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**Prepare to meet your Maker**

We take a look at Sony's answer to amateur game development, the black PlayStation... Net Yaroze.

## Hype It Up

Things picked up again this month, and we got some sick games for review. Whilst we were a bit miffed that we only got one Nintendo 64 game this issue, we were over the moon with what it was... **Mario Kart 64**. It's turned out to be the most played game here at the office, and we ended up having to beat off the staff from other magazines with a stick just to get a game in ourselves.

On the PlayStation front we got a real surprise with a game that came straight out of left field, **Ray Storm**, which looks like one of the best shoot em ups on a console yet. **Nanotech Warriors** was another shooter, with a bit of a twist to it. **Excalibur AD2555**, became the latest addition to the PlayStation RPG family, and of course **Rage Racer** zoomed into the office to keep all the Ridge Racer fans happy.

We also take a look at the **Net Yarozé**, so all you budding game designers can get an idea of what it's all about.

We finally got our grubby little paws on **Fighters Megamix**, which was pretty much as we expected... a good solid tonk fest. **Mass Destruction** also reared it's head, which would have been a killer if it was multiplayer, oh well.

Once again, the PC end of the gaming scene was very strong this month, with two big hits from LucasArts. **Outlaw**, a wild west Doom game turned out to be something a lot better than "just another clone", and no surprises that **X Wing vs Tie Fighter** was a fantastic game. A bit more Magic and a bit more Quake this issue, with Microprose Magic the Gathering, and Quake Mission Pack 2. We also got EA's very cool **Theme Hospital**, which should put a smile on any Theme Park fans' face. Also, Activision are giving away a Dell gaming PC, and a whole mess of games, so check out the comp!

Lastly, our new art director, Steve has settled in... so say hi by sending in some reader art or something.

It's all only going to get better too, with £3 around the corner, and bigger and better games on the way... woohoo!

Dan



## Here comes a new challenger!

Just when you thought the Nintendo 64 was going to be the only 64 bit console on the market for quite some time, Matsushita's M2 is now being shown off for the first time. Well, the hardware isn't being waved in our faces, but the software is. Okay, so there's only one title out there with much information on it, but it looks very special indeed. Not surprisingly, this first title, called Power Crystal, is a game where you explore a true 3D world.

Power Crystal is being developed by Perceptions, headed up by Andrew Whittaker, who was part of Rebellion, a company that developed for the Jaguar. Whittaker was stunned at the M2's performance when he started developing Power Crystal, and that was before it went dual processor. For those that are impressed by size, Power Crystal has 30,000 square kilometres of terrain to explore, and a whopping ten thousand characters and adversaries to come across. The character development sounds much more realistic than your average RPG, with your growth being determined by your actions, which beats the old level advancement system any day. Supposedly every building within Power Crystal is meant to be unique, which seems somewhat unlikely, but we can only hope it's true.

Another title coming for the M2 was D2, which according to all sources from the Tokyo Game Show, had graphical attention to detail that far surpassed anything ever seen on any video game system.

Whilst there is no release date as yet for the M2 in any territory, Power Crystal is said to have a release date of late '97, which means that's probably when the M2 will come out in Japan.

An interesting point that many of you will be interested in, the M2 was showcased at the Tokyo Game Show, and the breakdown of the titles showcased, by system, went as follows:

PlayStation = 45%  
 Saturn = 31%  
 Windows 95 = 10%  
 Nintendo 64 = 5%  
 Macintosh = 2%  
 Others = 7%

The PlayStation and Saturn made up 76% of the games displayed, which could perhaps confirm a rumour that the Nintendo 64 is not enjoying the same booming popularity that it is in America. This all just goes to prove how different the marketplaces are, which may help explain to some of you why we don't get certain games over here in Australia.





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## Hyper Jives with the i'76 crew.

Activision were kind enough to pick us up in a beautiful 1959 Cadillac and set up an interview with the men behind Interstate 76 and Mechwarrior 2. On the 24th of March Interstate '76 launched in the US with great results, and by the time we got to have a video conference with Sean Vesce and Scott Karger, the Director and the Producer of the game, only two weeks later, 175,000 units had been sold to retailers worldwide, and the sell through rate was extremely strong. Here's some of the questions asked at the interview...

BM - Where did you get the idea, the inspiration?

It started over a lunch conversation. Zach the lead designer and I were having a conversation over lunch, and we were looking for ideas on what we could do next, and one of the things when we finished up Mechwarrior 2 was that we wanted to make a game that was significantly faster in gameplay. We also wanted to make a game with soul. He was reading a copy of the local auto trader, looking what to do with his bonus from Mech, and he was looking at muscle cars at the time and that's when the idea struck. So that formed the basis of the game, which was muscle cars, and funk music, and all the other design elements have come from those two tenants.

BM - Was it difficult to convince the people with the money that this idea was a go-er and to go ahead with it?

When we first pitched it I think it was a tough one to take at first, but I think when we told them it was like Mech it would be mission based, like Mech it would be extreme action with vehicle combat, when we started playing them tapes of James Brown I think that's when they started to see what it was all about. Once Activision started to visualise what we were talking about, it was very easy to convince the rest of the company from there.

GS - How techy did you get with the car handling? Did you actually test out each of one of those cars and try and match the handling?

We spent a lot of time on the vehicle dynamics and you'll find there are 35 different chassis with 75 paint jobs. Ranging from a school bus all the way to Findley Rattler, which is a take off of a Ford. The names are fictional, and they were inspired by real cars, but we thought it would actually be cooler if we designed our own line...

BM - Much cheaper too...

Yeah it is definitely much cheaper (laughs). With the vehicle dynamics our lead programmer Dan Stanville took a really close look at vehicle dynamics in the real world, and then we wanted to arcadeify it to make it as fun as possible. You'll see when you drive the school bus, it handles like a school bus. The different size cars handle differently, depending on the engine, suspension, the brakes, even down to the tyres, it will change the handling of the car. I think when you get into it, you'll find it is very realistic.

DT - Where did you get ideas like the poem button? That was pretty unique...

Zach came in one day after a night of drinking and debauchery and said "What do you think about this idea?". Taurus is a poet cars and when you press the C key, he reads poetry to you in the middle of battle, and I remember thinking to myself, "This is crazy", but he read one of the poems he'd written the night before, and it was perfect. I think you'll find when you get in the heat of battle if you hit that C key, if you've seen Pulp Fiction, it's a very similar experience.

BM - The whole game just seems like one big beautiful cliché, was that the intention?

(laughs) We were big fans of shows like Dukes of Hazard and Starsky & Hutch, movies like Shaft, and we wanted to make a game that was complete in it's universe so while there are a lot of comic elements, we wanted to make a very complete world, and what American Southwest be without an Area 51 and a flying saucer.

BM - What about the future of the product? Are there going to be mission packs, add-ons, scenarios disks?

We put in the I76 mission builder tool on the CD, and we've begun to release information on how to use it, and we're finding there are 30 missions out right now on the web, that are created by users. It's definitely expanding the universe in a way we had hoped. With the built in Internet support, people are starting to

host the games with the missions they've created, so the universe is building onto itself, which is a fantastic thing. As far as future plans for follow up products by Activision, we're are discussing options (long pause) Don't really have any more details than that (laughs).

DT - With the people making their own games, if other people go to join into that, do they have to download the mission, or is it a server based thing where people log in and it's all there?

If you don't have a mission that the host is currently hosting, you'll get a message that says, "You don't have this mission", with a file name and it says to check the Activision web site, and the web site will have those missions, or links to web pages with those missions.

BM - Sounds like it's going to end up like Quake clans. Are you going to have a paint kit so they can decorate their own cars with their own colours?

Definitely this idea of clans is coming into fruition. The idea of painting your own cars is one that we've talked about in the past, we're looking at it from a technology perspective and we'll be deciding on that for future packs, etc.

BM - 3D Support, it's not with the product as shipping. What's the story?

Right now we're working on a patch that's basically for direct 3D support, which will support most of the major chipsets like Rendition and 3DFX. We've been working on that for the past three and a half weeks. That's basically one of our top priorities now is to get that out, and what we've done in the meantime is add a section to our web page which is an update section that will have info about the patch.

BM - With MechWarrior 2 having a patch for native video card 3D accelerators, why is this going with direct 3D instead of native support for the various cards?

Because of the demand, we wanted to get something out there quickly, and I think that if we did card specific versions it would actually take a bit longer. The fact that we're going to get a patch out there that's more generic in nature, certainly doesn't mean that we can't do card specific versions later on, in fact that's

something we're investigating right now with the various card manufacturers. In the meantime we want to get something out there that people can at least use as a substitute until we do any card specific versions.

The engine as we were writing it was built and optimised for software, without hardware support. The way our engine works is that was meant for non-hardware assisted gaming.

DT - What are the variants for multiplayer gaming? Is it like a set "Throw ten cars onto a patch of dirt and let them kill each other"? Or is there a whole bunch of scenarios?

There's two main games that are coming out of I76. There's the melee, which is like what you just described, with eight cars just blowing the heck out of each other... and then the second form of game that is being played is the race. We started building tracks that had only one regen point at the end, and you get 400 points for going through the regen point and the host can set the max score at say 20,000. Every time you pass through the regen spot, which puts you back to the beginning of the race, you gain 400 points, and every time you die you lose 300 points. This kind of gameplay formed quite unexpectedly out of this element of racing. Users are taking in the lightest car possible, eliminating all weapons and armour so they can get as much speed as possible and race it out.



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## POD: i wish my brother George was here...

Oops last issue my twin brother, Evil George, bound and gagged me in my basement and reviewed Ubi Soft's excellent new racer POD while i was otherwise indisposed. Luckily i managed to smear some nearby Yak fat onto my ropes, luring a horde of hungry rats into chewing them off. Now that i am once again free to roam the land and molest chickens at will, the true story must be told. Actually Ubi sent us an early version of POD sans the 3Dfx support and fully developed driving model and thus our review was tainted by this inferior version. The fact is POD is a pretty cool game, if you have a 3Dfx it's a pretty sick game and if you're on the net as well it's downright fabbo. So don't trust the word of Evil George, he smells funny, get on the net and download the latest POD demo and see for yourself. Essentially, if you've got a 3DFX card, and you have the chance to play online, consider the review score to be more like... 85% or so.

GS

## Sega Makin' Moves

The company which has for a while now been recognised as the losing side of the next-gen console war is now looking like they're starting to hit their stride. It would seem in one aspect, Sega are leading the way, that being online console gaming. Sega have offered new support to those developing games for the Saturn, by giving them new tools to help them make their games NetLink compatible. Apparently the extra development time required to make a game NetLink compatible is minimal, which should provide that extra incentive needed to get the support happening.

Some of the titles slated for Saturn NetLink include Sega Rally, Virtual On, Daytona CCE, Duke Nukem 3D, Sega Touring Car, Quake, and possibly Warcraft 2. One last title, which could help make the NetLink a real winner is Bomberman, which being regarded as one of the best multiplayer games ever, should attract a lot of attention to the idea of using a Saturn NetLink to play other Saturn owners far away.

Hopefully this new lineup of games for the NetLink will help provide enough sales in the US to get the thing released over here. We can only hope.

A little more news on the Sega "Black Belt" front, is that 3DFX sort of spilled the beans whilst offering shares into the market, by announcing that they were not only going ahead with their Banshee chipset (an arcade and PC graphics board), but that they will also be giving exclusive rights to their Voodoo graphics chipset to Sega for the next three years, for development of their next console (the Black Belt). With both the M2 and the Black Belt on the way, it will be interesting to see what moves Nintendo and Sony take to ensure they are also being seen to be taking big steps forward.

DT

## overflow

We're not too proud to admit we get things wrong once in a while. Last issue our reply to one of the letters said that Phantasmagoria had never been legally sold in this country. This is not completely true as the game was only banned in couple of states, as opposed to the whole country.

The word from overseas is that the Nintendo 64 force feedback device, the Rumble Pak, works quite nicely with Starfox 64, which it will be packed in with when it goes on sale. The device is said to give varying degrees of kick, depending on what's going on in the game. One sad note, apparently the Rumble Pak doesn't work with Blast Corp. which it was originally meant to.

We're getting rather excited about the prospect of Hexen 2 here... In fact, Dan passed out in a fit of euphoria when he heard from Brian Raffen with news that the final product should be ready sometime in June. Before all you "Console only" people lose interest, Hexen 2 should also be out on PlayStation and Saturn sometime early next year. Oddly enough, there was no mention of a Nintendo 64 version being developed.

A new development team has been formed, with some old names behind it. Ion Storm promises to be one of the big forces to be reckoned with in the next few years, as it was founded by ex-iD software game design legend, John Romero. John's first title will be called Daikatana, and will be based on the Quake engine, but with RPG elements implemented as well. The release date will be sometime around Christmas, and we'll be bringing you more news on Daikatana, and Ion Storm soon.

PlayStation owners concerned about Tekken 3 and Final Fantasy 7 have something to smile about. Both titles are definites now for PlayStation. Final Fantasy should be out in November, which is quite a while to wait, but the long in depth plot and NTSC to PAL conversions make Japanese RPGs the slowest games to translate. On the Tekken 3 front, Namco seem sure that the conversion will be arcade perfect like their other titles, which makes us wonder if the arcade version was actually toned down to be made PlayStation-able, since it didn't look quite as good as the obvious rival, Virtua Fighter 3.

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## Sale of the Century

Hands up all of you who've ever wanted to compete on that TV classic, *Sale of the Century*. OK boys, shoot everyone with their hands up, only kidding hehe. Roadshow Interactive have something new for all the quiz show freaks out there - It's the *Sale of the Century* CD ROM! Yes folks, now you can get all hot and bothered with three of your mates, fighting for trivia supremacy. The game sets up in a jiffy and comes complete with a custom controller, the *Slammer*. The *Slammer* plugs into the joystick port of your PC and gives you four independent units each with two buttons on board. One button is the 'slammer' and the other is used to select your answers from a list of three or four.

Even though Glen and Nicky are pictured on the box, Grundy Entertainment obviously didn't want to fork out for their appearance fees so instead the voices you get in the game are from two nobodies, oh well. When you get three other people in room the voices don't matter so much though, what does matter is that the slammer, being an eight button device going into one joystick port, doesn't really work all the time. Sometimes the person who pressed second or third will get to answer the question, a situation that could cause some argument, perhaps even a wild punch or two. Never mind, what better way to spice up a game?

Of course if you're a "You Don't Know Jack" fan, then this is a good way for you to get your hands on the *Slammer* whilst picking up another game.

ES

## Competition Winners

### KKND

Mark Dahl (QLD) Brett Dunstone (NSW) Bill Lasgis (VIC) Francis Yeasiano (NSW) Thomas Sturm (TAS) W. Glazebrook (QLD)

### Ah! Soul

Blake Butcher (QLD) Garry Watts (WA) Aurore Kham (VIC) A. Gallo (WA)

### Suede Balls

Brett Dunstane (NSW) Kenneth Wong (NSW) Adam Stafford (NSW) James Cox (TAS)

Nigel Parke (WA)

Martyn Ryan (QLD)

### What A Fokker

Adrian Tosello (VIC) Josh Kautto (NSW) Daniel Wilson (VIC)

### Takeru

Matt Finch (WA) Peter Burns (VIC) Matt Dunham (NSW) Billy Sountornsum (QLD)

### Demo Disc + Wings

Quinto Colombani (QLD) T. Murdoch (NSW) Adam Higgs (QLD) Anh Tran (VIC) NJ George (TAS) James Nicholls

(SA) Stephen Sutuu (NSW) Robert Walsh (VIC) Blake Butcher (you lucky sod you) (QLD) Deon Chaushs (WA)

### Demo Disc

Stephen Kan (NSW) Peter Henderson (ACT) Morris Umali (ACT) Michael Warner (SA) Steven Morlando (NSW) Rohan Berry (VIC) Daniel Wilson (VIC) Oliver Sheridan (TAS) Matthew Lowe (QLD) Bruce Ma (QLD) Steve Morlando (NSW) M.

Massimi (VIC)

Brad Barge (VIC) Glen Bruton (NSW) Mike Yuen (NSW) David Hay (QLD) John Banks (TAS) Damien McDonald (NSW)

And a special hello to all those people that were drawn as winners but didn't have their name or address on their entry, the world needs more doofuses like you!

## charts

### NINTENDO 64

1. Turok - Dinosaur Hunter
2. Star Wars - Shadows of the Empire
3. FIFA 64
4. Super Mario 64
5. Wave Race 64

### PC

1. KKND
2. Red Alert
3. Lords of the Realm 2
4. Diablo
5. MDK
6. Yoda Stories
7. Flying Corps
8. LucasArts Archive 2
9. Theme Hospital
10. The Terminator - Skynet

### PLAYSTATION

1. Porsche Challenge
2. Destruction Derby 2
3. Destruction Derby (P/R)
4. F1
5. Tekken (P/R)
6. Andreotti Racing
7. Ridge Racer (P/R)
8. Crash Bandicoot
9. Die Hard Trilogy
10. Tekken 2

### SATURN

1. Manx TT
2. Sega Rally
3. Need for Speed
4. Sonic 3D Blast
5. Magic Carpet
6. Tomb Raider
7. Die Hard Arcade Game
8. Virtua Cop 2
9. FIFA 97
10. Command & Conquer

THANKS TO HITECH  
WORLD FOR PC  
AND N64 CHARTS

THANKS TO  
K MART FOR  
PLAYSTATION AND  
SATURN CHARTS

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— THE —  
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## Save The Galaxy

Our generous friends at Playcorp have given us five copies of this months hottest game - **X Wing vs Tie Fighter**, so You can help save the Galaxy, or enslave it, depending on your star sign. Just answer the following question:  
If you sliced Admiral Ackbar sideways into thin ringlets, crumbed him and fried him in oil, what popular takeaway dish would you have?

Put your answers on the BACK of an envelope and send them to:  
**Squid Rings Comp**, HYPER, PO Box 634, Strawberry Hills, 2012, NSW



## Them's Fightin' Words Mister

Outlaw is the groovy new 1st person shooter from Lucas Arts, set in the wild west when men were men and mules were mules. Those ever generous folks at Playcorp have donated five copies to let five lucky readers live out their own battle at the OK Corral. Just answer this simple question:

What did Billy The Kid, Buffalo Bill, Sitting Bull and Pocahontas all have in common -

a) Their mother b) A liking for leather underwear or c) Smallpox

Send your answers to:

**Poking Cows is Fun**, HYPER, PO Box 634, Strawberry Hills, 2012, NSW



## Some serious carnage...

Big futuristic mech thingies blowing up other futuristic mech thingies... there's nothing like it is there? Kinda makes you know you're alive and all that good stuff. Well Sony have, through their infinite generosity, decided to provide us with four copies of Carnage Heart for the PlayStation, so you can get the carnage fix!

All you gotta do to be in the draw is answer this simple question:  
**How many C cell batteries does it take to power your average mech?**

Send the answer off to:

**Batteries not included comp**, Hyper, PO Box 634, Strawberry Hills NSW 2012



win win win



## The Cart

The Cart has been unstoppable since it hit the Next Media offices, lunchtime has been a constant, mad rush of people eager to grab one of our four N64 controllers and hit the track. Thanks to Nintendo Australia we have four copies of the hottest title to hit the N64 since Mario, to give to four lucky readers. Answer the following easy question to win:

If Wario and Mario were to ask Princess out on a date which one would she chose?

Send your answer to:

**Princess' Date**, HYPER, PO Box 634, Strawberry Hills, 2012, NSW



## Make My Sick

Bullfrog have given the world another cool sim game in the form of Theme Hospital, full of exploding heads and vomit filled corridors, and we have six copies to give away to our lucky readers. All you have to do is answer the following question:

Name one illness featured in Theme Hospital (you did read the review didn't you?)

Send your answers, on the BACK of an envelope to:

**Sore Head Comp**, HYPER, PO Box 634, Strawberry Hills, 2012, NSW



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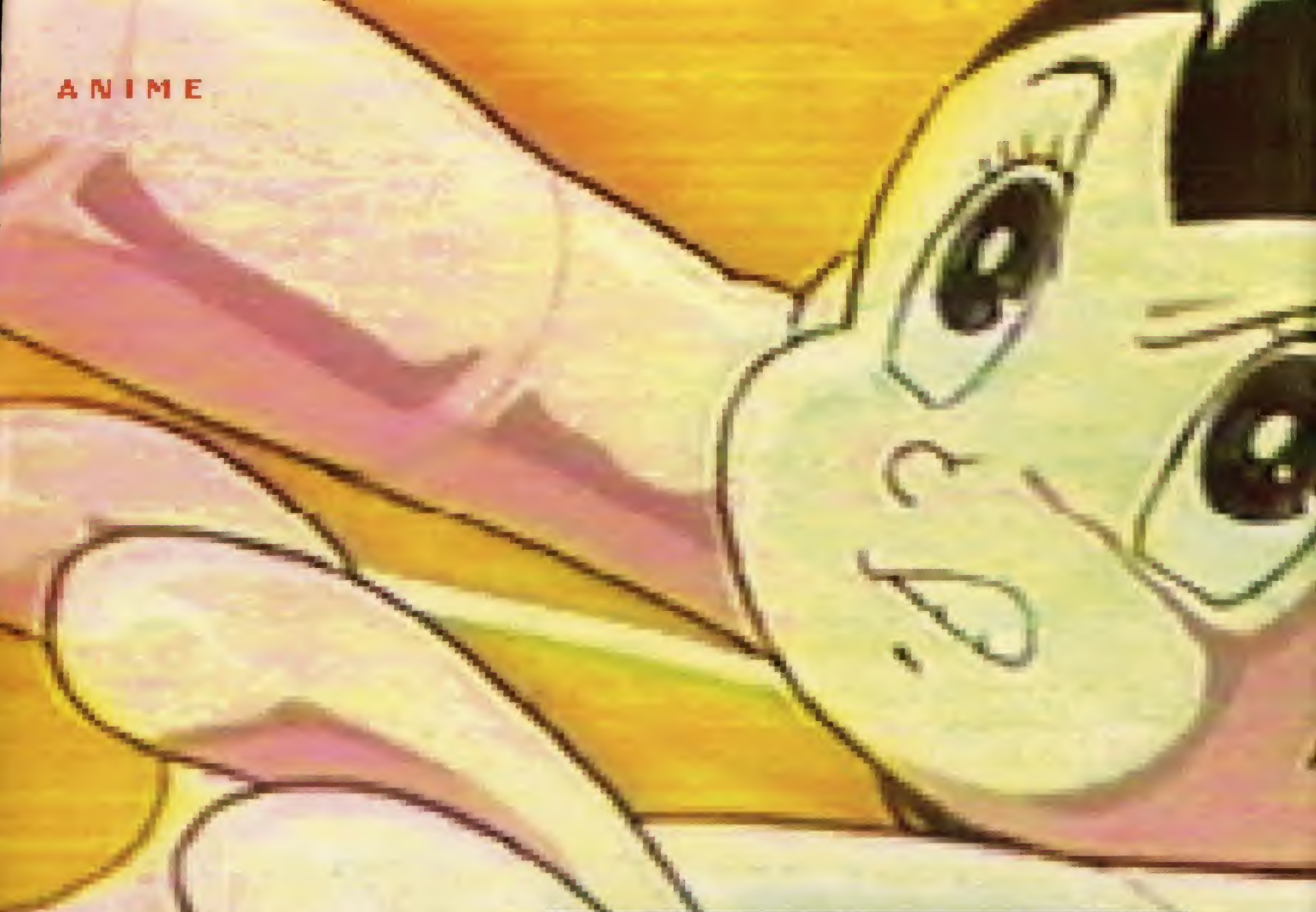
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BY MAX AUTOHEAD

## ASTRO BOY

"Soaring high in the sky...."

