Alien VS Predator on SNES. Must be in good condition. Ask for John on (09) 293 4847. Must live in Perth.

Atari Lynx 2 wanted plus Lynx, games and accessories. Phone Gerry on (047) 82 69 23

Cauldron on Commodore 64. Has to be in good condition. Make me an offer. Call Stewart on (044) 551 877.

Top dollar paid for RPG's on Master System and Mega Drive. I'm also looking for a Colecovision and an Amiga CD32. Write to Michelle White 39 Bourne St Tamworth NSW 2340.

Final Fantasy 3 for SNES. Will pay up to \$50, if in good condition. Call Phil on (087) 33 48 44.

Desperately seeking Secret of Mana on SNES. Will pay up to \$60. PLEASE!! Call Jamie on (09) 305 5604

Sony PlayStation or Sega Saturn. Will swap for Mega Drive 2 with 5 games, Gameboy with 3 games or an Atari Lynx with 3 games. Call Josh on (03) 9330 3163.

Wanted! A NES with Mario 1 and Top Gun. Will pay up to \$75 if in good condition. Call Reece on (03) 9589 1295 5pm-9.30pm weekdays (Melbourne only)

I really want Mega-lo-Mania, Dune 2 and all Warcraft like games for Mega Drive. And also, if any one has books for the duel master series call Thomas on (08) 8932 4305 N.T only.

Final Fantasy III for SNES. Will pay top dollar. Call Craig on (07) 5534 7730.

PENPALS

Hi! My name is Mark and I'm looking for a penpal who's 10-12 years old (m/f) who's not dull and boring. I have a computer, a SNES and my favourite games are Ghost Bear's Legacy and Mario Kart. You can write to me at 2 Greville Ave, Boronia Vic 3155.

Do you own a PlayStation or Saturn? Are you Male or Female? Are you between 8 and 80? Do you live in Australia? Yes? Then I would like to hear from you. Write to Paul - 7 Challis Rd, Armadale WA 6112.

ALL GIRLS ATTENTION PLEASE... I'm looking for a female penpal who is aged 14-16 and preferably lives in WA, and is into Sega and PC. If this is you then write to Mike at 4 Paterson Gardens, Winthrop, WA 6150.

Hi, I'm Ty and I'm 12. I'm looking for a female penpal in SA and if you have a computer. E-mail my dad on Brenton.John.unisa.edu.au and mark it for Ty or write to me at 16 Geddes Court, St Agnes, SA.

Hi! My name's Luke Dickinson, I'm a 14 year-old male looking for a pen friend of the same age (m/f). I have a PC and am a DOOM fanatic. I love good movies (Aliens, Terminator) and books (Jurassic Park, Lost World). Write to: 493 Hill Street, Albany, NSW 2640.

I'm looking for a female penpal aged 15 - 17. I like action movies, most music and PC games. Please write to Ian Rugg, 11 Jamison Street, Blaxland, NSW 2774.

My name is Gerry (24). I'm an Anime Freak who's looking for penpals with same interest. Like to exchange lists of titles for possible trading. Write to: 12 Pelham Way, Girrawheen, WA 6064.

Hi, my name is Heath Hutchinson, I own a PlayStation and love fighting, racing and Doom type games. I like Nirvana, Smashing Pumpkins and Green Day. So if your 16-18 write to me at: 81 Neil Street, Beaufort, VIC 3373.

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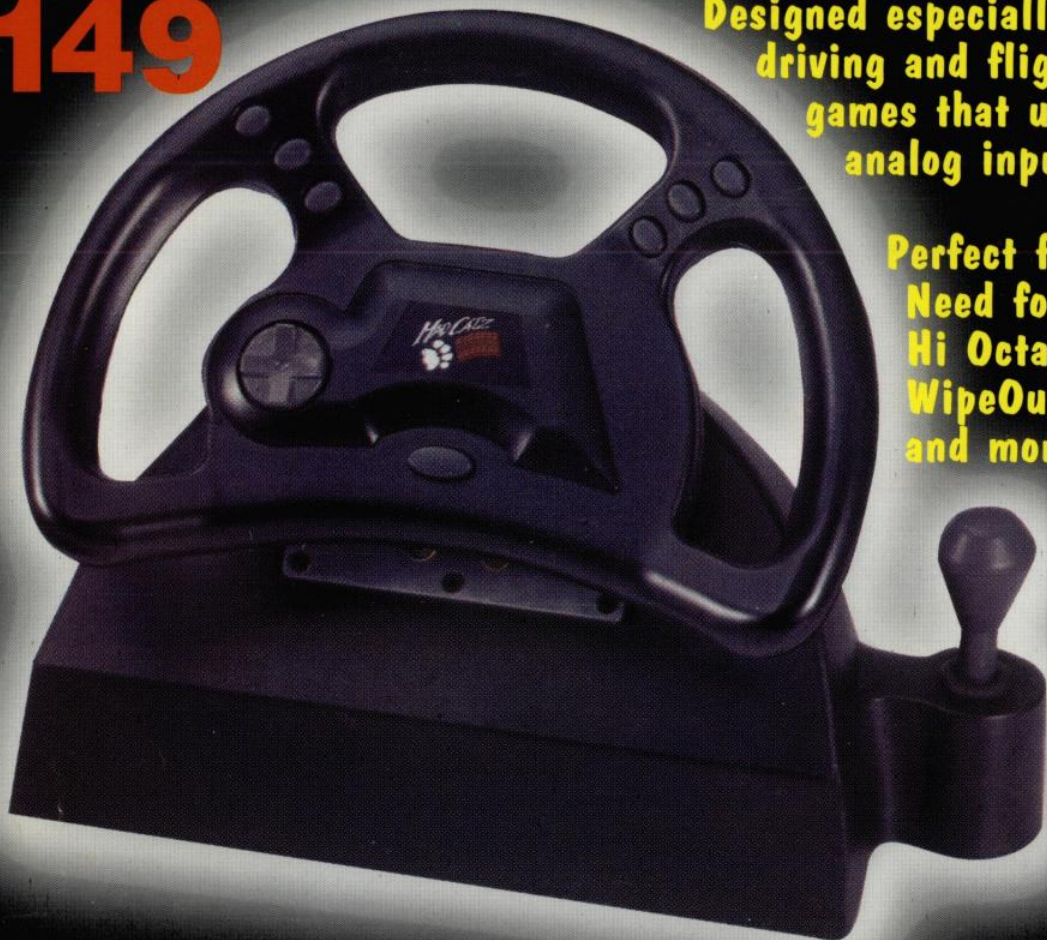


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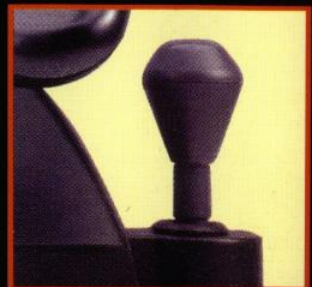
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