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Collectors Guide

Hyper's Favourite Games

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Playstation's new racer

Diablo
PC game of the year?

**Virtual On
& Virtua Cop 2**
Sega arcade greats on Saturn



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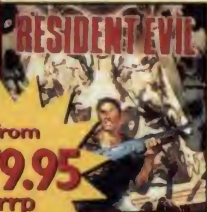
A 3D platform that is extremely addictive and graphically beautiful, CRASH BANDICOOT takes you on a wacky adventure.

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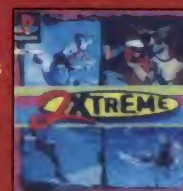
Road Rage in your lounge room - choose your vehicle to get to the end any way you can!

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TEKKEN



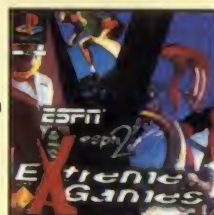
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CLASSIFICATIONS ARE:

Tobal no 1 - M15+ Medium Level Animated Violence, Destruction Derby 2-G, Formula 1-G, FINAL DOOM-MA15+ High Level Animated Violence, Crash Bandicoot-G, Tekken 2-M15+ Medium Level Animated Violence, Resident Evil-MA15+ Medium Level Animated Violence, Wipeout 2097-G, Ridge Racer Revolution-G, Total NBA '96-G, Cool Boarders-G, Twisted Metal 2-GB+ Low Level Animated Violence, Jet Rider-G, 2Xtreme-GB+ Low Level Animated Violence, Ridge Racer-G, Tekken M15+ Medium Level Animated Violence, Battle Arena Toshinden-M15+ Medium Level Animated Violence, Mortal Kombat 3-M15 Medium Level Animated Violence, ESPN Extreme Games-GB+ Low Level Animated Violence, Air Combat-GB Low Level Animated Violence.

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PC

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PC

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Mighty Hits SATURN

A-10 Cuba PC

M.A.X PC

Eternal Darkness PC

Goosebumps PC

Wages of War PC

Death Rally PC

Dark Forces PLAYSTATION

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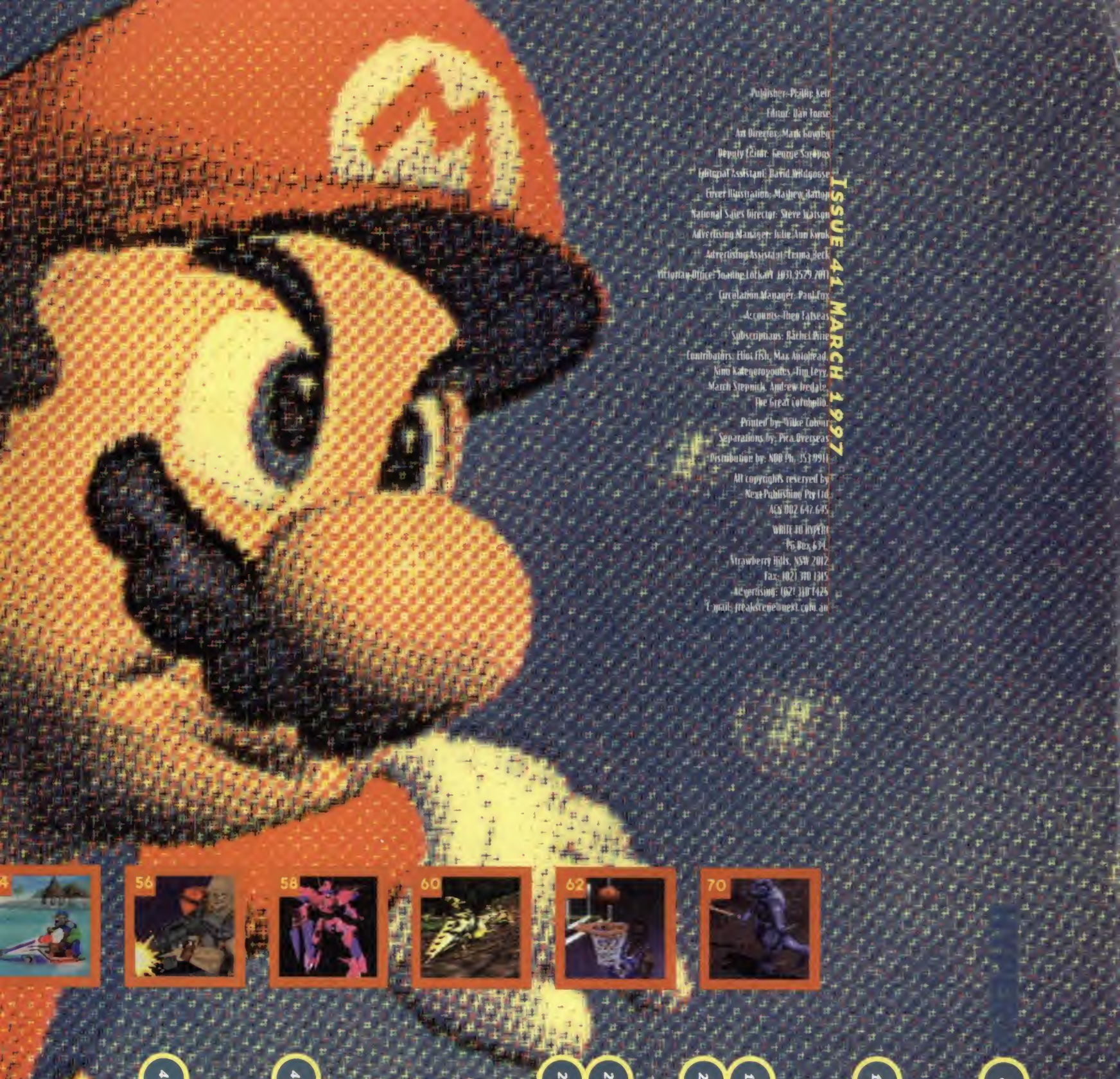
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News

A review on our scoring system. Some phunky peripherals. A glimpse of Tekken 3. Taken - Interactive Anime, and a summary of all the Nintendo 64 stuff on the eve of it's launch.

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Win Win Win

We've got copies the fab new RPG Diablo, the hard hittin' NBA Jam Extreme, and Sega's amazing Virtual On... and the big one, a Nintendo 64 with Super Mario 64!

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Net Trawlin'

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Games You Want!

The Hyper 32 Bit Collectors Guide The Hyper crew offer their opinions for those trying to build up the best collection of PlayStation, Saturn, and PC games to date.

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Hype It Up

Well, no doubt a bunch of you are missing Stuart already, and are wondering what that **evil** Dan chap is going to do to **HYPER**? Well, I'm changing the scoring... which lately has been getting a bit **silly**, so check out my explanation on scoring and changes on this page so you know wot's hot and wot's not. The biggest news this issue is that within a few weeks, the **Nintendo 64** will finally make its way to the shelves and the next generation console **war** will be in full swing. We've got a news page on what's available for the Nintendo 64, with some specs, and a list of titles in development for the new system.

We've got reviews for **Wave Race**, **Pilot Wings** and of course the long awaited **Super Mario 64**.

Sega's two arcade gems, **Virtual On** and **Virtua Cop 2** have made it to Saturn, and are both very spiffy titles indeed.

PlayStation owners who liked the look of **Wave Race** have something to cheer about, with the arrival of **Jet Moto**. There's something to dribble over for the sports fans, as we put **NBA Live 97**, and **NBA Jam Extreme** through their paces. We also have a preview of Namco's **Soul Blade** for the PSX, which looks very impressive indeed.

We've also sat down, scratched our heads, and come up with a PC & 32 bit Collectors guide, made up of our **favourite games**, check it out!

It seems the PC games market has gone ape over fantasy stuff again. **Diablo** and **Heroes of Might & Magic 2** should be more than enough to keep the fantasy freaks happy for a while.

Heck, there's something for everyone this month... so check out my blurb on scoring, kick back, and enjoy!

Dan

What's The Score?

That's the number at the end of each review, but that's not important right now... Well, actually, it is important, and there's been a bit of a change here at Hyper. When new systems come out, everyone gets all excited, and the first games on the new hardware tend to score very highly. The problem here is that when the next wave of games that come out that are even better than the last games that scored a high mark, it gets really hard to make it clear that the new game is a higher mark. The answer to this problem is simple... Hyper are going to be getting a little tougher on review scores from now on. The whole scale from 0 to 100 will be used, so a score of 50 is average, not bad. here's a bit of a guide for you:

- 95+ : One of the best games of all time
- 90-94 : Outstanding
- 80-89 : Very good
- 70-79 : Good
- 60-69 : Above Average
- 50-59 : Average
- 40-49 : Below Average
- 30-39 : Bad
- 0-29 : Very smelly indeed

The scores are a reflection of how good the game is considering the quality of games over the last couple of months. Remember, sometimes coming up with a score is tough, so read the review and the score so you get a better idea of what the reviewer really thought of the game. Next issue we'll probably drop the Longterm score, since we really can't do anything other than guess at what the longterm appeal of a game is, in the few days we get to spend on a game. Sure, we can get an idea, but to give that idea a numerical value is quite wishy washy. We will of course still talk about long term appeal in our reviews, so you'll still know if a game is too short, or wears thin quickly, etc. We are probably also going to incorporate a new "Hard Core" factor, which will help you all know how much into the genre of a game you need to be to find the game appealing. Tetris for example is not hard core at all, since everyone can get a grasp of it straight away. AH64 Longbow, however, would have a high hard core factor, since you really would need to be into helicopter flight sims to appreciate it. Why these changes? I figured the most important thing about the review scores are how informative they are, and taking out a "predict the future" mark, and putting in some info on what sort of gamer the game is suited for is a good way to go about it.

Other changes to Hyper are that we'll be 100 pages till further notice, which can only be a good thing, right? The preview section will be a bit bigger from now on, so you'll have a better idea of what's coming up in the future. Lastly, I'm not going to print any more "my console is better than your console" letters after this issue, they're pathetic. If you're happy with your console, great. If you have a letter that is about console comparison that actually deals with facts and figures, and not just personal opinion about which games are better etc, then it might go in. For those dying to know what the Editor of Hyper owns and plays, I own a P166, a Saturn, and a PlayStation... and before you can cry "bias against Nintendo!", I'll probably get myself a N64 once my piggy bank fills up a bit more, and they're available. I'm concerned about games, not systems. You don't play systems, you play games. Enough of my rambling... indulge in the rest of this month's Hyper!

Competition Winners

Tomb Raider

Rachel Leigh(WA)
Rita Skwarzow(VIC)
Irene Saharov(NSW)
Mitchell Sobol(NSW)
Aurore Kham(VIC)

Tunnel Bl

M. Ward(QLD)
Anmary Essex(NSW)
Scott Goodall(WA)
Simon Raditch (QLD)
Jeremy Johns(VIC)

The Crow

Tom Walker(NSW)
Michael Cambell(NSW)
Veronica Kirkham(QLD)
Samantha Hodgetts(TAS)
Peta Cowan(NSW)

Syndicate Wars

Justin Qubrosi (VIC)
C.P.(NSW)
Josh Onikul(NSW)
Daryl Brooks(NSW)
Gary O'Sullivan(QLD)
Chris Seeto(NSW)

Neverhood

Nathan Costello(QLD)
Yen Ong(VIC)
Kym Holmes(QLD)
Paul Marciono(WA)
Daniel Wong(QLD)
Michael Metham(NZ)
Stephen Bunt(NSW)
Gavin Harriss(NSW)
Errol Quitoriano(VIC)
David Cinnamon(TAS)

Nascar

Andrew Tate(QLD)
Liam Hogan(NSW)
Christina Schimming(QLD)
Ian Weier(QLD)
Cameron Linton-Mann(NSW)
Oliver Sheridan(TAS)
Clinton Hines(QLD)
Scott Bray(VIC)
James M.(QLD)

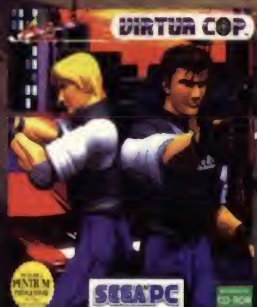
Broken Sword

Peter Farrar(VIC)
Chris Clarke(SA)
James Brooker(SA)
R. Shaman(VIC)
PSX Mouse Winner
- M. Polglase(QLD)

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i know about the finger Goose...

Here's your big chance to feel like Uncle Tom. InterAct are a new name in the world of PC peripherals and have entered the cluttered Joystick market with a budget stick-throttle combination that gives the gamer almost as many buttons and knobs as the Thrustmaster system for around a quarter of the price. The Flight Force Pro joystick is your basic 'four buttons and a hat' number with a slightly unusual layout, all four buttons (There are actually five but the two smaller ones are situated to be used by either a right or left handed person) are positioned for thumb use only, no pinkies. The Flight Force Pro's base is nice and heavy and has one big suction cup to hold it in place. The hat is a little far forward on the top of the stick though and would only be perfect for someone with long thumbs.

To get the most out of the Flight Force Pro it must be combined with its sibling—the Flight Force fire control system, which gives the Thrustmaster WCS a decent shove because of its \$89.95 price tag. The Flight Force FCS houses the throttle, five buttons and a hat all of which are fully programmable using the provided software. This is done very simply by hitting the keyboard key you wish to assign and then the button on the FCS that you want it to correspond to! The FCS also has the big suction cup to hold it firm and comes complete with all the cables and bits you need to get gaming. Unfortunately no Win95 drivers are supplied with these new toys which makes them unuseable for anything but DOS based games, hopefully this situation will be remedied by the time you're reading this.



FLIGHT FORCE FIRE CONTROL SYSTEM



FLIGHT FORCE PRO JOYSTICK

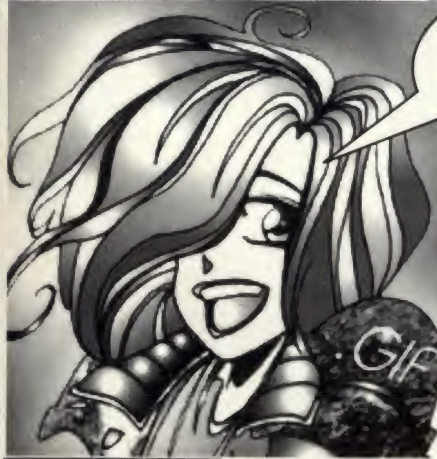


PLAYSTATION DUAL ANALOGUE CONTROLLER

i hate it when that happens...

Yet another chance to feel like Uncle Tom, but this time for PSX owners. This one's a mutant beast from hell, Sony's new dual analogue controller thingy looks a lot like the front panel of an arcade tank game with two nicely weighted sticks of joy sitting side by side on a very large base. This gizmo is meant to be used as a single unit and even though it looks a little over the top it is very comfortable to use and provides excellent control for all types of flying and driving games as well as a convenient weapon for subduing over boisterous siblings who insist on sticking their face in front of the TV while your playing. The two sticks each have four buttons and the right hand also has a four way hat to control cockpit views, rudders or whatever. Now Playstation owners can enjoy games with the sort of complexity only seen before on the PC and that can't be a bad thing at all.

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Table of titles for various platforms including Atari, Amiga, and Sega Saturn. Includes titles like 'Crimson River', 'NHL Hockey '96', 'Sonic 3', etc.

Table of titles for Sega Saturn, including 'Need for Speed', 'NBA Live '96 Special', 'NBA Live '97', etc.

ALL BOLD TITLES COMING SOON LIST CORRECT AT TIME OF PRINTING

Table of titles for IBM CD, including 'Atmosphere', 'Bedlam', 'Broken Sword', etc.

Table of titles for Super Nintendo, including 'Super NES Deck', 'Control Pads From Cannon Fodder', etc.

MEGA CD

Table of titles for Mega CD, including 'CD Plus Adapter', 'Batman & Robin', etc.

SEGA SATURN

Table of titles for Sega Saturn, including 'Racing Controller Wheel', 'Memory Card', etc.

SEGA 32X

Table of titles for Sega 32X, including 'Kolibri', 'NBA Tournament', etc.

IBM CD

Table of titles for IBM CD, including 'Atmosphere', 'Bedlam', 'Broken Sword', etc.

SUPER NINTENDO

Table of titles for Super Nintendo, including 'Super NES Deck', 'Control Pads From Cannon Fodder', etc.

SEGA SATURN

Table of titles for Sega Saturn, including 'Need for Speed', 'NBA Live '96 Special', etc.

SEGA 32X

Table of titles for Sega 32X, including 'Kolibri', 'NBA Tournament', etc.

SONY PLAYSTATION

Table of titles for Sony Playstation, including 'Sony Playstation 399.00', 'Sony Controller', etc.

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Tekken a Sneak Look...

Okay, using the pun again was probably a bad move, but who cares, the third Iron Fist game is on its way! At this stage everything is so up in the air that we can't really give you any solid info, just rumours. Firstly, Tekken 3 looks to be set twenty years after Tekken 2, and this means those characters that have survived the journey from Tekken 2 now have a few more wrinkles. For those that care about the plot (and it's amazing how many people do care about the plot of a fighting game), Jun somehow got pregnant to Devil Kazuya (probably the result of too much Saki and a very dark room), and the product of this musty interlude is a new character named Jin. The early word is that many of the old Tekken characters we've come to know and erm.. beat up, will not be present, and that we'll be seeing a fairly new line up for Tekken 3. As you can see, the graphics have really tekken a shot in the arm and besides the flat combat area, it looks very similar to Virtua Fighter 3, which can only be a good thing. Before all you PlayStation owners peak, there's word that Tekken 3 may require some sort of hardware assistance to run on the PlayStation (maybe something in the serial port?), just like the Saturn is going to have a cart to help the machine handle VF3. This is not a preview, as none of the information is concrete... and everything we've seen thus far is to do with the arcade version, not a console game... but you can rest assured we'll keep you up to date on what's new with Tekken 3 over the coming months.

BT



D.i.Y Anime?

Anime has a pretty darn strong following in Australia now, and something that a lot of people have cried out for is some sort of Anime entertainment on their PC. Well, ask, and you shall receive. Eagle Peak have released what could really best be described as the first interactive Anime movie available for PC... Takeru, Letter of the Law. How does it all work? Well, essentially, you are Takeru, our fearless hero with the shocking haircut, who starts the movie/game as a bounty hunter. It really starts as a point and click adventure, till you find the place

where your intended victim is hiding, where you start to get some Anime action, in something which is a cross between a cartoon and a comic. At first some will be distressed to find there's no save function, until you realise that you can't actually die in this interactive movie... you can only be halted by puzzles, which can all be solved with a bit of persistence and logic. Our hero Takeru is a pretty hilarious character, particularly when he announces that he's fallen in love with the Princess whom he's just seen 3 seconds ago, to the woman he was about to do all sorts of sweaty things to... whom he of course forgets immediately. If not taken too seriously, the whole experience is quite entertaining, and does end up taking considerably longer than it does to watch your average Anime flick. After checking out part 1, which contains the first three chapters of the story, I definitely wanted to check out part 2, which is really the sign of wether or not the whole thing is a success. Not one for those that are after their next adventure game, but rather a cool new product for those into Anime that own a PC.

RRP: \$79.95 Rating: M15+

BT

overflow

There's been talk of the Saturn graphics looking "granier" than the PlayStation graphics, and that's definately true... assuming you're using the stock standard RF connector that comes with the Saturn. However, if you go to the trouble of buying an AV cable, you'll be doing yourself a big favour. Up to this point (including this issue), we've been using an RF cable whilst taking grabs of Saturn games. As of next issue, we'll be grabbing using an AV cable, and hopefully you'll notice the difference in the screen grabs as much as we noticed the difference on screen.

Tomb Raider has turned out to be an immense success, to the point where it's going to be one of those games that end up becoming an animated series, and then a movie. Yup, Eidos have been signing deals that could result in Lara Croft gracing your screens every Saturday morning, and then the big screen down at your local cinema. Once it actually happens we'll mention it again... of course you could always just keep looking in your TV guide too.

RPG fans will be a tad miffed to know that Ultima IX may come out as late as 1998! The reason for this? Well all but three of the development staff have gone over to help on the Ultima Online project, so as to get it done ASAP. This hopefully means we'll be seeing Ultima Online pretty soon, but we don't suggest you hold your breath.

Shock, horror - The Business Software Alliance and the Software Publishers Association has released the results of their first jointly funded independent survey into software piracy and guess what? There's heaps of it going on. Based on data concerning 27 different business applications worldwide software piracy cost that industry over \$13 billion in 1995. That's a lot of dollars out of developers pockets and in the end it's the legitimate user who ends up paying for it in higher prices at the shop.

2D fighting games are still hot property according to Capcom and Sega who've announced an exclusive release for the Saturn in the form of X-Men v's Street Fighter. The three round match system has been scrapped in favour of a 'tag team' approach in which the player controls two characters until both are defeated. The game also features special two character moves to allow the player to use this new system to the full. Sega claim the game will be near arcade perfect (they would, wouldn't they?) but aren't saying anything about a release date just yet.

Still on Sega news Bug Too!, the sequel to the successful but rather dull Bug!, is taking shape as you read this and looks like being a big improvement over the original. The souped up Bug Too! will have over 50 levels, a bunch of new heroes and a more finely honed funny bone. A lot of Bug Too's levels are spoofs of well known fims like Evil Dead and Lawrence of Arabia and they use the abilities of the Saturn to better effect adding translucent mist effects and scaling 3D. We'll keep you posted on how things develop.

PlayStation Update

Playstation Playstation

Update
Update



If you have ever dreamt of driving a Porsche, this game is for you. Porsche Challenge features Porsches prestigious new sports car, the Boxster. Under an exclusive license deal with the world famous German sports car

maker, Sony Computer Entertainment Europe has created a unique racing game for PlayStation.



PORSCHE

Challenge™

Using the latest development techniques, the game will redefine the technical and gameplay standards for racing games. A fully texture mapped and light sourced rendition of the Porsche Boxster has been made available by using 3D model data supplied by the car's designers.

Real time lighting effects bathe the car in the sunlight, while environment effects like leaves flying in the slipstream and mud splashes add to the realism. Incredible attention to detail makes it possible to see the dashboard features including the stereo!

In addition to the amazing graphical detail, the game also features realistic handling and driving characteristics based on the road car. This has been achieved by using an advanced real time simulation of car dynamics.



AVAILABLE APRIL/MAY

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

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



and Porsche Boxster are trademarks of Porsche



and PlayStation are trademarks of Sony Computer Entertainment Inc.


Porsche Challenge includes a unique "interactive track" system that provides additional features and short cuts via in game events. For the "not so fast" racer there is an intelligent catch-up feature which keeps the racing close and exciting to the finish line - although only the best drivers will win the race!

Seven unique characters have been created for the game - each individually motion captured and animated. The player can race against these characters, each with their own driving style - or choose the two-player split screen mode for the ultimate head-to-head challenge. The action takes place over five courses with a total of 25 possible different track combinations - including an accurate rendition of the legendary Stuttgart test circuit.

For the ultimate driving experience Porsche Challenge is compatible with the Negcon & the Analogue Controller.



PORSCHE

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Expected Classification



The Wait is Over...

Well, okay, there's still a couple of weeks to go, but that's just some extra time for you to peak and buy party supplies for the launch of the Nintendo 64. Well, we thought we'd take a little bit of an overview of everything happening with the Nintendo 64, so you can all sit there in sweaty anticipation, and so you can also get an idea of what you need to save your pennies for, so you can have the lot. Firstly, the machine itself:

NINTENDO 64

Price: \$399

Release Date: March 1st, 1997

(will pack with an AV cable, not RF)

Main CPU: 64bit R4300i (running at 93.75MHz)

FPU: Reality Co-Processor (running at 62.5MHz)

Memory: 4MB RAMBUS D-RAM (that's real good folks)

Resolution: Up to 640x480 (flicker free interlaced)

Special Features:

- Z Buffering (which in English means it thinks about what will be seen, and thus avoids spending time working on graphics that are actually out of view.)
- Tri-Linear Texture mapping (To make sure the textures look right at different depth perceptions, three textures are done of the one object, for use at varying distances. This is why things look so smooth close up on the N64)
- Anti-aliasing (when a game runs at a lower resolution, this smooths out the jagged edges a bit)

Sound: 64 Channel stereo sound.

Dimensions: 26 x 19 x 7.3 cm

Weight: 1.09kg

There's also the upcoming "Bulky Drive" which is now simply known as the 64DD. It is rumoured that it may also end up being the Internet peripheral for the Nintendo 64, and it may be possible to download patches, etc for existing games! Here are the specs.

64DD

Price: TBA

Release Date: Late 97

(in Japan, no confirmation whether to expect delays over here or not)

Features:

- 64MB read/write Magnetic disks (101 x 103 x 10.2mm disks)
- 810 Kps data transfer
- 75ms seek time
- will come with 1 or 2 MB of N64 RAM Expansion (actual amount of RAM not yet confirmed)

Dimensions: 26 x 19 x 7.9 cm

Weight: 1.6 Kg

Other upcoming goodies that will immediately available are extra controllers, at \$49.95 each (in a bunch of different colours). Also, memory cards to plug into your controller will be available for \$29.95.

There's also some very neat upcoming peripherals, like the Force Pak, which you plug into your controller. What does it do? It vibrates (woohoo!), which may not sound so special, but games will be developed to actually allow for this, so when you fly your plane into that hill over there, you'll know it... physically... and that is special. Another one which all you firearm fanatics will be chuffed with is the planned light sensor attachment which will turn your normal Nintendo 64 controller into a light gun. Just hold the controller by the centre bit and the Z trigger is already at your finger.

Lastly, the big argument about the machine not having enough games on it can be quickly smashed with this list of games scheduled for release between March and June (there may be a few more 3rd Party games that might sneak in too)

Super Mario 64

Killer Instinct Gold

Cruisin' USA

Super Mario Kart 64

Golden Eye 007

Turok - Dinosaur Hunter

Star Wars - Shadows of the Empire

Pilot Wings 64

Wave Race 64

Blast Corps

Kirby's Air Ride

Starwing 64

Tetrisphere

The Nintendo 64 will move like hot cakes, so make sure you're quick if you don't want to have to wait for restock, like a lot of folks in America did. Of course you could always try to win one... Nintendo have given us a Nintendo 64 to give a way... check it out on page 16! ■



charts

SATURN

1. Tomb Raider
2. Daytona Champ Edition
3. Sega Rally
4. Virtua Cop 2
5. Fighting Vipers
6. Street Fighter Alpha 2
7. Guardian Heroes
8. Virtua Fighter 2
9. Virtual On
10. Sea Bass Fishing

PLAYSTATION

1. Tomb Raider
2. Die Hard Trilogy
3. Crash Bandicoot
4. Command & Conquer
5. Mortal Combat Trilogy
6. Tekken 2
7. Pandemonium
8. NBA Live '97
9. Wipeout 2097
10. Formula One

PC CD ROM

1. C&C Red Alert
2. Need For Speed SE
3. Warcraft 2
4. MW2 Mercenaries
5. Syndicate Wars
6. Lords of the Realm 2
7. Leisure Suit Larry 7
8. Quake
9. Tomb Raider
10. AFL Finals Fever

MEGA DRIVE

1. Ultimate Mortal Kombat
2. Worms
3. NHL Hockey '97
4. Fifa '97
5. Mortal Kombat 3
6. Toy Story
7. Madden '97
8. Mario Andretti Racing
9. Earth Worm Jim 2
10. Theme Park

SNES

1. Yoshi's Island
2. Donkey Kong Country 3
3. NBA Live '97
4. Ultimate Mortal Combat
5. Donkey Kong Country 2
6. International Cricket
7. Earth Worm Jim 2
8. Theme Park
9. Super Mario Cart
10. Terranigma

HYPER'S GAME CHARTS SUPPLIED BY HI-TECH WORLD

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on actual
vehicle physics!



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WIN A NINTENDO 64! & SUPER MARIO 64!



Go on, You know you want it!

Actually, we wouldn't mind one in our bedrooms either! But, we're not as lucky as you this month, because we can't enter this comp and win one.. but you can! Yep, this shiny new Nintendo 64 could be yours! imagine it... the latest gaming system in your very own home... new friends... a better career... and eventually world domination! Well... maybe you won't make new friends, but three outta four ain't bad!

This is all thanks to the most excellent people at Nintendo, who were dying to celebrate the launch of the Nintendo 64 with a Hyper giveaway. Of course you'll need a game to play as well, so they've also kindly thrown in a copy of Super Mario 64! The new system, the best new game... what more could you want? Nothing, so answer this question and be in the draw!

Name three Nintendo 64 titles other than Super Mario 64.

Send the answer off to:

I want it so bad Comp

HYPER, PO Box 634, Strawberry Hills NSW 2012

win win win



Dance with the devil...

This is not a suggestion to start bootscootin' with Satan, but it is a suggestion that owning the fabulous new Blizzard action/RPG Diablo would be an extremely spiffy thing indeed. This looks to be one of the best RPGs yet, and four of you lucky readers will soon own their very own copy! This of course is all due to the amazing generosity of the wonderful people at Dataflow, who want you to have a chance to love the game as much as we do! To be in the draw, just answer this simple question:

Name another game by Blizzard Entertainment. send the answer on or in an envelope to:
Just call me Satan, in the morning Comp
HYPER, PO BOX 634, Strawberry Hills NSW 2012



Crazy Gumby Jam!

NBA Jam Extreme is a hoop game with all the right moves and, despite having the word extreme in its title, we think it's pretty spiffy. This ain't no simulation, just a down and dirty hoop fight where almost anything goes and the referee doesn't even have to get out of bed. NBA Jam Extreme is the third in the series and has a whole new look and a bunch of new moves and features and thanks to those double dribbling fanatics at Roadshow we have five copies to give away. So if your partial to a bit of elbow swinging, sky kissing, 'nad splitting, slam dunkin' action... put the answer to this question on the back of an envelope.

What are the names of three NBA teams
Send it to:
Extreme Marmalade Comp.
HYPER, PO Box 634, Strawberry Hills NSW 2012



Great Gundam Batman!