Is there anything cooler than Astro Boy? He's the pen-ultimate Rave icon; a boy robot with superhuman strength, speed and agility. He has Finger lasers, a butt machine gun, headlights for eyes and an opening chest panel!

Astro boy is attributed to the birth of the Japanese Manga and Anime. Originally called Tetsuwan Atom (Mighty Atom), Astro was created by Japan's equivalent of Walt Disney; Asuma Tezuka (Blackjack, Adolf, Kimba the white Lion), post world war 2 doctor turned Manga artist!

During the 1980's the ABC televised a new colour animated series of Astro Boy, based on the B/W anime series of the same name of the 1960's. Now, for the first time outside of Japan, the 1980's Astro Boy is now available in colour on ten video tapes, courtesy of Siren entertainment!

The first three episodes are currently available on one tape, including "The Birth Of Astro Boy", "The Robot Circus" and the "Save the Classmate".

The premise behind Astro boy is this- a futuristic world where scientists are struggling to create "human" artificial life. Unfortunately, the robots created thus far have been pretty substandard compared to humans. That is until the creation of Astro Boy, who has been created to replace a dead boy killed in a car accident.

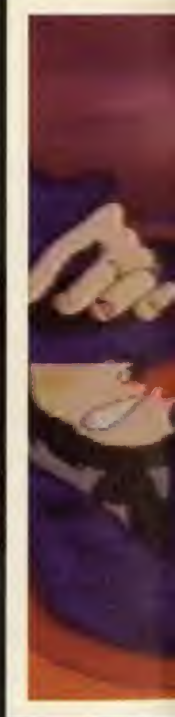
He has the mind of a boy and the body of a super powerful machine. At first pretty clumsy, Astro is kidnapped into a robot circus, where he is taught to use his abilities and control his robot strength. When there is trouble a'brewing, only one robot has the ability to save the day; ASTRO BOY! Yaaaaay!

I have fond memories of Astro Boy, and was expecting to be disappointed revisiting this anime classic. NOT SO!

If anything, Astro Boy is as brilliant as it ever was. Astro is a must for every anime boffin; this series being an all time animated classic, and an absolutely must see.

**10/10.**

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ANIME

## The Secret Of Mamo

When you stop and think about it it's pretty god damn strange.

Evil clone dwarfs running around since the birth of time controlled by a humungous brain calling itself GOD, setting off earthquakes and hallucinogenic experiences and wanting to rocket off into outer space after blanketing the planet in a nuclear strike. All this will come to pass if the world's greatest thief, LUPIN the Third, can't manage to overcome his carnal lust for another thief whilst dodging multiple lasers, sorting out his status as an original and not a clone, and keeping his samurai ally and funky partner in check!

Welcome to the SECRET OF MAMO, the follow-up to last year's release THE CASTLE OF CAGLIOSTRO. In CASTLE we saw Lupin in what Stephen Spielberg called the greatest car chase scene ever, as well as a momentum gathering, heart in throat running scenes on top of castle rooftops. In MAMO, you can see Lupin dodging armed gunships, earthquakes, US military airstrikes, roadtrains on steroids as well as dwarfs dressed in lounge gear.

The plot? There's this evil dwarf that is offering immortal life. He's got an island with clones galore, including the infamous Adolf Hitler in his collection of "great thinkers of history". For some reason he's after an ancient Egyptian relic; a stone that provides the key to everlasting life. The only problem is, that this stone is in the clutches of Lupin the Third; who robbed a pyramid to obtain the artefact. Why does lupin want it? To get laid of course! He's promised the stone to another female thief. However, when she doesn't give him what he's looking for, all hell breaks loose!

Created by the wacky Manga based creator Monkey Punch, the Lupin series is one of the funniest, freshest and most ingenious anime series to have hit these shores. Lupin always keeps you on your toes, always frenetic and always entertaining. Absolutely outstanding.

10/10.

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PlayStation

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## NET TRAWLIN'



It may sound like a paradox, but **ELIOT FISH** casts his net into the net...

### WARGAME OPPONENT FINDER

Yep. This site runs a database of wargame fanatics looking for equally-minded strategy freaks to duke it out over the net. Add your name to the list, sit back, and just wait for all the kooky e-mail. This is great for those of you looking to put yourself up for a serious challenge in the strategy game of your choice.

<http://tetrad.stanford.edu/Players.html>

### UNREAL

This 3D shooter has an exceptionally hot website maintained by it's creators, Epic Games. Boasted as a Quake-killer, it looks like being not only an incredible single-player experience but a multiplayer feast as well. The game looks so good, and even has special enhancements for those of you lucky enough to sport an Intel Pentium processor with MMX technology. I'm busting my chops for this one.

<http://www.epicgames.co.uk/unreal.htm>

### SPIDERWEB SOFTWARE

Mac users may already know of the fabulous shareware adventure series of Exile I, II & III. If you haven't yet played this funny yet immensely satisfying RPG, you don't know how good shareware titles can actually be. Think along the lines of the original Ultima III and you'd be close to envisioning Exile. There's now a version for PC owners, so get in there and enjoy this classic trilogy while it's hot.

<http://www.spidweb.com/>

### COMPUTER SPORTS

The Computer Sports Edge is a website devoted to sport sims. They have news updates, downloads, reviews and even a list of leagues for you to indulge in. There's also the inclusion of strategy guides - like one for the Playstation's NHL Faceoff - which help you to get on top of the darstardly AI. A good idea for a site and well executed!

<http://www.compsportsedge.com/index.html>



### PREQUELS

If I had a dollar for every word I've written about Star Wars... well anyway, if you're at all excited about the prequels as the rest of humanity, then you should of course be hanging out on Jedinet and checking out their Prequel Watch. So far, it's the only site that has been threatened by Lucasfilm to withdraw information from it's pages - so they're doing something right!

<http://www.jedinet.com/>

### HALL OF SYSTEMS

This has got to be the ultimate in retro-gaming heaven. All the original home game consoles are featured here, from the Atari 2600 and ColecoVision, to the Intellivision, Studio II and legendary Pong! This site simply has all the facts and pics for a long walk down memory lane, or discover for the first time where the now-mega home console industry sprang from.

<http://www.cs.unc.edu/brownde/museum/history/palette.html>



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# HYPER

0044

BY TIM LEVY

## TEKKEN 3 NAMCO

Tekken 3 is here, and since the game has a cult following, we thought a bit of a background story might put a smile on a few faces.

The King of Iron Fist Tournament 2 draws to a close. Jun Kazama shockingly realises that Kazuya's supernatural strength stems from Devil. But she cannot help being supernaturally attracted to him, propelled by a mystic force beyond her control. Several days later, the final challenger arrives to face Kazuya, the organiser of the King of Iron Fist Tournament 2. In a reprise of the first Tekken Tournament, the father and son clash in a cursed blood battle. Eventually, Heihachi emerges as the victor and regains control of the ultra powerful Mishima Conglomerate. Unaware of Devil's presence, Heihachi casts the lifeless Kazuya into a fiery volcano. As Kazuya's body burns, Devil (see Tekken 2) appears before the pregnant Jun Kazama in a bid to enter the soul of the new life beating within her. But in a desperate struggle for the future of her child, Jun defeats Devil and retires to desolate Yakushima so as to raise Kazuya's son, Jin, alone.

Having regained control of the Mishima Conglomerate, Heihachi embarks on a crusade to win the trust of world leaders by putting wars and conflicts to rest. Using his immeasurable wealth, he forms Tekkenshu, a mercenary group employed to quell conflicts efficiently. He also takes strong interest in the well-being of developing nations by helping them build agricultural systems that will sustain them. (What a guy)

Through Heihachi's efforts, the world appears to be regaining peace. Around fifteen years have passed, it is now Jin Kazama's 15th birthday.

Under Heihachi's orders, the Tekkenshu are excavating a Central American archaeological site when they discover a mysterious life form. Heihachi orders the creature's capture, but loses contact with the Tekkenshu after a garbled radio message, "... they are all dead... Toshin (Fighting God)?!..."

Upon arriving at the dig, Heihachi finds a field of corpses. Heihachi is racked by sorrow, but also realises "the power of the mysterious life form could be the key to my long dormant dream of world domination." To obtain Toshin, and moreover, the world, Heihachi tempts the fates once again...

Within weeks, strange disappearances occur throughout the world. Masters of martial arts and other derivative fighting disciplines are reported missing... with no knowledge of their whereabouts.

Jun Kazama instinctively picks up on the dark power encroaching on her life. Accepting her destiny, she tells Jin everything she knows of their haunted past to prepare him for the fateful day she know feels imminent. Among her instructions, one is for Jin to go to his grandfather Heihachi, should anything befall her. Her intuition proves right. On a cold, stormy night, Toshin comes bringing a chilling, swirling wind. Jin opts to face Toshin against his mother's pleas and is knocked unconscious.

When Jin awakens, he finds the house is burned to the ground. Jun died at Toshin's hands. Honouring his mother, Jin goes to Heihachi to be trained to exact revenge. Heihachi, hearing Jin's tale, is convinced that Toshin is after the souls of powerful fighters. To attract Toshin, Heihachi decides to host the King of Iron Fist Tournament 3.

Four years later, The winter of Jin Kazama's 19



years birthday. The curtains rise for the King of Iron Fist Tournament 3.

Apart from the story growing a little longer, Tekken 3 is looking just fine. Basically being an upgrade to the power of 1.5, it took a little while (5 minutes) to sink into the world of Tekken. Graphics are still not state of the art, though the end of round Kata look as if they have been digitally enhanced from real humanoid footage.

Three new characters have been introduced - Eddie Gordo: Son of a wealthy South American business man who was killed by drug dealers. Whilst in jail, he learns the art of Capoeiristas from a wizened old man. Upon his release at the age of 27 he is now currently seeking revenge on the men who killed his father and got him in jail. Eddie's leg moves and fancy footwork are most acrobatic and his flared pants are much to be desired.

Hworang: Is the son of Baek (see Tek 2) He makes a dishonest dollar by being a fight shark. His Taekwon do abilities are quite awesome and he moves with great speed and has an array of devastating kicks. He is also enemies with exponents of Mishima Karate, in which the Kazama Clan are experts in.

Lin Xiaoyu: With the absence of Jun, a cute young asian fighting femme was in dire demand. Xiaoyu needs to win so Heihachi will build her an amusement park... strange girl.

Jin Kazama: The son of Kazuya Mishima and has trained under Heihachi. His most awesome technique seems to be the face drag., in which he spins his opponent to the ground by the arm and neck and proceeds to polish the floor with their face (face on, face off) He also looks quite slicko in his motorcycle outfit.

The old characters are still here and as mentioned

beforehand, all have had a complete make over.

Yoshimitsu seems to have received some panel beating at the Geiger school of hard looks.

Lei Wulong looks super cute and her mastery of Kung Fu is graceful yet deadly. He now has various stances he can enter, which allow him to go into different combo attacks, making him even less predictable than before.

Nina Williams has her devastating kicks to be reckoned with still.

Forest Law (no relation to Forest Gump), son of Marshall is more Bruce Lee than dad ever was.

Paul Phoenix now sports some very unflattering stubble beard and an even taller flattop, though it's a good idea not to smirk in his presence, as he is still a tough guy to be reckoned with.

King has been to weight watchers and still has the body slammin' moves as before.

The NEW MOVE is the rise to lightning kick, which is great way to counter attack.

Backgrounds are now slightly more intricate with an increased level of detail. The current trend of gaining cred with reference to ancient video games is way apparent (Galaxian graffiti) and of course the soundtrack is also from the early eighties electro synth era.

Tekken 3, Although above average as a 3D fighting sim, is definitely at its best when played against a human opponent. Martial Arts fanatics will definitely be impressed with T3's authenticity in the style department and gives a realistic insight to some moves, that although slightly theatrical, would no doubt be very effective, if not devastating as true martial art techniques go.

\*\*\*

# PlayStation update

## RALLY CROSS

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## » Rev Limit

Sega

AVAILABLE: OCTOBER/NOVEMBER

CATEGORY: RACING

PLAYERS: ONE-FOUR

Now here's something that looks DAMN sexy! It took a long time for the Playstation to get a decent racing game (Porsche Challenge) but it looks like their won't be any shortage of them on the N64, in a little while anyways. Rev Limit looks like being one of the most realistic and visually spectacular racing games ever seen on a console system. The game engine has wonderful features like working headlights on each car for night driving, friction and drag physics for ultra realistic road handling and a sensible system of adjusting car performance depending on damage taken during the race.

You can choose from over 10 different cars, each with their own individual handling characteristics. It's even possible to tune and improve your car using the prize money you have collected from your races, a-la Rage Racer. Also like Rage Racer your custom car can then be saved, to the Controller Pak in your N64, so that you can keep upgrading and fine tuning it until you have the ultimate driving machine. There are three different racing modes in Rev Limit: Sprint Races, which have between three and ten laps, Endurance Races which are twenty to fifty laps and Drag Races (!) of 200 - 1000 meters in length. Another innovative feature of the game is the ability to play as a team manager instead of a driver. You can hire drivers for upcoming races, tune their cars for the local conditions and instruct them on tactics during the race. Not all of them will obey your orders however (ie Alessi in the Melbourne Grand Prix!) Nintendo owners stop salivating now and call Nintendo to ask them why PAL conversions are taking so long!



## » Bomberman 64

Nintendo 64

AVAILABLE: ???

CATEGORY: PUZZLE/ACTION

PLAYERS: 1-10 (MAYBE)

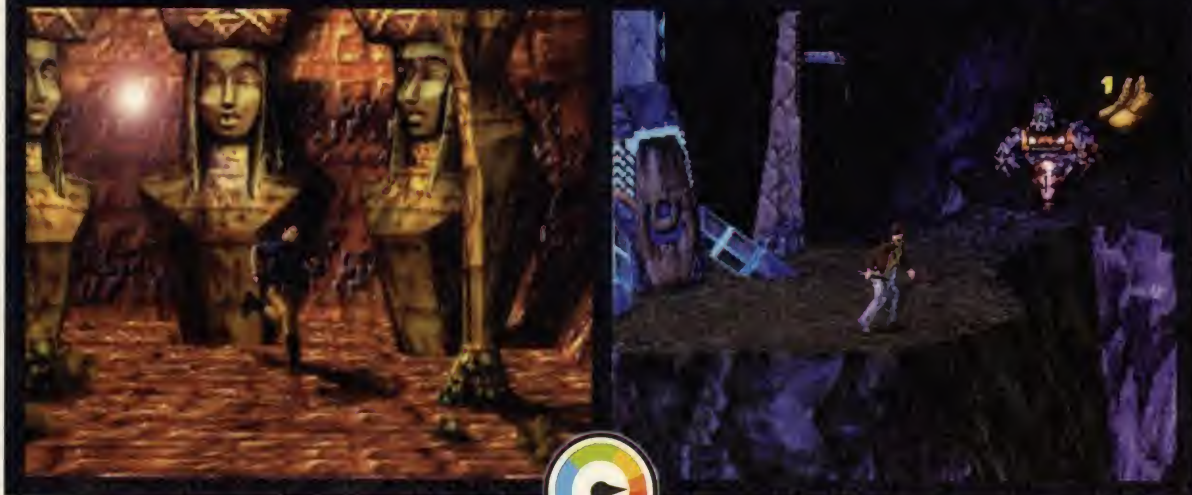
PUBLISHER: HUDSON

Bomberman became a legend on the SNES, so after the recent arrival of Saturn Bomberman, it's no surprise that we're seeing the arrival of a Bomberman game for the Nintendo 64. There is something extremely different about this version of Bomberman however, and almost predicably, it's the 3D approach. The game mechanics are apparently not that different, with the general principle of trapping your opponent with bombs not changing. However, Bomberman 64 is rumoured to have new attacks and defences that you can employ which will improve the gameplay (like it needs it!) from previous Bomberman games. A few Bomberman fans are a little scared that this extra depth in 3D terrain, and extra attacks may complicate the game to a point where it loses that simple fun, but we'll soon find out.

There's even talk of Hudson developing a multitap controller for the Nintendo 64, to help allow for more and more players. As to how this will affect a 3D setting with so many players on screen is not yet revealed. While the graphics are being kept simple, a bit of N64 magic is being introduced, and we can expect the boss monsters to utilise some of the nice visual effects the N64 can pull off.







## Pitfall 3D Playstation

PUBLISHER: **ACTIVISION**

PLAYERS: **ONE - TWO**

AVAILABLE: **SEPTEMBER/OCTOBER**

A long time ago in a galaxy far far away a company called Activision released a game known as Pitfall on an 4k cartridge for the Atari 2600. At the time it was pretty hot stuff, people throughout the land wept openly, unashamed of showing their excitement. Some didn't even bother to cover up the wet patch on the front of their trousers. Almost twenty years have passed since then and, just to prove that a good idea never dies, Activision are at it again in the form of Pitfall 3D, this time though it's for the Playstation. Pitfall 3D promises to offer many of the elements that made the original such a classic. Expected to be included in the new incarnation are elements such as exploration, combat and, of course, death defying leaps. This isn't the first Pitfall sequel to appear but Activision are saying that it's definitely the best.

As you can see Pitfall 3D looks kinda sexy in a Tomb Raiderish sort of way and will probably play in a similar fashion to that illustrious title, nothing bad about that. This time however Harry Jr. is off adventuring through a parallel universe, one populated by magical beasts and dotted with traps for the unwary. The game will involve more combat/action style gameplay than previous Pitfall titles as well as Tomb Raider style puzzles and traps. Although it won't be as open as Mario 64 the action will branch often, offering the player a wide variety of goals. The events in the game take place in eight geographically different areas with twenty four stages in all, Pitfall 3D should keep players busy for quite a while and keep a classic game alive for a new generation of console gamers.



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## »» *Ballblazer* Champions PlayStation

AVAILABLE: ???

CATEGORY: FUTURE SPORT

PLAYERS: 1-2

PUBLISHER: LUCASARTS

Now here's a trip down memory lane for me, as *Ballblazer* was one of those old Commodore 64 games that I was heavily addicted to, and no doubt a bunch of you more wrinkly gamers will remember what was a very simple, yet entertaining game. Now it's about ten years later, and *Ballblazer* is making a comeback to the PlayStation, and looks to be suitably sexied up for the new generation of gamers.

The original game was essentially a soccer field with moving goals at either end, with two craft battling for control of the "ball" for a chance to take a shot. Today's game is a little more complex than that, with a bunch of different ships to choose from, and money to spend on improving your craft to make it the perfect, erm... blazing machine around. The goals are now fixed, but look like some sort of interdimensional gateway from a sci-fi flick, and the players are now armed to the hilt, rather than just bumping into one another to get the ball. The whole game seems quite disorientating, which was how the original was as well. However, some perseverance can lead to some very cool fast action. The graphics look great, and the variety of craft, arenas and weapons make the whole thing look superb. Looks like we may finally see a fast paced future sports title on the PlayStation, as opposed to one that has just managed to have flash visuals, but run like a dog. 01



## »» *Uprising* PC

AVAILABLE: DECEMBER

CATEGORY: STRATEGY/ACTION

PLAYERS: 1-4

PUBLISHER: 3DO

Once in a while we get a game that looks like it's going to do something pretty different, and this month it's *Uprising*. Just from the screen shots you can tell there's something special here, with an element of *Red Alert* with the military units, and a touch of *Quake* with the 3D action side of things.

Whilst the number of different units at this point of time is quite low, it would seem that there's a clear sense of actually being there and doing it thanks to the 3D action shooter aspect of the game.

Like in *Red Alert*, the object is to build bases, which collect the energy needed to build other structures, which make your units. The different units in *Uprising* are all balanced out like a glorified game of scissors-paper-rock, with no one unit being able to be walk upon everything else in it's path. Unlike *Red Alert*, you can take the reins and do the nitty gritty bits yourself. As you can see the graphics look pretty fantastic, and if these first glances are truly a sign of what is to come, then this could be one of the hot games around Christmas time. More news on *Uprising* as it comes in. 01



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## » Body Harvest Nintendo64

AVAILABLE: SEPTEMBER/OCTOBER  
CATEGORY: ACTION  
PUBLISHER: NINTENDO  
PLAYERS: ONE-TWO

According to the game gurus at DMA Designs, humanity was planted on Earth all those years ago by a bunch of aliens who thought it would be cool to have some fresh meat next time they were zipping by on their way to the galactic drive-in. Now these cosmic snack fiends have returned with a gleam in their eye and a growl in their belly looking for tasty morsels of people pie to satisfy their mountainous hunger. They arrived simultaneously at different points in time, with some aliens preferring the refined taste of pre industrial man and others seeking the slightly saltier flavour added by years of pollution and artificial food additives. Body Harvest takes up the story in 2050 AD when the meat supply is starting to run low and the aliens are cleaning up the last scraps of their human feast.

Body Harvest puts you, surprisingly enough, in the role of Earth's saviour (if it was up to me I'd be smearing my neighbours in barbecue sauce and inviting the aliens over for dinner, but I digress) encompassing many gaming genres in the process. Third person shooter action, driving combat and strategy all play a part in your efforts to stop alien menace as you jump through time to take out their power generators. As you can see from the grabs Body Harvest looks great and also happens to hold the record for the number of vehicles useable by the player (at least 130!) You can burl around in everything from the usual tanks and hot rods to WWI biplanes, ice-cream vans, tug boats and fire engines. And there are even more different types of alien, each with different ways of attacking you and of defending themselves!

The players main goal in the game is to rescue as many humans as possible before they get chewed on, AMD say each level will be huge and that gameplay should be in the vicinity of 150hours. Body Harvest looks like being one of the most original games currently in development for the N64 and hopefully will live up to the developers expectations. 65



## » Ray Tracers PlayStation

AVAILABLE: JULY  
CATEGORY: ACTION  
PLAYERS: 1  
PUBLISHER: TAITO

Now here's a funny idea for a car game. You drive a super slick high speed sports car, and you have to haul through a track to reach an end of level boss, and take them out by ramming them to death. Sure, a monster truck would have been more practical, and you wouldn't have such a hassle insuring it, but who cares? You'll look much cooler in your sports car.

Taito are obviously into the word "Ray" right now, since Ray Tracers arrived with Ray Storm. They're also into making games with sick graphics, because Ray Tracers is one of the sexiest looking racing games around. The visuals are very Anime-esque, with the cartoon portraits popping up in the corner of the screen, and the typically Japanese flashy explosions and vehicles which we all know and love. From what we've seen, Ray Tracers looks great, but may not have the guts in terms of longevity, although the final boss looks almost impossible to beat. There's been word of the PAL/English version having a little more to it, but only time will tell.

Sort of a fast Destruction Derby for Anime fanatics. 67





♡  
**Dementia**

PC

AVAILABLE: JULY

CATEGORY: ADVENTURE

PLAYERS: 1

PUBLISHER: TELSTAR

Your conventional adventure game is fast becoming a thing of the past. Doing the old trial and error, point and click routine is not capturing the imagination as it once did. Telstar, whom are currently going berko creating a whole bunch of stuff. One of their titles is an adventure game with a difference, being quite similar in nature to the very clever Dreamworks title, the Neverhood. This one sees you as Gran, a rather out there old woman, who happens to be stuck in a psychotic dream world, trying to escape evil rabbit creatures, and is suitably called, Dementia.

Dementia is handled a bit differently to the Neverhood, being a rendered graphics game as opposed to a clay-mation adventure. If you're into the bizarre and illogical, then Dementia is definitely for you. Puzzles include things like optical illusions, and reverse psychology, to help make everything that extra bit challenging, and from what we saw of the demo, it certainly isn't the pushover that so many adventure games are nowadays.

Gran natters on endlessly, and the game seems to have gobs of character. Definitely looks to be one for the older gamers out there, looking for something to really tax their brains.

