WIN A PLAYSTATION AND GAMES!!

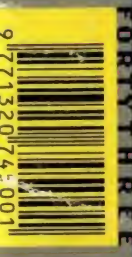NINTENDO   SEGA   PLAYSTATION   PC   MAC   ARCADE   INTERNET

HYPER »

Quake's Back!
Mario & Tomb Raider Play Guides

AUSTRALASIA'S BEST GAMES MAG

Gaming Online
A Guide to the Future of Gaming

FORTY THREE

Porsche Challenge
Sony Challenges Sega Rally

MDK
Shiny new PC Shooter
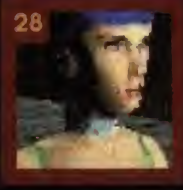
Interstate 76
Funked-up PC Road Rage

SATURN BOMBERMAN

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CONTENTS

Hype It Up

Well, this has traditionally been the quietest period of the year for Hyper, since it's that bit between Christmas and mid year where all the software distributors hibernate and don't release anything. That was certainly the case for Nintendo, as we didn't get anything from the big N, which will no doubt cause some concern from those who just invested in a Nintendo 64. Although next month we should have **Mario Kart 64**, which should send a lot of you into fits of joy.

PlayStation owners should check out our full reviews on **Porsche Challenge**, which looks to be one of the sexiest racing games we've seen on a console, and **Legacy of Kain**, one for the RPG and vampire fanatics.

The game that made most people peak here at Hyper was **Saturn Bomberman**, which is one of the coolest multiplayer games yet. **Manx TT** and **Dark Saviour** also made it in this month, and were both decent titles.

The strongest platform this month was the PC, which had the funkiest car game yet, **Interstate 76**. Quake fans out there have something to smile about, as **Quake Mission Pack 1**, **Scourge of Armagon** arrives... and it rocks very hard. **Phantasmagoria 2** finally made it, but it looks like the game was less exciting than all the hype over the censorship problems were.

Psygnosis fans have something to smile about, as **Ecstatica 2**, **Riot**, and the **City of Lost Children** all do very well this month.

Our features this month are a guide to online gaming, and an interview with the Tomb Raider team from **Core**, so there's tons of stuff for you all to check out.

Unfortunately I have to finish on a sad note, as Mark is leaving Hyper to go and try his luck on a new magazine. Mark's art direction has probably been the biggest factor in making Hyper what it is today, and he'll be sorely missed by us all.

Kick back, and enjoy...

Dan

Sega's Next Console on its Way!?

There has been much speculation as to what Sega were going to do about their current position in the next generation console war, which frankly, hasn't been anywhere near as favourable as it could have been. There has been an assumption that their next machine will be a 64 bit one, and that's fair enough, considering that the marketplace just isn't going to accept another 32 bit machine. The next Sega console is currently being referred to as Sega "Black Belt". Naturally, details on the machine's components and capabilities at this stage are extremely hazy, since Sega really need to make sure they get this one right, so nothing here is totally confirmed.

The information that seems most reliable is that the Black Belt will utilise the NEC PowerVR PCX2 chipset, which is both inexpensive, and powerful, allowing mip mapping, anti-aliasing, z-buffering, texture filtering, and all that other good stuff that people love to waffle on about when talking about graphical capabilities of the latest piece of hardware. As far as the main processor goes, the most likely choice is a 64 bit PowerPC chip. The other going rumour at this stage is that Yu Suzuki has been having meetings with Microsoft, mainly to look into the opportunities of using the Microsoft Arcade Operating System. This would speed up and simplify the process of doing "Black Belt" versions of arcade titles.

Speaking of titles, the current projects thus far are a soccer game, a basketball game, and the ever wonderful, Virtua Fighter 3. The system will also be CD based, and if the Saturn is anything to judge by, there'll also be room for a cartridge, or other plug in, which could be a strong selling point compared to the Nintendo 64 for example.

At this stage release dates look like being mid-late 1998 in Japan, early 1999 for the US... which means it's at least two years till we see an Australian release, which for those who just bought a Saturn, would have to be a good thing. We'll be looking out for any more news on the next Sega console...

D.T

Building a better tank...

After a recent arrival here in the Hyper office, we seriously wonder if Namco could have altered the course of the second world war if they had have told Rommel a thing or two about how to build a better tank. Of course the only tanks we're really interested in are those big arcade controllers that you can buy for your consoles, and Sony are now distributing Namco's latest addition to the PlayStation's selection of controllers... The Namco Arcade Stick (what an original name). There's really only been one option for PlayStation tanks, prior to the Namco Arcade Stick, and that has been the Asciiware tank, which was really quite dodgy. The Asciiware controller was, for lack of a better term, "Too plastic". The stick itself had that "Just don't push me too hard or I might snap in two!" feel about it, and the buttons ended up leaving something to be desired, since they were difficult to use if you wanted to perform rapid button presses (and who doesn't?). Namco, who are renowned for making naff arcade games, have essentially shown everyone how you do it, by making a top quality arcade tank controller. The base of the controller is extremely solid, with a metallic top, with the whole thing being somewhat heavier than it looks, which is a good thing. The stick has a steel shaft, and a classic arcade style knob on the end... Erm. At first it feels like it has a little bit too much throw in it, but once you start plugging away at a fighting game light Street Fighter Alpha 2, you'll soon appreciate the ease with which you can sweep the controller around. The buttons have a really good feel to them, and are perfect for those that love using the "finger drum" technique to perform various combo manoeuvres. So for arcade purists, this one is a rather sick stick.

On the down side, the L1 and L2 buttons have been put up in the top right hand corner of the controller, which for some games, may suck. Sure you'll be able to configure things so it works best for you, but they really could have just laid the buttons out in the same manner in the Asciiware controller and it would have been just that little bit better. Also, there are no autofire selectors, which won't bother many gamers, but those that are obsessed with shoot em ups, will (all three or four of you.). The Namco Arcade stick retails for $99.95, which may seem steep, but it's certainly the controller to use if you're into fighting games.   n.t

Samsung Enters Joystick Market with FreeD

The press kit that came in with this new gizmo boasted about Samsung having an unrestricted meat export license, I guess you need one when you're trying to sell joysticks that look like a mothers best friend. All jokes aside, this game controller could probably get you arrested if you whipped it out in public, no no sorry, I didn't say that. FreeD is a new cordless Todger oops controller system being marketed in Australia by electronics and resource giant Samsung.

FreeD uses some kind of ultrasonic device to calibrate its position in space and therefore allows total freedom of movement in 3 dimensions. Other than that its just a standard two button joystick but, when connected will also act as a replacement for your mouse in most games and applications that support one. FreeD comes with a piece of software called Game Loader which configures games to take full advantage of its potential. It supports a wide range of titles from Quake to Links 386, virtually anything you can play with a mouse!

The package also comes with a few bits of software to get you used to the 3D movement concept as well as a game called Ring-Toss (Either someone at Samsung has a perverse sense of humour or they just weren't thinking, if I were Beavis I'd know what to say now "huh-huh-huh it's shaped like my weener, and I can play Toss with it huh-huh-huh")

After a quick session on Descent II, the shareware version comes in the package, I soon got the hang of it, but there is one small problem which the designers overlooked in their desire to get an innovative product into the market place. They obviously never had a P.E. teacher who asked them to hold their arms out straight and see how long they could keep them there. If they had they would have realised that holding this stick up in the air for more than 10 minutes makes you arm feel like it's about to fall off! Probably a better bet for corporate users than gamers, but if you're looking for a new twist this could be for you. The FreeD retails for $149.95.   G.S
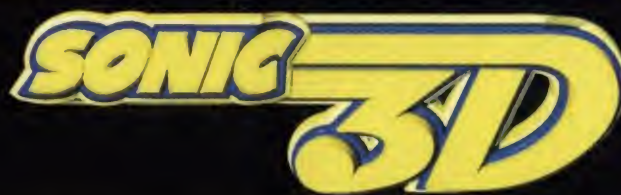
Gizmo to Go

Entertainment electronics company Tiger have surprised the games community, well us at least, with their announcement of their Game.com handheld game system. It looks a bit like a Game Gear but slightly smaller and thinner (funny that's how girls always describe my game gear, but that's another story) and comes fitted with two cartridge ports and a touch sensitive 200x160 resolution monochrome screen.

Where the Game.com gets wild, wacky and off the wall though is in its' ability to talk to your modem through one of the cartridge ports, hence the .com suffix. Apparently the owner of one of these little toys will be able to read and write e-mail as well as use the net. Because of the limitations of its screen net surfing will probably be text only but hey, it's better than a poke in the eye.

But the really interesting thing about this machine is how it will implement this communicative ability to its games. What it won't do is allow you to play multiplayer games across the net, it will have a link cable for machine to machine play instead. What Tiger proposes to do is to set up a system so that all Game.coms, when connected, will become part of their own proprietary network. This will allow gamers to play games off Tiger's server as well as off the cartridge so in effect the cartridge game that you buy will simply be a device to unlock the game from the server. So, in other words, Tiger can add new levels, monsters, tracks or whatever on a continuing basis. The games will never get old! Currently versions of Duke3D, Indy 500, Madden Football, Jurassic Park, NBA Hangtime and VF3 are in development with more on the way.

Competion Winners

Ooh We All Want it Sooo Bad – Nintendo 64

As you can see we keep Deputy George in a hole in the office floor and occasionaly let him feed on a few competition entries, what more does a gaming freak need? This month however, we had so many entries for our Nintendo 64 comp, that even George couldn't keep up. The envelope you see stuck in his gob was the last one he touched before he puked all over the floor, so guess what - it's the winner! Congratulations to Peter Turner all the way from sleepy Dudinin in Western Australia... You're a winner son, hold your head up high and don't take any sh*t from anyone... 'cause you da man!

Subscription Winners	**Feb: EA Sports Packs**	Scott Alcantara (NSW)	L. Hetherington (QLD)
Jan: Predator Light Gun	Michael Lockerbie (WA)	Josh Hobbs (QLD)	**Virtual On winners:**
Simon Gare (WA)	Daniel Best (QLD)	Rene Bogan (VIC)	Trent McLucas (QLD)
Anita Tonkes (VIC)	*March:*	**NBA Jam winners:**	Deon Chaushs (WA)
Todd Nash (NSW)	*Sony Games & Music CDs*	Jade Haigh (VIC)	Rachel Leigh (WA)
Paul Evans (WA)	Andrew Turner (SA)	Louis Kwan (NSW)	Cary Pichler (QLD)
Jarren Nylund (NSW)	**Diablo winners**	Sebastion Henry (NSW)	Kenneth Wong (NSW)
	Lachlan McEwan (NSW)	Ben Fitzgerald (NSW)	

overflow

Film personality (I won't call him an actor) Bruce Willis has been signed by Activision for their upcoming title Apocalypse. Willis stars as the players partner in an interactive 'buddy' picture (bummer you won't get to kill him) for which he will be cyber-scanned, motion captured and covered in his usual assortment of plastic scars and fake blood.

Recently Bandai president Makoto Yamashita stated that Sega-Bandai would develop Virtua Fighter for the Playstation and Nintendo 64 if they could get a license from both companies. However, Sega hastily responded to this and stated that neither Nintendo nor Sony will receive the game. Boo Hoo

Ozcon 6 took place on the 1st and 2nd of March at the Centrepoint Convention Centre in Sydney. Various comic gods like Jim Lee and Whilst Portacio were there, and so were several thousand comic, anime, and card game fanatics. On a gaming note, Roadshow's stand for Magic the Gathering – Battlemage drew a lot of attention, but maybe it had a little more to do with the video demonstration of Turok... I think so.

English soccer has been rocked by an admission from Liverpool goalkeeper Davis James that he let three goals through against Newcastle because he just couldn't stop fiddling with his stick of joy. Apparently Davis had spent allmost the entire night before the match playing Tekken II, obviously getting his ass kicked, and was too tired to perform when the time came. Apparently a lot of top athletes are banned from playing games by their coaches for similar reasons. Give it up guys and start playing a real sport, who needs muscles in their buns when they can have muscles in their thumbs?

Hey NeoGeo fans, all is not lost. SNK showed off an early version of their new console, tentatively called NeoGeo 64, at an industry bash in Las Vegas recently. The first title in development is a 3D version of the classic Samurai Showdown, which should get more than a few people salivating at the thought. More news about this one soon.

Sega's Pet Project

There's been a bunch of blokes down at Sydney's Darling Harbour in hard hats, pointing at things and gesturing at other blokes in singlets to build stuff. For a change, this has something to do with the video games industry here in Australia, because those blokes have been building Australia's first indoor family theme park... Sega World.

As a theme park, Sega World is split into three different themes: past, present, and future. Each theme has it's own set of rides, all of which in some way were a form of interactive game. The rides themselves range from cool, to somewhat dodgy.

Amongst the better rides were Aqua Nova, and Mad Bazooka. Aqua Nova was a sort of 3D virtual reality ride, where you genuinely felt like you were on a futuristic craft, going on an underwater mission against a giant squid like monster. The ride has eight different endings to the story, making it something you can definitely come back and ride again some time. Mad Bazooka is essentially a dodgem car arena, except that you have a cannon mounted onto the front of your car that fires balls, which you are meant to aim at a target at the top of the other cars, but aiming at their windows is much more fun.

One thing that Sega World really has going for it is the food. Unlike your average theme park, the food is really quite good (the burgers rock), and is quite reasonably priced too, which is rare, since most theme parks use the fact that you're stuck inside as a reason to charge you an arm and a leg to eat. It's not as cheap as MacDonalds, but the food is a hell of a lot better.

Of course Sega World wouldn't be complete without arcade games... and it's got plenty. All of the latest arcade titles are there, including an eight player link up version of Indy 500, which even has a commentator calling out who's winning the race. There are lots of other link up games too, a couple of air hockey tables, and all those old novelty machines where you shoot basketballs through hoops, etc.

Of course none of this is free (unless you're under 5 years old)... An "All Rides Pass" costs $30, an "All Rides Children Pass" costs $24, while entrance only costs $5. There's also a Sega shop with more Sonic paraphernalia than you could poke a stick at.

Essentially it's a small theme park, that won't suck when it's raining, that has lots of arcade games, and has decent food... It's just a matter of whether or not you want to fork out the bucks.

D. T

Star Trek BORG

Stardate 2376.4, 11.45 pm...A BORG raiding party materialises in Waterloo, just outside the local Kelvinator factory. They sneak inside, in combat formation, and start to, they think, take over the Earth. Within thirty minutes all of the Fridges inside have been assimilated "We now control the Earth - Three of Four, open up I feel like a beer"

Star Trek BORG is an interactive movie directed by well know trek man Jim Conway. It's main attraction, for me, however is the reappearance of John deLancie as 'Q' The story puts the player in the part of Lt. Furlong who's father was killed in the battle with the BORG at Wolf 359. Q pops up and gives you the chance to go back as Security officer Lt. Sprint to try and avoid the situation that lead to your fathers death. The best thing about 'BORG is the standard of production, it's pretty much like watching a new episode of STNG, one in which you get to decide what happens. Well almost. It's pretty standard FMV 'choose your own adventure' type stuff but the performance of deLancie, as usual, lifts the whole thing to an entertaining level, even though some of the puzzles thrown at you are just plain silly. Something no Trekkie PC owner should be without. Be warned though, some bits are very frustrating, with some puzzles can only be solved by actually choosing the wrong path, so you can learn some extra info as you die, that you need to make the right decision.

G. S

HEXEN ™

MAY CAUSE BRAIN DAMAGE

SEGA SATURN

wield **lethal** weapons.

possess superhuman powers. be a **hero** —

either a warrior, a mage or a cleric. seek powerful

artifacts. cast **wicked** spells. pillage your way

through earthquakes, crumbling bridges and thick fog.

inflict serious **pain**. in short, use your head

before someone else does. hexen. beyond **evil**.

beyond hope. **beyond** any 3-d game ever created.

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MA15+
MEDIUM LEVEL
ANIMATED VIOLENCE

Save Mankind from rabid Appliances

Skynet is the tasty sequel to the yummy Terminator Future Shock and we have five scrumptious copies to give away thanks to the extraordinary people at Virgin. All you have to do is answer the following question on the BACK of an envelope:

How many squirrels have been awarded the Nobel Prize for literature?

And send it to:

Arnie's Biceps are bigger than my Volvo comp.
HYPER, PO Box 634, Strawberry Hills, NSW 2012

Boxster Bash

PSX owners have just been blessed with a fantastic new driving sim called Porsche Challenge. The ever so friendly people at Sony have been good enough to drop four copies in our laps to give away and all you need to do is answer this new innovative multiple choice question on the back of an envelope:

When you see a man with a pony tail driving an open top Porsche should you: A) see if you can urinate in the back seat from where you're standing B) throw rocks C) yell "my Playstation drives better than you do, loser"

Send your answers to:

Volkswagon on Steroids comp
HYPER
PO Box 634
Strawberry Hills
NSW 2012

Dumb Aliens

The ridiculously generous people at Microsoft have offered us a great prize to give to ten lucky readers. This Independence Day pack includes the video of the film, a T-Shirt, cap and best of all, a Sidewinder Gamepad or Joystick – about $170 worth! Just answer this question:

What kind of modem do you need to connect an Apple Laptop to a bio electronic alien computer of unknown origin? Is it: A) a good one B) a stupidly good one or C) just use the cord from an electric jug, but lick the end first.

And send your answers to:

E.T. for President
HYPER
PO Box 634
Strawberry Hills
NSW 2012

Anyone for sideburns?

Taking their generosity to ridiculous extremes Activision have also given us six copies of the coolest game on Earth - Interstate '76 to give away to six lucky readers. Answer the following question:

Which '70's TV show featured the characters "Bo" "Luke" "Daisy" and "Rosco P. Coltrane" and if you don't know that one just tell us what make of car James Garner drives in the "Rockford Files"

Send your answer to:

A World of Hurt, HYPER, PO Box 634, Strawberry Hills, NSW 2012

Quake Rides Again

The lovely folks at Activision have been doubly kind to you this month. Here we have six copies of the totally awesome Mission Pack No. 1 - Scourge of Armagon to give away - Tell us, on the back of an envelope:

Which of the new monsters most closely resembles Amanda Vanstone?

Send your answer to:

Ouch, my back Quakes

HYPER, PO Box 634, Strawberry Hills, NSW 2012

The pen is mightier than the sword...

Well, that's a load of crap really. However, those that are good with their pens will stand far more chance of winning our next drawing comp than your average swashbuckler will. Once again, Sony Computer Entertainment have been generous enough to sponsor one of our drawing comps, and this time it's Soul Blade. All you have to do to enter is send in a drawing, picture, etc of a new character for Soul Blade. It could be anything, keeping in mind that Soul Blade is all set in the 1700's, so space marines would be a little out of place. Five winners will be picked from all the entries, each receiving a copy of Soul Blade, a copy of Tobal No.1, and a Namco Arcade Stick!

send those spiffy drawings into:

Soul Glo Drawing Comp

Hyper, PO BOX 634, Strawberry Hills NSW 2012
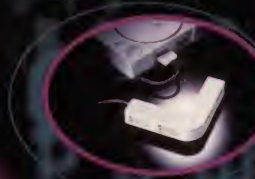
MARS ATTACKS

BY ELLIOT FISH

HARDCORE SATURN GAMING

As the site's title suggests, these guys are serious about enjoying their 32-bit baby. They have the latest info on VF3, a rumours section, heaps of Saturn links, a Q&A to solve your Sega troubles and cool extras like a Nights play-guide and Saturn game FAQs. Find their well put together pages at **http://shell.idt.net/edlc19/frames.htm** and just go SS crazy.

MORE SHAREWARE

What a great site! Here we have something like 350 games to download to your Mac or PC. Everything from commercial demos to all the greatest shareware. There are also Java games to get into, sport titles and general graphics & internet shareware. You may find that the simplest pieces of shareware can also be the most useful. **http://www.clicked.com/shareware/games/all-games.html**

NIKE ON THE NET

Nike have a slick and entertaining site at **http://www.nike.com/** where you can actually confront the Virtual Andre Agassi featured in their "radical" TV commercials. Thanks to the wonderful Shockwave plug-in, this is a pretty happening site - but be warned, as it's also very demanding on your modem. Not one for slow connections.

SPUMCO

What is Spumco? Why is it just so damn cool?! Well, if you remember Ren & Stimpy, then you may know that the creator of those two lovable fiends was some freak named John Kricfalusi. Spumco is his new company that makes great comics (with Dark Horse), toys and even video clips and TV ads. You'll love Jimmy the Idiot Boy and Cigarettes the Cat - and you can download a quicktime of a clip they made for Bjork. There's also a lot of stuff on animation and cartoon art. Bookmark this one. **http://www.spumco.com/**

MOVIES

That mega-hollywood-movie-making-giant Warner Bros, have started putting up websites for it's big film releases. These are great and supply the world with behind-the-scenes info, screen shots and endless trivia on the latest, coolest films. For instance, check out the Batman & Robin site at **http://www.batman.com/** to find out all about George Clooney in the batsuit and Alicia Silverstone in the Cat-suit! Take a look at Mars Attacks in all it's tacky glory at **http://www.marsattacks.com/** and laugh yourself silly. You can even download trailers of upcoming films! Joy!

MONSTER FX

In all great horror movies there's a great cheesy monster mask. These latex creations can sometimes be under-pants-filling frighten-ing or downright silly - but they're always enter-taining. This site lets you in on how they're made, how you can make them and how you can buy them from the site (of course). Pop in at **http://www.monstermakers.com/** and purchase something for your next dinner party.

ADVENTURING

The Queue is a huge website devoted to all things RPG or Adventure game related. They have megabytes of Online games, Java games, shareware, demos, reviews, software tools, links and VR stuff for you to drool over. All self-respecting adventure game addicts just have to waste a few hours here to make your life worth-while. it's great. **http://www.thequeue.com/**

ARCADE

Street Fighter 3
Capcom

Hey kids! Lets learn to count to 3 the Capcom way. One, two, two turbo, two champion edition,two alpha, two alpha two, ...add nauseum..., E.X., Three. Whoa! What a build-up. What a wait! Though we can assure you the wait was worth it. Ken and Ryu are back on their neverending world tour to locate the ultimate (drum roll please) STRREEEETFIIGHTTERRR!!!

Some of the new features include paarrying, long and high jump, selectable super arts, super art meter levels, new characters and the stun meter

Parrying is one of the most excellent additions to the Street Fighter genre since its conception. Parrying is different to the standard block in that by blocking an attack, it leads your character to be stunned for a millisecond. Instead of the once cumbersome 'counter block' (see SFAlpha), parrying is activated by simply tapping the joystick forwards for high attacks and down for low attacks. This allows you to follow through swiftly with a 'counter attack'. Parrying can also be made in mid air. If your opponent makes a combo attack, then each individual attack must be parried (very hard).

Jumping techniques have been expanded to include a super high jump (ala X-Men) and a super long jump. The long jump is a great way of rapidly closing in on your opponent.

Another addition is the Super Arts. At the beginning of each game, one of three super arts are able to be selected. So you essentially get to choose your killer move.

Super combos can be made and then followed through with a super art, which can lead up to 70% damage to your opponent. Obviously each character has a different combo that will cause maximum damage. This in turn has effect on the STUN METER, which is directly below the characters vitality meter. To stun (or make dizzy) an opponent, the stun meter must reach maximum and this in itself is no mean feat.

Meanwhile, down at the local arcade, poker faced youths are caning each other with their favourite alter egos Ken and Ryu. Joining Ken and Ryu are the new breed of champions. Here is a brief synopsis of the new guys.

Dudley - Towering British boxer 'Don't call me Dud'
Alex - A young golden haired body slammin wrestler
Yun - Fashionable young Kung Fu fighter (sick moves)
Buki - Knife throwin' ninja chick (ohh I'm in love)
Necro - Part swamp beast/part lab rat/part Frankenstein limb stretch'n freakoid.
Sean - Son of Dan?(see Kenny look alike)
Oro -Mono armed vampiric magician
Elena - Long legged South American Savate fighter (mmm - she can beat and whip me any day)

Most impressive are the super art K.Os which have enough colours to send almost anyone into an epileptic fit or induce psycho-visual flashbacks.

Although it seemed to take for ever for the seminal Street Fighter to get to Mk3, the wait has been well worth it.

x x x x x

Alpine Racer 2
Namco

<div style="writing-mode: vertical">BY TIM LEVY</div>

Tired of long lift cues? Sick of falling face first into yellow snow? Well thanks to modern technology, skiing can be rid of all these slightly unsporting aberrations, which of course leaves you more time to literally spend in an air conditioned arcade of your choice.

The original A R was a classic interface in the fact that it heralded the return of the ride on amusement (back log: see 10 cent ride on supermarket space rocket). Crowds of people gathered around to see the new amusement in town. A R proved to be so popular than it even ended up as novelties in pubs and clubs. And now, Alpine Racer has been seriously upgraded and is leaving the original cobwebbed in the corner. So on to the games changes and options.

Option one: Select your skier (racing, freestyle, mogul). This really is a boring additional option to confront the player as all this selection determines is the 'jump sensitivity' . For example, in racing mode the skier goes straight over a jump, while on mogul selection, with a slight wiggle of the skis, you perform stunts(eg daffys, splits, backflips etc)

Option two: Speed or gate racing: Self explanatory really, though gate is far harder. Option three: The Run (course): High speed (medium) or Technical course (double black diamond = very hard).

Either the machine setting was on easy or I should take up pro-skiing, as either course was completed on the first go. In comparison to Alpine Racer, the reason that AR2 is easier is that considerable graphic enhancements have been made, and now the contours of the mountain and course boundaries are easily identifiable even to the most visually challenged skiers. One can now determine the correct 'racing lines' to make. It also feels as if the skis edges have been sharpened, as one can make considerably sharper turns. The course in itself has now undertaken a theme-park feel with almost unreal properties. Advertising blimps, giant glowing panda bears, cave runs, breathtaking hills, giant cambered berms (corners) and a mogul field have considerably increased the overall enjoyment of the game or should we now say ride.

Alpine Racer II will definitely not disappoint any ski enthusiast or those who enjoyed the original.

x x x x 1/2

Monster City

Originally planned as the sequel to Wicked City, the creators wanted to hit a more mainstream audience with Monster City; ala less risque sex and violence; no demon rape.

Okay, the story starts off with two chi powered combatants on top of tall skyscraper, the disciple of good and the servant of darkness. The servant of Darkness prevails, and once again Tokyo is destroyed in mystical hellfire.

Ten years later the servant of Darkness is preparing to open the gates to the legion of hell. Since the first battle he's been spreading chaos throughout the world, and now he's kidnapped the world's Messiah President Yuma. The only hope in the world resides in two individuals, President Yuma's daughter and Kyoya Izayio, a young rebellious student of the martial arts.

There are some truly frightening scenes in this action packed little goodie; a scary little girl with dark eyes, a spiderlike demon, a haunted cityscape where death and torture is the norm. Memphisto makes a cameo appearance, as does a demon woman with Plastic man arms and acid spit.

For those of you that like a good horror anime with lots of sword fighting martial art special effects then this is your cup of tea.

7.5/10
RATED M15+. DISTRIBUTED BY POLYGRAM AND SIREN ENTERTAINMENT.

Project A-KO #3

They're BAAAAAACK!

A-KO, B-KO, and C-KO! Three Japanese schoolgirls dealing with all the growing pains that teenage girls deal with. Of course, the only difference is being that A-KO, is super strong and super fast and can tear giant robots apart with her bare hands; B-KO is a supra genius who has a knack for building huge weapons of mass destruction, and C-KO, C-KO is an annoying pesky kid who is has drawn an intergalactic race halfway across the universe because they believe her to be their princess!

The plot for A-KO part three? A-KO decides she wants a boyfriend for the upcoming spring break. Problem is that she doesn't have anything to wear and no money to buy a dress with. So, since she's the strongest and fastest individual on the planet she decides to get a joint in a fast food hamburger restaurant. HOWEVER, there she meets Kei, her dream guy. But, since this is the guy that A-KO has her heart set on, B-KO also decides that she must have Kei at whatever cost. BIG PROBLEM; Kei has fallen in love with C-KO!

Got It?

Bull dikes, transvestite aliens, co-vert spies and sweaty porn watching freaks abound in the trashiest anime ever to be released in this country. Project A-KO is an anime where anything can and does happen, where the creators ARE NOT AFRAID TO STEP INTO THE ARENA OF UTTER STUPIDITY!!!!

Obviously an important look into the Japanese Psyche.

6/10
RATED M15+. DISTRIBUTED BY POLYGRAM AND SIREN ENTERTAINMENT.

Macross Plus #4

Here it is Folks! Macross plus #4! Eighteen months late but worth the wait... No matter how infuriating.

2040AD on a colonial planet called Eden. The military are testing two new Robotech fighters. One is the Y2 Fighter, a more advanced version of the current military model. The Other? An experimental plane totally controlled through a cybernetic interface; no controls, only thought commands. Only one plane will be chosen to replace the Earth's aging space military fleet.

Isamu Dyson, one of Earth's hottest maverick pilots has been chosen to fly the Y2. The other is being flown by Guld; both childhood friends now sworn rivals.

Throw in Myung, also childhood friends of both Dyson and Guld. The three were a tight group, but something happened along the way and the three split. Myung's had a successful career as a singer, but she's not the Pop star in this series (The pop stars are always the secret weapon in any Macross series). She's part responsible for the galaxy's biggest star Sharon Apple; a virtual construct of silicon, light gates and holograms. She's an Artificial Intelligence programmed to entertain and capture all the world's hope and reflect it as all stars do...she's an Idoru.

Episode four concludes the Macross Plus story, with Isamu and Guld finally breaking into open combat, and Sharon Apple manages to take control of practically all of Macross city, even forcing the old SDF1 to rise again!

Macross Plus is without doubt one of the best sci/fi narratives I have ever experienced. The scope of it's imagination and depth to it's storyline are impressive to say in the least. Needless to say that's it's execution is flawless, with stunning animation both traditional and computer generated. This is the type of animation we need if we want the rest of the world to take it seriously as an important storytelling medium.

Macross Plus left me stunned and gasping for more. Suffice to say, you must see the conclusion to this series.

10/10
RATED PG. DISTRIBUTED BY SIREN ENTERTAINMENT.

PlayStation

A TALE OF SWORDS AND SOULS!

Namco, the creators of the world's best arcade games, have outdone themselves with their follow up to the all-conquering Tekken2.

The Soul Blade is a mythical weapon of absolute power, bestowing amazing strength and agility to all those who possess it. The search for the Soul Blade has been set over hundreds of years, with one man now capable of taking its power to dangerous extremes. Cervantes De Leon, the once human pirate of the high seas, is becoming unstoppable. You must choose the fighter who will take up the challenge and defeat numerous skilled fighters on the journey to recover the Soul Blade and put Cervantes out of action.

But beware, for the person who even touches the magical sword will soon become overwhelmed by its dark powers. Dare you enter the search for the Soul Blade??

Soul Blade represents a quantum leap in gameplay and graphic power, with stunning 3D characters as well as fully rendered 3D backgrounds.

The attention to detail which pervades this spectacular hit is inspiring, with gorgeous light effects, lens flare and smooth 30 frames per second action. Developed by the team who brought you Tekken2, Soul Blade takes a bold and exciting new direction in 3D combat, with the introduction of weapons.

Each character in the game has worked on their weapon skills and now are the most lethal fighters in the world. Taki, a ninja girl with a deadly katana, Rock, the massive barbarian and Mitsurugi, the young brash Samurai are all dedicated to finding the Soul Blade and restoring peace.

Choose from a selection of 11 fighters, each with a staggering array of moves, combos, throws and reversals to use in combat. With each fighter there are multiple ending storylines for you to explore. The end sequences made famous in Tekken2, now are interactive which means you can alter the outcome of your characters quest.

One of the many new features in Soul Blade, is the ability to disarm your opponent. By depleting your opponents weapon bar via repeated attacks, the strength of their weapon can be weakened and you will dislodge the weapon from their hands. This opens up a whole new gameplay facet, ie armed vs unarmed combat.

There is also a fantastic use of 3D movement which other fighting games have not yet seen. By a quick joypad maneouver, every character can sidestep an opponents attack and then retaliate. You can even dodge an attack whilst your opponent is performing a long combo!

The most impressive addition to the game is the Edge Master Mode, a feature not seen at the arcades which is exclusive to PlayStation.

Edge Master Mode puts you into a quest for new exciting weaponry and power. By travelling the country side and following the story, you can take on new challenges to earn up to 8 new weapons per character. (THAT'S ALMOST 90 NEW WEAPONS TO DISCOVER!). Never has one fighting game packed so many features into one CD, which of course is the only format on which Soul Blade could be delivered.

Because of the CD format, Namco have been able to present the most imaginative and graphically stunning introduction sequence EVER seen on a home videogame console. If you though Tekken2 had fantastic presentation, wait until you see Soul Blade.