No, this has absolutely nothing to do with Bruce Wayne... but it does have a lot to do with big robots running around at a zillion miles an hour and blowing the crud out of one another.. and quite frankly.. that rocks! This one scored a Big Rubber Stamp this issue, and is one of the best games of its kind. Actually, it's the only game of its kind, but you get the idea. In a violent fit of generosity, Sega Ozisoft have sent us five copies of Virtual On (for the Saturn of course), and we, amidst a shower of tears must pass them on to five lucky readers that can answer this question:

Which amazing programming team made Virtual On?
Send the answer to:
Giant Robos Comp
HYPER, PO Box 634, Strawberry Hills NSW 2012



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PEPSI-CO

That other cola brand has a pretty damn good website currently detaining many a net-surfer. It's packed full of Java, RealAudio and prefers a Shockwave compatible browser... but there is a low-bandwidth version you can load for slower modems. There's all sorts of bizarre pages like "Innerface" where you can create faces using Java. Or how about "La La Land" which features stuff on the latest films and TV happenings, including P-TV which boasts Pepsi's own anime sci-fi saga. The URL is <http://www.pepsi.com/> ...pretty simple, eh?

MORE WARS

Now that the Star Wars Special Edition films are showing throughout the world at all good cinemas... Lucas Entertainment have started their own official site for fans to visit. It's at <http://www.starwars.com/> and has everything from colouring-in with Yoda to answering Star Wars trivia to crack an imperial coded message. It's a hot looking site, and a must for any self-respecting Jedi-wannabe.

MORTAL KOMBAT LIVE

Yep. You read it right. Mortal Kombat - Live. You've played the game, seen the film, and if you lived in the USA... you could go and see some clever people dressed up as the Mortal Kombat characters beating each other senseless (or at least pretending to). The show features the real Sonya Blade too... or at least the woman who posed for the digitised Sonya in Mortal Kombat 3. Visit <http://www.webcom.com/shownet/mktour/> for the lowdown.



We like to think of the Net as one long, never-ending road winding out into the future... and ELIOT FISH is just a lone traveller stopping to check what's stuck to the soles of his shoes...

GAMEBOY

Not many people really believe it's true... but the Nintendo Gameboy has some truly fabulous games, and it's still going strong (especially with the new Gameboy Pocket floating around). If you're at all techy-obsessed, then you'll be dying to know what's inside the thing and how to make games for it. Drop in at <http://freeflight.com/fms/GameBoy/Tech/> and read all the speccy specs.

PINBALL

The Pinball machine will probably never die. It's just such an awesomely FUN hunk 'o metal to pour your coins into, there's no wondering that some freak has gone and put together an entire database of every single pinball machine around. I mean, did you know that the machine "Honey" was the first to feature a kicker-hole blocked by a drop target? Wow. <http://www.lysator.liu.se/pinball/>

THE 80'S

We all have fond memories of the 80's, whether it be TV shows like The Greatest American Hero, The A-Team or games like Pacman and wrestlers like Hulk Hogan! It shouldn't be so surprising that there's a website devoted to 80's everything. It has a simple little URL... <http://www.80s.com/> and it's guaranteed to provide you with hearty laughter. The hair! The white puffy jackets! It'll just remind you how sad you really were.

IRON & BLOOD

It's the AD&D fighting game all your Ravenloft freaks were waiting for... shame it wasn't spectacular. However, it's good enough to generate web sites...and here's an absolute corker. There's everything you'd need here, from secrets and boss codes to info on the magic and artifacts. <http://www.westol.com/rickhall/>

N64

This is an awesome new Nintendo 64 site to satisfy all you hungry gamers who've bought the new kid on the block. As usual, this site is packed full of info, screens, sounds, reviews, links and all the news. There's even a reader's corner. Some of the upcoming games look HOT. <http://www.n64hq.com/index.html>



ZELDA 64

You'll need serious attitude to handle these.

Wave Runner SEGA

What is it with the arcade Corp pumping out jet ski racing sims this summer? Who is really instigating the revival of motorised watersports from the hedonistic late eighties? Do the Japanese computer companies have shares in the jet ski industry? Does Sega Wave Runner suck?

Apart from the bad press associated with the increase of speeding jet ski to innocent swimmers head type accidents, the sales of jet skis have also increased. You can see the advantages of riding a bike on water than on concrete- except for the fact that you don't drown on the road or sidewalk - unless you land in a swimming pool or drive off a pier or are knocked unconscious and skid to a halt face down in a puddle with one of those half face type helmets. Otherwise as a rule you can have big stacks and fall off all the time without a scratch- unless of course you fall into a large flotilla of angry blue bottles and you just happened to be skinny skiing at the time (always have scissors gaff taped to your bikes hull so you can cut your way out of situations such as these).

It's true, Wave Runners predecessors were kinda lame, some were actually so lame they were kinda good. Wave Runner- well this ones kinda good for the right reasons. Let us think of it as the Daytona of the jet ski sims, with the 'ski' interface being excellent. Otherwise it is standard stuff really- three tracks to choose from, all varying in level of difficulty. View point change - choose the 'on board' camera angle for most occasions but switch over to copter cam for jumps and when you can't see where the course is going. Most importantly, mastering the throttle is the key to correct cornering as you use it to power out (key word being out) of corners ie the cycle will take a wider arc in turning if the throttle is depressed- You can throw the machine into sharp corners with no throttle and once the front of your machine has reached the correct exit angle- hit the accelerator.

All three courses are visually stimulating and if these courses existed in reality you would definitely want to hang out there and go snorkelling in one of those grottos. Definitely worth checking out.

XXXX





Red earth CAPCOM

It is the year of our Lord 13XX. Something (tragedy) has occurred which has pissed you off. Naturally you ain't the type of person (swordsman, magician, martial artist or ninja) the forces of darkness should piss off. You are a tuff guy /gal on a mission. Whether the mission is one to wreak revenge or to save innocents or loved ones, it is one which will set you in a state of chaotic turmoil for the duration of a video game.

Feeling like the mystical long lost cousin of Streetfighter II, R.E has brought the novelty idea to the fighting sim genre of being able to save your characters 'experience level'. Experience points are accumulated by a) kicking the butts of the undead/about to be dead or b) collecting cash in the form of treasure which is found on screen during one on one battle as well as the challenge stages located every third stage. It is with these experience points (like in Dungeons and Dragons) that your fighting proficiency increases (you get bonus moves/weapons to bash your opponents). At the conclusion of your game, a password appears. If recorded properly (make sure you have a pen and paper handy), this code will ensure your character will start the game at the higher experience level- but not the 'higher' stage. Unfortunately one only attains one new move every 3 experience levels, and apart from these new moves, there are not so many other special attacks offered. For example Leo the Swordsman at level 3 earns himself a bronze sword, and at level 6 he gets a shield at level 9 he gets a new move called the Achilles rush.

Your opponents are a colourful array of perfectly rendered monsters straight out of ancient mythology. Each demon will have to be defeated in a different manner as all their attacks are unique to that character. You can choose to do battle against a friend though it seems one is not awarded experience points for doing so. Another thing to help you in your battle are gemstones. Whether the stones be ice fire wind etc, be aware they can fall into enemy hands, so try to use them at critical moments such as at the end of a combo attack.

One other thing, after defeating an opponent, you only receive partial restoration of your 'hit points' (see injometer). So if you are mortally injured and barely defeat one opponent, your chances of surviving battle with the next opponent are quite slim.

Another Street Fighter II imitation? It seems assured that the only new improvement in the fighting game genre will eventually be V.R head goggles with arm/leg pads and sensor pad targets but until then it looks like a regurgitation of previous successes into the 'new'. Though don't bother with this futuristic rhetoric, 'cause Red Earth feels fresh in any case.



GTI-CLUB (rally Cote D'azure) KONAMI

Herbi goes to Monte Carlo -But in a mini any-one? Deliciously wrapped with killer in store promos-minis careering through street cafe's, down steps, across a tram intersection, GTI Club is the latest driving sim to hit the arcades. Not only does it look cool, but it has several new innovations which make the game stand out from the hordes of other sims vying for pole position (and your cash).

Ever driven a mini? In case you haven't, the best features of a mini are the excellent handling capabilities coupled with the fact that you can HAND BREAK into corners whilst keeping the peddle to the metal as the timeless mini is of course a front wheel drive vehicle. Mastering the handbrake in GTI CLUB is critical to your success.

Although there are four different types of races in 'Club', all share the same basic Mediterranean seaside resort course. The differences occur in that you can do the course in reverse order (mirror image-V hard) or attempt to find short cuts through the side streets- Medium or the ho hum basic course or drum roll and fanfare please.... a game of tag in which you compete against human opponents. This is the stuff which we have been waiting for. At the start of the tag race, one of you have a bomb on board. The idea is to pass the bomb onto your opponents by crashing into them. The last person holding the bomb when the time expires blows up!! This is definitely the highlight of the game but only attempt this after you have mastered the course and cars handling abilities.

So what if it doesn't drive like Daytona or Konami's other most excellent latest release 'Winding Heat' because as a standard race game it is well kind of, standard- but in tag mode the game becomes quite hilarious as you send a friend careering into a curbside cafe or a tram. Just make sure you don't get suckered in (like I did) to paying an extra credit for the use of the yellow Contache as it wasn't designed for this type of racing at all.



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EXPECTED CLASSIFICATIONS: G8+
Low Level Animated Violence

For PlayStation Game Info call the
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Project A-KO 2: "Plot of the Daitokuji Financial Group"

BY MAX AUTOHEAD

"What the hell is going on?"

The question I ask myself while watching this weird arse title.

Girl called C-KO right? This annoying little schoolgirl that's somehow attracted intergalactic aliens from the other side of the universe to claim her as their long lost princess. Another schoolgirl called B-KO right? She's somehow desperately trying to "Go out" with C-KO in some weird homicidal way. Only problem is that A-KO, a super strong, super fast and super cute red haired schoolgirl has already claimed C-KO as her own. Still with me? Okay, B-KO is also a full on genius weapons designer, light years ahead of all the technologies Earth has to offer. B-KO uses her talent in developing new devastating ways to eliminate A-KO, so she can have C-KO all to herself. However, B-KO's own father steals his daughter's plans and uses them to invade the alien funpark in order to steal all their technologies. The two transvestite aliens in command of the Alien ship, however, just wanna leave Earth and are not only unaware of B-KO's fathers plans, but also the thousand wanna-be cold warrior spies hiding in their ship.

It just gets weirder as the tape rolls on.

If you liked the first Project A-KO (as I did), then you'll like this, the sequel. I like to pride myself on having seen a lot of weird and trashy stuff come out of Asia, but PROJECT A-KO is in a class all on it's own. Generic animation, lame jokes and stuff so bizarre that it's almost permanently scarring, PRO AKO-2 takes the all time crown for TRASHIEST ANIME EVER! (Sorry Mad Bull fans, them's the breaks!)

So repulsive, yet so attractive....

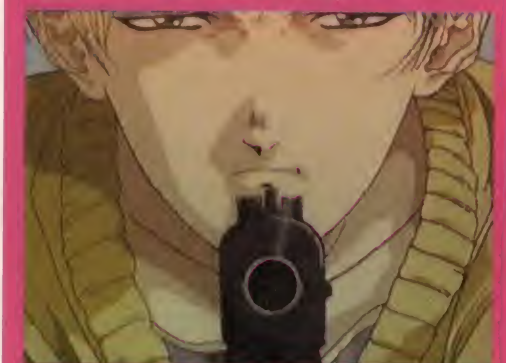
7.5/10 DISTRIBUTED BY POLYGRAM VIDEO. RATED PG



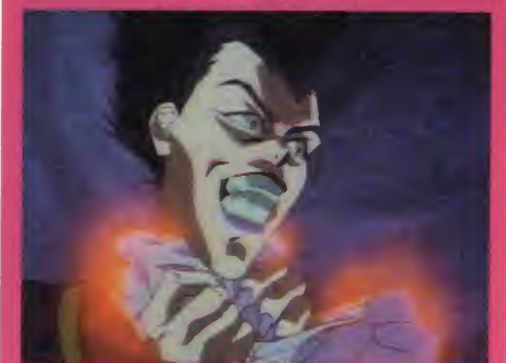
PROJECT A-KO 2



THE WIND OF AMNESIA



THE WIND OF AMNESIA



JUDGE



GHOST IN THE SHELL PRODUCT REPORT



The Wind of Amnesia

...sorry...what was I talking about? Uh yeah, that's right, this cool anime called "The Wind of Amnesia".

See, it's about this stinky wind that sweeps over the planet and suddenly, bang! The memory of every living creature is wiped; only instinct remains. For animals, well, this doesn't really make much of a difference, but for Humankind? Well....

Computers still exist though. In fact, most of all the computerised security systems still operate. Pretty weird seeing all this high tech stuff move around amongst humans who have reverted back to the stone age! Enter Wataru, the Japanese word for traveller and one of the few humans with "surviving" memory. His mission? To journey through post apocalyptic America with his female companion in the hopes of re-educating the remaining human survivors. What he finds is a land where the machines have become gods, madmen priests, and human puppets dancing at the end of wires connected to some sort of computerised mind.

The Wind Of Amnesia is a slow paced but entertaining anime, much in the vein of greats such as Wings of Honneamise and Patlabor. The level of animation itself is great, with a great script and characters which support a beautiful and haunting environment.er..what was I saying ?

8/10 RATED M 15+. DISTRIBUTED BY POLYGRAM VIDEO



Judge

Check this out....This office guy in Japan, see, he sort of is the office nice guy, but everyone takes advantage of him. His bosses continually push him around, and even his girlfriend wonders "Why she screws someone as weird" as him! So that's what our Japanese Clark Kent does by day...guess what he does by night?

Yep, you guessed it, He flies around with a book made from human skin dicing out his own brand of Justice; FOR HE IS THE JUDGE OF DARKNESS AND EVILDOERS WILL PAY!!!

This is weird territory indeed. Judge is sort of like LA Law meets Go Nagai's Devilman...literally. A lot of the crimes committed are based on some heinous corporate deed of some sort, which eventually leads to murder. This passes for unspeakable evil in Judge's world, and it's his job to condemn these evil doers to Hell. That's the plot, honest!

The Attorney of Darkness, the ten Judges of Hell, weird, goggle eyed badguys that make you giggle everytime they appear, a magic parrot and one of the worst and most naive scripts to come out of Japan.

JUDGE is quite possibly the Anime to avoid for the year. Very few redeeming qualities.

4.5/10 RATED M15+. DISTRIBUTED BY POLYGRAM VIDEO.



Ghost in the Shell Double Pack

SUBTITLED VERSION WITH PRODUCTION REPORT

Haven't heard of Ghost in the Shell? WHERE HAVE YOU BEEN, MAN?!!! Ghost was the biggest anime event of 1996, and was touted as the biggest pants creamer since AKIRA!

Now, the lads at Siren Entertainment have released the double pack! You get...

1) The subtitled version of Ghost! That's right, for all you hardcore fans that always attend the Sub vs. Dub, your wish has come true. GHOST, in it's original form without the annoying English speech!

2) The Production Report! A look at behind the scenes of the making of Ghost. With interviews with Director, original voice cast and crew. Like me, if your into this kind of thing this video is a valuable resource to be had (no matter how cheesy you actually find it), and is brimming with information, just in case you wanna one day make your own Anime!

RATED M15+. DISTRIBUTED BY SIREN ENTERTAINMENT.

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The Super Sony Sweeps...

Looking for a little extra reason to subscribe to Hyper?

Sony have always been pretty damn generous to the readers of Hyper... and they've often been particularly generous when it comes to saying hi to new subscribers. Well, this month is no exception, with some lucky subscriber walking away with an absolutely

Huge bunch of Sony goodies.

Firstly there's five games for the Sony PlayStation, including:



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OF
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PlayStation

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MA15+

» Mario Kart 64

Nintendo 64
 AVAILABLE: 1ST MARCH
 CATEGORY: RACING
 PLAYERS: 1-4
 PUBLISHER: NINTENDO

Of all the Nintendo 64 games that we get asked about, Mario Kart 64 has been the one that has been far and away the most eagerly anticipated of the lot. For those of you not fortunate enough to know why this is a big deal, Super Mario Kart was one of the most popular games ever released on the SNES, and many gamers with access to superior systems still play it today. The game made it big due to its fantastic multiplayer action which so few racing games ever deliver properly. Mario Kart 64 will allow four players to play at once, with a four way split screen mode. Three players will have the same screen as in four player mode, with the spare-quarter devoted to track name, etc. Unlike the old Mario Kart, Mario Kart 64 will not be split screen in a single player game.

It looks like Nintendo have simply taken what was a great game, and just done very simple and obvious tweaks to make it even better, so it's doubtful we'll be hearing cries of, "Oh no! They've ruined it!". Such an example is the addition of a 3D landscape, rather than maintaining the old flat tracks. Other features of the tracks include hills, tunnels, and even stairs (ouch!). Not to put a powerful graphics processor to waste, Mario Kart 64 will have fog and transparencies to help give just that extra bit of realism. However the karts and drivers are just sprites, with the tracks and environments being made up of polygons. There's more to the game than just the track, there's also things like falling rocks, falling cow (obviously the aliens were finished with them), railroad crossings, busses, snowmen, and much more...

Fans of Super Mario Kart must wave goodbye to Koopa and Donkey Kong Jr, as they have been replaced by Wario and Donkey Kong (Senior)... but all the rest of the old gang will be back for the 64 bit sequel. For those that thought spinning out was rough, you're in for worse... you can flip kart over completely if you push it a bit too far, which should look pretty cool.

Should have a full review next issue, for what will probably be the second biggest selling N64, after Super Mario 64.



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» Cruis'n USA Nintendo 64

AVAILABLE: MARCH
CATEGORY: RACING
PLAYERS: 1-2
PUBLISHER: WILLIAMS

One thing a gaming system can't do without, it would seem, is a game with bloody fast sports cars and ridiculously windy roads, well, Sony have Ridge Racer, Sega have Sega Rally and Daytona... and now Nintendo have Cruis'n USA. Due to the analogue control stick on the Nintendo 64 controllers, it would be fairly safe to say that the Nintendo will be a fairly good platform for racing games, considering everyone who owns one will be able to play any such games with analogue steering, without having to go out and buy a special controller. Cruis'n USA is about as straight up as racing games get... You pick a car, you get out on the streets, and you try and win some races. It's a bit of a Cannonball Run scenario, where you're racing from coast to coast across America. To reach each new stage you simply have to come first, by whatever means possible... and completion of the whole race from coast to coast unlocks faster cars for you to race, etc. Should be a big seller with those that don't like "Cute" racing games like Mario Kart. Full review next issue.



» Killer Instinct Gold Nintendo 64

AVAILABLE: MARCH
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: RARE WARE

A bunch of aggressive people with wash-board tummies, thighs like tree trunks, and a lot of violence... yup, it's Killer Instinct. The Nintendo 64 version is called Killer Instinct Gold, why gold? we don't know either.. but apparently this version has more combos, and more combos of combos than any other KI game thus far. For those that have had their head in the sand, Killer Instinct was an amazingly successful arcade fighting game, which ended up becoming a big hit on the SNES too. The game plays like a 2D fighting game, but the arena behaves in a 3D manner, with the viewpoint moving around a bit. There's a comprehensive training mode, so you can master all those combos, which really is the essence of Killer Instinct. For the freaks, there are 70+ hit combos to learn... Sure.. your opponent will probably be dead by the 17th hit.. but hey, why stop when you're on a roll? This one could be a really important title for the N64, since a lot of gamers nowadays are primarily into fighting games. Full review next issue.



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» Sonic Blast 3D

Saturn

AVAILABLE: MARCH

CATEGORY: PLATFORM GAME

PLAYERS: ONE

PUBLISHER: SEGA

Well, if Sega had to sum up their success on the MegaDrive in one word, it would have to be "Sonic". That wiry little blue critter was responsible for a gaming craze, and a hell of a lot of money for Sega worldwide. This more than any title really, is the one that so many people have been waiting for on the Saturn... the first Saturn Sonic game. What's been happening with this game? Well, there were some Saturn based Sonic projects in development, the most notable of which was Sonic X-Treme (Ugh!, there's that word again). However, Yuji Naka (the head of the Sonic Team) took one look at the work in progress of Sonic 3D Blast on the MegaDrive, and was impressed to the point where he halted all other Saturn Sonic projects, in favour of converting the MegaDrive game across ASAP.

Sonic is up against his old arch enemy, Dr Ivo Robotnik, in a search for the all powerful Chaos Emeralds. The bottom line is, you have to run around various isometric levels, freeing these little bird critters called Flickies, from the robotic prisons Dr Robotnik has imprisoned them in, and take them to the exit of the are. There are seven zones in Sonic 3D Blast, and three levels in each act, making twenty-one levels of game to jump, roll, run, and whatever through. There are bonus stages, which include some much more 3D like stages. The Hyper crew are praying that the old screen shots we saw of Sonic X-Treme are either going to be implemented into the Saturn version of Sonic 3D Blast, or at the very least, be used in another Saturn game, because in our humble opinion, they look a bit cooler. Sorry, no grabs of Sonic 3D Blast for Saturn, but full review next issue.



» Turok Dinosaur Hunter

Nintendo 64

AVAILABLE: MARCH

CATEGORY: 1ST PERSON ACTION

PLAYERS: ONE

PUBLISHER: ACCLAIM

There seems to be a fixation with 1st person shooting games when it comes to how good a system is. For some reason, a lot of people feel that need to be able to play a decent Doom clone on their console. Well, Nintendo 64 owners will have a pretty good 1st person shooter available to them by mid-late March, in the form of Turok - Dinosaur Hunter. Plot? Bah! However, for those that give a stuff, the game is based on the comic of the same name, by Acclaim Comics. As far as console Doom clones go, this one rocks. We played a beta version and it looked really impressive, in fact it's the most impressive 3rd party title thus far for the Nintendo 64. What makes Turok so cool from the outset is the amazing graphics, which utilise a motion capture that makes the animation in Quake seem crude in comparison. The frame rate is very high, and the character texture mapping is near perfect, and it's safe to say that no other game of this nature has opponents that look so real. They even die the right way, with limbs coming to rest on the ground, as opposed to hanging in space like they do in so many games. Your opponents range from simple spear wielding natives, through to huge armoured mechs, dinosaurs, and all sorts of monstrosities. If you thought the guns were big and phallic in Duke Nukem 3D, well you ain't seen nothing yet. Turok's earlier weapons are quite simple.... a knife, a bow and arrow, a pistol, etc. By the end of the game however, you'll be toting huge pulsing metal things that fire off shots not dissimilar to a nuclear explosion.

The level design is reminiscent of Hexen, having lots of little intricate details here and there, as opposed to straight walled corridors, etc. Really nice touches to your environment include mist rolling along the floor, and a realistic lens flare when you gaze up at the sun.

The controls take a bit of getting used to, but feel good once you've run around for a while, and it's a lot easier to do circle strafes and tricky manoeuvres with the analogue pad than you'd expect.

Should be a huge hit with N64 owners who want a game that isn't cute. »



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» Soul Blade PlayStation

AVAILABLE: MARCH/APRIL
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: NAMCO

With the success of the Tekken games, Namco can claim to have the knack when it comes to spitting out a good 3D fighting game. Namco weren't blind to the fact that many fighting game enthusiasts out there have a thing for weapons in fighting games (like Toshinden or Samurai Shodown), and as a result we saw the arcade release of Soul Edge. Naturally being a 3D fighting game, Soul Edge is more like Toshinden than anything else, with emphasis on weapon based combat and frequent use of dodging and circling around your opponent... however the level of graphical detail is far more impressive, being more on par with Star Gladiators. Namco have been slaving away to produce a perfect reproduction of the arcade game for the PlayStation (like they did with Tekken 1 & 2), and now they're almost there. The PlayStation version, which has been renamed to Soul Blade (for legal reasons apparently), should be the most visually impressive fighting game for the PlayStation thus far.

Soul Blade features highly detailed characters, stunning backgrounds which look to be the best for a 32 bit console thus far, and most outstandingly (from a fighting game enthusiast's view anyway) the ability to disarm opponent with relentless attacks. There's a "go completely berko!" combo attack for each character, which should keep those Tekken fanatics happy. There's also counter strike manoeuvres, guard break techniques, and that classic locked blades, face to face situation (like in Samurai Shodown) where the combatants try to muscle their opponent's weapon out of the way. Soul Blade looks to be a good 'un with all the usual features you'd expect in a 3D fighting game, and just a few more.

The thing that really looks to set Soul Blade aside from the other fighting games is the "Edge Master" mode, which is kind of like a "quest" mode. Each character has their own different quest path which they take on their way to acquiring a whole mess of new weapons. This also sets up a whole bunch of interesting fight scenarios, like having to defeat your opponent only using throws, or having to hit them whilst they aren't in contact with the ground (tricky stuff folks!). This also provides new ending sequences, so it's kind of like being able to finish the game two different ways with each character.

This one looks to be kinda special so stay tuned... BT



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»» *Bushido Blade* Playstation

AVAILABLE: JUNE
CATEGORY: 3D FIGHTING
PLAYERS: 1-2
PUBLISHER: SQUARESOFT



A company that looks to be in that "We can't do anything wrong." bracket, would have to be Squaresoft. They've wowed us with *Tobal No.1*, and their upcoming RPG *Final Fantasy VII* looks to be a real hoot. Continuing their exploration into the realms of 3D combat, Squaresoft have gone for something a little different this time. Instead of the generic scenario where two warriors belt the snot out of each other till one just can't take it anymore, Square's upcoming title, *Bushido Blade*, focuses upon traditional Japanese sword fighting... where one hit is usually enough to finish your opponent off. There are no health meters and no time limits... just two opponents with a couple of pointy things. The game is said to have more interactive backgrounds than we've seen yet in a 3D fighting game, and word is that the whole experience is based a lot more on tactical decisions as opposed to controller skills. The combat arenas themselves are large, so a battle could start on a road by a bridge, and end up making its way down into the stream under the bridge, which is going to be very impressive if Squaresoft can pull it off properly. Another feature which might draw some interest is the ability to choose from multiple characters, and multiple weapons, and possibly the ability to craft your own weapon as well. Should be a good one... stay tuned.

01



»» *Porsche Challenge* Playstation

AVAILABLE: MARCH
CATEGORY: RACING SIM
PLAYERS: ONE OR TWO
PUBLISHER: SCE



The programming team that gave us *Total NBA '96* has felt the need for speed and have decided to live out their fantasies strapped to the inside of a beautifully rendered Porsche Boxster. *Porsche Challenge* is currently under development by Sony Computer Entertainment and promises to push the PSX to the limit of its polygon crunching abilities. Boasting a variety of real-time lighting and environmental effects such as mud splashes, flying leaves and a gleaming duco Porsche Challenge promises to immerse you in the high speed world of performance racing without the need to rob a bank or sell your neighbours into slavery. Five courses in all will be available with each one having numerous 'interactive' shortcuts and detours to keep things interesting. Sony have also added something they call an intelligent catch up feature to stop slower drivers getting hopelessly left behind!

Personality has been added in the form of seven unique driver characters each with their own favourite moves (?) and tactics, or if you feel like relating to a fellow human being you can go head to head in split screen mode. Sony say that *Porsche Challenge* will rocket along at 60fps, the beta we had sent to us certainly looked smooth! We'll keep you posted as things develop further.

03



NINTENDO⁶⁴



“It’s the best
thing I’ve
ever seen.”

— GOD

“The most fun since I created the earth. Nintendo 64 is, well, 64-bit. Which means it’s three times more powerful than any other system. Mightier than most home PCs. And the hand controller has a joystick, so I have complete freedom to move around in the 3D universe. Praise be.”

out there March 1

» Lands of Lore 2 - Guardians of Destiny PC

AVAILABLE: **APRIL**
CATEGORY: **RPG**
PLAYERS: **ONE**
PUBLISHER: **WESTWOOD**

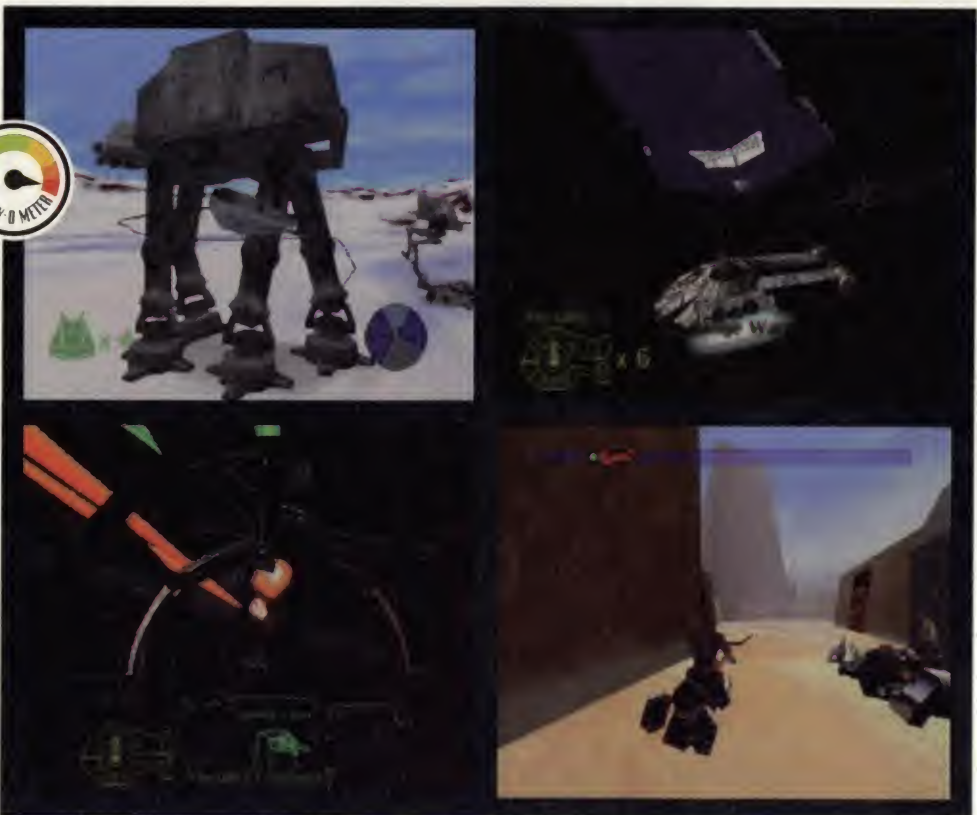
Game developers that don't suck... Westwood is one of 'em. They really seem to have the Midas touch nowadays, with titles like Red Alert, Dune 2, The Legend of Kyrandia, and of course Lands of Lore behind them, it really seems that they can do no wrong. For those RPG freaks that thought Lands of Lore was special, Lands of Lore 2 - Guardians of Destiny is coming to turn your dribble ducts on. Complete freedom of movement in 3D environment is reported to be a key feature to Lands of Lore 2's impressiveness. It will be interesting to see how it stacks up against the Quake-like control system and interface that is offered in Elder Scrolls 2 - Daggerfall. Another similarity to Daggerfall is the implementation of multiple plots, and the ability to play as a noble hero, or to perform acts of evil as you see fit. Unlike Daggerfall, Guardians of Destiny will run in 640x400 SVGA graphics (or low res on a slower machine), which should be make an awesome difference. There also looks to be more pre rendered cut scenes to help enhance various parts of the storyline, which as you can see look quite impressive. Monster AI is reported to have been improved significantly since the previous Lands of Lore game, with monsters now doing sensible things, like retreating when you're in danger of killing them, etc. Like so many games, these stills don't do the thing justice, and the whole thing really looks to be a bit of a cinematic masterpiece. Could it be the RPG of '97? Time will tell...