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## » Ninja Saturn/PlayStation

AVAILABLE: DECEMBER-JANUARY  
CATEGORY: ACTION/ADVENTURE  
PLAYERS: 1  
PUBLISHER: CORE

Well, when you get so much success from a game, like Core did with Tomb Raider, then it's only natural you'll do a sequel. Core are doing a sequel, and despite how similar parts of their upcoming title "Ninja" look, this is not Tomb Raider 2. Some folks complained there just wasn't enough biff in Tomb Raider, and it would seem that Core have set about making a game for those that would have preferred to have spent more time tonking, and less time wandering through caverns.

Ninja will have ten levels, some of which will be indoors, some outdoors, and a few that incorporate both. Core apparently are keen to combine the frenetic gameplay of the old classics like Shinobi, with the 3D approach of Tomb Raider. Since the game is more of a combat game, the player will not control the camera angles this time around. The problem will not be that you can't see how to get to the ledge above you, it will be "How the hell do I kill the Shogun and his goon squad?"

The game is being developed on Saturn, and Core have incorporated water transparencies, etc. which apparently will help add to the gameplay. Core seem to be living by the "Get it right" policy, so we may not see Ninja till early next year. Since it's early days, we may do another preview as more info on Ninja comes in.



## » Wrecking Crew PC/PlayStation

AVAILABLE: JULY  
CATEGORY: RACING  
PLAYERS: 1-8  
PUBLISHER: TELSTAR

As you can tell from not only our cover choice, but our review score, Mario Kart 64 rocks very hard indeed. It is therefore understandable that there would be a demand for this sort of game on other platforms. Telstar are trying to seize this opportunity to deliver such a game to both the PC and PlayStation owners out there with Wreckin Crew. The theory is quite simple, eight cars (all of which perform differently), a bunch of tracks, and you gotta get to the end first... Well, actually, that's not all there is to it. There are also cup competitions, destruction deathmatches, and stunt arenas. The game has an element of character to it which is similar in many ways to Motor Toon Grand Prix 2 on the PlayStation. The PC version has a networking option, whilst the PlayStation version will allow split screen action, and will also support the Mad Catz, Gamester, and neGcon controllers.

Wreckin Crew works on the philosophy of "You've just gotta get there", so you'll be able to pick your own path in most cases. All manner of power ups are included, and each car has its own attacks and special abilities to help spice things up. Whilst not being a driving sim, the game does include things like road surface affecting handling, etc.

Could be a winner for Telstar considering the lack of competition for this niche on both PC and PlayStation, but one must wonder if Mario Kart 64's shadow will loom too heavily over Wreckin Crew. We shall soon see...



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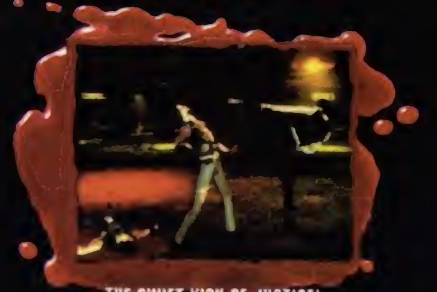


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## V-Rally PlayStation

AVAILABLE: JULY  
CATEGORY: RACING  
PUBLISHER: INFOGRADES  
PLAYERS: ONE - FOUR

There can never be enough good Rally driving games in the world and it looks like the Playstation is about to get it's first. French company Infogrames, more commonly known for adventure titles such as Alone In The Dark and Knight's Chase, has expanded their business enormously in the past two years and is poised for a spate of interesting releases in the second half of this year. V-Rally is something new for Infogrames and it looks like they've hit the nail on the head first time.

Some of Europe's best rally drivers were brought into the project to help test and advise on the realism of the driving model and the overall feel of the game. Infogrames hopes V-Rally's engine will surpass that of Sega Rally and Porsche Challenge to be the best driving sim around. One of the best features of the game is the number and variety of tracks. There are 45 in all, running through every imaginable type of terrain from jungle to snow, from the rainy shores of the UK to the dense jungles of Indonesia, and in all sorts of weather. Even cooler is the inclusion of a track designer, something only ever seen on PC titles previously. The player will be able to build tracks section by section, kind of like putting a jigsaw puzzle together, then assign the road surface types to different areas, dictate the weather conditions and the time of day!

There are four cars to chose from in the game, the new Ford Escort, Subaru Impreza, Mitsubishi Lancer and of course a Peugeot. Infogrames have even had consultants from these car manufacturers advise them on the handling characteristics of their vehicles to get them as true to life as possible.

As you can see V-Rally looks great, the developers have added new graphics libraries to allow the Playstation to use high res. mode to good effect providing some very realistic looking driving environments. All sorts of effects have been used in the game - lens flare, translucent dust and fog, night driving with headlights V-Rally seems to push the PSX right to the limit. The one thing that often disappoints racing fans the most when playing games like this is the sound. The Engines of the cars in V-Rally sound good, no high pitched squeals or sewing machine noises. The only thing missing is the throaty growl when you drop down a gear or two! This one should be out very soon, we'll probably have a review in the next issue.

65



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FRONTLINE WGHYP



# Prepare to meet your maker

FOR SO MANY YEARS, CONSOLES AND PCS HAVE BEEN WORLDS APART. SURE, WHEN IT COMES TO GAMES, THEY BOTH DO PRETTY MUCH THE SAME THING, BUT THE IDEA OF USING THE TWO TOGETHER IS A PRETTY OUTLANDISH ONE FOR MOST. SONY HAVE GONE ABOUT TRYING TO BRIDGE THIS GAP BY OFFERING THE PUBLIC THE MEANS TO MAKE PLAYSTATION GAMES

WITH THE NET YAROZE...

THE BLACK PLAYSTATION.



# Prepare to meet your maker

Yes, it's true, the creator is black.

Many of you have been asking us for information on the black PlayStation, which, by the way, is called the Net Yaroze. For those keen on translations, 'Yaroze' translates to "Let's create", which makes it sound like some sort of Edutainment tool, but rest assured, the Net Yaroze is about making serious games. The Yaroze was launched in Japan back in May 1996, and has already had thousands of buyers, some of whom have gone on to produce fully playable 3D games.

Before all of you get too excited, there's a few things you need to be able to use the Net Yaroze. For starters you'll need a PC with the following specs:

- 486DX2 66 MHz CPU
- A free serial port
- 4MB of RAM
- A 14.4kbps (28.8kbps) modem
- An Internet Access account

should serious look into getting a TV that handles both formats. Those with a scart TV/monitor will be pleased to know an AV to scart adaptor comes free with the Yaroze.

For those who really want to know the nitty gritty details, here's what else is included:

- A special security access card that you must leave in memory slot 1.
- A comms cable (RS232C Serial), which carries the data transfer from the Net Yaroze PlayStation to your PC. The baud rate can vary from 9600 bps, through to 115200bps
- Some sample data, including textures, 3D models and sound samples... to ensure you can start making something straight away.
- A bit of sample code for you to work from.
- Sound utilities that allow you to convert from AIFF and Midi SMF
- 2D & 3D graphics file converters (DXF, BMP, PICT, RSD, RGB)
- C, sound, maths, 2D & 3D libraries
- GNU C based development environment including R3000 C compiler
- Two black PlayStation controllers, that look and feel unbelievably cool (Dan wants one bad).

The whole thing works by having you provide the code on your PC, which communicates with the Yaroze. Once the Yaroze has the game in memory, you can play the game. You also need

WWW site set up for Net Yaroze members, so they can show others what they've done. Rather than allowing others to rip off your source code and lay claim to your labour, this actually is the most effective way of saying "I did this, it's mine". The original author retains legal ownership of any source code. Those still paranoid can upload games that are just executable, so people can't examine the source code.

Those keen on completing a game and getting it published should remember that they'll really need to go through one of the registered PlayStation publishers, especially since you won't be able to burn CDs that a standard PlayStation will be able to read (not legally anyway).

If you've been looking for a way to break into the video games industry, this could well be the ticket, since the existing developers and publishers will be checking out the Net Yaroze sites, trawling for talent. Will this get you a job? That all depends on how good you are, and how much you present yourself, which gives you that extra incentive to upload your efforts onto the Yaroze members sites.

That's the easy part, since only the most dated PCs don't come up to scratch there. The tricky bit is that you'll need to be reasonably proficient in programming in C. The Yaroze is not some simplistic game production tool, like the old "Shoot Em Up Construction Kit". The other tricky bit is that you'll need approximately \$1100, which kind of ruins your chances of having someone just pop it in your stocking at Christmas. The price may seem high, but the development software that comes with the Yaroze is worth a hell of a lot more than that.

What do you get for your hard earned cash? For starters you get the Net Yaroze Member's PlayStation, which will play any PlayStation CD from anywhere in the world. Of course the Yaroze's ability to read both NTSC and PAL discs doesn't mean you can get around not having an NTSC TV or monitor, so if you want to be able to play Japanese games, you



to connect to the Internet via your PC to get the most of the Yaroze.

## Club Yaroze

Whilst a talented individual with lots of time on their hands could go about making games in their bedroom with no contact with the outside world, that is not what the Yaroze is all about. Once you buy a Net Yaroze, you're considered a member of the Net Yaroze club, which is essentially an online game developers community. It is hoped people will get together and share ideas, etc. and pool their resources to produce something as a team. For example, a couple of graphic artists, a sound engineer and a hotshot coder might share some of their work, get talking, and come up with something far more impressive than any of them could have done alone.

Yaroze owners can upload their stuff to a special

We talked to Paul Holman from Sony Computer Entertainment Europe about the release of the Net Yaroze in the PAL territories.

**Hyper:** Firstly, the question of who the Net Yaroze is valid for needs to be answered, since almost everyone out there would love to "Give it a shot", but realistically, can someone with no experience in C programming, buy the Yaroze, and then learn the basics from the package provided?

**PH:** Ah, this question is a little like asking "How easy would it be for me to learn French?". In this case, a familiarity with computers is essential, but personally I think "C" is probably as easy to pick up as Basic was when I started back in the '80s.

# Prepare to meet your maker

I also believe that Net Yaroze a good platform to learn to program, although I would recommend some additional "Teach Yourself C" books.

**Hyper:** With the connection to the Internet via the PC, is this opening an avenue for testing out the idea of PlayStation online?

**PH:** Interesting question. At this stage, all I would say is that there are a number of different opportunities provided by the Net Yaroze.

**Hyper:** Does the Yaroze allow the owners to examine the source code of conventional PlayStation software? If so, does this potentially allow people to make clones of existing games?

**PH:** No it doesn't. In fact Yaroze Members don't even have to offer up their own source code, and can distribute an "executable" version to other Members via our site.

**Hyper:** What sort of numbers are you looking to sell this year throughout Europe and Australia?

**PH:** Personally, I would be more interested in

ISA boards that emulate PlayStation and its CD mechanism installed in a fast PC and combined with specialised CD burners.

The advantage of the Yaroze system is that its easier to use, but has a common set of library functions - its thus very easy to move a game developed on a Yaroze onto the "professional" environment.

**Hyper:** The World Wide Web based Yaroze community sounds like a great idea. Can people that haven't got a Yaroze check out what Yaroze owners have been doing in any way? Like AVI files, newsgroups, etc? And if so, have you had cases of graphic artists helping out programmers working on their games?

**PH:** Absolutely - in fact Yaroze Members can show off their demos and games in an "executable" form. At the moment, everyone who joins is provided with their own Web area on our site, allowing them to show off their work - in addition we provide specialised newsgroups. As people get

**Hyper:** Are there any other plans or applications for the Yaroze other than the development of games?

**PH:** Yes, I think we're simply laying foundations that will allow us to build a whole series of projects. One simple idea in Japan was to have an area where Memory card saves could be exchanged - but as soon as "Carnage Heart" was published (which allows players to construct personalised robots which are saved on Memory card) a competition was launched to find the "top robot" using these saves.

The other important aspect is the openness of Net Yaroze - people can develop anything they like and take the PlayStation in new directions. I think the next year will be an interesting one for us all.

Anyone interested in the Net Yaroze should contact Paul Holman either by email

ps\_yaroze@interactive.sony.com  
or by phone: +44 171 4471616. Web:  
<http://www.scee.sony.co.uk/>

quality rather than quantity, but my hope is that we gain a few thousand enthusiasts actively working together on projects. Although the product only started shipping in March, its been great to see the first members to join in Europe and Australia are already working on demos, sharing ideas and information.

**Hyper:** If this is the amateur method of producing games for the PlayStation, then could you describe the main differences in approach that the professional publishers use? Have they been using something similar to the Yaroze, or have they had to code the lot on PC, burn a CD, and port it over?

**PH:** The "professional" system is rather more complex - and indeed expensive than the Yaroze approach. Their system is based around PCI or

together, we will also provide these groups with their own private areas to work. We're also working with Yaroze groups in America and Japan, to ensure that you can have direct access to the entire "world of Net Yaroze".

In Japan (where the project has been running since May '96), whole teams of people have met up via the Yaroze site.

**Hyper:** The Yaroze can play both NTSC and PAL PlayStation CDs. How is this done?

**PH:** Simply because the PlayStation is "multi-format" and "multi-territory". Whilst the machine won't play pirate (gold) discs, it will play PlayStation discs published anywhere in the world - although you may need to obtain a Multi format TV.



# MARIO KART 64

Sometimes our contributors fight over who gets to do a game. DAVID WILDGOOSE gouged, kicked, and noogied harder than the rest, and got to do Mario Kart 64.



Why is Mario Kart 64 so bloody good? Why is it the most fun I've had with a joystick in a long, long time? Why is it (and I'd better whisper this) one of the three or four best games I have ever played? I've been thinking about all these questions for the last couple of days and the best (yet still hopelessly inadequate) answer I can come up with is that it's "fun". Fun from beginning to end as well as all the way through the middle. Fun that picks you up, spins you around till you're giddy and breathless with excitement, and leaves a big dumb grin on your face. Fun that, if we had a "Fun" rating here at Hyper, MK64, would receive 100%. Okay, I guess I'd better try to think of a better reason than that. Try these...

How about if I said that MK64 has a perfect racing feel? The karts are an absolute joy to control, thanks to the heaven-sent analogue thingy on the N64 joystick. Basically, the tighter the corner is, the further you should push the joystick in the appropriate direction. This means you actually hold the stick at a certain angle the whole way through the corner, instead of having to make constant adjustments like you would if you were using the D-pad. Admittedly, it takes a while to realise just how useful this is, but before too long you'll be wondering how you ever played a racing game without it.

Or what about the fair, but still ingeniously fiendish AI? Imagine jostling with Yoshi for 2nd place for half a lap, both of you picking up power-ups at the same time, you get a banana skin and try to position yourself in front of him to drop the peel in his path, when suddenly he launches his recent-

ly-acquired green shell into your rear end, sending your kart into a spin and down to 6th place. And speaking of power-ups, the computer karts have to collect them in exactly the same way as you do, that is by driving into these multi-coloured diamonds scattered around the track. Unlike Super Mario Kart, where each computer driver had only one special ability (ie. Donkey Kong dropped banana skins, Mario and Luigi had limited invincibility, etc), here they are capable of doing everything you are and this makes each race far more unpredictable. So, although it kinda diminishes the personality of the eight characters, in the end it's an improvement. I think.

And what if I told you that MK64 looks almost irresponsibly gorgeous and has the most insanely devised tracks in the history of videogaming to race around? Powersliding at full speed through 180° turns in the awesomely fast Bowser Castle had me shuddering with disbelief that a game could be THIS GREAT! And that railway crossing in the Kalimari Desert where everyone has to slow down to let the train pass! And those random traffic jams of trucks and buses on Toad's Turnpike! And the sliding penguins from Jumping Flash 2 who push you into the icy water (and when you're rescued you've turned into an ice cube) in Sherbet Land! And the detour in Royal Raceway that takes you to Princess Toadstool's castle exactly as it is seen in Super Mario 64! Yes! Yes! YES! I love it!

Before I first played Mario Kart 64, I was hoping that it would be good enough to make me forget all about its precursor, Super Mario Kart. A mighty tall order, perhaps, but after a weekend of intensive skidding, sliding, and shooting, I can report that it does. Well, almost. MK64 is not the gigantic gameplay leap over SMK that Mario 64 was over Super Mario World. But then, it's not simply Super Mario Kart with 64-bit graphics either. It is rather a quite brilliant racing game with its own individual style, that just happens to possess the same spirit of adventure, of limitless playability and replayability, of uncomplicated FUN! that a certain SNES game did all those years ago. If you love gaming, then you need Mario Kart 64.





**THE CAST**

The Middleweights - Mario and Luigi. One is red, the other is green, and neither has any exceptional abilities, just a sort of middling alrightness at each of the three main skills - acceleration, handling, and top speed. They're a bit boring actually and no one I know ever chooses them. Particularly Mario for some reason.

The Lightweights - Peach (aka Princess Toadstool), Yoshi and Toad. All three are nippy off the mark and, surprisingly, can achieve the fastest straight-line speed. Learning how to power-slide is essential when picking any of these, since they lose more speed than the others when cornering normally. Similarly hazardous is any significant contact with the other karts, again due to this trio's slight size.

The Heavyweights - Donkey Kong, Bowser and Wario. Poor acceleration is the end result of eating far too many pies for these three tubby drivers. A good cornering technique (which lets them escape with little loss in speed) and the ability to knock opponents into a spin, do compensate very handily however. Incidentally, Wario has replaced Koopa Troopa from the original SMK. So, um, sorry to all those Koop-fans, but you're just going to have to put it behind you and get on with the rest of your life.

Basically, some drivers are more suited to certain tracks than others, but your favourite will depend on your own driving style. The beginner should opt for either Mario or Luigi until they feel adept at the analogue control and are familiar with all the tracks. While the veteran player can probably get the best times with one of the Heavyweights. A quick poll around the office, though, revealed a distinct bias towards Mario's faithful green companion, Yoshi. For some reason.

**BATTLE MODE**

While the core of Mario Kart 64, is the Grand Prix championship, the Battle mode (for two, three, or four players) is probably even more outrageously enjoyable. The aim is to burst the three balloons that every player has attached to their kart, by shooting them with shells, planting banana skins for them to slip over, ramming them while using a special star, or blowing them up with fake power-ups (the latter being a great new addition to the Mario Kart arsenal).

There are four so-called arenas where each Battle takes place. One of which, Skyscraper, is terrible - too small, and full of annoying holes. Big Donut shows how an oval arena



can work, all open banked track with almost nowhere to hide. Four levels linked by numerous ramps constructs the pretty good arena, Double Deck, but at times it can get a little hard to find each other. I thought Block Fort was easily the best of the four, its design of ramps, towers and bridges allows for all manner of sneaky surprise attacks from above. By skilfully scooting around the upper level bridges, you can leap down upon any opponent below, unleash a volley of green shells in the direction of their hapless kart, and tear off around the corner before the stars have stopped circling their dazed head.

Battle Mode truly is terrifically competitive and has that "Just one more go!" edge honed to perfection.







**MORE WEAPONS THAN QUAKE**

Effective use of the weapons and power-ups is nearly as important as your driving ability. And the clever thing about them is that your position in the race affects which sort you collect. If you're winning, you'll get more defensive power-ups to block attacks. If you're trailing, you'll get more speed boosts and the like to help you catch up.

**GREEN SHELL** - Basic weapon, it bounces round til it hits a kart. Can also be dropped on the track.

**RED SHELL** - Like a homing missile, this will take out the nearest opponent.

**TRIPLE GREEN/RED SHELLS** - Provide a spinning barrier around your kart until you wish to fire them. A Triple Red Shell is perhaps the most prized possession of all.

**BLUE SHELL** - Homes in on the leading kart.

**BANANA PEEL/BUNCH** - Drop on the track for someone to slip on. A Bunch lets you drop five peels.

**GOLD STAR**  
- Temporary speed boost and invincibility,

**MUSHROOM**  
- Single speed boost. Also comes in triples.

**GOLD MUSHROOM**  
- Limited boost that can be used as often as you like. Lasts for about five seconds.

**LIGHTNING BOLT** - A curious physical anomaly means that this shrinks all other karts. They go slower and you can squash them!

**GHOST** - Invisibility. Steals opponent's weapon in Battle mode - very useful.

**FAKE ITEM** - Leaves a fake power-up on the track. Blows up anyone who tries to collect it. Hilarious in Battle mode.



AVAILABLE: JUNE
CATEGORY: RACING
PLAYERS: 1-4
PUBLISHER: NINTENDO
PRICE: TBA
RATING: G

**FREAKOMETER**

This is a hit of pure unadulterated gameplay

**VISUALS**  
**90**  
As bold and bright as George's new orange shirt, and very very cute (of course!)

**SOUND**  
**75**  
Jaunty tunes and very very cute FX (of course!)

**GAMEPLAY**  
**96**  
With 2 superb games in one, MK64 is doing its victory lap before most have left the starting grid

**OVERALL**  
**95%**  
A more than worthy sequel to Super Mario Kart. The best just got better.



# Nanotek Warriors

*Nanotechnology has very little to do with this new PSX shooter, so ELIOT FISH prefers to call this one... Log Warriors!*



I've been hankering for a good shooter on the Playstation for some time now, 'cause there's nothing quite like the frenzied, thumb-numbing action of an all-out blast fest. In between bouts of Tekken 2 and long, frustrating levels of Tomb Raider, a good shoot 'em up is like a breath of fresh air, a new pair of underpants or something else suitably refreshing. PSX Shooters, though, have so far been pretty damn lame-o (with one or two exceptions), and there's plenty of room in the Playstation library for some cracking titles. Nanotek Warriors from Virgin Interactive is a pretty good start. For one thing, there's an original element to this game (gasp) in the form of what we will now term the "rolling log" perspective. The game is essentially in 3D, but the gamer can roll his/her ship over and around the terrain - giving you the impression of warfare on a spinning turd - which keeps you perpetually spinning and dodging barriers, mines and enemy fire. Not only does this look rather dynamic, but it adds a little mystery, especially when you consider that you never really know what lies on the other side of the "log". It's a damn long and twisty one too.

#### You're a bit small aren't you?

Your nano-sized warrior is equipped with the standard, average-joe lasers and - thanks to some tasty power-ups scattered throughout the level - you also have a variety of secondary weapons which range from grenade-like bombs, to missiles and fancy special attacks. Not a huge array of weapons, but effective and efficient nonetheless. Bigger, crazier weapons could also have meant bigger and crazier enemy craft and bosses, but I guess that would have taken a little more effort from the programmers who probably wanted to knock this one up before they missed something really good on the tele. Put simply, Nanotek Warriors is really not terribly exciting. It won't have you yelling, kicking and screaming but at least it will have you hooked to the very end - and there aren't many games around at the moment which can do even that. The inclusion of three difficulty levels at least means you can squeeze a challenging game out of this one, and on Hard this thing 'aint easy.

#### Hey Kids, It's Log!

As you hurtle down the "log", enemies assail you from all angles and nodes and barriers conveniently block your path, but you can manoeuvre your craft 180 degrees onto it's side for tricky Millennium Falcon-style escapes or pan your ship 45 degrees to the left or right in a semi-strafe to pick off those annoying things creeping up over the edge. Push forward on the d-pad and your turbos will fire up in time to squeeze you past rotating blades and other big moving objects of imminent death. Most of the game though, you'll be pulling back on the control pad to slow your warrior down as navigating the plethora of mines and annoying fences etc can become just a little too frustrating at times... but in a good way. In a frustratingly... enjoyable way. There's nothing about Nanotek Warriors I dislike, and those of you into shooters will find it good fun... it's just lacking in a few important areas to make it a truly thrilling or jaw-droppingly great shoot 'em up. Nothing ever really gets in-your-face and most gamers will probably just cruise on through this one with ease.