Soul Blade Rated 90% Hyper April 1997

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≫ *Galapagos*
PC
AVAILABLE: **JULY/AUGUST**
CATEGORY: **ACTION/STRATEGY**
PUBLISHER: **EA**
PLAYERS: **ONE**

Galapagos is a rather unique little game from developers Anark. Players take control of an imaginary insect-like creature called Mendel. Their goal is to guide Mendel through a series of puzzles so that he can finally escape the maze of Galapagos. Players direct Mendel, but he ultimately has a mind of his own. Players have to teach Mendel to trust them, teach him to get around certain obstacles, and how to survive in general. Among the challenges awaiting Mendel are robots, lava streams, laser mines, Greenpeace koalas and more. Each challenge, obviously, has some method of being avoided or disarmed and the players task is basically to teach poor little Mendel how to do the job. The other option is to raise his intelligence to the point where he/she can figure it out for itself! Mendel can adapt to his environment, like all clever critters, in order to facilitate his escape, but players have to guide him at all times. An interesting challenge? We'll see.   G. S
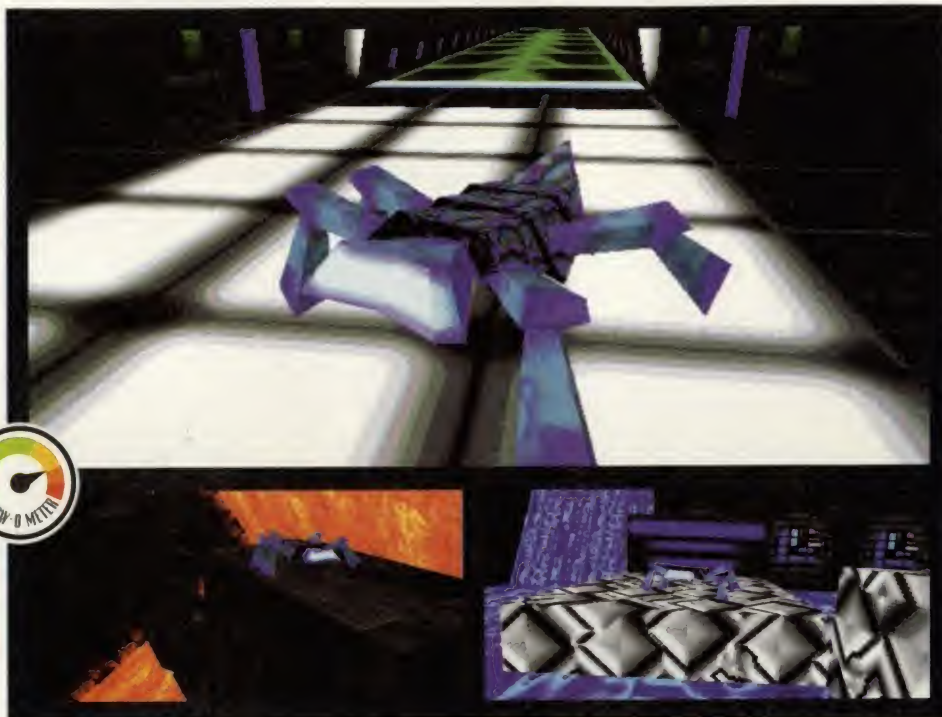
≫ *Unreal*
PC
AVAILABLE: TBA
CATEGORY: 1ST PERSON SHOOTER
PUBLISHER: GT INTERACTIVE
PLAYERS: ONE - MULTI

Epic Megagames have come out of nowhere with this one. All Quaked out and need a new challenge? Unreal looks to be the game that will take the first person shooter baton, along with Hexen2, this year with a 3D engine so hot it's already been licensed by Spectrum Holobyte and GT Interactive for their future projects. As you can see this game looks tasty, it comes with built in MMX and D3D support and will probably also support the 3Dfx and Rendition 3D chipsets natively.

Unreal features some suitably nasty weaponry - A quad shotgun (hehe) an eightball gun (yes it shoots snooker balls, which I think blow up on impact) and one weapon which blasts shards of crystal into your opponents that explode when they're hit by something else, kind of like putting a time bomb down your best friends pants. Of course Unreal will also support deathmatch play over a network, modem or TCP. The structure of the levels is said to be more like Hexen than Quake with smooth transitions from one to another.

The look of the levels, their colour scheme and even the monsters all scream 'Quake' Whether Epic did this to give gamers a familiar environment or whether it's just the best way to colour a dungeon I don't know but Quake freaks should feel pretty much at home. Speaking of monsters, Unreal has the meanest, most perfectly rendered looking critters We've ever seen! The AI is supposedly far superior to Quake and the single player game, on the higher difficulty settings, has been designed to test the most hardened of deathmatch veterans while the easier settings are designed to be kind to the greenest of newbies. This looks like it could be one of this years best games and you can be sure we'll keep you informed of any developments!   G. S
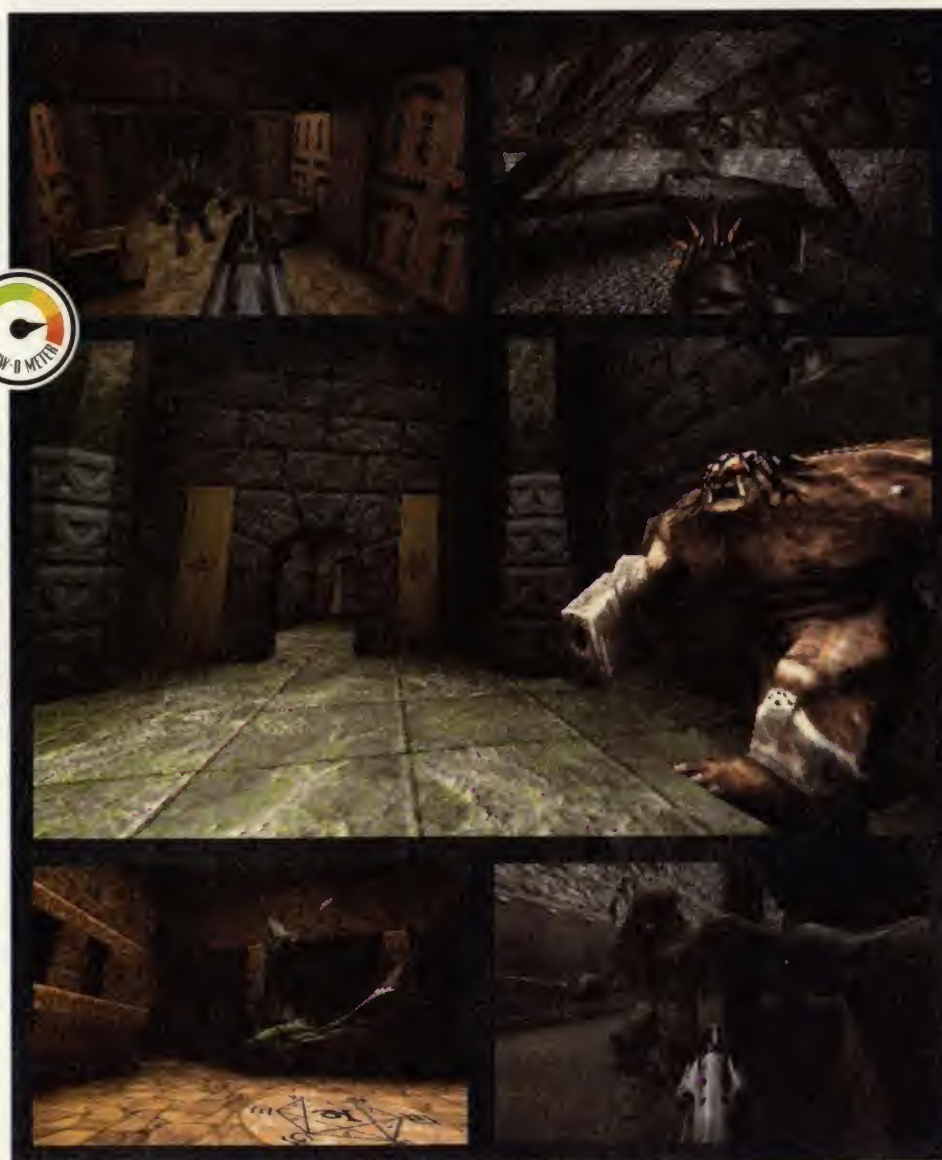
PREVIEWS

❦ Perfect Weapon
PC/PSX/Saturn

AVAILABLE: **VARIES**
CATEGORY: **ADVENTURE/FIGHT**
PUBLISHER: **ASE**
PLAYERS: **ONE**

Late last year Activision gave the gaming world a tiny taste of a new genre, one which many of you have been waiting to happen for a long time. The game was Time Commando and the new style, though very basic, was an adventure game with a full on 3D fighting interface. Suddenly there are quite a few titles on the horizon which look like taking this logical development through its natural course, creating true RPG/Adventure style games with a genuine combat interface which pits your skill and cunning against your opponents. One of these games is Perfect Weapon. Unfortunately you couldn't go backwards, which made it a bit of a "Walk on and Tonk" affair, and little else.

You play the role of Blake Hunter (yeah another crap name) Earth Defence Force's top agent and martial arts expert. The game starts with Blake finding himself on a strange, hostile world, one of five that have to be explored, trying to find out why and where he is. Perfect Weapon uses some pretty sexy programming techniques to get up to five 3D characters on screen at the same time so the action certainly isn't confined to VF or Tekken style one on one combat but full capable of full on 3D melees! There are apparently over 1300 locations in the game to explore, which is just a wee bit more than the average fighting game, and as you can see from the screenshots they look pretty fabbo. Perfect Weapon's designers have also come up with something they call Behavioural Artificial Intelligence which will make the bad guys tougher and tougher to fight as the game progresses. What it does is analyse your fighting moves and figure out the best counter to them, basically making your opponents behave like real enemies who learn from you what your weaknesses are! Fear not there will also be three difficulty levels to suit the game to everyone's abilities. This could be one of the sexier multiplatform titles this year... here's hoping so! G.S
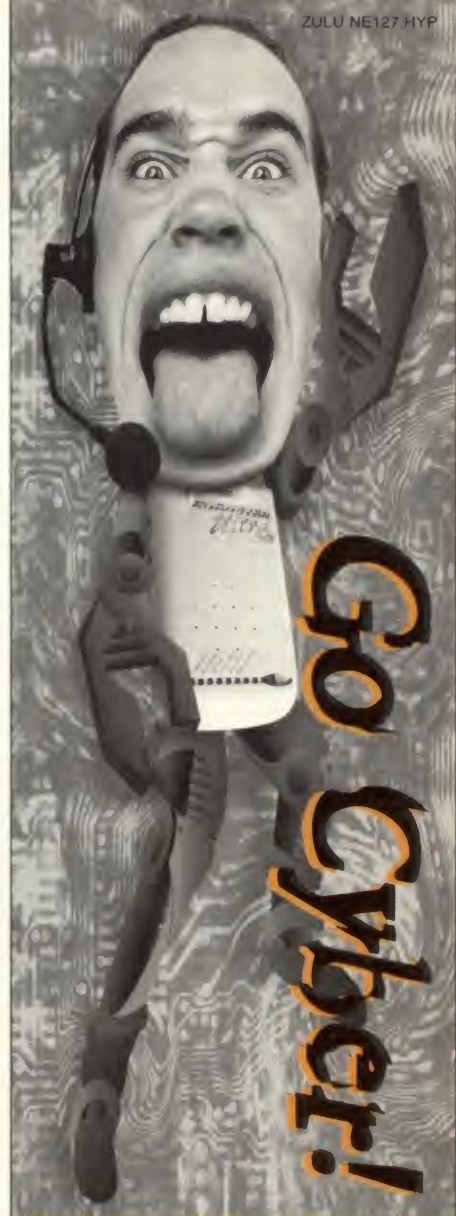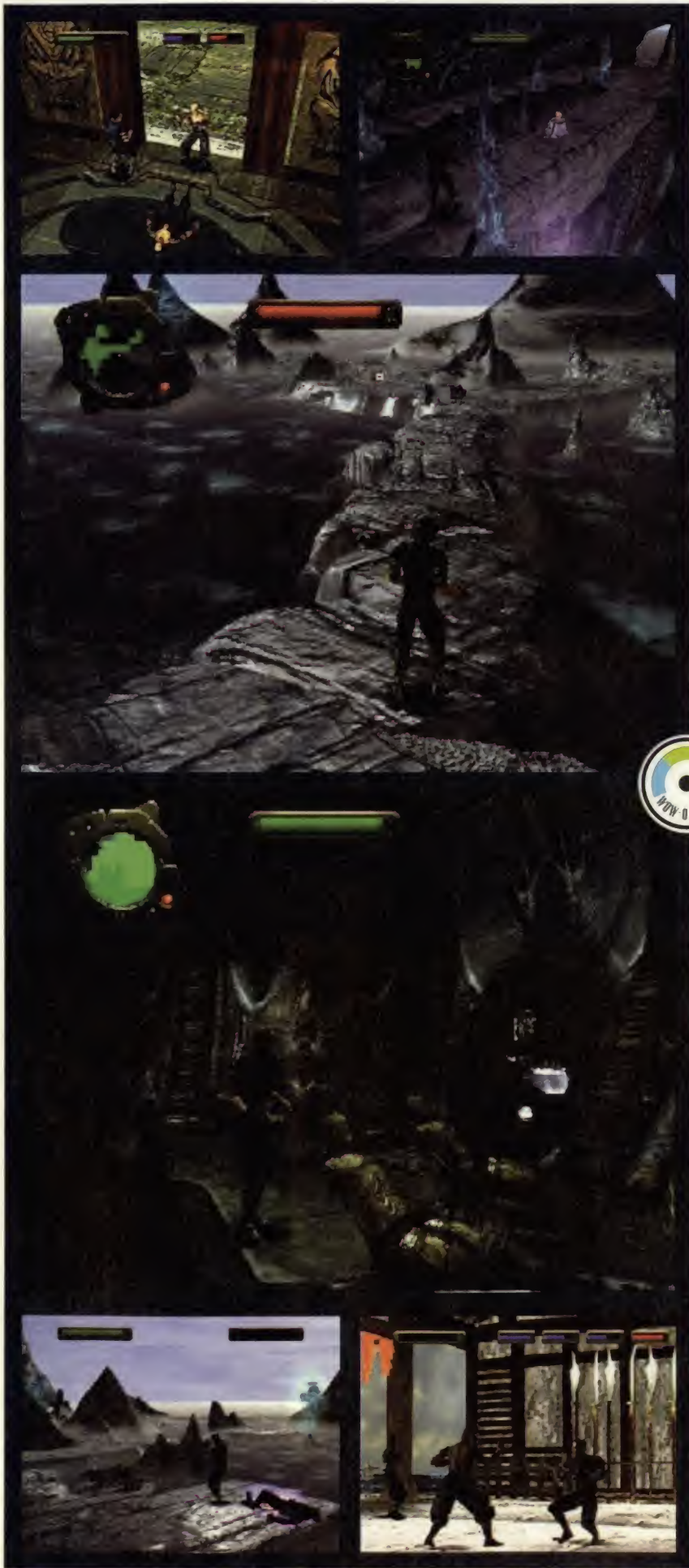
» Fifa 64
Nintendo 64
AVAILABLE: **TBA**
CATEGORY: **SPORTS**
PLAYERS: **ONE-TWO**
PUBLISHER: **EA**

Well it had to happen, FIFA '97 is being 'ported by EA in their first foray into N64 territory. After an initial whinge about the constraints of cartridge based formats the EA team put their heads down and have come up with something very sexy indeed. As you can see, FIFA 64 looks bloody good and plays just like any other FIFA'97. The changes that had to be made were in the audio department, there just isn't as much room for sound on a cart as there is on a CD! A lot of the play by play commentary has been edited but the effects type sounds, crowd noise etc., are all still there and sound great. Those that love hearing the names of their favourite players reeled off by John Motson will be a tad miffed though, since that's what's missing. The player animations are much smoother than any other FIFA title and the N64's anti-aliasing and mip-mapping capabilities have been used to good effect. EA have also included analogue controller support for the N64's little stick, so there should be a more accurate control system, allowing players to move in perfect circles, etc (assuming they have the skills to pay da bills). This sort of title is particularly interesting when it comes to comparing the consoles against one another, and should no doubt be the source of many silly letters about which console is better (which we probably won't print).   G.S

» Dark Light Conflict
PC
AVAILABLE: **JUNE/JULY**
CATEGORY: **SPACE COMBAT**
PUBLISHER: **EA**
PLAYERS: **ONE-MULTI**

Genetically created to be the perfect fighter pilot, you are one of a handful of humans able to fight alongside the warriors of the Repton clans, no one else can stand the smell. You must learn the language and customs of your strange alien alies. Not only is gathering such intelligence your real mission it is also essential to your survival. Dark Light is operatic space combat in the style of Wing Commander, without all the Hollywood bollocks. The other difference is that it supports up to eight players in multiplayer combat with 5 different modes: Tag, Capture the Flag, Mother Ships (?), and Killing Sector. Unlike a lot of other multiplayer games of late though EA haven't skimped on the single player side, including over 50 missions for the solo pilot. If you prefer to play with yourself, and lets face it who doesn't in this day and age, EA have made sure you won't be out there alone. Dark Light Conflict also features a wide range of commands to keep your wingman or woman on their toes and make sure they're helping you out not doing their hair or cutting their toenails while you're getting your butt kicked.

Dark Light has some pretty nice looking SVGA graphics which boast realtime lighting effects such as lens flares and multiple light sources. Space flight has been based on realistic physical modeling and there's even a machine that goes ping. Look out for it soon.   G.S

Duke Nukem 3D
Saturn

CATEGORY: **ACTION**
PLAYERS: **ONE-FOUR**
PUBLISHER: **3D REALMS**
AVAILABLE: **JULY-SEPT**

Here's some good news for Saturn owners starved for excitement - Duke Nukem 3D is almost here and, if Sega/Ozisoft get it together, so is the Saturn NetLink peripheral. Put the two together and you've got the world's first console net game! For those Saturn owners that have had their head in the clouds, Duke Nukem 3D is a Doomer with a sense of humour. A questionable sense of humour maybe, but hey, it's better than nothing. It will be interesting to see what happens with the censorship of this game, since Australia is a part of the PAL market, but the UK is a lot more lenient, thus there might have to be a special Australian version, which is almost unheard of when it comes to console games. All of the original PC games levels have been converted for the Saturn version and it looks like 3D Realms have done a great job with the graphics too. All the traditional weapons are there: shotguns, shrink rays and pipebombs and possibly some exclusive Saturn only levels. The game will supposedly be on sale in the States early in their summer which probably translates as late Winter for a local release. G.S

NO HEAD ON BUMPING

⟫ K1 Arena Fighting
Playstation
AVAILABLE: **JULY/AUGUST**
CATEGORY: **FIGHTING**
PUBLISHER: **THQ**
PLAYERS: **ONE-TWO**

If you're lucky enough to have satellite TV you may have seen the K1 Arena Fighting League in action on an American cable channel. The K1 League is basically a no holds barred kickboxing contest with entrants from all over the world. Full contact kickboxing is an illegal sport in Australia so it's not very familiar to most people but if X-ing and THQ have their way it soon will be. THQ secured the license to K1 Arena Fighting and have incorporated many of the actual fighters currently competing in the League.

The gameplay rests somewhere between a 3D fighter and a boxing game with the emphasis being on kicks, blocks and punches. The timing of your strikes and blocks in K1 will be more important than in other fighting games however. And as well of the usual health bar knock out you'll also be able to win by flooring your opponent three times in the same round. Look out for this one in mid to late Winter!   G.S

⟫ Little Big Adventure 2
PC
AVAILABLE: **JULY**
CATEGORY: **ADVENTURE**
PLAYERS: **ONE**
PUBLISHER: **ACTIVISION**

Twinsen's Adventure, or Little Big Adventure depending on where the game came from, did huge business in Europe and Asia but didn't do that well in the U.S. Hoping to change that this time around, Activision, a Company that looks like having a very big year in '97, have put more resources behind developers Adeline to make 'Little Big Adventure 2' bigger, brighter and better than its predecessor.

The gameplay stretches over a varied range of environments and involves a wider range of actions and activities on the part of Twinsen than seen in the first title. As you can see from these early grabs Twinsen2 looks quite tasty and in order to see as much of them as possible the programmers have included Mario64 like camera views, four in all, which will also make finding things a lot easier.   G.S

≫ Omikron
PC

AVAILABLE: **TBA**
CATEGORY: **ACTION/ADVENTURE**
PLAYERS: **ONE**
PUBLISHER: **QUANTIC DREAM**

Newcomers Quantic Dream are currently developing a game that looks very interesting indeed. Gameplay takes place in a crystal domed city called Omikronwhich also gives the game its' name. The player is completely free to move around within Omikron, both in the streets as well as inside buildings. The player can talk to the people of the city, fight in 3D and commandeer various ground based and flying vehicles. The fighting won't be half hearted either, with a decent combat engine in place (like Tekken 2... so Quantic Dream say).

Among the interesting twists in the game design is the concept of 'virtual reincarnation'. Whenever a player's body dies (in combat, for example), the player's soul is transferred into the body of the first person who touches the dead body. The results are twofold. First, players must adapt to new bodies and make use of its strengths and overcome its weaknesses. Second, players just can't restore an earlier saved game. They are forced to continue the quest within the new form.

Another element in Omikron which sounds particularly sexy is the IAM (Intelligent Adventure Manager), which essentially creates problems/puzzles for the player to solve, but does not give them a singular solution... instead, it allows the player to get around this problem however he or she feels necessary. For example, a player might see a door and find that it is locked. There could be a key he or she could use, but there may be more than one way through the door, like that stick of dynamite you found earlier that you seem to have no use for. How flexible this system is remains to be seen, but suffice to say, it sounds pretty cool.

The 3D engine uses D3D, SVGA, 16-bit colour, running under Windows 95 with the 3Dfx and Power VR cards being supported natively. In addition the engine does have an interesting ability to map motion captured facial expressions on character faces in real-time interlaced with voice! The game will appear first on the PC and at a later date on multiple but as yet unannounced consoles.

The game will be being showcased to the big publishers around now, so we should know who's snapping it up shortly... Could be one of those big groundbreaking games.   G.S
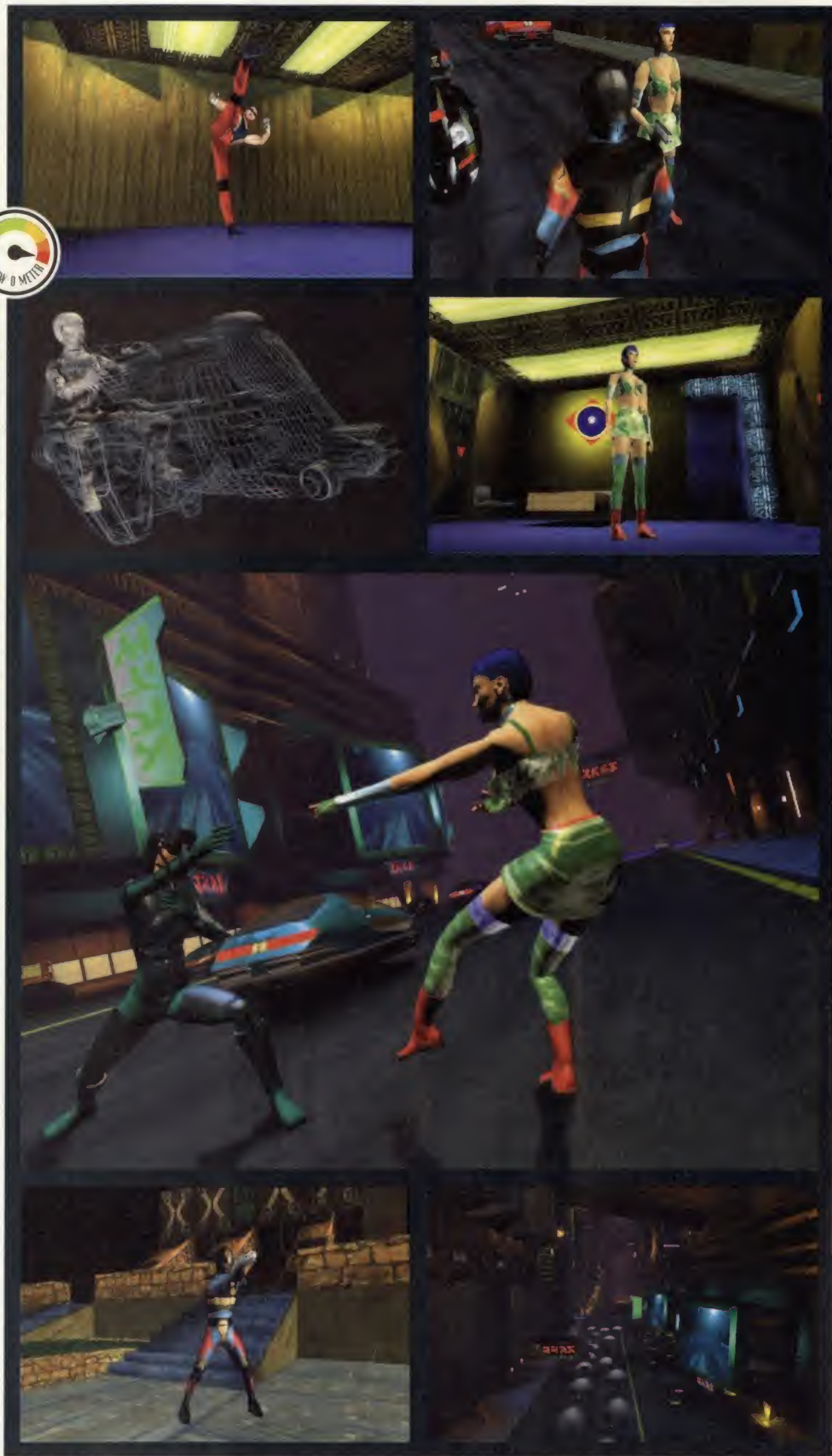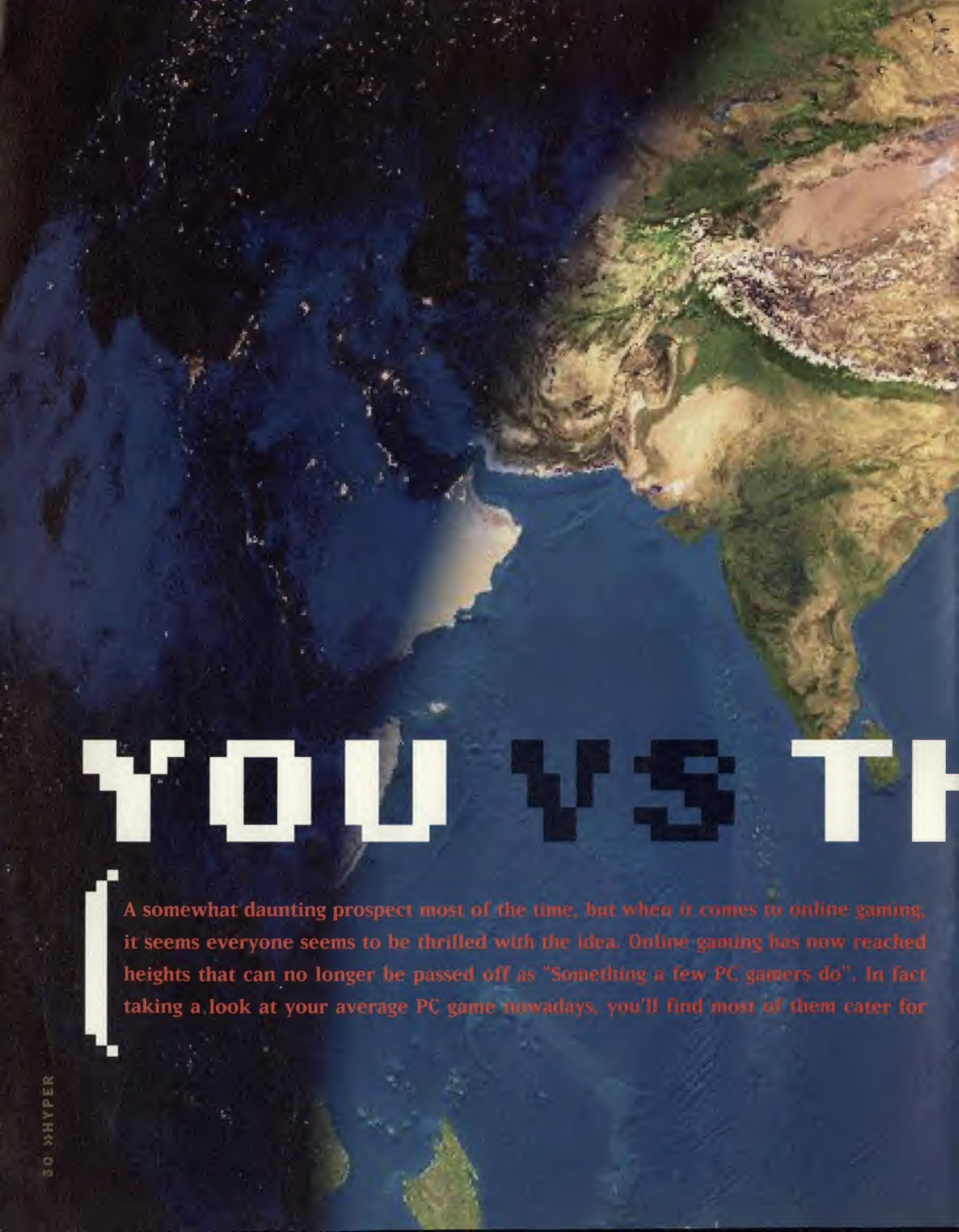
YOU VS TH

A somewhat daunting prospect most of the time, but when it comes to online gaming, it seems everyone seems to be thrilled with the idea. Online gaming has now reached heights that can no longer be passed off as "Something a few PC gamers do". In fact taking a look at your average PC game nowadays, you'll find most of them cater for

HE WORLD

BY DAN TOOSE

network gaming, or even TCP/IP gaming over the Internet. The biggest problem with online gaming is that most people still don't know what's out there, so here's a run down on what's out there, a bit of a "How to", and what you can look forward to...

This is the future of gaming >>

For those of you owning a PC, online gaming is really just a phone call away. We'll take a look at modems, getting Internet access, and getting patches and other things you may need to play the games.

THE MODEM

In terms of computer hardware, all you really need to get into online gaming are a decent PC (something current), and a modem. Unfortunately 14.4Kbps modems no longer cut it. The 14.4 represents how many kilobytes per second the modem can transfer, thus a 28.8Kbps modem is twice as good. Today's games that are played over modem generally require a 28.8Kbps modem, as they need to send more information between the computers for the game to run smoothly. This number is your bandwidth. You could invest in a 33.6Kbps modem, however it may be a while before this becomes a standard, since many places you'll dial into won't have them, which means your connection will be limited by their modems. The 56Kbps modems may start to appear in a few months time, which would mean some seriously good connections.

INTERNET ACCESS

This is not necessary with all online gaming, as there are various companies that have setups where you dial in direct, and play against other people dialled into the same server (server being the computer that is running the game). Also, as big online gaming companies appear, they will all offer net access, in case you don't already have it. However, many games developers are now catering for those with net access, for example Diablo can be played over the net thanks to Blizzard's Battle.net at no extra charge. When it comes to picking an ISP (Internet Service Provider) there are a few things to consider. Firstly, the cost. Unless you're one of those rare breed of gamers that can say "I'm only gonna play for one hour", and actually stop after an hour, you're going to want an account that just charges you a flat monthly fee. This way you'll be able to start a game, and finish it, without having to pay extra for being logged on so long. The other consideration is the ISP's bandwidth, how many lines they have, and how many clients they have. A new ISP might seem to have low prices and perform really fast at first, but once they get more customers, if they don't upgrade their link to the net, and get more modems, you may find yourself with a slow link, or possibly having to wait to get on. Choosing an ISP is not a lifelong commitment or anything, but you can waste time and money with a bad choice, so go buy a magazine like Internet.au, and use the list of Australian ISPs up the back of the mag, so you can make a few calls, and ask a few questions.

If you're only going to be on the Internet to play games, then going with an online gaming company's Internet service is probably going to end up being the most convenient and cost effective way of doing it. You will probably have to pay hourly, but if TEN (Total Entertainment Network) over in America is any indicator as to what it's going to be like over here, it will all be quite affordable, as they charge their users 95 cents an hour (That's just for the Internet access if you don't already have it).

GAME PATCHES

To get the most out of some games (or even to get them to work at all!), you may need to download patches off the Internet, that will assist you in getting things running smoothly so you can. For example, Quake is now up to version 1.07, and most Quake servers will require you to have upgraded your copy of Quake for you to be able to join in a game. Check out the web pages of the developers of the games (like iD, Blizzard, etc.) to find the latest patches for the games you want to play. Many servers also keep a web page, with a download section, so you can get everything you need to play on that server. This is almost always the case with the online gaming services, which actually check what you've got and tell you when you need to upgrade. To make things even easy, they offer to download and upgrade on the spot for you, so you don't really need any initiative to get gaming.

Something that no-one ever tells you that you need to know, is that you will need pkzip and/or winzip, which is a compression program (it takes files and squishes them into a compact bundle so it is quicker to download). Do a search on pkzip or winzip with your web browser, and you should be able to download it from somewhere. Almost EVERY patch and file you get off the Internet is "zipped" so you really do need it. Since most online gaming and downloading is done in Windows, winzip is the program you really want.

TYPES OF ONLINE GAMING

Here are your options for ways to go about online gaming. Each one has its pros and cons.

LOCAL SERVERS

A sure fire way to ensure that you have good latency (connection speed) to a server is to be dialled into it direct. Think of this as dialling into a BBS that just act as game servers. Some of the game servers run purely to host one particular game, and others run several games. These sights have till recently required a bit of knowledge as to how to configure various network settings for your modem and stuff. Quite a lot of ISPs are running Quake servers, etc, just as an added bonus. You may already be on an ISP that has all this set up without your knowing it.

An example of a local server would be Sydney based Digital Underground, which has started as a simple Quake server, but has gone on to develop their own client program to make getting into online gaming as easy as possible. Their client program lets the user see which players are on the various Quake servers, what their score is, etc. The whole thing also serves as a place for the customers to download whatever they need to participate in the games. If you want to check out Digital Underground, their web page is at http://www.dug.com/

PROS:
■ Excellent low latency, which ensures good quality gaming.
■ Generally well priced.
■ More personal attention.

CONS:
■ You're only playing against people who dial into the same server, which is generally a small number of people.

KALI & KHAN SERVERS.

Kali has been a very strong force in online gaming. The deal being simple: If you have a SLIP/PPP account with an ISP, then you can get Kali and use it to play people that you meet on Kali servers. The beauty of it is, that you simply have to pay for registration just the once, then the only fees you ever pay again are for your Internet access. Kali automatically updates itself, and tells you which servers you have the best ping times to (best latency). Also, once you're actually on a Kali server and chatting to people, you can see who you have good latency to, so you can ensure you'll get an enjoyable game, rather than a game that will be jerky, and probably end up dropping out. When you perform a latency test, it is called "pinging". What Kali does is fool your computer into believing that it is on an IPX LAN, which is what most games are designed to be played multiplayer on. The same thing that makes Kali cool, also is what limits it. Since people connect to Kali servers from different ISPs (which is very convenient), the range of ping times vary, some will be good and others bad (not so convenient). This means you will have a smooth game with some, but not with others. With some games this is not a problem, since the games don't need to send much information that quickly in order to run okay. However, high speed games like Quake, that have big 3D environments, and lots of things to keep track of, require good latency to run smoothly. So Quake is not as big on Kali as many would have expected it to be. A ping of 280 is fine for Warcraft 2, but for Quake it isn't, and thus certain games become more popular than others on Kali due to how playable they are.