» Shadows of the Empire Nintendo 64

AVAILABLE: **MARCH**
CATEGORY: **ACTION**
PLAYERS: **ONE**
PUBLISHER: **LUCASARTS**

Talk about hotly anticipated, this is it! Shadows of the Empire is the first Star Wars game for the Nintendo 64, and will no doubt be one of the system's biggest selling titles in the first year of N64's release. What is Shadows of the Empire about? Well, it sort of fills in part of the story of what goes on between "The Empire Strikes Back", and "Return of the Jedi", following the heroic exploits of one hotshot smuggler, Dash Rendar. Rather than being one big game, you could really say that Shadows of the Empire is a collection of little games which all follow a plot. The various levels include things such as the battle of Hoth, where you pilot a snowspeeder, trying to buy the rebel base some time for evacuations. There are various first person "Doom style" levels, where you can come across some well known baddies, like IG-88 and the legendary, Boba Fett. Of course the game wouldn't be complete without a few space combat bits, and a speeder-bike stage as well. Full review next issue, a must see for all Star Wars freaks!





Myth PC

AVAILABLE: TBA
CATEGORY: STRATEGY
PLAYERS: 1-NETWORK
PUBLISHER: BUNGIE

Just to prove that the fantasy genre is going to continue to plague... I mean be with us for a while longer, Bungie have given us a glimpse of what looks to be a very impressive real time strategy game... Myth. A slightly different angle is taken in Myth compared to other real time strategy games such as Red Alert and Warcraft 2, with all the graphics being in a continuous customizable 3D view. Besides the fact that the game is set in a fantasy environment, Bungie look to have taken great care to ensure that Myth is an exceedingly realistic game, with a supposedly in depth physics engine built in, to ensure that heads roll downhill, that explosions actually knock units off their feet in the right direction. More importantly the physics should help to create a better wargame, and not just something that looks pretty...

like taking into account that units on higher ground can fire missile weapons further, and unit speed is increased when moving downhill, or that different surfaces have different traction, that sort of thing. For those that love a bit of blood and guts, Myth looks to be gory enough to keep such folk grinning from ear to ear. We know everyone seems to claim it, but Bungie ensure us that the AI will be outstanding, with missile troops firing over hills in the attempt of hitting melee opponents, or units making an active effort to flank their opponents to try get the upper hand.

Myth looks to be very multiplayer friendly, with modem, LAN and Internet compatibility all taken care of. Bungie's MetaServer should make playing over the Internet a breeze (like Westwood chat for Red Alert), which seems to be the way a lot of PC games are headed nowadays. There will also be a be multiple multiplayer game objectives, like Assassination, Capture the Flag, King of the Hill, and more... which is something none of the other popular real time strategy games have featured thus far. Myth may however not be of instant appeal to the Warcraft and Command & Conquer fans, as the game is reported to be less about development and resources management, concentrating on the combat alone. Only time will tell if this holds true.

If this one ends up playing as good as it looks, it should be a huge hit for Bungie... stay tuned.





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Games You Want

THE HYPER 32-BIT COLLECTORS GUIDE

On the eve of the launch of the Nintendo 64, a lot of folks are eagerly bouncing up and down in anticipation of owning the latest piece of gaming hardware out on the market. Of course 32 bit gaming is by no means dead, in fact it's still getting stronger and stronger, and this includes the PC gaming scene, which is now taking leaps and bounds in 3D graphical capabilities. With all that's gone on in the last year or two in the games scene, it's a bit hard for people to know what the best games are, and to try help remedy this problem for all you folks looking to build up a good collection of games, the Hyper crew (plus Andy & Malcolm) have sat down and come up with each of their ten favourite games from the PlayStation, Saturn, and PC. These are the games that the folks who have to play games all day, play...

DAN TOOSE - Editor of Hyper

Our daggy dancin', long haired git of an Editor... Me. I'm probably is the most eclectic gamer of the lot, enjoying games in virtually every genre except for platform games, as I can't manage to get any of fun out of collecting coins and pieces of fruit.. go figure. I'm the 3D fighting king of the Hyper office, being unfortunate enough to be able to remember obscure special moves more easily than the names of the women I try to pick up.

1. Quake - PC

Whilst not being a great long term single player game... Quake, in my semi-humble opinion, is the best multiplayer action game ever. Every night I log onto one of the Sydney based Quake servers, like QZone, and go at it against players from all over the place. Extra things like Capture the Flag games, and Quake Clan matches (Go clan Onslaught!) make the experience all the more funky.



2. Wipeout 2097 - PlayStation

The most professionally produced video game ever, this one is my all time favourite racing game. It's the only racing game I've ever played where it actually feels like you're doing 340 kph when it says so on the speedo. Best video game soundtrack, and the Designers Republic artwork helps make it the techiest, most polished piece of gaming software in the world. I gotta practice and try and beat Malcolm.

3. The Ultima Series - PC

Yeah, I know, it's a bit of a cop out saying "series", but the series has run so long, that the whole thing is really one phenomenon. Richard Garriot succeeded in creating the only RPG series that really conveys a strong feeling of character, and a complete world. Epic games that take ages to complete, but always heighten in intensity as you play them, as opposed to becoming boring. Best RPGs ever without doubt.

4. Tomb Raider - Saturn/PlayStation/PC

This is one of those games that's hard to put down once you've started. While it only took me four and a bit days to finish, they were some of the best times I can recall whilst playing a video game. It's got a truly unique feel to it, and you really feel like you're in some sort of epic adventure film whilst playing the game. This one captivated the entire office.

5. Virtua Fighter 2 - Saturn

Although a few games have popped up with more moves and more characters, I keep coming back to VF2. Sega's knack to come up with cool characters, and a very playable game, really shines through here. It's one of the few fighting games that I find challenging at the hardest difficulty levels, which is a big plus. The most fun I've had with VF2 though is attempting to humiliate the rest of the office.

6. Tekken 2 - PlayStation

7. Virtual On - Saturn

8. FIFA 97 - PSX/Saturn/PC

9. Warcraft 2 - PC

10. Daggerfall - PC

GEORGE SOROPOS

- Deputy Editor of Hyper

The new kid on the block, and not. George has been writing for Hyper for ages now, but this is his first issue as Deputy Editor, scoring my old job (the lucky bastard)... mostly due to his innate ability to write a bloody funny review. George is a PC games wiz, being a strategy game expert from way back. He's also our "Doof" expert, being an old member of Clan Analogue. His games are all PC (poor boy doesn't own a console yet!).

1. Command & Conquer - PC

Dune II was my very first PC addiction and I waited for its' sequel the way a dog waits for a bone. And the good thing about Westwood is that they delivered! C&C is one of the greatest sequels of all time, managing not only to invent and cement a whole new genre but also to get heaps of people on-line who might otherwise have waited years longer before doing so. A true classic.



2. Masters of Orion - PC

An addictive masterpiece of galactic megalomania that did much to suppress my feelings of adolescent inadequacy and took up so much of my time that I didn't even notice my girlfriend had left me, my house had burned down and a tumor the size of a Volvo had grown out of my neck. The sequel is also very good but as they say, it's never the same as the first time.

3. Crusader: No Remorse - PC

Guy in red pyjamas with big guns and bad attitude goes on rampage. Should have been the story of my life but instead was made into this ground breaking and wickedly cool game. The variety of weapons, moves, enemies and tactical possibilities made this game almost as much fun as owning a device which can instantly make women allergic to clothes.

4. Archimedean Dynasty - PC

I'll openly admit to never having finished a Wing Commander game, even though I've started playing all of them (except for the first) By the time I got half way through any of them I'd gotten so bored I started chewing my leg off in between missions to liven things up a bit. That's why AD is so cool. Even though it's a similar sort of game, I just couldn't stop, I played through on easy, then average and then hard and when I'd finished I was still ready for more!

5. Ultima VII - PC

My first serious RPG, and what a game it was! The character development, magic and combat system, and the huge world were almost a home away from home for quite some time. Ultima On-Line where are you?

6. Quake - PC

7. Civilisation - PC

8. Daggerfall - PC

9. Jagged Alliance - PC

10. Grand Prix - PC

MARK GOWING - Art Director of Hyper

Most folks don't relish how important Mark is to Hyper... since he has to attend to every bit of the magazine. Mark also sees and plays more of the games than most of our contributors, and is a natural gamer himself. Being an old school skateboarder, and an indy-rock addict, Mark's the most fun loving guy of the bunch, and as a result tends to go for the fun orientated games, as opposed to the hard core nitty-gritty stuff.

1. Sega Rally - Saturn

"Hey buddy! Wanna go a quarter-mile?" Sega rally split screen brings out the petrol-head in everyone. But this game goes deeper than a wizz around the track with friends. In championship mode it gets hard, real hard. But as the competition gets tougher, the struggle is not just to remain on the track, but to keep the perfect line, at the perfect speed, in the right gear, with just enough acceleration for the right amount of traction and slide. Sega Rally is the only racing game with enough subtlety to give you total control but not end up a boring driving sim. Sega Rally rocks!



2. Wipeout 2097 - PlayStation

Aaaaaghhh! Sensory Overload!! This game makes my brain fuzzy. Everything about Wipeout is cool: The DR graphics, the sound track, the concept, the track hurtling beneath me at an ever-increasing rate... aaghhh! Pay attention. Wipeout 2097 will make your eyes bleed!

3. Virtua Fighter 2 - Saturn

Freeep! Is Shun a Stand-up comedian or a drunken master? Whatever he is, he sure is cool. As a matter of fact all the characters in Virtua Fighter 2 are designed with simple, appealing style. But it's the subtle gameplay that makes Virtua Fighter 2 so good. With no unblockable kill-em-with-a-tripple-somersault-blazing-sword-to-the-head moves, two skilled players can turn VF2 into a block-fest battle of wits. I've even been known to beat Dan from time to time: "loser does a nudey run!"

4. Tomb Raider - Saturn/Playstation/PC

I am continually astounded by the depth of level design in Tomb Raider. Combine the size of some of the chambers, with the apprehension of facing the critters that are actually in there is enough to instill fear in the heart of the most hardened gamer (well at least caution). Big Brown Bears rule!

5. Virtual On - Saturn

This game is fun! With style second only to Wipeout, Virtual On presents real Manga-paced Gundam combat with graphics to drool over: 5 metre tall mechs, rendered in blinding shades of pink and green, firing day-glo weapons that explode into a jagged flame covering a few acres. Find an opponent equal in skill and a v's match can last for days!

6. Quake - PC

7. Jumping Flash - Playstation

8. Nights - Saturn

9. Sega Worldwide Soccer - Saturn

10. Thunderhawk - Saturn/Playstation

ANDREW HUMPHREYS

- Music Editor of Rolling Stone

Quite possibly the wittiest and funniest guy on Earth... well maybe in Mosman anyway, Andy's the former Deputy Editor of Hyper, and still to this day a gaming freak. Andy has that ability to judge a game very quickly and get it right, and also has that ability to wander up and beat people at games when he has no idea what the hell he's doing.

1. Quake - PC (Mac real soon, we hope)

Quake, as freak-boys around the world shout loudly across the Internet, rocks. The game engine is smooth and capable of great variety, the atmosphere is dark and oppressive and the monsters (thanks in part to the killer AI) are genuinely frightening. As a one-player game, Quake is a masterpiece of design. As a multi-player game it's something else again: the most fun you can have without getting arrested.

2. Virtua Fighter 2 - Saturn

Still the greatest one-on-one fighter doing the rounds. Why? Style and feel. Tekken 2 has its fans, but to me, can't compete with VF2's range and subtlety. Probably the game's greatest achievement is its finely balanced gameplay: no character is "better" than any other; a skilled player will use the distinct strengths and weaknesses of all of the characters to his or her advantage. The game is also fast and fluid, not to mention hi-res. Besides, Wolf is cool.



3. Sega Rally - Saturn

I hate driving games, but I love Sega Rally. Visually, it's impressive, pushing a bunch of nicely textured polygons around at a more than adequate frame rate. What makes Sega Rally great is the way it plays: the physics are nothing short of perfect, so it really feels like you're hurtling around the track at 180 k's an hour, fangin' out the back end just to look cool. Plus, it's got a great split-screen head-to-head mode.

4. Tomb Raider - Saturn/Playstation/PC

Tomb Raider is an amazingly well-made adventure epic. In the spunky Lara Croft, Core have found a character with definite star appeal for boys and girls (a rarity in the games' world). Both the plotting and level-design are excellent and the 3D engine works beautifully on all formats. The game's pacing might prove too slow for some, but for anyone with a taste for exploration and adventure, Tomb Raider is a must.

5. Wipeout 2097 - PlayStation

Psygnosis push the Playstation's considerable graphics abilities to the limit in this visually stunning futuristic racer. Wipeout 2097 may well be the future of video games: a big budget production with music and advertising tie-ins and lashings of style from the Designers Republic. Thankfully, Wipeout 2097 is also an excellent game, with deft controls, blinding speed and an arsenal of devastating weapons.

6. Warcraft 2 - PC/Mac

7. Virtual On - Saturn

8. Nights - Saturn

9. Fifa Soccer 96 - Saturn/PlaystationPC

10. Panzer Dragoon 2 - Saturn

MALCOLM CAMPBELL

- Art Director of PC PowerPlay

This guy is a freak! Malcolm is one of those "quiet guys in the corner" who steps up and displays a stupid amount of talent at whatever he does... including gaming. He won the Sydney Wipeout 2097 contest, and will probably go on to win other comps if he bothers to enter them. Another eclectic gamer.

1. Wipeout 2097 - PlayStation

The original Wipeout was the sole reason I wanted a Playstation when it was released. It had the two things a 32bit game should have: Great 3D graphics and design (the Designer's Republic are Gods) and excellent audio, but most importantly it played beautifully, and was hard as hell. Then 2097 was released and everything good about the original was ten times better, making it still one of the only games where all the elements come together perfectly.



2. Tomb Raider - Saturn/Playstation/PC

George Lucas would do well to include this game's heroine, Lara Croft, in his upcoming Indiana Jones movie, judging by the reactions of people after seeing Tomb Raider: "look at her jump" and "look at her blast that alien centaur thing" and "she'll have someone's eye out with those". The first true (ie. you could go anywhere) 3D platformer with excellent puzzles, storyline, character design and a life size T-Rex.

3. Virtual On - Saturn

Gundam (those huge Japanese anime robots) are one of the coolest things in the world, and so this game of one-on-one Gundam duels is by default one of the coolest things in the world. Virtual On has the right amount of strategy versus dumb big-gun blasting, and has that great "Made in Japan by Sega" look to it.

4. Virtua Fighter 2 - Saturn

The game that spawned as many clones in 3D as Streetfighter did in 2D has still got more lasting appeal than most, ages after its release. I'm still trying to master the moves of just one character, and it'll take at least two lifetimes to become as good as Dan, but this is another game where hard-good. Perseverance is the only way to achieve greatness, grasshopper.

5. Street Fighter Alpha 2 - Playstation/Saturn

The Streetfighter series is sort of like a soap opera where new characters and developments come and go and not much seems to change, but you still watch it faithfully. The latest version to come to the home consoles is always the best, and SFA2 is closer to a manga cartoon than ever. Also wins my "Best use of a Japanese School girl in a video game" award.


6. Nights - Saturn

7. Tobal No.1 - Playstation

8. Warcraft 2 - PC/Mac

9. Quake - PC

10. Tekken 2 - Playstation



Absorbs victory and repels defeat.





TEAM
SPORTS



ENGINEERED TO THE
EXACT SPECIFICATIONS OF
CHAMPIONSHIP ATHLETES.

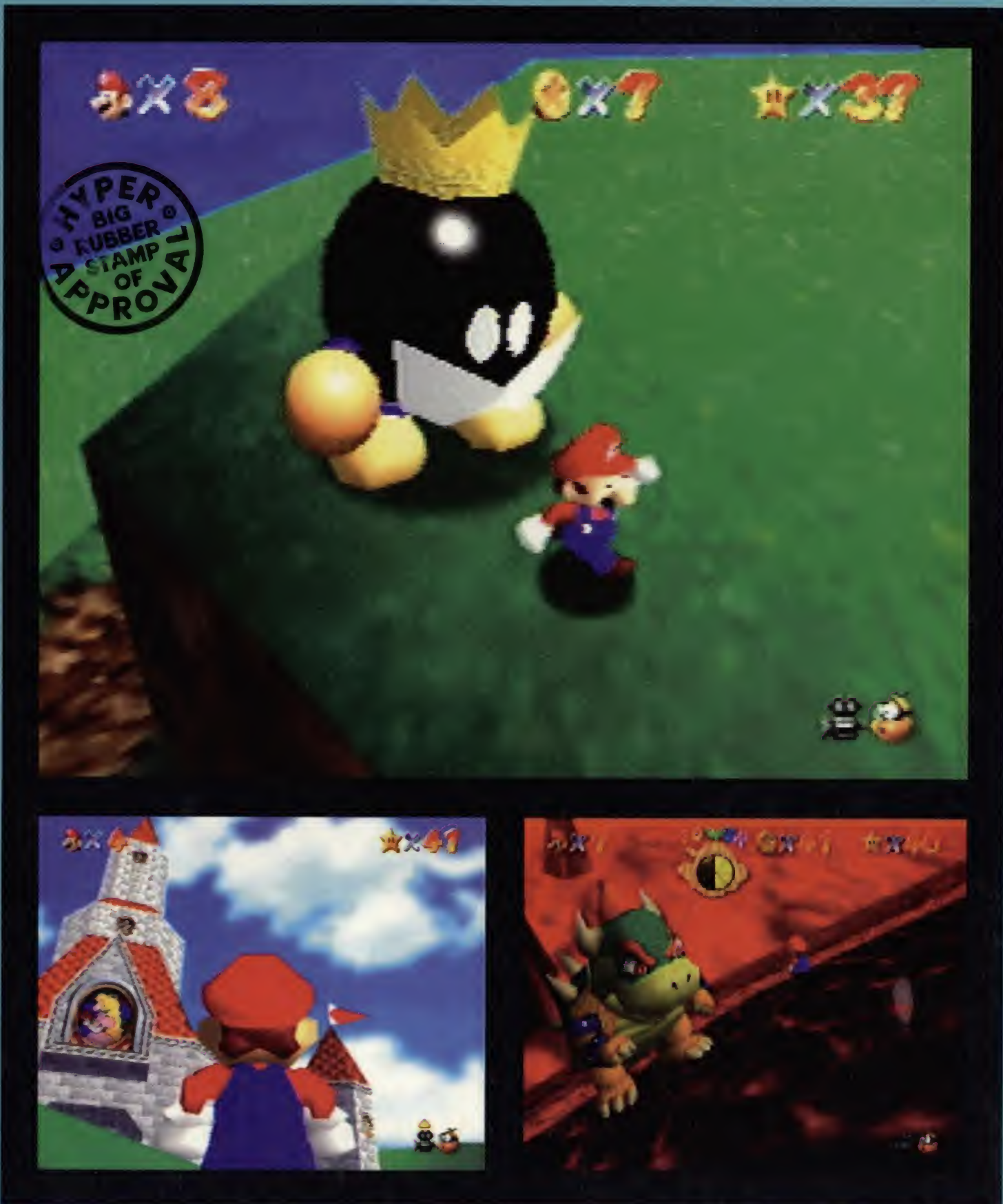
XXXL



He's large and in charge on the hardwood floor. And he's wearing our Authentic Michigan uniform as a not-so-subtle reminder of those days when Juwan Howard began his habit of absorbing more than his fair share of victory.

Super Mario 64

It's the game everyone's been waiting for... NINO ALEGEROPOULOS was lucky enough to not have to wait so long for Super Mario 64.



WOW....DROOL...GASP! This will be your natural response when you first lay eyes on Mario 64. Why?... Because it's flippin' amazing!! Everything you have heard about this game is true, and then some! It could well be the quantum leap in gaming that we have all been waiting for. No other game in history has ever looked or handled quite like this.

Let's begin with the graphics. We all know that the Nintendo 64 contains the most powerful gaming hardware to date, courtesy of Silicon Graphics Inc. (the guys behind the visuals of Jurassic Park & Terminator 2.). We also know that Nintendo used the most advanced 3D tools and software for Mario 64, courtesy of Nichimen Graphics Inc. Finally, we also know that Nintendo had the famous game designer, Shigeru Miyamoto, leading the development of the game. So with such a conglomeration of game-creating muscle, the end result simply had to be a jaw-dropping game. Well gladly, Mario 64 is a jaw-dropping game, easily setting a new standard for 3D entertainment. You really have to see it to believe it. It looks and moves infinitely better than a cartoon! Probably the first thing you'll notice about the graphics, is the elimination of pixelisation or "blockiness". In this game, nothing gets blocky. You can walk right up against a wall or object, and the image will remain clear and sharp, no matter how close you are to it. It's amazing. Another incredible graphical achievement is the elimination of pop-up or draw-in. There is virtually no pop-up whatsoever, except for small instances where huge objects have to be drawn way in the distance (but this really isn't even worth mentioning).

The screen resolution is very, very high, giving a sharp, crystal-clear image which is comparable to a SGI workstation. The frame-rate is just as high, meaning that the images on screen move more smoothly than any game before. Many special effects have been incorporated into the game which are by far the most impressive seen on any platform thus far. There are transparencies such as glass, smoke and of course, water (which looks and reacts just like real water!). There are reflective surfaces such as mirrors, multiple warping & bending effects, plus lots of great lighting effects. Also there is the trademark "liquid-metal" special effect that has become so popular since Terminator 2. However, it's not just the technical breakthroughs that makes Mario 64 a gorgeous game. The level and character designs are also exceptional, and are largely responsible for the beauty of the game. Each of the levels are beautiful and immense. Their designs are varied, and totally non-linear. Some levels take place in lush outdoor settings filled with trees, green pastures, rivers and mountains. There are also indoor levels such as the haunted, ghost mansion, which is just oozing with atmosphere. Some levels take place in huge under-water areas (with realistic air-bubbles), while other levels take place in the clouds. Definitely no lack of variety here. Other levels include an icy snow stage, a sandy desert stage with pyramids, and a lava filled stage which takes place inside a volcano! In addition to the levels, the characters themselves are also beautifully designed and extremely detailed. Right from the cute little Mario, to the enormous Bowser(Koopa) (who is huge and fills the whole screen when he first appears!). Graphically, this game is just amazing! Nintendo couldn't have come up with a better looking console game to date.





DAY OF THE TRIFFIDS!



KEY TO THE DOOR?? HE SHOULD HAVE THE KEY TO THE CITY!!!



EATING THE TREE FROM THE TOP DOWN...



FRONTS TO THE WALL... MARIO'S ON THE CRAWL...



MSD... MARIO IN THE SKY WITH DIAMONDS...



YE OLDE PLATROME JUMPE

WHAT CAN'T THIS MAN DO?
 Playing the game is quite simple, since most of the time you simply guide Mario with the 3D stick, but there are also around 20 different moves that Mario is capable of, and all of them have to be used at one time or another. Among other things, Mario can jump, punch, kick, fly, swim, butt-stomp, leap, back-flip, crawl, climb, pick up objects, and shoot out of a cannon! Plenty of moves to keep Mario occupied. The majority of Mario 64 is obstacle-based, meaning that there will be some frustrating times when you fall off ledges or miscalculate your jumps, but this is what Mario has always been about. In all, Mario 64 plays like a dream. It has simple yet addictive gameplay that will appeal to everyone. Many people may have trouble coming to grips with the analogue stick, but this is natural. It does feel quite awkward at first, but give it a chance. It really does work.



MARIO CHAN



UMM... RUN...



REMOVING THAT UNSIGHTLY BUMFLUFF



I WAS BORN ON A PILE OF SHIT



SWING'N LIKE A GATE



ANY LAST REQUESTS?



MARIO TRAINING FOR TOMB RAIDER...



DEVELOPING PILES...

Groundbreaking Gameplay

While being extremely simple, the gameplay of Mario 64 is also a technical achievement, putting to full use the new analogue stick on the N64 controller. Being a true 3D game, Mario 64 allows you to walk in any direction whatsoever. The analogue stick is what makes this possible. Just point the stick in any direction and Mario will move in "precisely" that direction. No other game has ever had this level of control before. Mario 64 offers complete freedom of movement. Up, down, forward, back, left, right, under, over... Total freedom to go anywhere in a huge 3D world. There are a total of 15 courses to get through. They are all huge and totally unique, providing you with hours of exploring to accomplish. A fun "bonus" game is contained within some of the levels, which takes the form of a driving game. Mario slides down a long winding slippery-dip, and you have to steer him along the path, just like in a driving game. These sections are way cool. Throughout regular parts of the game, you get multiple viewpoints of all the action. The view is constantly changing with the camera panning around Mario, always giving you the best possible view in any situation. The view can also be changed manually to zoom in or out, or rotate around Mario.

The only feature of Mario 64 which doesn't break any new ground is the sound. That's not to say that it is bad in any way, or inadequate. It's just as the "Wave Race" commentator would say, "nothing special". The music is typical Nintendo, which is perfectly adequate for this type of game. Some of the sound is actually very appropriate, such as the creepy organ music when you are about to face Bowser (Koopa), and the carousel music in the ghost mansion. Also impressive are the ambient sound effects which add real atmosphere to the levels. Another example, when the game just begins, you are standing outside the Princess's huge castle. It is an open grassy area filled with trees, hills, birds, a river and a waterfall. In this area you can hear birds chirping, wind blowing and water running. These sounds really do make you feel like you are "out in the open".

The graphics are phenomenal. The play mechanics are top notch. As for the replay value, it might be a little low, but it'll take you ages just to get through this game the first time round. Especially if you want to collect all 120 stars. Plus, rumour has it that a Mario 64 upgrade/sequel will be developed for the 64DD add-on drive, which will give this game even longer term value. Overall, this is a game you simply have to experience. It's going to sell by the truckload, and it's a perfect showcase title for the Nintendo 64. You've probably already ordered your copy...



MARIO EATING BOWZER... TAIL FIRST



NICE DOGGY... STAY...



DIG BROTHER THEORY, PROVEN...



RELAX MARIO, YOUR HAIR'S FINE



MARIO VS. MR YAWN!



AVAILABLE: MARCH 1ST
 CATEGORY: 3D PLATFORM
 PLAYERS: ONE
 PUBLISHER: NINTENDO
 PRICE: \$99.95
 RATING: G

VISUALS
94
 Very simple, but VERY clean with tons of style. Amazing.

SOUND
89
 Loveable Nintendo music, pretty cool with great sound effects.

GAMEPLAY
95
 Simple, but revolutionary. Analogue control offers great freedom.

LONGTERM
94
 This will take you ages to get through. Whether you'll come back???

OVERALL
95%
 A benchmark in videogaming. N64 finally delivers the goods.

REFER TO PAGE 6 FOR SCORING REVISION

WHAT'S WRONG?

So is there anything wrong with this game? Surely there's no such thing as a perfect game... Well certainly, there are some aspects of Mario 64 that you may not like. Some people may not like the way the camera moves automatically to provide the best view. (You see, sometimes when you are in the middle of crossing a narrow ledge or jumping a ditch, the camera will move and throw you off. This can be a bit annoying at times, but really isn't even worth mentioning). Some people may not like the "cute" or childish nature of the game, and would prefer a more serious theme, with more serious characters. (Perhaps something Doomy or Tomb Raiderish....). Some people may not like the touchy controls, and will have lots of trouble getting comfortable with the "true" 3D feel of the game. Finally, some people may feel that there isn't much replay value in the game, because it is a platform/action game, meaning that once you finish it, you won't be going back. Sure all of these points may be argued, but ultimately, Super Mario 64 rocks hard. It is probably the closest thing so far to a perfectly developed game. After all, it took sooo damn long to make!

Pilotwings 64

Once ANDREW IREDALE strolled into the office wearing a flying cap, we knew he was the man for Pilotwings 64.



If asked to give one word which describes this game, it would have to be 'freedom'. Freedom in the sense of being able to go wherever you damn well please. So many games put you in tantalising environments, but prevent you from doing anything outside of the defined rules. But in Pilotwings 64 there are no rules, your only constraints are the laws of physics set out in the 3D world and these are surprisingly realistic. All you have to worry about is crashing into things. **On a wing and a prayer...**

Sure, to complete objectives properly and get enough points to move on you have to perform the tasks impeccably, but the beauty of this game is that you don't have to. Should you miss a ring or exceed the time limit, you don't lose a life and get sent back to the start, rather you are allowed to keep going on your own accord until you decide to end the game. At worst you may be forced to land when you run out of fuel, but even then you still have a chance to make a safe touchdown if you know what you're doing.

It's very hard to get bored of Pilotwings. It's one of those things in life that, like shopping malls and Hyper magazine, really does have something in it for everyone. You may well be able to give Bruce Spence a run for his money in the gyrocopter (though you can't drop snakes on people), but have you sat down and mastered the hang glider? And when you do finally master a vehicle or device, then you can really start to have fun pushing it to its limits as you explore the well crafted 3D landscapes.