Nanotek Warriors could have been so much better with the inclusion of more enemies and more difficult mid-level bosses to make the gameplay more furious and frenzied. Laser upgrades and more variety in the execution of the "log" idea wouldn't have gone astray either. There are simply not enough levels here to make for much of a challenge. Graphically, the game looks very good, and there are some nice lighting effects and transparencies - but again, nothing truly dazzling. If there were more levels, I'd be a little more excited with Nanotek, but it just comes across lacking. Still, this is one of the better shooters available for the PSX and is worth trying out before you buy.



MY GOD! A BIT OF THE SCREEN THAT ISN'T BLUE!

IT'S LOG, IT'S BIG, IT'S HEAVY, IT'S WOOD...

IT'S LOG, IT'S BETTER THAN BAD, IT'S GOOD!

UNDER THE SPOTLIGHT...

BUGS IN THE SYSTEM...



GOTTA LOVE GREEN TECHY CRAP



A BIG GREEN THING... ERM YEAH

AVAILABLE: TBA
CATEGORY: SHOOTER
PLAYERS: 1
PUBLISHER: TETRAGON
PRICE: TBA
RATING: G

#### FREAKOMETER

It's a shoot em up, so it's almost anyone's game.

#### VISUALS

74

Smooth, colourful, fast and flashy enough

#### SOUND

72

Great FX and OK music - pretty standard these days

#### GAMEPLAY

75

Enjoyable, intuitive gameplay but lacking serious excitement

#### OVERALL

74%

Solid shooter worth investigating

# Ray Storm

The shoot em up genre on the PlayStation has been fairly quiet. DAN TOOSE checks out an unexpected screamer in Ray Storm.



**WHO'S THE BOSS?**

The bosses in Ray Storm are exceedingly cool. They range from being big mechs, through to huge space cruisers. The space cruiser boss really helps highlight what makes this such a unique shooter, as you make a couple of passes up and down the length of the ship before pulling back to finish it off. Love to tell you what the final bosses are like, but the game's been challenging enough that we haven't been able to find out!

That time honoured genre will never die... the shoot em up. Ever since Space Invaders and Gorf were out in the arcades, I was skipping meals, and using my lunch money to hone my skills at the latest shooter that graced the arcades (and in those days, a new game was noticed by all). Through the years the genre lost a lot of it's following, since new genres popped up that had a bit more depth to them, but gems such as Raiden popped up to keep the genre alive. To be honest, I didn't even notice Ray Storm when it hit the arcades, but once it rolled into the office, it was perfectly obvious we'd come across a true classic.

#### Star in your own Anime.

After only a few seconds of watching Ray Storm, you can instantly tell that it hails from Japan. Unlike so many games that are based on the Anime style mecha, Ray Storm is completely 3D. The view itself is really just like your standard top-down view, but all the backgrounds and vehicles are texture mapped 3D polygons. In terms of dodging incoming shots, the game handles like a standard shooter, but the 3D depth helps hide enemies behind buildings you haven't flown past yet, which makes the whole experience that much more real. The added 3D depth also helps contribute to the game progressing through 3D environments, rather than just flying along a straight path. For example, when you are flying through space, the path goes all around other ships... more like one of the 3D shooters on rails, than something like Raiden. Sick of watching some large plane float onto the screen and just pepper bullets in your direction? Ray Storm has things like Robotech Veritech fighters hauling onto the screen, lining you up, then taking a pot shot at you with their blaster. It just simply looks more real than what we're all used to seeing.

Ray Storm keeps up the shoot em up tradition of having a soundtrack that whilst not being something you'd go and dance to, or even listen to outside of the game, remains perfectly suited to the game. The whole way through the game, the music is up tempo at all the intense bits (and there's more than enough of those). Of course the rest of the sound effects are generic laser pulses, rocket noises and explosions, which suit the game, but you don't really notice them as they happen.

#### Simple, yet cool weapons...

Ray Storm has an instant hook to it, in that you instantly get a sense of how everything works, which helps immerse you in the game. The gameplay itself is very simple, as you only have forward firing guns, a lock on system, and a special weapon. Your forward firing guns don't get quite as over the top as they do in most shoot em ups, which some may find refreshing since the emphasis is put on your ability to get a lock on your opponents rather than coating half the screen in plasma. What's all this getting a lock business? Well you have a target sight ahead of your fighter, which gives you a lock for your missiles, or lightning gun, depending on which ship you chose to fly. The powerups you collect can help you increase the maximum number of locks you can have at once, which is handy for sweeping your sights over an opponent with lots of target points, so you can hit them big and hard in one clean shot. The lock on can also target enemy ships that just look like part of the scenery in the background, and if you watch carefully you'll notice you can take out opponents out on the horizon, which is very cool. The special weapon, is also a "get out of jail" gun, temporarily protecting you from incoming bullets.

It's hard to describe why Ray Storm is so addictive, and so amazingly impressive straight from the outset... but it is. This is a gem of a game that we certainly weren't expecting, but will go down as one of our favourite PlayStation games of the year..



AVAILABLE: AUGUST

CATEGORY: SHOOTER

PLAYERS: 1-2

PUBLISHER: TAITO

PRICE: TBA

RATING: G

#### FREAKOMETER



Almost anyone will see the attraction to Ray Storm

#### VISUALS

92

It's about time a top-down shoot em up adopted this 3D approach

#### SOUND

86

The music is extremely well suited to the game

#### GAMEPLAY

90

Pure, simple fun, which has a lot more to it than your average shooter

#### OVERALL

90%

This is how shoot em ups should be

# Rage Racer

Road rage is GEORGE SOROPOS' favourite weekend pastime, so he gladly volunteered for this one.



I was at home the other day, cleaning the blood and giblets off my Monaro's radiator, when the cleverly concealed HYPER car phone suddenly chirped to life. "This is Commissioner Gordon" a familiar voice greeted me "The city is in dire peril Super George, Dr. Doom has planted a device somewhere in the city, a device capable of mutating our entire populace into clones of Cammeron Daddo. We need your help urgently!"

"Yeah right Commissioner" I said, summoning all the sarcasm I could muster "The last time I came down to your office on an emergency call you asked me to sit on your knee and tell you a bedtime story. I've got better things to do, like reviewing Rage Racer, so sod off"

"Who gives my number out to these old queens anyway" I muttered to myself as I went back inside to fire up the PSX.

Ridge Racer freaks have been hungering after this one for a good while now and Namco have done their best to try and please their fans with a title that delivers more than just a sequel but a whole new game.

**Oh, but yer so purty!**

Rage begins with one of the spiffiest intro's you'll ever see on a PSX, a bit of a Namco trademark these days, and immediately lets you know that this is one (graphically) sexy game. Gone are the day-glo colours of Ridge Racer, which gave that game such a bubblegum arcade feel, replaced by earthier, more realistic tones. The game as a whole looks much more 'solid' than Namco's previous titles. The landscape has much more depth in terms of what you actually see around you on the track and the cars look great, better than any other racing title I've ever seen except maybe F1 3Dfx. Even the pre-race bimbo gets a stunning makeover, to the point where some of the office lads have to be sedated every time we run the game (PC Powerplay crew blush with embarrassment)



### Raging Development

Apart from it's appearance there are a bunch of new features in Rage that help to develop the game from its original form without changing the overall approach of the games designers. In Ridge Racer the emphasis was completely focused on winning races, which you had to do to 'earn' better cars and new tracks. Rage Racer is still about winning but now you can take prize money from your races, if you finish in the top three, and use it to buy a new car or upgrade your current one! (obligatory exclamation mark) There are quite a few cars to choose from, with more becoming available as you build up more cash. The cheaper ones which you start the game with are pissweak little minis that go up hills in first gear and can only pass other cars going down hill. Unfortunately one of the least fun aspects of Rage is that you have to suffer these crappy cars for a long time before you can get your hands on one that's actually worth driving. Once you've done that though you can then get 'tune ups' (up to three for each car) which not only make your mean machine faster but easier to handle as well. Hidden in there somewhere is my Batmobile and, if you can scrape up \$6660000 you can take Satan's car out for a spin too.

### Hope You Like the Scenery

The competition in Ridge Racer is entirely based around one location. When you start out there are three tracks in the 'Grand Prix' to choose from with each having different prize money depending on how hard the track is. There are also different difficulty 'grades' which determine how belligerent your opponents are. At first there are two grades available (which also effect the amount of prize money offered for the races) but this changes as you win on each track, going up to five. In a similar way to the arcade game Club GTI the circuit gradually opens up to reveal new sections as you win races but unfortunately after a while it does get a bit boring and predictable, some more track locations would have improved the game a lot.

The one important area in which Namco haven't developed Ridge however is breasts, there just aren't enough of 'em. Dang did I say breasts, I meant the physics model, shoot I always confuse those two things....don't ask why. My least favourite thing about Ridge Racer is that, compared to Porsche Challenge, the cars all handle like Greyhound busses. Sure you can slide around corners but only after some deft fiddling with the accelerator control, and worst of all the gearboxes in these machines suck. You can't use the gears to slow you down. Having an invisible wall around the track also sucks the big weiner and impacts, with anything, slow you down far too much. Admittedly the same was true in Ridge Racer but that old physics model was created with the limitations of 16 bit consoles in mind and should have been left in the dust. With a real driving model Ridge Racer would have ruled.



AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1
PUBLISHER: NAMCO
PRICE: \$89.95
RATING: G

**FREAKOMETER**

Fun for the whole family

**VISUALS**

**86**

Grittier and much better than its predecessor, one of the best looking games on the PSX

**SOUND**

**70**

Nice music, but the effects are where it counts and here the engine sounds are weak and the skidding sound downright nauseating

**GAMEPLAY**

**76**

Ridge Racer fans will love it, Porsche Challenge fans will hate it

**OVERALL**

**82%**

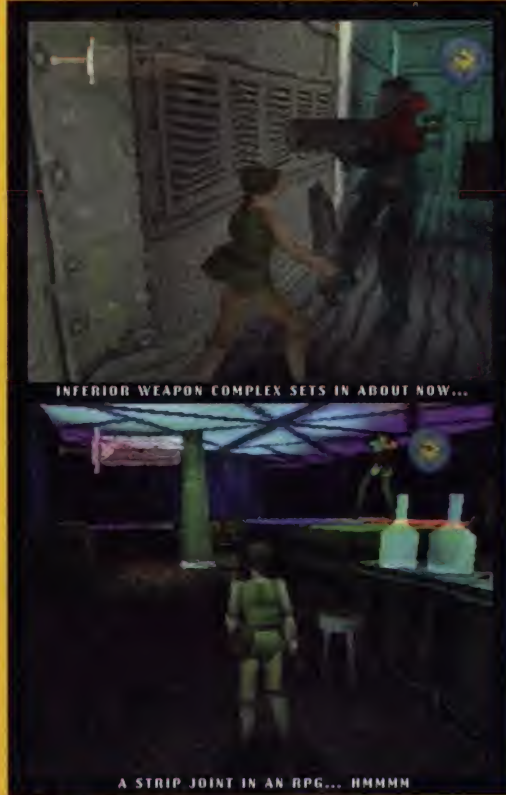
Great game let down by poxy physics model, bumner dude

# Excalibur 2555 AD

Another bloody game about that fabled sword called *Excalibur*??  
 MARCH STEPNIK checks to see if this one is any better than the rest.



FMV... GOTTA LOVE IT...



A STRIP JOINT IN AN RPG... HMMMM

Well, well... There seems to be a bit of a pattern emerging. Delectable femme fatales in suitably skimpy attire running around with super weapons of mass destruction. In underground caverns no less. In stunning 3D too. I am of course, referring primarily to that wonderfully entertaining smash hit called *Tomb Raider*. Not only was it a whole lot of fun to play, it had "video-gaming statement" written all over it. *Lara Croft* is a star in her own right. As time passes, you can be pretty sure of seeing a whole stack of *Tomb Raider* variants saturate the market. *Excalibur 2555 AD*, at first glance, looks like being the first of many. You play the part of Beth, assistant and niece of Merlin the Magician. Beth bears a somewhat suspicious resemblance to *Lara*, and Beth similarly gives the impression that excess clothing seems to just get in the way of some decent adventuring. That's not all though. Beth has been forced to take to the underground to complete her quest, making her way through all sorts of caverns and terra-structures. It's easy to see the similarities, but I should point out to you now that *Excalibur 2555AD* had begun its development before *Tomb Raider* was even announced. As to what had happened after *Tomb Raider* was announced and what impact this had on *Excalibur 2555AD*, we can only speculate - and speculation is not a good thing.

*Excalibur 2555* is not *Tomb Raider*, nor is it trying to be. It's an adventure game, with a few RPG bits thrown in for good measure. There are puzzles to solve, objects to find. You'll come across plenty of characters, both good and evil. Don't worry if you're stumped what to do with 'em. It's fairly simple. The ones you can't kill you talk to, and the ones you can't talk to, you kill. Not like *Tomb Raider* at all.







### *I want to be a gladiator, Mum.*

As Excalibur 2555AD is an adventure game, and that during the course of the adventure you'll come across many different characters, a really solid back story and plot is necessary. Tempest have obliged. In the distant future (blah-de-blah), a meteor hits Earth forcing those citizens wanting to survive underground. Underground, a new government and way of life emerges. The Elysian (a group of megalomaniacs) leader, Delavar, constructed a time machine to get his hands on the legendary sword of Excalibur - a sword that would tighten his grip on power. He sends his troops back in time to collect the sword. This is shown in the rather tasty introduction sequence. Merlin summons all his power to open up a gate and send you into the future to retrieve the sword. This is where you begin.

Your task is to get to the lower levels, find Delavar, kill him, and return the sword. Divided into thirteen levels, there is a fair amount of different tasks needed to complete this game. Much of these involve finding a particular item for someone, with plenty of backtracking in between. Some will ask you to crack a code or solve a puzzle. Thankfully, not all of these tasks or solutions to them are straight forward or simple. You'll have to use your noggin on more than one occasion, with some of the tasks bordering on bloody difficult. The interface is fairly user-friendly to compensate. Actions are performed by using either the pick up or use buttons, covering all possible scenarios. There's also an inventory screen which contains the sacred adventure game feature known as the auto-map.

Beth carries around a bloody huge sword and for good reason. Most of the characters you meet will not want to shake your hand. They're gonna want to lob your head off. Combat in Excalibur is fairly tough, though a little simplistic. There's two slashes and an overhead whack. Credit must be given for the block button. One of the most responsive I've ever seen! It is all a matter of timing though. Most impressive are the enemies. Some of these look awesome. Apparently Tempest spent a lot of time developing the look of the characters, and this shows. This is one of the few games where skeleton-type creatures look sinister.

### *There's that Tomb Raider name again...*

Okay. It has been established that Excalibur 2555AD is not Tomb Raider. However, if there was a bit more Tomb Raider in it, Excalibur could have been a classic. The first thing you notice is how flat Excalibur is. No walkways, stairs, cliffs or anything. What you get are plenty of small rooms with the occasional larger ones. Also, the architecture and visuals are rather dull. When you run into a new area in Tomb Raider, you tend to usually stop, sigh, and let the goose bumps settle. There were no experiences of this caliber in Excalibur. The graphics are pretty, but far from jaw-dropping. Also, the collision detection is rather dodgy. Stopping a foot in front of a three foot high obstruction and not being able to step over it is very frustrating. There is a fine story to fall back on, and plenty of adventuring bits to keep yourself occupied, but as a total experience, Excalibur lacks that highly polished feel. Those wanting an entertaining game that won't be finished too soon, could do a lot worse than getting Excalibur 2555AD though. It's an adventure game, and a decent one at that.



AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: TELSTAR
PRICE: TBA
RATING: TBA

**FREAKOMETER**

You'd want to be an RPG fan for this.

**VISUALS**

**80**

ood, but nothing really spectacular. Characters look great

**SOUND**

**78**

Ambient techno track will appeal to some, though not all. Full speech is a nice touch

**GAMEPLAY**

**77**

Plenty of surface depth. Conversation is very poor

**OVERALL**

**76%**

An enjoyable adventure title. Just don't expect a revolution

# Fighters Megamix

All of Sega's favourite 3D fighters come together for a final showdown...  
DAN TOOSE enters the ring so to speak.



It's now been a few years since we were first wowed by Virtua Fighter in the arcades. Never before had the world seen a true 3D fighting game, and those that were tiring of Street Fighter and its many clones were elated. Seeing Virtua Fighter on the Saturn made a lot of people happy, and VF2 was an immediate selling point for the Saturn. Sega kept hammering away at the genre with games like Fighting Vipers, and Sonic the Fighters, and established themselves as the industry leaders in this field. Many Saturn owners are eagerly awaiting the release of Virtua Fighter 3, and Sega's latest compilation title is exactly what the doctor ordered to keep these people sane till VF3 hits the shelves... Fighters Megamix.

While any Virtua Fighter or Fighting Vipers fan will want Fighters Megamix, the game is a must have for anyone who has neither, since you're essentially getting everything offered before, plus more. The biggest draw card for Fighters Megamix, is the fact that all the Virtua Fighter characters have got the Virtua Fighter 3 moves. So while this is not as good as VF3, those wanting to master the game can do so with Fighters Megamix. The real novelty lies in having bouts between characters from different games. The Fighting Vipers characters still have their body armour, and to compensate for this the Virtua Fighter characters have all been given armour breaking moves.

#### Loads of Modes

The game has both a Fighting Vipers mode and Virtua Fighter mode, the difference lying in the characters ability to backflip out of attacks before they hit the ground. Virtua Fighter fanatics will find Fighting Vipers mode extremely annoying, as it makes the whole game way too easy to float your opponent at the start of the bout, and practically finish them off before they hit the ground. Something that Fighters Megamix should have had was the replay mode that came with Fighting Vipers, but it was left out.

As is common in all 3D fighting games now, there's a team battle mode (which lets you use characters twice), a practice mode, versus mode, survival mode, and of course single player mode. The practice mode is great in that it teaches you all the fab VF3 moves, and includes those winning combos. Survival mode is a little different to most, since you actually take far less damage than normal, and it's really a test of how many people you can defeat in a time limit, rather than a true survival mode. Single player mode is enhanced, in that there are many courses to play through, like "Dirty Fighters", "Girls", "Smart Guys", "Muscle", etc. This is particularly useful if you feel you have a weakness against a particular style of opponent.

Visually everything is there, except the resolution is perhaps not quite what it could have been. In compensation for the slightly grainy visuals, Sega have included good light sourcing, which is perhaps a little silly, since people would probably appreciate the graphics engine concentrating on the resolution instead of how realistic the effect of the sunlight is on Dural's metallic skin.

The backgrounds are a lot better than in VF2, actually using some of the VF3 backgrounds (without the 3D terrain). You can choose to play with or without cage walls, and the levels without walls go on forever like in Tekken, so there are no more ring outs.

The sound effects and music in Fighters Megamix are quite unremarkable, and if anything, seem to be the area which Sega paid the least attention to when they made the game.

Fighters Megamix is an obvious must have for any Virtua Fighter 3 fanatic, or anyone who's been dying to play as their favourite character from Virtua Fighter 2 or Fighting Vipers and wipe out the characters from the other game. A good compilation that doesn't really break any new ground, but delivers the goods nonetheless.



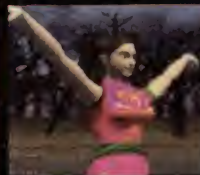
**BOXOUTS**

**The Star Studded Cast...**

Fighters Megamix goes that extra bit further than most, with a total of 32 characters to play as, and unlike games like Mortal Kombat, it's not just the same character in a different coloured pair of pyjamas. You start off with only the basic Virtua Fighter 2 and Fighting Vipers characters, but as you progress through the various courses, you'll soon have all the secrets unlocked. Since many folks out there haven't had the time (or cash) to learn the ins and outs of all the characters, here's a brief run down of the selection



**The Virtua Fighters**



**PAI CHAN**

Lau trained his daughter well, and she's learned a few moves that daddies didn't quite pick up along the way. While lacking the floating capabilities of her father, Pai is that tiny bit faster than Lau, has a few more interesting kicks, and can perform counter attacks. Great character for learners.



**SARAH BRYANT**

Jacky's younger sister is underestimated by those who have yet to learn the advantages of her long legs. Calm down boys, we're talking about the range of her kicks. A clever player can keep their opponents either at bay, or on the floor. Great against friends, but a little straight up against the computer.



**SHUN DI**

The oldest of the lot, Shun, the comical drunken master is back... and if you thought he had some funny moves in VF2, you haven't seen anything yet. Shun is a great character to pick up and learn if you love the unpredictable, and the novelty of falling over half the time you attack.



**WOLF HAWKFIELD**

This Canadian wrestler is the perfect character for someone after a character with a strong selection of throws. Wolf has multipart throws, and a couple of throws that work wonderfully when tacked onto the end of a combo. Wolf can also perform counters, making him even more dangerous in the hands of a master.



**KAGE MARU**

If you're into frustrating your opponents, then Kage the Ninja is your man. Kage has a range of kicks that are all big fast hits, and a variety of throws that rivals that of Wolf and Jeffrey. Kage also has a dragon punch manoeuvre, which is a little dull, but will keep the SF fans happy.

**LAU CHAN**

The second oldest of all the combatants, Lau is one of the straight up combo-kings of the game. Lau has now become nastier with an assortment of turning moves that if used carefully in conjunction with his old moves, can result in floating combos that never seem to end.



**JACKY BRYANT**

The brash American showoff is often known as Jerky by VF fans. Despite the ego problem, Jacky is the most fluid turning fighter of the lot, with a huge array of attacks that range from short and sharp, to reckless one hit wonders, and is one of the most entertaining characters to master.



**LION RAFELE**

A character that a lot of people found dull and repetitive in VF2 has now become a much more versatile fighter. Lion has a few new throws that cause jaws to drop, and a bunch of new turning moves and kicks that make him even harder to follow than before.



**JEFFREY MCWILD**

Some people made the mistake of thinking Jeffrey was useless due to an overbalance of throws to straight up hits. The Australian fisherman is back, this time with a whole mess of fisty cuff moves that can take the unwary opponent down like a sack of spuds.



**AKIRA YUKI**

Depending on the skill level of the player, Akira is either the most boring character of the lot, or the most entertaining. His style is Karate based, with lots of short sharp attacks that can strike with tremendous effect. With his strong defense, counter attacks and the stun palm of death, Akira is potentially the most lethal fighter in the game.



**DURAL**

The metallic femme who takes all the best moves from all the other Virtua Fighter characters, and puts them all together in one package. Dural looks a lot spiffier now, as the new light sourcing looks great on her metallic figure.



**The Extras**



**MAHLET**

This guy is like B.M on steroids. A really nasty character who has speed, power, and a host of combos.



**DENT-A-HERO**

A guy in weird, futuristic, techy clothes. Despite the flashy name, he's a bit dull in the ring.



**JANET**

Making a cameo appearance from Virtua Cop 2, Janet is actually Sega's way of slipping in Aoi from VF3, since that's what all her moves are... plus the gun.



**URA-BAHN, KIDS SARAH & AKIRA**

Simply variations on the original characters. The kids might look less menacing, but they tonk just as hard.

# The Fighting Vipers



## PICKY

No one's about to tell Picky that he doesn't look so call with all those pads on, because he'll simply wrap that deck of his around your head if you do. Picky is similar to Lion, with his short, quirky attack style. Has a nasty wall attack move that takes many victims by surprise.



## BAHN

It's hard to tell whether Bahn is a gangster, or a redneck. What's not hard to tell is that he's the FV equivalent of Akira, with his bodycheck moves, and snappy elbow attacks.



## SANMAN

Whilst not being overly quick, Sanman is definitely the "big boy" of the Vipers, and his ability to pick someone up and just slap them around is pretty much second to none. The Jeffrey/Wolf equivalent.