Kahn is just like Kali, except that it seems to run much better. Of course to be as successful as Kali has been, Kahn needs to build up a large base of servers, which is seems to be well on its way to doing. It is also free for the time being, which is handy for those that are strapped for cash.

PROS:
■ One time only cost.
■ Takes IPX games to the Internet.
■ Well established, so there's lots of people to play.

CONS:
■ Can be a bit fiddly to get some games working.
■ Some games don't work well over Kali (like Quake), unless you are lucky enough to get a bunch of people who all have good pings.

NATIONAL DEDICATED GAMING NETWORKS

This would seem to be the future of online gaming, as it brings people from around the country together for some serious gaming experiences. This has been a reality for a little while in the US and Canada, with the rise of the two major gaming networks, TEN (Total Entertainment Network) and Mpath's Mplayer. Both systems have an interface that includes chat rooms, which the player can join or create. There's very little difference between these two services, except that TEN has exclusive rights to some of the games which are playable on the TEN system. This is the most likely reason that TEN is leading the way over in the US. The idea of these services is to make everything so easy to use that you really need no modem or networking experience whatsoever. For example, if you go to join a game of Quake, but you don't have the latest patch required to join in the

game, then the client program (the thing you access the network through) will inform you of what the problem is. Rather than leave you on your own, it will download the patch for you, install it and launch the game for you. Some of the groovy features that Mplayer is capable of is speech, so you can talk to the people you play with, as long as you have a microphone. Perhaps you may wish to plan strategies with your team mates before going into the game... So what better could you want than the online scribblepad so you can explain yourself visually.

Australia has never had this sort of service before on a national basis, until just recently. One of the companies that is leading the way are Multiplay (formerly known as QZone). Multiplay have signed an exclusive agreement to affiliate themselves with TEN, which should help them gain strong footing in this new industry. Not only will Multiplay use TEN's client program to help make online gaming quick and easy, they will also have exclusive rights to host various games, thanks to TEN's dealings with the developers over in America. Quake fanatics will be interested to know that Multiplay are the exclusive owners of Australia's Quake World master server, and will be holding a national Quake competition soon, with major travel prizes, etc. for the winners. Those of you that are a tad miffed with the connections they're getting to Blizzard's Battle.net server can breathe easy, as Multiplay will be running an Australian Battle.net server. Multiplay will have nodes in Sydney, Melbourne, Canberra, Wollongong, the Central Coast, and Brisbane by May 1st, with multi megabit links between them, to ensure ultra fast gameplay across the country.

There are other contenders in this category within Australia, one of them being Games Online, a Melbourne based company that uses a 1300 number to allow users from all over Australia to connect to their servers. Their services are somewhat pricey, but they do cover the whole nation, and have a fast reliable service. Yet another is The Core On Line Games, which have nodes set up along the east coast. The Core put a big emphasis on being part of a gaming community, with nice little touches like an online "mascot" who does things like pop into the chat channels and give away some free access to a random user, or a prize, or whatever.

These services will be comparatively expensive compared to America, but that should change once people start subscribing and the companies are a bit better established. Of course the fact that there are multiple companies going for the same market will mean there will be an element of competition in prices.

To go and check out the web sites of these services, go to: Multiplay: *http://www.multiplay.com.au/* Games Online: *http://203.63.154.200/* The Core Online Games: *http://www.core.net.au/*

FREE SERVERS.

Now isn't that what we all like to see... FREE stuff. Free servers are few and far between for obvious reasons, but those that are there are thriving. The classic example of this is servers like Blizzard's Battle.net for Diablo and Westwood chat for Red Alert, just to name a couple. As long as you've got Internet access, you can connect to online services with ease. The software to connect to these sites usually comes with the game itself, which is essentially extra incentive to buy the game. Considering the huge success of games like Diablo and Red Alert, you can expect more of these to pop up over time.

MUDS

This is where Internet gaming all started. It's not nearly as action packed as your average commercial online gaming experience, but it is free, and it's great for those with old computers that can't run the latest games. MUDs (Multi User Dungeons) are essentially online, text based, role playing games. Players generally generate a character, then start exploring the world around them. People can team up against monsters and work as an adventuring party, just like in non computer RPGs. Besides just building up a character, there's also the chance to become a god/builder, and actually contribute to the gaming world by making new areas, etc. You could say it's a bit like "poor man's Diablo", except that heaps of people can be in the one game at once.

To check out MUDs go to *http://www.mudconnect.com/* There you'll find a list of MUDs you can connect to, and everything you'd need to know.

THE TEN (TOTAL ENTERNETAINMENT NETWORK) CLIENT. ANYONE INTERESTED IN SUBSCRIBING TO MULTIPLAY SHOULD GET USED TO THE LOOK OF THIS, CAUSE THAT'S WHAT IT'S GOING TO LOOK LIKE.
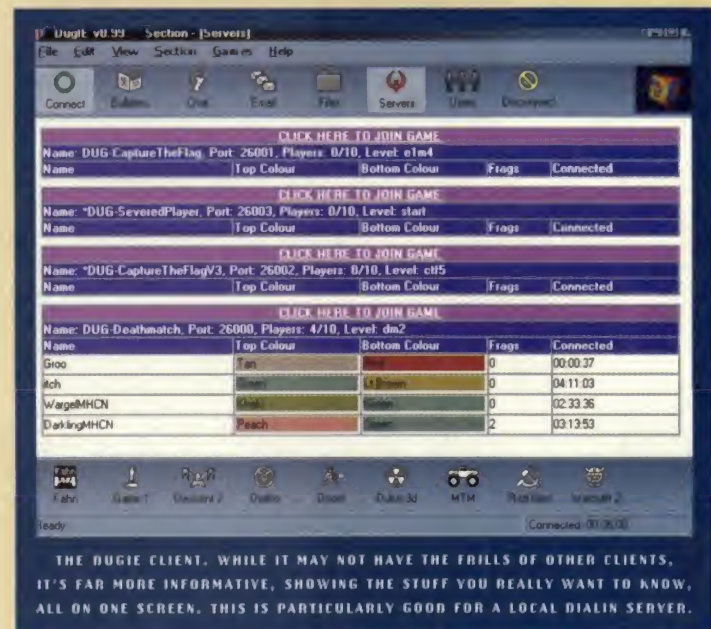
THE DUGIE CLIENT. WHILE IT MAY NOT HAVE THE FRILLS OF OTHER CLIENTS, IT'S FAR MORE INFORMATIVE, SHOWING THE STUFF YOU REALLY WANT TO KNOW, ALL ON ONE SCREEN. THIS IS PARTICULARLY GOOD FOR A LOCAL DIALIN SERVER.

THE BATTLE.NET CLIENT. IF YOU WANT TO PLAY DIABLO WITH OTHER ONLINE, THIS IS ABOUT AS EASY AS IT GETS. IT SHOWS YOUR LATENCY TO THE OTHER PLAYERS, AND HAS LOTS OF DIFFERENT CHAT CHANNELS. MAKES GAMING EASY.

Of course to play online you need games, so here's a few of the titles that are big online (Some of the others include Duke Nukem 3D, Warcraft 2, and Descent 2).

QUAKE

Quite possibly the most heavily anticipated game ever. It disappointed many, but most of these disgruntled folks were those that only played it single player. Playing deathmatch is what Quake is all about, since human beings make much nastier opponents than computer controlled monsters. The beauty of Quake lies in the fact that it is really a gaming engine, as opposed to just another game. This has allowed some clever folks out there to create their own levels, weapons, monsters, and features, which help keep the whole thing interesting.

Another feature of Quake that puts it ahead of the other games in the first person shooter genre (like Doom, Hexen, Duke Nukem) is that the games run on a server that the players log into, and players can come and go without need to start a new game.

In Australia, to this point, Quake has mostly been played on local servers, since Quake really requires good ping times for you to get a decent game. Quake World will, in time, bring the best players against one another, as national ranking begin to become clear, and people start playing for serious honour (and probably prizes). The national networks should make the game even bigger.

Quake's versatile gaming engine has allowed for cool things like capture the flag games, where players separate into teams, and use their skill and wits to outplay the enemy. For those serious about team play, you can always go join a Quake clan, and help your team battle its way to the top.

There are tons of web sites devoted to Quake, but if you're after a list of the Australian clans that you could either challenge, or perhaps join... go to Quakemania at *http://www.vision.net.au/chuck/quake/*

DIABLO

For so many years MUDs were the only option for people wanting to play RPGs over the Internet, but recently, Blizzard have made a game that has brought a very action based style of RPG to the Internet, called Diablo. Like Quake, Diablo allows people to come and go from an ongoing game (up to four people in one game), so you get that added novelty of having another adventurer wander in and help, or hinder you. Unlike most RPGs, Diablo has a very broad range of appeal due to how it is a real time, action-based game. Diablo has had some hassles with people cheating, but have since ensured that everyone who logs onto Battle.net has to download a patch which stops all the various cheating patches that people had installed. While people can play over Kali, most people play Diablo over Battle.net, which is a free service.

For more info on Diablo, check out our March 97 issue. Alternatively, you could go to *http://www.scorched.com/*

RED ALERT

The games responsible for bring the big commercial titles to online gaming would have to be Command & Conquer and Warcraft 2. It stood to reason that the sequel to C&C would be a smash hit online, and it has proven to be true. Red Alert is a real time strategy game, where you attempt to defeat your opponent through tactics not only in manoeuvring your forces, but also in resource management. The competition in Red Alert is very fierce, but there is such a cross range in experience of players on the Internet that you should have no problems finding someone at your own level of play. Like Diablo, Red Alert is mostly played over a free service, that being Westwood Chat. Unlike Quake, Red Alert doesn't require you have a super fast link, which makes it much easier to get a decent game with someone over the Internet. There are countless web sites devoted to Red Alert, but if you want to get into some competition, try *http://www.netleague.com/*

ULTIMA ONLINE

It's not up and running yet, but Ultima Online is the most hotly anticipated online gaming experience. Essentially it will allow thousands of people to log in and wander around Britannia, the much loved world created by Richard Garriot. Beta testing continually gets put off, but there's no doubt it will happen. There have been a couple of online role playing games already, like Sierra's "The Realm", and Meridian 59 by the 3Do company, but neither have received the same amount of interest that Ultima Online has. While many are quite miffed that UO has been put off again and again, it's understandable, since Origin are determined to get it right, rather than just get it out.

If you want to check out the progress for Ultima Online go to the home page at
http://www.owo.com/uo1.html

CONSOLES ON THE INTERNET?

At this stage, only one of the next generation consoles has got Internet capabilities, and that's the Sega Saturn. Over in the United States, the Saturn Net Link is being offered as a solution for people wanting to get on the net without having to buy a PC, since let's face it, it's a lot cheaper to buy a console with a modem on, than a PC and a modem. Sega have already anticipated the most immediate complaints, those being about the Saturn lacking a keyboard and mouse... both of which you can get for the Saturn. The mouse is Saturn specific, but any PS/2 keyboard can be plugged into the Saturn with a cheap adaptor, which means you can quite practically use the Saturn to send email, and web browse. Those who already have an ISP can use the Saturn to access it, just like on their PC.

What's this got to do with online games? Well, the games should start to come out in America later this year. The best thing is, they're big titles, like Quake and Duke Nukem 3D. One can only hope that this takes off, and that we may start to see online versions of other action games on the Saturn, like Virtual On, and Virtua Fighter 2. No word as to whether or not the Net Link is going to be available here in Australia, since it really remains to be seen how well it is doing in the US.

The Nintendo 64 is rumoured to have plans to include a modem facility in the bulky drive, but this remains to be confirmed by Nintendo, so it's hard to say where that will go. ◀◀

DUKE NUKEM 3D, CURRENTLY ONE OF THE MOST POPULAR ONLINE GAMES FOR THE PC GAMERS, NOW WILL BE MAKING IT'S WAY TO THE SATURN. IF THE GAMEPLAY RUNS SMOOTHLY, IT COULD BE THE BEGINNING OF A NEW ERA FOR CONSOLES.

BRIAN PATCH

CORE BLIMEY!

SINCE IT'S BIRTH IN 1988 CORE HAVE CREATED OVER 40 TITLES, WINNING NUMEROUS AWARDS IN THE PROCESS. HYPER TALK TO CORE ABOUT THE GAME THAT DID MORE THAN JUST PUT THEM ON THE MAP...

>> **In 1988**, when he founded Core Design, Jeremy Smith already had eight years experience in software publishing. Core's first game, Rick Dangerous, was published by Firebird and achieved number one status in the UK chart, subsequently winning European Game of the Year award. This success was followed by Core design winning Developer of the Year award.

The firm established itself as a publisher in it's own right releasing successful titles on various formats initially Atari ST and Amiga before turning it's attention to the console and PC markets.

At the end of 1994 Core was acquired by CentreGold plc, comprising the publisher, US Gold, and distributor, CentreSoft. CentreGold agreed however, that Core should be left alone to operate on it's own.

In March 1996 the Eidos group acquired CentreGold. Once again, however, it was decided that Core should continue to be run independently, which proved to be a good thing.

The year ended with the release of Core's most successful title to date, Tomb Raider. The game received unprecedented praise from reviewers and sales world wide are approaching 2 million units.

There are also discussions for a CD single, an animated TV series and, ultimately, a live-action movie. Proving Core have created a real winner with Lara Croft. Eidos have even found a real-life Lara, a model who plays the part of the Tomb Raider star for PR purposes and has already appeared on a number of leading TV shows over in the UK. Eidos plans to continue promoting Lara as a genuine star in her own right throughout 1997, which should help make Tomb Raider 2 get a little more

capable of creating a number1 game so we know that there's no reason why we can't do it again!

We're certainly not going to rest on our laurels - all the teams working on new projects are busy trying to beat the Tomb Raider technology and graphics to create games that are even better...

Morale is really high - the TR excitement still hasn't died down so there's a real buzz in the air.

Hyper: Where did the idea for Tomb Raider come from? Were you sitting around watching an Indiana Jones movie or something?

Core: Toby Gard originally came up with a concept to create a corridor-style game featuring a third-person view. He wanted the game to have a really strong story-line, almost like a film so that's where the adventure element came in. His ideas were so ambitious that nobody thought it would work out - wrong!

Core: 'We wanted the game to be more than just another Doom clone. I conceived of taking a corridor-style game and introducing a main character, moving away from the first-person feel. The idea was to create a game that would look as exciting as a cartoon but would offer the same complete freedom of movement as Ultima Underworld had'. TOBY GARD

Hyper: How about Lara herself, was she someone's high school girlfriend? Or did she just pop into someone's head?

Core: Pure fantasy - that's where the idea for Lara came from! We were sick and tired of the stereotypical males in computer games, and as most gamers are male, we thought they would prefer to look at a gorgeous woman rather than a macho man.

Seriously though, there was yet to be a strong female games character - most are portrayed as 'trophies' to be rescued or added as 'token' females.
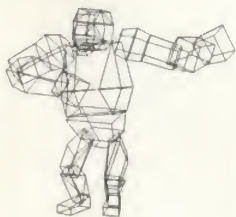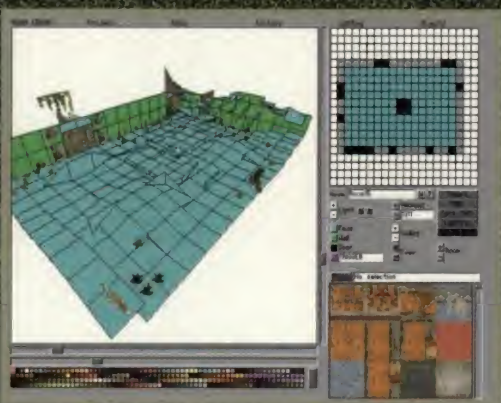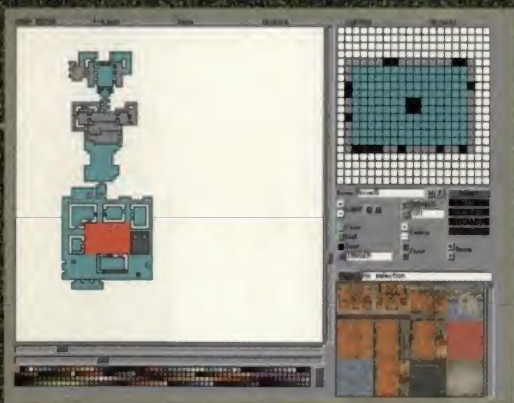
attention than your average software release this year.

We've been lucky enough to get to talk to the Tomb Raider development team, to get the low down on the creation of what was one of the coolest action adventure games ever, including a look at the level editor, which made the whole thing possible. There's also word on upcoming Core titles... which should no doubt be receiving quite a bit of attention since the release of their last title.

Hyper: Core's been around for a while now... What has Tomb Raider really done for Core as a development company?

Core: Tomb Raider has really put Core Design on the map in a big way. Core have always been respected for console development - Thunderhawk Mega-CD and then Firestorm: Thunderhawk 2 Saturn were both considered to be ground-breaking titles but before TR we lacked status for our PC development. TR has now established Core as a serious contender on this format. TR has gained critical acclaim all over the world - it has been the most successful title to date for both us and our parent company, Eidos. With their backing we were able to gain the support we needed to market the game in a big way. Needless to say the proceeds from TR have enabled us to invest in all sorts of new equipment for bigger and better results!

The success that we have achieved has really made a big difference within the teams at Core - we've proved that we are

Lara enabled us to create a whole series of graceful moves that no male could ever perform - she's agile as a cat, tough as nails, sexy as hell and is definitely the most sought-after games character at the moment.

Hyper: The levels in Tomb Raider are quite intricate... Did you have to develop a level editor especially for the project, or was there something in existence you were able to base it on?

Core: The Tomb Raider level editor was written from scratch by Gavin Rummery who is now working on the sequel. The editor formed the crux of the game as it allowed the levels to be played during the design process. This was of critical importance when calculating those long death-defying jumps and falls. Once the basics of the level were sorted out, we could then place Lara in the level and play it through, making adjustments along the way. It also allowed the artists to 'fly' through the levels to make sure that everything slotted together fluidly.

Hyper: How about the motion capture on Lara and her various adversaries... Did you stick an athletic femme in front of a camera? How was it all done?

Core: No motion capture was used. Toby Gard's excellence in animation meant that it was actually easier not to use this facility - everything was done by hand. Toby drew reference from animals/people etc and transposed it to on-screen animation. You can expect to see even more animations in Tomb 2...

'A motion-capture system was not used. This was because, surprisingly enough, it would have inhibited Lara and would have made some of her actions look awkward. By animating Lara ourselves, she is allowed to move fluidly and far more gracefully than a motion-capture system would allow. Also, it's a hell of a lot cheaper!' TOBY GARD

Hyper: What were the most difficult things to tackle in the making of Tomb Raider?

Core: Probably the level editor - it took months to perfect. Also, making sure vast amount of rooms were all individual, that texture maps were as realistic as possible and the the whole thing looked authentic. Another thing was getting the balance between fighting/adventure/puzzles sorted out so that the game stayed 'fresh' even in the later levels.

'The rooms are all texture-mapped. Once the layout for each level has been decided the graphic artist chooses the different textures and lays them down. We have spent many months researching and collecting/designing the different textures to make the backgrounds look as authentic and interesting as possible'. NEIL BOYD, GRAPHIC ARTIST

'The Tomb Raider engine has 6 degrees of movement, polygonal objects and characters, dynamic light-sourcing, intelligent camera angles and dozens of other graphical effects, including haze and translucency.' PAUL DOUGLAS, PROGRAMMER

'Tomb Raider features a female character, massive gaming environments, authentic levels which have been painstakingly researched, a main character with over 4000 frames, realistic enemies, unique combat, logical puzzles' TOBY GARD

Hyper: Tomb Raider has come out on PC, Saturn, PSX... was it

that were tossed up, then rejected due to a lack of either practicality, or something that seemed cool, but turned out to be detrimental in the end?

Core: 'A lot of ideas weren't used to due lack of time rather than practicality - we had a clear idea of what we wanted to achieve so there weren't really any ideas that were implemented and then turned out to be detrimental.' HEATHER GIBSON, GRAPHIC ARTIST

Hyper: Eidos are bringing out Deathtrap Dungeon soon, which looks remarkably Tomb Raideresque. Did Core have anything to do with it? Does it use the Tomb Raider engine, or is it just a co-incidence?

Core: No, it does not use the Tomb Raider engine at all! So far Core have had nothing to do with it as it is being developed at Eidos' London development studios.

Hyper: You've made a lot of people happy with Tomb Raider, so the obvious question is, when will we see Tomb Raider 2?

Core: November 1997, if all goes according to plan.

Hyper: What can folks look forward to in the sequel?

Core: A totally new adventure with a slightly more complex storyline. New animations for Lara - like climbing up walls, and the introduction of underwater fighting. There'll be 'Outside' locations, a change in Lara's wardrobe for some of the levels, and more combat and action than in Tomb Raider. And much, much more...

Hyper: A lot of people out there like to tinker with level editors, etc. Any thoughts of putting out an editor where people can do their own Tomb Raider levels, like there was with Doom?

Core: Not at the moment.

Hyper: Any other projects coming up from Core for the readers to look forward to?

Core: Of course! 'Fighting Force' will be released towards the
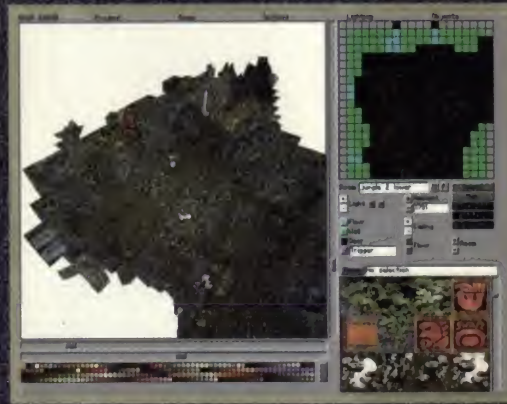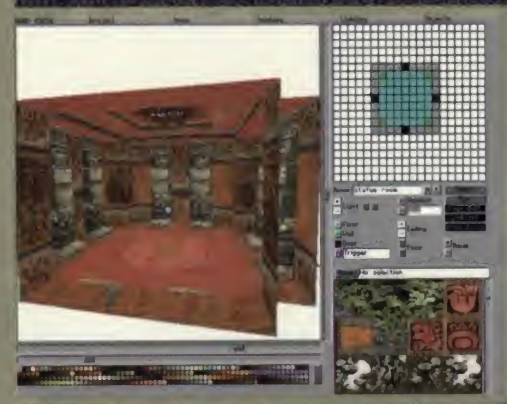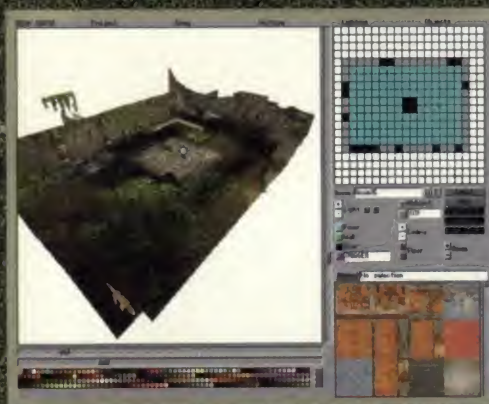
easy working on multiple platforms, or were there headaches trying to get the same engine running on different machines?

Core: 'All three versions are as good as one another - the only limitation is the restrictions of each piece of hardware. We did have a few headaches trying to translate special effects between platforms but the actual engine wasn't too much of a problem' JASON GOSLING, PROGRAMMER

Hyper: The 3DFX version of Tomb Raider looks utterly amazing... was this something you spent time on? Or was it just a new bunch of textures?

Core: 'Yes, I had to spend a lot of time on this version - it's like writing the game for a different piece of hardware. The actual textures remain untouched for the accelerated versions of Tomb Raider as once the code has been sorted the card does the rest.' GAVIN RUMMERY, LEAD PROGRAMMER

Hyper: Looking back at the game, is there anything you would have changed about Tomb Raider now that you've had time to think about it?

Core: 'There were lots of things that we would have liked to incorporate or change, but at the end of the day you have to draw the line somewhere when you're up against the clock. Tomb Raider 2 will feature many of the elements that we would have liked to use in the original.' HEATHER GIBSON, GRAPHIC ARTIST.

Hyper: What about things that got left out? Were there any ideas

end of the year. This is a 3D beat-em-up that's like nothing you've seen before. You can actually choose your own destiny by deciding which way you want to go within the game. It has enemies and bosses to die for, weapons that will blow you away, ranging from knives and guns to lasers and rocket launchers. You can pick up or smash almost everything from trashcans to cars... The four heroes (two player) have 40-50 moves each, not counting extra special moves and the use of different weapons. The game is a cross between Toshinden and Tekken but places the characters in a complete 3D world that enables them to walk around and explore. You can fight with multiple enemies at the same time as well as having two main characters on screen at once. All this added together makes for one hell of a fighting experience...

Also, we've got 'Ninja' which may not be released until next year. This is an isometric action game with an element of exploration and puzzle solving. There won't be a moment when nothing's happening on screen so the action will be pretty frenetic. Ninja takes its cues from Shinobi and Rastan Saga, melding tried and tested 2D gameplay with a realtime 3D environment... More information available summer 97 (Winter for us).

Hyper: Anything you'd like to say to the gaming public out there?

Core: We'd just like to say a big thank you to all our fans out there... This summer may be quiet, but we'lll be back with a vengeance later this year! ≪

Dark Saviour

*The Saturn seems to be the only machine with an entourage of RPGs...
STEVE O'LEARY checks out the latest of the lot.*

THE LOVE BOAT...

DIFFERENT PARALLELS

There are 5 different story-lines in Dark Saviour with one becoming selected within the first 5 minutes of the game. Bilan has escaped from his cage on the ship you are on, which is bound for Jailors Island. Depending on how quick you can get to the ship captains quarters will result in which parallel you play through.

1st parallel: Get to the captains quarters after 4:30 secs

2nd parallel: Get to there between 3:30 and 4:30

3rd parallel: Get there before 3:30

4th parallel: Save the game after parallel 3 and you can start No 4.

5th parallel: Get there between 3:30 and 4:30 but loose the fight.

It's a bit of a novelty to have player speed actually affecting the plot of an RPG, so those after something new have something to smile about.

AT LAST... I HAVE FOUND THE LONG LOST GREEN BOX THING!

YOU GOT WASTED BY A BOOGER DEMON...

THIS IS MY GLOWING GREEN SHIT GENERATOR... IMPRESSED?

I CAN'T EVEN SEE THE RIVER KWAI FROM HERE!

Role playing games are always the last genre to populate video game consoles and its been a long wait for Saturn owners to get their hands on a descent RPG. Climax, the company that made the excellent Megadrive RPG Landstalkers, have made their first venture onto 32 bit hardware with the 3D isometric Dark Saviour, and it promises to keep Saturn owners busy for quite some time.

Choose your own adventure?

As with all RPGs it has its cast of characters including Garian the bounty hunter hero; Bilan the seemingly immortal monster; Warden Kurtliegen who is in charge of Jailors island, and the rest of the inhabitants of Jailors island where the story takes place. What sets Dark Saviour apart from other RPGs is the player's ability to choose from 5 parallel or storylines in which the enemies and storylines are different from one parallel to the next. In one parallel you could be fighting the evil Bilian for what seems like eternity and in the next parallel you could be sharing at drink at the local pub. Its good stuff.

The first thing you'll notice about Dark Saviour is the quality of its 3D graphics. Most of the Saturn's 3rd party games are plagued with graphical problems, but Climax has managed to deliver one of the best 3D engines yet seen. Each of the games many areas are drawn with richly detailed texture mapped polygons that are surprisingly mostly free of the usual warping and distorting problems that company many of the Saturn's 3D titles. The end result are smooth and convincing worlds in which your character is free to explore including caves, castles, ships, and all types of terrain. In a move sure to upset some, Climax have chosen 2D sprites to represent all characters in the game and although lacking some animations, they are quite well detailed and fit into the 3D world well.

Where'd he go...?

Unfortunately the games isometric viewpoint has led Climax to adopt only 4 way movement for Garian, with no diagonal movements allowed. This can be frustrating at times and while it can be overcome to an extent by being able to change direction in mid air when jumping, this method will still result in many annoying deaths. Furthermore there are many times when Garian is obstructed from view by buildings etc. calling for rough guesswork in his movements. Times like these make you wish the Saturn could draw 'true transparencies', but even a 'dithered' polygon effect as seen in Sega's Virtual On would have made the game a lot easier in this respect. Combine these problems with the fact that the rotating and scaling of the camera view is rather limited, Dark saviour could see many people throwing down their pads in utter frustration.

The games fighting scenes are rather clumsily constructed with your character and opponent facing each other on one plane with no side movement allowed. There are only a small number of moves at your disposal which often leads pattern forming cheesy, but enjoyable wins. A great added bonus is the ability to capture your opponent and use him and his skills in a future fight.

Atmospheric catchy tunes that are slightly reminiscent in quality to some SNES RPGs, continually pour out of the Saturn's sound chipset, while allowing the CD access that makes the games loading times almost non- existent and almost on par with what is seen on cartridge machines.

Apart from the games niggly faults Dark Saviour is a very addictive game with good stories that keep calling you back. Even though one story is not as long or consuming as say Zelda for the SNES, there are 5 to deal with, each different and compelling in its own unique way. Those looking for 'deep' RPG gameplay will be somewhat disappointed by its lack of magic and complexity and its overly platform game feel, but as it is Dark Saviour is sure to appeal to a wider audience..

WOULD YOU LIKE SOMEONE TO CARRY YOU TO YOUR ROOM SIR?

DEATHSTAR THE GUNSHIP... THERE'S SO MUCH GUNS ON THE ONE SHIP

UMMM... DOES IT MAKE COFFEE?

HAVE AT YOU LARGE CRATE!

AN EXTREME PORTHOLE...

ONE FOR THE CONTROL FREAKS
Dark Saviour allows you to capture your opponents after the second or third round of a fight. Once captured you can use these suckers in future battles, and that's really good if they're hard buggers. After all, why should you get your hands dirty when someone else can? Naturally, this feature will suit the control freaks out there to a T.

Saturn Bomberman

DAN TOOSE *is often noted to have a rather short fuse,
so Saturn Bomberman was obviously his game.*

HYPER
BiG
RUBBER
STAMP
OF
APPROVAL

THIS INTRO'S THE SHIT!

There have been a handful of games that have been recog-
nised as the best multiplayer games of all time, and of
course the Bomberman games on the SNES were definitely
amongst those top games. Back in the 16 bit days, a four
player game of Bomberman was about as much fun as you
could have without getting arrested. Predictable enough,
Bomberman's debut into the next generation console scene
allows for many more players, and the lucky console is the
Saturn. For those of you that haven't seen or played the old
Bomberman games, Bomberman is a sort of puzzle game
where you play the part of a little pyromaniac who makes his
way through a whole mess of square based grids, collecting
powerups, blowing up baddies with bombs, and trying not
to blow yourself up by mistake.

Pure and Simple

It's quite clear that Saturn Bomberman is not pushing the
Saturn's graphical capabilities one bit, but this has absolutely
no detrimental affect on the overall appeal of the game, in
fact, quite the opposite. The graphics are much better than in
any other Bomberman game to date, with much more atten-
tion to detail in the background of the levels. Due to the
nature of the game, having these simplistic graphics actually
help make the thing more playable, since everything is very
clear and easy to spot. For those concerned that Bomberman
looks a little too cute, even someone like myself who loathes
cute, was sitting there in rapture. The character design for
Bommerman is exceedingly cool, so most folks will no doubt
love the cartoon intro to the game.

The music and sound effects are all quite simple, but that
only helps to contribute to that "Pure and simple" style of the
game which makes it so cool. There's a humorous edge to it
all, with the theme from "The Good, the Bad, and the Ugly"
playing whilst you are battling your way through the Wild
West levels. Unlike many games nowadays, the music doesn't
end up grating on your nerves, and you'll probably end up
humming along with it while you play.

JUST HAVING A QUICK BASH WITH SEVEN MATES...

BAPPO!

FROM THE EDGE OF THE DEEP GREEN CREEK...

It'll Blow You Away

Saturn Bomberman proves the theory that with good gameplay, remaining rather basic and behind the times in other departments will not ruin a game. The objectives are so simple that it becomes even easier to develop your own style for playing the game, since there are almost always multiple ways you can do it. The playing area is made up of walls, solid blocks, and breakable blocks. Breakable blocks sometimes turn into powerups, like extra bombs, which allows you to have an extra bomb on screen at once. Some of the other powerups include: larger blasts, power-gloves (which let you pick up and throw your bombs), kick (kick the bomb as far as you like), dino eggs (a steed to ride on, which will get hit rather than you), bouncing bombs, remote control bombs, strong blasts (takes out multiple blocks), roller skates (extra speed), and more. This might sound quite simple, and it is, but once you've got a few powerful bombs on the screen , and enemies closing in on you, it gets really hectic, and this is why it makes such a great multiplayer game. Unlike many multiplayer games like Doom for example, you don't actually need to have a bunch of friends over to play it this way, since you can just have the computer control all the other players for you. Up to ten people can play (if you've got two multi-taps handy), but the graphics change to an extremely small bunch of squares if you play with more than eight players. There are eight battle arenas to choose from, each with its own special features, including trampolines, sliding ground, sliding bomb diverters, and all sorts of stuff. You can also play a multiplayer game as a one off, or as part of a series, which keeps track of all the stats for you. There's even award ceremonies for the winners. Multiplayer can also be played as a team game too.

An improvement over the old Bomberman games is that you can play the standard single player game with two players, which is more satisfying than normal.

For those that loved the old Bomberman games, this one is even better... and for those that haven't played the old 16 bit Bomberman games, don't let its simple appearance fool you, this game rocks hard.

HMMM... BOMBERMEN LOOK LIKE ANTS...

THE GOOD, THE BAD, AND THE PYROMANIC

MINE CART RIDING... THAT'S JUST A BIT TOO COOL.

VICTORY BITS

AVAILABLE:	NOW
CATEGORY:	PUZZLE/CTION
PLAYERS:	1-10
PUBLISHER:	HUDSON
PRICE:	$89.95
RATING:	G

FREAKOMETER

Almost anyone can enjoy Bomberman

VISUALS
60
Not detailed, but stylish, and perfectly suited to the game.