Pilotwings 64 has been brilliantly designed and is a joy to play, whatever level of skill you're at and, as such, it's very hard to find fault with it. It is a pity that there aren't more active objects to deal with, particularly in the shooting department (duelling gyrocopters could have been fun), but otherwise Pilotwings 64 is comprehensive and highly enjoyable with enough depth to keep even hardened flight sim freaks engrossed. The only folks who might be disappointed are those that require big explosions and the like to keep them entertained.

Gyrocopter

You may think that a gyrocopter is an odd choice, but it actually turns out to be the perfect mode of transport for this game. Although it doesn't quite reach warp speed, it manages to convey a real sense of flying and many hours can be spent just buzzing around admiring the scenery, or trying to do silly things like landing on boats. Your objectives are either to fly through a series of rings, or shoot rockets at specific targets. That's right, you can shoot things! This is a Nintendo game, however, so you can't actually destroy parts of the islands or their inhabitants, but it's jolly good fun nonetheless.

Hang Glider

Mastering the hang glider is probably the least popular yet most rewarding part of the game. It may seem slow and boring to the casual observer, but for the experienced pilot it can provide one of the most intense challenges of the game. The thing is that you've got no power to pull yourself out of danger, the only way to gain height is by flying through thermals. The obvious rule is to not get yourself into trouble in the first place, but that's not that easy when you're concentrating intensely on getting through the rings or trying to take that perfect photo.

Rocket Pack

Man has always looked to the sky and wished for the flight of a bird. Icarus tried gluing wings on, but that didn't work. So NASA scientists came up with the next best thing, strapping a couple of rockets onto one's back and letting rip... and who can resist? Just try not to be too high when the fuel runs out!

As well as the standard 'fly through the rings' bit, there are a couple of highly irregular tasks to perform. One is bouncing a gigantic green ball half way across the islands, another asks you to pop more bouncing balls by dashing head-long into them. Odd, but strangely compelling.

Bonus stages

First up is the cannon. Pick whichever character you hate the most, stuff 'em down the barrel and send 'em skyward. Or into the side of a cliff, if you're feeling particularly spiteful.

Next is the sky diving. You're given a minute or so to link up in a series of aerial formations with three of the other characters, then it's free fall time. Remember Huckleberry Hound's words of advice. "Just count to three and pull the rip cord."

For those skilful enough to successfully complete the P class, the bizarre Jumble Hopper awaits. Your character leaps around incessantly and all you can do is take a rough aim and temper the trajectory. Very weird, very Japanese. Hyper reader challenge: get stuck in a barn



AVAILABLE: MARCH
CATEGORY: FLIGHT SIM
PLAYERS: ONE
PUBLISHER: NINTENDO
PRICE: \$99.95
RATING: G
VISUALS 92 May appear dull at a glance, but awesome in scope.
SOUND 63 The effects are good, but the music is best turned off.
GAMEPLAY 92 Spot on.
LONGTERM 90 This game will last as long as the machine!
OVERALL 92% Don't underestimate Pilotwings 64, it is a seriously good game.
REFER TO PAGE 8 FOR SCORING REVISION

Wave Race 64

We're getting our first taste of 64-bit gaming. MARCH STEPNIK sees if it was at all worth the wait...



I had my reservations about Wave Race. I mean really! A racing game with jet-skis as your mode of transportation. Woo-hoo! Extreme sports! Um, yeah. Let me get back to knitting my tea cosy. Let's just say I wasn't terribly drawn into the whole thing. The same goes for the Nintendo 64. I was keen and excited when it was first announced, but during the months of delay my passion for the N64 has waned substantially. To the point where the games released for it would have to be something special to grab my attention. Well this one most definitely has! Wave Race is a brilliant game, no less.

Behind all the razzle dazzle and glitz of the graphics and the fact that there's a 64 whacked at the end of the title lies a racing game. On jet-skis. Scattered throughout each course are buoys (or gates) which you pass. This makes the race feel a little more proper. Rule-wise, Nintendo have gone for fun rather than realism. Imagine having to stop and turn around every time you miss a buoy. Doesn't sound like a real blast, does it? So essentially, you don't have to pass each buoy to continue. To compensate, you have a limit of 5 buoys which you can miss, and a power meter to keep you vigilant. Every time you correctly pass a buoy, you get a power boost. After five, you get Maximum Power - which gives a higher top speed and slightly better handling.

There are four game modes: Championship, Time Trials (totally self-explanatory), Stunt Mode and 2 Player Versus. Championship gives you a choice of three skill levels - easy, hard and expert. These phrases are actually true. Expert can only be attempted by a veteran player. A great challenge. Stunt Mode is a whole lot of fun. The aim of this one is to get as many points as you can. Points are awarded for barrel-rolls, forward flips, handstands, reverse riding, and a few other dangerous but very nice looking manoeuvres. A few rings (through which you go) are also there to keep you busy.

So far (besides the graphics), you wouldn't be far off from assuming that Wave Race 64 is a somewhat average racing game. This is where the water (and it's effects) and the Nintendo controller come in. Initially, you'll find it hard to get into Wave Race 64. Thanks to the analogue thumb-stick, a much higher degree of control is now possible. This can be a little daunting at first, but immensely satisfying as you master jet-skiing. Highly responsive is an understatement. You can literally turn on a copper in this one. The water is what makes Wave Race so special though. It looks beautiful, but feels even better. Racing through choppy water feels amazing. It effects your technique so much that you'll be praying for favourable conditions. Literally. The water is calculated in real-time, so that it behaves slightly different every time. More so than anything, you actually feel like you're jet-skiing. Not many games can claim that they feel like their name-sake sport.

There isn't much wrong with Wave Race 64. If I had to get picky, it'd be that the options in terms of two player mode are a little too meagre. It's just pick a course and go. Also, because of the power needed to process the water, the detail drops a little. It still looks great but it's worth a mention. A brilliant game, and it's knocked Mario Kart (for SNES) as my favourite racing game.



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

VISUALS
96
 Oooh... Ahhh....
 Beautiful. That's it.

SOUND
89
 The sounds are very realistic and the moosic garooovy!

GAMEPLAY
94
 This is where Wave Race excels, and this is one of the first releases for the N64!

LONGTERM
87
 It'll take ages to truly master. Multiplayer options a little to soft.

OVERALL
93%
 A thorough surprise. I'm sorry I doubted you Nintendo! This game is a classic.

REFER TO PAGE 8 FOR SCORING REVISION

WHAT? IT ISN'T REAL?

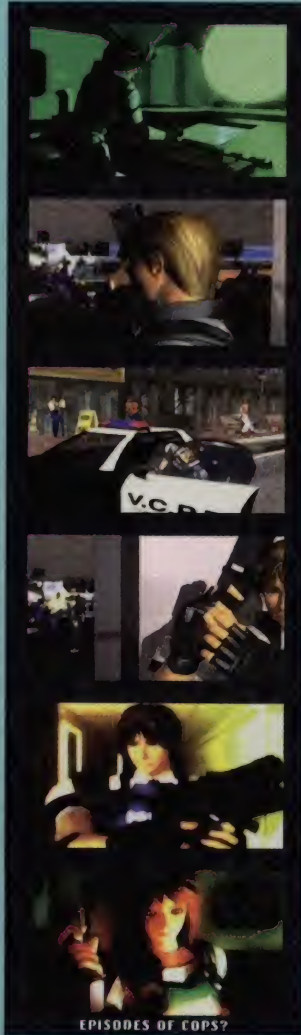
The visuals of WR 64 are amazing! Everything looks like it's real counter-part. The first thing you will notice is the water. It looks so realistic that you're going to find it hard not to just sit and stare at it for a few moments before you do anything. It's got a massive array of colours and types. For example, there's the tranquil clear blue water (this water is so clear you'll be thinking our save the beaches campaign really has worked - not a used condom or syringe in sight!) of Dolphin Park, the games first, practice stage. One stage sees the water a purple/pinkish hue, as the race is run during sunset. Marine Fortress is set during an overcast day, where the water is very choppy and dark blue in colour. Another race takes place at night, with neon signs showing the way.

Not only does the water look great, but just about everything else too. Especially the riders themselves. These guys (and gal) look absolutely stunning. Gently change direction and the racer will shift their entire body so as to change the centre of gravity. You can even see the hands twist the throttle when speeding away. But the true wonder is the way they are animated. Every move, every position possible flow on from each other so well, that the end result is amazingly realistic. The courses also get top treatment. Highly detailed, visually stunning. Take a look for yourselves. What you can't see are the ducks and sea gulls flying off into the distance after you disturb them, or the helicopter that circles the course, filming you. Nintendo have outdone themselves.



Virtua Cop 2

Those pistol toting lawmen are back with a vengeance... and a redhead. DAN TOOSE clutches his revolver and faces off against Virtua Cop 2.



EPISODES OF COPS?

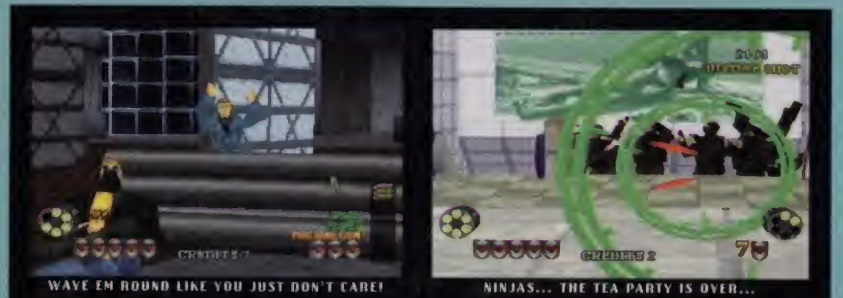
YOU'RE PRETTY ARMLESS...

Sega Ozisoft have decided that most folks wanting to play Virtua Cop 2 will be fans of the original game, and will already own a light gun. Sega are selling the game with or without the gun, which is a good thing if you already own one, so you don't have to pay for another gun. Of course you can buy a gun separately in the event you want another so you can play two players. You can use a normal controller to play Virtua Cop 2, but anyone buying the game without the intention of owning a light gun should seek medical advice. Buying the game and gun together is cheaper than getting them separately so keep that in mind.



How long have light guns been around? For years... in fact there was even light gun games on old Hanimex "Pong" machines, and that's close to two decades ago. Since then gun games have been very popular in the arcades, and the arcade conversion of Virtua Cop saw the light gun grace the Sega Saturn. Virtua Cop 2 looks to be another perfect AM2 arcade conversion, which can only help the Saturn's efforts in the 32 bit console war.

There's really no point in defining a plot for Virtua Cop 2, because the game is really a series of three missions. The first mission is a big chase, following the robbery of a jewellery store. Mission two sees our intrepid gun slingers attempt to save the Mayor from a bunch of tourists who are making off with the Love Boat, and the third mission involves a railway chase and a confrontation with a modified tank.



NOW THAT'S ONE WAY TO HAIL A CAB...

Walking On Rails?

One can hardly be annoyed at the fact that Virtua Cop 2 is on rails, because let's face it, how can you control your movements when all you're holding is a gun? Actually, just holding the gun in your hand just makes the whole experience that satisfying that you really won't notice much about the way the game runs. Visually, Virtua Cop 2 is pretty astounding, and as mentioned before, is arcade perfect. Essentially you see through the eyes of a Virtua Cop as they make their way through various crime scenes, assisted by a target sight that locks onto all the baddies, changing colour as they get closer to firing at you. The game isn't entirely on rails though, because you can interact with your environment by simply blowing things up. Crook hiding behind a computer terminal? Just blow it away. The baddies actually go down according to how you hit them... If you sink some lead into their legs, their hands will immediately clutch at their thighs, etc. Player movement is even realistic, with the screen jiggling about whilst the players are in a train, which really helps simulate the obvious difficulties one would have in lining up a shot in such a situation.



Big Man With A Big Gun

You're not just limited to using your trusty six shooter, which is a good thing considering you're trying to take on hundreds of crims in a ten minute stretch. Other weapons are hidden inside various objects that you can blow up, such as barrels, pot plants, computers, you name it. These weapons include an automatic (holds more ammo), a shotgun (larger hit area), a machine gun (rapid fire), a rifle (three round bursts), and a magnum (more powerful shots). You can also find extra health points this way, but these are few and far between.

There are bosses at the end of each stage, and a final boss in the event you can get through all three stages without running out of continues. You can calibrate your gun so it feels just right, and there are three difficulty settings, which unlike a lot of games, are quite good at offering the right sort of challenge to suit the gamer's abilities.

Virtua Cop 2 is an enormously fun game, which is instantly playable by practically anyone. It's a little bit easy to see everything that VC2 has to offer, but playing through without adjusting the game to make it easier will prove to be a great long term goal for most gamers. A draw card for the Saturn.



MARK'S OPINION

AM2 Rock! They have been responsible for some great games. VC2 is no exception. It has that distinctive Sega style that makes their games so appealing. The environments have loads of attention to detail. So if you think the game went last long, try shooting everything you see as well as the bad guys. For example: in the kitchen, shoot the pots & pans, fruit (especially the watermelon), bottles, cans. Other scenes have phones, signs, computers etc. All of these have their own reactions and sounds which makes for great fun. And that's what will make you keep playing.

AVAILABLE: NOW

CATEGORY: SHOOTING

PLAYERS: 1-2

PUBLISHER: SEGA

PRICE: \$99.95 (\$149.95 W GUN)

RATING: M15+

VISUALS

89

Pretty darn amazing really... a definite eye pleaser.

SOUND

81

That typical, somewhat funky Japanese game music, with gunshots on top.

GAMEPLAY

91

Whilst being somewhat simplistic, it's gobs of fun, and everything works as it should.

LONG TERM

70

A great long term challenge if you play fair, but who does? Great for casual gamers.

OVERALL

90%

It's been done before, but never this well. The 32 bit gun game to have.

REFER TO PAGE 8 FOR SCORING REVISION



Virtual On - Cyber Troopers

The arcade game that made Cybersled look like a joke now makes it's way to the Saturn. DAN TOOSE pulls on the neural headware and prepares for Virtual On.



If you had to point at the Sega Saturn's best feature, it would have to be its arcade conversions. It would seem that anything done by the AM2 group is simply outstanding, and Virtual On is no exception. Virtual On is somewhere between being a 3D fighting game and a tank sim, with the typical array of various characters and bosses, and the control system which is based upon using a twin joy-stick control.

Big robots fighting in big arenas... and why? Well a mining expedition uncovered a derelict alien base under the surface of the moon, and found a whole mess of robot technology there. Whilst examining this technology, the dimwitted scientists have somehow reactivated the base's security systems and now a virtual pilot is needed to control one of the available mechs and take out the alien threat. In real terms this means you have a whole bunch of simulated opponents to work through, then the real missions where things are considerably tougher.





Is this Anime?

Once anyone who was a die hard fan of the Robotech saga sees Virtual On, they will instantly be reminded of the video game Max Sterling played in the arcades. The graphics are bold and crisp, with very little texture mapping, but lots of polygons. Despite a somewhat simplistic edge, the visuals are fantastic due to the amazing pace of the game, and the ultra-techy appearance. Like all Sega games, the character design is nice and clear, with that classic stylised Japanese finish. The views are set up in such a way that really lends to a cinematic feel for the game, like when your mech kicks on the turbo jets whilst flying through a volley of laser bolts, and returns fire with napalm blast... it just looks like magic. It's very easy to lose sight of your opponent, so many may find the visual experience a tad confusing at first, but a bit of practice and the whole thing makes perfect sense.

Whilst not being a masterpiece of audio entertainment, the music in Virtual On suits the style of game quite nicely, keeping that feel of a high pace duel going throughout. The sound effects of the weapons, explosions and retro jets are very cool, and like the music, really suit the game well. Even the speech is ultra techy, which helps add that futuristic feel to things.

Fighting Game Format...

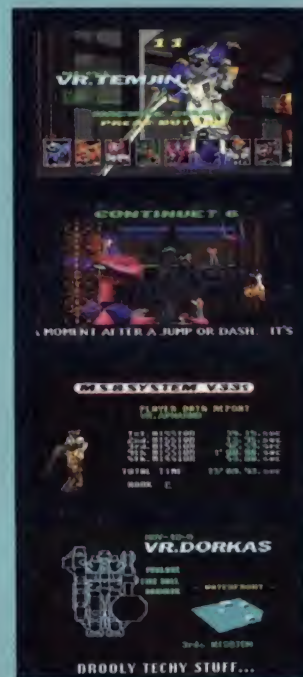
The overall feel of the game is far more like that of one of the AM2 fighting games than anything else (like Virtua Fighter). Rather than this being the game of senseless explosions and firepower (which of course there is great potential for with this sort of game), it's more a game of tactics, of choosing the right moves to take out your opponent. Each character/mech has three weapons, each of which can only be fired so much before they need to be recharged. Some mechs have immense firepower and bulky armour, while others have lighter weapons and armour, but much better speed and handling. It's not all just "Guns-a-blazing" though, with characters having melee attacks, so they can hack and pound their opponents too in the event they're close enough. The actual controls are quite simple, using the D-Pad to run around, the shoulder buttons to turn your view, a button for each of your three weapons, a button for dash, and a button for jump. The biggest problem most will have with the game is losing sight of your opponent and getting confused. Once you learn how to keep your opponent in sight, which is really easy once you figure it out, the whole thing is immensely enjoyable. There are eight mechs to choose from, and a mid boss to take out (which you can earn the right to play as), and of course the final monstrosity.

With a ranking mode for those that love a challenge, and the option of using the special twin joystick controller if you're freaky enough to get one on import, this is one of the best arcade conversions yet for the Saturn, and should keep any hard core gamer very happy.



BRING A FRIEND & RELIVE THE GLORY

Virtual On has a versus mode for two player gaming, which allows you to choose from either vertical or horizontal split screen gameplay, which is a nice option that most games don't offer. The horizontal split screen works much better, and doesn't detract from the usual gameplay at all. For those that just love watching themselves, there's the option to record your battles and watch them again whenever you want. If that's not enough, you can also pause the replay and play the game from that point on! So you can really test out how taking a certain situation with different tactics will work.



AVAILABLE: NOW

CATEGORY: MECH COMBAT

PLAYERS: 1-2

PUBLISHER: SEGA

PRICE: \$99.95

RATING: M15+

VISUALS

90

Wonderful use of simple polygon graphics. A somewhat cinematic way of watching a fight.

SOUND

83

The music sets the mood and the various SFX are tres cool.

GAMEPLAY

91

A game with a truly unique feel... A wonderful blend of strategy and raw action.

LONG TERM

84

Should prove to be a long term source of amusement.

OVERALL

91%

One of the best arcade conversions to date... Great stuff.

REFER TO PAGE 6 FOR SCORING REVISION

Jet Rider

We needed an extremely sick, crazy, gummy hellman for Jet Rider... but we couldn't find one, so DAVID WILDGOOSE did it instead.

First impressions are that Jet Rider is a jet-ski game, just like Wave Race. But, as we all know, first impressions can be misleading. And, in this case, that saying holds true. Jet Rider is, indeed, more than a jet-ski game. I guess it's a bit of a giveaway when the first race begins on land, don't you think? Although all the vehicles look exactly like jet-skis and, while in the water, act exactly like jet-skis do, they can, in fact, also operate across land. Quite how this is possible remains a tight-lipped mystery, though I suspect it may have something to do with an incredible technique called "hovering" (probably not the precise scientific term, but you know what I mean - levitation and stuff like that). However it is done, it doesn't really matter much. Instead, what does matter is how darn useful these amphibious single-seater crafts are when the water stops and the only place left to go is up onto the beach.

JET RIDER VS WAVE RACE 64

Sure, the comparison is probably unfair, but I thought you'd be interested anyway. While Nintendo's superb title places great importance upon the stunts you can perform, and is as terrifically entertaining just playing around on one of courses (trying as many tricks as you can and simply enjoying the feel of the way your jet-ski handles) as it is as a full-on racing game, Jet Rider is far more a pure and simple racing kick. Obviously, which you like is just a matter of taste, but, equally obviously, Wave Race is the game with more depth (pun intended), and yes, Wave Race looks much better, too. Those horribly complicated mathematical routines Nintendo used to generate Wave Race's realism, make the "rectangular blue stripe" waves on display in Jet Rider seem decidedly second-rate. Though, as I said in the main review, for the Playstation, Jet Rider is impressive.



WAVE RACE 64



JET RIDER



Sticking determinedly to the course set by Super Mario Kart all those years ago, and followed by every decent racing game since, Jet Rider structures its play in the timeless fashion of letting you compete in a few basic tracks to start with, but halting progress on to any others until you have succeeded in the championship. And novices (or even average players) may find themselves halted for some time. It's pretty tough to get anywhere at all, to be honest. In a normal race there are 20 drivers (including you) and you really should be consistently finishing in the top three to give yourself any chance whatsoever. Judicious use of the generously supplied turbo boosts (you get four at the start of a race and a top-up every lap), and discovery of the occasional imaginative short-cut, will be necessary if you want to get close to even winning a race. Yes, it's hard, but that's just the way we like it. Competition for places is ferocious and the actual racing feel is almost spot-on. Best of all, the computer drivers don't appear to cheat, and have access to the same number of turbo boosts as do you.

The controls are very nice, with several methods of turning and steering to compensate for the lack of an analogue joystick. The four top L and R buttons allow you to tilt your ski and shift your weight to either side. Using these in conjunction with the normal left/right direction buttons (which steer your ski left and right, natch) gives you total, and not forgetting very comfortable, control over your land-and-sea transportation.

But it's really the ingenious track design that makes Jet Rider so good. The way every corner hides a new surprise, every turn reveals a eye-widening delight, every course simply packed with invention. Two of the first few tracks you'll come across (I don't want to spoil too many surprises) provide a couple of good examples. Suicide Swamp will give you the fright of your life when, after having zipped through a lake full of treacherous tree stumps, you tackle a hairpin bend only to find yourself motoring directly back the way you came, straight through the rest of the pack that were trailing behind you. Or when you lean through a sharp series of "esses" in Blackwater Falls, before leaping gracefully over the very top of a gigantic waterfall into the crystalline river below. Sometimes this game will take your breath away.

Imagine Wipeout meets Wave Race 64, and you will have pictured something like Jet Rider. Sadly, it's not as wonderful as the best combination of those games could be - it doesn't feel as perfect as Wipeout nor is it as drop-dead gorgeous to play or look at as Wave Race - but it's still damn good fun, nonetheless.



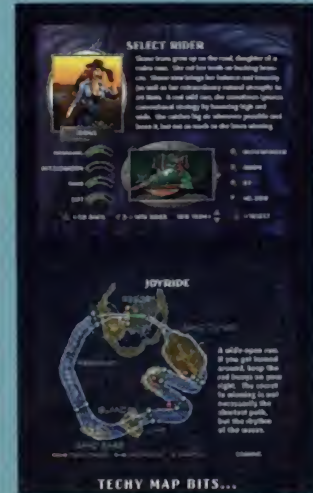
HEV... WHAT'S DOWN THERE?



HUH?



EXTREME LUMPS OF SAND...



AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-2

PUBLISHER: SONY INTERACTIVE

PRICE: TBA

RATING: TBA

VISUALS

73

Fast, smooth and colourful, but occasionally it gets a bit cluttered. The odd glitch here and there, too.

SOUND

79

The Pulp Fiction-esque music is a hoot, while the cries of agony from the riders will keep you amused.

GAMEPLAY

84

Top racing excitement with a genuinely competitive edge. Some fiendish tracks keep you on your toes.

LONG TERM

80

Two player races are fun, but it's the toughness of the championships that provides the real hook.

OVERALL

80%

A clever and thrilling racing game that rewards persistent play.

REFER TO PAGE 6 FOR SCORING REVISION

LIVE FAST, DIE YOUNG AND LEAVE A CORPSE IMPALED ON A FENCE PALING

I reckon JG Ballard was right when he wrote the seminal (or is that semen-al?) classic "Crash". If you didn't already know, it's a book about people who - well, how can I put this delicately? - get "excited" about seeing and experiencing car crashes and the resulting wounds and injuries. It's a film now, and if you're over 18 you ought to see it. Anyway, what has this to do with Jet Rider? Simple really, this game has some of the best crash sequences of any racing game ever. Hurtle headlong at high speed into an oncoming opponent and be prepared to be thrown from your ski, arcing a perfect parabola through air, your limp body landing several hundred feet further away down the track - it's very cool. Better still, use a turbo boost when approaching the dam wall ramp on Blackwater Falls and get decapitated mere seconds after leaving the jump. They're so good, they make you WANT to crash everywhere just to see what happens.



THE WRONG WAY TO OPEN A DOOR...



DECAPITATION CAM...

NBA Live '97

*Dribbling, and large sweaty black men in loose fitting silky shorts...
GEORGE SOROPOS wouldn't miss it for the world.*



NBA LIVE '97 VS TOTAL NBA

EA have had a long time to catch up with the previously undisputed master of Basketball on the PSX-Total NBA...so how do the two games compare now? NBA '97 is noticeably quicker on court. The sprites move very fluidly and there are no, not even tiny, baulks or pauses during play. However, with all things considered I still have to put Total NBA in the top spot as it is still the most realistic feeling and playing Basketball sim on the market. The grace of the players around the court and the spot on ariel work are both better represented in Total NBA and it shows how good Sony's development team really are, considering that it was their first ever game.



Dribbling is something that generally doesn't generate a lot of excitement, especially in crowded elevators or executive board room meetings but this hasn't put the folks at Electronic Arts off one little bit and their relentless effort to dominate the sports sim market continues with the latest edition to their huge catalogue-NBA '97.

The fanatical attention to detail that EA are renowned for is here in full effect with all 29 NBA teams being represented in complete statistical detail. You can check out the Shaq's rebound percentages and free throw accuracy or find out the drag coefficient of his eyebrows. A simple comparison feature also allows you to quickly see how your players stand up to the competition. This detail extends through every aspect of the game, particularly on the court itself. The usual pass, jump and steal moves are there along with more esoteric ones such as cross dribbling, dekeing, gooseing and tip-ins, nothing's more rewarding than going for the goose on an enemy player when he's in mid flight for a dunk or lay-up and seeing the look of complete surprise on their face when they hit the ground (OK I'm being silly).

Those of you who've played NBA '96 will notice that EA have done a lot of work on the 3D engine for '97. The players no longer seem to slide across the floor like Torvil and Dean and their movements around the court look much more natural. Dunks and lay-ups are now more spectacular with the addition of a few twists and reverse moves but EA still haven't implemented bounce passes a-la Total NBA. What they have put in is a rather nice behind the back pass which is very handy for deceiving your opponents and getting the ball to the net unopposed. The standard of refing has been improved too, you won't be able to dribble out of bounds behind the net without getting caught any more and the fouls make a bit more sense.

If you're one of those gamers that likes to customise and fiddle about with teams and players Live'97 lets you do just about everything possible apart from conducting genetic experiments - Choose your players position, name, religious persuasion, height and weight, preferred hand, how many years they've spent as a pro, skin tone/hair style/hair colour/facial hair (?), the range that they feel comfortable shooting from and even which College they went too! Players can of course be traded to other teams if you don't like them or if there is some player that you just have to have, and you can also sign on players from a Free Agents pool if you so desire.

The EA programming team have added some new camera angles to view the action with and you can now also customise your own if you aren't happy with the presets. The new graphics look great from close up but it's easier to keep an eye on all the action from a more normal distance, even though from such a viewpoint the players don't look a lot different from those in NBA '96.

If you own NBA '96 and are wondering if an update is worthwhile my opinion would be yes. Live'97 is a definite improvement over '96 in a lot of ways and is much nicer and more fun to play. The more realistic movement of the players on the court and the improved motion capturing helps get you further into the experience which in turn makes you enjoy the game more. Unfortunately the production team they still haven't, in my opinion anyway, managed to topple Total NBA from its pedestal as the PlayStation's top Basketball title, maybe next time.



IN OTHER WORDS, THE OTHER TEAM SUCKS...



HOW'D THAT WHITE BOY GET UP THERE?



EVERYONE WANTS THE GLORY...



TEKKEN IT TO THE HOOP...

AVAILABLE: NOW

CATEGORY: SPORTS

PLAYERS: 1-8 (MULTITAP)

PUBLISHER: ELECTRONIC ARTS

PRICE: \$99.95

RATING: G

VISUALS

82

The new 3D engine has a much more realistic feel and the players look a lot better too, the spinning dunks are a hoot to watch but I still think Total NBA looks better.

SOUND

80

The commentary is much improved over NBA 96 but not a scratch on FIFA '97! Still not enough squeaky court sounds to impart a more authentic atmosphere.

GAMEPLAY

82

Loads of fun to play and a little more free flowing than Total NBA as passes don't seem to get intercepted as often.

LONGTERM

85

There's more than enough detail here to keep any Basketball fan happy for a good while.

OVERALL

80%

A good game and a definite improvement over its' predecessor but I think that the EA team working on it were hampered by the need to make a PC version whereas Total NBA's production team had no such restrictions.

REFER TO PAGE 6 FOR SCORING REVISION

NBA Jam Extreme

ELLIOT FISH takes it to the hoop and slams it home in this continuing NBA Jam saga...



Acclaim's NBA Jam was one of the most popular and entertaining basketball games to appear in the arcades, and the resulting home conversions on the SNES and Mega Drive were equally as brilliant. Playstation owners have experienced the beefed up Tournament Edition and now it's time to burn up the court with the official home conversion of the bizarre 3D follow-up, NBA Jam Extreme. Even though the first two games were hugely popular, Acclaim threw a spanner in the works by releasing Extreme with fully rendered, three dimensional players with actual scanned images of NBA players mapped onto the polygon heads. Of course this means a whole new game engine which they've had to build totally from scratch and yet retain the feel of the first NBA Jam titles. Does it work? Does it still rock hard? Do the controls still have that precise, speedy response? Well. This is an excellent conversion, there's no doubting that... but I think the 2D format actually provided a faster and less confusing game.