## GRACE

Runway model by day, Rollerblade queen by night, Grace is the kick meister of the Vipers. Just like Sarah, her attack routine is pretty much kick orientated. Not as flash and impressive as some, but very solid and reliable in a 2 player game.



## B.M

Someone shoulda told this guy how stupid he looks in a snake mask and a pair of briefs. Despite his silly appearance, he can string five solid hits together without too much difficulty.

## CANDY/HONEY

Not only does Candy look good, she's also got one of the most effective line up of moves in the game. Her kicks are her main weapon, but she's also got some throws that will widen the eyes, including an arial throw that will humiliate any opponent. She's now picked up a few of Pai's throws too.



## TOKIO

Okay, sure Tokio looks like a girl till his armour pops off and you can see his shirt, but hey, who cares when he can beat the living crud out of someone in two seconds flat? Tokio's ability to string together rapid fire fan kicks, elbows and forearm attacks make him extremely dangerous



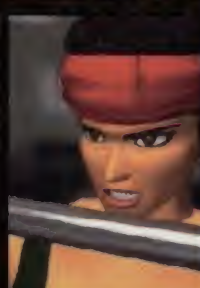
## RAXEL

A glam metal rocker is probably about as out of fashion as it gets nowadays, but Raxel is one of the most deadly characters in the game. His spinning moves are up there with Jacky's, and his throws are sickening to watch



## JANE

The Vasquez of the Vipers, Jane is essentially the rough bitch from hell. Her fighting style is about as simple and brutal as it gets, with lots of big single hit attacks.



## KUMACHAN

A big float might not be one's idea of a fearsome opponent, but if you can master his various throws, you'll definitely be a force to be reckoned with



AVAILABLE: ???

CATEGORY: 3D FIGHTING

PLAYERS: 1-2

PUBLISHER: SEGA

PRICE: \$89.95

RATING: NYR

## FREAKOMETER



Unless you don't have a fighting game, this one's for YF or FY freaks only

## VISUALS

82

Nice light sourcing, but could have been a little less grainy

## SOUND

64

Okay, but uninspiring. It wouldn't have taken Sega much to fix this

## GAMEPLAY

91

Tons of characters, tons of moves, tons of options...

## OVERALL

87%

A good solid fighting game that should keep anyone busy for quite some time



## BARK AND BEAN

Cute and cuddly in the ring, Bark and Bean come in from Sonic the Fighters, to help make the whole thing just that little less serious



## DEKU

He's a big Mexican Jumping bean. His moves are unorthodox enough to throw the concentration of the unwary adversary.



## SHIDA

Supposedly a character that was scrapped from the original Virtua Fighter. While most of his moves suck, that sword of his is quite nasty.



## HORNET

Since a bear float was in, why not a stock car? Most amusing of all is when Hornet burns rubber on his opponent's face. For novelty only

# Mass Destruction

*A chance to run people over and blow up their homes...  
STEVE O'LEARY wouldn't have missed it for the world.*

Mass Destruction appears to have borrowed much of its mechanics and graphics from 3DO's Return Fire. Although graphically inferior to Mass Destruction, Return Fire offered a choice of 4 vehicles including tanks, jeeps and helicopters as well as multiplayer action and great music. Even Today 3Do's Return Fire is still a good 2 player blast although its single player missions are a little dated.



It's funny how over 50% of the games created today contain some form of violence and/or destruction. There is just that something special about blasting the hell out of the opposition that really makes a persons day.. After another hard day at the Hyper office where I was continually humiliated at Mario Kart, I sat down to get some of my own back with some Mass Destruction on the Sega Saturn.

Single handedly it's your goal to ensure all objectives are met on each of the 25 missions ranging from search and destroys' to building protection and the extraction of secret agents. To achieve this three different tanks are available including the fast but poorly armoured Cheetah, the Viper and the slow but heavily armoured Cobra.

**Yeah... But how big is your gun?**

No tank game would be great without a good selection of weapons and this is where Mass destruction is sure to satisfy all trigger happy gamers. Standard are the 100mm chain gun and shell ammunition, quite adequate to dispose of all manner of building and pesky ground infantry(thats if they don't accidentally wander under your tank!). Extra weapons to be picked up on each mission include; Hi explosion shell; guided missiles that are especially useful for helicopters; the vortex bomb which destroys everything in your close proximity; mines; and the flames thrower which will not only burn all ground infantry to a crisp but will quickly dispose of any tank and building structure.

So much fun is the mindless carnage in Mass Destruction that you will often forget your mission and become totally engrossed in destroying everything on the map. To be honest this isn't such a bad option as secret missions become available by taking out extra enemy facilities around the map, rewarding to those who have the persistence and determination to level the entire region.

Further enhancing the games destructive theme are the graphics. Using a overhead 3D perspective the graphics are both fluid and realistic in detail. Attention to detail is the games greatest visual asset. All explosions are impressive visually with fragments of rubble falling from the sky after each buildings destruction. Reflective texturing is also in use with the rivers and lakes on various maps providing excellent visuals when large explosions occur near a body of water. Probably the most visually impressive weapon is the flame thrower with excellent graphical effects that greet its use with sadistic approval. Also worth a mention is that nearly everything on the map can be destroyed form palm trees to the cites' town hall.

**I love the sound of napalm in the A.M.**

Sound wise the games music is at times atmospheric, fitting the games theme of cranage well although some music tracks are slightly out of place. The effects though are a mixed bag. Explosions are rather muffled, taking a edge off their overall impact with little to no noise accompanying the tanks movement. Crank up the volume though and this may be soon forgotten as sounds flow thick and fast as various structures fall.

Overall it must be said that Mass Destruction could fall short of many peoples initial expectations. Many of the 25 missions are similar and although quite large, could be finished in a short period of time on the easiest difficulty setting. Compare with the similarly themed 'Return Fire', you are left with a feeling that both a choice of more vehicles like helicopters, jeeps etc as well as a multiplayer option could have made Mass Destruction a great game, especially considering the games graphical engine. As it is Mass Destruction is a fun game sure to satisfy those out to cause some serious mayhem.



Mass Destruction has a total of 25 missions to complete. Some as seen, are unavailable until secret objectives are carried out. These include destruction of hidden bases and military equipment and will increase the games overall lenght as some are very difficult to find. Perservere though as these missions are tougher and worth the effort.

AVAILABLE: NOW
CATEGORY: SHOOT EM UP
PLAYERS: 1
PUBLISHER: BMG
PRICE: \$89.95
RATING: G8+

**FREAKOMETER**

easy to kill things, lack of vehicles may deter

**VISUALS**  
**76**  
 good effects with smooth scaling

**SOUND**  
**75**  
 muffled explosions and reasonable music

**GAMEPLAY**  
**80**  
 shoot to kill, shoot to kill

**OVERALL**  
**75%**  
 good game with more vehicles and multiplay would have been great

# X-Wing vs Tie Fighter

We put all our reviewers in a mud pit and gave them each a sack full of potatoes and a Stanley knife, **GEORGE SOROPOS** was the last one left alive so he got the job.



## NONINSTANT GRATIFICATION

X-Wing vs Tie Fighter isn't one of those games, like Quake, which you played for the first time and said "gosh" or something to that effect. Sure the ships look great and all but a bit more work is required before you really start getting into the swing of it. Energy management is critical, when I first started playing the game my guns kept on fizzling out after two minutes. There's is no leading gun sight either (!) and the AI is excellent so keeping your energy up is a matter of having a very controlled trigger finger and a good aim. Once you've learned the ropes though the real fun can begin. Lucas Arts have set up "Rebel HQ" located at <http://www.rebelhq.com> from where you'll be able to connect to the Lucas Arts area on the Microsoft Gaming Zone (for free!) to find games with other people. Of course you can just play with a friend over a modem but the more the merrier I say. If you're lucky enough to have access to a LAN with eight PC's you'll probably never be seen again.





It's been a long wait for Star Wars lovers everywhere but Lucas Arts have finally come up with the goods. X-Wing vs Tie Fighter is the much anticipated sequel to the much loved X-Wing and Tie Fighter games, designed from the ground up as a multiplayer game over a network, direct modem or the internet. The prospect of suiting up with a bunch of friends and heading off to take out those Calamari guys in the latest model Tie Fighter should be enough to get any sane human frothing wildly so let's take off and check out Lucas Arts' latest offering.

### Two is Better Than One

X-Wing vs Tie is basically split down the middle as two different games, single player or multi play. There is no campaign game as there was in the earlier versions but a set of different mission types designed more to challenge your fighting skills than to tell you a story. Who wants to know what happened to Xizor the Nubian butt monkey anyway. To get you started in the single player game Lucas have included some 'Exercise' missions to let you get familiar with your ships weapons and controls, there are different ones for Rebel and Empire pilots. These missions become something altogether different in multiplayer mode. Linked up with other freaks over a LAN or the net you can recreate 'actual historical missions' That's right, bits from the movies, yay! You can also use the Exercise missions to train your mates in the finer points of formation flying, death avoidance and covering your ass. When you're ready to party try Melee mode. Melee missions are designed for instant, ferocious action and by instant I mean that if you don't have your 'stick pulled hard over and your fingers on the shield controls when the game starts your toast! The Tournament option groups either three or five melee missions together with the purpose of finding out who is the best overall pilot. Tournaments also allow you to team up with either a friend or AI pilot to compete against other teams. The more 'traditional' style of missions are found in the 'Combat' and 'Battle' scenarios. Combat missions are your 'protect the Copperart shipment at all costs' type thing and can be flown from either the Rebel or Imperial point of view. For example in multiplayer mode two players and their AI wingmen could be defending a Rebel convoy while two other people on the Imperial side try to take it out. There would be points allocated to each side for achieving their specific goals and at the end of the mission the highest point scorer is the winner! To take this one step further 'Battles' organise three, five or seven Combat missions into a mini war with the best two out of three, three out of five etc. winning the door prize. All of the scenarios can be reconfigured in a number of ways from their setup screen too, providing months of fun for the whole family.

### Mmm Tie for dinner

There are quite a few ships to chose from when it comes time to climb into the cockpit. All of the Tie's are here, the standard, Interceptor, Bomber and Advanced, also included is the Assault Gunboat - a heavy bomber type craft with a formidable array of cup holders and lots of missiles. The Tie's are the most fragile ships of the two sides, a little too fragile for me. Surviving a melee in a standard Tie can be regarded as a miracle in my opinion as they have no shielding and less armour plating than a Hyundai Excel. Rebel pilots fare slightly better as their X-Wings, A-Wings and Z-95's all have shields and thicker hulls than the Imperial vessels, they are the preferred choice of beginners I would think. As well as the standard lasers and Proton Torps there are also some interesting weapons at your disposal here. Tractor beams can be used to slow and stall an enemy, making him or her a sitting duck for your missiles or lasers while Jamming beams prevent other ships from using their weapons - a bunch of fighters using these can neutralise a capital ship allowing bombers to come in and cream it with ease!

X-Wing vs Tie Fighter is one of those games that will spawn a whole new gaming culture, like Air Warrior and Diablo before it, soon there will be flight group home pages everywhere, duels, bounty hunters, you name it. This is a game that will be around for a long time.



AVAILABLE: NOW  
 SPACE COMBAT  
 PLAYERS: 1-MULTI  
 PUBLISHER: LUCAS ARTS  
 PRICE: \$89.95  
 RATING: G8+  
 REQUIREMENTS: P100 (SINGLE PLAYER) P133 (MULTI) WIN95, 16MB RAM, PCI GRAPHICS, 16 BIT SOUND, 28.8 KBS MODEM (MULTI)

### FREAKOMETER

Not just an arcade game for Star Wars fans. Requires some time and effort

### VISUALS

89

The ship graphics are complex and fabulous, running at a nice detail level on a P133 very smoothly

### SOUND

90

The full John Williams

### GAMEPLAY

92

This is one game that I know will still be played by a lot of people a year from now

### OVERALL

93%

In a way the first of its kind, heaps of people will have loads of fun with X-Wing vs Tie and that's what counts in the end!



**It's all, official like...**

What was that? "Enough raving about how fantastic the game is, just tell us the details." You're right this whole review could be wasted on how marvellous the game is without actually telling you anything about the game. So getting down to basics, the game has several distinct features. The first being The Duel, which is purely the classic card game played against the computer. Yep this is the bit that the purists are going to love. The game has retained its turn based style of play, which is really where other versions have fallen down. In The Duel you can play against any number of pre-made decks and you have the same choice of decks available. A player also has the option of building their own decks from over four hundred cards, including out of print cards, and 12 especially created for the computer version. This is probably the cheapest way you are ever going to see a Black Lotus card, which has reputedly sold for over \$300. The cards are faithfully reproduced from the originals, including artwork, which with the recommended high colour graphics look better than they ever did in printed form.

The creation of your own decks is really fun to play around with. There are all sorts of combinations you could try out. Have you ever wondered if you could get by with an all goblin related deck, or how powerful is a land destruction deck really? Then this is the perfect opportunity to try them out. There is no worry about having to buy heaps of packs hoping for the card you need, you don't have to spend a fortune on individual cards, and you don't have to hunt down the latest value list so you don't get screwed when trading, all the cards are here from which to pick and choose.

**Just a bit of world domination**

When you are sick of experimentation with different styles of decks, or if you are more quest oriented then it is time to move on to Shandalar. Shandalar is a land of magic, where the five types of mana are represented by five powerful greedy wizards. You have been chosen by the wise men of the villages and towns as a potentially great wizard who can save them from the big evil dudes. Surprise surprise! The quest is to travel around Shandalar gaining the aid of individual villages, which they give you in a number of ways. Firstly there are different cards you can buy to supplement the limited amount given to you at the start. Secondly the wise men will either give you a small job, some advice, or allow you to trade amulets for a particular type of card. Their small job is usually a case of fighting off a creature that is harassing their village, delivering a message, or finding a particular type of card in return for which they offer you more life or amulets. Lastly villages also will sell you food and other goodies that help you in your travels.

There are lots of creatures walking round Shandalar with which you can duel. This is done by playing a game of magic just like in the card game, you play for ante, which is a good way of getting some better cards, although you could loose your good cards as well. The creatures are based on cards, and have different amounts of life depending on the original toughness. For example dragons are really kick-butt, and druids are really weedy. You don't always have to fight, you can buy them off, or answer a riddle, but this is either expensive, or a good way to loose your ante if you are no good at riddles. Running away is another good option, and it is handy that creatures are not allowed to leave their own type of land, but later in the game creatures with multiple land types appear so its best not to get too cocky.

The AI developed for the game is truly amazing, and probably a better reason for why the game has taken such a long time. When you consider the number of cards and the number of combinations possible, it is a wonder that this game was released at all. Well not only was the game released, quite often it plays better than a lot of human opponents I have seen. Speaking of humans, the only let down is that there is only one in the game, that's right there is no network or modem game option. Bummer!

It is refreshing to see a game that is well thought out, tightly coded and enjoyable to play at length again and again. Admittedly Microprose had a solid base with which to work, but they have delivered a top echelon game.



**MICROPROSE VS ACCLAIM**

Having played both games thoroughly, there was no need to call for the 3rd umpire on this one, as we have a clear winner. The Microprose version just seemed to have it down in every department, and while the Acclaim version was a good game, the Microprose version didn't really put a foot wrong. The only area the Acclaim version came out on top was the network play, which the Microprose version lacked for some reason.

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1
PUBLISHER: MICROPROSE
PRICE: \$79.95
RATING: G
REQ: 486-100, 16 MB RAM, WIN 95, 4X SPEED CD ROM, 90 MB HD SPACE

**FREAKOMETER**



For the Magic purist, but any strategy buff will appreciate

**VISUALS**  
**85**  
A true representation of the original

**SOUND**  
**82**  
Apart from non annoying background music, a lot of cards have their own sound when played

**GAMEPLAY**  
**92**  
Enjoyable, intuitive gameplay but lacking serious excitement

**OVERALL**  
**91%**  
Tightly coded and highly addictive, without being overly easy

# QUAKE - Dissolution of Eternity

After finishing off Armagon, DAN TOOSE ventures into the next Quake mission, *Dissolution of Eternity*.



Last month we looked at *The Scourge of Armagon*, the first Quake Mission Pack, by Hipnotic. This month we look at another Quake Mission pack, *Dissolution of Eternity*, by Rogue Entertainment, ID's second hand picked game design team. *Armagon* turned out better than any of our expectations, and the whole Hyper crew were naturally eager to see what *Dissolution of Eternity* was like.

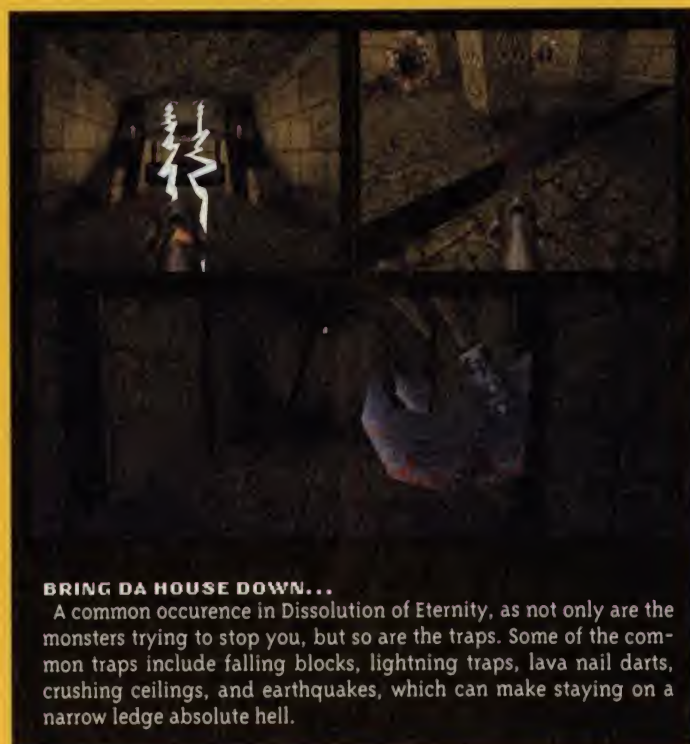
### *Haven't we been here before?*

*Armagon* wowed us with its fresh new look. Sure, it looked like Quake, but the level design, and use of textures almost made it a new experience altogether. Unfortunately, DOE doesn't quite break the same ground as *Armagon*, despite the new monsters and weapons.

For starters, the level design, while amazingly intricate, just isn't as clever or breathtaking as what we saw last month. This is by no means to say that DOE has bad level design, in fact quite the opposite, but when the selling point of a game is that it is new levels for an existing game, you want those levels to be pretty damn memorable, not just "pretty good". This may have something to do with most of the levels being quite dark, and almost all being made of stone, whereas SOA included a variety of very techy looking levels, which just helped make the whole thing a bit more interesting.

In DOE's defence, it comes with some variations of Capture the flag, which include a game for three teams, and one for "two teams, one flag". Another multiplayer game included is tag, which should prove very popular amongst the hard core Quakers out there.

DOE, was a bit too easy, and also lacked that sense of achievement once you've finished it. Don't get the impression that DOE is a crappy add-on for Quake, it's just that considering it has come out so close to the previous Quake mission pack, which outshone it, it kind of loses its appeal a bit.



### **BRING DA HOUSE DOWN...**

A common occurrence in *Dissolution of Eternity*, as not only are the monsters trying to stop you, but so are the traps. Some of the common traps include falling blocks, lightning traps, lava nail darts, crushing ceilings, and earthquakes, which can make staying on a narrow ledge absolute hell.

## INSTRUMENTS OF NASTINESS



### LAVA NAILS

The best thing about the nailgun has always been how quickly you can take down an opponent. Lava nails cause you to do extra damage, which means when you're using the Super Nailgun, you pretty much wade through adversaries.



### MULTI GRENADES

Ever been lobbing grenades down a gap and wished you could see you opponent so you could nail them? Well, the multi grenades take away the need for accuracy, by splitting into five separate grenades, then exploding in a scattered area.



### MULTI ROCKETS

The ultimate deathmatch weapon. The nastiest gun in the game just got worse. Multi rockets split into four separate rockets, which spread out a bit, to ensure you're not going to miss your target. At closer ranges, all four rockets can hit for horrendous damage.



### PLASMA GUN

More like the BFG, than the Plasma gun in Doom... this baby is a very handy weapon, as you only need to hit somewhere near your opponent for a bolt of lightning to strike them. It can hit multiple opponents, making it great in deathmatch.



### ANTI GRAY BELT

For a short while, this belt allows you to leap great heights and distances, without your falling down to the ground at the usual, alarming pace. Great for reaching those hard to get to places.



### POWER SHIELD

Sometimes a good defence is more important than a good offence, and the Power Shield essentially allows a player to take more punishment than normal. Very handy for making it through rooms with lots of incoming fire.

## THE FORCES OF DIMLY LIT BITS

### MULTI GRENADE OGRES

Just as you can use the new multi grenades, so can some of the ogres. They wear a different top, and are more dangerous than normal ogres. Easy to miss a grenade, and thus cop it.

### PHANTOM SWORDSMEN

What's that sword doing leaning against the wall? What's it doing hovering about in the air. Why is the air around it glowing? What's it doi... ARGH!! You get the idea.

### STATUES

These marble knights and death knights were created by Quake's interior decorator, to take care of pesky marines who slagged off his excessive use of brown and grey. They usually come to life when you hit a switch, or get too close.

### WRATH

Maybe they should have been called wraiths, since that's what they look like. Kind of like a floating Vore, except their homing shots move faster than you can run, which makes them ultra nasty.

### ELECTRIC EEL

Boo boo diddum dod-dum waddum... Choo! And they swam, and they swam all over the dam. They're electric eels, nuff said.



### GUARDIAN

Big glowing guys who look like something out of a 60's film set in ancient Egypt. They fire laser bolts out of those spears of theirs, but are slow, and don't seem to pose the threat they should.

### OVERLORD

The big daddy of all the wraths, the Overlord has both ranged attacks with the homing shots, and melee attacks with his mace. Besides taking a few more hits, the Overlord is really no different to a wrath.

### LITTLE CHTHON

In one level of the game, there are four of these guys, making a cameo appearance from the original Quake. Unlike the original Chthon, you can blow them up with conventional weapons.

### MUMMIES

He's dead, and wrapped in white stuff... The mummies are nothing more than a zombie that doesn't die from just one hit.

### DRAGON

Whilst being slow and an easy target, this final boss has unbelievable firepower. A direct hit from his fireballs will kill you, regardless of your health... and a near miss is pretty much as bad.



AVAILABLE: NOW

CATEGORY: QUAKE BITS

PLAYERS: 1-16

PUBLISHER: ID/ROGUE

PRICE: \$49.95

RATING: M15+

REQUIRED: REGISTERED QUAKE

### FREAKOMETER



You gotta be keen, but top Quakers will finish it quick

### VISUALS

84

Good level design that rivals the original levels

### SOUND

65

Nothing extra really, other than a couple new samples for the new monsters

### GAMEPLAY

77

The new monsters and items are good, but not riveting

### OVERALL

77%

Good, but not all it could have been

# Theme Hospital

*Hospital is the perfect place for GEORGE'S sick mind, a Theme Hospital even better...*



HEALTH CARE TODAY...



NO...THE THERMOMETER IS GOING SOMEWHERE ELSE...

Wow, a game about a hospital. Sounds like fun huh? Mention the word hospital to me and I just jump for joy, all those wonderful memories of wild debauched nights, loose living 'pink ladies' and nude backgammon in the TV room come flooding back. Not. My first reaction to Theme Hospital was, understandably, an apprehensive sort of hmmm. Creating a game about a theme park is one thing but what could be fun about changing bed pans and oozy bandages? Bullfrog asked themselves this question and Theme Hospital is their answer, a surprisingly addictive and enjoyable exercise in health care management, of a slightly deranged kind.