SOUND
80
It's all pretty catchy and cute

GAMEPLAY
92
The lack of complexity is more than made up for by the amazing playability.

OVERALL
92%
The best multiplayer game on any next-gen console thus far.

MASTER BOMBER SAN!

For those Bomberman fanatics out that have been dying for some sort of ranking mode in a Bomberman game, then you'll be chuffed to know that Saturn Bomberman has "Master Mode", where you take your bubbledheaded hero into the temple of the "Way of the Bomb". The objective changes slightly, as you need to defeat all the monsters to pass on to the next stage. You don't get to carry your specials on from level to level, so it's a bit more challenging than the standard game. There is a boss at every fourth stage, which makes a lotta bosses

PREASED TO MEET YOU BOMBERSAN!

BAM!!

HAVE AT YOU BOSS DUDER!
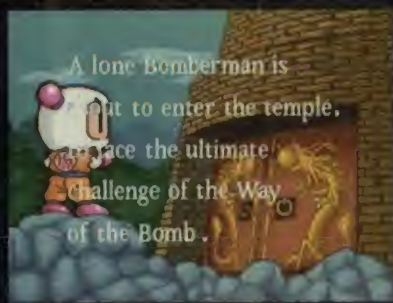
ALMOST MY ARSE!

RESULT

Score	245130 points
Technique	8180 points
Cleared	20 floor
Time	25 : 43 . 28

You have been ranked
Almost Bomber (K)

Manx TT

We wanted someone who feels more comfortable on two wheels than they do on two legs, as GEORGE SOROPOS spends most of his time legless, he was our man.

INTRO'Y BITS...

I'LL HAVE THE PUKE GREEN ONE THANKS

Well this sure takes me back. Back to the days when Wayne and I were cuttin' sick on the international racing circuit. In those days Wayne was as keen as mustard about the Superbike scene and whenever he was around I could never shut him up. Always full of questions he was. "George" he'd say "what's the optimum approach angle for that third right hander in the Japanese Grand Prix?" or "George, what are your thoughts on breast enhancement surgery?" And my responses were usually the same every time. "Wayne" I'd say "Sod off you boring little git" And then we'd laugh and laugh while the pit crew held him down and I did donuts on his face. Eventually we had to stop this practice as our tyre sponsors, Dunlop, said that their tyres hadn't been designed for traction on human flesh and we were wearing them out too quickly. Alas it was the end of an era, an era fondly recalled by Sega's new 'port of their classic Manx TT (or Titty as it's known here in the office)

In the arcade Manx was a bit of a classic with its big, heavy leaning bike attachment giving it an almost authentic feel, making it much easier and more fun to control, if you were used to riding a 'bike that is. So the really burning question is "Why does Wayne's face look so good if you were doing donuts on it George you big fat liar?" or maybe "How does it translate to the Saturn console when I don't have a big heavy 'bike thing attached to it?" The answer is of course plastic surgery.

YOU'LL NEVER PULL CHICKS WEARING THAT RED CRAP DUDE...

GET YOUR ARSE OUTTA MY FACE!

SPLIT SCREEN MAYHEM

For my money the most fun you can have with this one is in split screen mode racing against a friend, the mailman or anyone else that happens to be passing you house at the time. The frame rate holds on remarkably well with no noticeable jerkiness or loss of detail. Manx manages this by leaving all of the computer controlled bikes out of the race, but you won't miss them anyway. But the best thing though is, because you're racing against another person controlled bike, you don't get left eating dust at the start.

THAT'S AN AWFULLY STEEP HILL YOU'RE RACING ON...

SO, UMM... WHAT ARE WE WAITING FOR?

I THOUGHT YOU SAID PULL OVER?

Someone Stop The Boat, I'm Gonna Be Sick

Sega have, in their own inimitable way, converted Manx faithfully from the original. In true Blues Brothers style the game has both kinds of race tracks, normal and reversed, with a whole two to choose from. You can race through green fields and past ocean vistas on the Laxey Coast track. Or you can race through green fields, past ocean vistas and the occasional house on the Manx TT track. And when you get bored with those you can go absolutely bonkers and do them backwards. There is a varied selection of Honda bikes to race with each one performing slightly differently. Performance characteristics are divided between three traits - speed, acceleration and handling. Be careful though, a bike with good handling means it won't skid, which means it won't take tight corners without braking. And no matter how good your bike's acceleration rating is all the other racers will ALWAYS burn you off at the start!

You can view the action from either a first person or over the shoulder perspective but be very careful of the first person option. Leaning into corners has the effect of twisting the entire view around, a few laps of this and you'll either be twitching on the living room floor or running to the bathroom looking for the car sick pills. The over the shoulder option is really the only way to go.

To digital is Holy but to analogue is Divine

Without the big bike to lean around on the control pad becomes a very cumbersome thing indeed. It's far too easy to oversteer your bike, especially the models with better handling, and driving doesn't feel very smooth or 'real' as you are constantly tapping left and right like you're playing a tennis game or something. The driving model used here is very straight forward and boring, you can't get the back out at all. When you slide around corners the only feedback you get is a nasty screeching sound! If you are serious about this game then it's time you went out and got the Sega analogue UFO controller thingy. With constant, gradual control of the steering the game becomes much more enjoyable to play as cornering feels much more natural.

Obviously it is difficult to recreate all of the nuances of handling a Motorcycle with a control pad, much more difficult than with a car. Manx is so generic though it could really be about racing anything - goats, cockroaches, wheelchairs whatever. As a single player game I think it will become boring very quickly, but it's cool to have around as a party game or somesuch thing.

AVAILABLE:	APRIL
CATEGORY:	RACING
PLAYERS:	1-2
PUBLISHER:	SEGA
PRICE:	$99.95
RATING:	G

FREAKOMETER

Simple to play, no obsession required.

VISUALS
75
Nice and smooth, but nothin' you ain't seen before

SOUND
60
Lots of WEEEuhWEEuhWEEuh

GAMEPLAY
70
Lots of WEEEuhWEEuhWEEuh

OVERALL
70%
(Add 8% if you own an analogue controller!) A fun game that will unfortunately/proba bly lose its appeal quite quickly

Porsche Challenge

GEORGE SOROPOS *is fond of tooling around so we roped him in for this new PSX road bash*

Porsche has a long and distinguished history as a maker of fine vehicles. Right from the start they were respected and admired for their engineering excellence and attention to detail. Indeed, when Adolf Hitler said to himself one day "Ya I am looking for a small car with which to be picking up transvestites from se back alleys und bringing zem home to strangle mine liverwurst" It was none other than Mr. Porsche who got the job, creating the legendary Volkswagon in the process. During WWII they were also responsible for the design and development of the Panther and Tiger tanks, recognised as the best of the war.

Now that the company has settled into the peacetime pursuit of building high performance motor cars, their latest offering being the 'Boxster' coupe, the fame and prestige of their marque continues to grow. So much so that, for the first time ever, we now have a game devoted to one particular model from the Porsche stable, fully endorsed and sponsored by the company itself.

Porsche Challenge, put simply, is a 'Boxster' simulator. The programmers decided to concentrate all their efforts into getting one car to handle really well and designing tracks that were perfectly suited to the handling and control setup of the game. The tracks are all 'real world' in nature, no huge jumps, moving ramps or power ups just well thought out courses designed to challenge the serious driving game freak. Sound boring? One car and real roads? Well for my money this is easily the best driving game for the PSX, and dare I say it every other console as well. Yes Sega Rally fans, Porsche challenge kicks your butt.

I THINK YOU'RE FRONT RIGHT TYRE COULD USE SOME AIR DUDE...

FOLLOW THAT CAR!

GAME OR MARKETING TOOL ?

The Boxster was an odd choice for the focal point of a driving game, particularly a Porsche driving game. It isn't exactly the prettiest Porsche around, in fact it's probably the ugliest. It certainly isn't the best one to drive either. Me thinks that Porsche saw the game as a marketing tool for the car, seeing as the Boxster is Porsche's tilt at the more down to earth end of the car market and also their latest model. This isn't the first time games have been used to advertise products by a long shot but it is certainly the first time a company has used a game as one big add. and probably won't be the last. Well I can criticise the games developers for caving in to this corporate ethic but the fact is the game rules so what can I say? What's next - Smith and Wesson 3D, Daihatsu Warrior 2, or maybe Virtua Advance Bank? One shudders to think.

WHO'S THE DICK IN THE PURPLE CAR?

THE ARTIST CURRENTLY KNOWN AS DAVO'S PORSCHE

DOOMED PEDESTRIAN CAM

GERMAN CAR? YA, GERMAN CAR...

NOW NOW... SETTLE DOWN THEN...

WHO'D BUY A GREEN PORSCHE?

OVERTAKE HIM YOU FOOL!

German car...? ya, German car.

The game starts out rather sedately on a recreation of Porsche's actual testing track in Stuttgart, Germany. You decide which driver you want to be you surrogate - Rachel, Dan, Nikita, Taka-bo or Marco. All this really does is choose the colour of your car as these drivers have no impact on the performance of the vehicle. They also say different things at appropriate times but this doesn't affect the gameplay either so it's just a matter of who you prefer. Stuttgart is a relatively easy track and good for beginners to get their bearings - a couple of easy corners and a nice straightaway, once you've mastered it you'll be ready for what comes next.

Every race starts out with the player in 6th position and it's up to you to work your way through the field in three laps, you can only get to the next track by winning. The tracks, or rather your progression through them is done in a rather unique way. Their are four basic tracks - Stuttgart, USA, Japan and Alpine. When you have won each of them you are given the option to save and then returned to Stuttgart. This time however new sections have been opened and the course is twice as long, and you have to race more laps too. The twists and turns get trickier, where you could get by on timing your slides before you now have to drop gears and brake, and your opponents get better as well.

The comparison I made earlier to Sega Rally may seem odd to you when you look at the screen shots here, I know it doesn't look like a rally game but believe me, when you get to the Alpine track you'll almost hear your navigator next to you shouting "Easy right, easy left, watch out for the toddler - d'oh" And when you get past the first four tracks it's rally all the way. Porsche Challenge is the driving game PSX owners have deserved for a long time, if you like driving games and you own a Playstation you cannot be without this game, it's that simple.

THERE GOES THAT NO CLAIM BONUS...

A SEXUALLY FRUSTRATED SPORTS CAR...
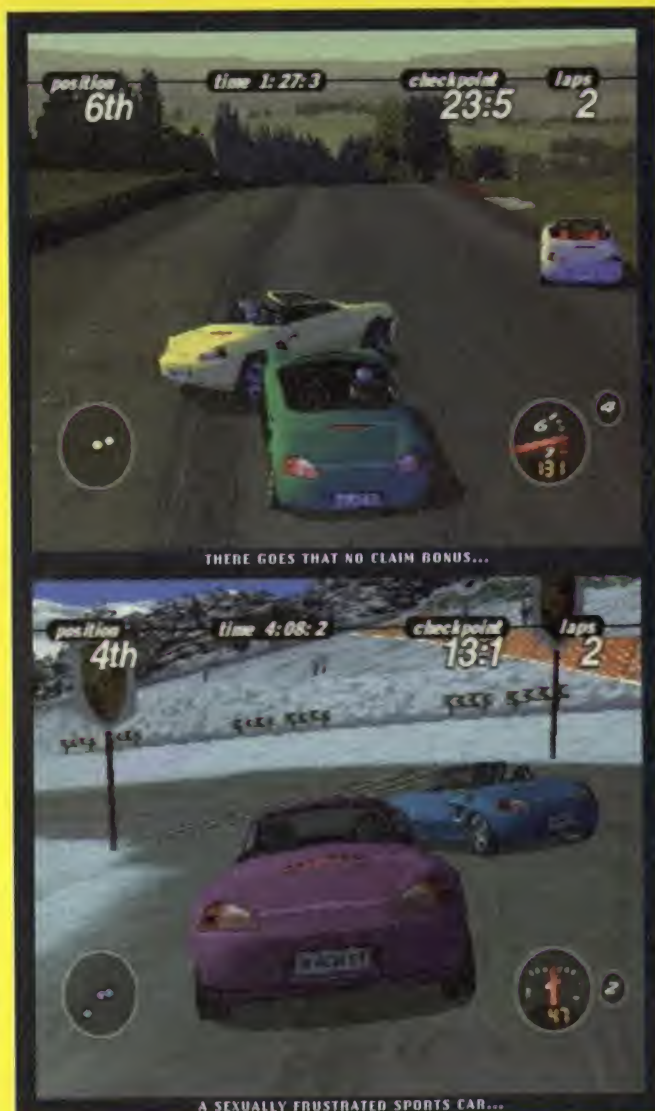
AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-2
PUBLISHER: SCE
PRICE: $79.95
RATING: G

FREAKOMETER

Not for the arcade racing crowd, requires a bit more finesse!

VISUALS
84
Uses the PSX's high res mode brilliantly

SOUND
70
Nothing to write home about but does the job well

GAMEPLAY
89
Easily the best driving sim for the PSX, or any console for that matter

OVERALL
89%
Lots of fun and a great challenge

Riot

How's your father?! No, I don't really want to know - I'm talking about biffo, fisticuffs - and you know what that means? Ball sports! ELIOT FISH *gets physical...*

In the crusty old early days of videogaming, I was a sprightly 12-years-old and lovingly spending every weekend locked away in my closet-sized bedroom with a wondrous piece of technology called the Commodore-64. A legendary machine. I remember playing a funny little game called Speedball, which involved two teams of futuristic beefcakes running about with a ball in a small arena. Well... now here we are 14 years later, and I'm still locked away in my bedroom playing a fun little game called Riot, which is essentially the same game. This makes me feel somewhat pathetic, but heck, I'm having fun - so bugger off the lot of you. Yes... Riot... a nice new offering from the Psygnosis team (who seem to have game-making diarrhoea at the moment), an endearing futuristic sports game with refreshingly simplistic gameplay and incredibly razor-sharp visuals. The Playstation actually runs in it's high-resolution mode throughout the entire game - very swish indeed. After struggling with other overly-complex sports titles currently available, Riot comes across as a fresh dose of honest, home-made, good as granma, fun gameplay. And up to eight players? Awesome.

LOGO-EY BITS

LOOK BOB... AN UFO...!

JOGGING CAM

M BUSS   F DE CASTRO   0:3   D LAMBERT   F MILLS
I SHUMACHER   A MAYER   A TAIT   M HALFORD

Kill the dill with the pill

Two teams of padded-up players are flung into a tight, oval arena and fed a ball of energy from a circular robotic goal-thingy which hovers in the centre of the field. The aim is to get the "ball" to your opponents end of the arena and charge it up to your team's colour, which then allows you to fling it into the spinning goal in the middle of the playing field. Your opponent can protect the goal by either intercepting the ball or shutting the goal's "teeth", or they can put an end to your winning streak with a well-timed fist to the face. Each team member has an energy bar, which rapidly fades as they're pummelled mercilessly by the opponents in the corner of the arena. One punch will usually dislodge the ball, but it's more fun to keep punching till the opponent drops to their knees in agony. When you're seconds away from scoring a goal and an opponent steals the ball from you in a sliding tackle, there's nothing more satisfying than charging up behind them and slamming your fist into the back of their head. And, hey, I'm a well-adjusted guy.

My God... They remembered Australia!

In setting up a friendly match, league or tournament, you can choose from teams based in Sydney, Melbourne, New York, Tokyo, London... and the list goes on. Each player has different abilities in speed, endurance and accuracy and teams can be edited to your own personal satisfaction. Once out on the field, there's a surprising amount of cool stuff that you can pull off with possession of the ball. Hurl it over the field and bounce it off the wall back into your hands as you reach the opponents end or just pass it forward and then do a charging slide into it once it races past the opposing players - you really have to see the game in action to appreciate how well this game controls. Everything is fast and responsive which is very impressive considering the quality of the in-game visuals. Scoring can be made from within three rings. From the outer ring you can make the obligatory three points; the second ring awards two points and the inner circle (which is directly under the goal) is a simple but sometimes crucial single point. Players won't automatically aim for the goal when you "shoot" though, you'll have to be facing the goal properly and judge the angle correctly to fling the crackling ball of energy with any accuracy. When you actually sit down and play Riot, you may not think too much of it to begin with, but this is the simple sort of addictive gameplay that will have you swearing in delight when you score that winning point in the final moments of a furious tournament-winning match. Top points to Psygnosis for this one.

THE JUDGE DREAD THEME PARTY...

HEY LADIES... CHECK OUT MY GLOWING ROUND THING...

OH GO ON... PLEASE GIVE ME THE BALL...

OKAY... WHO FARTED?

tijuana TYRANTS

SYDNEY SENTINELS
E-GAD! AN AUSSIE TEAM!

COMMENTARY AND CAMERAS

As is expected these days with 32-bit sports titles, zillions of camera angles are on offer for your own tweaking. Surprisingly, there's more than one obvious camera to choose from and almost all of them are playable. Everything from an extremely high roof-cam to low cameras on either the side or end of the arena - and even a TV cam (which closely follows the action) are all fun to use! I couldn't quite decide which I preferred, which makes a nice change from there being only one "useable" angle and the rest being good for only a quick laugh. Riot is also packed with in-game commentary that incredibly manages to precariously juggle between being genuinely humorous and accurate in terms of what's actually happening on the field. There's nothing here that's groundbreaking or overly superb... Riot is simply a well put together title that's successfully put a stupid grin on my face. What more can you ask for?

"UP SO HIGH THAT PEOPLE LOOK LIKE ANTS" CAM

NO, NO, NO... JUST HOLD MY HANDS AND I'LL LEAD...]

FREAKOMETER

This ain't no real sport so there's no "sim" aspect and it's all refreshingly simple!

VISUALS
83
A violent, techy future displayed with true power.

SOUND
80
Fun commentary and pretty unobtrusive music.

GAMEPLAY
78
Excellent stuff, easy to pick up and play.

OVERALL
79%
Up to eight people are in for an absolute riot.

Legacy of Kain - Blood Omen

A medieval setting, where you hack people up with swords and drink their blood...
Crystal Dynamics had DAN TOOSE in mind when it came to Legacy of Kain.
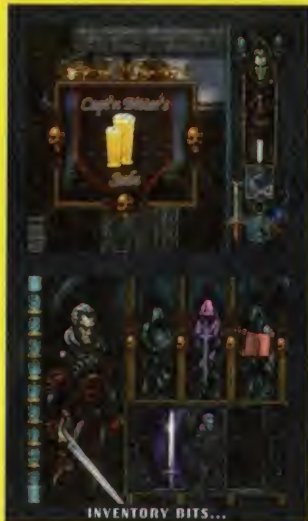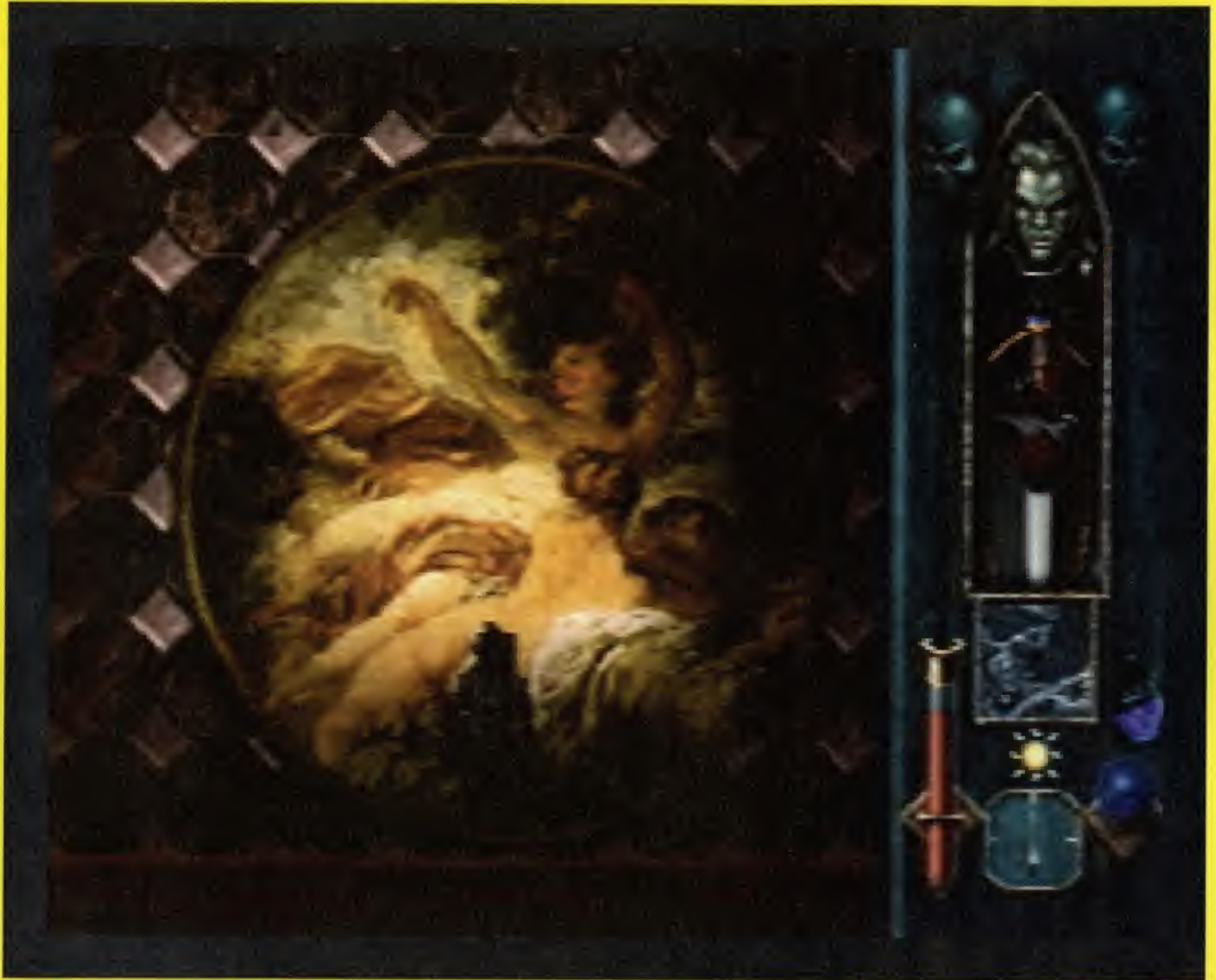
INVENTORY BITS...

FUN AND JAPES IN THE DUNGEON...

Crystal Dynamics are best known for Gex, a platform game featuring a wise cracking lizard, and Pandemonium, a platform game with a couple of bright, colourful, cheery characters. Funny that their next console game would involve you taking on the role of a vampire, who ends up killing more than his fair share of helpless victims. Hopefully you should be able to find this game on the shelves nowadays, I say hopefully because BMG who were distributing this title have packed up and vanished, so until someone else picks up Crystal Dynamics, Legacy of Kain won't come out in Australia.

You play the play the part of Kain, a nobleman who was brutally murdered, then offered a chance for revenge by an evil necromancer. You got your revenge, but now you're a blood sucking vampire, and your objective now is to zonk the bastard who put you into this predicament.

Red velvet lines.... The black box...

One could say that Legacy of Kain sometimes suffers that same problem that your average goth club does... you can't see a bloody thing. This isn't entirely true, since you do spend the majority of the game in reasonably well lit places (even in sunlight), but much of the game is spent wandering through dark dingy corridors. Once you're accustomed to the darkness however, the graphics themselves are quite nice, even if they are a tad reminiscent of the old 16 bit, above viewpoint RPGs. Everything is quite smoothly animated, particularly the streams of blood which fly from your opponents' bodies into your mouth. Whilst being nice, the visual effects are not earth shattering, considering the amazing visuals of some of the upcoming RPGs, like Final Fantasy 7.

One cool thing that most RPGs lack is speech, but Legacy of Kain delivers. Kain (that's you) talks to you whenever he finds a new spell or weapon, so you get an in game description of what it's all about. You can also speak to the inhabitants of the villages and towns you visit, and of course your victims cry for help and all that good stuff. You also scream "Vae Victis!" whenever you go berko in combat, which doesn't make much sense, but it sounds cool. The music ain't too shabby either.

In some ways the gameplay of Legacy of Kain was very cool, and in others it was a tad dull. A smart move by Crystal Dynamics was to allow Kain to gain the ability to morph into different creatures and states so he can better make his way through the world. There are various items you can find that you can use to dispatch your enemies, and a bunch of spells to learn which will prove rather invaluable. The coolest part of the game is obviously the fact you have to drink the blood of other to survive. Drinking the blood of humans replenishes your health, while drinking the blood of spirits replenishes your mana supply for casting spells.

Combat itself is a little dull, with you simply having to push your attack button lots to get out a long combo, although the war cry thing makes it amusing for a while. The one thing that is really annoying about Legacy of Kain is that when you die, you get resurrected by an item that you can collect called "the heart of darkness". Unfortunately, when you are brought back to unlife, you start with only a sliver of health, and seeing as you normally only die because you were having the crud beaten out of you, your chances of getting out of danger without simply dying again are pretty slim.

Legacy of Kain is certainly long enough to keep your average RPG fan going for a while, and some parts of the game are quite nasty. There are multiple boss opponents, etc, etc. It may not appeal to those RPG gamers that love their stats and stuff, as you've really just got two meters and an items screen, but it's all the same in essence. A good game that some lucky distributor will no doubt snap up soon.

I WONDER HOW MUCH FOR THIS RUG?

SOME SEXUALLY FRUSTRATED TENTS... AND ONE THAT GOES FAST.

I SAY, COULD YOU STAND STILL A SEC WHILE I DRINK YOUR BLOOD?

DEATH AND WOE CAM

GENERIC VAMPIRE

WOLFY

BAT-MAP-CAM

BUT A MERE PEASANT

IDENTITY CRISIS

The first form you can turn into is a bat, which is exceedingly handy for getting around the map quickly. Once you reach various milestones, you can just fly back to those points whenever you choose, which is an excellent idea, since having to travel to places you've been before by foot is what makes a lot of RPGs so bloody dull. The next form you acquire is that of a wolf, which gives you the ability to leap over various obstacles. Once you can become a peasant, you can wander through the towns without getting attacked, and you can also talk to the villagers, although the conversation is all one way. The last form you can achieve is that of mist, which has obvious advantages of being able to get past otherwise impassable obstacles.

AVAILABLE:	NOW
CATEGORY:	RPG
PLAYERS:	ONE
PUBLISHER:	CRYSTAL DYNAMICS
PRICE:	$89.95
RATING:	MA15+

FREAKOMETER

One for vampire freaks and RPG nuts, but quite easy to grasp.

VISUALS
78
Nice, but certainly not pushing the PSX to its limits.

SOUND
85
Finally, an RPG with some speech.

GAMEPLAY
80
Some phunky features, but a couple of frustrating ones too.

OVERALL
80%
Good to see an RPG where you're not some boring do-gooder.

City of Lost Children

Psygnosis have pulled an adventure game out of their magical hat...
is it a big fluffy rabbit or a grubby hare? ELIOT FISH puts on the little red dress...

GRANDMA... IS THAT YOU GRANDMA?

GIRL IN ROOM

AND IF THERE'S A BUSTLE IN YOUR HEDGROW

YEAH... HOW'D YOU GET SO UGLY?

Have you got something to ask?

Is it the garlic? The copious amounts of red wine? The fact that they put gooey eggs on everything? Well, whatever it is, it's turning French game designers into masters of the action/adventure. The City Of Lost Children is based on the French film of the same name, which may not have lasted long at the cinemas but was an incredible visual feast of a film, full of bizarre characters and surreal effects. The french game designers have done an incredible job of bringing the film back to life in an interactive 3D environment. Think back to Alone In The Dark (also by french designers) and then eliminate the tricky action-based controls and you may have a good idea of the game engine in The City Of Lost Children. This is primarily a puzzle-based adventure, but with the 3D exploration and cinematic camera angles that we've grown accumstomed to of late. Just stare long and hard at these screen grabs... tasty, eh?

You play the part of Miette, a ten-year-old girl who must find her way to an off-shore oil-rig where the creepy old Dr Krank is holding kidnapped children from the city. He's extracting their dreams, because the poor old freak can't dream himself. Of course, he scares them so much, that all he's getting from them is nightmares! Then comes Denree, a little boy who is the perfect specimen, as he isn't frightened by Krank. It's up to you to help One (Denree's adopted "big brother") put an end to all this creepy mad scientist stuff. The game begins with you having to run some "errands" for the Octopus sisters, and through your adventures the game-plot takes shape. As Miette, you can pick up and use objects, run, duck (useful for hiding) and talk to the characters you stumble across. Some are helpful, most are drunk and the rest want to throw you in the cellar - so the best of luck to you.

A little bit unco...

The puzzles that have been conjured up for this one are thankfully quite original. Instead of countless useless objects cluttering up your inventory, there are a select few, seemingly normal objects that can be used in interesting and unexpected ways. My only gripe is that Miette is sometimes frustratingly inaccurate in performing actions. You may be standing directly in front of another character but she will refuse to talk to them, unless you just tap her slightly towards the left or right. There should be a greater "field" of interaction! Why should we have to align her perfectly with doorhandles just to pass through doors? Why else would you stand in front of a door and bash your action button repeatedly?! Arghgh!

God damn yer pretty!

All up, the interaction with the environment is very Alone In The Dark - though more interactive. Searching cupboards, dark corners, shelves and alleyways is the only way to actually spot items. Unlike other adventure games that have the useable objects sitting conveniently in your path and as big and colourful as a barn door... these environments are dingy, dusty and dark. In fact, most objects are completely out of sight and must be "walked over" to be found. It may sound frustrating, but actually, the environment is so goddamn beautiful to look at - you're not going to complain about having to search it. The animation in the character's movements are so detailed and refined that you'll short-circuit your Playstation with dribble. You have to see the game in motion to appreciate the way Miette's dress folds and flaps as you walk.

The sound is rather remarkable too. As you wander through the streets, cats meow and bottles clink, lights switch on in windows and the wind howls. The atmosphere is truly gluggy and thick - adventure game fans will simply be guzzling it down. There's plenty of voice-acting too, as even Miette talks to you as you control her actions. All the actors employed have done a fantastic job, as this is a true quality gaming experience. Basically, this game is as close to the film experience of The City Of Lost Children as you could get. I strongly recommend that you hire out the film on video before you play the game - to truly appreciate this experience in full. Splendid.

IT'S JUST A SPRING CLEAN FOR THE MAY QUEEN...

VIEW FROM A BRIDGE... CAN'T TAKE ANY MORE...

Clear off! You're really getting on my nerves!

REAL POPULAR AREN'T YOU?

SO... WHAT'S IN THE BAG?

AVAILABLE:	NOW
CATEGORY:	ADVENTURE
PLAYERS:	ONE
PUBLISHER:	PSYGNOSIS
PRICE:	PC$79.95 PSX$89.95
RATING:	G8

FREAKOMETER

For fans of the movie, or adventure freaks.

VISUALS
90
The backgrounds are incredible and the animation superb.

SOUND
89
Engrossing effects, grand music and great voice-acting.

GAMEPLAY
82
Original puzzles are a plus but the controls can be frustrating.

OVERALL
84%
This is a top-notch adventure worthy of some hearty applause.

MDK

*Shiny have released a game where you get to wear black and kill things...
it was right up DAN TOOSE's alley.*

A LITTLE MARKSMANSHIP

The coolest feature in MDK would easily have to be your sniper mode, where you take your dustbuster... I mean gun, and stick it onto the front of your helmet. Now you've got a high powered sniper rifle with adjustable zoom, and a bunch of weapon types. The most impressive thing about this mode is that you can see something moving around on the horizon, then just zoom in (which is done perfectly smoothly) and see your target in high detail, as if he/she/it were in your face. Some of the sniper rifle weapons include homing bullets, and even mortar shells. It's not just used for taking pot shots at plebs on the horizon, there are times when you may have to use it to lob a mortar shell down a pipe that leads into a room which you can't get into till you blow up a robot with the mortar, or other funky things like that.

Shiny are best known for their extremely successful, Earthworm Jim games, which were a lighthearted style of game. Dave Perry and the boys have done something a little different this time around... something much darker.

Lookin' good

Visually MDK is a winner. The first thing you notice is that the surroundings are dark. This does not detract from the visual appeal of the game, instead it enhances it by giving it that "Blade Runner" edge to it. Then you take a few steps, and you notice the second thing... that MDK runs very smoothly. Apparently Shiny used motion capture to figure out most of the way Kurt moves, and it has worked very well. Even on a Pentium 90, MDK runs quite smoothly, in a decent resolution, which is something a few more developers should be encouraged to do, seeing as there are so many games around that can run in high res, that also happen to run like a dog. The other thing that is clear is that whilst being dark, MDK is also filled with humour. This is most obvious when you just watch your opponents mocking you with a wiggle of their arse in your general direction, or a cheeky wave of the hand as they pop out from behind a shield to have a look at you.

MDK is one of those games where you know there is music playing, but you're never really aware of it, which is a good thing, since it means it's not grating on your nerves and ruining the game for you. Your mostly robotic opponents make a lot of electronic cries and wails, which are pretty cool, but eventually get a bit repetitive. The only real gripe with MDK in the audio department is that you'll be firing your chaingun so much, that the constant thud of your shots will possibly drive you nuts in the end.

Gobs of gameplay

Dave Perry is known for his talents in creating games with a good sense of humour and gobs of gameplay, and MDK is no exception. The theory was to create an action/shooting game where distance was no longer a limiting factor. Shiny aimed to get away from that "Room-corridor-room" formula, and they've done that very well. If an opponent is within line of sight, regardless of how far away, there's nothing to stop you from going into sniper mode, and taking them out before they know what hit them. In terms of game controls, you'll almost certainly set MDK up to match your favourite Doom controls, because that's how you run around and kill things. There's a little more to it than just killing things though. You can also jump, and then activate your parachute/gliding wings, which allow you to float down gracefully through the air, or ascend if you're over an updraught. There are also items which you can collect and use, ranging from the straight up generic hand grenades... through to the more amusing titles like "The world's most interesting bomb", which as the name implies, is so interesting that all your opponents just have to wander up and get a closer look at this thing, thus totally forgetting you were ever there. Other chuckle-inducing items are "The World's smallest nuclear explosion", and "Target Dummy", which is essentially a blowup balloon with a funny hand drawn picture of you on either side of it.