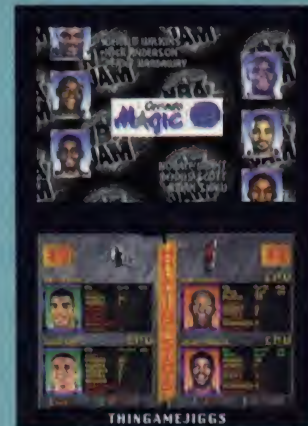




This is two-on-two Basketball. You can't have the full five players on the court, though when selecting your team, you can choose from six of the top players from each squad and delegate your computer partner to the NBA star of your choice. Not only does each player perform with the same strengths and weaknesses as their real-life counterparts, but out there on the court they look identical too. You can get a good look at their photo-realistic faces after they perform a spectacular dunk and do a funky moonwalk or swivel their hips into the camera - just to get up your opponents' nose. Cute. The motion capture looks great and was taken from footage of NBA player Juwann Howard (though I doubt they managed to get him to execute the triple-somersault dunks and superman-like stunts hidden in every character). As with the previous NBA Jam titles, a whole stack of secret characters must be hidden away amongst the NBA players too, so the game is guaranteed a long life expectancy regardless of the game of b-ball that it provides. Even though the 3D engine looks great, I don't think it plays as well as the classic 2D NBA Jam. At times it's confusing as to where your player actually is, and the controls don't feel as "sharp" (due probably to the processing power it takes to push a 3D engine around). It's still a fast game - but it feels a little sloppy.

I feel the need, the need, for speed...

Now this may review may sound all dandy, and you might be thinking - "hey, it's another hot NBA Jam game!". But wait. For NBA Jam Extreme is "extreme" in more ways than one. Frankly, I've never had to wait so damn long for a game to load. The game loads "out" to the stats and then "in" to the court action after every quarter and just when you're getting into the flow and excitement of the game... you find yourself sitting hopelessly in front of a loading screen - and it's sloooowwww. As far as I'm concerned, this totally ruins the experience, and hey, it put me off wanting to boot up the game again. I just went back to my copy of Total NBA. If you totally loved the arcade machine - then you'll want a copy. If you're an NBA Jam T.E. lover, proceed with caution. Alley oop... er, I mean... all up, it's a good, humorous, solid game of b-ball - if you don't mind long loading times.



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

VISUALS
82
The players look hot, and the dunks are more spectacular than ever.

SOUND
76
Great commentary which doesn't repeat too often and funky moosac.

GAMEPLAY
78
With up to four players, you're looking at some serious fun.

LONGTERM
62
The loading times will put you off playing.

OVERALL
75%
Worth checking out, but it'll test your patience.

REFER TO PAGE 6 FOR SCORING REVISION

CRAZY FRESH GUMBY JAMS...

As with all good 3D sports titles, the camera angle zooms in and out of the action and is especially dynamic when ridiculous dunks are performed, which of course is the whole point to NBA Jam. Intense dunks... Stupendous dunks... Extremely silly dunks... They're all here - and with the simple press of the turbo button (or the new Extreme button), it's as easy as pushing over a sleeping cow (which is easy by the way). As with the NBA Jam tradition, you can score three baskets in a row and become "on fire", which allows you to goal tend and shoot with a higher accuracy. A cool addition is that defending players can now go "on fire" if they block three baskets in a row!



Disruptor

Many people associate *Disruptor* with a teddy bear with its innards blown out... DAVID WILDGOOSE has been known to rend childrens toys limb from limb, so he got the job.



THEY MESS WITH YOUR MIND

Disruptor's main gimmick - and one and only stab at innovation - comes in the form of Psionics. Before a mission, a small device is injected into Jack that allows him to harness the full power of his mind. These Psionics, as they are called, act essentially as special weapons or spells, capable of both destructive (like Shock or Blast) and restorative (Heal) force. It's really nothing new though, and I can't help thinking that they would have been better off incorporating the features of the Psionics into the actual weapons themselves. Since, as you will have read elsewhere, the standard weapons aren't especially attractive. Sometimes, Mr Game Designer, you can be a bit too clever for your own good.



BEEN HANGIN' AT THE HOMER SIMPSON WEIGHT LOSS CENTRE?

HEADIN' OFF TO THE HYPER UNDERGROUND DETENTION CENTRE...

OH NO - THE WHIRLING DISC OF DEATH!

OH NO - THE SPIKEY BALL OF DOOM!

It would be so easy, I suppose, for me to simply tell you that Disruptor is just Doom - but nowhere near as good. So I will - "Disruptor is just Doom - but nowhere near as good".

There's obviously nothing intrinsically wrong with a Doom clone. What counts against Disruptor is that the designers display only a basic understanding of what made Doom such a classic and compelling game. For a start, there is very little atmosphere worth mentioning. This is mainly caused by the unrelentingly featureless scenery. The levels tend to arrive in two shapes - the space complexes (with lots of shiny metallic walls and walkways) and the barren wastelands (with grey or red dirt). Things improve somewhat during the later levels, but, if you're like me, then you'll be struggling to maintain interest for that long.

Monsters, too, are disappointingly ordinary. The first ones you meet are silver spheres that just head straight towards you, generally in a line, as if they are queuing up to be shot. Then there are the shopping trolleys with chainsaws attached - these also just head directly for you, making them easy to pick off. Green mosquitoes tend to buzz around fairly aimlessly, while the black robots and demon-type things (which look vaguely like baby Shamblers, but it's hard to tell since they're drawn so poorly) simply walk around hurling the occasional fireball in your vicinity. Again, all three provide little trouble for your Plasma rifle or AM launcher.

Eventually, however, you will meet soldiers who have their own Plasma rifles and these disgustingly fat, slobbery men who seem to be wearing Wallace & Gromit's "techno-trousers" and wield the best weapon in the game. It's a shoulder-mounted gun that has a targeting sight protruding out into the middle of the screen - the sight turns red when it locks onto something and fires these homing spheres which track down the enemy and explode on impact. Not so effective at close-range (the explosions damage you, so watch out!), but over medium or long-range it cannot be beaten, and is quite probably the best video game gun since Duke Nukem's RPG. Sadly, the rest are pretty mundane. In an ill-conceived attempt to add some strategy and variety to the gameplay, each weapon has its own strengths and weaknesses (the AM launcher, for example, is slow to fire but can do some nice damage to a number of enemies). Needless to say, it backfires and most of the weapons never seem all that satisfactory.

The quality of Disruptor's weapons, then, are, dare I say, a bit hit and miss. Worse still, one mission explains that, due to some technical fault, the transporter beam can only send you to the destination and not your weapons. This is simply a poor excuse to make you begin the level without any guns, presumably to increase the difficulty. Instead, it only succeeds in being very, very annoying.

You have no choice

My biggest gripe with Disruptor is that the pacing is all wrong. Each level tends to be reasonably linear. Basically you have a room then a corridor then another room and so on, with usually only one direction to go. What normally happens then, is that all the monsters hide behind the doors and you often find yourself opening a door, shooting all the creatures in the doorway, and entering a now empty room. This situation occurs so regularly throughout the game, that the surprise element of discovering a few monsters awaiting you on the other side of a door completely disappears. In fact, it is more shocking when you find nothing upon entering the next room.

The allocation of health bonuses is too generous, while extra ammo seems exceedingly limited. Rarely will you find yourself at much less than 100% health, until, that is, you run out of bullets and have to resort to bashing monsters with the butt of your gun. Then you die pretty damn quickly. Perversely, it seems easier on the Hard difficulty level because, although there are more monsters, you are supplied with relatively even more ammo than on the Regular setting. Work that one out, kids!

Disruptor is a mediocre 3D shoot 'em up. It lacks the wit and flair of Duke Nukem 3D, has none of the tension and atmosphere of Alien Trilogy, and possesses little of the imagination and compulsive thrill of Doom itself. I cannot recommend it.



AVAILABLE: NOW

CATEGORY: 3D SHOOTER

PLAYERS: ONE

PUBLISHER: UNIVERSAL

PRICE: \$89.95

RATING: M15+

VISUALS

66

Reasonably good 3D. Smooth, yet dull and uninspiring. Lacks variety.

SOUND

55

Hopelessly generic effects are offset by the occasionally dramatic music.

GAMEPLAY

62

A 3D blaster without the fun, the excitement, or the tension.

LONGTERM

62

Sure, it's tougher than average, but it's more boring than average, too.

OVERALL

62%

I repeat, it's Doom - but nowhere near as good.

REFER TO PAGE 6 FOR SCORING REVISION

Heroes of Might & Magic 2

New World Computing return with the sequel to the exceedingly popular Heroes of Might and Magic... GEORGE SOROPOS checks things out.

Lord Ironfist - ruler of the territories, opener of all chastity belts and royal patron of the Codpiece Polishers Guild has carcked it. Fortunately, for the kingdoms undertakers, he left behind two heirs - Roland and Archibald. Prince Roland is good, his skin is fair, his eyes are bright and he always smells wonderful. On the other hand however Archibald is bad. He twirls his oily moustache in an insidious manor and often goes out of his way to frighten small children, usually by showing them the rotting corpse of his long dead uncle Horace which he keeps on a chain around his neck. Obviously one of them had to go, even more obviously it was Roland, tricked into leaving the castle by Archibald who cunningly asked him for a cup of tea, knowing that they were all out of milk. And so began the succession wars that would determine the fate of the kingdom. Would the people live contentedly, spending the rest of their lives knitting doilies and humming along to Cliff Richard songs or would they live in misery, oppressed under the stiletto heels of Archibald's Busty Girls in Leather Underwear secret police?

Heroes II is the mutant fourth cousin of New World's adventure series 'Might and Magic' and is consequently set in a medieval world of Castles, Knights, Trolls and bad teeth. As you can probably tell from the screengrabs on these illustrious pages it is also a top down resource management/strategy game of the turn based variety and that it looks very much like Heroes I. In fact it looks exactly like the original game, which isn't necessarily a bad thing, and if you've played the original you'll be able to jump straight in and get the hang of all the new elements without even opening the manual.



- The Succession Wars



NEW FEATURES OF HEROES II

On the surface Heroes II looks no different from its forbear but there are a few interesting changes to the design worth mentioning. The most obvious are the two new hero types, the Wizard and the Necromancer. The Wizard's units consist of magical critters like golems and mages and are strong on ranged attacks while the Necromancer commands the undead but not quite alive brigade of vampires, zombies and mummies. Spells are now learned permanently from the guilds but are limited in use by a spell points system, there are quite a few new ones (Cold Ray, Death Ripple) and they are now organised into five levels instead of four.

Some of your troops and creatures can now be given a face lift too, with an upgrading of their support structures, making them stronger, more confident and unafraid of heights.

Building a better castle.. and killing folks.

It might be obvious that Heroes II, like a lot of other games before it, is about building armies and squashing your opponents, but the trick is always how you go about doing it. Heroes II uses a relatively simple management and combat system, which can be picked up very quickly, but is very hard to put down. Most scenarios start out with your forces in control of one or two Castles and a small number of troops. The types of troops you have and the kinds of buildings you can construct in your castle depends either on which brother you chose to support at the beginning of the campaign game or the type of hero you selected for a stand alone scenario. There are six hero types in the game: Knight, Sorceress, Wizard, Barbarian, Necromancer and Warlock who each command their own unique creature and warrior types. These units can only be hired from their own particular castle and it is possible to get them as additions to your own army by capturing it. Each castle has a unique set of structures which can be built within its walls. Most of these house the different types of troops that make up your army, some help earn income, increase moral, spy on your enemies and teach spells to your heroes. These things don't come cheap of course and various types of resources are needed to build them, not just money and timber. Fortunately there are mines, cottages and specialty shops where these things can be obtained as well as caches of goodies which lie around all over the place at the start of every game.

We could be heroes...

To collect all this stuff and to lay claim to your mines etc. the player needs a hero. Heroes lead your armies, impart their attack and defence skills to the troops and cast spells as well. They also gain experience points from victories in battle to improve their skills even further and to enable them to cast more powerful spells. Your heroes also lay siege to castles, which is a good thing as this is how you win. And so on to the gory bits. Combat in Heroes II takes place in a large tub of jelly. Well on a medium sized paddock really. There's nothing sophisticated about it, simply put it's just a matter of best using each units movement and attack characteristics to best advantage and throwing in a few spells for good measure. Although it's primitive it does have a certain charm which is hard to explain, you'll have to try it out for yourself to see!

Heroes II isn't for everyone, to some its' strategy won't have enough depth and to others its' combat system will be too simple, but those negatives can become positives if done the right way and there will probably be an equal number of strategy gamers who will enjoy it immensely, either against their PC or against their friends head to head or networked.



AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-5
PUBLISHER: NEW WORLD
PRICE: TBA
RATING: G
REQUIREMENTS: 486/66, 8MB RAM, 2XCD, DOS5.0 OR WIN95

VISUALS

70

Bright and pretty with nice green bits but identical to the original game so no marks for effort there.

SOUND

72

Quaint, atmospheric background music and nice horsey noises, it's a strategy game - what do you expect.

GAMEPLAY

75

Very shallow learning curve gets you into the game quickly and something keeps you wanting to have one more turn, it's a hard game to ditch out of.

LONGTERM

70

A two sided campaign game, scenario editor and network/modem support should see fans playing for quite a while.

OVERALL

75%

A spiffy sequel to the much loved Heroes. Shame it didn't improve the engine, but still good stuff.

REFER TO PAGE 8 FOR SCORING REVISION

Diablo

After what seemed eons, Diablo has arrived... and DAN TOOSE tightens his grip on the pommel of his sword and prepares to take on this monster RPG.



YOU AND YOUR FRIENDS CAN GO TO HELL...

No, really, this one is different to other RPGs, in that you can play a multiplayer game, and explore the depths of Diablo's realm with up to three other people. You can do this by playing over modem, LAN, or with a connection to the Internet, you can log on to Battle.net and hook up with people from around the globe! The best thing about this is that the game will keep going as long as there's still at least one person playing, so the person who starts a game up, can have other players join, then he or she can leave, and the game doesn't just end. You actually develop multiplayer characters too, and you can take them into anyone's game, so you get the chance to have something to show for yesterday's efforts. This, hopefully, is a taste of more online RPGs.

Blizzard are best known for their exceedingly successful strategy games, Warcraft 1 & 2. They've come up with what could be described as being something of the same theme, but of a completely different style of game. Diablo is a real time RPG that really emphasises the "real time" bit by constantly keeping you on your toes, sending all manner of demonic nasties coming at you out of the depths of the dungeon of Diablo.

Sign of the Devil Dude...

Being a RPG, plot is somewhat important, and Diablo's plot is pretty cool. The cut down version goes something like this: Heaven and Hell duke it out; man springs into existence; some men side with Heaven, some men side with Hell; big demons of Hell decide that men are the key to victory; little demons think that plan is a bit wussy, so they take over Hell and banish the three big demons (Baal, Mephisto, and Diablo) to the mortal world; holy order imprison the three demons in gems after they wreak some havoc; the holy order dwindles away over time; new King settles on burial site of gem holding Diablo; Diablo almost possesses King; Diablo ends up possessing King's son and starts drawing his power together to do some really mean shit. In summary, Satan is down the bottom of this huge dungeon under the local church, and it's up to you to stop him from going berko and killing the world.



ALWAYS LOOK ON THE BRIGHT SIDE OF LIFE...

WHAT HAPPENS WHEN YOU USE YOUR +5 HAIRDRIER NEAR THE WATER...

You handsome devil...

The first thing one notices about Diablo is how damn picturesque it is. There's been wonderful attention to detail, in and around the town where you start. Just as impressive as the backgrounds are the characters themselves, who move in a way that looks startlingly good. True appreciation of the graphics in Diablo come to the fore the instant you enter the dungeon, and realise how well the light sourcing is done. You start off only being able to see a short distance, with your vision becoming proportionally more obscure the further away from you things are. This adds tons of feel and atmosphere, especially when a horde of little demonic nasties can be vaguely seen, scurrying in the shadows, preparing to swarm over you. The coolest way to remedy this is to cast a fireball or something and watch it light up the shadows, it looks great.

The layout of the game is quite simple. You play a hero who takes various missions from the town where the desecrated church resides. The town has all the standard RPG town type things there for you, like a weapons shop, a healer's place, a magic store, an inn... but that's about it, since all the troubles lately. The interface is about as dead simple as you could possibly want in an RPG, you click on where you want to go, or what you want to attack. You can also pull up your spell book, character screen or inventory and it splits the screen, so you can keep moving whilst you adjust things, etc.

There are three classes to choose from: Warrior, Rogue, and Sorcerer... all of which have their advantages and disadvantages. The Warrior is great in hand to hand, but takes ages to develop any magical skills, the Sorcerer is great with magic, but quite lousy in melee combat. The Rogues, however, seems to be quite balanced, and their specialty with the bow makes them great at overcoming opponents before there's much risk of death at all.

So Diablo is not a predictable experience every time you start a new game, Blizzard have cleverly decided to go with a random level generator, which simply adds certain fixed quest bits into an otherwise random game. This is particularly useful with multiplayer games, where some friends can get together and tackle a new dungeon any old time they want.

Another example of sensible game design is evident in the immediate introduction of the "Town Portal" spell, which allows you to zip back to town from any point in the dungeon, but it also leaves the portal there, so after you're done in town, you can step straight back down into the spot you left the dungeon, rather than having to descend through a stupid amount of levels that you've cleared out.

All manner of quests, magic items, monsters and special opponents are there to make it a proper RPG, but it's all so much more user friendly and visually rewarding than your average RPG, so it will appeal to folks that aren't normally into the genre. A truly polished and top notch action RPG that has been well worth the wait.



BURN BABY BURN... DEAD-BODY INFERNO!



HANG AROUND HERE LONG ENOUGH AND ALIENS WILL COME... YOU WATCH...



NOW LOOK... I'M NOT INTERESTED... REALLY... NO... YOU CAN'T BUY ME A DRINK.



THE LAUGHING STOCK OF HELL... THE POOR DEMONS THAT ENDED UP YELLOW...



PZZZZZZZZZZAAAPPPP!



INVENTORY BITS



AVAILABLE: NOW
CATEGORY: RPG/ACTION
PLAYERS: 1-4
PUBLISHER: BLIZZARD
PRICE: \$89.95
RATING: M15+
REQUIREMENTS: PENT 60MHZ, 8MB RAM (16 FOR MULTIPLAYER), WIN 95

VISUALS
90
 Lovely graphics, with super smooth animation and great light sourcing

SOUND
90
 The music is very well composed, and the SFX and speech are top notch.

GAMEPLAY
92
 So thoroughly addictive it's scary. Extremely playable and fun.

LONG TERM
92
 One player it might not turn out to be a big stayer, but play this one online, and you'll be back for more.

OVERALL
92%
 The most readily playable RPG ever... another Blizzard masterpiece.

REFER TO PAGE 8 FOR SCORING REVISION

Master of Orion 2

Once again the galaxy needs conquering, and DAVID WILDGOOSE was the one to don the Star Trek uniform and boldly review where no contributor has reviewed before.



Admiral	Abilities	Values
Admiral Slith	Helmman, Navigator, Ordnance, Weaponry	+25, +3, +25, +25
Admiral Diablo	Ordnance, Weaponry, Assassin, Commando, Spy Master	+25, +25, 10%, +10, +10%
Admiral Dalan	Fighter Pilot*, Helmman*, Ordnance*, Weaponry*, Famous*	+37, +37, +37, +37, -450BC
Admiral Loknar	Fighter Pilot*, Galactic Lore*, Helmman*, Ordnance*, Weaponry*	+37, +37, +37, +37, +37



SOME RACISM...

There are fifteen different races to choose from in MOO2 and they all have their own special abilities. For instance, the Psilons, my favourite at the moment, are brilliant scientists and receive very handy research bonuses. On the other hand, the Mrrshan are excellent fighters, thanks to their Warlord heritage, and gain a big ship-to-ship attack bonus. Which one you pick will depend on the style of play you wish to adopt. If you don't like any of the existing fifteen, you can also customise your own race, adjusting each bonus or penalty to your heart's content. MOO2 is a very flexible game.

HISTORY GRAPH
STAR DATE: 2347.3
History Graph, Tech Review, Race Statistics, Turn Summary, Reference

FLEET OPERATIONS
IS THAT BATMAN?

TECH REVIEW
AGGRESSIVE ECOLOGIST
AGGRESSIVE SPIES
ALLIANCES: NONE
WAR: 0/1000
WARRIOR: 0/1000

HANG ON DOC! I THINK HE'S COMING BACK! BLIP... BLIP...

SO, THERE WERE THESE THREE GUYS IN A BOAT, TWO PSILONS & A HUMAN

GREEN TECHY SHIT... ALRIGHT!

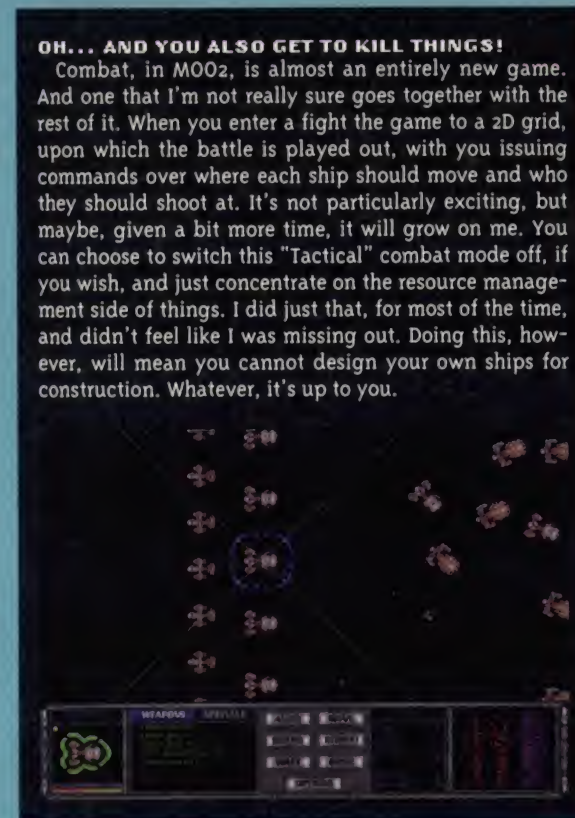
Warning! If you're scared witless by arcane and endlessly complex strategy games then please, for your own good, look away now. Master Of Orion 2 is a highly sophisticated, resource management space combat intergalactic conquest (whatever) type of game. It's big, it's black, it's very, very scary.

The plot or background sounds really exciting and, like all great science fiction, relies upon the our fascination with the unknown. Two ancient, almighty civilisations warred for centuries, hurling star systems across the universe, until the Orions eventually triumphed. Savouring victory perhaps a touch too sadistically, the Orions decided to imprison their defeated foes, the Antarans, in a "pocket dimension" outside of time and space. Then suddenly, the Orion race vanished, leaving only the Guardian to watch over their rich, but empty, home world. The great question is - what happened to the Orions? Also, what became of the Antarans? And, more worryingly, will they be back?

As Emperor of one of the existing races in the galaxy, you are battling for control of what the Orions and Antarans have left behind. At the start of the game, you can choose all sorts of different starting options - from the size of the map and the age of the galaxy to the technology level and possibility of random events. For most games, though, you will begin with a single colony (your home planet) located randomly in one of the numerous star systems on the map. Initially there's not a hell of a lot to concern yourself with, since you have only one colony, few people, little technology, and barely a handful of ships. Yes, MOO2 can be extremely slow going for the first few, um, hundred turns. Each colony splits its population into three sections - farmers, workers and scientists. Assigning colonists to these three groups will determine, respectively, how much food, industry (mainly buildings) and research (building and weapon technology) that colony produces. To expand your empire you need to build colony bases and ships, so plenty of workers might seem like a good idea. But then you realise you need to research ways to improve your spacefleets, to discover things like Ion Drives and Neutronium Armour, and for that you need more scientists. And yet, you also have to continually upgrade your existing colonies with such useful things as Atmospheric Renewers and Robotic Factories, which means more workers. By now, you're probably running out of food and should be thinking of investing in some more farmers or perhaps a Hydroponic Farm. Except that you've also just used all your available colonists, and have to concentrate on increasing the population growth through Housing or Cloning Centres. But these require more research and workers, too! Aargh!

MOO2 is great, believe me. Essentially it's very similar to games like Civilization, but in space. It has less immediate appeal than Civ - basically because all that techy sci-fi stuff (Class M Red Giants, Low-G Radiated planets, Neural Scanners, Tachyon Communications, etc) is less familiar - but it ultimately offers more variety and game-play depth. The reason for this, I think, lies in the brilliantly-conceived Diplomacy feature. In most other games, this is often little more than an afterthought, but in MOO2 it is the crowning achievement of an already superb game. Once you have come in contact with another race, you can enter into valuable trade and research treaties, forge alliances, exchange technologies (v. Useful), placate foes by offering them gifts, send in spies on espionage or sabotage missions, and declare war. Best of all, you can make various reasonable and not-so-reasonable demands (to make peace or declare war on someone else, to stop them spying on you, or for a tribute or star system in return for leaving them alone) of any other race. Though, of course, they won't always oblige.

If you like using your brain, you will love Master Of Orion 2.



AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-8
 PUBLISHER: MICROPROSE
 PRICE: \$79.95
 RATING: G

VISUALS
60
 Looks dull, but the presentation is clean and concise. Occasional pretty cut-scene.

SOUND
69
 Nice, spacey, electronic soundtrack. Buttons go "Click!" when you press them!

GAMEPLAY
90
 Deep, complex, thought-provoking and incredibly rewarding. Easy interface.

LONG TERM
93
 If you get past the slow start, you'll never stop. Non-Internet eight player fun!

OVERALL
91%
 A perfectly executed strategy game. It just gets better and better with each play.

REFER TO PAGE 8 FOR SCORING REVISION



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Break Point

Saturn

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: 1-4
 PUBLISHER: OCEAN
 PRICE: \$89.95
 RATING: G



Ten Reasons Why Not To Buy Break Point:

- 1) It's a tennis game and, sadly, most people hate tennis games.
- 2) It plays like a one-legged, worm-infested, rancid, roadkilled dog.
- 3) It is unbelievably slow. All the players trudge around the court like zombies. It's almost as if, having realised how appalling the game is that they are appearing in, they can summon the energy to do little more than simply drag their feet and hang their heads in shame. Ocean try to make up for it by having the ball move (perhaps I should say "float"?) around at the sort of velocity a large turtle would become bored with. You shouldn't be astonished to hear that this doesn't exactly work.
- 4) The aftertouch is practically non-existent. Play a normal shot, while brutally holding down left or right the entire time, and the ball might just deviate several millimetres from the norm during its journey back across the net. If you're lucky. Of course, when you are serving it all changes, and the aftertouch becomes wildly exaggerated. Grrr.
- 5) All the allegedly "different" shots are near to identical. You can, says the manual, play a standard shot, a backspin shot, and a topspin shot. I must have attempted them all countless times, and could notice very little to differentiate them from each other. The only exception is the lob. The exception being that it's even more useless than the other three shots.
- 6) The graphics are terrible. This is generally because, as I may have mentioned, it is so slow, but it's also due to the horrible blockiness of the courts and players. There is an unplayable 3D view, but it moves so sluggishly in singles that they don't even bother to let you use it in a doubles match.
- 7) It's incredibly slow.
- 8) The sound is shocking and the umpire sounds like he is about to fall asleep.
- 9) It really is tragically, painfully, SLOW.
- 10) Break Point is just abysmal.

DAVID WILDGOOSE

VISUALS	20
SOUND	30
GAMEPLAY	12
LONGTERM	20
OVERALL	20

Myst

Playstation

AVAILABLE: NOW
 CATEGORY: ADVENTURE
 PLAYERS: ONE
 PUBLISHER: PSYGNOSIS
 PRICE: \$TBA
 RATING: G



You probably know *Myst* as something that those strange Mac and PC owning people got very excited about a couple of years ago. You may even recall that it had, for its time, astonishingly beautiful graphics and a sedately surreal plot. In fact, loyal readers might remember former editor, the briefly-lamented Stuart Clarke, getting very excited indeed in *Hyper #5* and generously dishing out the rarest of overall scores - 96%. Here I am now, sitting at my computer, having just finished playing the Playstation version of this "classic" game, and wondering to myself, "Do I have to be the one to tell them?"

Yes, yes, I do. I have to tell you that *Myst* simply isn't that good. Sure, it still looks fairly respectable. Well, as respectable as a series of pretty still screens (without a great deal of animation to catch your eye) can actually look. To be honest, once you've seen the first few screens, you've really seen all that *Myst* offers in terms of its graphics. There is little that can be done with a still shot in a game that can be genuinely surprising. Certainly there's nothing that will make you sit up and say "Wow!" like can happen in a truly 3D game. *Myst* offers scant visual thrills.

It also offers only meagre enjoyment with its puzzle-driven adventure gameplay, too. Reviewers everywhere called the *Myst* world "surreal", its puzzles "bizarre". Of course, this translates as meaning that nothing actually makes sense. I suspect most people, playing the game for the first time, will simply wander around, flick a few levers here and there, possibly trigger a confusing piece of animation, and give up in sheer boredom. An adventure should be "thought-provoking". *Myst* only serves up "brain-teasers".

If it catches you in the right mood, *Myst* can be almost captivating for a few moments. 99% of the time, though, it's just dull.

DAVID WILDGOOSE

VISUALS	79
SOUND	45
GAMEPLAY	58
LONGTERM	60
OVERALL	60

Mighty Hits

Saturn

AVAILABLE: NOW
 CATEGORY: SHOOTING
 PLAYERS: 1-8
 PUBLISHER: ALTRON
 PRICE: \$89.95
 RATING: G



Why is it everything comes out in bursts? No light gun games for ages... then BAM! we get *Virtua Cop 2*, *Area 51* (review next issue), and this... *Mighty Hits*. It's funny that the game with the most forceful name of the three happens to be the least violent of the lot. In fact the whole thing is much more like an old style shooting gallery than anything else. You get this feeling as soon as you watch the intro and watch these bizarre little blobby guys have a shootout in the saloon... It's not rough and rugged, it's (ugh) cute.