As the designer and manager of your very own Theme Hospital your tasks are many. You start with a big empty building, some money and hopefully a bit of knowledge in the ways of separating people from their money. A bunch of stuff can be bought from the local medical supplier and delivered immediately in order to get your business under way. As well as furniture you'll have to build various rooms to look after your patients (duh).



### And the machine that goes BING!

The workings of your hospital are divided into five basic areas: Diagnostic centres, Treatment centres, Clinics, Facilities and those fabulous Corridors. Diagnostic rooms are where your suckers/patients are sent first by your charming receptionist. These comprise of G.P.'s offices, X-Ray rooms, CAT scanners and other such things, more of which become available with research. Treatment centres are the places where your surgeons practice their needlework and nurses hand out strange looking potions, the operating theatre, pharmacy, psychiatric care etc. Your clinics are developed to deal with specific illnesses and, as the illnesses thought up by the Bullfrog team are rather eccentric, are also the most amusing part of the game.

Watch a patient with Slack Tongue get said body part put through a ringer and chopped off is pretty funny, for a while at least! Sufferers of Bloating Head don't fare much better after having their noggin popped then sucked down a vacuum hose but they seem happy enough when they leave. Facilities are the things which keep your work force and your patients contented. Toilets are a necessity in any building and the patients in your hospital are brewing up a storm, just centre the dunnies on your screen and a veritable symphony of bum burps erupt to life. Your staff get tired too, not surprising since they never go home, and a staff room helps them to relax. Then there's those corridors. If they get dirty disease will spread, if they get cold the patients will whinge and if they're badly planned your hospital will become an untraverseable maze.

### Do It Yourself Surgery

Building all these different rooms is a simple matter of selecting one from a menu then clicking and dragging it to the size you want. Place the door and windows and then position the furniture. As well as the necessary furniture important for carrying out the functions of each room you can add extras like radiators, plants and fire extinguishers to keep the staff and patients happy. It's important to keep an overall plan in mind when doing all of this as different facilities need different sized areas and some facilities are best

kept close together. It's an expensive and disruptive process to deconstruct and rebuild your hospital once you've realised it's stuffed! If you've made enough cash from the locals you can also buy more land and add a new wing or two, your patients and staff will automatically start using it when rooms are built there. Occasionally emergencies will arise from freeway pileups, toxic spills and the like. A message informing you of the emergency will appear and you can decide whether to accept the patients or not. One problem I found with the game was here. In a lot of cases you aren't given enough time to cure the emergency patients, when the timer runs out any still waiting automatically die and your reputation gets shot to hell. So I ended up not bothering with emergencies at all which kind of makes that part of the game pointless.

### Jobs For The Boys

The other important element in Theme Hospital is your staff. They consist of Nurses, Handymen, Receptionists and Doctors. The Nurses and Receptionists play a minor role in the game, the most important are the blokes, the doctors and handydudes. Doctors come in three varieties: Interns, Doctors and Consultants and they also have differing skills. Psychiatry, Surgery and Research skills are vital to your hospital for the various benefits they bring, and these skills can be taught (by Consultant level Docs) to others in the training room. The team of handymen in your hospital help to keep the machines in good repair, the plants watered (good for morale) and the floors clean. They usually make up the bulk of your work force, in some games I've needed three times as many Handymen as Doctors!

Theme Hospital has a lot to offer the Sim freak, variety, good humour and addictive gameplay. It looks good and sounds even better, guess it wasn't dull after all.



AVAILABLE: NOW

CATEGORY: SIMULATION

PLAYERS: ONE-MULTI

PUBLISHER: BULLFROG

PRICE: \$79.95

RATING: G

### FREAKOMETER



Pretty accessible sim for anyone who's interested

### VISUALS

82

Great little animations, clean and practical

### SOUND

85

Funny effects help to give Theme Hospital a lot of character

### GAMEPLAY

82

More fun than picking your scabs

### OVERALL

83%

If you like Theme Park you'll dig this, Bullfrog are still going strong!

# Outlaw

*Huntin' down varmints is a way of life for GEORGE SOROPOS so we gave him a roll of caps for his six shooter and sent him on his way.*



Retired Marshal James Anderson and his family lived a peaceful life surrounded by acres of corn and the smell of freshly laid horse manure. Unfortunately for the Andersons their farm happened to be in the way of Dr. Death's plans for expansion and, well, the evil Dr. had to get a few goons to go and kill his wife and kidnap his daughter to teach him a lesson. Lucas Arts' new shooter Outlaw tells this story in their characteristically quirky animation style as an intro to the game, which stars you as James Anderson...out for revenge.

If you're a fan of Spaghetti Westerns like "A Fistfull of Dollars" and "The Good, The Bad and The Ugly" this game will have you grinning as soon as you start it up. Outlaw departs from the usual shooter format in having a detailed, animated story to carry you along from level to level, it also has a few other unique elements that make it stand out from the crowd. The 3D engine has been borrowed from "Dark Forces" and tweaked a bit by the Lucas Arts team with more emphasis on style than hi tech. The bad guys are old fashioned 2D sprites but that doesn't detract from the fun you have pluggin' em full of lead. The level design is one of the game's strong points with everything from classic western townships, trains and mine shafts to play around in.



### The Spaghetti Experience

Outlaw isn't the sort of game where you wield hernia inducing planet sodomizer guns around toasting everything in your path. Lucas have set out to give you a stylised western experience with pistols, shotguns and throwing knives and topped it off with a Morricone inspired soundtrack second only to Interstate '76 in its coolness. There is more emphasis on stealth in Outlaw than in other 1st person shooters, it's sometimes wiser to knife someone in the back than to let the whole ranch house know you're there. To help you out in this regard Lucas have included a sneak toggle key as well as the usual run toggle, crouching can also be very useful in Outlaw. In other games it's usually just a way to get into crevices or secret areas. Climbing onto the roof of the nearest saloon and picking off your enemies while hidden behind a railing is a lark and it's lots of fun to do something that you've seen in countless old cowboy flicks, well I had fun anyway.

The main criticism of the game from a Quake/Duke perspective is the necessarily unspectacular firepower at the players disposal. Lucas could have created some story about aliens invading Utah and dropping hi-tech weaponry all over the place for you to pick up but then it wouldn't have been a Spaghetti Western and the game would have lost a lot of its charm. The weapons are still deadly nonetheless, the rifle can be used with a sniper scope for picking off bad guys from a distance, dynamite goes boom and the top-of-the-line Gatling gun does the business when you just want to stand and deliver. When it's selected you can't move as it rests on a tripod!

### Three Games in One

As well as the single player story and the multiplayer game their is another way that you can play Outlaw. If you chose the 'Historical Missions' icon at the main menu you're taken back to a jailhouse in John Anderson's early days as a low ranking deputy. Against the outside wall of the building, on the porch, is a row of wanted posters. Shoot one and you are transported to a level where you have to hunt down and kill that particular crim, kill enough of 'em and you'll get a promotion!

While Outlaw doesn't break much new ground technically it's one of those games that keeps you coming back for more. I won't be letting my six shooter get rusty again.



Of course what would a 1st person shooter be without a multiplayer mode, Outlaw has one and it also has a free server system courtesy of Lucas Arts [www.rebelhq.com](http://www.rebelhq.com) There are six multiplayer maps of various sizes included with Outlaw and four types of game. Capture The Flag, Team Play (co op), Deathmatch and something called Kill The Fool With The Chicken. Players can also chose one of six different characters, which makes it a whole lot easier to tell who's who when you're running about the desert. Time will tell how popular it becomes on the net but I think it will find it's own legion of fans.



AVAILABLE: NOW
CATEGORY: 1ST PERSON SHOOTER
PLAYERS: 1-NETWORK
PUBLISHER: LUCAS ARTS
PRICE: \$89.95
RATING: M15+

FREAKOMETER
just get out there an' shoot boy

VISUALS
86
The flavour of old style Westerns is carried off nicely

SOUND
89
Wonderful collection of tunes to really set the mood

GAMEPLAY
87
Put em in the air partner

OVERALL
88%
A solid 3D shooter with lots of class and character

## Red Alert: Counterstrike pc

AVAILABLE: NOW  
CATEGORY: ADD ON PACK  
PUBLISHER: WESTWOOD  
PLAYERS: 1-MULTI  
PRICE: \$39.95  
RATING: MA15+  
REQUIRED: RED ALERT



Westwood figured you'd be getting bored with Red Alert right about now so they've whipped out this little add on to keep you happy. Is it a worthwhile investment or simple money spinner for Westwood?

Counterstrike loads straight into your Red Alert directory, adding 16 new missions, 100+ multiplayer maps and a host of 'new' units to spice up your gameplay. If your expecting snazzy new graphics you're in for a disappointment as the 'new' units are simply the old ones with different weapons assigned to them and, in some cases, different armour ratings. The Tesla Tank is just the soviet heavy tank with the tesla coil lightning as its' weapon instead of the two cannons. But it is poorly armoured compared to the original unit. New Soviet subs and rocket launchers fire nuclear warheads now and the Super Mammoth Tank has the same weapon as the Flame Turret instead of its' main guns. While these new units require a slight change of tactics when you use them in battle, in some ways (particularly the Super Mammoth) they are weaker than the original units, which by the way you cannot build any more when you're playing Counterstrike missions! But the really dumb thing is that you can't use these new units in multiplayer games, which kind of makes the whole thing bloody pointless.

There are some other bits included in Counterstrike which you may or may not be interested in. A theme pak that gives you lots of Red Alert type stuff to decorate your PC with, eight new songs, the key to the giant ant levels and an updated version of Westwood chat.

Whether you should go out and buy this really depends on how much of a Red Alert freak you are. If you want some more single player missions to keep you busy this may be just the ticket, if you mainly play multiplay then this is probably a waste of time for you.

VISUALS	75
SOUND	65
GAMEPLAY	70
FREAKYNESS	90
OVERALL	70

GEORGE SOROPOS

## Transport Tycoon Playstation

AVAILABLE: NOW  
CATEGORY: SIM  
PLAYERS: 1  
PUBLISHER: MICROPOSE  
PRICE: TBA  
RATING: G



Simulation and strategy titles haven't been a huge success on the consoles, largely due to the fact that scrolling around on your low-resolution TV screen ends up being a right royal pain in the butt. There is a Playstation Mouse, but as of yet, there really aren't enough mouse-driven games to make the purchase of one justified. This aside, we're thankfully still seeing some unpredictable PC ports coming over to the Playstation - like Transport Tycoon for instance - which can only enrich your gameplaying hours. If you've played Sid Meyer's Railroad Tycoon and Maxis' SimCity 2000, then you can imagine a brilliant bastard child in the form of Transport Tycoon.

A tasty mixture of sim and strategy, it's up to you to build an efficient, lucrative transport industry out of a small bank loan and a bit of land. Eventually, you'll be commanding boats, planes, buses, trains and trucks into the 21st Century in one great big sprawling metropolis. What was an engrossing, relaxed gaming experience on the PC translates fairly well onto the living room TV. If you played the Playstation port of X-COM: Enemy Unknown, then you'll understand my mixed feelings about playing slow, cursor-equipped games from the distance of your dusty couch. There's no doubting that what's spinning around inside your Playstation is a wonderful game, it's just that there are little things in the translation over to console which end up frustrating the hell out of you. Scrolling with a joystick and the messy resolution on an average TV are the two obvious complaints. Navigating menus and examining the landscape is just a little harder, as is getting the menu you want up on screen efficiently. If you're a patient soul, then you'll enjoy Transport Tycoon as did many PC user, otherwise you'll really have to buy a PSX mouse for maximum enjoyment.

There's nothing wrong with the game, it's a solid port of a detailed and entertaining sim that'll have you grinning from Go to Woah.

VISUALS	68
SOUND	69
GAMEPLAY	82
FREAKYNESS	80
OVERALL	78

ELLIOT FISH

## Die Hard trilogy Saturn

AVAILABLE: NOW  
CATEGORY: ACTION  
PLAYERS: 1  
PUBLISHER: FOX  
PRICE: \$99.95  
RATING: MA15+



Not just a name, Die Hard Trilogy is really three games in one. You don't feel like you've been told a story as you go from one to the other, but who gives a stuff? In fact, there's really less story to Die Hard Trilogy than your average Tetris clone, but once again, this is not important, because Die Hard Trilogy is simply chockers full of action. The best way to look at Die Hard Trilogy is to break it up into three parts.

The first game is sort of like 3D Elevator Action, where you have to run through corridors, rooms, and... well essentially the building from the first Die Hard movie, whilst killing baddies and rescuing hostages. The view is set above and behind Mr. Willis, and controlling him is really made quite simple. Unfortunately you can't set the shoulder buttons on your control pad to do anything, which is a bit silly, since they'd make things a tad less fiddly. There are however a host of weapons to find and use, and views with the transparent walls make the whole thing look pretty cool.

The second game is essentially a Virtua Cop clone. The good news is, you can blow pretty much everything up, and if you're into blood, you can spill lots. The bad news is, unlike the Playstation version, this bit is all done with sprites rather than 3D polygon targets, which in this particular case just seems to look a bit dodgy. If you own a light gun, you can use it, however there is no option for you to calibrate it, so you'll have to get used to aiming a bit to the side.

Finally, the third game is in my semi-humble opinion, the best of the lot. One, you get to haul around in a car, and you can choose your own way through city streets, which is kind of rare in a driving game. Two, the car handles pretty darn well, and you actually feel like you've got control. Three, there's bugger all consequence for running over pedestrians, which may not be a great example for all those budding young drivers out there, but it's seriously amusing for a while. Four, the game runs nice and smooth, and the graphics are great. Fifth, and lastly, there's a real sense of tension which makes the whole thing really fun.

All up, the whole package is good value, but if you've seen the Playstation version, you may be pretty disappointed with the end result in comparison.

VISUALS	80
SOUND	82
GAMEPLAY	80
FREAKYNESS	20
OVERALL	81

DAN TOOSE

## The Last Express

PC

AVAILABLE: NOW  
 CATEGORY: ADVENTURE  
 PUBLISHER: BRODERBUND  
 PLAYERS: ONE  
 PRICE: \$89.95  
 RATING: M



It's been a long time between drinks for Broderbund on the games scene but they are coming back in the second half of this year with a slew of titles, the first of which is The Last Express.

You play the part of Robert Cath, young American doctor who has boarded the 'Orient Express' at the request of an old friend in trouble. Terminal trouble that is. You find him dead in his compartment and then it's up to you to figure out what the hell is going on in this mysterious train full of shady characters and women in big frocks.

The style of TLE is the first thing you notice about the game. Beautifully drawn backdrops set the stage for the action which is based around animated characters drawn from live footage of real actors. The game's developers used this method to preserve the subtlety of human facial expressions on the characters, something which is very hard to do with standard animation techniques. The game runs very smoothly and scenes change with a mouse click with no annoying wait times.

All the action takes place in real time, things are constantly happening and you have to be in the right place at the right time to overhear or find the clues you need to solve the mystery. The game runs with a timer of sorts and it's possible to rewind the clock to go back to things you may have missed the first or second time around.

The audio side of the game is very evocative of the period, and combined with the carefully detailed and researched graphics (the designers actually dug up an original Orient Express carriage on a farm in the U.S. somewhere to help them get the look just right!) give The Last Express atmosphere thick enough to cut with a knife.

Adventure fans will love this attention to detail as well as the depth of the storyline, one of the most interesting Adventure games of the year thus far.

VISUALS	89
SOUND	85
GAMEPLAY	82
FREAKYNESS	50
OVERALL	84

GEORGE SOROPDS

## Independence Day

PC

AVAILABLE: NOW  
 CATEGORY: SHOOT EM UP  
 PLAYERS: 1-2  
 PUBLISHER: FOX  
 PRICE: \$89.95  
 RATING: GS+  
 REQ: PENTIUM 120, 16 MB RAM



Ever gone to a movie and thought, great special effects... shame about the plot? Ahh, so you have seen Independence Day. However, plot is not essential for a shoot em up game, and that's exactly what Independence Day is on the PC. The game is set after the virus has been installed onto the mother ship in space, and it's now time to take out the city destroyers still left on Earth. The mission objectives are pretty straight forward, like blow up all the shield generators, then destroy the primary weapon. In fact every level seems to be destroy the "blah", then destroy the primary weapon.

On the up side, Independence Day looks pretty darn nice, especially if you have a 3D hardware accelerator, like 3DFX, or Millenium Matrox. Everything is pretty clear cut and easy to see, which helps make it a more playable game, however there are a couple of things which turn an otherwise decent shooter into something quite frustrating. For starters, if you get hit by a tumbler shot (which will happen in no time at all), you will lose control of the craft, and get thrown about a bit. Actually, you'll get thrown around a lot, and you'll hit something, which will make you tumble again, and again, etc. Amidst all this struggling to regain control, you'll be trying to hammer away at important targets you need to kill to finish the mission. You'll get lock, start firing, then all of a sudden, an alien fighter will fly past. Instead of your locking system staying on the target you desperately need to finish off, it'll just change to the fighter. Having a little more control over what target you were locked onto, and a bit more ability to recover from a hit would have made the whole game a lot more enjoyable.

There is another positive note to Independence Day, and that is that it supports network play, and also split screen head to head duelling. It's certainly not a flight sim, as the controls are very basic, so you could think of this multiplayer aspect as more of a shoot em up.

Independence Day is an attractive straight up shooter, that could have been so much better with just a couple of simple tweaks, and a bit more variety in the gameplay.

VISUALS	85
SOUND	79
GAMEPLAY	58
FREAKYNESS	20
OVERALL	68

DAN TOOSE

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See page 71 for more about 'The Last Express'...

## Super Puzzle Fighter II PlayStation

AVAILABLE: JULY  
CATEGORY: TETRIS/PUZZLE  
PLAYERS: 1-2  
PUBLISHER: CAPCOM  
PRICE: TBA  
RATING: G



The simple things in life are often the best... No this is not a Corn Flakes plug, this is a look at the latest Tetris clone (Yes, that's all it really is), Super Puzzle Fighter 2. Talk about stretching out a licence! One has to wonder if there'll be Super Street Pedlar Fighter 2, where you get to slug the guy on the corner of the street who sold you a dodgy watch last week. What ever happened to Super Puzzle Fighter 1 though?

There is actually an element of actually Street Fighter (and Darkstalkers) in Super Puzzle Fighter 2, which kind of make the cool, and also can make it as frustrating as all hell. The game is more like Columns than Tetris, with the game revolving around the idea of matching colours up, building them into a big mass, so you can then trigger it with a special gem that falls down the screen, which results in an attack, which makes the whole thing a lot harder for your opponent, by dumping "counter blocks" on them. Whilst this is part of what makes the game really cool, in that you see your cute little representation of your character performing some attack at your adversary as you destroy a bunch of blocks, it can also happen to you, which will make you feel quite helpless, as you can be doing things very efficiently, then all of a sudden have your screen flooded by your opponent, and then you lose.

It would seem there's actually reason to try to let your own screen fill up a bit, so you can launch an offensive on your opponent, so they have to deal with all the counter blocks you dump on them. There's also a special mode, which has been made for complete masochists, where the computer seems to crap all over you within 30-60 seconds, which I guess is a good thing if you're a god at Columns or Tetris, but otherwise is just demoralising.

Supper Puzzle Fighter II is really something there for the puzzle game fanatics, or the Street Fighter fans that insist on owning every bit of SF paraphernalia they can get their hands on, but otherwise isn't the most riveting title around.

## Battle Cruiser 3000AD PC

AVAILABLE: NOW  
CATEGORY: SPACE OPERA  
PLAYERS: ONE  
PUBLISHER: GAMETEK (TAKE2)  
PRICE: \$79.95  
RATING: G



This one has to go down as one of the big disappointments of the year so far. After building up the game with lots of carefully selected snippets of info and heaps of publicity finally playing the game proved to be a bit of an anti-climax. BC 3000 is essentially an update of the 'Elite' style of space combat/trading game with a Wing Commander style campaign thing thrown in too. Rather than flying a single fighter or freighter type craft though you are in command of a large command ship capable of launching up to four fighters, shuttles or ATV's (All Terrain Vehicles) What is also supposed to set BC 3000 apart from other games of this type is the complex AI and the ability to fly down to the surface of other planets, land and carry out surface operations with either marines or ATV's.

The problems with Battlecruiser however are many. Firstly the game is still (after the third patch fix) buggy as all sh\*t. it's important to save before every docking procedure as the game has a tendency to crash when you're in space dock. BC 3000 does have a pretty strong AI, making you feel like you're part of some huge ever changing galaxy but it too has its problems. Inflation rates, which supposedly give you an idea of price fluctuations in the local markets, mean nothing. Prices go up constantly, massively and universally making it impossible to make any money out of trading (huh yeah, great idea in a trading game) And then, when you restart the game for another bash, you find that all the prices are back to what they were when you started!

The other main problem with the game is its speed and general smoothness of operation. On a P166 Battlecruiser is still 'jumpy' and slow, Privateer 2's 3D engine is about 2 years ahead of this thing!

Derek Smart pretty much did this one all on his own and unfortunately all he succeeded in doing was proving that the days of the lone developer are well and truly over.

## Battle Stations PlayStation

AVAILABLE: NOW  
CATEGORY: NAVAL COMBAT  
PLAYERS: 1-2  
PUBLISHER: ELECTRONIC ARTS  
PRICE: \$99.95  
RATING: G



There's something about games where you control a large piece of military hardware from an external view, have an arcade style interface, and you blow the crud out of things. There's also something that screams that the whole thing needs to be packed with action thick and fast, otherwise it's going to fall short of being thrilling. Battle Stations is a somewhat unique title for the PlayStation, being pretty cool on some fronts, and being a bit lame on others.

On the up side, the graphics are quite nice, and the way the camera zooms in and out as the battle progresses helps to give a good feel for what's going on. Another good thing about Battle Stations is that when you play two of the faster ships off against one another, you can really use your navigational and tactical skills to an advantage. There are a variety of ships to choose from, including Battleships, Cruisers, Destroyers, Minelayers, Patrol Boats, Submarines, Troop Transports, and Aircraft Carriers... each of which have their own weapons, defenses, manoeuvrability, and strategies.

However, on the down side, the combat between the larger ships is a bit dull, with little chance for you to avoid one another's fire, it's a bit of a "who can get their shots off first?" situation. Another big downer is that each encounter is always only between two opponents, so if you are playing a campaign, and you are clever enough to surround an enemy ground battery with four battleships, you won't be able to capitalise, since you can only attack with one ship at a time. Your ships also don't multitask very well, for example, the Aircraft Carrier cannot fire its main guns whilst its squadron of F-14s are off doing their job, and this can lead to frustration, hair loss, and eventually emotional breakdown.

Battle Stations is a game that is really fun to play against a friend, but mostly as an arcade game with the lighter naval vessels, as opposed to being a great strategical wargame, which it most certainly is not. You'd really wanna be keen on the idea of naval combat to get into this one.

VISUALS  
**65**  
SOUND  
**75**  
GAMEPLAY  
**60**  
FREAKYNESS  
**40**  
OVERALL  
**62**

DAN TOOSE

VISUALS  
**80**  
SOUND  
**70**  
GAMEPLAY  
**60**  
FREAKYNESS  
**90**  
OVERALL  
**65**

GEORGE SOROPOS

VISUALS  
**75**  
SOUND  
**69**  
GAMEPLAY  
**67**  
FREAKYNESS  
**45**  
OVERALL  
**70**

DAN TOOSE

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# TOMB RAIDER

## LEVEL 9 - TOMB OF TIHOCAN

• As soon as you start the level, keep swimming straight ahead down the tunnel, and follow it to the end. Swim down into the tunnel beneath the one you just came down, and pull the lever.

• Now swim back up and surface. Climb onto the landing and pull the lever, and go through the door this opens. Kill the croc, and enter the next room.