There are eight levels in MDK, all of which are very big, and should prove to be enough hard gaming to keep most buyers very happy. The levels themselves do involve some puzzle solving, so it's not all just a monotonous gun fest. You also get to do things like hop in a plane and do a bombing run over a battlefield you're about to enter, and there are some strange bits where you fly through trippy surroundings (don't know why, but it looks cool).

MDK is a very spiffy game, that should appeal to anyone who wants their next action/shooting game to be a bit different.

ARGH!! THERE'S HOLES IN MY PARACHUTE!

EAT FLAMING DEATH YOU PILE OF TITANIUM YOU!

WHERE'S THAT CAN OF MORTEIN WHEN YOU NEED IT?

OOPS... CALL WINDSCREENS O'BRIEN...

OH SHIT!

OTHER COOL SHIT

FREAKOMETER

A very playable game, with enough humour to attract many.

VISUALS
89
While everything looks a bit samish, it runs smoother than a baby's butt.

SOUND
72
The music's not too bad, but the SFX can wear you down a little.

GAMEPLAY
89
Good to see someone doing something different in an action-shooter

OVERALL
89%
A very cool action title with lots of twists... good stuff.

Interstate '76

Which one of our writers has two pairs of velvet flares, a lime green body shirt and claims to have seen every Blackbelt Jones movie? Why GEORGE SOROPOS of course.

WHAT ARE LOOKIN' AT CACTUS?

TAKE THE WHEEL, I'LL TAKE CARE OF THESE CREEPS

AIM FOR THE FLUFFY DICE...

MULTI MELEE MAYHEM

As with any PC game worth its salt these days I'76 comes complete with a special multiplayer game, the equivalent of the specific deathmatch levels for Quake or Doom. The Multi Melee game allows you to choose from and drive a wide range of 70's muscle cars and assorted vehicles, albeit from the more obscure end of the spectrum. AMX sports cars, Courcheval sedans, dune buggies, police cars, vans etc. Different cars have different armour ratings and types of hardpoints for fitting weapons. There is a pretty comprehensive selection of destructive auto accessories (no exploding fuzzy dice however) to choose from and also several different arenas. Hooning around the desert doing donuts while trying to send a rocket up your friends butt is a fun thing to do and makes a pleasant change from other multiplayer games around at the moment.

HYPER BiG RUBBER STAMP OF APPROVAL

Just when you thought the big games companies had locked the industry into genre cliches, Activision comes out with something totally off the edge. Think Mechwarrior. think Dukes of Hazard, think Twisted Metal, think Afro's and Astrology, think huh? I '76 is a revelation for jaded gamers looking to put the fun back into their fun, a serious combat game with a not so serious cast of characters and an even less serious sensibility.

"This Is The Coolest Intro I Have Ever Seen"

For quite some time Mechwarrior2 was regarded as having the best game intro ever and, not wanting to give that prize up to anyone else, Activision have out-done themselves again with I'76. I wouldn't normally waste any time talking about a game intro but this is sick! I won't say anymore about it, I don't want to spoil the impact if you buy the game. Suffice it to say that after this amazing little piece of 70's nostalgia the mood is set brilliantly for the action to come.

I'76 is set in an alternative 1976, one in which the oil crisis never ended and law and order in the wild west of America has broken down beyond repair. In the campaign section of the game the player is cast in the role of Groove Champion (hehe cool), brother of Jade and friend of the afro'd Taurus. Jade is killed by a shady character who looks as though he were ripped straight from an episode of the Rockford Files. This guy plans to destroy all of the U.S. 's remaining oil supply thereby making it hostage to the O.P.E.C. countries, his employers. So not only do you have to avenge you sisters murder but save the American auto industry and return to Americans their God given right to drive 7.5 litre V8 powered cars to the corner shop on weekends.

Is That A Missile Under Your Bonnet Or Are You Just Glad To See Me?

Of course it's going to take a lot more than fancy driving to deal with this menace to the American way of life, it's going to take guns, rockets and land mines as well. When you start the 'Trip', as the single player game is called, you have your butt planted in Jade's old car, a couple of 30cals front and back and a rock-et launcher strapped to the roofracks. At the end of each mission your mechanic 'Skeeter' will let you sal-vage parts from the cars you totalled, repair them and use them yourself. Your car can have all sorts of upgrades attached like more powerful engines, better tyres, suspension, brakes and of course weapons. In true Mechwarrior style you can link and group weapons together, but you don't need to worry about overheating! Your car comes equipped with radar to track your enemies too but it has a very slow refresh rate so it's not a case of being able to track you foes entirely on the radar screen, you have to keep an eye out. And to keep in the true spirit of the wild west you also come equipped with a .45 magnum which is aimed out through your side windows when you use the view control to look that way.

A Long and Winding Road

The narrative and your missions flow smoothly side by side, helped by the fact that all the between mission cut scenes are rendered using the same graphic engine as the gameplay itself. Speaking of which the game graphics are excellent, running in everything from 320X200 up to 1200X786. Direct 3D is supported, making another good reason to fork out for a 3D card and bringing the textures, colours and shapes of the desert to life rather nicely. Interstate is no pushover by the way, the missions are tricky and tough, usually involving multiple objectives and pushing your abilities to the max. Maybe this won't turn out to be the best game of the year but it will probably be the most memorable!

AN ACCUTE CASE OF ROAD RAGE

BURN BABY BURN... MONARO INFERNO...

OKAY... I'LL HAVE A BIG MAC, AND ERR... NO FRIES THANKS.

HAVE AT YOU CHARGER!

FUNKY FMV

AVAILABLE: NOW
CATEGORY: ACTION/DRIVING
PLAYERS: ONE-MULTI
PUBLISHER: ACTIVISION
PRICE: $89.95
RATING: TBA

FREAKOMETER

This is NOT an arcade type game, you have to be prepared to go where it takes you!

VISUALS
88
Makes you feel like you're in a Western, except strapped into a car not a horse

SOUND
92
The funkiest sounds in any game around

GAMEPLAY
89
Challenging and fun, put on your platforms and flares!

OVERALL
91%
Top marks for originality, groovyness and plain 'ol fun

Quake - The Scourge of Armagon

Just when you thought it was safe to go back into the slipgate, Quake's general, Armagon is here to wreak havoc. DAN TOOSE *takes up the challenge.*

HYPER BiG RUBBER STAMP OF APPROVAL

BOOBIES!

Traps that is. There's some nasty things around that can kill you, that you can't kill back! There are things like lightning traps, large spike mechanisms, falling blocks, whirling machinery, and other health hazards to stop you from getting from A to B.

TOOLS OF THE TRADE

Some people complained about the weapons in Quake (hell knows why, they were all effective in their own right), so the addition of a few new guns might help satisfy these extremely fussy gamers. There are three new guns, and a couple new items:

MJOLNIR

Thor's hammer, which sends streaks of lightning along the floor to multiple enemies when it strikes, assuming you have cell energy. Without ammo, the hammer just becomes a beefy melee weapon.

PROXIMITY MINE LAUNCHER

The weapon everyone seemed to love in Duke Nukem 3D was the pipe bomb, so a Quake equivalent was an obvious move. The proximity gun fires a bomb, which will clamp itself to any surface it strikes, and detonate when a creature (including yourself) comes close enough.

MJOLNIR

PROXIMITY MINE LAUNCHER

LASER CANNON

LASER CANNON

The coolest of the new guns by a long shot. The laser cannon is a triple barrel version of what the enforcers carry, with a much faster rate of fire. The best thing about the laser cannon is that the shots bounce off a few walls before they fizzle out, so a spray of fire in a confined area can cause total chaos.

HORN OF CONJURING

This item summons a monster or two to fight alongside of you. Great if a shambler appears.

EMPATHY SHIELD

While active, the shield causes all opponents who strike you, to suffer the same amount of damage themselves.

WETSUIT

Renders you immune to the effects of electrical discharge underwater.

HU-HU HE SAID HORN

EMPATHY SHIELD

WETSUIT

CREATURE FEATURE

To help generate more interest in Scourge of Armagon, the obvious thing to do was to stick in some new adversaries. Here are the new nasties:

GREMLIN

Little leaping, giggling critters that can grab your guns and use them against you! Suffice to say, this can make them extremely dangerous if one manages to sneak up on you, since your beefier weapons are more powerful than what your average monster dishes out against you. They are easily distracted though, often feeding on dead creatures, and using your weapons against other monsters just for the hell of it.

CENTROID

Many people don't find ogres particularly challenging, since when they are using the grenade canisters, they are quite easy to dodge. Hipnotic came up with a much nastier dual attack monster... the centroid. Essentially it is a metallic scorpion, that has a nailgun installed in each pincer, and has a stinger that causes huge damage in close quarters. The fast, constant stream of nails is hard to dodge, and thus makes it a very interesting opponent.

ARMAGON

He looks like a shambler that's been all cybered up, with mech legs and arms that have built in laser cannons and rocket launchers. He can take an enormous amount of punishment, and a direct approach is quite futile against this final boss.

SPIKE MINES

Globs of flesh and steel that home in on you and explode, causing stupid amounts of damage.

GREMLIN

CENTROID

ARMAGON

SPIKE MINE

It's very rare that we ever make a big deal out of an expansions or an add on to an existing game, however after just a few minutes of playing Quake Mission Pack 1: The Scourge of Armagon, we knew this was pretty special. iD Software decided to hand pick two groups of 3D action specialists, and commission them both to do two new Quake adventures. Both of these projects include new levels, monsters, and weapons, which may not sound like that big a deal, but these are the most amazing levels we've seen for a first person shooter style game, and fully deserve the two pages they got.

Amazing architecture.

Straight away, you can see the enormous amount of work that has gone into Scourge of Armagon by taking one look at the intricate, and cleverly thought out level design. There are a lot more moving things in SOA, with doors that open in circular arcs, rooms that "fall to bits" opening into lava chasms, cable car platforms, coffins that open, nice chunky levers sticking out of the walls, and other neat touches. A lot of thought has gone into the lighting, with clever use of grilled windows and thunderstorms.

The levels are fairly large, and all follow a theme. The first levels are set in a military installation, and have a really nice, techy feel to them, with lots of big moving machinery, etc.

The big question of course is how long will this pack last you? Well, it really all depends on how good you are, and what difficulty you play at. Nightmare difficulty is very challenging for even a seasoned veteran. Even on Hard difficulty there are things like a room with five shamblers, two ogres, and two machines that spit lightning at you. It won't take that long to beat, but you will get an awesome sense of achievement. The deathmatch/secret level is extremely cool (a must for serious DM freaks).

All in all a great product which will keep any Quake freak happy, with levels that are easily better than those we all saw in the original Quake.

AS I WONDER INTO SATANS' FOYER I AM GREETED BY A RECEPTIONIST WITH A LASER BLASTER...

HEY B-BOYS! WHERE'S AD-ROCK?

AVAILABLE: NOW
CATEGORY: QUAKE!!
PLAYERS: 1-16
PUBLISHER: ID/HIPNOTIC
PRICE: $49.95
RATING: M15+
REQ: REGISTERED QUAKE

FREAKOMETER

For Quake freaks only

VISUALS
95
Amazing level design and new textures will have you oohing and ahhing.

SOUND
80
It's Quake... not quite as spiffy as the Reznor music though.

GAMEPLAY
92
Lots of cool stuff for you to interact with this time around.

OVERALL
92%
The perfect addition for anyone seeking more life out of Quake.

Ecstatica 2

Ecstatica was a game one could call "Well rounded".
DAN TOOSE investigates to see if Psygnosis did so well this time around.

THEY'RE JUST SORTING OUT THEIR RELATIONSHIP...

HAVE AT YOU ELLIPSOID!

COZ SHE KNOWS SOMETIMES WORDS HAVE TWO MEANINGS...

DRAW!

A game could not have a more perfect release date than Ecstatica did a couple of years ago. It's not that the game was cleverly released at such a time it would sell a motza or anything, it was simply due to the fact it beat the beginning of the OFLC's censorship reviews by about a week. Considering the nature of the ways a couple of the people in Ecstatica were depicted to have died, it certainly would have had a very tough time with the OFLC nowadays. Obviously the sequel hasn't had any trouble with the classification review, and it doesn't look like they'll be having too much trouble with the Hyper review either.

Ecstatica 2 picks up where Ecstatica left off... you got the girl, you killed the baddies, you saved the entire planet. What's left to do now? Take the girl back to your castle and do what heroes do with recently rescued damsels. Unfortunately you and your adoring femme get captured, and thus begins your mission to save her, and the rest of the world while you're at it (ie. You're doing it all over again).

This game has got balls!

Lots of them... in fact the vast majority of this game is made up of balls. Well, ellipsoids to be more precise, but the bottom line is, much of Ecstatica 2's visuals are done by means of overlapping spheres, to make up the creatures, bricks, ceiling, etc. There are of course structures, items and furniture that are made up with straight lines, but the overall effect of the visuals is definitely round. This style of graphics works particularly well with the creatures (including yourself), since creatures made up of curves look much more natural than ones made up of straight lines. An absolute ton of character and humour has been put into the way everything moves, with the game looking very similar to a cartoon. While the backgrounds are still images, they are beautifully drawn, and the viewpoint varies from location to location. Sometimes the view is a little impractical, with you having to fight out a battle as a little pile of pixels out in the distance, but it is always quite cinematic, and it never ends up looking bad. There are high and low res modes, so everyone should be able to get a fairly smooth game running on their PC.

The visuals certainly aren't let down by the sound at all, with both the music and the sound effects suiting the game perfectly. If you're belting down a doorway, each blow makes a satisfying thud... and the sound of splintering wood shortly afterwards is perfect.

Ecstatica 2 isn't just a bunch of pretty pixels, it's also a good game under all that guff. Much of E2 is combat, which is really quite simple, with a handful of moves to use to overcome your opponents. This is possibly one of the only areas where E2 could have had a touch more depth, since you really only have eight different attacks you can use. You do get a few variations if you are unarmed, or if you have a bit of spell power at your disposal, but you really spend most of your time doing an endless swipe-stab combo.

The game isn't really about combat though, it's about solving puzzles, and figuring out what you've got to do to acquire the various things you'll need to finish off the big bad wizard dude at the end. You can only carry one weapon and one other item at any given time, which is sometimes frustrating, but at other times it makes your task seem more obvious. You do get the voice of a benign femme, giving you an idea when you're doing it right or wrong, which helps prevent headaches in a game of this nature.

Ecstatica 2 is a groovy action adventure game with enough beautiful surreal backdrops, and enough tricky puzzles to keep you going for quite some time. Every bit as good as the first game... and that was pretty damn special.

OH SHIT!

DIE AGAIN YOU FLESHLESS FREAK!

MERELY A FLESH WOUND...

AND THAT'S HOW ALL KNIGHTS GOT THEIR BELLY BUTTON...

BUDGET APPENDIX REMOVAL...THAT'LL BE $49.95 THANKS

HMMM... ELLIPSOIDS LOOK LIKE ANTS...

ECSTATICA 2 VS TIME COMMANDO

Rather than compare Ecstatica 2 to its predecessor, it's really more relevant to look how it shapes up against another game in the same genre. Ecstatica 2 is very similar to Time Commando in that it involves you progressing through a graphically detailed world, with a handful of attacks and dodge manoeuvres. In fact, the control interface and combat is almost identical between the two games, which happens to be what makes them both feel so similar. The main differences come in that TC lacked the ability for you to go back on your tracks, and that everything was done with straight lines as opposed to E2's ellipsoid approach. All in all, E2 has more depth due to its puzzles, and more character due to the visuals, and really ends up being the better of the two games.

TIME COMMANDO

AVAILABLE: LATE MAY
CATEGORY: ACTION/ADVENTURE
PLAYERS: ONE
PUBLISHER: PSYGNOSIS
PRICE: $89.95
RATING: M15

FREAKOMETER

The cartoon style, and simplistic controls makes it anyone's game.

VISUALS
92
A unique style of graphics that is rife with style and humour.

SOUND
80
Everything sounds great, especially the squeals of little demons.

GAMEPLAY
85
An engrossing game with nice visual puzzles, needs a few more moves though.

OVERALL
87%
Another top notch game from a top notch developer.

Phantasmagoria 2

The game that we thought would never make it. DAVID WILDGOOSE checks to see how Phantasmagoria 2 performs after the OFLC nightmare.

SECOND OPINION - GARETH JONES

Phantas 2, and creator Roberta Williams, deserve kudos for creating a game for a mature audience, despite that Australians will get a slightly watered down version. The plot is interesting, even if towards the end it descends into the crappy depths of, say, X-Files rip-off 'The Burning Zone'. Mostly however, it moves along nicely and while parts are deliberately humorous, others are genuinely disturbing. OK fine, it's not quite of the 'sell your mother into prostitution to get the funds to purchase it' quality, and the cut scenes are far too many and far too long. Nonetheless it is a decent interactive adventure, and hopefully a sign of other, better titles along the same lines in the near future.

Let's just forget about the fact that Phantasmagoria was banned in Australia (or, rather, it was refused classification because for some incredibly stupid reason we don't yet have an R rating). And let's forget that Phantasmagoria 2 has only had one or two snippets taken out, so as to qualify for the M15+ rating and gain release here. And let's also forget that both Phantasmagoria's are "adult games", dealing in such mature themes as sex, violence, rape, and the forced removal of vital internal organs. Why? Because none of these facts matter. Phantasmagoria 2, above whatever else it may be, is a rather average game.

I think I'm... freaking out.

You are Curtis Craig, an average kind of guy working for the Wyntech corporation. A year ago you were released from some sort of psychiatric institution, completely rehabilitated after, presumably, the nightmare of Phantasmagoria 1. Except now you're starting to have these horrible flashbacks and grotesque hallucinations. Something is definitely not quite right. So, the game begins in your apartment one morning before work. After reading your mail, you attempt to leave, only to realise that you've misplaced your wallet. You then have to (and this is the first puzzle of the game, kids) look under your lounge and see that the wallet is lying there. Of course, unlike any sensible person who would simply pull the lounge out from the wall and pick up the wallet, you have to take your pet rat from its cage and tell it to crawl under the lounge. Next you need to discover a chocolate bar in your bedside chest and use it to coax the rat back out. And, amazingly, the rat somehow manages to drag your wallet back with it. Oh dear.

I KNEW THAT CHINESE RESTRAUNT'S FOOD WAS DODGY...

HEY... WHAT ARE ALL THESE CAMERAS?

I really would like to say that the standard of puzzle improves during the game, but, I'm sad to say, most of the remainder of the gameplay appears to consist of wandering around the handful of locations, talking to people and watching the next non-interactive video sequence come straight off the CD. There was one occasion, however, when I was sat at my computer checking the day's email, when a curious "re-arrange the letters to form a word" puzzle popped up for seemingly no reason whatsoever. It was solved within minutes through mere trial-and-error. A good adventure game, like the excellent Broken Sword, doesn't have to rely upon lazy puzzles like that.

I'm not scared...

The game engine is designed to make everything look "real". Most of the time you will see either a still screen with Curtis loitering in the middle (he's actually animated slightly, and will often turn his head as you move the mouse pointer across the screen, which is a nice touch), or a still screen first-person view. When you talk to someone or trigger a cut-scene, the game switches to an interlaced FMV clip where some B-grade actors try not to ham things up too much. In truth, the acting in P2 is better than the standard fare for this type of game, but the sequences fail to be as consistently interesting as those found in something like Realms Of The Haunting. Some are quite funny, particularly those in which the make-up artists have gone to town with the tomato sauce, and that staple gun through the lips is a moment I'll not forget quickly. Sierra don't seem to have decided whether P2 is a tongue-in-cheek parody or a genuinely scary horror game. Some scenes are played seriously, while others (the horror ones, mostly) are aiming for laughs. Both styles are fine in theory (just compare the films Alien and Scream, both good "horror" films but in very different ways), yet in the end, the combination of the two in P2 just means that the tension and the sheer terror that the manual promises isn't really there.

Although, to be fair, I can't think of a horror adventure game (even if it is just ironic) that has been done really well. Cyberdreams "I Have No Mouth & I Must Scream" was genuinely disturbing and the Darkseed games had the unsettling Giger artwork, but neither were exactly scary. Quake is about the most frightening game you can play, and horror adventure games still have a way to go to catch up.

Rating Phantasmagoria 2 is a difficult task. The gameplay pales in comparison alongside traditional adventures like the aforementioned Broken Sword. There's just not enough to do here. And yet, stood beside its fellow interactive movies it rises head and shoulders above them. In my opinion, P2 is a thin adventure with lots of padding. I guess it depends on how much you like padding.

BUDGET SURGERY CAM...

JOY!

OKAY... SO WE'RE LOST.

A DESK... ALRIGHT!

AVAILABLE:	NOW
CATEGORY:	INT. MOVIE
PLAYERS:	ONE
PUBLISHER:	SIERRA
PRICE:	$89.95
RATING:	M15+

FREAKOMETER

Only for real interactive movie buffs, but they will no doubt dig it.

VISUALS
74
Hi-res stills, but interlaced FMV. The horror bits are amusing, while the acting is alright.

SOUND
65
Average music. Strangely, some voices can barely be heard, while others are too loud.

GAMEPLAY
40
Click. Wait. Click. Wait. Click. Ooh, there's a "horror" bit. Click. Wait. Hmm.

OVERALL
65%
Game or interactive movie? It's neither really.

Magic the Gathering: Ba

Some folks play video games to get away from other habits like playing cards...
We helped ROSS CLARKSMITH kick such a habit by giving him Battlemage.

There has been talk of this game for ages now and it is great to have finally seen it. If you have got into the hype of playing trading card games or even hung round on the edge of this sub-culture then you will have come across Magic the Gathering, then you'll know why all those card players have been waiting for this one. For you guys and girls out there that haven't come across the game a bit of background may be helpful. Players are said to be magicians called Plainswalkers who draw their vast powers from different types of land. With this power, known as mana, they control different spells and summon different types of monsters to battle for their cause. As in the original game the computer version uses cards to represent these different powers and spells. Players normally play with 40-60 cards but the computer allows you to customise a deck and therefore experiment with different combinations and amounts of cards. There are a couple of ready made decks so you can kick off as soon as you get it installed.

The object of a game is to attack and destroy your opponents by summoning your creatures and using spells to drain away their life points. Each player starts the game with 20 points of life and when that reaches zero the duel is over. The normal way to duel is to choose a character from the six pre-made characters and either choose the CPU as an opponent or have up to three opponents via the network option.
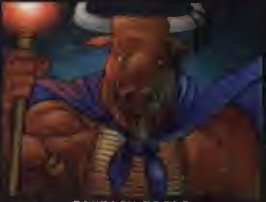
SOME STRATEGIC TONKING...

THE HYPER OFFICE COURTYARD GARDEN...

FANTASY TOOLS

ttlemage

Can't Slow Down...

The game is run in real time which is the biggest visible move away from the original game which is turn based. This makes the game very fast paced and hectic which gives the player a really good idea of how much stress and pressure their character is under. A side effect of this is that it takes quite a while to get used to the game controls and processes. Extensive use of the pause control while viewing the abilities of a creature or powers of a spell helps to overcome this hindrance. Another way to get yourself ahead in the game is to learn the features of the cards in your deck and to instantly recognise the picture once it is drawn.

Once you have some mana coming in from the lands you control, you can start summoning monsters who all have a mana cost. Your creature will pop up slightly disoriented after its summoned, and so would you be too if you were plucked away from reading this magazine to battle for some kooky wizard. Now you have a couple of options for your creature, it can either be sent to attack your opponent or to hang round your character and defend it by either killing the attacker or taking the fall instead of you. Once it has attacked it will magically appear next to your character slightly disoriented ready for its next command. Spells are generally a single use item that are effective as soon as they are cast, but they could have longer term effects.

There can be only one...

The programming team for Acclaim have put a bonus in, which for my money is the best part, a campaign reminiscent of that all time legendary game Defender of the Crown. During this campaign your objective naturally enough is to take over the whole continent, which is divided up into lots of different territories. Every area you move into is inhabited by interesting folk. You interact with these people by choosing one of three answers to their questions. The answers always have either a nice, a mean, or an ambivalent option, and depending on your conversation skills the denizens of the territory may then be benevolent and give you a new spell, money or information, or they may be malicious and cause you grief by stealing your hard won cash, filching spells, or even worse they may be a rival wizard you will have to battle for ownership. Five different wizards including yourself start on the continent to contest for ownership, and take turns at moving into new territories. To win here all you have to do is be last wizard standing. The best bit about beating another wizard is that you get to have a good rummage through their spell book and take home a trophy of sorts.

The individual cards have been kept pretty close to their original pictures, which makes it easy for players of the card game to make the transition, however for the gaming purists out there it is going to be a bit difficult at first having a structureless game environment. Once you have made the change it will be a great way of playing Magic without having to spend time with those dorky guys you met down the card shop last Thursday on swap night.

BEWARE THE MENACING BROWN DOT OF DOOM!

THE HYPER ALPINE WATERHOLE...

AN AWFULLY NEAT BATTLEFIELD

A GUY WHO HAS HASSLES FINDING NEW HATS...

PICKIN' CARDS & CHARACTERS

AVAILABLE: NOW
CATEGORY: REAL TIME
PLAYERS: 1-4
PUBLISHER: ACCLAIM
PRICE: $89.95
RATING: 13+

FREAKOMETER
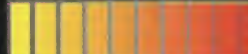
You really need to be a fan of the card game to appreciate it.

VISUALS
62
Nothing spectacular, but they do the job more than adequately

SOUND
60
The full orchestra, but painfully loud and it won't save the volume settings.

GAMEPLAY
82
Confusing at first, but once you've stuck it out a bit, quite playable.

OVERALL
82%
The best conversion since monopoly went electronic, maybe even before that!

The Terminator Skynet

The desire for mindless violence is no stranger to GEORGE SOROPOS so we dragged him away from the old peoples home for this.

175
50

NOT DUKE NUKEM...

POP!

IT'S YOU!

A ROOF... WOOHOO!

Sometime in 1985 a company named Cyberdyne Systems booted up a new operating system, Skynet, which was designed to control the military arsenal of the entire United States of America. Bethesda's crack team of cutting edge programmers had been given the job of finishing the code in time for the big event and their brilliance, attention to detail and thoughtful implementation soon became apparent as every Nuclear Missile, Stealth Bomber and Waffle Maker in the world turned on their masters. Mankind was doomed until, rising up from these ashes of our future civilisation came John Connor – hero of the resistance and last known owner of a working Fondue set.

Skynet's single player game places you under the command of Connor in a race against time to stop the evil robots from launching a nuclear strike at the rebel command centre in L.A. For those of you not familiar with Terminator – Future Shock a quick synopsis: Outdoor/indoor Quake with jeeps, aircraft, ruined skyscrapers and big nasty robots. For those that are, Skynet offers more of the same with new weapons, new graphics, new missions and a multiplayer death-match option.

WHAT PUTS THE NET IN SKYNET?

The big improvement in Skynet over its' earlier incarnation is of course the option to kill your friends. An option that should be provided to people during all aspects of their daily lives, while shopping, walking the cat or whatever. If you've deathmatched in Doom, Duke or Quake (and who in their right mind hasn't) you're in for a pleasant change. Skynet provides a more tactical environment than any of the above mentioned games. The player can find sniper positions in crumbling office blocks, hoon around ruined streetscapes in well endowed jeeps and even jump in a HK and rain down plasma death on his or her foes from above. The multiplayer game also equips each protagonist with a motion detector, a handy device for huntin' yer mates!

IT'S THE LEANING TOWER OF BBQ MEATLOVERS PIZZA...

SNIPING WITH YOUR THERMUS FLASK...

ARE YOU SARAH CONNERS?

My Stick Go Boom

The first thing people say to me when I show them a new Doomy type game is usually "George, how big is your boom stick?" My usual response is of course "Big son, very very big" I say this because boom sticks are a very important part of any first person shooter and Skynet is no exception. There are 17 weapons to use at your discretion, five are thrown (grenades, molotovs, pipe bombs etc) while the rest take their usual place, jutting out in front of your character like a good boom stick should. Why so many weapons? Well that's a good question really. While some of Skynet's guns perform unique functions such as the grenade launcher and rocket gun many of them quickly become superfluous and never get used for anything. For example there are six different energy weapons, of which you only ever use one or two as they are all just variations of the same thing.

Nice Face, Shame about the Legs

Bethesda have obviously spent a lot of their time since the release of Daggerfall sexing up their 'X-gine' 3D engine to SVGA status. Skynet's 640 x 480 res. mode looks great, perspective looks more natural and robots don't turn into pixel monsters when they get up close and personal. The graphics are also a lot more functional than they were in Future Shock, by that I mean that there are a lot more puzzles and traps in Skynet than in its' forerunner. The problem of course is processor speed - if you ain't got a P200 forget about high res. I much prefer Id's approach to this problem-include a heap of res. options so that people can get the best out of their system. A 320x400 and a 360x480 mode would have meant that a lot of P120-P166 users could see nice graphics at a decent frame rate.

Is That A Bug? Ew!

Unfortunately what Bethesda obviously HAVEN'T spent a lot of time doing is getting the bugs out of their new SVGA 'X-gine' engine so that people can enjoy it as they should. Anyone who bought Daggerfall will be familiar with Bethesda's stringent bug checking policy-NOT. And, unhappy as it makes me to say it, Skynet is even worse! Sure Bethesda have already started putting out patch fixes for the game but hey, they shouldn't need to. While Skynet is quite playable there are many annoying bugs, some of which have been there since X-gine's first incarnation!

The tone of this review probably disguises the amount of fun I had playing Skynet. Even with all the bugs and cliches it's still a great game and, when the bugs are sorted out (if ever), makes a nice change from the underground deathmatching in Quake!

AVAILABLE: NOW
CATEGORY: 1ST PERSON
PLAYERS: 1-4
PUBLISHER: BETHES DA SOFT
PRICE: $99.95
RATING: G8+

VISUALS
79
Although SVGA looks great, most of you won't be able to play the game that way

SOUND
65
Weapon effects are a bit wussy and the music is average

GAMEPLAY
75
To put it simply - it would have got 85% without the bugs.

OVERALL
78%
A good game marred by Bethesda's legendary lack of pest control

FREAKOMETER

If you like kill, you like this hehe

Noir
PC
AVAILABLE: **NOW**
CATEGORY: **ADVENTURE**
PLAYERS: **ONE**
PUBLISHER: **CYBERDREAMS**
PRICE: **TBA**
RATING: **G**

Here's a career limiting move: I think for serious gamers the simple adventure game's dead. I mean really, it may have worked in the days where CPU frequency was a single digit and true colour meant more than 16, but who wants to sit through a game where you point and click at stills which may or may not respond, unless it's ground-breakingly original like Bad Mojo?

Enough about me. The blurb on the box describes Noir as a shadowy thriller and the game plays on the "film noir" and crime movies of the 40's and 50's, with black and white stills and objet d'art from the era thrown in to add atmosphere. You play the role of a detective in 1940's Los Angeles trying to find out where the hell your colleague Jack Slayton is. Only after solving Noir's six cases do you find out what happened to Jack.

The game installs pretty easily, but it's a Win32s app, not a true 32-bit which means it looks and feels like you're back in 3.x land (you know, no long file names, adjusting your screen resolution to 640x480x256 every time you want to play, no DirectX support etc.). The bonus is that it will run on Win 3.x and all you need is a 486/66 with 8MB RAM and 10MB HD free. The game also claims to run on a Mac, but plugging it into my Power PC I couldn't find any Mac setup icons on either of the two CD's - very strange.

Noir will appeal to those who like sitting back and sipping Jolt while trying to solve murders, but doesn't really hold much for those who like their gaming intense and involving. As a result, there's not much longevity to this game as 'passive' gamers will quickly become bored when not too much is happening and 'serious' gamers will find the lack of control frustrating. The lack of music during gameplay makes playing for lengthy periods quite dull, especially because the music during the intro is quite good and sets the 40's kind of mood extremely well.

In the end, the hardcore factor of Noir turned me off somewhat. It left me feeling like the only kind of person it would appeal to is those into 40's crime flicks, or those who like their gaming extremely laid-back.

VISUALS	**59**
SOUND	**55**
GAMEPLAY	**50**
FREAKYNESS	**75**
OVERALL	**55**

GEORGE ARGY

P.O.D
PC
AVAILABLE: **NOW**
CATEGORY: **RACING**
PUBLISHER: **UBI SOFT**
PLAYERS: **1-8**
PRICE: **TBA**
RATING: **G**

In the future, on a planet called Io, A thriving industrial colony falls victim to a subterranean virus which kills and destroys everything in its path. The population has been evacuated and now only eight people remain to fight over the last shuttle seat off the planet. Fortunately for all concerned these eight remaining people happen to be completely obsessed petrol head hoons who prefer to spend their last remaining hours dry cleaning their fuzzy dice and preparing their big-blocks for hot nitrous injections. The race is on to get that last shuttle seat and you have to be the who wins or it's goodnight, forever.

Pod is designed mainly as a network game and to this end UBi soft will be setting up a dedicated system for Pod people to find fellow players to race against, similar to Blizzards Battle.net system for Diablo. Each race can have up to eight competitors and choose between eight different chassis to drive. The cars are very chunky looking beasts that can be tweaked to suit whatever driving style you prefer. Adjustments can be made to your cars' acceleration, braking, handling, grip and top speed. Each car has 300 points which can be spread between these parameters with 100 being the maximum you can apply to each.

Unfortunately the tracks vary between OK and boring with not much in the way of interesting features or layout. Good 'ol Fatal Racing has better tracks, even Megarace 2 has better tracks, and that's saying something. UBi soft have promised that more tracks and cars will become available which players will be able to download from their web site, hopefully these will improve the situation. Players will also be able to upload their best races and download other peoples races from all over the world to check their form.

As a stand alone racing game Pod doesn't have much to recommend it but when UBi soft's net play site is up and running it could be quite fun indeed.