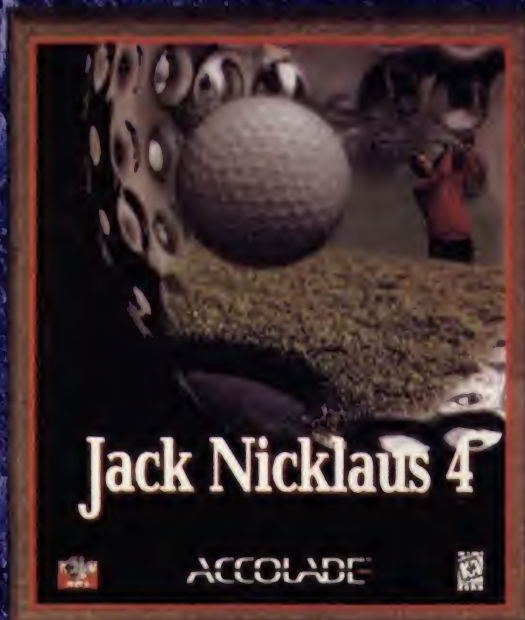
Essentially, what we have here is a collection of various shooting games all rolled into one. One should not let the slightly childish appearance of *Mighty Hits* put them off, because what we have here is some very serious shooting game challenges. For starters, it's not just like you have a few simple firing patterns to remember, because there are a total of twenty-one different shooting games within *Mighty Hits*. You come across these games in random patterns as you play through games in one of three difficulty levels.

It's hard to say whether it's a good thing or not, but whilst playing through the game, you'll come up against stages of wildly varying difficulty right next to each other. The good side of this is you get a mixture of challenge, and that feeling of being "da man" (or da grrr!). The down side is, you can be coasting, then get an impossibly hard stage to complete. Such difficult tasks include nailing three swinging clocks with one shot, by waiting till they're all lined up, giving you a good.. oh I'd say 0.3 of a second to react. Another tough one is trying to get some guy to land on a raft, by shooting his helium balloons at the right pace and balance so he falls at the right rate. Conversely, there are stupidly easy stages, like a scene of four bottles on a wall... one pops it's cork, and you shoot it... ta da!

All in all, this one is really for the serious gun freak only. There's a few things in here that will test even the best marksmen, although it could be argued that the light gun needs to be calibrated very carefully to get any true accuracy out of it. You're really better off with *Virtua Cop 2* folks.

DAN TOUSE

VISUALS	55
SOUND	53
GAMEPLAY	69
LONGTERM	62
OVERALL	62



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G

A10 Cuba!

PC

AVAILABLE: NOW
 CATEGORY: COMBAT FLIGHT SIM
 PUBLISHER: ACTIVISION
 PLAYERS: 1-8
 PRICE: \$89.95
 RATING: G8+



Several attempts have been made at A10 Warthog simulations and all of them suck. Activision's latest title A10 Cuba!, despite the overtones of U.S. imperialism in its title, probably sucks the least. Casual flight simmers be warned though this is definitely NOT a seat of the pants experience, and I don't necessarily mean that it won't cause fibrillations in your bladder or anything, just that it is a simulation in the true sense of the word.

The first thing you notice about A10, or rather the first thing you don't notice, is a complete lack of texture mapping on the terrain graphics. It's almost a nostalgia trip seeing the generic polygon landscape stretch off into the distance when you take to the air and in some ways it's also a bit of a disappointment in the sense that the A10 is a ground support aircraft and tends to spend a lot of its mission time near or rather close to the dirt. Therefore it would be nice to fly over interesting dirt instead of featureless boring dirt but I suppose that's a matter of taste.

Where Activision have put a big effort in however is in the implementation of the A10's flight characteristics, avionics and weapons control. A10 Cuba is a boffins delight. Careful attention has been paid to all of the aircraft's systems to make sure they are as 'realistic' as possible, you can even manipulate most of the important cockpit controls manually with your trusty mouse if your into that sort of thing. Individual weapon characteristics have also been implemented with an eye for detail, although the designers have probably been a bit generous with regards to the accuracy of the Warthogs laser guided munitions, as statistics from the Gulf War prove that they aren't as good as the U.S. Airforce would like everyone to believe.

If you're a combat flight sim freak that digs authenticity and doesn't mind a lack of super duper, up to the minute graphics technology A10 Cuba! could be the experience you've been craving for, and if you have access to a network or modem you can even try dogfighting in one of these beasts.

VISUALS	70
SOUND	74
GAMEPLAY	75
LONGTERM	79
OVERALL	76

GEORGE SORPODS

M.A.X. Mechanized Assault & Exploration

PC

AVAILABLE: NOW
 CATEGORY: TURN BASED STRATEGY
 PUBLISHER: INTERPLAY
 PLAYERS: 1-4
 PRICE: \$89.95
 RATING: G8



Wanted: Enthusiastic self starter who loves his work. Must be healthy, single and available immediately. Duties include maiming, crushing, controlling large amounts of destructive military hardware and polishing the silver on Wednesdays. Applicants should contact MAX headquarters immediately. Your missions, if application is successful, will involve capturing disputed worlds for your masters so that they may exploit the poop out of them and get rich at fat and grossly ugly.

At your disposal is an impressive array of land, sea and air based vehicles and weapons, built with the latest techniques and employing all of your masters scientific know how. These machines of destruction also need structures to create and support them and resources to fuel those structures. All of which can be found and exploited by your loyal robotic minions.

Combat will take place simultaneously or turn by turn across the varied terrain of the disputed worlds and no one will be allowed home until a victor is declared.

M.A.X. is quite a big game, lots of units, buildings and variety, in terms of tactical options. The designers have tried to create a game which combines the immediacy and excitement of a real time challenge with the added depth of a turn based system and haven't done too badly at all. The graphics are pretty cool and one thing I like in particular is the way that you can zoom in and out smoothly to set the game screen exactly how you want it.

Resources don't have to be mined a-la C&C but simply built over, the mining station will do the rest. Power stations provide the energy your factories need to build new units and to keep your defensive installations on-line. Your military force is quite a formidable one, made up of various types of aircraft, ships, tanks and other such goodies, each with their own methods of attack and defence. While not having the character of a Red Alert or Warcraft 2 M.A.X. will give gamers who long for a bit more depth than those titles have to offer a decent run for their money while still being accessible and fun.

VISUALS	82
SOUND	70
GAMEPLAY	78
LONGTERM	79
OVERALL	79

GEORGE SORPODS

Eternal Darkness

PC

AVAILABLE: NOW
 CATEGORY: QUAKE ACCESSORY
 PLAYERS: 1-NETWORK
 PUBLISHER: ACTURA
 PRICE: TBA
 RATING: M15+



The longevity of Quake lies in its multiplayer gaming. Many will find however, that other than the levels in Episode 1, and the specified Deathmatch levels, that unless you have a dozen people playing at once, there aren't many suitable levels to play multiplayer Quake. Now while there are several map editing programs floating around there out on the Internet, most people don't have the time or patience required to get into making Quake levels, and a disc full of combat arenas could be just what they're after.

Well, it was inevitable that someone was going to do it, and Actura software have been the first with Eternal Darkness. This compilation is really just a hundred extra levels to use whilst playing Quake.

The levels are in no way linked or sequential. In fact most of the single player levels are really just a dozen rooms or so (sometimes not even that), with about twenty monsters to take down. Why so basic and small? Well if you hunt around on the Internet, you'll find a lot of these levels that have been done by various folks from around the globe. Yeah, you can get all this stuff for free. In fact the box even states that you are paying for the CD, distribution, and the two door luxury sports car of the head of Actura Software... and that you are NOT paying for the levels.

The big strength of Eternal Darkness is that anyone who doesn't have Internet access, who happens to want to play on some small Deathmatch levels can get everything they need to give them many hours of deathmatching pleasure. The only other thing on the CD are a heap of QuakeC patches, which due to some very bodgey coding, overlook your own .CFG file. So yes, you can use the guided rockets patch, but you'll need to reconfigure your controls once you load it up, and this goes for every patch on the CD.

In summary, this is a bunch of levels and patches which you can get free off the Internet, which aren't even set up in such a way to be user friendly. Only useful for Quake nuts that don't have Internet access. The scores are a reflection of how the levels and patches rate.

VISUALS	70
SOUND	60
GAMEPLAY	45
LONGTERM	60
OVERALL	50

DAN TOOSE

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Goosebumps: Escape From Horrorland PC (Win 95)

AVAILABLE: NOW
CATEGORY: INTERACTIVE ADVENTURE
PLAYERS: ONE
PUBLISHER: DREAMWORKS
PRICE: \$59.00
RATING: G8+



If from at the very beginning of sitting down to Goosebumps you acknowledge that this is indeed a game for the very young, you can pretty much guarantee that'll you'll have quite a bit of fun playing it. It's based on R.L. Stine's Goosebumps' best-selling books. So who the hell is this Stine character? I had no idea, so I mentioned the name amongst some friends children. My ears are still ringing from the high-pitched squeals of delight that followed. I suppose you could say Stine is the Enid Blyton of the nineties, with a much more contemporary feel. And no Noddy equivalent.

As you can derive from the title, Goosebumps (the game) is set in Horrorland, a place well covered in One Day at Horrorland (the book). As for the plot, the game's main character, Lizzy, was baby-sitting her younger brother and his friend before some cataclysmic storm whisked them away to Horrorland. You've got to get the adventurous troupe back to middle suburbia. It doesn't get more simple than that. Played in first person, Goosebumps' photo-realistic environment looks very impressive. The only complaint would come from the digitised actors 'pasted' on - still a little too stiff to look convincing, but sometimes there are some very nice touches, like realistic lighting on Lizzy's face whilst she's standing near a fire. The speed and quality of the animation from screen to screen is excellent, the game runs smoothly as a whole. The adventure bits are fairly easy too, perfect for the children. To keep the younger players interested, there are two side quests - collect 777 coins (well, they couldn't have 666) and 10 trading cards.

The story is compelling, the adventure addictive. Children will love this, as will their parents. While this title may be a whole lot of fun, it's not really worth the cost if you are outside of the 0-12 age group. If you're over twelve, subtract 15 from the overall score.

VISUALS	86
SOUND	82
GAMEPLAY	87
LONGTERM	80
OVERALL	82

MARCH STEPNIK

Wages of War PC

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: ONE
PUBLISHER: NEW WORLD COMPUTING
PRICE: TBA
RATING: M15+



Wages Of War is subtitled "The Business Of Battle" not because it's a hard-boiled, no nonsense, serious combat simulator, but due to the fact that it's a wargame all about money. The back of the box hyperbolises that WOW (and what an inappropriate acronym that is!) is an "Intense strategic blend of tactical troop warfare and high-stakes business simulation". And, gosh, if that doesn't get you all wet and excited I don't know what will.

In actuality, you run a minor league mercenary operation from out of Sydney (the guerilla capital of the world, apparently). Hardly what I would call "high stakes business", but maybe that's just me. The telephone rings in your office and someone offers you a contract (rescue someone, steal something, or just shoot lots of people). Accept it and you'll have to do a spot of research about the area, before assembling your team of mercenaries and hitting them out with all sorts of projectile weapons. You can take a break from all this by calling your "Mom" or dialling out for a pizza (an irrelevant, but humorous touch). Finally, you ought to arrange your flight details. Though, um, quite why a mercenary outfit would book a flight on a normal commercial airline is utterly beyond me. I suspect the ridiculous plot might have told me, but it was so awful I gave up reading halfway through.

Onto the mission itself and you are in turn-based isometric strategy territory. Make your little camouflaged boys and girls wander around the place, taking cover behind these trees, crawling beneath open windows, kicking in doors and spraying bullets, keeping track of your movement points, all that sort of thing. The twist with WOW is that, instead of simply completing the mission at hand, you have to do it in the most efficient, money-making way possible. You even employ an incredibly irritating accountant to tell you to stop wasting money all the time.

There's nothing fundamentally wrong with WOW, it's just a bit boring really and nothing that Jagged Alliance didn't do better several years ago.

VISUALS	68
SOUND	59
GAMEPLAY	70
LONGTERM	64
OVERALL	66

DAVID WILDGOOSE

Death Rally PC

AVAILABLE: NOW
CATEGORY: ACTION
PUBLISHER: APOGEE
PLAYERS: 1-4
PRICE: TAB
RATING: M15+



Shareware kings Apogee are masters of simple and addictive gameplay and nothing shows it better than Death Rally. There aren't any polygons in sight here, no light sourcing or shading but I've probably spent as much time playing Death Rally as I have Grand Prix 2 and, dare I say it, had a lot more fun.

The player starts out with a Volkswagon Beetle (?), a small amount of cash and a driver ranking at the bottom of a very long list. The aim of course is to get to the top of the list where you can slug it out with 'da man Duke Nukem himself. Your not going to get any where near that far with the Volkswagon so, when you've got the cash, you can upgrade to something a little spiffier. There are six cars in all with each one being more expensive than the last as well as faster and better armed. The better cars also cost a lot more to repair so you have to be careful about the timing of a new purchase! These beasts have got guns too, as well as mines, and winning a race by being the last one left alive can earn you a nice little bonus. Occasionally unscrupulous operators will ask you to do a drug run or to wipe out an opponent in exchange for a fat wad of cash but be careful, if you fail to do the deed your 'Sponsor' will send everyone against you in your next race, making life rather difficult.

Of course each car can also be individually souped up with various doodads - engine upgrades, armour, tyres and such. But they cost money too, as does sabotaging your opponents cars!

Racing takes place on quaint top down 2D tracks against three opponents (computer or human) and although this might sound a bit dated it's actually lots of fun. The computer drivers can be nasty little buggers and sometimes just finishing is an achievement no matter what you placed. All up Death Rally is perfect for gamers who like their learning curves to look like the top of a pool table and who appreciate frivolous fun.

VISUALS	70
SOUND	65
GAMEPLAY	75
LONGTERM	70
OVERALL	70

GEORGE SOROPOS

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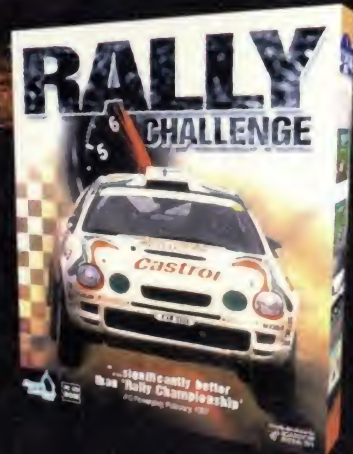
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Dark Forces PlayStation

AVAILABLE: ??
 CATEGORY: ACTION
 PLAYERS: ONE
 PUBLISHER: LUCASARTS
 PRICE: \$89.95
 RATING: M15+



Ohhh, I've waited long and hard for this one... Dark Forces seems to have been forever pencilled in on the Playstation release schedule. Finally LucasArts have delivered the goods, and I can't help but feel exhilarated all over again... and yet sadly disappointed. Just the thought of how they could beef up the graphics and sound on Sony's 32-bit baby had me in an itchy sweat... but for some reason, Dark Forces just hasn't been given the enhancement it deserves. Final Doom on the Playstation was a similar disappointment. Messy textures and slow-down are apparent in both, and although Dark Forces doesn't suffer from the "sticky" controls that plague Final Doom, it seems to have an even worse frame rate in some of the larger sections of the levels. The conversion is by no means a bad one, just a little disappointing when you consider the fluid engines achieved in shooters like Alien Trilogy and Descent. You'd expect Dark Forces on a PSX to run at full detail with a whip-fast frame rate, but it just doesn't. However, looking at the bigger picture, these are but small niggles. Dark Forces is one great game no matter which way you look at it. There have been some minor enhancements in regards to colour, detail and sound - just nothing to write home about.

Most of the time the game chugs along nicely, with all the awesome aural effects and splendid action that had everyone salivating the first time around. There are no new missions, but all the old ones are just as exciting the second time around. It's still a single player game, and all the PC keyboard commands have been well implemented into a PSX control pad layout. There's really nothing bad you can say about Dark Forces on the Playstation except that it plays like it's being run on an average PC. But hey - bet your PC never had a 62cm monitor!

ELLIOT FISH

VISUALS	74
SOUND	79
GAMEPLAY	85
LONGTERM	82
OVERALL	79

Rebel Assault 2 PlayStation

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



When Rebel Assault first appeared on the PC, it wowed the world with its scintillating graphics and none of us really cared how basic the gameplay was. Hey man, this was Star Wars! By the time Rebel Assault 2 burst onto the scene, gamers had grown tired of games packed with FMV and zip-all gameplay. Sure, the quality of the in-game visuals in Rebel Assault 2 are astoundingly good at times - but the gameplay was the same point and click snooze-fest that was the major downfall of the first Rebel Assault. With a Playstation conversion in the works, everyone was hoping that some major changes would be made to improve the gameplay. Well, it just didn't happen. The graphics have been tweaked, with some tidier-looking backgrounds and crisper Full Motion Video - and the programmers have included new polygon-spaceship chase cameras to the cockpit shoot 'em up sections. Unfortunately, this outside view is extremely difficult to use with any accuracy and unless you're up for a major challenge, you'll be switching straight back over to the cockpit view.

Minor improvements aside, there's nothing new about the gameplay, and at best, Rebel Assault 2 will raise a smile but certainly not a sweat. Undoubtedly, the best thing about the game is the newly staged Star Wars FMV which has been executed incredibly well - and yeah, it really makes you feel part of the Star Wars universe. Maybe it's just the simple fact that you get to play this version on a big TV, but it's a thrill to watch the Star Wars world exploding in front of you. You'll enjoy watching the plot unfold, the special effects and the thundering John Williams soundtrack (which is CD quality of course), making this a treat for major Star Wars fans and collectors of all things Jedi-related. Don't buy it for the game.

ELLIOT FISH

VISUALS	87
SOUND	87
GAMEPLAY	54
LONGTERM	50
OVERALL	62

Space Jam PlayStation

AVAILABLE: NOW
 CATEGORY: SILLY SPORTS
 PLAYERS: 1-6 (WITH MULTITAP)
 PUBLISHER: ACCLAIM
 PRICE: \$89.95
 RATING: G



Normally, games based around a movie are really just a money making scam, with a big name being used to sell a dodgy game. However, when the movie in question is a cartoon, about basketball, it's quite obvious as to why a game based on the movie could be a good idea. Not only does this basketball game feature the amazingly popular Looney Toons characters, but also the even more popular, Michael Jordan.

The deal is, the Looney Toons characters are up against the Monstars (big nasty toons with the powers of famous basketballers), and they've called on the help of Michael Jordan to try and ensure that they win. The game itself is a three on three basketball game, with very simplistic controls. There's a shoot button, a pass button, and a turbo button, for that extra burst of speed when you really need it. Performing some sick dunks is really quite easy, as the game is really not a hard core basketball sim at all. Instead what we have is a rather cool Looney Toons product which is designed to amuse rather than satisfy your fetish for realistic NBA action.

It's not just all about basketball though, as there are numerous challenge stages in Space Jam which are kind of like little sub games, which you can use to help improve your team in the real game. Some of these stages include a shooting gallery (shooting balls, not guns), a shootout contest, a space race with Speedy Gonzales, and two stages where you search for some of MJ's uniforms and gear. Of course this wouldn't be the same without the ability to play as the bad guys, and you can, both on the court, and in the bonus stages.

The graphics are nice and smooth, and not surprisingly, very cartoon-like. The sound is pretty good actually, with commentary throughout, nothing like FIFA 97 or NBA LIVE 97, but it still adds a bit to the game.

This is of course a game aimed at the younger gamers out there, and as a result isn't the die hard basketball fanatic's dream game, not having the depth of gameplay that such a gamer desires... however, it's still a good little game that should put a smile on the face of any Looney Toon or MJ fan out there.

DAN TOOSE

VISUALS	73
SOUND	70
GAMEPLAY	71
LONGTERM	70
OVERALL	71

Blood & Magic

PC

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-2
 PUBLISHER: INTERPLAY
 PRICE: \$99.95
 RATING: G



The entourage of real time strategy game continues, this time from Interplay, with a TSR title, Blood & Magic. The box has "Advanced Dungeons & Dragons" plastered on it, but I'm stuffed if I know why, because other than the fact that the various unit types in Blood & Magic happen to also exist in AD&D, there's really no similarity to the game whatsoever. Blood & Magic is essentially a strategy game with five scenarios, where you can play as either side in the conflict and progress through three stages in the scenario... so there are thirty missions all up.

What makes for a good real time strategy game? Well, gameplay is an obvious feature. You need some depth and options to make the game interesting. Oooops, Blood & Magic is possibly the most bland real time strategy game thus far. This is how the game works... You have this centre of power, called a Bloodforge, which absorbs mana, so you can cast spells. You use the Bloodforge to create basal golems, which generate mana for you. To make actual combat units, you send a basal golem off to a building (one of only five types), and invest a bit more mana in having it mutate into a creature. If you wish to build a new structure, you have to find a building foundation (that's right, you can't build a structure in that perfectly good field over to your left), and send some basal golems to mutate into a building. There are magic items scattered around the place, for you to improve your units. The selection of items is good, but having them just sitting around is really quite ridiculous.

The graphics are really quite plain, with the units having no real character to them at all. Despite the fact that the graphics could not possibly be stretching your processor, the game runs at a dreadfully slow pace, and there's no option to change that at all. Just a few simple things could have been done to make this a much better game, like a few more building types, etc. The multiplayer option is a plus, but it only allows for two players, which is quite lame compared to virtually every other real time strategy game out there nowadays. Not a bad game, but certainly not one to write home about.

VISUALS	53
SOUND	62
GAMEPLAY	58
LONGTERM	66
OVERALL	56

DAN TOSSE

Captain Quazar

PC

AVAILABLE: NOW
 CATEGORY: SHOOT 'EM UP
 PLAYERS: 1-2
 PUBLISHER: STUDIO 3DO
 PRICE: \$49.95
 RATING: M15+



Quasars are these small, intense objects in space, yet they radiate far more light and energy than much larger galaxies. Scientists are baffled as to why this is the case. Quite how it all relates to the man himself, Captain Quazar, is something I cannot explain, but I just thought you'd like to know, anyway.

First appearing on that collapsed star of a games console, the 3DO, last year, Captain Quazar is a fairly simple isometric shoot 'em up. The graphics have a nice cartoon feel about them, all bright colours and clean lines. My appreciation disappeared quickly though, when I realised how horribly 2D and poorly animated everything is. Captain Quazar can only move in eight directions, and when you go from one to another he flicks around like a cardboard cut-out. A control method like the one from Relentless (another isometric game), where you spin around on the spot and can then move in any direction you wish, would have served much better.

Worse than that, Captain Quazar is an overwhelmingly boring game. You walk to left and shoot a few guys, walk to the right and blow up a rocket, walk up and destroy some crates, walk down and shoot a few more guys. It rarely gets frantic or exciting. It goes nowhere near generating the same kind of white knuckle intensity of similar shoot 'em ups like Robotron or even good old Gauntlet. And neither does it possess the brilliant tactical edge of Soviet Strike or Seek & Destroy. Instead, it just falls somewhere in the middle with nothing to sustain your interest for longer than a couple of goes. And because it only runs under Win95, you'll need a ninja computer to avoid playing at a snail's pace.

Captain Quazar is very dull and I cannot bring myself to write another word about it.

VISUALS	49
SOUND	63
GAMEPLAY	50
LONGTERM	30
OVERALL	48

DAVID WILDBOISE

Simcopter

PC

AVAILABLE: NOW
 CATEGORY: EVERYTHING
 PLAYERS: ONE
 PUBLISHER: MAXIS
 PRICE: TBA
 RATING: G



Yeah, yeah, I know it has that dreaded prefix "Sim" in its name - and, yes, I agree that every "Sim" game since SimCity (and SimCity 2000) has been mind-bogglingly dull and completely anal in approach - and, yes, I realise that you have probably already turned the page in disgust at the thought of Yet Another One - and, yes, I am resigned to the fact that no matter what I say in this review, there's little chance of anyone actually buying this game - BUT, SimCopter is a VERY GOOD GAME.

So, SimCopter is, believe it or not, a simulation of helicopters. But that's only the beginning. You are a helicopter pilot, trained and equipped to fly missions of civic duty within a SimCity created metropolis. The game begins with you standing outside your 'copter's hangar. Watching yourself from a third-person 3D view, you climb aboard your dual-propellered flying machine and take to the skies. Of course, if you wish you can simply take a stroll around the city on foot to get some exercise. It is actually fun to do, and you should definitely try it once.

While in the air, you will receive some kind of message, almost like a distress call. There might be a traffic jam somewhere in the city, or a building is on fire, or a criminal is on the loose, or even a full-on riot may be taking place. Basically all the problems you had to deal with in SimCity (except the alien invasions, unfortunately) can strike in SimCopter. It is, then, all up to you and your helicopter to sort them out. You'll be carrying useful things like a spotlight, a water cannon, a tear gas launcher, and a rescue harness, to assist you throughout each mission. And that's it. How you complete the task is entirely left to your discretion. I like that in a game.

You can also create your own missions by porting across any city you designed yourself in SimCity 2000, when you become bored of the 30 cities provided with the game.

An original and rewarding game.

DAVID WILDBOISE

VISUALS	74
SOUND	66
GAMEPLAY	78
LONGTERM	70
OVERALL	76

Red Alert Strategy Guide

This guide is mostly aimed towards helping you improve your multiplayer Red Alert abilities. However, all the tactics in this guide are perfectly valid for single player gaming, but individual mission constraints can often make the winning tactics for that match quite unique. We've included some general tips that work for either side, and also some tips that are specific for the Allies and some for the Soviets, including key units, and some ideas for attack and defence. Good luck! The Allies have proven to be the better force for those quick enough to utilise their technologies, while the Soviet forces are perfect for those looking for a simple, more straightforward battle plan... as a result the Allied section is a tad longer.



GENERAL TACTICS

First Steps

- The first thing you should do is send out a rifleman or ranger to scout out the map, especially the enemy base. Knowing where things are, and what the enemy is up to is essential for victory.

- If you want to spread your base out a bit, simply build your power buildings on the edges of your base, since the area within which you can build things is determined by the proximity to your power sources. This helps against nuke attacks.

- Once you've established a bit of a force around your base, make sure you don't forget to put in some defensive buildings. They can take more punishment than your average unit, and as a result can sometime be the deciding factor in the outcome of a fairly evenly matched base battle.

- A lot of people feel this undying need to build the most technically advanced units ASAP, so they go and spend all their cash on building up a very advanced base. This is a huge mistake, since the early stages of the game are the most critical ones. Who cares if you've got a tech centre and a

missile silo if you don't have any troops or tanks to defend them with?

The Fields

- Controlling the ore and gem fields is a good way to win the game. You need money to buy forces to kill your opponent, so if you can deny them access to these fields, you will win. If you send a group of tanks into a mineral field, you can often hold that field for the duration of the game, as long as you send in a few other units to help mix the defence up a bit (like rocketmen for use against air troops).

- Something that annoys even the most coolheaded players is to attack their ore trucks. Whilst sending a few tanks in can do the job, this is easy to counter with other tanks. A more effective way is to send in a group of air units to pick on an ore truck, since they need to have units that can defend against air units at hand. It's better to wait till you've got a force than can do the job in one go rather than let them get away and repair the truck, undoing all the work you did.

- Gemstone fields generate much more

income than ore fields, so it's worth making your harvester travel that little bit further to reap the benefits.

- More ore trucks means more money. You should be looking to have several ore trucks as soon as you can afford them.

General Tips

- Don't make half arsed attacks. There's no point in sending in a force that doesn't look like it will easily accomplish the job you're giving it. For example, sending a few tanks and half a dozen troops in, will cost you thousands, and most likely just end up dying very quickly. Of course don't be afraid to send in a smallish force if your enemy has no defenses whatsoever.

- If you're attacking with a group of tanks, it's worth using one to drive around and squish your opponents.

- Don't get overawed by Tanya's abilities to the point where you think she's the answer to everything. Having multiple Tanyas in defence is quite useless, since you need to give her an order for her to do anything. Keeping one or two in

your base is handy in the event you see an infantry group making a move on you, or if the enemy captures one of your buildings and doesn't sell it in time for you to let Tanya blow it up. Assigning a hot key to Tanya for immediate use is a good idea.

- If you really want a unit to perform in combat against a slower enemy unit, the best way is to use the Control key to begin force firing on the target, and use the Q key to set up waypoints for your unit to follow (this isn't in the manual). For example, a light tank and potentially take down a mammoth tank if this is done right, but don't count on it.

- If you've got more than 5000 credits spare, you're doing something wrong. What you're doing wrong is not spending your money. It's better to have 30 tanks and a vast array of troops under your command than an unguarded base and a big bank balance. You should constantly be churning out tanks and troops. Once you get that cashflow happening, spend it all.

- Protect your important buildings from Tanya and Engineer attacks. This can be done several ways. Setting up defensive buildings (pillboxes, flamers, tesla coils) is a good idea, since if you've failed to notice the enemy sneaking in, these buildings will be alert to the problem. Dogs are also handy, since they can take down Tanya or an engineer in a single bite. If Tanya is attacking a building, and you're quick enough, you can sell the building and watch your new infantry units blow Tanya to bits.

- It's always a good idea to have excess power, for two reasons. Firstly, having excess power makes your A-Bombs prepare much more quickly (building more silos does not). Secondly, and most importantly, it protects you from being left helpless in the event you lose a power station or two. Not having enough power makes you build units and buildings at a rate which leaves much to be desired.

- Putting rocketmen amidst your tanks makes the whole force twice as strong. If your opponent spends time squishing your troops, they'll be taken down at the same time by your own tanks.

- Keep an engineer or two in your base in case you either have to reclaim a captured building, or you need to make emergency repairs.

- Having more war factories greatly increases the speed at which you can churn out tanks, which can ultimately decide who wins.

- Force Destroy bridges if it's in your tactical interest. Of course, defend them if they're of benefit to you.

Attacking

1. The Allies have a good chance of pulling off a surprise victory if the enemy base is reasonably close to water. Using the Chronosphere, you can send a Cruiser right near your opponent's base and hammer their construction yard in two shots. Things to do just before this are:

- check that area of water with a gunboat or two, to ensure you won't get monstered by a bunch of subs.

- Send in a token force to arrive just before you teleport the cruiser in. If your cruiser is their only target, you'll go down fast. Sending in an empty APC and a few light tanks will fool most players, and will discharge their Tesla coil (if they have one), which is very important if your cruiser will appear within its range.

This, of course is not easy, and is not worth working towards if your enemy is well dug in.

2. Don't bother trying to Chronosphere an APC with anyone in it, as it kills all the passengers.

3. If you Chronosphere a radar jammer right next to your opponent's radar dome when you're about to attack you can confuse and frustrate your opponent.

4. Sending a ranger or rifleman in at the front of a base assault can be handy against a tesla coil. Better to lose a ranger than a tank.