• You'll notice a grey block in the far left corner of the room. Head off to the left and make your way up to the platform where you can see the top of the platform that is in the middle of the chamber [1].

• Rather than jump to that centre platform, fall onto the ledge to your right, jump across to the arm that is holding up the centre platform, and do a standing jump from that arm to catch onto the ledge ahead. From there, jump over to the ledge which is above the grey block.

• Go into the alcove and pull the lever. The room has filled with water, and the grey block is now floating, allowing you to reach a new corridor.

• Run to the end of the corridor, jump into the water, and then swim straight down, as low as you can go. This lower corridor has a lever, pull it. Swim back up, get some air, then swim into the corridor that goes further than you can see. Once you start swimming into it, you'll be blasted through by a strong current [2].

• Pull yourself up through the hole at the end of the corridor, kill the rat, and pull the block back once, so it's no longer under the ledge [3]. Climb onto the block, then jump up onto the ledge, and make your way up around to the left. Position yourself on the block that is closest to the opening in the wall, and jump over.

• This new corridor will lead to some metal jaw traps [4], make your way through these, and follow the corridor down into a chamber, where you should kill a crocodile, and collect some ammo.

• Head back now to the chamber where you moved the block. You need to make your way over to the right. To get back into the chamber safely, step to the edge, turn around, and do a backwards jump. Now follow the ledge around the room. You'll come to a point where you need to make a running jump to get onto the ledge you haven't been to yet. Once up there, you'll see another ledge, and a thin beam hanging from the ceiling.

• Move a bit closer and an axe will start swinging [5]. Stand about one block away from the edge, then take a running jump when the axe is at the highest point of its swing, and catch onto the ledge.

• Follow this corridor till its end, then turn around, drop off and shimmy across to the right [6]. Climb up, and pull the lever at the end of this corridor.

• Head back to the ledge and fall off into the water. Swim over to the other end of the chamber, surface and climb up onto the ledge. Kill the rat, then dive into the next section of water.

• Swim through the corridors, and you'll resurface in a room with some spikes in the floor. Head into the corridor which should be directly in front of you. In the middle of this corridor there is a lever, pull it, then head back into the room with the spikes.

• Climb up onto the ledge just opposite the spikes, and kill the apes on the level above before jumping up to it. You'll see another corridor on a ledge above, with a crack in the wall next to it [7]. Jump to the crack, catch on, and shimmy across to the ledge.

• Go into this new room, grab the key and head back down to the ledge where you killed the apes from.

• Facing the opposite direction from the spikes, head into a long chamber with a big pool in it. Use the gold key on the lock, and a bunch of stepping stones will appear. Use running jumps to get from stone to stone, and head into the next chamber.

• You'll see a door ahead with a lock either side, head off to the left into the larger chamber, and start pulling the block into the chamber [8]. You'll notice four panels on the floor that look different. Pull the block over the closest panel, and a door at the far side of the area will open up. Kill the ape, and get the items inside. Now pull the block over the panel in front of the door that is above the ground (this opens two doors).

• Climb up, be careful of the iron jaw trap, and go inside and get the key. Go back out, pull the block over the next panel, kill the rats, and get the health





pack in the new room.

- Go back to the block and pull it over the last panel. Run into this room and head straight for the key, climb onto the ledge the instant you're there, so you don't get crushed by the boulders. Now head back to the two locks, use the keys, then take the long slide down [9].

- Once you land in the water, swim on ahead till you find a small platform you can climb onto. From there, kill the croc that was after you, then head on into the passageway that the platform lead to.

- Climb up the various ledges till you come to the top of a cliff [10]. Go to the left, slide down the rocky slope, jump at the end of it, and you will land on a ledge on the other side. Climb up, pull the lever, and jump into the water below.

- There's a hole in the wall to swim through, which will lead to a series of small underwater caverns which eventually take you back to the huge body of water you first arrived in.

- Surface and you'll see a Greek temple [11]. Dive again, and swim to the area directly beneath the temple, and look for a tiled corridor. Once you find it, swim in, and pull the lever in the small room at the end of the corridor.

- Now swim back up and enter the temple, taking out the centaur on the left as you do so [12]. Inside the temple you'll find Pier, kill him [13].

### LEVEL 10 - CITY OF KHAMOON

- Walk forward to the edge of the drop before you, and aim to fall down onto the ledge to the right. Once there [14] you can either take a running jump, or shimmy across to the lever in the corridor across the gap.

- Pull the lever, then head down into the ditch below, and pull out the block till it is in line with the block that is up in the alcove which you could have shimmied across.

- Once lined up, climb onto the block you have pulled out, then pull the block in the alcove across it, and then push/pull it against the ledge on the other side that you couldn't reach. Use the block to climb up, out of this area.

- The next area has a pool and a sphinx. Make your way down to the left arm of the sphinx [15], climb up from the side, and then make your way around to the back of the head, where you'll find a key.

- Go down to the front of the sphinx, and pull out the block. Enter the new small chamber, and use the key you found in the lock. Take the new corridor to a room with lots of statues, and climb up onto the last ledge on the right. Follow this path till you come to a ledge overlooking another large area [16].

- In this area is a pool, dive in, swim down the narrow corridor, pull the lever, and then swim through the door that opens into a new chamber.

- Swim straight up to a landing, get out, and kill the croc swimming about. Now jump up and pull yourself up to the next level. Go to the sliding block and pull it so it is in line with the small ledge up above [17]. Climb up and jump to the ledge, and in this new room, climb through the hole in the ceiling, pull the lever, and return to the main chamber.

- Go back to the block and keep pushing/pulling it along the ledge as far as it can go (next to the group of steps). Climb onto the block, and take a running jump to the other high ledge you haven't been to yet. Once there, push this new block across, enter the room it reveals and pull the lever.

- Go back to the block and push it to the end of the platform. Climb onto the block, take a running jump to the golden beam, and climb up through the hole in the ceiling.

- You'll find yourself in a room with a balcony. Go to the right of the room and pull the lever. Now go to the left end of the balcony and jump to the nearby rocky ledge. Then take a running jump to the rocky structure in the middle of the chamber.

- From here, take the slide down on the other side of the structure, and take a running jump to the rocky outcrop, a bit lower down on the structure. From here, jump on top of the building, lower yourself down, and down again [18].

- There are three exits from this room, two of which lead down to a spike trap, which you can see if you look down through each of the exits. Go to the other exit and go through. Drop down the hole, walk along this ledge, go into the alcove on your left, and pull the lever. Now step down onto the lower ledge which overlooks the new chamber.

- Kill the two panthers you can see [19], as they're tough, and you'll have to go down to the ground level. Fall down to the ground, and take out the next two panthers. Go to the block on the other side of the chamber, and use it to climb up to the ledge. Cross the bridge, and kill the next two panthers.

- Go back across the bridge, get your shotgun ready, and head into the corridor. Kill the mummy creature and run into the next chamber. [20] Head over to the opening in the wall on the right, jump up, and take the corridor to the chamber above. Go to the nearby block, climb on top and grab the key.

- Now run to the top of the heap of sand and into a new area. You are now above the room with many statues. Jump from ledge to ledge to get to the

alcove at the far end, and pull the lever there.

- Head back to the chamber with the mound of sand (which has now gone), and fall down onto the sandy slope below. Once you come to a stop, run up the sandy slope right next to you [21], and jump up at the top to make it into the next chamber. Use the key on the lock, and leave the level.

## 11 - OBELISK OF KHAMOON

- Go through the doors into the new hallway, go to the end, and climb up on the ledge to the left. Enter the corridor at the end of the ledge, go to the end and turn right.

- You are now in a room with four moveable blocks [22]. Go to the block on the left, pull it out, and go into the new corridor behind it. (You don't need to go behind the other three blocks)

- Dive into the water, swim through into the new room, surface, and climb up onto the landing. You need to go to the far left of the room from where you entered [23]. Kill the croc, and dive to the bottom. Part of the underwater structure in this corner is missing, with a key on an underwater ledge.

- Take the key and head back to the room of four blocks. Head out of this room, and use the key on the lock just outside the room. Go back in, and drag the block you pulled out before so you can get into the golden doorway up near the ceiling.

- Follow this corridor to a new room, take out the mummy, and pull the lever at the left balcony at the end of the room [24]. Now go over to the right balcony, go to the obelisk, and grab the eye of Horus.

- Now position yourself so you can take a running jump and land just past the drawbridge over to the right [25].

- Follow the ledge around to the left, jump the gap, and enter the hole in the wall. In this new room, you'll see a flight of ledges leading up. Climb to the top, then turn to your right and take a running jump and grab onto the crack. Shimmy along and drop down onto the ledge to the right.

- Walk to the other side of the ledge and drop down. Enter the small room just in front of you and pull the lever. When you come back out, the nearby ramp will have become a set of ledges. Climb to the top, and go up through the hole in the ceiling. Kill the mummy, and pull the lever near the balcony. Now go to the lever next to the golden door and go through.

- Ignore the mummy to your left, and head down the steps just ahead of you. At the bottom, turn right and pull the lever on the wall [26]. To make your way back down to the obelisk, run along the ledge with the pillars and use the platform to take a running jump at the top of the obelisk. Collect the items, then drop down to a drawbridge (you will take a bit of damage).

- Now collect the Seal of Anubis and the Ankh, and head around the outer ledges so you can get to the drawbridge which is still up. Enter the hole in the wall on this side.

- Follow the steps up to the left [27], grab onto the ledge and shimmy across to the right. Take the corridor in the wall, and when you come back out into the main room, drop down to the platform just to your right. Shimmy across to the right, drop down, and then shimmy across to the next platform. Take a running jump to the ledge across the gap, go through the hole in the wall, and pull the lever.

- Now retrace your steps to leave the chamber. Run across the drawbridge, collect the Scarab, and dive into the water below. Find the hole in the base of the obelisk underwater, and swim in. Follow this underwater corridor till it comes to a room with a mummy (collect what stuff you can on the way) [28].

- Get out, kill the mummy, take the exit to another room, kill the mummy, and leave via the exit in the far right corner of the room. This will lead you back to the sphinx in the City of Khamoon [29]. Head over to the pillar near the oasis, and use the four objects you found at the obelisk. Then exit the level via the big door that just opened

## 12 - SANCTUARY OF THE SCION

- Head up the long flight of stairs in front of you, taking out the two aliens on the way. At the top of the stairs, climb onto the block, and go through the hole in the ceiling. You will find yourself on top of a massive sphinx.

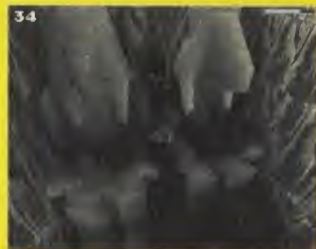
- Turn to your left, and run off the edge of the sphinx. As you run to the front of the sphinx, you will see some stone pillars off to your right [30].

- Go to the short pillar on the right, climb on and take a running jump over to the next pillar. Jump up to the ledge just above you, then take a running jump and catch on to the pillar on the right. Take a running jump to the next higher pillar, then jump up and climb onto the rocky outcrop above you. Follow this ledge past the iron jaw trap, and jump over the small gap at the end of the path to get to the lever.

- Pull the lever, then return to the ground level by retracing your steps. Now go to the front of the sphinx and go to the rocky ledges in front of the







sphinx's left leg [31].

- Climb up the ledges, going left around the chamber. The path is very straightforward, with only small jumps, and the odd ledge to climb. Eventually you'll come to the doorway you opened with the lever.

- Go inside, take the passage to the right, push the block through, then run back around the other side and climb up onto the block, and then onto the ledge above. In the next room is a centaur alien, guarding the Ankh. Kill it, take the Ankh, head out into the cavern, and use the slope just to your right to make your way back to the sphinx's back safely.

- Go back to the ledges in front of the sphinx's left leg, and this time take the ledges up to the right. Follow the ledges to the right, then up and along the top of the chamber, back to the left. Once you come to a lever, pull it, then make your way back down to the ground. Head to the sphinx's right hand side, and enter the doorway that has now opened.

- As you step forward you'll see a slope going down to a pool. Turn around, slide down backwards, and grab onto the edge as you fall off [32]. Shimmy over to the left, drop onto the platform, then make your way up to the left.

- You'll come to another slope going down to a pool. Slide down and fall in. Swim to the bottom and grab the key. Climb out using the ledges in the corner of the pool.

- Go back to the top of the slide, slide down, jump at the last instant and catch onto the ledge through the middle of the room [33]. Use the key in the lock to your right, then run to the other end of the ledge, kill the centaur alien, and get the Ankh in the next room.

- Make your way back to the sphinx, and go around to the side of its left leg. Climb up onto the leg, and climb up again onto the shoulder. On the back of the sphinx you'll find a sloped, raised block. Do a running jump from the block so you can make your way up to the back of the sphinx's head. Insert an Ankh in the slot, and then go around to the front of the head and do the same. Make your way down to the front of the sphinx, and go in the door in its chest.

- After you land into the deep pool [34]. Resurface, then swim down inbetween the legs of the statue on the right. Pull the lever next to the door and you'll be sucked up into a new area.

- Climb out of the water, and use the nearby pillars [35] to let you jump across to the ledge that runs around and out of the chamber. The ledge ends in a slide, which takes you back to the chamber with the two huge statues.

- Kill the winged alien, then make your way down to the lap of the statue on the right. Pull the lever, then dive into the water and swim into the opening between the left statue's legs. Swim to the next room where you can resurface into a corridor.

- Take this new corridor all the way to the top. Pick up the Scarab, then get ready to taken on two aliens and a centaur alien (Make sure you're jumping around lots to avoid being killed).

- Insert the Scarab in the slot by the other gate, and head down this corridor till you get to the next room. You'll confront the redneck working for Natla... kill him, then get the last piece of the Scion at the top of the steps off to the right.

### 13 - NATLA MINES

- Swim to the end of the cavern, then swim behind the waterfall off to the right. Take the corridor to a small room with a lever. Pull the lever, then head back to the main cavern.

- Pull yourself out of the water near the boat, and head into the corridor past the crates. In the next room, head to the left of the mound, pull the crate out, and jump in to where the crate was. Pull the lever, then head back to the small room behind the waterfall.

- Climb up the ledge and follow the corridor till it comes to a landing overlooking the waterfall [36].

- Jump across to the other landing, and follow the caves past a building with a demountable room on a crane [37]. Keep going into the next chamber, with two derelict shacks and a crate. Pull the crate a bit closer to the building on the right, and use it to jump on top of the building.

- Use the collapsing tile in the roof of the building to get inside. Take this new corridor till it comes to a lever, then pull it. Keep on following the corridor, and you'll eventually drop back down into the chamber with the crate.

- Head along the rail tracks to the gate, which will open for you. This next section requires you to hurdle the barriers within a time limit [38]. Hurdle the first barrier, and pull yourself up onto the path again. Now keep running and don't stop. After jumping the next hurdle, time your next jump so you are at the top of the mound, and also aim off to the right so you change paths. Turn into the corridor at the end as soon as you're there.

- Collect the fuse, and continue on, being careful not to get crushed by the two boulders around the corner. Fall through the hole, then climb up onto the ledge to the right, follow the path to another hole, fall through, and you're back in the chamber with the crate.

- Head back to the waterfall, and climb up onto the boat. Jump across to the landing that you couldn't reach before, and head up over the crate on the left. You'll come to a room of crates. Pull the darker crate out of the wall [39], then push it into the

recess to the left. Pull the next crate from behind it out of the way. Go into the new corridor, and pull the lever.

- Go back to the room with the mine cart and the mound, and push the Natla block in the wall till it is under a hole in the ceiling of the next room. Climb up into the hole, and pull the lever. Climb down and follow the corridor to the next room.

- Grab the fuse, and turn back immediately. Head all the way back to the room with two buildings and a crate, and this time take the left passageway once you get there.

- You'll come to a conveyor belt with a path either side [40]. Take the left path, go to the room at the end, and pull the lever. Go back to the front of the conveyor belt, and grab the fuse.

- Now go to the room with the suspended building, enter the main building, and insert the fuses into the slots on the wall. Go out to the shack, go inside and get the guns.

- Now head back to the place where you picked up a fuse and left immediately. Take out the Natla agent and get his magnums. Now walk to the edge of where you are facing the lever up on the ledge, so that when you jump out, you will fall on the second section of rock from the left [41]. Take a running jump, and use the action button. When you land on the slope, jump, and then when you land on another slope, jump again. As you come out from the wall, hit the action button so you can catch onto the ledge. Now shimmy across to the right and drop down onto the ground.

- Take the corridor around till it come back to the main chamber, and then jump across to the ledge that overlooks the next room [42].

To get across this room, jump across the pillars over the lava in this order: right, centre, right, centre, left. Be careful to make sure you do each jump precisely from the edge.

- Run to the exit of the room, slide down the slope, and jump up to the ledge to continue. The next room is full of TNT crates, the furthest of which you can drag out of its place and into the next room.

- Position the crate so you can jump up to the opening on the left in the next room. You'll then come to a steep ramp up. To make your way up the next incline, move from side to side as you ascend, so you can get around the steep slopes.

- At the top is a ledge, which then reveals a lava pit [43]. Jump to one of the side landings above the lava pit. Wait for the boulder to come past, then jump out and continue on. The path continues back to the chamber where you fought the agent, and leads up to a lever. Pull the lever, and head back to where you left the TNT crate. The mound of rock should now be blasted so you can pass.

- This leads to a large room with concrete ramps, where you must fight the uzi wielding skateboarder. Once you've killed him, take his guns and head out through the exit on the opposite side of the room.

- The corridor becomes a hill, which three boulders will come down, followed by a fourth coming from the next tunnel when you near the top. Once past all these boulders, climb up the hole in the ceiling, and survey the room. There's only one ledge within jumping distance the whole way up to the top of the room. Once at the top, climb into the next area.

- Push the block in the wall till you are in a new room. Go through the opening to the right, up into the next room. Pull the block in, and then push it aside. Go into the next room, drop into the hole, and pull the block towards you.

- Go back to the first block, and push it into the wall (the direction you were pushing it before). Pull the new lever, then head back up to the gold door you saw before. Go through, follow the corridor, push the block at the end, go on, pull the next lever, then head back to the first lever, the gold door that was shut before is now open.

- As you go through this door, you'll be attacked by a big guy with a shotgun. Kill him and grab the shotgun, then head down to the golden building below.

- There are a series of panels on this building that are less steep than the rest, allowing you to make your way up the face of the building [44]. Climb up the frame of the door, then jump from panel to panel. Once up the top, jump to the far left of the building's surface and slide down to the panel near the bottom.

- Go into the new corridor and pull the lever. Now head back up to the smaller buildings at the top of the hill, and go into the one that was shut before (on the right), and grab the pyramid key. Go down to the big doors, and use the key.

## LEVEL 14 - ATLANTIS

- Run to the other end of the hall, taking out any aliens that attack you on the way. Go to the door to the left and it will open for you. Go upstairs and run to the far end of the hall. To the right is an alcove with a lever, which opens the door directly across the hall, revealing another alcove with a lever. Pull this new lever, and a door at the far end of the hall opens. Go to the new door, take the stairs down, pull the lever, and head to the exit from this area.

- The next corridor leads to a square lava chamber, with a landing here, and one off to the right. Jump across, and run straight through the doorway. You'll find yourself on a platform over lava, with an alien pod beneath you, and a crack in the wall off to the right [45]. Jump over to the crack (not too close), and catch on. Let go, then catch on to the next ledge down. In this new corridor, pull the lever, and go up to the top, jump back down onto the platform, then jump across the gap. Don't stay to fight, just head down the corridor, and go to the next room.





• [46] Jump into the water and pull the lever on the right hand wall, then hurry. Climb onto the landing, then jump up to the top of the pillar, and from there aim yourself at the closer of the two flat patches nearby on the slope. Jump to the next patch straight away to avoid the boulder. Move right to the edge and jump across to the next flat, now jump to the far side of the slope and slide down to the doorway. Get in before the door shuts.

• Now make your way to the other side of this new chamber and pull the lever on the other side. Head back to the new door that has opened, and make the necessary jumps to go up from ledge to ledge along this wall. In the little room at the top, pull the lever, then make your way back to the other room.

• Lava will now have flooded the room. Jump over to the pillar at the far left, and then make your way over to the opening on the other side of the chamber.

• Run up this new corridor, taking care not to fall in the spiked pit trap. At the top, jump into the water, find the lever and swim through the underwater door. Swim through into the next room and surface. This leads to the square lava room you were in before. Jump over to the platform to the right. Jump into the water and swim through to the next room.

• Once you surface, start pulling the five levers around this room, whilst fending off the alien attackers [47]. Once all five levers have been pulled, head on, going along the water tunnel you've opened up.

• When the corridor forks, go right, and pull the lever. Go through into this next room, and pull the block out of the wall where boulder went past, now push it against the wall, blocking the path the boulder took.

• Now head to the passage to the left of the boulder, and follow it around back to the lever, pull it and come through. This time go through the corridor that the boulder blocked off before. This corridor leads to the square lava room again.

• Jump across to the next platform and head in. In the new room, firstly take out the aliens, then line yourself up with one of the fleshy strips on the other side of the spiked pit [48], slide down, and jump when you're near the edge of the pit.

• The next room is essentially a lava pit with a fleshy mass in the middle. Jump to the alcove to the left, and from there to the ledge just a bit further along the wall. From here you can jump across to the fleshy mass, by aiming slightly to the left and taking a running jump [49].

• Use this same strip of ground to jump over to the other side of the room. Head up to the right and pull the lever, then head to the other end of the chamber and pull the block out of the wall. Go through this opening, follow the path up to the top of the fleshy mass, then turn right and jump over to the ledge. Climb up the next set of rocky ledges, which lead back to the square lava room.

• Jump over to the next platform, and go in. [50] Head along the ledge and jump over to the landing on the left. Go into the corridor and pull the lever. Go back the main room, and jump back to the ledge. Take a running jump to the first pillar, then a standing jump to the next, and another standing jump to the next. From here make a standing jump to the opening in the wall. Go in and pull the lever.

• Go back out and make a standing jump to the pillar to the left, then a running jump to the pillar slightly to the left, then a standing jump to the last pillar before the opening, and a standing jump to the opening. Follow the new corridor to a fleshy corridor going up. Kill the aliens, and make your way to the top.

• Enter the corridor, and once you pass the door that opens for you, have a look up to see the ledge you'll need to grab onto. Go on ahead and pull the lever, then run back and jump up to the ledge. Take the new path to yet another ledge in the square lava room. Jump across and into another corridor.

• Kill the alien, then move on into the room with a golden jaw trap [51], and dart traps in the walls. Run up the ramp slightly, avoiding the darts, then drop off the side once the boulder starts coming towards you. Now go up the ramp and into the next room.

• Go to the throne on the left and push the block through. Head off to the right and pull the lever on the right (you can do a quick backflip to avoid falling in the trap door). Once down the bottom of the pit, jump across the lava pit, and jump back immediately to avoid being crushed by the boulder. Now head along till you find a lever and pull it. Keep following the path till you come back to the two levers. Go through the doorway.

• Go to the far side of the room and pull the lever, taking out the aliens as you do so. Head down the slide, and kill the aliens without running into the room.

• You'll see a humanoid running around [52], don't fire, as it mimics your every action, and firing will make it hit you. Head to the dark rocky ledges to the right of the entrance, and climb up so you can get to the lever on the plateau. After pulling the lever, you need to run off the plateau, then climb up the light coloured ledges, and go to the light plateau, and stand in the spot where the pit was on the other plateau. This makes the alien fall into the pit.

• Now go back to the dark plateau and go through the doorway. Make your way up, killing aliens as they come, till you come to a large room. Run around to the right, and pull the lever, then around to the other side and pull that lever. Whilst running, try jumping for extra speed, as you need to do this in a tight time limit. Run back to the centre, run across the drawbridge and into the Scion room. Go up and take the Scion.