VISUALS	**80**
SOUND	**70**
GAMEPLAY	**69**
FREAKYNESS	**60**
OVERALL	**70**

GEORGE SOROPOS

Re-Loaded
Playstation
AVAILABLE: **NOW**
CATEGORY: **ACTION**
PLAYERS: **1-2**
PUBLISHER: **GREMLIN INTERACTIVE**
PRICE: **$79.95**
RATING: **M15+**
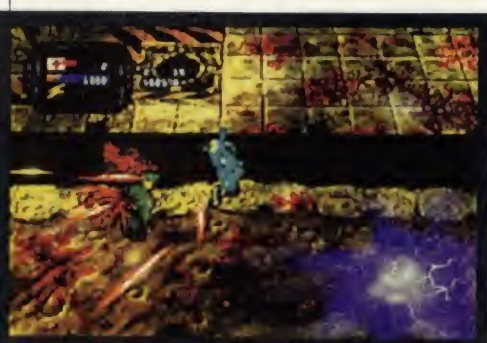
Loaded kinda reminded me of that arcade classic Gauntlet... the overhead perspective, the cool powerups and of course the frenzied 360 degree blood-shed. Though Loaded wasn't quite as remarkable as Gauntlet (and not four-player!), it provided a good blast-fest when you needed one. With Re-Loaded, the programmers had a chance to perfect all of Loaded's weaker points and make this sequel one of the coolest shoot 'em ups available for the Playstation. Well, I'm sorry to say it, but back at the lab some work-experience game-designer must have pushed the button labeled "mediocre" on the big game-making machine by mistake.

If you played Loaded, then you'll know that the most appealing thing about the game was the ridiculous amount of enemies and the blistering amount of power-ups for your gun. Added together they simply spelt INSANE CARNAGE! Blood, blood, guns and sickly sloppy sound effects! Strangely, Re-Loaded actually seemed to have fewer enemies, fewer power-ups and fewer things to blow up. Make sense? No... not really. It seems that the focus is now on strategy and puzzle solving - an obvious attempt at providing something different with the sequel, as just more of the same would have been very dull indeed. Why they couldn't have just thrown in the strategy/puzzle elements into the already great game, I don't know. Thinning out the action only really leaves you feeling incredibly unsatisfied. The puzzles aren't even a remote challenge and strategy... well, how strategic can you be surrounded by ugly, armed mutants ready to tear you limb from limb? Not very. There is more variety in the levels, and certainly the game improves the further into it you get... it's just that the senseless destruction of your entire surroundings is no longer really the focus of the game - and that was the best bit!

Now, don't think for a second that Re-Loaded is a walk through the park eating fairy-floss and wearing pink-fluffy slippers... there are still waves of tough, mindless thugs to mow down and it's still a lot of fun. Two players can go through the level together and they've added two new characters, Sister Magpie and The Consumer. Packing some deadly weaponry, you'd think that FUN was the only option... I just can't help but feel this is a little lame.

VISUALS	**65**
SOUND	**48**
GAMEPLAY	**78**
FREAKYNESS	**10**
OVERALL	**68**

ELIOT FISH

Andretti Racing
Saturn

AVAILABLE: **NOW**
CATEGORY: **RACING**
PLAYERS: **1-2**
PUBLISHER: **EA**
PRICE: **$99.95**
RATING: **G**

Crimewave
Saturn

AVAILABLE: **NOW**
CATEGORY: **ARCADE**
PUBLISHER: **EIDOS**
PLAYERS: **ONE**
PRICE: **$99.95**
RATING: **G8+**

Soviet Strike
Saturn

AVAILABLE: **NOW**
CATEGORY: **ACTION**
PUBLISHER: **EA**
PLAYERS: **ONE**
PRICE: **$99.95**
RATING: **M15+**

It's a long time between driving games for the Saturn and when a new one came out that promises a choice of two different vehicles and the ability to race on 16 different tracks I knew it wouldn't be long before I would be burning some serious rubber. Covered with the usual EA sports gloss, Andretti Racing offers competition in the Indy and Stock car racing seasons that span over ten races. With options to change various aspects of your vehicle including tyres, gear ratios and wing spoilers, Andretti Racing hard to seriously recreate the sport and even goes as far as to include a driving school with video of Mario Andretti explaining his driving methods and giving tips.

Graphically the game delivers with a reasonably good graphic engine, that although doesn't approach Sega Rally in quality, still manages smooth and convincing visuals with a good amount of scenery and cars onscreen. Split screen mode however, has its usual loss of detail as expected, but is playable and good fun with a friend.

The tracks range from the long straits of the Calder Thunderdome to the tight corners in the street circuit of Cincinatti, and are drawn on screen with a acceptable level of pop up. There is a marked difference in handling between the Indy and Stock cars with the Indy sticking to the road and the Stock being rather unresponsive in steering, but enough options exist to customise each car to your own tastes. Upon completion of a season, if you performed well enough, more racing teams become selectable with the ability to choose arguably better cars... well at least they're coloured differently anyway.

There are a few complaints with the collisions and tyre wear though. No matter what the crash circumstances your car always seems to come off second best. Combine this with the fact that there are no degrees of tyre wear with all four tyres becoming bald before you know it, and you can be in for some very rough racing out on the track.

All things considered Andretti is a good racing game, though it doesn't break new ground in any areas, it has sixteen tracks, two different cars and a two player option that is sure to keep racing fans happy for a while.

STEVE O'LEARY.

VISUALS **72**
SOUND **78**
GAMEPLAY **70**
FREAKYNESS **40**
OVERALL **75**

Sometime in near future police the world over will all decide to go on a permanent holiday, leaving law enforcement up to a group of petrol head gun freaks. These freaks will drive around in spoofed up 50's Chevy's armed to the teeth and their job is to destroy all renegade vehicles in their territory, welcome to Crimewave.

The basics of the game are quite simple. The player cruises around, in either a cityscape or beach setting, in a fully worked hotrod armed with two machine guns and a big stereo pumping out top 40 dance hits (so that people can yell out "loser" when you drive past) A message appears on screen to tell you that there is a renegade loose in your sector and an arrow points in the direction you need to go to find him. Alas there is also a time limit before the renegade leaves your area so you have to locate and destroy him A.S.A.P. Various weapon and shield power ups are found when you destroy your quarry and you get points too. You lose points however when you accidently destroy friendly vehicles of which there are a lot, this is a normal city after all. When you have 600 points (or Meks as they are refered to in the game) you can enter another sector with new graphics and enemies.

Well it sounds reasonably interesting doesn't it? To be honest, after a few hours of playing this i got so bored i started gnawing my leg off, and i liked it. Crimewave is achingly dull, your car is very painful to control, the graphics are uninspiring and the feeling of satisfaction that you should get from doing your thing just isn't there. If you like being frustrated, annoyed and bloody well pissed off this is the game for you! As a PC owner also i can honestly say that there are many shareware games around that utterly crap on this title, Death Rally being one of them. Eidos the publishers of Tomb Raider haven't done themselves any favours here.

GEORGE SOROPOS

VISUALS **60**
SOUND **75**
GAMEPLAY **45**
FREAKYNESS **10**
OVERALL **52**

And here was I thinking that the cold war was over when all the time those God fearing Americans at EA were planning to invade the old Soviet Union, making sure that the sun never sets on the McDonalds empire. This is the second outing for Soviet Strike, the first one being on the Playstation in a pattern that Saturn owners must be getting used to by now. But the good news for Saturn heads is that Strike on their machine looks just as good as it did on the PSX, and plays just as well.

This is the latest in EA's series of 'Strike' games and easily the toughest and most detailed. I'll come right out and admit that I couldn't even get past the first level after two days of playing! What a b*tch. Sov. Strike adds a whole new level of complexity to this much loved series, more than you'll find in some PC flight sims! Most of this information is accessed through your mission map which identifies and details everything – All of the enemy units on the map, where your objectives are, the location of fuel, armour and ammo power ups, the location of friendly units, how many enemies/supplies are left on the map as well as a diagram and technical description of all units in the game! This info is very valuable as mission goals are always multi layered, even the bleedin' first mission has, like, four or five different objectives which have to be met to get to the next stage.

In graphical terms Soviet Strike looks gorgeous, the terrain is very nicely textured, the enemy units look cool and they blow up even better. Control of your chopper is a bit tricky as the bad guys have all sorts of weaponry at their disposal to shoot you out of the sky. If you don't get to the point where you can fly this thing purely on instinct (which I didn't) you won't have a chance in this game! This was obviously intended to challenge Strike freaks who played the last game (Desert Strike) to the point where they could win the game blindfolded with their control pad wedged between their teeth. If you're a beginner at this sort of thing Soviet Strike will probably only give you a lot of grief.

GEORGE SOROPOS

VISUALS **70**
SOUND **86**
GAMEPLAY **80**
FREAKYNESS **75**
OVERALL **80**

Mechwarrior 2
Playstation

AVAILABLE: **NOW**
CATEGORY: **ACTION/STRATEGY**
PUBLISHER: **ACTIVISION**
PLAYERS: **ONE**
PRICE: **$89.95**
RATING: **G8+**

The Jade Falcon and Wolf clans are back, but many changes have been made to the PC original's gameplay in order to make it more suitable for a console type interface. Mechwarrior2 is essentially an action game based in the 'BattleTech' world created by FASA for their role playing games. If you're thinking Virtual On, forget it, Mech2 is a far more tactical game and doesn't rely on speed so much as it does on planning. If you're familiar with the complex keyboard layout of the PC game you'll probably be either relieved or horrified by the PSX version's simplicity. Obviously everything can now be done with the PSX controller, weapon select, weapon grouping, torso twisting, view zooming - every button on the pad is used, some twice over. There is no facility to setup your own Mech in the PSX version however, you only get to choose from a group of preset machines which again will make some players cringe and others happy that they don't have to go through all that tedious stuff.

To add a bit of console 'feel' to the game, Activision have also added power ups to the game engine in the form of armour repair/upgrades, ammunition and other things.

As you can see from the grabs PSX Mech2 looks quite nice, the texture mapping and shading giving it a more gritty, realistic look than the PC original, while the game audio has been 'ported over almost identically - complete with that sexy female computer! By the way, if you've seen Sony's analogue controller monster in the shops and wondered what the hell you're supposed to do with it, this game is it. Mech2 is the first title to fully utilise this gadget and it works very well. Mech2 will be out for both PSX and Saturn and should provide owners of both systems with a slightly different sort of challenge to what they're used too.

PS This is the last Activision Mechwarrior title as Microsoft have aquired the rights to FASA's Battle Tech. In future Activision Mech titles will be based on the 'Heavy Gear' universe from Target games. Mmm

VISUALS	82
SOUND	80
GAMEPLAY	79
FREAKYNESS	45
OVERALL	80

GEORGE SEROPOS

Settlers II Mission CD
PC

AVAILABLE: **NOW**
PUBLISHER: **BLUE BYTE**
CATEGORY: **RESOURCE MANAGEMENT**
PLAYERS: **1-2**
PRICE: **$29.95**
RATING: **G8+**

Hmmm. Settlers, Settlers ii, and now Settlers ii Mission CD, this game must really have some kind of wicked appeal, although for the life of me i just can't quite get a handle on it. For those of you who don't posses the sequel Settlers ii, you may as well stop reading right here as it is needed to run the new scenarios. For those of you familiar with S2 already, this mission disc may be just that for which you have been searching.

The mission disc has a few good points, firstly it fixes a lot of those little bugs from the original that weren't picked up in beta testing. it also fixes the problems that went on with transporting goods by ship. Although you still can't build more than one harbour on an island without causing havoc, why you would need to is really beyond my meagre knowledge of resource management.

The new missions are all done on a map of earth, and have that old world domination theme, with missions flowing on one from the other. The conversion of the earth is quite well done but the scale of things gives one the same sort of feel as playing earth in the original civilisation.

Those idea people at Blue Byte have also kindly added a custom map editor, which depending on your preferences is either a rock solid idea or not really worth the effort. if you love the game then the editor is a fantastic idea and will provide hours more settling though its easy to use interface. if on the other hand you would not include Settlers ii on your desert island Top 10 then this is probably not going to increase your overall cool score.

ROSS CLARKSMITH

VISUALS	75
SOUND	85
GAMEPLAY	78
FREAKYNESS	90
OVERALL	71

Stars!
PC

AVAILABLE: **NOW**
PUBLISHER: **EMPIRE INTERACTIVE**
CATEGORY: **STRATEGY**
PLAYERS: **1-16**
PRICE: **$69.95**
RATING: **G8**
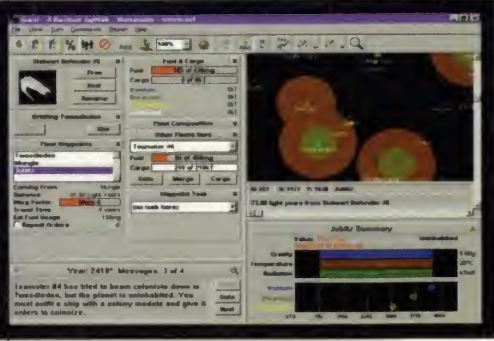
I must admit, I couldn't really call myself a space strategist. But if you could, this is the game for you. Stars! is a game that's been around for a while, a game with depth not designed for the thrill-seeker. In a bubble of space somewhere on the edge of the universe, space tribes struggle for domination of the remaining fragments of free space. You must build your young civilisation up to manage hundreds of fleets, planets and units.

Stars! takes the familiar role of resource management to a surprising extent, resulting in turns that may take a day each, involving hundreds of commands. It features extensive race/fleet design, a near endless array of weapons and technologies to please every hard-core strategist.

Although heavy on unit management, laden with units, and with a manual the size of a dictionary, Stars! features a good intro tutorial and a comfy mouse-driven layout that allows you to jump right in. Multiple and repetitive command programming of units takes some of the pain out of managing your units.

There are no slick graphics and no catchy tunes (hardly a beep in fact) which is hard to handle after playing the likes of Red Alert and Warcraft II. This game really relies on your own imagination to keep you there for those hard months ahead.

The main display is drop-down menus and a simple RGB scanner screen on which all the action takes place. You are notified of battles after they happen and can only watch a simplified re-enactment on a 2D grid. 90% of turns are based around responding to the notifications sent to you by the computer. All this makes for a pretty low-key experience.

Of course all this matters little to the dedicated strategist, and Stars! offers endless strategic variety for those willing to plow through it. Turns can be exchanged by email, ftp or BBS for up to 16 human/AI players, and it features a community of players using its newsgroup, ftp and web sites. Of course, turn based strategy games are a bit of a thing of the past compared to today's real time strategy games, and that's why Stars! falls short of being thrilling.

VISUALS	40
SOUND	28
GAMEPLAY	65
FREAKYNESS	90
OVERALL	55

ALEX SWARBRICK

TOMB RAIDER

The most common request for help we've got here at Hyper is people being stuck in Tomb Raider, so we figured we should provide you all with a walkthrough. This is a just a breakdown on how to finish the levels, so we encourage you to explore all the levels, finding extra ammo, health packs, etc. We'll finish the playguide off next issue... good luck!

LEVEL 1 - CAVES

• From the start... run down the corridor, past the flying darts.

• Climb up to the left once you find see a hole up there.

• Run to the end of corridor, head left through the opening, then go to the bottom of the chamber, down the stairs, and open the door.
Go to far left corner of room, climb up... don't worry about the gate to the right for now.

• Follow the winding corridor till large chamber with 2 bridges - careful of wolves on ground level [1]

• Make your way to the far corner of the room via the two bridges and exit.

• In the new chamber, there is a gap to jump. There is a bear down the gap, which you can kill before you cross or go down. If you go down there is a door mechanism to get you back to the bridge room.

• After crossing the gap follow the stairs down to the next chamber.

• Beware of attack by 2 wolves just inside the door.

• Pull the lever in the corner of the room, then hurry over to the open doorway before it shuts.

• Run up the long flight of stairs, kill the wolf, then run over the collapsible floor tiles and go down into the new area.

• Have a look around, and head down the corridor, at the end, jump across the gap to the ledge of the other side of the vast chamber. Kill the oncoming wolf, grab the med pak, and pull the lever at the far end of the corridor. After pulling the lever, just take the nearest archway to go down into the main chamber, and head through the doors which you just opened to the right.

LEVEL 2 - CITY OF VILCABAMBA

• Dispatch the group of wolves that attack you.

• Take the large opening [2] into the area with a pool in the middle. Run to the far corner of that room (be careful, as a bear may attack you from an opening off to the right.)

• (If you want to get a secret, go down into the pool, swim down the corridor, take a right at the junction, then swim up that corridor, and as you enter the underwater chamber, head for the far right corner of the room. Pull the lever, swim up, and you've got a health pack and a door which goes to the pool room.)

• Pull the lever and go through the doorway. Take the stairs to the opening above and then take a running jump across to the next opening.

• If you wish to get the health pack at the other side of this new chamber. Walk to the edge, then run off and take a jump as soon as you are on the last collapsible tile (be ready to catch onto the ledge with the action button).

• Push the block in the wall [3] till you find yourself in a new room. Go to the far end and get the key and golden idol.

• Use the block to climb to the upper level of this room, and follow the ledge to the opening which goes back to the pool room.

• Drop down, turn left and head down the first corridor on your left. Open the door with the key you just acquired [4].

• Run through the next room (jumping the dart traps). Once through, get ready to take on a wolf from either side of the door. Head to the building at the end of this large room, and enter the left corridor.

• Follow the corridor to another pool room. Go up the steps to the left [5], jump and catch onto the nearest ledge. Walk to the corner of that ledge, and jump to the ledge with a new corridor. Take the stairs up to a higher ledge, and jump to the next ledge.

• These new stairs lead to a room with a lever. Pull the lever and head out the archway.

• Make your way down to the ground level below, collecting equipment on the way.

• Enter the new corridor on the right, which leads to yet another pool room.

• Go left around the pool, jump straight up and grab onto the ledge (this may take some shuffling around into the right position).

• Rather than run across the collapsing tiles, just get up onto the ledge next to you (jump and grab), then turn around and climb up again.

• Take the new corridor up to another lever room. Pull the lever and once again head down to the ground level.

• Now take the middle corridor, which has some swinging axe traps [6].
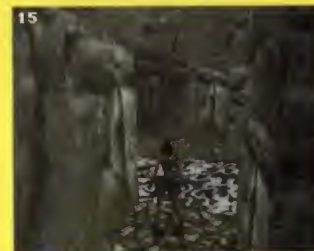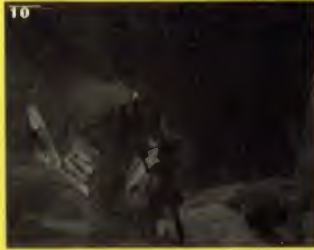
• Try to get a feel for where the axes are, edge close, then roll or run after they swing past.

• At the end of the corridor is a lever and a door with a bear behind it. The lever causes the floor to drop into water. Rather than swim up to the surface of the bear room, swim through the opening in the wall near the surface. This leads to a room with stairs leading up to a ledge where it is safe to kill the bear.

• Pull the nearby lever to open a gate in the room below. Go down to the room, and place the idol in the slot next to the doorway. (If you wish to head back to an earlier part of the level, take the stairs up in the corner of the room and pull the lever in the area up there, as this will stop the swinging axes.)

LEVEL 3 - THE LOST VALLEY

• Head down the corridor, then turn right at the stream. From this high ledge, you can look down into the chamber below and take out the wolves on the ground [7] (may require moving down a little). Then you can either climb down, or jump in the stream and take the waterfall down [8].

• Directly opposite from the waterfall is an opening to more caves, follow the caves around a couple of rocks, then scale the ledges in front of you to reach the top of the room [9].

• At the top is a skeleton with a med pak [10]. Take this and then head down into the next valley.

• A couple of raptors will come along, and as you reach the broken bridge, you'll get attacked by a T-Rex [11]. Try to keep jumping around as you fight him, since he can swallow you whole if you're standing on the ground.

• There are several ledges/openings which you can go to from here. Take the first ledge on the right after the broken bridge. Follow the caves till you reach a room with a pool, and climb the ledges [12] till you find a cog at the top.

• Jump into the pool, swim till you come out at the base of a waterfall.

• (There are two secrets here, one either side of the waterfall. The one straight to your left as you climb out, is simply an easy ledge. The other requires you to scale the wall, making your way closer to the top of the waterfall. Once next to the waterfall, shimmy across to the front of the waterfall, then pull yourself up and grab the secret.)

• Keep heading along the valley and enter the big building at the end [13]. Within the building is a waterfall, which you should dive into, and swim down to the bottom right corner [14], where you'll find a tunnel leading down to another cog. Swim up, and leave the building.

• As you leave, immediately to your right is a ledge up on the wall, climb into the opening, and follow the corridor till you come to the broken bridge. You need to walk down to the edge of the bridge and take a running jump to catch onto the other side. Once you make it, get the cog at the other end of the bridge, and drop down into the valley.

• Now make your way back to the first waterfall you found, right near the start of the level. Climb up the rocks to the left, so you're right near the beginning. Run to the far end of the area, and turn right, so you can see a patch of land on the other side of the stream [15].

• Take a running jump this the other side. Turn around and take another running jump to the next spot of land. The next jump across the stream requires you aim at the land which is a little further away to the left, as opposed to the nearest (you hit your head and fall in if you try). Now take a standing jump across the stream, grabbing onto the ledge and hauling yourself up to a new corridor.

• Follow the corridor to a bridge [16], cross it and insert the cogs you found onto the pegs on the wall amidst the other cogs already there. Once all three are in, pull the lever to the left. This causes a barricade to divert the flow of water away from the waterfall.

• Look down from the ledge and make your way down to the skeleton [17]. Take the shotgun and then jump into the stream. Swim down through the corridors till you come to a room where you swim up, then climb out, grab the items, and head out through the opening. You are now just above the edge of the where the main waterfall used to be.

• Make your way down into the big pool at the bottom of the waterfall, and go into the entrance that has appeared where the waterfall used to be.

LEVEL 4 - THE TOMB OF QUALOPEC

• Run down the corridor into a square room. Turn to your right and pull the lever which is next to the corridor you came through. (get ready to fight raptors immediately afterwards)

• Take the new corridor which has appeared, and when the path splits three ways, take the corridor on the right (The one with a symbol like a helmet).

• The corridor ends in a room with a movable block in the wall. Push the block till it can move no further, then push the block which is now on your left. Take care running across the collapsible tile, as there's a spiked pit beneath it. Pull the lever and head back to the crossroads.

• Take what was "the middle" corridor (the one with a circle symbol) and you'll come to a room with an idol, and a lever in a recess just across from it. The floor in front of the lever is collapsible, and falls away into a room with three wolves. Best to make the floor fall, get your guns ready, then drop down.

• After you kill the wolves, run up one of the ramps, and pull the block in the wall towards yourself. Then hop over to one side of it, and push it across.

• Go up the stairs, drop into the pit and grab the health pack, then climb up and continue till you reach a room with a lever, pull it and drop down the nearby hole in the wall which goes down right next to the crossroads.

• Go to the crossroads and head down the passage to your right (the one with a bird symbol), which goes to a room with a lever. Don't pull the lever, just go through the opening and drop down into the room below. Head straight to the corridor to the left, take the stairs up, and when you reach the landing, turn to your right and do a standing jump forwards from the edge of the pillar, and catch onto the ledge. Following this new corridor, you'll eventually come to a drop where you can either drop left or right. Go to the left and drop down [18]. Once out on the pillar, turn right and jump up to the ledge in front of you. This is a short corridor with a lever in it, pull the lever, then head back to the edge, take one step back, then do a standing jump forward to land on the pillar again.

• Go down to ground level, and jump up to the ledge above the patch of ground that is sloped up slightly against the wall. This leads you back to the lever you didn't pull before. Pull it now, then go through the opening just to the right of the lever. Climb up and over the ledges, to the point where you're on a ledge in the big room. The pillar will now have moved out from the edge of the wall. Take a running jump from the ledge to land on it [19]. From the top of this pillar, take a running jump to the pillar which is out in the middle of the room.

• Now move to the corner of the pillar closest to the spikes below and face the ledge above the spikes. Take a step back [20], then take a running jump at the ledge. Once there, walk into the new room and pull the lever.

• Now make your way back to the very first room of the level (via the ledge above the slope and the crossroads). Once there, run to the corridor directly ahead of you. Head through the corridor and up the stairs, taking care of dart traps. This leads to the room containing the first piece of the Scion [21]. Run up to the altar, grab the piece, then head to the gate to your right. Run down the sloped corridor to the first room again, and head to the opposite corridor (the way back out). Jump into the waterfall pool, climb out and fight against the redneck with the pistol, remembering to move around during combat to avoid getting nailed. Once you finish him, you've finished part one.

LEVEL 5 - ST FRANCIS' FOLLY

• As soon as you start be ready to fight a couple of lions. Best to move up onto the ledges to the side so you can fire at them from slightly higher ground. Then move up to the chamber ahead with six pillars of differing heights. For now, ignore the pillars and move to the block in the groove on the right hand side of the room. Push the block away from the place you started. This opens up a door at the far end of the chamber. Enter this door, take out the apes, then pull the lever directly opposite the door you came through. After pulling this lever, turn around and head up the stairs to your left, pull the lever, then head back out of the chamber, back into the pillar room.

• Go back to the block, and push it so it rests over the other Greek symbol in the groove. This opens a door up on a higher ledge. Now push the block back as far as it will go [22], back towards the ape room. Climb onto the block, and take a standing jump to catch onto the nearby pillar, and then do another standing jump to get to the next one in front of you. From this high pillar, you can do a running jump to one of the ledges on the wall ahead. Then jump from ledge to ledge to get to the door you opened up high. Follow the corridor, slide down the sloped corridor, and you'll fall into a pool of water. Swim straight to the other end of the underwater corridor, and get out of the water when you get there. Pull the lever, and the corridor will have the water drained out. Take out the crocodile and head to the far end of the corridor, take the passage on the right.

• This next section is about acquiring four keys to unlock a door at the bottom of this huge chamber.

• You'll find yourself at the top of a big room of which you cannot see the bottom [23]. Jump across to the middle of the room. Lower yourself down to the next level, right next to the lever. Pull the lever. Lower yourself down the hole in the middle, and once again pull the lever on this level. [24] Climb down to the next level, and take the landing into the doorway marked THOR.

• The lightning trap affects all areas between the five tiles on the floor [25], so as you enter the room, go straight to one side and then hug the wall, jumping across the tile between you and the archways beyond.

• In this next room, just run to the tile where the huge hammer will strike [26], stand there for a sec, then jump away before the hammer strikes. This will cause a block to fall into the room, which you use to climb up onto the ledge which
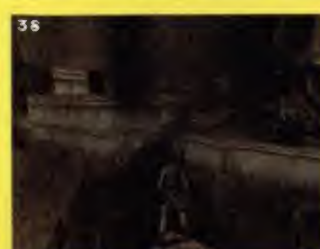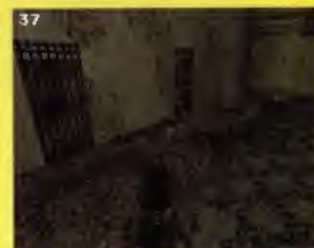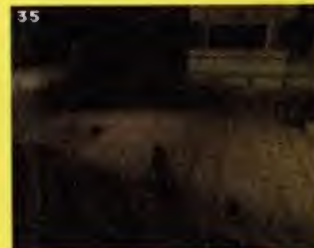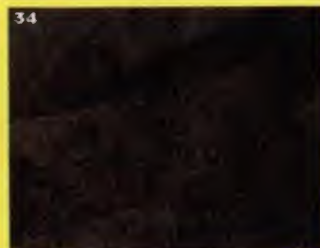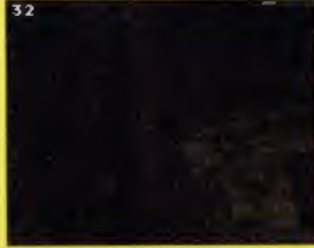
was just out of reach. Push the block up on the ledge along so you can reach the next highest ledge. Take a running jump and catch onto the ledge of the doorway way up out along the wall. Grab the key and go back out of the THOR chamber the way you came.

• Once out into the central area again, climb down another level, and pull yet another lever. Turn around and jump over to the corner [27] where you'll find the doorway to the DAMOCLES area.

• Just run straight through to the door in the other side of the chamber, go in and get the key on the pedestal (also jump up to the bit above the pedestal for some extra items). On your way back through the chamber with swords, make your way back by taking steps forward, then jumping back as a sword falls towards you (use the shadows as a guide) [28].

• Once out of the DAMOCLES rooms, go down to the ground floor, and pull the lever on the pillar in the middle [29]. Take the stairs along the side of the chamber, jump up to the ledge at the end, then take a running jump and catch onto the middle section again.

• Jump back to near the DAMOCLES door, and take the steps so you can jump to the next higher level in the central structure. Run around to the other side of the platform [30], and jump across to the ledge on the wall. Jump across the gap to the next ledge, take the steps and then jump across to the next level of the central structure, and head off into the ATLAS chambers.

• Take out the ape, then run to the gate, step on the pressure plate, then walk through. To your left is a pit, and up to the right is a slope with a boulder at the top. Run up towards the boulder, then as soon as it starts to move, do a roll and start running back down towards the pit. As soon as you clear the edge of the pit, start moving backwards, so you back up against the wall. The boulder will roll over you, and land on the pressure plate needed to reopen the gate. Before you leave the ATLAS area, remember to head up the slope and get the key from the ledges up on the left [31].

• Go back to the central structure, and climb up to the next level. Take a running jump over to the steps hugging the wall, and take them so you can jump to the very top of the central structure. Now jump over to the NEPTUNE door.

• Jump in the pool, you will be pulled to the bottom very fast, but swim down anyway to add extra speed. Once at the bottom, face the corridor then swim up and to the left into a little side corridor [32]. Pull the lever at the end of this and then swim back out and head along the main corridor and grab the key. Now just swim back to the vertical shaft, and go back to the surface. Return to the central structure, and make your way down to ground level.

• Go to the door with the four locks [33], and use the various keys you've collected.

LEVEL 6 - COLOSSEUM

• Take out the croc swimming around in the pool, then jump in and swim through to the next area. Get out and kill the lions. Rather than go into the building, go around the left, and use the ledges to the left of the building to help get you up onto the building ledges. Follow the top ledge all the way around the building, then jump over to the rocks, and head down into the opening revealed. You'll enter a chamber with a crocodile pit. Kill the crocs from above, the use the crack in the rock on the left wall to shimmy over the pit [34]. Follow the corridor, which leads to some stairs going up and a lever that opens the gate within the building you saw before outside. Go up the stairs and you'll arrive at the Colosseum [35].

• Take out what animals you can from up on the top of the pit, then go down. Go to the far left corner, and enter the tunnel going down. Go pull the lever on the far wall [36], then turn around and pull the lever near where you came from. Run down the new tunnel, and you'll arrive in the pit in the middle of the Colosseum.

• Kill any animals you can get a fix on (jumping helps), then climb out and finish off the rest. Now head over to the rocky corner of the arena, and go down through the doorway. This next section requires you to move very fast without pausing [37]. Head to the far right area of the chamber, and step on the pressure plate (this will open the gates). Sprint down to the left gate, run in and pull the lever. Run out and into the right gate and run straight to the open gate in the corner of the room. Pull the lever, and tread on the pressure plate to leave this cell. Leave these chambers via the new doorway that's now opened next to the left gate. Run down past the spikes, take the corridor and climb up the various ledges till you reach the top of the rocky area in the Colosseum.

• Walk to the corner closest to the rocky mound between you and the balcony in the distance [38], and take a running jump to make it. Move to the ledge closest to the balcony and take a running jump to catch onto it.

• Go into the balcony, kill the apes, then run further into the building. At the top of the flight of stairs, turn left and you'll see a block in the wall. Pull it out and then pull the lever behind it. This opens a door in the corner of the Colosseum. Go out to the balcony and make your way down into the arena. Run to the far left corner and use the block against the wall to climb back up into the stands. Go into the corner of the stands and you'll see a doorway has

opened in the far wall. Go through and you'll appear before a pit, and a slope with a boulder at the top [39]. Simply run forward into the pit and wait for the boulder to go overhead. Climb out, jump up to the slope and run up. Pull a lever at the top, then head out the next corridor going down.

• When you land, head off in the direction you're facing, till you get to the next corner of the Colosseum. Go in the doorway, climb onto the lowest platform, and jump to the next highest platform each time. Once at the top, pull the lever then come down. When jumping down from ledge to ledge, doing a standing jump from the middle of the platform ensures you don't overjump and hurt yourself.

• Now run to the last corner of the Colosseum and climb up into the doorway. Pull the lever and jump into the pool. Swim to the next room, then push the block into the next room, then pull it aside so you can get to the key. Now swim back to the Colosseum, go down to the arena, and make your way back to the balcony.

• Use the key in the lock, and dive into the water. Swim through the underwater corridor, and go up at the halfway point [40], which opens into a room with a lever. Pull the lever, then jump back into the water and continue swimming to the end of the corridor, and out of the level...

LEVEL 7 - PALACE MIDAS

• Get out of the pool, and take the corridor that is on the same side of the room as the grate is in the pool [41]. The path will split, one staying level, another going up stairs... take the stairs. You'll come to a big room with several closed doorways and a set of pillars [42]. Go to the far right corner of the area and climb up onto the pillar. Now take running jumps to get from pillar to pillar (catching on to ledge where necessary). From the last pillar jump onto the balcony and then go down the hole and pull the lever (this lets you get to the balcony quickly now). Go back to the balcony, and pull the first lever (leftmost) down. Go to the door that was nearest the first pillar you climbed up. You should find yourself in a long chamber with pillars with a fire on top each one [43].

• You need to run at the fire, and jump from the very edge. Whilst in mid air aim yourself a bit towards the second pillar. As you land on the 1st pillar, keep holding run and jump pressed. As soon as you land on the 2nd pillar, take a step back, and take a running jump at the next pillar. When you land there, take a backwards step off the pillar, and catch onto the ledge. Shimmy over to one side of the pillar, then pull yourself up, and straight away run, and jump to the last ledge (You need to be to the side to avoid catching on fire [44]). Catch on, pull yourself up and run or jump past the fire (You will take a little damage at these last two fires). Collect the lead bar, and take out any of the rats in the water below if possible. Jump into the water and swim back to the other end of the pool, climbing out at the left hand side.

• Head back to the balcony and arrange the levers so, from left to right, they are: up, up, down, down, up. Go back down to the ground level, and head to the doorway which is to the right of the door to the fire pillar room.