5. When encountering a mammoth tank that is escorted by heavy tanks, take out the heavies first, as they'll be wearing you down much faster than the mammoth actually is.

6. It's going to be hard to match it with a Soviet opponent in their own base with tanks, so make sure you have plenty of air support... or even consider an entirely air based attack if the enemy is not set up to defend against it.

Defending

1. Use gunboats to defend against subs. If you keep your gunboat moving it will be too fast for the subs to hit with their slow torpedos. Using the Q (waypoint) key is the easiest way to keep moving.

2. To keep your ore trucks from getting taken out by air attacks, you can get a GAP generator to follow your truck around. The air unit can't see it, so it can't attack it.

3. Your tanks can stand up to the Soviet tanks if you have a decent number of rocketmen helping them. This also helps them from getting worn away by air attacks.

4. If you're up against a Soviet player who uses the common tank rush tactic, use a couple of minelayers to make it that extra bit harder to come at you.

5. A particularly sneaky move to use against Soviet forces is to invest most of your efforts in building a group of troops, and a MCV, then after they've found you, sell your construction yard, and replace it with a fake one. Then, haul off and start a new base elsewhere, where your opponent is unlikely to bother exploring. This works best against players who are into building up a big force for that "big attack", since they tend not to keep checking on your base. Using a few units to defend the fake base can help fool them.

6. The best anti-Tanya defense is to build several pillboxes around your important buildings, they're more reliable than anything else.

7. Completely conceal your base with GAP generators. A confused enemy will usually end up taking silly risks. This should be an early priority, unless you're up against an early tank rush. Take time moving towards the enemy base, building

war factories and refineries and GAP concealing them as you go. If the enemy starts using spy planes, put a few AA guns along their flight path.

SOVIET SPECIFIC TACTICS Units.

Dogs - Not to be underestimated. Easy to defeat alone, but a pack of dogs are often way too fast for a bunch of troopers, especially those pesky rocketmen. Great for stopping Tanyas and engineers.

Grenadiers - The fastest of the troopers, and the best at taking out groups of enemy troopers. Very handy against rocketmen.

Heavy Tanks - Usually the way most Soviet players win. If you can build a force of these babies up fast, you can usually walk over your opponent.

V2 Rocket Launchers - Not a good front line unit, but handy if used late in an attack. Most useful if you can get them to sit secure behind other forces.

Mammoth Tank - Scarier in defence than in attack.

Migs - A squadron of these can be used to pick on a target a long way away in a very short time.

Attacking

1. Tanks, tanks and more tanks. Your heavy tanks will decimate allied ground units. Just send a horde of these at your enemy's base and you're gonna hurt them bad... or win.

2. Use the Iron Curtain for specialist raids. The most effective is the Chinook helicopter attack. Just load your Chinook with Tanyas and/or Engineers, place it halfway between your base and theirs (very important), Iron Curtain it, and get it into their base ASAP. Park it right next to the building you want to destroy/take over. This is a killer attack method.

3. Nuke your opponent's power stations, then send in the Migs. Their air defences will be down, so they'll have a free run. A sizeable squadron can take out the construction yard fairly quickly.

4. The Allies biggest advantage over you is their GAP capabilities, if you can take out power structures with tank rushes, followed by a decent Mig strike to destroy the buildings in the area, you can halt that shroud of black that keeps creeping towards you.

5. V2 Rocket Launchers can take down power buildings very quickly, and these slow moving units can sometimes be easily missed as they make a casual approach to an enemy building that isn't well defended. Don't forget to use their range advantage.

Defending

1. Playing against the Allies, it's essential you have a sub force to take down enemy cruisers. If you don't, expect to get hammered every time you near the shore.

2. Mammoth tanks are a great defensive unit, since they can blast the hell out of most vehicles very quickly, and are also effective against infantry units and air units due to their missile capabilities. Don't rely on just having a couple of them around though, because they'll be singled out in most attacks.

3. Don't just use the Iron Curtain in offence. If your enemy is concentrating all their efforts on one building or unit, Iron Curtain it, and let your units get in free hits whilst the enemy wastes ammo.

4. Be careful not to let a GAP generator creep up on your radar dome, as this will usually be all the Allies need to launch a very confusing raid on you.

ALLIED SPECIFIC TACTICS Units.

Rangers - Other than a quick scout of the map early on, quite useless

Artillery - Okay if you're playing against a novice, but way too easy to take down

Destroyers - Whilst being a more powerful unit than the Gunboat, their lack of speed makes them less effective against taking out those subs, and as a result, a much less useful unit.

Rocketmen - The Soviet forces have much better tanks than yours, so you need these guys to ensure your tank forces don't get slaughtered.

Longbow - Since the Soviets usually have you out gunned in a tank battle, having some Longbow choppers hammer them from above at the same time can give you a fighting chance.

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cheat mode

Megarace 2

PC

Enter in these on the command line.

SPEED - Faster car

MONEY - 99,999 Money when you start a new game

MAP

- Shows map of the track while racing

GAME - Skip the intro

NOLANCE - Skip Lance Boyle

if you want to enable all the cheats

type in **MEGARACE SPEED MONEY MAP**

GAME NOLANCE to run Megarace.

Virtua Fighter

PC

PLAY AS GOLD DURAL:

In the Character Selection menu, press Down, Up, Right then DEL+Left You should hear a sound to confirm the cheat working.

PLAY AS SILVER DURAL:

At the character select screen, enter Down, Up, Right, DEL+Left You should hear a sound to confirm the cheat working.

ADD DURAL TO RECORDS SCREEN:

At the "Press Start" screen, press Up 17 times then ENTER. Go to the options screen and you should hear "Ring Out." Dural's stats will now be on the Records screen.

RING SIZE AND STAGE SELECT:

At the "Press Start" screen, press Up 12 times then ENTER. Go to the options screen and you should hear "K.O." Move the cursor down to Exit, then press down once more to make the cursor disappear. Press DEL and a second options screen will appear.

SLOW MOTION REPLAYS:

At the end of a round, press and hold DEL+END+PgDn and the replay will be in slow motion.

CHOOSE THE VICTORY TAUNT:

Hold either DEL, END, or PgDn before the character does his/her victory stance and you will be able to select which one you see.

Street Fighter Alpha 2

Saturn

AKUMA IN SUPER TURBO OUTFIT

1. Go to Akuma
2. Press Start then let go.
3. Go to Adon, Gen, Sakura, Rose, Sodom, Dan, Cuy, Rolento, Sakura, Rose, Birdie, then back to Akuma
4. Press and hold Start then press either the punch or kick buttons.

CHUN LI IN SUPER TURBO OUTFIT

1. Press and hold Start on Chun Li's icon.
2. Press either the punch or kick buttons.

Johnny Bazoocatone

PC

LEVEL PASSWORDS

Level 1: **ZARTACIA**

Level 2: **RINGMYBEL**

Level 3: **SCRAMBLED**

Level 4: **ANASTHETIC**

Level 5: **ETAGSLIEH**

SkyNET

PC

Hold ALT and at the same time to be able to enter these codes:

GARBLE - Cheat enable toggle

ARNOLD - All weapons

SUPERUZI - Get the Super UZI

ILLBEBACK - Skips to next scene

ICANTSEE - Show viewscreen

WHOAMI - Shows your name

COUNTERS

- Shows current co-ordinates

HELLO - Shows message: Hello?

Syndicate Wars

PC

EXTRA CREDITS:

Add the switch /m to the PLAY.BAT file so it will read @main /w /g /m When you are in the game just hit the . key when you're equipping your agents to add 10,000 credits to your account. You can hit it as many times as you want.

Skeleton Warriors

Saturn

Pause the game and enter any of the following.

Invincibility: **C, RIGHT, A, Z, Y, LEFT, A, RIGHT, DOWN, B, A, B, Y.**

Infinite Lives: **B, A, Down, B, A,**

Left, Down, Right, Y, Up.

Infinite Crystals: **Left, A, Z, Y, C,**

Right, A, B, B, Y, Down, A, Down,

Down, Y.

Daytona

Championship Edition

Saturn

MIRROR MODE:

Hold X + Y + Z while selecting a track.

PLAY WITH DAYTONA SUPER CAR:

Place first on all five tracks in

Normal mode.

PLAY AS UMA:

To race with the Uma (horse), place first on all five tracks in Hard mode.

PLAY AS UMA2:

To race with the silver UMA2, use the Uma to finish the game in Normal mode.

Virtua Cop 2

Saturn

BIG HEADS:

On the third option screen there is an entry with all question marks. If you play the game 58 times (why 58?) it will turn into Big Heads.

CHARACTER SELECT:

At the stage select screen use control pad to enter the following codes:

Rage - Press X to select your starting stage

Smarty - Press Y to select your starting stage

Janet - Press Z to select your starting stage

Note: You can select the same cop in 2-player mode.

FIGHT END BOSS:

When you select the stage you want, rapidly fire at the little arrow pointing the first stage until time runs out. You should be fighting the end boss.

Tomb Raider

Playstation

ALL WEAPONS & FULL AMMO:

Call up the inventory screen and press L1, Δ, R2, L2, L2, R2, O, L1.

Worms

Saturn

NEW WEAPONS:

At the weapon options screen press C + Z together 9 times. If you did this right, new weapons should appear.

Ultimate Mortal

Kombat 3

Mega Drive

CHEAT MENUS:

On the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Three new entries will appear on the screen. If this doesn't work, try A, C, Up, B, Up, B, A, Down or C, Right, A, Left, A, Up, C, Right, A, Left, A, Up.

PLAY AS HUMAN SMOKE:

Select the robot Smoke on the character select screen. Before the fight screen comes up, hold High Punch + Low Punch + High Kick + Low Kick. Continue to hold these until Shao Kahn announces the round.

Destruction Derby 2

Playstation

CODEZ

All Tracks: **MACSRPOO**

Animated Credits: **CREDITZI!**

FMV Credits: **ToNyPaRk**



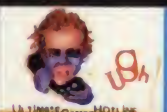
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Time Commando

Playstation

SECRET LEVEL:

At the password screen enter: **COMMANDO**. This takes you to a boxing ring to fight several enemies.

RESTORE HEALTH:

During play, press pause and highlight Sound FX. Press X, Δ, Δ, O, X, Δ, Δ, O, □, X. You should hear a noise. Your life bar should be full. This trick can be used at any point in the game.

Donkey Kong Country

SNES

Before the Game Select Screen appears, quickly press Down, Y, Down, Down, Y and you can practice the Bonus games.

50 LIVES:

Go to the Game Select screen and highlight the "Erase Data" option. Press B, A, R, R, A, L. Now select a file and start playing. Caution! If the "Erase Game" option is flashing after you've entered the code, then the erase option is active and you'll erase whichever file you select. Press Reset and try the code again.

Christmas Nights

Saturn

PLAY AS REALA:

Set your Saturn's date to 4/1/97 (April Fools). This will add an extra present in the present screen to always play as Reala.

Primal Rage

Mega Drive

EXTRA OPTIONS MENU:

At the start/options screen, enter Left, Up, Right, Right, Up, Left, Right, Right, Left, Left, Up.

Rise of the Robots

SNES

QUICK START:

Player Select screen (1 Player/2 Player/Options) press Left, B, Right, B, Down, Left, Right, B.

PLAY AS THE BOSS:

On the Player Select screen press Up, Right, Down, Left, B. Now start a two-player game, and press Right until you can choose "Supervisor." You will be able to play as the boss.

INVINCIBILITY:

On the Player Select press Down, B,

Up, B, Down, Left, Right, B. There will be no indication that the code has worked other than the fact that your robot will no longer take damage.

Blast Chamber

Playstation

INFINITE LIVES:

At the main menu screen press □, Left, □, Right, O, Down, O, Up. In the games menu choose Sole Survivor mode. Return to the main menu and begin your game.

Creature Shock

Saturn

LEVEL PASSWORDS:

Level 2 - 2866
Level 3 - 9830
Level 4 - 8180
Level 5 - 6581
Level 6 - 1322

Namco Museum

Volume 2

Playstation

GROBDA LEVEL SELECT:

When the Grobda title screen

appears, hold L1 + L2 + R1 + R2 then press Start.

Die Hard Trilogy

Playstation

Pause the game, hold R2 and enter any of these:

ANY GAME:

Infinite Lives - Left, Right, Up, Down, □
Skeleton mode

- Δ 10 times, Right 4 times

DIE HARD 1:

God Mode - Right, Up, Down, □

50 Grenades & 5 bullets

- Right, □, Down, O

Terrorists float when shot

- Left, O, Down, □

Unlimited Shotgun shells

- Right, Up, Down, Down, □, Right

DIE HARD 2:

Loads of ammo

- Right, □, Left, O, Δ, Down.

DIE HARD 3:

Floating car

- Right, □, Left, Δ, X, □, Down

999 turbos

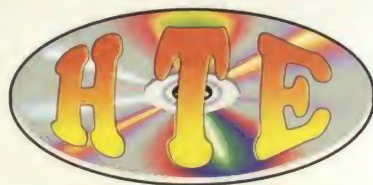
- O, O, □, □, Down, Down, X, X

Sky cam mode

- O, Right, Down, □, Δ, Left

Infinite Lives

- Left, O, Up, Down, □, Right



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cheat mode

Madden NFL '97 SNES

HIDDEN TEAMS:

Select "Play Now," and enter the buttons below at the "Team Select" screen. Highlight the existing team, enter the code, and the hidden team appears. L and R are the top Buttons.

Arizona Cardinals 1975: Y, R, A, L, L.
Atlanta Falcons 1980: A, L, L, Y, R.
Baltimore Browns 1986: B, Y, R, R, Y.
Buffalo Bills 1990: B, Y, L, L, Select.
Carolina EA Sports: Left, A, R, R, Y.
Chicago Bears 1985: A, L, L, R, B.
Cincinnati Bengals 1981: B, L, A, R, A.
Dallas Cowboys 1977: B, A, R, R, Y.
Denver Broncos 1986: L, L, Y, A, Y.
Detroit Lions 1952: Select, Y, L, L, Y.
Green Bay Packers 1966: Select, R, B, A, Y.
Houston Oilers 1993: R, Select, R, Select, Y.
Indianapolis Colts 1970: B, R, Select, Select, Y.
Jacksonville Tiburon: Select, Y, Select, R, L.

Kansas City Chiefs 1969: L, Y, R, R, A.
Miami Dolphins 1972: A, L, L, B, Select.
Minnesota Vikings 1976: B, R, R, R, R.
New England Patriots 1985: B, L, Y, Select, A.
New Orleans Saints 1987: L, B, L, B, Select.
New York Giants 1990: B, Y, R, L, Select.
New York Jets 1968: Y, Y, A, L, L.
Oakland Raiders 1976: B, R, A, L, Y.
Philadelphia Eagles 1980: B, A, L, B, Y.
Pittsburg Steelers 1978: Select, L, A, Select, R.
Saint Louis Rams 1979: L, R, R, A, Select.
San Diego Chargers 1994: Select, A, L, L, Y.
San Francisco 49ers 1988: B, A, Y, Y, R.
Seattle Seahawks 1978: A, R, R, Y, Y.
Tampa Bay Buccaneers 1979: Right, R, L, L, Select.
Washington Redskins 1982: B, L, L, R, R.
All Madden NFLPA: A, L, L, A, L, L.

Blast Chamber Playstation

INFINITE LIVES:

Go to the Main Menu screen and press the following: Left, Right, Down, Up.
Now go into the Games option and choose Sole Survivor. You'll have chosen the one-player mode, but your lives will never go down.

Street Fighter Alpha 2 Playstation

DAY-GLO VEGA & WHITE DHALSIM:
Enter training mode and do a teleport move. Pause the game in mid-warp, then go to the menu and select a normal game as Vega or Dhalsim.

ORIGINAL ZANGIEF INTRO:
For Zangief's original arcade intro, hold Select before the bout begins. This only works in versus or training mode.

SECRET STAGE:

To fight in Sagat or M. Bison's secret stage, hold Start, then highlight either Sagat or M. Bison for 5 seconds.

SUPER AKUMA:

Highlight Akuma, press and release select. Then press Down, Right, Right, Down, Left, Down, Right, Right, Right. You should end up on Akuma again. Hold Select and press any button. When the fight starts, there should be a sign on top of Akuma and he'll look black for a second.

Mario Andretti Racing Mega Drive

PASSWORDS:

Fully decked out Indy car and a swag of cash - 2VP8 ZLFE WKDN CSXH
Sprint circuit car loaded to level 5 - EUJQ QFUW SDBY AMAF 3MAA
Stock car with loadsamoney - "KVUE WLDZ WQC6 BAVH TJAA



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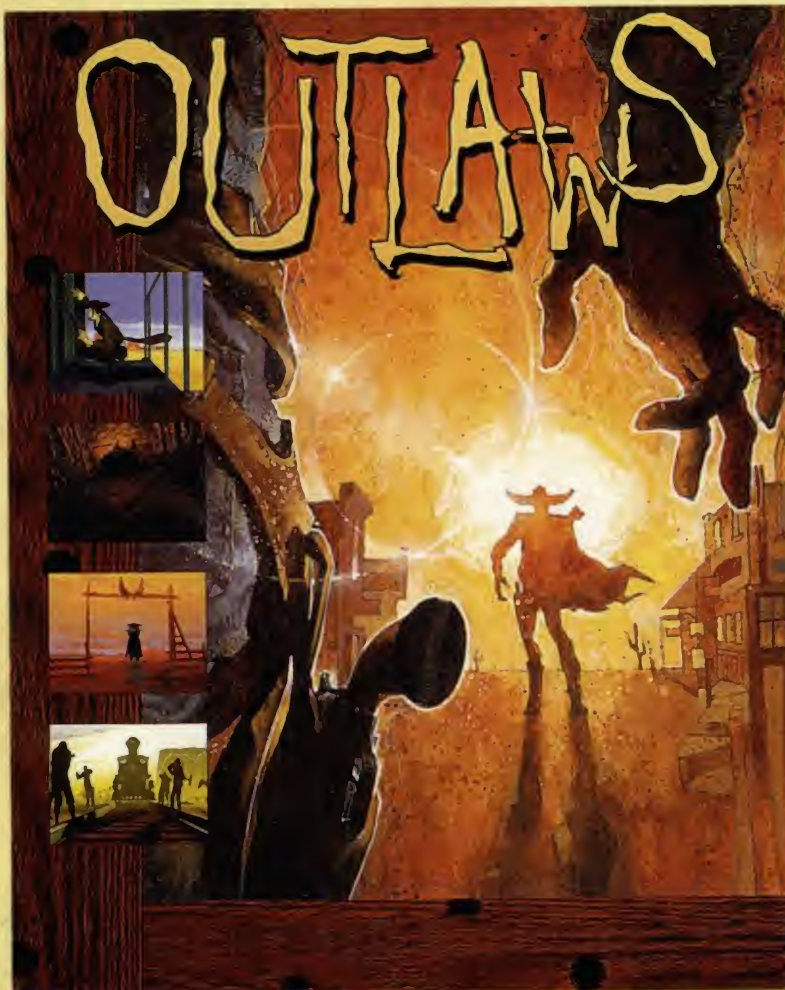
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cheat mode

Burning Road

Playstation

MIRROR MODE:

Select Practice (unfortunately it doesn't work in a Championship), pick your track, car and transmission. Now as soon as the race starts, turn your car around and go the other way. As soon as you pass through a checkpoint you'll be placed in first, and the other cars will turn and follow, although it'll take them a little while to catch up.

Madden NFL '97

Playstation

HINTS:

To get the secret teams in Madden 97: Go to User Records and enter TIBURON as the user. Then retreat back to the team selection screen and the teams (AFC, NFC, 50-60,

70, 80, EA, Madden All Time, & Tiburon—Others?) should be available. Or you can just use the random selection until they pop up 8D

CINEMATICS

To view all the cinematics in Madden 97: Press L1 and R1 together at the beginning when you first turn it on. At the Sony symbol, Hold L1 and R1 until the cinematics screen pops up. Instead of going to the intro it will go to a screen that says cinematics. To view them just click on to them at the bottom.

Tomb Raider

Playstation

LEVEL SKIP:

During play, press Select to go to the inventory screen. Enter this sequence: L2, R2, Δ, L1, L1, O, R2, L2. You'll know it's worked when you

hear Lara sigh. Now press Select to return to the game and you'll instantly complete the current level.

Blam! Machinehead

Playstation

LEVEL PASSWORDS:

Level 02: SQDZFO5TJJ.
Level 03: HYM7GODECM.
Level 04: WFHIHOPOJC.
Level 05: I54FHOD5BF.
Level 06: E94FHOLLKJ.
Level 07: MHLFHODTCM.
Level 08: ALLFHGXGPU.
Level 09: BDNJHOLLPU.
Level 10: 8JGIHO9B4V.
Level 11: E9GGHOJIQH.
Level 12: 9FOJCOLZJD.
Level 13: SKAGHO9P4O.
Level 14: JJOBN9FCM.
Level 15: EYWJHOP7BF.
Level 16: JQNFHOT7BF.
Level 17: 7G9DAOMOCE.
End Sequence: 6H9DAOQJ2F

Wipeout 2097

PlayStation

NOTE: Press L1 + R1 + SELECT while entering cheat codes

IN THE MAIN OPTIONS SCREEN:

X,X,X,X,O,Δ,□

- The piranha team

Δ,Δ,Δ,O,O,O

- Phantom class

□,O,Δ,O,□ - All 8 tracks

PAUSED DURING ANY GAME:

Δ,□,O,X,Δ,□,O,X

- Infinite time

□,O,X,□,O,X,Δ

- Machine gun

Δ,X,□,O,Δ,X,□,O

- Infinite energy

X,X,□,□,O,O,Δ

- Infinite weapons

(Use CIRCLE to select weapon)

WHILE THE GAME IS LOADING:

Animal Teams: L1+R2+START+SELECT

Normal team crafts are exchanged for a bee, snail, UFO, pig and shark.



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Soul Blade

It's got our vote for best intro on a console game yet...
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FREE SPEECH NOW!

Dear HYPER,

"Too many games now on the market this holiday season are more violent, more antisocial and generally more disgusting than ever," said our old friend, bad penny US Sen. Joseph Lieberman

Yeah here we go again, another technology illiterate old FART talking about things he doesn't understand. He has attacked the following games: Doom, Fighting Vipers, Killer Instinct, Crazy Ivan, Mighty Morphin Power Rangers, Mortal Kombat, Primal Rage, Resident Evil, Revolution Z, Street Fighter II, Virtual Cop and Virtua Fighter 2, ATF, Crusader No Regret, Daggerfall, Doom, Duke Nukem, Mech Warrior 2, Mortal Kombat, Pray for Death, Quake and Warcraft 2. Totally ignoring the fact that these games were written for older gamers he has called for them to be banned. THIS IS IN COMPLETE DISREGARD TO THE AMERICAN AND AUSTRALIAN CONSTITUTION AND YOUR RIGHTS TO FREEDOM OF SPEECH. i.e the American constitution "Congress shall make no law respecting an establishment of religion, or prohibiting the free exercise thereof; or abridging the freedom of speech, or of the press; or the right of the people peaceably to assemble, and to petition the government for a redress of grievances". Amendment (1791)

A similar quote can be found in the English BILL OF RIGHTS (1689). "That the freedom of speech and debates or proceedings in Parliament ought not to be impeached or questioned in any court or place out of Parliament".

Plato said a similar thing back in 360BC; "How brave a thing is freedom of speech, which has made the Athenians so far exceed every other state of Hellas in greatness!"

These basic rights have being in place for over 2000yrs AND WE SHOULD NOT LET THEM BE VIOLATED. It's about time the gaming community stood up and told the world that we ARE NOT going to sit around being good little Nazis by sitting back and watching whilst this violation of human rights goes on.

KILLJOY 26

Right on. More people need to voice their annoyance at the current state of censorship for something to happen. Take the trouble to write to both local and state government concerning this issue. Petitions are great, but a

steady stream of mail regarding a particular topic can also be effective. If anyone is confused as to why such a conservative approach is taken when it comes to video game censorship, the most common theory is that politicians can win the support of the illinformed by "Taking a stand against harmful material that our children are being subjected to.". This of course sounds like positive action to the many voters out there that really know nothing about the subject. Take the time to explain things to those that don't know that there is no R classification, so even adults are not being given the choice of wether or not they can play a game that hasn't made it through the OFLC like Phantasmagoria 2. Having classification is definitely the right course of action, but not having an R classification is ridiculous. If the politicians believe they can win more public support by forcing an R classification, you can bet they'll make it happen.

UNBIASED

Dear HYPER,

I would like to contribute to the Playstation, Saturn reader war. I do not have either unit, I own a PC. But I do, however work in a computer games store. This gives me a non vested interest - unbiased opinion. This letter is not for people who have a Playstation or a Saturn and want a letter supporting one over the other. I leave the "my consoles better than your console" to the ten year olds in the school yard. I will give some facts to people who are thinking of getting one or the other. I will not include the N64 in the debate. A console actually has to be out in Australia for me to consider it. Technically, the Saturn is a better unit, it has the extra graphics processor and better sound capabilities.

It also has some great games that are only available for it. Sega Rally, Virtua Cop. Please be careful though, it is very dangerous to by a unit just to play one or two particular games, because no matter how good the game is, sooner or latter you are going to get sick of it. True the Saturn is the better unit, but then again, so was beta (smaller tape, better picture quality). Now people that bought a beta are looking at a top loading, \$400 clock. At the moment in Australia (that's what we're worried

about). The Playstation is out selling the Saturn 6 to 1. ThatOs is from independent sales figures, not Sony's (SonyOs figures place it at more like 10 to 1). There are more games for the Playstation, and the way things are going the Playstation has it's neck well out in front. If you were looking to get a console, I would recommend the Playstation.

For no other facts than there is a better games selection for the Playstation and it will last longer. After all, you don't want to by a console to have a top loading, \$400 CD player.

GARETH
It's funny how many "independent" sales figures comparisons are floating around. We've heard everything from 10 to 1, through to 3 to 2. Reasons for this are that sales figures actually vary greatly with geography. Even certain areas of a city can be pro one system, and anti the other. For those concerned about buying a system that is going to die, you really shouldn't be. Whilst Sega has been behind in sales here in Australia, the support for it overseas (particularly in Japan) has been huge, and that's where the games come from. There will always be games coming out for the system (till Sega's next console comes along of course), and your decision on your choice of system should be based on what games you like, not which system is technically superior, or even the biggest line up. Let's face it... just because a system may have a wider variety of games, it doesn't mean the games are any better, and, do you intend to buy them all?

A MOVIE BUFF

Greetings to the Hyper team, Many people have been bagging FMV recently and Im sorry but I'm going to have to defend it. Look at W'O" 2097's intro, a work of art. Look at Tomb Raiders FMV sequences, they set the atmosphere perfectly. Look at Red Alert's storyline, brought to life by live action video sequences.

When used properly, FMV can set the tone and atmosphere in a game in a truly stylish manner. After checking out N64's Shadows of the Empire one realises just how much of a difference FMV makes. Shadows' features poor quality cartoon-like stills that, while not really affecting the

gameplay, give it a second (3rd) class presentation, may seem like a minor quibble but even the worst games these days are well produced and slick. While I'm here I'm going to question just how revolutionary the N64 is

(gasp)! I'm not saying its crap, or even bad, i just dont think its anywhere near as revolutionary as they would like to have you believe. Ask yourself

seriously; was it really worth the wait (approx. 3 years)? Better graphics? I

suppose...but the difference is subtle. Compare Tekken2 with KI Gold, W'O" 2097 with Cruisin' USA, Turok with Tomb Raider.

Analog controller? Sure... but I liked Sega's better and Sony's just looks ridiculously cool. "What about Mario64!?" I hear you all scream. It's a fantastic game, it should be because thats where all Nintendo's attention has gone.

Bottom line: I think I'll keep my N64 money and buy lots of the great games that are available NOW for the Playstation. I'm not biased against different companies, I like GAMES in general regardless of the system but Nintendo have broken the golden rule, they kept us waiting too long and Sony just landed a king hit on the ol' N boys and I'm laughing. Now i'll ask some questions (sorry),

1. Any decent VR headsets coming out for PSX?
2. Will this rather cool sounding x-files (FMV) game be coming out on PSX?

LEON STATION
Valid point Leon. The concern a lot of people have with FMV nowadays is probably more due to some cruddy games relying upon it. Let's not forget the difference between FMV (Full Motion Video), and pre rendered cut scenes (computer drawn animations). FMV tends to involve b-grade actors twaddling on aimlessly, while cut scenes tend to be brief and look techy. Also a valid point about the N64 not having the ability to play FMV. One has to wonder what the HD64 is going to do for the N64 in terms of FMV, if anything. As for breaking the golden rule... what golden rule? Actually, they proved there is no golden rule about not coming out last with the SNES, which sold truckloads and went on to be an exceedingly successful system,

even though it came out well after the MegaDrive. One way to think of this is to actually think of the N64 as the FIRST of the 64 bit machines, rather than the last of the current next-gen consoles. If Sega & Sony's next machines aren't 64 bit (or higher?) I'll eat my hat.

1. No news of anyone developing such a peripheral for the PSX, but you never know what might happen.

2. Once again, no real news on that either... but you can rest assured we'll be letting you know once the beans are spilt.

JUST A TAD "PRO SEGA"

Dear Hyper,
 I am going to show you in this letter how superior the Sega Saturn is to that pathetic excuse for a console, the Sony Playstation.

My friend recently purchased a (dare I say this horrible word,) Playstation and was constantly complaining to me how he couldn't save anthing on most games because he needed a memory card. All I would reply is "Saturn comes with built-in memory." He was also telling me how he couldn't use the Playstation on his older T.V. because he didn't have the RF unit and that

he would have to buy one. Once again all I said was "Saturn comes with an RF unit." The Sega Saturn has all these things built-in and sells for \$400 and the Playstation has none of these and sells for \$400. It would cost the average person \$500 dollars to get a Playstation

an RF unit and memory whereas go and buy a Saturn and get all this for \$400. I rest my case!