• Run through the room with the square pillar in the middle, then take the passage heading right, run down the stairs, and pull the block out of the wall in the room at the bottom. Head back up the stairs and go up the other corridor, taking the stairs up till you reach a ledge, overlooking the now ruined pillar room [45]. Drop down to the sand below, and make your way to the broken pillar. Jump to the sand which is just above the pillar. Now move close to the pillar (facing it), then jump backwards, and jump again when you hit the slope. This will give you just enough height to be able to catch onto the top of the pillar. Pull yourself up, turn around, and look off to your left. You will notice a part of the sandy slope is not as steep as the rest, take a running jump from the very corner of the pillar and you should just be able to land on the patch. Now jump from the patch to the flat ledge, and from there into the hole in the wall. Once inside, clamber up a couple of ledges, till you can see a new chamber with a pool.

• Kill the apes, etc. Jump across, then turn around and look down so you can see the sloped surfaces halfway down the drop to the bottom [46]. Aim for the one just to the right of the ledge you came from and you should be able to fall to the bottom without injury. Turn and face the corridor, and you'll find that one of the arches to the right is a point where two ledges meet. Jump to the other ledge, and follow it to near the end. As you near the end, look to the wall opposite the ledge and you'll see a crack in it. Do a running jump and grab on to the crack. Shimmy along to the far left till you can drop down onto the flat landing. Jump across to the corridor opposite, and make your way up to a room with collapsible tiles through the middle. Just run across the tiles, and head down the sloping corridor. Follow the path, and you'll end up running along a ledge over the pool which you started the level from. Keep going and eventually you'll come to a ledge where you can see a ruined room with a couple of apes. Kill the apes, then jump across to the platform to the right [47]. Jump in the pool, swim through to the next room and follow the path to a ledge next to the room of a temple/building. Jump onto the roof and at the other side you'll find a lead bar. Drop down to the ground from the side of the roof, run up to the
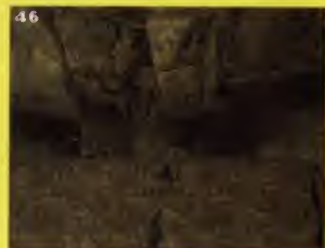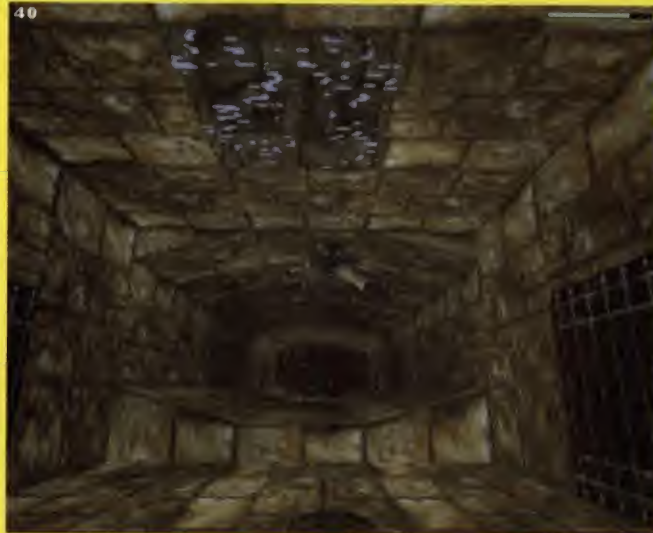
doors of the building, go in, follow the corridor and then pull the lever. Go out, down the stairs, through the ruined room you saw before, back past the beginning of the level, and head left to go back to the balcony with the five levers. Set the levers to: up, up, down, up, down... then drop down to the ground and go into the door to the left of the other balcony you can see.

• Once inside, head to the corridor in the right wall of this room [48], then pull out the block you'll find net to the ramp. Go to where the block was, and pull the lever. Go up the ramp, and you'll find all the platforms amongst the spikes have raised into pillars. Jump from pillar to pillar, all the way around the room. Be ready to catch onto the ledge jumping from the last pillar to the ledge, since your head will probably hit the ceiling. Once inside, kill the ape and get the lead bar. Jump onto the pillar, and then jump out onto the floor. Leave the chamber, and head back to the room with the pool where you first started this level. Head down the corridor opposite, which leads down to a garden room [49]. Head to the far right corner of the room, climb up on the ledge, then jump onto the roof of the structure. Head in the opening, and you'll come to the chamber of the broken Midas statue. Go to the side of the hand [50] and turn each of your lead bars into gold (use the action button). Now head all the way back to the balcony with the five levers, and set them to: down, up, up, up, down. Drop down to ground and go to the door in the other balcony structure. Go into the room halfway up the steps and go to the three slots and insert a gold bar in each [51]. Go through the door to exit the level.

LEVEL 8 - THE CISTERN

• Drop down into the room below, kill the rat and then push the block into the next room. Once there, push the block so it is under the lever in the wall to the right. Get the health from the doorway, and drop through the trapdoor. This then leads to an enormous chamber with a pool [52], and various balconies. You need to make your way to the highest balcony above the ramp on the other side of the pool (diving into the pool is the easiest way down). Once up on that balcony, go up the corridor, enter the room and drop down a hole into the water below, and find the hole in the wall which leads to another room. Once there, swim to the other side of the room, then surface and follow the steps [53], jump from ledge to ledge and get the key. After getting the key, make sure you turn around when you come to the next ledge, step off backwards and catch on. Shimmy over to the left and drop down once you're close enough to the ground (or over the ramp). Slide down the slope and you'll find yourself above the ramp you saw before in the huge chamber. You need to make your way around the chamber running along the ledge above the handholds/crack off to the left [54]. Grab the key at the end of that ledge, then drop down to the next ledge. Now jump over to the landing where you entered the chamber, and jump across to the next ledge, and then to the ledge with the door on the left. Use the key you've found to open the door. Kill the apes, then step in and jump up onto the ledge just above the door you've come through. Keep jumping from ledge to higher ledge, till you get to the top. Jump, catch onto the crack, then shimmy over to the right.

• Fall through into the next room and look around [55]. Run down the ramps, taking the crocs out on the way. Climb up the block opposite the last ramp, and make your way up climbing and jumping. Be careful not to overjump once up the top. When going from the higher ledge to the lower ledge, just run off the end to land safely. Now shimmy over to the left and pull yourself up to the door. Pull the lever and go in carefully. Kill the rat, jump into the channel, and then drop down into the next chamber. The next room has a pool, a door, and a set of steps. Climb the steps, climb to the top of the ledge, and then the next, work your way around the top of the room till you see a lever. Go and pull the lever, then make your way back down to the door. Get the key, then jump in the pool. Swim all the way till you come back to the main pool in the huge room. Go to the highest balcony that you went to before, go in and pull the lever on the opposite side of the room. Go back to the main room (far kennel! it's full of water! [56]) and swim over to the door to the right of the one you opened last time.

• Open the door, swim down past the spikes, into a lower room, then up into a higher one with a gold key. Grab the gold key and swim out back into the main big room. Go up for air, then swim back down, this time swimming into the hole in the side of what was the pool when the water was lower. Follow the corridor to the left, then swim up into the room and pull the lever [57]. Get the items above, then dive back in and swim to key which was behind the door the lever opened (same chamber). Now swim through the next door, and straight up to the surface. Get out of the water at the balcony just to your left. Use the two silver keys to unlock the two doors.

• Move into the chamber, climb onto the block to the right, then jump up to the ledge above the entry. Jump across to the lock on the other platform, kill the ape, then use your gold key. Kill the lions that come through the door, then go down and enter. Just run straight to the other side of the room and pull the block behind the lever out [58], and jump down the new hole to the next level (pulling the lever just brings lions). You can also pull the block out far enough to get up to the balcony and get some goodies.

MARIO 64

COURSE GUIDE

last issue we gave you a run down on the first 10 courses, here is a detailed guide locating the stars in the final 5 courses and all the bonus stuff to assure you find all 120 stars in the game.

Course 11

STAR 1: From your starting point, turn back and walk onto the wooden platform with the "!" switch on it. Activate the switch and climb up the blocks that appear. Activate the coloured polygon at the top to make the water level rise. Look to the left of the level and you should see a structure in the water with yellow arrows on it. It is surrounded by floating orange and grey platforms. Go to this structure and ride the little platforms to the yellow box with the star.

STAR 2: In this level there is a floating island in the air, above the water. There is a yellow box on the highest island with the star in it.

STAR 3: Touch the 5 secret places in this level. One is behind a block on the floor that you can push to the left. (It is next to the structure from star 1). One is in a yellow box that you can reach by jumping off the block you pushed in star 1. One is in the yellow box on a circular platform that a zapper is spinning around. One is in the yellow box above the cage with the star in it. One is behind a block that you push into a hole in the wall.

STAR 4: This star is in a cage up high. First lower the water level to the ground and break the yellow block covering a hole at the bottom of the cage. Now go all the way back and stand on top of the cage. Stand on the left half of the wooden platform, it will lower you to the ground. Jump off it and go into the cage through the hole, and get back on the platform before it goes up without you. It will take you to the star.

STAR 5: Find all 8 red coins. (You will need to use the cannon to shoot yourself into the grate in the very corner of this level. This leads to a different area.)

STAR 6: With the cannon, shoot yourself to the other area through the grate. In this area, use the blue box power-up to make Mario transparent, then go through the grate in a corner of this level. The star is on the higher platform. (You may have to double jump to get there.)

STAR 7: Collect 100 gold coins.

Course 12

STAR 1: All the way at the top of the mountain.

STAR 2: At the very top of the mountain you will find a monkey. Catch him and he will open a cage which contains a star.

STAR 3: Find all 8 red coins.

STAR 4: Near the top of the mountain there will be a wall on your left that you can jump through. It is the same colour as the rest of the mountain, but you should be able to detect it by it's square outline. Also it shakes if you touch it, just like all of the paintings you jump into to enter a level. Jump through this wall and finish the slide race to find the star.

STAR 5: Near the top of the mountain there is a "!" switch. Activate it and a block will appear in front of you and in front of the waterfall. You need to go to the waterfall and jump on the block to get the star that is behind the water.

STAR 6: Use the cannon and shoot yourself to the star that is on top of the mushroom platform. (The cannon is on a thin ledge under the area where the gophers are. (The pink bomb guy is on a small ledge below where the first monkey is.)

STAR 7: Collect 100 gold coins.

Course 13

NOTE: (If you enter through the small painting on the left, you begin in small world. If you go through the large painting on the right, you begin in big world.

STAR 1: First make sure you are in small world. (i.e. everything is small and Mario is big). (By going through the green pipes on the ground you reverse your size in contrast to the environment. e.g. If you are small in contrast to everything, going through the pipe will make you big in contrast to everything, and vice versa.) Now go through the green pipe near the "!" switch. You will emerge in an area with 5 big plant monsters. Kill them all for a star.

STAR 2: First make sure you are in big world. Now make your way up the big mountain. Almost at the top there is a yellow box with a star in it.

STAR 3: First make sure you are in big world. Go to the place where the rolling balls emerge from. Just passed there you should see a giant turtle who wants another race. Beat him to his flagpole and he will give you a star.

STAR 4: First make sure you are in small world. Touch all 5 secret spots to get a star. One is at the hole in the wall that you can run through as small mario. One is in the pool at the top of the mountain. One is in the hole in the hole that the rolling balls emerge from. One is on the cannon hole. One is in the hole in the mountain at the end of the wooden bridge, above the pool where the cloud who throws spikeys is.

STAR 5: First make sure you are in big world. Shoot yourself from the cannon to the tree. Climb down the tree and go onto the wooden bridge. Go through the hole on the wall, and collect all the 8 red coins.

STAR 6: First make sure you are in small world. Go to the pool at the very top of the mountain. Do a butt-stomp on the centre of it. The pool will empty. Now go through a green pipe into big world. Now go back up to the empty pool and go down the hole. Beat the caterpillar boss. He will give you a star.

STAR 7: Collect 100 gold coins.

Course 14

NOTE: (When you jump into the clock at any exact hour, e.g. 12:00, 1:00, 2:00, all moving parts inside the stage will be stopped. If you jump into the clock at any other times all moving parts within the stage will be moving).

STAR 1: Follow the path up until you see a star within some grating. You can use the platforms nearby to jump up and get it (easier when the clock is stopped).

STAR 2: Follow the path up as in star one, but this time go further and you will encounter one of the monsters who throw you up. Go past him and jump across the chasm. You will find the star. (Easier when the clock is stopped.)

STAR 3: Follow the path up until you encounter the long revolving clock hand. Get on it and it will take you to the star. When you reach the star you must jump to it. (Clock must be moving)

STAR 4: Follow the path up to the absolute top of the stage. Get on the clock hand and jump onto the big blue stomping stone to get the star. (Clock must be moving)

STAR 5: Follow the path up, but not as high as star 4. You should see the star in a cage. Stand on top of the cage and jump onto the platform that goes in and out of the wall. Get the star.

STAR 6: Find all 8 red coins. (easier when clock stopped)

STAR 7: Collect 100 gold coins.

Course 15

STAR 1: Make your way to the pirate ship. On one end there is a star.

STAR 2: Take the flying carpets up as high as they can go. You should pass through the castle in the sky twice. There is a star on top of the castle.

STAR 3: Find all 8 red coins.

STAR 4: Make your way to the section with 4 spinning circular islands. Head to the tilting bridges and swinging platforms. After you go across one of the swinging platforms, you should see a "!" switch next to some triangular blocks. Activate the switch and the

blocks will become walkable. Climb up them to get the star.

STAR 5: As in star 4, go to the 4 spinning islands, and head to the tilting bridges and swinging platforms. You should see a steep wood slope. Climb it and go across the swinging platform to get the star.

STAR 6: Shoot yourself from the cannon so you hit the big pole coming from the sky island. Climb down and you will see a yellow box with a star in it. (The cannon is on the pirate ship on the opposite side of star 1.) (The pink bomb guy is on a ledge on the building with all the red coins. You can climb up to him using repetative wall jumps in the last verticle shaft of the maze where all the red coins are. Alternatively, you can get on the roof of the building and fall off to the ledge. To get on the roof, ride the flying carpets till you reach the flying castle. Get off the carpet in the castle and follow the rainbow trail right up until the ledge, where you can see a wooden platform. If you stand right in the middle of the rainbow beam, near the ledge, you should warp to the roof of the building with red coins. Jump off the roof in the direction the wind is blowing and latch on to the ledge with the pink cannon guy, which is just below. You can actually see the ledge with the pink cannon guy while you are standing on the roof.

STAR 7: Collect 100 gold coins.

THE THREE SWITCH PALACES
Green Switch Palace
LOCATION: Go to course 6 and make your way to the area with the blue lochness monster. Ride the lochness to the island with red grating on the ground and go through the door. You will find a pool of liquid metal. Dive in. You will emerge as liquid metal Mario in an area with a strong water current. Your liquid metal state will allow you to walk against the current. Follow the path to the green switch and activate it. Now all the transparent green blocks in the game will be activated, allowing you to use them for a liquid metal power-up.
STAR: Find all 8 red coins.

Blue Switch Palace
LOCATION: From the door that leads to course 6 (facing away from the door), go left and left again. You should see a door that has no star on it. Go through it to an area with water, and two platforms you can jump on. Butt stomp the two platforms, which will drain the water outside the castle. Go outside the castle into the grey cement area where the water used to be. Towards the direction of the waterfall there is a hole in the cement. Drop into it and follow the path to find the blue switch. Activate it and all the transparent blue blocks in the game will be activated, allowing you to use them for a transparent power-up.
STAR: Find all 8 red coins.

Red Switch Palace
LOCATION: Go to the main floor of the castle and stand on the circular picture of the sun on the ground. Change the view to the first-person view which allows you to look around the room in great freedom. Look directly up into the sun. You will be transported to the red switch palace. Activate the red switch and all of the transparent red blocks in the game will be activated, allowing you to use them for a winged-hat flying power-up. (To fly, perform the 1,2,3 jump).
STAR: Find all 8 red coins.

BOWSER BOSS LEVELS
Bowserkoopa 1
STRATEGY: Run behind him and grab him by the tail by pressing the B button. Rotate the joystick to spin him around until you achieve sufficient velocity, then release him (by pressing the B button again) in the direction of one of the spiked-mines surrounding the arena. One mine-explosion is needed to beat bowser one.
PRIZE: Beat Bowser 1 to get the first key, which will open the locked door to the lower floor of the castle and give you access to courses 6, 7, and 8, and also course 9 when you get enough stars to enter the next door with the huge star on it.
STAR: Find all 8 red coins.

Bowserkoopa 2
STRATEGY: Same as Bowser 1.
PRIZE: Beat Bowser 2 to get the second key which will open the locked door to the upper floor of the castle and give you access to course 10, 11, 12, and 13, and also courses 14 and 15 when you get enough stars to enter the next door with a huge star on it.
STAR: Find all 8 red coins.

Bowserkoopa 3
STRATEGY: Same as Bowser 1 and 2 except 3 mine-explosions are needed to beat him.
PRIZE: You finish the game and get to see the cute ending.
STAR: Find all 8 red coins.

BONUS STARS
STAR 1: On the main floor of the castle, go up the stairs and through the door on the right which has a star on it. There are three windows in the room with the princess's picture on them. Go through the one on the right and finish the slide race for a star.

STAR 2: In the room that contains the picture for course 3, there are two holes up high on the wall. One of them leads to a bonus swimming level. Collect the 8 red coins to get the star.

STAR 3: After you have collected 20 stars, a golden bunny will appear in the lower level of the castle, where courses 6 to 8 are. He simply hops around and is quite hard to catch. If you catch him you get a star. (Catch him by diving on him).

STAR 4: After you have collected 20 stars, talk to the mushroom head character who should be in the room for course 6. He should give you a star.

STAR 5: After you have collected at least 50 stars, the golden bunny will be back. It's time to go chasin' wabbits again.

STAR 6: After you have collected at least 50 stars, talk to the mushroom head character who should be in the upper level of the castle where courses 10 to 13 are. He will give you another star.

STAR 7: After you have collected at least 50 stars, talk to the mushroom head character who should be in the room for courses 14 and 15. He will give you a star.

STAR 8: Go to the room for course 14-15, the clock room. There are two holes high up on the walls on each side of the room. One hole leads to course 15. The other hole leads to a bonus flying level. Collect the 8 red coins to get the star.

STAR 9: Go to the room for bonus star 1, the room with the three pictures of the princess. Do the race again, but finish in under 21 seconds for the bonus star.

Well, that's all 120 stars. 105 stars in the 15 different courses. 3 stars in the three different switch palaces. 3 stars in the three different Bowser battles, and 9 miscellaneous bonus stars. Whew!

YOSHI
Now that you have collected all 120 stars, the steel grate by the lake outside the castle will have opened to reveal a cannon hole. Jump in and blast yourself to the roof of the castle, where you will meet your dear friend Yoshi. Talk to him and he will give you 100 men. Unfortunately, that's about it. He will give you the men and then pee off, never to be seen again. Curious... Perhaps we'll have to wait for some additional upgrade data from the add-on drive "64DD". Let's hope...   NINO.K

Jet Rider
Playstation

ALL TRACKS:
Go to Options. Set the Difficulty to 'Amateur' and the trophy presenter to male. Return to the title screen and enter **Up, Right, Down, Left, Up, Right, Down, Left.**
Go back to the Options screen. Now set the difficulty to 'Professional' and the trophy presenter to Rider's Choice. Return to the Title screen and enter **Up, Right, Down, Left, Up, Right, Down, Left.**

Re-Loaded
Playstation

EXTRA AMMO:
Pause the game and hold **L1 + L2** for 10 seconds. With these buttons held, press Triangle, Left, **Left, Left, O, △, Down.** From here on you can refill your ammo by pausing the game and selecting the Ammo option that appears.

HEALING:
To heal yourself, pause the game and hold **L1 + L2** for 10 seconds. With these buttons held, press **Down, Right, Left, △, Right, Down.** From here on you can heal yourself by pausing the game and selecting the Health option that appears.

LEVEL SKIP:
Slip past the warden with this trick. Pause the game and hold **L1 + L2** for 10 seconds. With these buttons held, press **Left, △, ✕, Right, O, △, Down.**

PLAY AS FWANK:
To play as Fwank, highlight Mamma and press **L1, O, R1, Down, Down, R1, O, L1, L1.**

A red balloon will appear over Sister Magpie. Move the cursor to her slot and Fwank will be playable.

WEAPON POWER-UP:
To enhance the carnage, pause the game and hold **L1 + L2** for 10 seconds. With these buttons held, press **Left, Up, ✕, O.** From here on you can power up by pausing the game and selecting the Power option that appears.

Tempest X
Playstation

BONUS GAME:
To play the classic Tempest 2000, earn a high score and enter your initials as "H V S" or "YIFF!". Tempest 2000 and Tempest Plus will appear as options on the main menu.

SALVADOR DALLY MODE:
For a strange melting screen, hold **L1 + Up + Left + Select + R1 + Up + Right + Start.** You'll hear a grinding noise. Release everything and press **Up, Down, R1, L2, Up.** You can enter this code at any time, even on the title screen.

Syndicate Wars
Platform

ALL WEAPONS:
During the intro enter **Up, Up, Down, Down, Left, Right, ✕, O.** You will hear a gunshot if you entered it correctly.

Mr Bones
Saturn

LEVEL SELECT:
At the "START" menu, press **R, L, R, R, L, R, L, L, R, L, R, R.**

Baku Baku
Saturn

LEAGUE MODE:
When the opening screen with leaves and eyes appears, press **B, A, C, Up, B, A, C, Up, Start.** This will take you to an untranslated "League" screen.

Battle Frenzy
Mega Drive

Enter these on the title screen:
Get Red Key:
Up, Up, B, C, Down, Down.
Get Tribolt Gun:
A, A, A, Right, A, Right.
Get Yellow Key:
Down, Down, B, C, Up, Up.
Level Skip: While playing, press **Up, A, Up, A, A, Down** to warp to the next level.

Battle Arena Toshinden URA
Saturn

PLAY AS REPLI AND WOLF:
At the "Press Start" screen press **A, B, Z, X, Y, C.** A tone will sound if you did it correctly.

PLAY AS VERM AND SHO:
Enable the "Play as Repli and Wolf" code and wait for the tone. Now press **A, Z, C, X, B, Y.** A second tone will acknowledge your code entering skill.

SECRET MOVE:
For a secret move, enter the two codes above, then press **A, Y, C, X, B, Z.** You can now do a secret move by pressing **C + Z** while playing.

Baku Baku / Crusader: No REmorse
Saturn

PASSWORDS (EASY)

2	FWQP
3	PLRQ
4	SZNF
5	TD5S
6	J1BT
7	K2CV
8	N3DW
9	M4FX
10	X5GZ
11	C6HO
12	D7J1
13	F8K2
14	FGL3
15	JFM4

Black Dawn
Saturn

LEVEL SELECT:
At the "Press Start" screen, press and hold **C**, press and hold **B**, press and hold **A**, press and hold **Up**, press and hold **L**. Then release **A**, then **C**, then **L**, then **Up**. You'll hear "Blackhole engaged."
During the game, press and hold **A, C, Up, L** to skip to the next level.

Ultimate Mortal Kombat 3
Mega Drive

DEATH ON TOAST:
Plug in a second controller, but play a one-player game. When you lose, hold **Down** on both controllers and your opponent will kill you with a fatality, or even the awesome BRUTALITY. If you thought fatalities hurt, brutalities will take you all to PIECES!!!

TREASURES OF SHAO KHAN:

If you win an 8-on-8 tournament you're presented with a choice of treasures. Choosing the Skull initially will teach you everyone's fatilities, brutalities, friendships and babalities. The other symbols and their prizes are listed below:

Dragon: Shows the winner's end screen
MK: Galaxians mini-game
Yin/Yang: Gain a random treasure
3: Fatality demo 1
?: Fatality demo 2
Lightning: Fatality demo 3
Goro:
Noob Saibot/Ermac endurance match
Rayden: Endurance match (2-on-2)
Shao Khan: Hyper fighting
Skull:
Demonstrates all finishing moves

The Death and Return of Superman
SNES

REFILLS, LIVES AND SKIP:
Before starting a new game, choose the sound test in the options menu. Play these sounds in the following order: OB, 29, 2C, and 05. Then start a new game, and press A + B + X + Y + Select anytime during play.

Amok
Saturn

INVULNERABILITY:
Enter the password "XBABYX", then start a game. Your energy will decrease, but you won't die.
LEVEL SELECT:
To start on any level, enter the password "ZZZCYX".

Command & Conquer
Saturn

CHEAT CODES:
Enter these in while in the game without pausing.
Ion Cannon: A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B.
Air Strike: A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C.
Nuclear Bomb: A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A.
LEVEL CODES: GDI:
2. CN1PNCJAP
3. SCUZE2JY6
4. SCCQS169FY
5. GOIB3RD71
6. K8APANQHP
7. K82R4D765
8. GPSEOHSIN
9. RD1DSMHBA
LEVEL CODES: NOD:
2. SCCQR6XJH
3. SCUHN78E5
4. C48606MPT
5. 4IX1RSZQW
6. C4QFN2FA5
7. K8A7J0WFH
8. 8LHBJNISV
9. 0GWIP6BQQ
10. 4I0XINVRE
11. 0GERUCE47
12. YFD0FXDU3
13. SC7TQV7FP

Segoku Blade 2
Saturn

PLAY AS MARION:
To play as Marion you must beat the game once with each character (including Shine Ayn) in a one-player game on any difficulty level without switching characters during each game. After defeating the game with all characters, go to the far right Random Select symbol and press **Up**. Marion will appear. To get Shine Ayn again, press **Up** twice.
PLAY AS SHINE AYN:
Highlight the Random Character Select icon (far right red symbol) and press **Up** three times, **Down** three times and Up seven times. Shine will now appear.

Phantom 2040
Mega Drive

STAGE 2

*	*	*	*	D T
*	*	*	*	B T
*	*	Y	F	* *
Y	G	C	T	H D

STAGE 4

*	*	*	D	? T
B	R	1	9	D D
*	W	Y	L	7 *
H	T	H	T	M 8

STAGE 6

*	*	F	D	? 5
S	9	1	9	J M
X	1	Y	W	F *
T	7	J	T	Y P

Cruisin' USA
N64

BONUS CARS:
For access to some secret cars, hold C-Up + C-Left + C-Down at the car selection screen.
BONUS TRACKS:
To access three tracks that you normally can not race without "Crusin' the USA" goto the track selection screen and hold the proper buttons:
Golden Gate Park: L + Left + Down
Indiana: L + Right + Up
San Francisco: L + Right + Down

The Ottifants
Mega Drive

LEVEL PASSWORDS
2: JHRE
3: GFDE
4: XYAP
5: HMXT
6: WTYU

Pacman 2 : The New Adventures
Mega Drive

CHEAT CODES:
Enter these codes at the password screen. In the passwords below, * indicates the Pac-man symbol.
Play Pac-Man: PCMN0RG
Play Pac-Jr.: PCJRDPW
Sound Test: So*NDTP
Pattern Test: P*TT*RN
Time Trial: TR**LMP

Gene Wars
PC

CHEAT CODES:
You want easy cheats? You got 'em. During the game type in **SALMONAXE** to enable the cheats then press any of the following:
Win immediately: W
Instantly builds or upgrades: B
Improves technology: S
Access all purebreds and hybrids: C
Summon monoliths: L
Translucent buildings: T
Memory stats: D
Reveals map: SHIFT-Z
Duranium bulb appears at cursor: F5
Drop bombs from cursor: V
Shoot at creature: V
Adds money: F10

POD YOU WILL NEVER PLAY ALONE AGAIN!
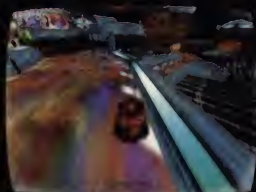
David, Paris

Pablo, Barcelona

Michael, San Francisco

Kate, Sydney

Penny, London

POD is not only the fastest, meanest racing game ever, it's also the first game to harness the incredible gameplay and graphics potential of MMX and 3DFX. It's also the only game that allows you to play opponents simultaneously using the Internet, LAN and split screen. And if all that doesn't set your pulse racing, there's more. In the future new cars, tracks and tournaments will become available for all POD players, downloadable from the net along with ghost cars and global competitions. No wonder we reckon POD will be the first game you'll never grow tired of. Experience POD on line: http://www.ubisoft.com

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Ubi Soft
ENTERTAINMENT

cheat mode

Gender Wars
PC
CHEAT CODES:
To use these cheats, start a game, then save it using one of the cheat phrases. Then start a new game and the cheats will be enabled. Invulnerability and unlimited ammo: **BUY A PLAYSTATION**
Access any level: **WORLD OF FISH**

Privateer 2: The Darkening
PC
DURING SPACE FLIGHT
Press Alt+N to get to the nav screen, press 'F' then any of the following:
NO TALENT: invincibility
REP ME UP: repairs weapons & shields
PETY PETY: refills afterburner fuel
CHILL OUT: cools laser temperature
NAPALM: unlimited nukes
These codes last until you land again.

Heroes of Might & Magic
PC
To uncover the entire map enter 101495 using the number keys on top of the keyboard:

Redneck Rampage Demo
PC
DEMO-SHMEMO
Type these in during gameplay:
RDELVIS: Invincibility toggle
RDGUNS: All weapons
RDALL: Gives you all health, items, ammo and weapons
RDINVENTORY: All inventory
RDITEMS: All items
RDKEYS: All keys
SHOWMAP: Full map
RDCLIP: No clipping mode
RDMONSTERS: Enemy toggle
RDSKILL#: Restart level at skill # (1-4)
RDVIEW: Chase plane view
RDUNLCOK: Toggle locks
RDDEBUG: Debug mode toggle

Hunter Hunted
PC
HUNTY-HUNT
To use these codes, type them in then press Enter:
Invincibility and all weapons: **COLE**
Invincibility: **RAYL**
Invincibility: **INVINCIBLE**
All weapons: **LUKASZUK**
Full health: **SNELLINGS**
CHANGE CHARACTER COLOR:
Grey: **VINCENT**
Blue: **BLUE**
Green: **SAGE**
Light Green: **AVACADO**
Brown: **OCHRE**
Brown: **HAHN**

M.A.X.
PC
AMMO & THAT:
Type these codes in during gameplay after you've clicked on a unit:
[MAXAMMO]: Full load of ammo
[MAXSURVEY]: Reveals where all resources are located
[MAXSPY]: Reveals where all enemies are located
[MAXSUPER]: Allows chosen unit to be upgraded to the level 30
[MAXSTORAGE]: Fills raw material units' cargo completely
NB: Make sure you include the brackets when using the codes.

Heroes of Might and Magic 2
PC
CODEZ
Type these in using the number keys on top of the keyboard:
Win scenario: 911
Lose scenario: 1313
Uncover entire map: 8675309
Add five black dragons to selected hero: 32167

FREE DEMO CD EVERY ISSUE

CompactDisc

SONY

PlayStation™

RESET

POWER

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Official Australian
PlayStation
Magazine

«HYPER»

This month we saw the first
of the Quake mission packs... The
Scourge of Armagon. Suffice to say, it
was pretty sick. And just when you
thought there was nothing else anyone
could do to make Quake any better,
along comes the second mission pack
Dissolution of Eternity
New monsters, new weapons, new
levels... and the nastiest boss monster in
a Doom game yet... Stay tuned!

RANDOM ACCESS

THIS ISSUE - RAM LURES SPECIAL OFFICER TAG REMINGTON INTO THE DARK
CONFINES OF TAKANATSU R AND D. IN THE ENSUING FIGHT, BOTH COMBATANTS
FIND THEMSELVES AS UNWITTING GUINEA PIGS... MORE NEXT MONTH.

HYPER Letters
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PSYGNOSIS PHAN

First of all I would like to sort out this pointless war about Sega and Sony. Has it ever been considered that people have different tastes than others! Sony, Sega and Nintendo and whoever else have different tastes and types of games you like. Anyway, I think your mag is the best and I have a few questions I would like you to answer:

1) Why is there PAL (couldn't we have just one version)?

2) If there was no PAL versions would games and consoles etc. come quicker to Australia from overseas?

3) Any Playstation titles coming up from the ultra cool Psygnosis?

4) How do you get the Piranha team and their ship on Wipeout 2097?

Thanks for answering them!
MICHAEL MCK
QLD
Your answers
1) PAL is essentially the television signal standard throughout Europe (except for France, which uses SECAM). Once a standard is in place, it becomes costly to change to another. The smart thing to do nowadays is buy a TV that plays BOTH signals.
2) Well, yes. We get games from places like the UK quite fast, since they produce the games in PAL to start with. Shipping, and distribution also take time, so it's not just the format that affects release dates.
3) Riot, City of the Lost Children, and Ecstatica 2 (PC) were all covered this issue... Other stuff of theirs coming out around now is Monster Truck Rally and Tenka.
4) You get gold on the first six tracks, that unlocks challenge one. Finish challenge one and you get the two Phantom tracks. Finish first in them, and you unlock challenge two... Beat that (coming first in all tracks at Phantom speed with only 3 continues), and you get Piranha team.

STUTTERING PSX PROBS
Dear Hyper,
Great magazine and all that stuff! I read in your last issue a

letter from "Concerned" stating that his/her Playstation suffered from "skipping" problems. Well I'd like to say that this person is not alone. Allow me to explain (I promise to be brief).

About a month ago, I had to send my Playstation away for repairs for the very same problem. At first it started with Alien Trilogy. The FMV intro would skip and "stick" so badly sometimes that it would take five and sometimes as long as ten minutes to play through. At first I thought it was the disk but when I purchased Tekken 2, it too began to "stick" on it's intro and the game was only about 2 hours old. I have since been issued with a new machine. Now, I had only owned my Playstation for a little over six months and it never got any more than about 10 hours use a week roughly. I'm wondering how long it will take for this new one, which I've had for about a month now to play up. Please print this letter as I feel people should be made aware that this could happen to them. Thanks
A HYPER FAN.
Okay, as I said last issue, I'm on my 3rd PlayStation, and it has been going strong for over a year now. It would seem that this is a problem some PlayStations have, but not all of them. Many people believe it's a heating problem, and since all the ventilation on a PSX is on the underneath (clever design that... Erm), turning your PlayStation upside-down can fix the problem. Make sure when you buy your PlayStation that the store you've got it from will do exchanges on machines that are faulty from the start.