BEN SPEARE

Right thou art Ben, the Saturn does have those two features over the Playstation. However, for those wondering about the RF connections... Yes, any old TV can take in an RF input, however, the quality of signal is noticeably lower compared to AV. You can buy an RF adaptor for Playstation, and yes, you can buy an AV cable for Saturn. Anyone owning a Saturn who hasn't got an AV cable should seriously consider in buying one, as it makes everything that much crisper and brighter. AV cables for Saturn aren't all that cheap (no where near \$100 though), so shop around a bit and haggle, because it's worth it.

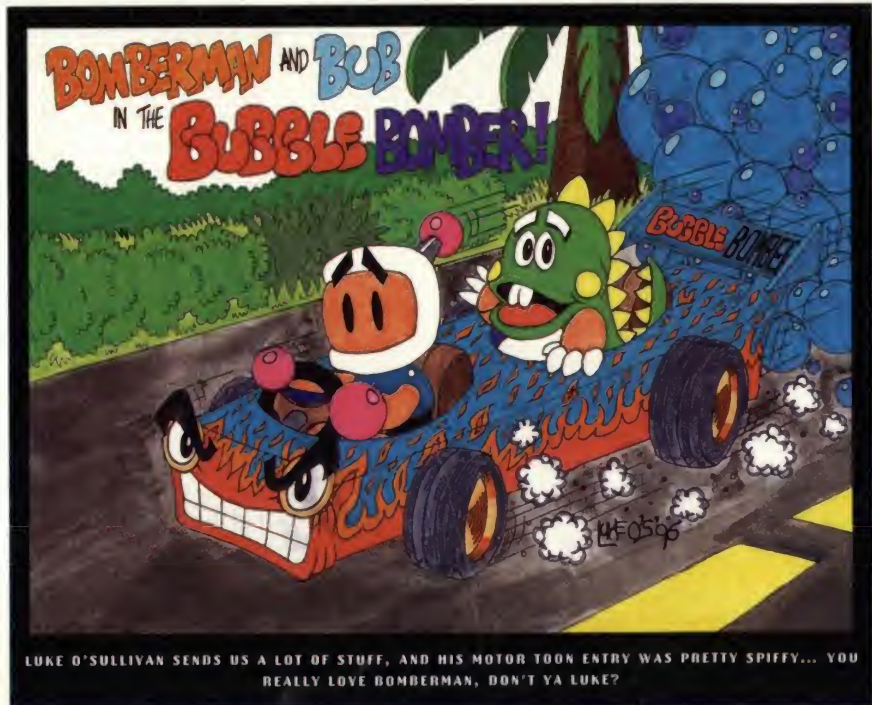
A TRUE NUTTER

To Hyper,
 I don't want to waste any of your time to suck, etc, etc. I just wanted to ask a few questions that I'd like answered by people who are mostly correct.

1. Any news on SF-Gaiden/3 yet?
 2. Can we send cash for subscriptions?
 3. I copied a Saturn game onto my computer a few days ago and I was wondering if I had a CD-writer and made a copy of it, would it still work on the Saturn?
 4. Can I have the Predator light gun if you have a spare that you don't mind giving it away? It's a matter of life and death to a lot of baddies.
- Thanksamillion

FROM SOMEONE SILLY
Okay "Person who's name I've changed so they don't get hassled by the cops"...

1. Well out of the confusion came a few answers. SF Gaiden is a 3D Street Fighter game, and SF3 is another 2D game (just when you thought they quit eh?). Some of the new characters for SF3 are Alex (dude from Manhattan), Yun & Yan (Chinese Kempo masters from Hong Kong), Sean (Shotokan hero), Elena (a black girl), Dudley (Heavyweight boxer from England), and Ibuki (the token Japanese school girl who just happens to be a master Ninja). There's now a dash feature, and the screen can scroll vertically.
2. You CAN send cash, but sending cash in the mail is about as sensible as pouring water over your computer and turning it on to see what happens. I'd send a cheque if I were you, as cash has a habit of going missing once it's posted.
3. Are you completely bonkers!?! I don't know the answer to your question, but I'm sure if you went down to your local police station and told them about what you've been trying to do, they'd be REAL interested.
4. It's confirmed... you are bonkers. Do you think we get showered in peripherals and gobs of free shit by the distributors all the time? Please excuse me while I hop into my helicopter and fly off to my mansion at Vauclose... Sorry, no... we got ONE gun for review purposes, this ain't Santa's toy factory.



LUKE O'SULLIVAN SENDS US A LOT OF STUFF, AND HIS MOTOR TOON ENTRY WAS PRETTY SPIFFY... YOU REALLY LOVE BOMBERMAN, DON'T YA LUKE?



THIS RATHER NAFF PIECE OF ART CAME IN FROM EDGAR SEDW... REAL NICE WORK ED!

DECISIONS DECISIONS

To the legends at Hyper,
Soon I shall be looking for a new next-generation console, but I seem to be having trouble knowing which one to buy. I enjoy racing and fighting games, and am a shooting fanatic (Virtua Cop, Time Crisis). My head is slowly turning to the PlayStation, but I'm still not sure. What do I do??

Regards,

THE FREAK!

Well Freak, firstly you really need to look at what games are available on the various next-gen consoles. For shooting games, the Saturn's probably out in front with Virtua Cop 1 & 2. For fighting games, both the Saturn and PlayStation have great fighting games. At this stage the N64 only really has Killer Instinct Gold, but you can be sure that'll change over time. Racing games... PlayStation has the amazing Wipeout 2097, and Saturn has the arcade classic,

Sega Rally. The N64 has Cruis'n USA, and Mario Kart 64. I haven't helped much have I? That's because all I can do is tell you what's out there. It's up to you which games you like best. Don't think of this in terms of "which system is best?", think in terms of "which system has the games I most want to play?".

A RATHER CUT DOWN LETTER...

(An enormous 6 page letter with 29 questions that got cut down to this...)

- Hyper,
Q1. Not thinking of dropping reader review are we? Because my Buck Rogers (Space RPG classic game) MegaDrive review is nearing completion.
2. Why did you drop those most popular games lists (annual look back you did once for each system and overall)?
3. Will the top 100 ever make another appearance in your fine mag?
4. How many other Aussie

mags choked and died on your proverbial dust?

5. Why no 3rd Birthday celebration?
6. It was PC Powerplay that put the Kibosh on your cover CD plans eh?
7. Why did you mention the Aussie Rules game was a possibility and then suddenly it's in the shops without a preview or review by you guys.
8. Is Street Fighter Alpha 2 and Virtua Fighter going to appear on the SNES and MegaDrive respectively?

SCOTT A. P. SPENCE
NSW
Scott,
Sorry we couldn't print all your letter and questions, but most of it was about stuff that died a long time ago. Here's a few answers for ya.

1. Well, it often has a lot to do with how much news we have. If we got lots of news to print, there's less room for a reader review. Up to date reviews are

- the most likely to get printed.
2. I've been thinking about doing one of those sometime soon, it's been kind of pointless doing it the last few months since so much comes out around Christmas. We're reviewing Christmas time games in this issue because that's when we were making the mag, and there were still good titles yet to be reviewed.
3. Maybe, but probably not for a long time.
4. A few.
5. Stuart mentioned it in the editorial of issue 36. We sorta went "Oh yeah.. so it is..", it was just another day.
6. What makes you think PC Powerplay affects us?
7. It got sprung on us. Every once in a while the distributors just drop a game on us with no prior press release or warning... this was one of those cases. We did the review last issue.
8. I doubt it, but Capcom and Sega will probably go ahead and do them just to make me wrong.

ADVICE FROM THE BAR

To all the beautiful people at Hyper,

I would like to give my opinion on two letters from issue 39. First, Ryan Baxter's concerns that the Nintendo 64 may be "blown out of the water by sony", due to its late launch date.

Well as a seasoned gamer who has every game console since the Atari 2600. I personally have been through all this before.

Now if you would like to step in my patented time machine called my memory. I will take you back to the day of the Super Nintendo's launch. At the time Sega had a good base of games for it's Mega Drive, as well as a strong number of units sold. The SNES was in the same position as the N64 will be in. OK step back into my time machine and we will go forward six months. And what do we have? The SNES walking out the stores faster than the MD. So it seems the Big N is used to winning uphill battles.

I hope that eases your concerns Ryan, and have fun.
Now I will move across to that infantile letter from KKK Bitch. I ask you this, Are you happy with your Playstation? I assume your answer to that question is yes. OK, is a Pro Sega Fan happy with his Saturn? Again, I would say yes. So where's the problem. I feel that no body has the right to abuse people because

of their choice of entertainment. Do you get my point KKK Bitch. Be happy with yourself, and let everyone else be happy with themselves, OK.

Happy gaming and Peace
MOE

Peace love and mung beans Moe, Like Moe says, anyone worried about the N64 not being able to cope due to the delays/lateness of the whole thing really needs to reconsider. Firstly for every disgruntled person out there who'd bitching about the delay, there's another two that are getting progressively more excited by the whole thing. Secondly, if you want evidence of the way the machine is going, the machine sold out in America within a few days of its launch. The Nintendo factory in Kyoto has also shipped 4,000,000 N64s in the first six months. Sega and Sony shipped 1,000,000 in the first six months of the Saturn & PlayStation. This doesn't mean the system will slaughter everything here, but those who are doubting the system, give it a month or two and you'll probably find it harder to call the system dead.

Jup, no more "anti other system" letters from this day on. I really can't see the reason anyone would go to such lengths to point out faults in another system unless they were really just trying to convince themselves that they made the right choice. You bitches really should be worried about why you feel the need to give other people crap about what system they have, as opposed to being worried about whether you've bitched sufficiently and convinced the world to think as you do. This also goes for other silly arguments, like Quake vs Duke... if you spent all that time practising the game, instead of trying to make a silly war out of it all, then maybe you might make a better deathmatch player.

HEAD

Dear Hyper Magazine,
I would like to ask about whether or not there will be an upcoming release of Quake, Duke Nukem 3D and Hexen on the Playstation and if so when will it be available in Australia. I would also like to ask whether Die Hard Trilogy requires a gun for the second section (Die Harder).
I would like to thank you for the early release of the news on the new Hexen 2 and will there



HYPER HINT CHEAT AND PLAYGUIDE VOLUME 2

OUT NOW

Letters

be another release of a Tekken game on the Playstation or is that idea completely used up.
Yours with thanks.

ANDREW STEADMAN.

Okay, Hexen is definite, in fact you may even be able to buy the game by the time you're reading this. We have a beta version, but it was way too "betaish" for review. As for Quake and Duke Nukem 3D... There's been word floating around that Sega are gunning for Quake to be a "Only on Sega Saturn" game. At this stage we haven't been given a release date for either Quake or Duke on any console, so Hexen may have to be your choice for the moment. Also, Die Hard Trilogy does not require the gun. As for another Tekken game, check out our news blurb on Tekken 3. That's only an arcade version, but you can bet

work is already being done on a PlayStation version.

OF COURSE WE HAVE ONE!

Hello all you people at Hyper. I've got some questions I hope you can answer for me.

- 1) How many tracks, cars and classes are there for Wipeout 2097
- 2) Why haven't you done a review of Burning Road for Playstation, I know its a daytona clone, and it's out now but you won't review it so I don't know if it's good or not.
- 3) Can a memory card stuff up your playstation so that some games pause uncontrollably eg: Wipeout 2097, MK Trilogy? You see I bought a 120 slot memory card off a friend and it was made by a company called Blaze. It doesn't have a Playstation logo on it or box, but that shouldn't matter should it? Any way, I was

wondering if the card was the problem, if so can it be repaired or replaced free of charge as it is still under warranty?

Thanking you in advance.

TRISTAN NSW

PS - someone I know who is well informed about certain things says the Nintendo 64 will be released here for about \$600. Is this true, and why don't you guys have one?

Geez, whatever happened to the chit chat at the beginning, eh?

- 1) There are eight tracks, five "cars", and four racing classes in Wipeout 2097
- 2) We have, but is was probably being done while you were writing this letter. For those wondering why we don't review some titles, the most common reason is that if we get a game when it's released, or sometimes just before... by the time you

are getting the mag, the game can turn out to be a couple of months old, and that means we won't be current. The only games guaranteed of being run when they're running late, are big games, like Virtua Cop 2 and Virtual On this issue (which came out just before Christmas). 3) Well, try playing the games without the card, and see if you still get the same problem. Also, try using a standard Sony card from a friend, and see how that goes. If there's no PlayStation logo, there's probably a legal blurb in the instructions which says that it's not endorsed by Sony and as far as getting a refund, that'd be up to the store it was purchased from. PS - Someone you know is terribly informed... It's been \$399 or \$400 for a while now... and what on Earth makes you think we don't have one? Nintendo kindly gave us one after they were launched in America.

posters back to the size they used to be, because I'm sure many people will agree that they were better before.

MR POO.

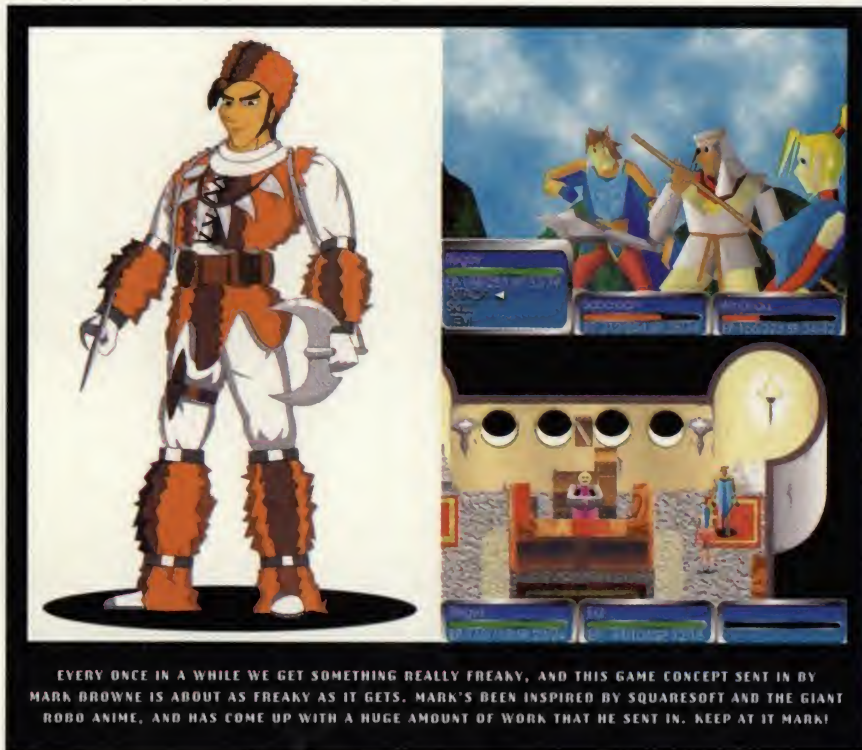
Dear Mr Pheocal
Well, we did a preview on Sonic 3D Blast this issue didn't we? Why so small a preview? Essentially we only got the MegaDrive version a few days before our deadline, so we really haven't had much to go on at all. There's a bit of speculation as to how good this game will be on the Saturn. It's not quite as fast as the old Sonic games, and that might upset a few people, but before you go run off crying... Sonic X-Treme was another Sonic project for the Saturn, and it got put off for Sonic 3D Blast to be finished, and that looks pretty darn amazing (from the screen shots we've seen anyway). Sonic 3D Blast wasn't actually done by the Sonic team, it was actually done by Traveller's Tales... so it's probably not the game that many Sonic freaks are expecting (which is what Sonic X-Treme probably is).
1) Most likely late this year.
2) Well, there was Christmas Nights, which sorta arrived without any warning whatsoever. It's SO similar it didn't really warrant a review.
3) We'd love to... Unfortunately the reason we stopped printing the large posters is that they were costing us an absolute fortune to print. Just the whole mag-making process has become more expensive (hence the recent price increase), and to do something like print the big posters again would probably force ANOTHER price increase, and the amount of readers that would be prepared to wear the price increase for a big poster is nowhere near the number that would rather keep the price the same.

IT'S WINNIE HIMSELF!

Dear Hyper,
Greetings from a faithful Sega Worshipper,

I am writing in about the game NIGHTS. Its the best damn game I've ever played. I play it so much I've got blisters on my fingers from the controller! But one thing concerns me. There is only four levels to each character! Making a total of 8 levels. Sure, this game will keep someone going for a while but it could have been way better. The real reason I wrote is about the new Sonic (may he live forever) game. Will it be short blast like NIGHTS, or a damn good game? Here are some questions for you to answer.

- 1.) How far is VF3 away from the Saturn
- 2.) Is there going to be a Nights 2?
- 3.) Could you bring your



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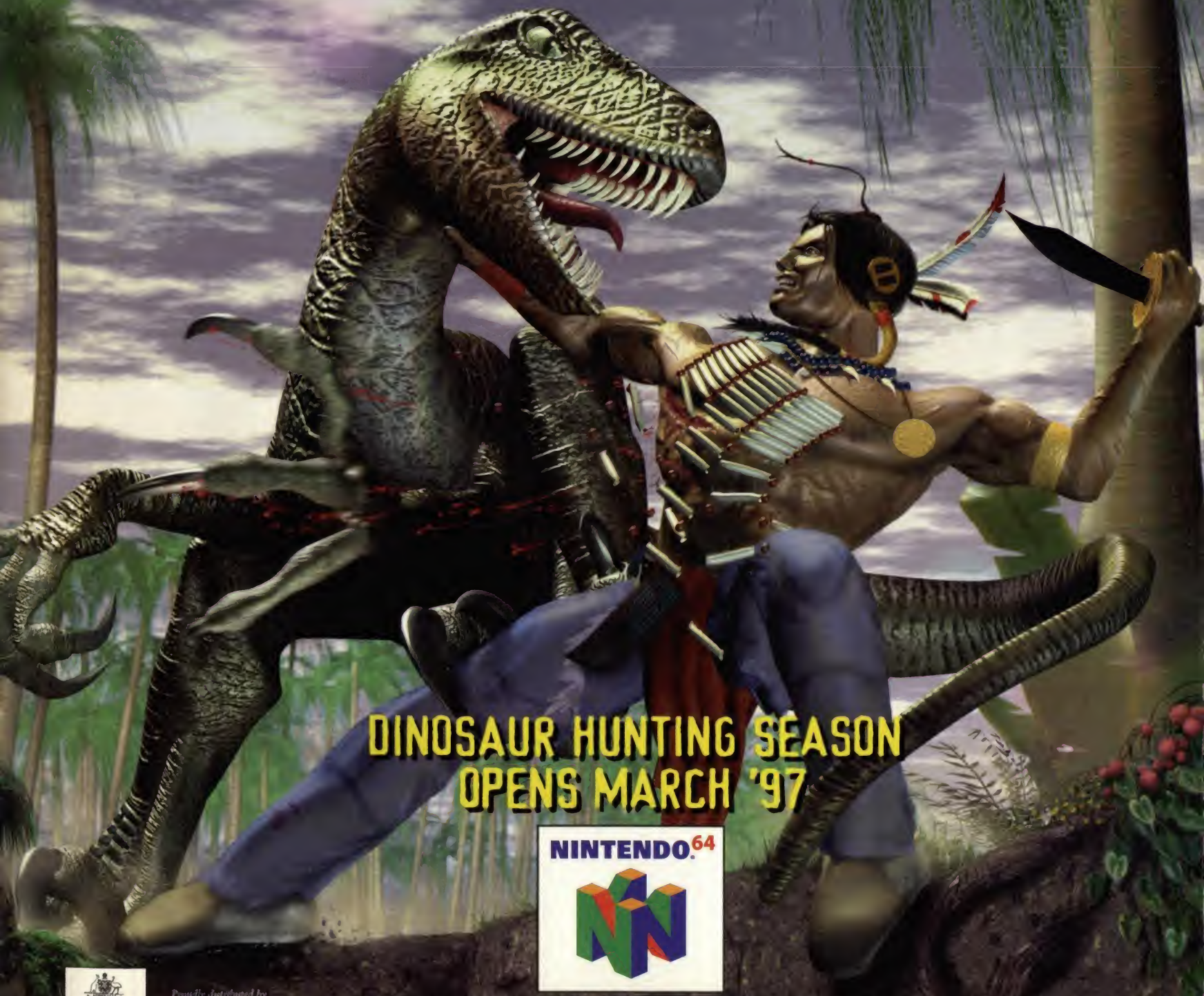
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DINOSAUR HUNTER



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FOR SALE

Mechwarrior 2, Pentium Edition for \$25. Ph Lucas on (065) 628 368

Saturn (PAL) includes one controller, AV cable, VF2, VF, Fighting Vipers, Tomb Raider, Bug!, Ray Man. Good Condition, worth \$940, will sell for \$700. Call Toy on (09) 386 4854

C&C: Red Alert \$60, Gene Wars \$50, Quake \$50, Toonstruck \$60, Tomb Raider \$60, Warcraft2 \$35, all boxed as new. PC CDROM. PH. David on (047) 335-414.

Great deal (play)!!! Twisted Metal, Extreme Games and Tekken for \$50 each. Crash Bandicoot for \$60. All for \$175-between Sydney and Newcastle only. PH:(043)881852. Ask for Luke.

For sale: Atari Lynx2 with 3 games, carry case, discount vouchers for games and heaps more. In excellent condition for \$85 o.n.o. Also 3 SNES games (MK3, Lethal Weapon and Addams Family) All three games for \$65.00 o.n.o. Call Daniel on (07)3341 1194

Now I've got you lookin' I've got a Super Nintendo with 4 games for \$170 ono; Super International Cricket, Street Fighter 2, Mortal Combat 2 and Star Wing. I will separate if needed. I've also got IBM games for sale from \$10, titles like Terminal Velocity. If interested call (046) 284919 and ask for James.

Killer Instinct plus CD for \$55 ono, Super Metroid \$40 ono, SF2 Turbo and Super Tennis \$25 each ono or all for \$120 All games boxed with manuals. PH (06) 2415084 ask for Trevor after 4pm weekdays or anytime on the weekend.

PC for sale: word processor/small games machine; ideal for uni. student or computer enthusiast. 286 processor with 2Mb. RAM and 20 Mb. hard disk. 14" VGA monitor. Win 3.1, Word2 + games, keyboard and mouse PLUS colour 24 pin dot matrix Brother printer. \$350 neg. PH: Vernon Lewis (08)83574331.

Pentium100, 32MB EDO RAM, 850 Mb hard drive, 1Mb PCI Video, 1.44Mb floppy, SB16, 14" Phillips monitor, Kboard, mouse, Wings - \$1100 ono PH. David on (047) 335-414

CD Rom game: Warcraft 2 \$50. Phone Lucas on (065) 628 368.

PC CDROM - Fatal Racing unopened - \$40 Call Richard on 341722 or 355647

PC CDROM games - Warcraft2 \$40, Crusader: No Remorse \$30 PH. (02) 96182862

CD ROM games - Space Quest 4,\$15, Where in the world is Carmen Deluxe \$15, Jones in the Fast Lane \$10 all in single CD case. Also NBA Live 95 \$25, Might & Magic Trilogy (3,4and5) \$30, The 7th Guest \$20 All are boxedand in g.c PH: Dale on (079) 782669 after 4pm weekdays.

SNES - with 2 controllers and 20 games including super Mario Kart, Yoshi's Island, MK3 and Super Street Fighter2. Most still boxed with instructions - \$900 ono call (069) 472674

For sale: Mega Drive II with auto fire control pad and stick plus Road RashIII, Mortal Kombati & III, ARL, Alex the Kid and Columns \$150. PH: (063) 683304.

Game Gear with A.C. adapter and Crash Dummies, Donald Duck, 4 in 1 and Columns. Used ten times \$130 PH: (063) 683304.

NES with Zelda, Dr. Mario, Asyntax, Crash Dummies, Marble Madness, Crackout. Also a 15 game-pack, 4game-pack, NES 4-score and 3 controllers. \$60 ono PH: (07) 55297355.

SNES, 18 games, pro action 3, plus 2 control pads, 100's of cheats, heaps of mags (about40). New cond., all boxed, all instructions. DK 1 and 2, Cannon Fodder, Syndicate, Pitfall, Blackhawk, Sup. Metroid, etc. or not separate. \$60 PH. 51 55 3883 or email macklin b150.aone.net.au or write J. Macklin 1/5 Barkes Ave. Lakes Entrance - Vic 3909

Playstation Games for Sale: Alien Trilogy and Zero Divide \$45 each or \$80 for both. Please contact Dominic on (02) 698 7342 after business hours.

Gameboy with 2 games, night Sight and 4 player adaptor for \$80 ono. Ph (079) 793400 QLD ask for Bruce. Gladstone area only.

Commodore 64 & Amstrad CPC 64 with a box full of games and accessories the lot for \$100 ono (079) 793 400. QLD Gladstone area only.

Cheap PSX games, Tekken \$50, Destruction Derby \$50, NFLN Trilogy \$60, Total NBA \$60, AFLN Gameday \$60. All PAL. Boxed in PC. Or will swap for other PAL

games. Ph. Alex (051) 431 142.

Nigel Mansell's World Championship racing (in good condition) with box and instructions. Ring Geoffrey on (03) 9808 4531 (only \$21) Melbourne buyers preferred.

Cheap! Cheap! Cheap! 1 Megadrive 8 in 1 cartridge (not the usual one), 1 Sega Pro magazine and 1 200+ page hint book. Sell for what you offer if reasonable. Phone Matthew on (02) 871 4620.

Games: Playstation-Toshinden2 \$65, Destruction Derby \$60, Wing Commander3 \$35. SNES- NBA JamTE \$60, MK2 \$30, MK1 \$20. Gameboy-Zelda IV \$25, Ms. PacMan \$25, Space Invaders \$20. Swaps considered. PH: (02) 9674 5092.

SNES for sale with 3 control pads (one arcade style) A scope with 6 games, 5 great normal games including: Killer Instinct with all the fatalities, International Cricket and Donkey Kong Country. All of this for \$250. PH: Bryce on (091) 921 936 or write to PO Box 1514 Broome WA 6725 with your phone number.

PlayStation Games - Ridge Racer Revolution \$50, International Track & Field \$55, Destruction Derby \$50 or will swap 2 of these for Tomb Raider. Call (070) Ask for Steven.

Sega Saturn with 3 Saturn arcade games, light gun, and steering wheel. Only \$550 O.N.O. Perth and surrounding area only. Ph (09) 534 8618.

WANTED

Save Mel Will do anything for these Gameboy games: Spy Vs Spy, bart Vs Juggernauts, Fortress of Fear, Rolan's Curse, Final Fantasy Legend 3. Please call Natasha (03) 9 772 7808

Commodore Format magazines issue #46, #47, #48, or photocopies of the Machine Code sections of those magazines. Phone James on (06) 251 4627

Playstation Discworld, Wing CommanderIII. Will pay \$45 each or swap Resident Evil for both. Call (03) 94173572 and ask for Kane aft 4pref.

Tomb Raider (on PlayStation), will pay money or will swap games. Please phone on (070) 382321. Ask for Steven.

Wanted: level codes for Cyberia (on PlayStation). Ph (068) 747 736, or write to Sid Marsh, "Brindingabba" Stn, Bourke, NSW 2840.

Desperately wanted! The Syndicate and Theme Parck for SNES. Will pay reasonable price. Only in Sydney area. Ring Grant on (02) 9831 1762

32X Games. I require Doom and Virtua Fighter for the Sega 32X. Will pay \$50 for the pair if in good condition. Please send, COD only. Ph (067) 712208

Superplay Nintendo magazines. Issues 1-3, 5-11, 14-38, 40-42. Phone 903) 9471 1854 and ask for John.

SWAPS

I will swap MD games: FIFA Soccer, General Chaos, The Chaos Engine, E.A. 4 Player Adaptor for good gameboy games. Phone (070) 3341 0047

I will swap magic carpet plus on c.d. ROM for Sam and Max or any other good PC game also Tekken 2 on Playstation for anything half decent call (07) 3207 9878 and ask for Dominic any time.

I will swap my copy of Ridge Racer Revolution for johnny BazookaTone on Playstation for Crash Bandicoot or any other Playstation game. Ph (03) 6383 9017 and ask for Declan.

Will swap Desert-Strike, Magic Carpet 2 & Bart Vs The Space Mutents for any good game or sell for \$70 ono. Ph (079) 793 400 QLD Gladstone area only.

PlayStation Games: Tekken 2, Ridge Racer Revolution, Warhawk, Wing Commander 3, for something half decent or will sell separately (all PAL). Phone (02) 528 6079

Street Fighter Alpha on PlayStation and/or Syndicate Wars on PC for Resident Evil on PlayStation. Must be able to pick up. Call Aurore on (03) 9579 0071

Metal Combat for SNES. Swap for any other SNES game or sell for \$25. Call (047) 878 310.

Will swap Air Combat or Alien Trilogy for Need for Speed, Destruction Derby, Tekken 2, Ridge Racer Revolution or any other good games. All swaps considered. Ph (071) 233 918. Ask for Stuart.

PEN PALS

I am looking for penpals aged between 16-25, I like watching movies, listening to most music and going to the cinema, playing games on all systems and surfing the net. Write to Paul at 14 Flower Street, Elizabeth Downs 5113 S.A. or e-mail me at aced adel.sanet.com.au

Attention all Saturn owners, I'm looking for a penpal between 14-17 to write about music, movies, life but mostly games and I want'em now! Um... please? Go on write to Ben at 12 Dunoon St. Taree, NSW 2430

Howdy, my name is Tony and I'm looking for a penpal, male or female 13-15 years old. If you have a Playstation and LOVE the X-Files then write to me at unit 8, number 8 Doyalson Place Helensvale Qld 4210

Hi, I'm Andrew. I'm 12 years old and looking for someone (M or F) who likes computers (PC's) I need a penpal so write to me!!! Write to 56 Rodda Street, Morley, Perth WA or e-mail me at davidc faroc.com.au

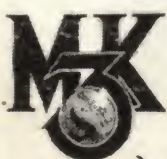
Hi, my name is Nick, I'm 15 and looking for a female penpal between the ages of 14-16. I'm into blading, bodyboarding, and have a PC and MegaDrive. Write to Nick, 12 Mannix Place, Quakers Hill, NSW 2763

Hi, I'm looking for a penpal M/F any age, who's interested in PC's, NES, SNES, Mega Drive or Sony PlayStation. Write to 2 Richland Dr, Bannockburn, QLD 4207. or email at ktrinder ozemail.com.au

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