PISSED WITH PSX
Dear Hyper,
I'm just an average unemployed bum who likes to play the odd game. Like many other people, I just wanted the best system & games for my hard earned dough so I purchased a Sony Playstation. Unfortunately, it was stuffed and I got a replacement from the store. The new system was fine and provided me with hours of fun game play for me and my mates. However, after 4 months, problems arose with the system and it required a new laser. It has been 2 weeks since I gave the system to the company and Sony Australia have told me that it could be another month due to a lack of spare parts. I have not

been offered a replacement or anything and they just don't seem to give a stuff. It's this reason that I will be getting the N64 when it's released an if I ever receive my Playstation back, I'll sell it straight away. I'm just hoping that the new system will be a good as the Playstation was for those 4 months or I will be stuffed. I might even have to go out and get a job, but I'm sure that things won't get that bad.
GAME PLAYER
Perth
I'm sure letters like this will be the cause of a long lecture from the big wigs at Sony to their customer service department. In any situation when you have problems with a customer service department, type up a formal complaint to the manager of the place, telling them the problems you've had with customer service... Big people make things happen. As for the Nintendo 64, it comes with a lifetime warranty, so you could only assume that it's a very solid, reliable unit. It certainly feels solid anyway.

DUCK AND COVER
Dear Hyper,
Could you please tell me if there are any cheats for Command & Conquer and Command & Conquer Red Alert.
Also, if there is any way I can prevent the NOD's nuclear missile from destroying most of my base?
JAMES BREWARD
NSW
Sorry, we don't do cheat requests... Try a cheat company like UGH. Of course if you want to send a large cheque payable to Dan Toose to find these cheats for you... As for the nuclear missile, we can only suggest holding up an umbrella moments before impact...

2ND TIME ROUND
Dear Hyper,
First of all, as this is my second letter, I'd like to say congratulations on the great mag. Keep it up guys. Secondly, I'd also like to thank Pro Sega Fan for his positive comments on the Saturn in Issue 27. It's great to hear it. Thirdly, I'd like to congratulate you guys on your response to KKK Bitch's pointless and idiotic letter in Issue 39 from which I'd like to add some comments of my own. KKK Bitch, what is your problem with the Saturn? You have no reason for

insulting Pro Sega Fan and Saturn owners in general because he sold his PlayStation (of which I have nothing against) and bought a Saturn. I myself am going to buy a Saturn and it saddens me to see you and people like you, writing these pointless and idiotic letters to defend your purchase of the PlayStation. So enjoy the console and games you've got instead of insulting someone else's. Last of all, I have some questions.

1) Are you going to have a 50th issue special?

2) How about setting up a phone poll on games censorship? The results at the end of the month could be sent to the government and will help enormously in keeping up the pressure for an "R" category.

3) Is the PC version of Daytona USA better than the Saturn version? What about Alien Trilogy?

4) Is there any news on a possible light shotgun for the consoles or PC?

5) Is there any chance of Phantasmagoria 2 being banned in Australia like the original? Is the original still legally available?
PHIL
NSW
You won't have to put up with any console war letters anymore, the closest you'll see to console war letters are letters that use fact or personal experience as a basis of why someone believes a particular console is the best choice (Eg. My console ate my dog... So I will buy a different brand next time... Etc.)
1) I guess we will... December this year, woohoo!
2) Hmmm... Could be good, but we'll have to assess how much that'd cost, and how much time it would take etc. Hyper has a very small full time staff, we can't really stop making the mag to do such a thing.
3) That all depends on how beastly your PC is. It's probably the only PC racing game that doesn't have analogue steering and acceleration, which is kinda dodgy. Alien Trilogy is better on PC (assuming you have a PC that doesn't suck), as PCs handle this style of game much better than consoles.
4) A light shotgun? Pull!!!!! Click. I don't think so, as there's not enough demand to warrant the production of such a thing.
5) As you can see by our

26 RED LETTER OF THE MONTH
The winner of our letter of the month this issue was 3 UNIT VIDEO GAMING from Tim and Dave. The letter that wins isn't necessarily the one that shows how much of a hard core freak you are, or how clued up on the games industry you are... It just has make us laugh or something (and have the address on the letter, not on the envelope). A few of you out there wrote some great letters that were too long to print, and end up being cut, so try to keep them fairly brief.

3 UNIT VIDEO GAMING
Dear Hyper,
what kind of subjects do you need to do in High School to be able to work at a place like Hyper? Me and one of my friends would like to now, but are also wondering if you would be around in about the year 2005 because then, we would be around 20. Me and my friend both own a Sega Megadrive and want to know if there are any good new games coming out for it, or are the game companies only focusing on the Saturn, Playstation and N64? Also are IBM only making CD-ROM games, or are they still making games on the three and a half inch floppy disks?
From 2 of your biggest fans,
TIM AND DAVE
We needed a good laugh the day this letter came in, and it certainly did the trick. High school doesn't really count for squat when it comes to getting a job for a magazine. The only qualification that really helps is a communications degree, which means going to university... So just worry about getting into uni for now. As for Hyper being around in 2005, that'd be like trying to predict when the first 256 bit console will be out We have no idea, but we are Australia's biggest selling video games mag, so we're not about to fall over and die or anything. Not only are companies like Sega and Nintendo leaving behind their 16 bit machines, but we're also not really interested in them anymore either. The 16 bit age has past. We'll still print some cheats for the SNES and MegaDrive, but that's about it. All PC games come on CD now, and that's how it's gonna stay for quite some time.

review this issue, that P2 made it past OFLC. The original has never been legally sold in this country.

HIPOCRITE

Dear Hyper,

I buy your mag every month and generally enjoy it, but I am concerned about the number of one-eyed letters being published each month. Personally I don't understand what their problem is, if all companies make great games and great consoles (which they do), then all it means is we have a better choice of, errr, everything. And that's all there is to it.

Question time:

1) I feel that Westwood have done an awful thing by letting their console versions of C&C go mouseless, if Westwood bring the game out on the N64 could it handle a mouse?

2) We all know Wave Race 64 is a jetski, but what was that game previewed in issue 28 (under the same title) all about? Will we see it in the future?

3) Any news on an Ultra 64 or Playstation web browser?

4) Any news on another C&C game?

Nights sucks. Mario Kart, Die Hard Trilogy and C&C games rule.
From a mad, mad, mad
C&C AND ER FREAK.
Answer time...
1) Well, sure the N64 could "handle" a mouse, but the analogue controller can essentially do the job of a mouse, and there's been no report of a N64 mouse as yet.
2) E-gad, what a memory. You can see it now at your local video game store.
3) Sony look like they'll be hanging back a bit on this one. When people think

internet/web, they think PC. The word is that the bulky drive for the N64 will have a built in modem for online gaming, so it's more than likely it will be capable of web browsing also)
4) Tiberium Sun might be out around the end of the year. Also, a Win95 version of the original C&C will be available soon, with SVGA graphics, etc. Nights sucks? What was the start of your letter about then? Hypocrites aren't breaking the law, they just look dumb.

DISTURBED

As a Playstation owner, I was somewhat disturbed to discover that none of the Playstation games you reviewed in you March edition earned the " Hyper - big rubber stamp of approval", and that one game, in comparison to an N64 title, was described as " decidedly second rate. Though... for the Playstation... Impressive".

I will be the first to concede that the N64 is a superior machine with better games, but will all future Playstation titles be measured against the equivalent Nintendo release?

On the tired subject of first-person shooter, can you advise on which is ultimately the best of Duke Nukem 3D, Dark Forces, Ultimate/Final Doom, or is it worth waiting for the PSX release of either Quake of DF2?

Finally, congratulations to Dan Toose on his promotion to Editor.
Yours faithfully,
SEAMUS BARKER
We didn't sit around and compare scores whilst coming up with them, the games all got scored on their own merits. However, it is quite fair to compare games from the N64, PlayStation, Saturn and PC

against one another, since there are games on each of these systems that are amazing, and those that are not so amazing. For example, Soul Blade on PlayStation looked and played fantastically, much more so than Killer Instinct Gold did on N64... Which really proves that a well coded game will rock hard, regardless which system it is done on. David's comment about Jet Rider being "second rate" was understandable, considering he also had time to play Wave Race 64, which is easily the best water racing we've seen yet.*
It will be a while before you see Duke or Quake on the PSX, and DF2 isn't available on PC yet, so that one is a while off too. Both Dark Forces and Final Doom are cool games, with Final Doom being the harder of the two by a long shot. SO if you want your Star Wars fix, get DF, and if you think you're an animal at Doom, Final Doom's yer game. And thanks... chuffed to be editing.

GET WITH THE PROGRAM

Dear Hyper,

I really love your mag. I have been buying it since number 8, but I have come to a vast problem with the system I am currently running.

I have a PC Pentium running Windows 3.11 and DOS 6.22.

Now, it is not my PC I have the problem with, the problem I have is the type of games you can play. You can play cool games like Tomb Raider, but you can't play games like: Tekken, Virtua Cop, Virtua Fighter, Fighting Vipers and Street Fighter unless you have Windows 95, which I have no intentions of getting, and if you

have Windows 95 you don't have the controllability as you would have on a console, so now I am going to start looking for a console that I am going to be happy with.

Now I have some questions to help me make up my mind concerning this and other issue.

1. The Saturn has a cartridge slot behind the CD right? Well what in the hell do you use it for?

2. Sometimes I read your magazine I see little abbreviations eg. AM2, PSX, that I don't know the meaning of, so can you elaborate?

3. I was reading in an American mag that Sega Saturn 2 is ready and that there is going to be a Sony Playstation 2, and news of this actually happening?

4. I heard that Windows 97 is coming out soon what's the news on this?

5. Does the Playstation/Saturn/Nintendo 64 need an add on to play NTSC games?

6. What console is X-Men vs Street Fighter coming out on?
Thanking you in advance
TIM JONES
Coonabarabran, NSW.
My first bit of advice is buy Windows 95. No, I'm not Bill Gates' step son or anything like that, the deal is this simple. Windows 95 is much easier for developers to code for, as it gets around compatibility problems that DOS and the old Win3.1 faced. Once Win95 knows what your sound and video cards are, that information is then instantly accessible by the games, and thus, developers don't have to spend all their time making sure their game is compatible with sixty different sound and video cards... Instead, they can concentrate on just making the game, with

Windows 95 compatibility being their only constraint. Also, Win95 actually runs games faster, due to DirectX.
1. That's where you put converter carts, so your Saturn will read CDs from anywhere in the world. It is also going to be the spot where you put a cart that will enhance your machine's graphical capabilities for the release of Virtua Fighter 3.
2. AM2 is the full name of Sega's No.1 development team. PSX is an abbreviation for PlayStation.
3. That's funny, Sega don't know anything about such a console... And the President of Sony Computer Entertainment says that the PlayStation 2 won't be around till around the year 2000. Those overseas video game journalists are an excitable bunch aren't they.
4. Yes, there will be another version of Windows this year, but there's no press releases from Microsoft as to its capabilities yet.
5. With Saturn, you can use a converter cartridge, but the PlayStation requires much more dodgy techniques to get it do this. An adaptor for N64 carts will probably start becoming available soon (if not already), as it looks to be a case of the carts simply not fitting due to the shape of the cart and the slot.
6. Saturn first, then maybe later on PlayStation

TO THE POINT

Hyper active type peoples, Halloooo. Great Mag blah, blah, blah, blah, kicks ass, blah, blah, blah and I really really mean this, blah, blah, blah. Anyhow, please answer my questions please. Thankyou.

1. Will Psygnosis be making any games for the N64?

2. Will Tomb Raider be coming to N64?

3. If the N64 is already the most powerful game machine ever, why the 64DD?

4. Will N64 be getting the net? Thankyou, thankyou, thankyou.
DIZZY

Answers:
1. No word on them doing N64 games yet, but since they are still owned by Sony, one would kinda doubt it.
2. No sign that Eidos are doing anything for the N64 yet.
3. To make it even better. Having a large amount of writable space on a disc will make the machine more versatile.
4. The current story is that the 64DD will include a built in modem, so the answer would be yes.

WOW-O-METER OVERLOAD
Hyper,
Wicked Mag. But what in the hell happened to the wow-o-meter stick in the preview of Dungeon Master May 96. Did it overload cause of the anticipation for the game? Oh, please answer some questions for me as well.
1. If the Saturn, Mega CD and 32X are all 32 bit, how do they differ from one another?
2. Will the N64 be more powerful than the Atari Jaguar, seeing they're both 64 bit machines?
3. And finally, what ever happened to the ND for the SNES, a kinda CD-ROM addon?
Thanks heaps.
GABBY G
NSW

We've been wondering what happened to the game, since it looked very sexy indeed.
1. A Ferrari F50 and a Toyota

Corolla both have six cylinder engines... but one rocks and one doesn't. understand? Being 32 bit is not a guarantee to rock hard.
2. The Atari Jaguar had two 32 bit processors, but this doesn't mean it was 64 bit. It just meant two 32 bit processors "shared the work". The Atari Jaguars were being used as doorstops and paperweights last we heard.
3. Nintendo seem to have focused all their efforts towards the N64, and I think you'll find that new SNES add ons are an unlikely occurrence.

X-MEN VS SF FREAK
Dear Hyper,
I find myself in the super console age, and I would like to ask you a few questions:
1) Should I get a N64 or a Playstation? (Please don't say it's your choice)
2) Will X-Men vs. Street Fighter be released on N64?
3) If not, will it be on PSX?
SCOTTY A.D.F CHUM
PS Just love hyper@ctive!

Woohoo! A letter that skipped the sucking up bit!
1) But it is your choice. What if we told you, and then later you wish you'd bought the other one? Would you blame your dog? No, you'd blame us... and we couldn't live with the guilt. We've said it before, buy the system that has the games you like most.
2) Doubtful, as Sega have an exclusive on the game (for a while at least)
3) Maybe, but if so, it will be a long way off.

MORE Q & A
Dear Hyper,
I won't rave on about how

good your mag is because you already know it. Anyway, I just have a few questions to ask:
1. Is there going to be a sequel to Tomb Raider?
2. What's the difference between the new Nights game and the old one?
3. I am getting a Saturn for my birthday and does it run on an AV cable on an old 34cm T.V or do I have to go out and buy and R.F cable? Because I have had a Master System and a Mega Drive hooked up to it and they worked?
4. Would the Saturn be better on a wide screen T.V?
Well, see ya' you excellent bunch of guys at Hyper!
A BARRETT
TAS

Your answers
1. Yes, check out our feature on Core.
2. It is actually affected by the seasons. So if you play it at Christmas time, it's all... Christmassy!
3. Old TVs use RF, and new TVs use AV. AV cables are the ones that have a yellow connector for video, and a red connector and a white connector for audio. You should be right with what you've got.
4. What wouldn't be better on a wide screen TV?

TAKE A CHILL PILL
Dear Hypo's,
I think the gaming war is out of control. I mean only a few years ago the 8 bitters were in control and now the Nintendo 64's coming. What if we create a VR game with AI that thinks the human race is too pathetic to live and start to shoot electrical charges. Oh my god, we'll all be killed!
Waaaaaaaaa!!!

CRAZEY WACK-O
You sir, are a freak...

DID I BUY A LEMON?
Dear Hyper,
A few days ago, I purchased a new video card (Diamond

Diamond Stealth 3D 3000.
Have I made a bad choice? Which card is better in relations to playing games? And how is it better?
Thank you
LOKI

WE'RE ALL FANS OF QUAKE HERE AT HYPER... AND IT LOOKS LIKE CYBERMOOSE (YEAH, THAT'S HIS NAME) IS TOO. NICE PIC!

Stealth 3D 3000 with 4 mb of VRAM). I had to choose between the above video card or the "Matrox Mystique".
After I could find no direct comparison between the two in any Computer Magazine, I decided to buy the newer

The best way to go with video cards is to get a good standard card (like an ET6000 which would cost you around $250), and a 3D accelerator (Like the Orchid Righteous 3D which is around $400). The Diamond Stealth 3D is a good compromise

card, that will still handle all your standard games and applications okay, but really doesn't do all the nice 3D effects that you may have wanted, like a 3DFX card does. You haven't bought a lemon,

questions if that's not to much to ask for.

1. Have you heard anything about a Cricket game on Saturn or Playstation.

2. Have you heard anything about a Rugby League or

before him. Some captions are hard to say anything about, and others aren't. I guess I could let George do em, but I enjoy it a bit too much.

1. There's word that Beam have been doing a PSX version

97 issue). I feel like I've been part of some f*cking rip off scheme from Sony. Next I'm getting a Nintendo 64 as soon as I can, and it just goes to show to stick to the reliable and more experienced brands like Nintendo and Sega. So you get the best results for you hard earned money! Sure, Sony's games are great (that's how I got into buying one) but it's just not worth the risk to know if it works properly or not or to know it's any only going to last approximately twelve months! What a waster of money!

LET SONY HEAR THIS!! That I was going to get their "great" new console but I'm not taking the risk to see if that's faulty or not so I'm getting the Nintendo 64 instead.

A hint to all the companies or new, thinking of getting into the Electronic gaming industry, is to get some experience by looking at old at heart brands in the industry and what's a good or bad move that's happened (In other words, don't do what Sony did).

PS. And Hyper lets hope that the wanker with the one track mind called Oliver Chau Bui (Feb 97 issue) has changed his mind about Sony being the best.

I could go on forever but Hyper could you just tell me if my opinion is agreeable to you guys or not (I really want to know some answers [please can you help])?
MICHAEL MCK
QLD

You want to know some answers? Where was your question?
*You're not alone Michael, as this month we got lots of complaints about the*

PlayStation's life span (a heck of a lot more than we printed). It would stand to reason that Sony will make moves to improve their customer service to take of these people before they get a bad name... time will tell.

CRASHED OUT
Dear Hyper crew,
I would just like to say BRILLIANT! For Crash Bandicoot that is, I have just finished it completely including gems, keys, secret levels and the hidden ending to the game. It is easily the best game I have ever played and I am sure a lot of people would agree with me. I would like to say thanks to the people at Naughty Dog Co. for making this outstanding game, and hopefully there will be a Crash Bandicoot 2 to enjoy. I would also like to say thanks to the crew at Hyper for the Crash Bandicoot game guide in Hint, Cheat and Playguide issue of Hyper. Could you please let me know if there was two different versions of Crash Bandicoot made, because the level select cheat does not work on mine. I have played Mario 64 and I don't think that it is as good as Crash Bandicoot, I reckon I will never play a better game than the one and only Crash Bandicoot.
MATT HASSELBY
VIC

Well Matt, we're sure Sony are chuffed that you loved Crash, and the success of the game will no doubt ensure that you'll be able to play a sequel. It's one of the few times we've used a cheat for something, and it certainly worked for us. As for Crash being better than Mario... I'm sure there'll be a few letters about that call.
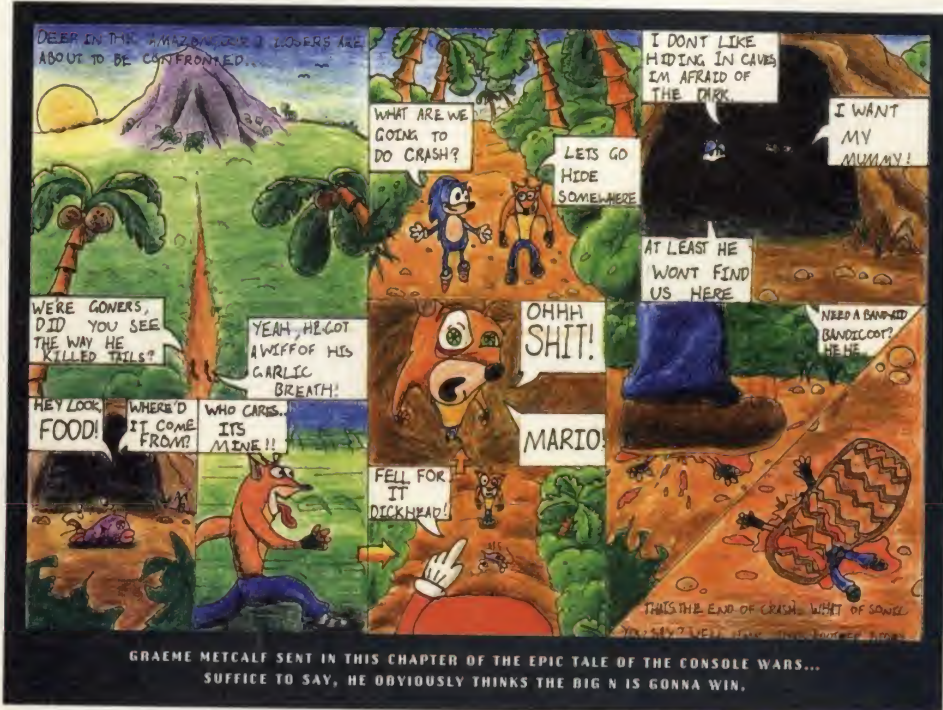
GRAEME METCALF SENT IN THIS CHAPTER OF THE EPIC TALE OF THE CONSOLE WARS... SUFFICE TO SAY, HE OBVIOUSLY THINKS THE BIG N IS GONNA WIN.

but if you were hoping it to do EVERYTHING, then it's not really what you needed. Of course, buying the two cards I mentioned is expensive.

A SPORTS FAN
Dear Hyper,
I would like to congratulate Stuart Clarke with his two captions in the Pandemonium review the first on was "Don't fall in the green shit", and the second one was "Farting lumps of fairy floss". I must have been laughing for about one hour over them. And now I would like to ask some

Rugby Union game on Saturn or Playstation?

3. I'm new to the video gaming world so I would not know anything about any earlier news but in issue 40 one letter said that a new Saturn and Playstation are not to far away is this true and have I wasted a lot of money on systems that won't last?
KEVIN MOORE
NSW

Actually, I have done the captions since I first started as Deputy Editor almost a year ago now (how time flies). Ben did them before me, and Andy

of Cricket 97... So keep an eye out for it.

2. Codemasters have done Jonah Lomu Rugby Union, which we should hopefully have a review of in next issue.

3. Not at all. You won't see a sequel to either system for a while yet, and you certainly can expect your machine to be supported for at least a couple of years.

RATHER UNCHUFFED
To Hyper,
I'm just appalled about the faults of the Playstation. (Thanks "concerned" from Feb

FOR SALE

SUPER NINTENDO with two controllers, Donkey Kong Country 2, NBA JAM T.E and all the boxes, instructions and stuff. All for $200 ono. Call David on (03) 9571 4160.

Super Nintendo, 5 games, 3 pads. Megadrive, 16 games, one 6 button turbo fire pad. Atari Lynx 2, 4 games and cheats. $250 for Super NES, $370 ono for Mega Drive, $135 for Lynx of the lot for $500. Call Nathan on 9631 6726.

Gameboy with 6 games : Mario Land, Super Mario Land 1 & 2, Donkey Kong Land, Kirby Dream Land and Tetris. Includes carry case and nightboy magnifier with light. All boxed excellent condition - $110. Call (07) 5576 3718 after 4pm.

For Sale. Sega Mega Drive 2 with 8 games and one 6 button control. Games include Mortal Kombat 3 and Earth Worm Jim - $300 for the lot ono. Call Philip after 4pm on weekdays on (08) 85 412 829.

PSX games for sale. Toshiden 1 - $25, Toshinden 2 - $50, Pandemonium - $45, Jumping Flash - $20. All in mint condition. Call Darren on (03) 9800 1274 after hours.

Bargain: Super NES with 4 games (MK 1, MK 3, Street Fighter 2, NBA Basketball), 2 control pads, carry case and brand new adaptor. In excellent condition for only $150. Call Chris on 039 305 6250.

$20 RED ALERT! Missions CD with over 200 new multiplayer maps and 28 new single player missions, plus FAQ's, editors and other utilities. Also, Star Trek - A Final Unity - $40 and Kings Quest 7 - $30. Call David on (03) 9571 4160.

Sega Saturn: 5 top games: Sega Rally, Virtua Cop, SF Alpha 2, X-Men, NBA Action and Demo Disc, 2 controllers and a gun. Call Marco on (02) 9693 1786.

PAL Playstation with NTSC conversion and 21 games (16 NTSC, 3 PAL, 2 Demo's). Games include: Tekken 2, Need For Speed, Toshinden 3, Crusader-No Remorse, Jumping Flash 2 and many more. # Controllers including Negcon, 1 memory card - all worth $2500, but will sell for only $900. Call (09) 418 3343 (Perth Only).

Sega Mega Drive 2 and 32 X - all good condition with 2 pads. Games include: MK 3, Sonic 2, Bubsy and Kilobri for 32 X. Boxed with instructions all for only $300. Call Bradley on (049) 333 415.

Command and Conquer with bonus covert operations. Mission CD for sale on IBM CD-ROM for $60. Call (02) 9618 2862.

SNES - Bargain, 3 controllers, Killer Instinct, Doom, Mario Cart, Earthworm Jim 2, Weapon Lord, Mechwarrior - all boxed with instructions and under warranty for only $390. Buyer will not regret. Call Steve on (047) 761 245

Playstation games for sale: Alien Trilogy - $50, Adidas Power Soccer - $55. Call John on (02) 9750 8683 after 4.30pm (Sydney area only).

PSX: Fade to Black, Lone Soldier and Gex - $45-75. First callers gets a free demo CD. Call Daniel on (09) 336 2981 (3.30pm - 9pm).

For Sale: Super NES games: Bubsy, Megamanx, Demor's Crest, Secret of Evermore, Weapon Lord 8, Lost Vikings all from $35 - $55. Call Daniel on (09) 336 2987 (3.30pm - 9pm).

PC CD-ROM games - D $50, Rebel Assault - $25, Chomp - $10, Destruction Derby (disk version) - $20. Lots of magazines for $2-$10. GAMATE compact video game system, 2 games, earphones and batteries for $50. Call Matthew on (09) 497 2621 (Perth only).

Mortal Kombat 2&3, NBA Jam Tournament Edit, Action Replay 2, Super Starwars, Mario Allstars, 18 computer magazines and Super Mario Kart. All for $250. Write to K. Eckart, PO Box 1181, Burpengary QLD 4505.

PC CD-ROM - Command & Conquer - $35, WC3 - $15, Crusader : No Regret - $40, Hexen - $20, Star Trek - $25, Crusader : No Remorse -$20, Warcraft 1 - $15 and Magic Carpet - $10. The lot for $160. Call Geoff on (042) 725 531.

Saturn games: Sega Rally, Virtua Fighter 2 - boxed with instructions for $70 each ono. Call (043) 692 786.

Playstation games for sale: Destruction Derby-$55, Need For Speed — $55, Tunnel B1 - $65, Madden NFL '97 - $65. Will swap one game - Resident Evil. Call Peter on (07) 5573 0948 .

Nintendo 64 stuff: Brand new N64 "Killer Instinct Gold" (US Version) for sale for $120 ono. Call Mick on (02) 9554 9615.

Formula 1 and Negcon Analog Controller. Both in mint condition with instructions. F1 - $65, Negcon - $50 or I will swap F1 for Wipeout 2097. Call Todd on (09) 390 7019 before 7pm.

Super Nintendo - one control pad and 3 games. All boxed for $120 ono. Call (043) 69 27 86.

For Sale: Warcraft 2 - $40, MechWarrior 2 (Pentium Edition) -$30, Diablo - $60 or the lot for $110. Call Lucason on (055) 628 368.

Playstation: Doom Ultimate, Doom 2, Alien Trilogy, Tekken, Street Fighter Alpha, 2 demo CD's, 2 control pads, 1 memory card (all characters Tekken 1 & 2 plus more), carry bag, cheats for all games plus Hyper issue 1-35. All up worth over $1100 for only $550 ono. Call Trevor on (02) 9744 5694.

For Sale: 17 SNES games including: Doom, Killer Instinct, MK 3 and more. Prices range from $20 - $60. Also for sale are NES games - $15, Gameboy games -$20 and PSX game Alien Trilogy and demo disk 1 - $60. Please write to 377 Berserker Street, North Rockhampton QLD 4701.

For Sale: Sega Saturn with V Fighter 1$2, Nights, Sega Rally, Vcop, Panza Dragoon 1$2, Wipeout, Daytonal USA, SF Alpha, V Racing, Bug and Pebble Beach. Includes steering wheel, 2 control pads and a 3D control pad for only $700. Call (044) 210 888.

SNES - Mario Paint, F-Zero, Cool Spot, NBA Jam, Super Bomberman, Super Mario Worl, Zelda 3 - $15 each or the lot for $80. Call Andrew on (02) 9556 1203 after 5pm weekdays.

Gameboy, 6 games: DK Land, Bart and Beanstalk, MK1, Spanky's Quest, Power Mission, Tetris. Carry case, Night sight, 4 player adaptor. Perfect condition - $150. Will sell separate. Call Adam on (071) 622 739 after 5pm.

Quest for Glory 4, Hell, Separation Anxiety, FX Fighter, Magic Carpet Descent, Primal Rage, Super Street Fighter 2 Turbo, King's Quest 7, Simon the Sorcerer, Speed Haste, Terminal Velocity, Megarace 2. All PC CD-ROM all $30 each. Call Rowan or Joel on (076) 392 960 (between 5pm - 8.30pm).

Sony Playstation Negcon controller, good condition and boxed - $40. Call (09) 418 3343 (Perth Only please).

Game Boy for sale - $70 ono. Call Adam on (08) 8272 7413.

All new Playstation and Saturn games - $45 each. Call Alan on (02) 9649 3576 or David on (02) 9648 5026 (between 4pm and 10 pm).

Sega Saturn, one normal pad, one 3D pad nights, Virtual on sega flash, FV, Hi octane, good condition selling separate or all for $400. Call (066) 801 055 after school hours.

Super Gameboy in perfect condition with Choplifter, Boomer's, Adventure, Shadow Warrior - all for $75. Can you call Thomas (02) 9953 7219.

Resident Evil PSX. In perfect condition with manual will swap for any decent game. Must live in Sydney area - ph (045) 712 119.

Sega MD 2, MegaCD2, 32X with games: Haunting, Flashback, SF2 SCE, Sonic and Knuckles, MK2 (32X), V.R. Deluxe (32X), Road Avenger (CD), Night Trap (32XCD). The lot - $550, negotiable. Contact Robert on (07) 5573 7756 after 3pm (EST).

Sell PC games: Quake - $60, Nigel Marsells Championship Racing - $40, Metal Rage - $40 ono. Call Matthew on (076) 307 249.

Sega Saturn and Fighting Vipers for only $250 ono. Call (066) 301 055.

Playstation, 2 controllers, memory card, 6 games: Tekken 2, Resident Evil, Wipeout 2097, Wipeout, MK 3 and Need For Speed.All boxed with instructions for only $695 ono. Call Nathan on (08) 8264 8372 (SA buyers only).

Sega Saturn - boxed with instructions and Sega Flash demo disc no. 2 - Excellent condition for only $300. Games include: VF Kids, Tomb Raider, Story of Thor 2 - All $70 and Mystaria - $60. Call

Sony PSX - 10, 2 control pads, 1 ASCII Joystick, Memory Card, 2 Demo CDs. Gunship, AIV Evolution Global, Street Fighter Alpha 2, Soviet Strike. All boxed for $850 ono. Call John on (02) 9521 8731.

For Sale: Total NBA '96 in excellent condition, boxed with instructions for $70- or will swap for Pete Sampras Extreme Tennis. Call Terry after 7pm on (09) 443 1129.

For Sale: Mega Drive 2 games: Mega Games 1 and Krusty's Suepr Fun House - $20 ono. Call Sean on (06) 297 5181.

Cheap Playsatation games - Wipeout 2097 - $60, Formula One - $60, Resident Evil - $55, Tekken 2 - $55, Ridge Racer Revolution - $50, Zero Divide - $40, All games in great condition. Call (07) 5593 9790 (Gold Coast Area only).

Game Gear with carry case, screen enlarger, Master converter and 12 great games with boxes. $250 ono. Call Matt on (03) 9772 0117 (after 5pm).

SWAPS

I'll swap my Donkey Kong Land 2 for Street Racer or Formula 1 Race. Call Rory on (09) 384 6918 (Perth only).

For swap or sale. Sega Saturn with Nights and 3D control pad for Sony Playstation or to sell for $500 ono. Call Sean on (06) 297 5181.

I'll swap my Mortal Kombat 3 game (on MD2) and my NBA showdown game (on MD2) for Ultimate Mortal Kombat on MD2. Call David on (09) 310 7372.

I am willing to swap Mortal Kombat 1 on SNES (PAL) not boxed, some codes for Donkey Kong Country 2 on SNES (PAL). Please call Troy on (07) 55 988 051 (Must live in Gold Coast).

WANTED

Sega Flash volume 1 demo CD for Saturn - will pay $15 ono. Call Jon on (09) 401 9195.

Worms or Worms United on IBM CD. Will pay decent price or consider swapping forother games. Call Rhys on (03) 5872 1671 (after school hours).

Game gear stuff WANTED! I desperately need a car adaptor and California Games for a game gear. Will pay good price. Call Paul (after 4pm) on (097) 573 042.

Mega CD and/or games. Need Desperately. Call Ivan on (02) 9745 2249 - after school hours (Sydney Area only).

Tassie Retro-Gamer desperately wants - "Return of the Jedi" cartridge for aTari 2600 and Vectrex video game console plus games. Will pay fair price. Call Andrew on 0419 525 910 (9-5 weekdays).

PEN PALS

I want a female pen pal aged between 9 and 13 who likes Violent movies and all sorts of music. I'm 11 and short. Please write to David, 4b Westmorland Drive, Leeming, WA 6149.

Hi, my name is Mike and I'm 12 years old and I'm looking for a male or female pen- pal aged between 10-14. I have a computer with a CD ROM and I have a Mega Drive 2. I like sports games and action games. So if your interested, write to: 56 Bangalee Street, Lauderdale, Tasmania 7021.

Hi, I'm Daniel, I'm 13 and looking for a M/F penpal who likes and owns a Super Nintedno N64 and PSX. I you are interested, write to: 16 Ashburton Tce, Fremantle WA 6100.

Look here! I am looking for a penpal of any age, sex, race, whatever. I'm 17, into video games, music and lots more. So if you are interested, please write to: Narn, 12/3 Arac Street, Woodridge, QLD 4114.

Penpal wanted - pref. Female 12-15 who enjoys Playstations and the X Files plus parties, discos and LOVES HYPER. Write to Sam at PO Box 51, HALL, ACT 2618.

Hi my name is Ross and I have an IBM and I love watching the X-Files. Anyone can write to: 22 Walker Drive, Worongary, QLD 4213.

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