## 15 - THE GREAT PYRAMID

• The easiest way to take out the huge alien beast is to simply round around it and fire all the time [53]. If it gets too close, just jump to help you get out of the way. After you've killed it, head through the doorway.

• Slide down the corridor, and keep running down. At the end, keep pushing the block on the right till it opens up a new corridor. Take the new corridor up, then push the block once, then head back till you come to the block from the other side.

• Climb the block, and jump up to the ledge above. At the jaw trap with the collapsing tile, stand in front of the tile, then start to run when the jaws are starting to close.

• The corridor will fork, take the right passage, and push the block at the end. Go back to the fork, take the other corridor, drop down, and climb over the block. Push the block up against the corridor you just came down, then take the corridor where the block used to be to get back up. Now go down to the block, and you can now pull the lever. Go through the door into the next room.

• Despite how it looks like you have to keep crossing the lava, you can just jump from one bit of flat ground to the next. Only at the end will you have to jump across the lava [54].

• Next are two boulder traps, which just require you to turn around and run out of the corridor as quick as you can as soon as the boulders start moving. Once you make it to the top, fall down through the collapsing tile into the Scion room. Blow up the Scion and leave by the door you came in through [55].

• Three aliens will attack you, kill them, then drop down into the "moat" [56] and carefully drop down the hole against the wall. This next chamber [57] requires you to jump over to the crack in the fleshy wall, drop down, slide, and jump before you slide into the lava. Hop back as soon as you land to avoid getting hit by another of the darts (The darts are almost impossible to avoid).

• The next chamber requires you to jump a lava pit with a swinging axe and spikes on the other side [58]. Just walk down to the edge in the centre, step back and take a running jump. Then do a standing jump to get over the next set of spikes.

• Follow the path around till you come to a small rise which overlooks a couple of collapsing tiles [59]. Line yourself with the ledge you want to get to, do a standing jump, and another one as soon as you land on the collapsible tile.

• In the next chamber, walk to the edge, then take a step back, and do a standing jump forward. Jump when you're close to the end of the slide, and jump again shortly after landing, and you should end up on the pillar at the bottom. Jump to the crack and shimmy over to the right.

• To get safely past the boulder and collapsible tile trap [60], just get near the edge of the first tile, start running when you see the swinging axe ahead is closest to you, and run straight through the opening to the right.

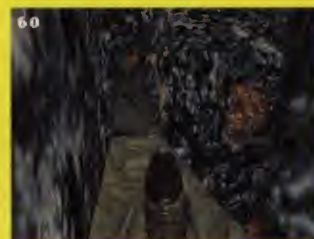
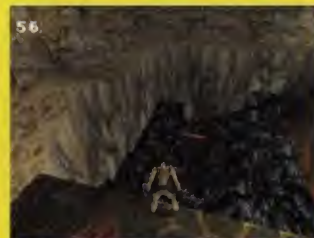
• The next two traps are straight forward. The first boulder trap just requires you to run to the bottom and turn right, and the second just requires you to start running when the swinging axe is at the left most point, and for you to jump when you near the bottom of the slide. Make your way down to the next room.

• The lava flows in the next room can be easily avoided by just running past them. Pull the lever, and go through the door. As you go up the corridor to the left, you'll see a boulder on a ledge above, and one in the corridor up ahead [61]. To get past the first one, simply run under it as it comes to you. Then walk to the edge of the pit, do a standing jump and catch onto the other edge of the pit while the boulder goes over you.

• The next chamber is similar to the fire pillar room in Palace Midas. Just line yourself up along one side of the pillars and jump across carefully. You will take damage as you stand next to a flame, but if you move on quickly, it won't amount to much.

• The next room is easier than it looks [62], since all you really need to do is land on the collapsing tile and fall down into the water below. Swim through the fleshy chamber, and up to the final room.

• [63] Natla is quite easy to kill if you have plenty of health packs. Standing still will encourage her to land, which reduces her firepower greatly. After killing her, wait till she rises, then kill her again. Then climb through the hole behind the rocks in the corner of the room, and make your way out, you should be able to figure it out on your own by now...



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# DIABLO

*Diablo has captured the imagination of gamers the world over in a way that far exceeded Blizzard's expectations. While not being a very puzzle oriented game Diablo still has its' tricky bits. So we thought a simple play and strategy guide may help some of you in your quest to vanquish the forces of darkness... and that asshole who killed you and took your sword.*



## DOIN' IT ON YOUR OWN

A lot of people simply ignored the single player game, but most of the strategies work exactly the same in both single and multiplayer. Here are some of the strategies you can use to kill the horned one.

## STARTING OUT:

The first important thing to decide in the single player game is your character class. Obviously you're on your own here and it's best to choose a character class that gives you the most versatility. You'll find the Rogue class fits the bill nicely. The ability to use a bow at range and to fire it quickly can mean the difference between life and death when faced with a mass of seething hellspawn. If you want a greater challenge though the sorcerer should be your choice, but be prepared to die a lot as that class is very weak at lower levels, however, once you've built your spells up to a high level, you can tear down opponents faster than any other class. The warrior is strong from the outset, but lacks power when attacking at a distance due to his limitations in magic.

Now it's time to get prepared and pick up your first quest. As a rogue or a warrior you should try and keep two bows/weapons handy as they tend to wear out quickly and it will save you repair time in town (warriors: never use the repair skill on any equipment you intend to keep, as you lower its maximum durability). If you can't afford to buy two immediately, get one, you'll probably pick another one up somewhere on the first dungeon level anyway. Try and buy the best armour protection available as well but also make sure you have enough gold for at least a couple of full heal potions from Pippin before you go down. As a rule, until you get the Mana Shield spell at least, keep your belt full of full heals. When you get some spells in your book keep a couple of full mana's in your belt too. Sorcerors should keep lots of mana pots handy and try to get as many books as possible as quickly as possible. The difference between spell levels may seem non-consequential at first, but as time goes on, it makes a huge difference. Important spells to have early in the game are Holy

Bolt, Charged Bolt, Town Portal, Heal and Lightning. You'll be able to handle everything in the first five levels with these spells.

## TIPS IN TOWN:

- No matter what class your character is, so keep visiting the Witch every time you go to town to see what she has for sale. If she doesn't have anything you want try going down to the dungeon and coming straight back out again as this randomises the items Adria has for sale. This is particularly handy for Sorcerors.
- Dump all your gold in the town square. In a single player game, who's going to take it? This will save you inventory space.
- Writ, the boy over the bridge sells some really powerful items, so don't forget to check out what he's got.
- Make a habit of ensuring you have plenty of potions and that none of your equipment is about to break before you go back down into the dungeon.
- You can use the crypt, cave, and crack to enter the catacombs, caves, and hell respectively. You just need to be high enough level. Don't skip levels though, as you'll need all the experience and gear you can find.

## THE QUESTS

There are about sixteen quests all up, but we'll just talk about the main ones which help you to complete the most important task in the game, namely killing the big D. Any scrolls of Stone Curse that you can find or buy, if you can afford them, will also come in very handy for the 'bosses' you will encounter on your quests. If you've already played the game through or partly through don't panic if you've only come across a few of these quests. Some of them are random and some are 'unlocked' by talking to a particular person at just the right time, if you miss your opportunity then that quest disappears from your game.

**THE BUTCHER:**

Before you attempt to take him out build up your character as much as possible. Clear out level 2 and even level 3 (NOT Leoric's room) before challenging him. The Butcher's Cleaver is a potent weapon which should be avoided at all costs as it will draw you back to him every time it hits and one of the Butcher's strengths is that he hits fast. So keep your distance and do as much damage from afar as possible. One easy way of getting him is to make him follow you to a room with those grated walls. Close the door behind you and use your bow or magic to attack him through the wall while he paces around outside, he won't open the door unless he walks right near it. You can also try casting a few fire walls inside his lair or, the best case scenarios is to use a scroll of stone curse to freeze him while you turn him to rubble. Keep plenty of heal pots on hand.

**LEORIC: THE SKELETON KING**

Leoric has his own mini level accessed on level three and shouldn't be a problem for you if you've already sent the Butcher off to the big cold room in the sky. You'll see a largish room with two smaller ones to the East and West. The East room has a lever which will open a small treasure room and the West one opens Leoric's lair. Really the main threat here are the hordes of skeletal minions which protect Leoric but thankfully they all tend to stay in a big bunch. A few Firewalls in the right place should see most of these off. The other big spell to use here is Holy Bolt. Leoric doesn't like Holy Bolts at all and if you've got enough heal and mana pots just line him up and blast away until he drops. If you fart around too much he resurrects his fallen mates who come back at you in a rather annoyed frame of mind. Watch out for the long reach of Leoric's sword, it can hit you from farther away than any other edged weapon in the game. Destroy the crosses in the four corners of his lair to get access to a secret area!

**GHRABAD THE WEAK**

You'll find this whining goat head on level four. While not really being a quest he's good for a couple of random magic weapons, in case you need some. Talk to Gharbad (you can't kill him...yet) and he'll tell you to come back when he's made you something of use. Keep adventuring and return to him after a trip back to town. He'll give you one item and then ask you to go back again for a better one. When you do (you may have to check up on him a few times) he'll tell you that what he's made is too good for you and then attack you. He lives up to his name though and doesn't put up much of a fight. Take him out and get a second random magic weapon.

**MAGIC ROCK**

Griswold will tell you about this one, it's very simple and rewarding. Somewhere on level five will be a pedestal with the said magic rock. Find it, get it and take it to Griswold. He will use it to make you an Emyrean Band, a very handy ring at this level of play.

**VALOR**

On level five you'll find a Book of Blood, reading it will send you on this quest. Roughly in the middle of that level you'll see a room with two doors immediately side by side. In this room are three Horned Demons and the book. In the adjoining room you'll find the Pedestal of Blood and Blood Stone. Place the stone on the pedestal and a room to the North East will open. There you'll find more Horny Demons and another Blood Stone. Put this one on the pedestal too and another room to the South East will open, do the same again. When you put the third stone on the pedestal the main chamber will open up, inside are five Randy Demons and Arkain's Valor, a unique armour item.

**CHAMBER OF BONE**

This is a good way to get the guardian spell if you don't already have it. On level six somewhere you'll see the Mythical Book. When you read it a secret mini level will open up allowing you access to the Chamber of Bone. Simply go down and kill all the monsters and Avon ladies you can find, read the book that you'll see there and you will be given the guardian spell and the quest will end.

**MAGIC MUSHROOMS**

Find the Fungal Tome in Caves level 10, then give it to the Witch. She'll tell you to bring her the black mushroom (which you'll see as a big patch of mushrooms, also on lvl 10), then she'll tell you Pepin needs a demon brain. Kill any demon and bring the nice fresh brain to Pepin who'll use it to make a Spectral Elixir, take it back to Adria, she'll tell you she doesn't need the Elixir any longer. Your reward is to drink the Elixir, mmm (+3 to all attributes permanently). By this stage in the game you should have the Mana Shield spell, use it at all times (Especially if your mana is higher than your hit points) and keep mana pots instead of heal pots! Of course if you're a warrior it's better to use heal potions instead, as your mana will be depleted too fast.



### LACHDANAN

You'll find this Blood Knight on level 14 and he'll ask you to find an elixir which will allow him to die (he's one of the Knights that entered the dungeon to find Leoric's son) The elixir is just lying around on level 15 somewhere (messy people these Demons) simply pick it up and take it back to Lachdanan and he'll give you the Veil of Steel, a tasty unique helm which does wonders pulling the chicks down at the 'Red Light Disco'

### LAZARUS

Enter his lair from the red portal in Hell level 15, use each of the teleporters in turn (kill the succubi in the caged off rooms first though as that is where you'll teleport too!) then go back to the area where you arrived, that teleport plate will take you to Lazarus' lair. Then kill the Bosses! Bosses include Lazarus himself and 2 Succubi mini-bosses. Lazarus likes to throw fireballs so watch out. You may want to immediately leave the room so that they can't concentrate their fire on you, the Stone Curse spell or scroll comes in handy here so that you can take them one at a time or just get them to chase you around while you blast 'em. You'll score a magic item from each boss.

### DIABLO

Have plenty of potions handy for this one. There are a number of ways to take him out...be creative! Firstly you might want to skirt around Diablo's room (don't worry he won't come out until you let him) to take out the guards posted around it, and also the room to the North West which contains the levers for Diablo's chamber. This will make things easier later on. Be careful not to get surrounded by the Knights as their hits can trap you, stop you from moving. Guardian spells are useful here as is Stone Curse and Fireball. Chain Lightning won't do much to any of these critters. Use Guardian to draw monsters to you one or two at a time so that you don't get swamped. To the North East of the level is the first lever which needs to be activated. It's guarded by Sorcerers, Knights and Succubi so be careful. Some people say that this is actually the hardest part! That lever opens a spiral chamber to the South (South East of where you entered the level) which contains more Sorcerers and Knights. These are easy to take out as they are stuck in the confined space of the corridors. Guardians can clean out this whole room easily. The lever in the centre of this room opens the chamber to the North of Diablo's. Now your ready to secure the lever to D's room. More Sorcerers and Knights here. Again Guardians are very effective, stay on the move and don't get surrounded. Now you have two levers to pull, yank one and decide your

next course of action. You can run down and lay a heap of Guardians against the North wall of Diablo's lair, about four or five rows deep, then run back and pull the last lever. When the room opens the Guardians will immediately start hammering everything inside, bringing them all out to play. If your character is a warrior your best bet is to just go the tonk, keep your fingers on your belt buttons to top up your health and hoe in. A rogue or sorcerer should keep moving using hit and run tactics. The Holy Bolt spell does surprisingly well against Diablo and if you've got enough health/mana just stand and deliver. If you have the Teleport spell try this...Get Diablo to follow you into the centre of the spiral chamber (you'll need pots to replenish you as you go) Teleport out of the room entirely and Diablo will get lost trying to get out. Take out the minions then return to Diablo and finish him on his own. This way you get all the XP and items from the level. Also if you find a staff of Apocalypse somewhere keep it for this level. Apocalypse is not limited by closed doorways so you can attack all the creatures in Diablo's room before you've even opened it! That's it, Diablo is dead and now you're it, ha ha...great ending!

### MULTIPLAYER MAYHEM

Battle.Net is on its' second update (1.03) so if you haven't logged on before you may have to wait a moment while it automatically updates your game. The update fixes several multiplayer bugs as well as altering the way the game handles memory in order to stop Hex hacking and cheating. So if you have any cheats like Town Kill (allows use of spells in town) and Finger of Death (autokill anyone, anywhere), installed on your machine, don't expect to get away with using them on Battle.net.

Upon joining a chat channel, to the right of players names you'll notice a small graduated bar which may be green, yellow or red. This represents the ping time between your ISP and their ISP and gives an indication of how laggy a game with that person would be. Try to only play with other characters who have a green bar next to their name. Lag can be annoying and dangerous, you can also lose items if you try and pick them up when your game is lagged.

The most important thing here is how you deal with people, not monsters. The multiplayer game is essentially the same as the single player except for the layout of some of the levels. There are also three difficulty levels which determine the strength and ferocity of the monsters and how much experience and cash you get out of them. There are no special mini-levels so don't be surprised when you see Leoric running about on level three! How you deal with people is obviously up to you, whether you want to be a brave and noble hero type or the deceptive backstabbing player killer, just be prepared to deal with the consequences of your actions.



**DOING IT WITH OTHERS:**

- First and most importantly as they say on the X-Files...trust no one. This may sound a little harsh but if you're playing with complete strangers you never know if or when one of them will turn on you, sad but true. When playing in this sort of situation always keep the friendly fire button on so that you can instantly react to a subversive assault!
- Try to join games with players around the same level as you so that you can all play an equal part in the proceedings.
- Always carry a few resurrect scrolls for your party members that get into trouble (well death is trouble, isn't it?)
- As tempting as it may seem, don't accept lollies from strangers (huh?) If some dude offers to give your third level fighter a Savage Sword of the Heavens or some Plate of the Whale just say no. Sure it'll make you strong but it will also ruin the game for you, and you'll lose a lot of cred amongst the gamers. It's a lot more fun when you find it for yourself (or kill someone for it, depending on your tastes)
- A good way to build up your characters experience and money is to start multiplayer games on your own and simply clear the upper levels by yourself over and over. When you reach 20th level you can go from normal to nightmare difficulty and do the same, in the first three levels of the dungeon, you'll go up about three levels and get heaps of cash for buying books or whatever.
- Etiquette is everything. Sorcerers and Rogues have to be especially careful in multiplayer combat as they can accidentally cause a lot of damage to their party members. Spells such as Chain Lightning, Fireball, Charged Bolt and Firewall do as much damage to your friends as they do to the monsters so keep you wits about you. In a large party it's often a good idea to use the Mage to cast Stone Curses and Heal Others, acting as a support unit for the Fighters and Rogues. Rogues have to be careful with their bows, especially at higher level when they have nasty ones. Stay close to your party and fire away from them in battle rather than breaking off and firing towards them to take out the attacking creatures. Don't forget to get a few kills yourself though, as you don't earn XP for freezing opponents or healing your party.
- When you go to kill the big D don't leave any stuff stored in town as the game ends with his passing, and you'll lose it all!
- If you think you're going to die, make sure you do it as far as possible from the stairs to the level above, otherwise you'll get swamped as soon as you come back to get your stuff.

**SHRINES - THE BEST AND THE WORST**

Here's a list of some of the shrines to look for and shrines to avoid! Avoid the Goat Shrines and Cauldrons, especially in multiplayer games, as you can actually lower your friends' stats.

**GOOD ONES:**

Enchanted Shrine: Best one in the game as it increases the level of ALL your spells by one except for one spell which loses a level. Great for Sorcs.

Creepy Shrine: Strength up by two

Abandoned Shrine: Dexterity up by two

Eerie Shrine: Magic up by two

Glimmering Shrine: Identifies all unidentified items

Thaumaturgic Shrine: Refills all chests and barrels on level

Eldritch Shrine: Turns all your potions to rejuvenation potions. So stock up before using this shrine.

**BAD ONES:**

Secluded Shrine: Reveals entire level map thereby making it hard to figure out where you've been and where you haven't

Ornate and Sacred Shrines: Decrease max. mana by 10, gain 2 levels of Holy Bolt or Charged Bolt. Terrible if you're a high level character that doesn't need those spells.

Holy Shrine: Random teleport (usually into a room full of monsters!)

**BUT WHAT WILL I WEAR?**

How you equip yourself is extremely important. You need to ensure that you have both good protection, and good offensive power. Some players make the mistake of just choosing gear that increases their damage and armour class, and then they can't figure out how they get decimated by a few lightning bolts and fireballs. Others get all the fancy magical protections, but get hacked to bits as soon as they end up in melee combat. Over time, try to find items that are called "... of the heavens", or "... of the zodiac", as they increase all of your stats at once. However, it's better to use an item that gives you both protection from magical attacks, and only increases your primary statistic, than to use an item that boosts all your stats. Having items that increase your stats can also be handy for learning spells from books, or putting on some flash new equipment that you need high stats to wear, so don't throw them away. It's also not a bad idea to keep backup items in your inventory, in case you die in a multiplayer game where you'll need all the help you can get to get your stuff back.

**COMBAT:**

Just a few notes on good ways to tonk harder than your opponent.

- There's no such thing as overkill. It's better to go bananas with some serious spell power and win, than try to be conservative and end up getting caught by surprise. Just be careful of killing your party members.

- Don't be afraid to stand your ground if you've got a mana shield and lots of potions (or a warrior with healing pots). Sometimes the best way to stop yourself getting nailed is to go on the offensive, and just get rid of what is killing you.

- Use the shift key to ensure you don't wander all over the place as you fight.

- Fight through doorways whenever possible, as it stops you from getting surrounded.

- Keep your map on, because if you have to flee in a hurry, it's a lot better if you know where you're going.

- Ensure you choose the right spell for the monster. If a monster isn't going down after you've pelted it with multiple chain lightning spells, try a fireball instead.

- If duelling against another human player, use teleport often to ensure your adversary keeps having to find you, rather than being able to kill you.

- If you have less than 3 full mana pots after a fight (healing for warriors), make sure you head back to town and stock up.



## Shattered Steel

PC

To use these codes, hit Enter first like you are going to send a message. Then type the cheat and press Enter again.

**SMITE** - destroys targeted item.

**CAPONE** - generates friendly planet runners.

**RODRIGO** - generates friendly flyers

**HENCHMAN** - generates Shiva

planet runner - a really great dude to have around!

**GONZALES** - gives you serious speed.

**BRAGNAROK** - ejects you from runner.

**FNORD** - 210mm....great weapon!

**RATSNEST** - Md laser

**DINGLEBERRY** - Hv laser

**BLIPPLEBLOOPS** - Rpd laser

**BCUA** - 11B pack

**CGQ** - 1B pack

**GFY** - 18 pack

**KWAHAMOT** - Rd missiles....these suckers are great!

**FISHHEADS** - IR missiles.....watch out sometimes lock onto friendlies

**BUMSAUCE** - Hrp laser

**NAPALMINTHEMORNING** - a napalm-like laydown of serious death.

**EATMYSHORTS** - mortar

**KICKSOMEBUTT** - H plas

**BIGONES** - 70mm

**PYROTEK** - pretty much kills everything, be careful with it - easy to kill friendlies too

**DOGAN** - 120mm...even greater weapon!

**TINKERBELL** - nova....an awesome killer

**CHERNOBYL** - a nuke...this blows up everything, be sure to aim FAR away.

**CURVEDLINES** - 50mm

**HARDCODE** - 30mm

**STOOL** - mine

**NUMBERCHANGER** - R mine

**TELEPORT** - teleports you away from the fire zone, good in a pinch.

**IMOUTTAHERE** - successfully ends mission

**LOCKANDLOAD** - replenish weapons!

## Star Trek: BORG

PC

Type these in at all points in game except for the final decision

**borg** - Go back a decision

**hugh** - Make the right decision

**obey** - Go to the next decision

## Comix Zone

PC

**Cheat Menu**

Type "CAMERON" while playing to access the cheat menu.

## Powerslave

**full version Cheat Codes**

Type in the following code during gameplay:

**LOBOCOP** - Gain all weapons and ammo

**LOBOLITE** - Turns off flash effects

from explosions and guns

**LOBOPICK** - Gain all keys

**LOBOSPHERE** - Reveal map

**LOBOSLIP** - No Clipping mode

**LOBOSNAKE** - Toggles "snake-cam"

**LOBOSWAG** - Gain all items

**LOBOXY** - Displays coordinates

**HOLLY** - Enables on a command line prompt at the top of the screen,

where you can enter any of the above commands, plus any of these:

**CREATURE #** - Places creature of type "#" where you're standing (o is

Anubis, i is spider, z is mummy, etc.)

**DOORS** - Toggles all switches (open

most doors and deactivate traps)

**EXIT** - Finish current level

**LEVEL #** - Skip to level number "#"

Entering a blank line will turn off the command line.

## Crystal Caves

PC

**God Mode**

While playing, hold

**Z + E + U + S** to toggle god mode.

While it's on you can press "G" to toggle gravity.

**Increase Ammo**

While playing, do the following:

1. Press and hold: **X + T + R + A**

2. Release: **T**

3. Release the other keys.

**Level Warp**

While playing, do the following:

1. Press and hold: **N + E + X + T**

2. Release: **X**

3. Release the other keys.

## Blackthorne

PC

**Level CODE/PASSWORD**

2	FBWC
3	QP7R
4	WJTV
5	RRYB
6	ZS9P
7	XJSN
8	CGDM
9	TJiF
10	CSG3
11	BMHS
12	Y4DJ
13	HCKD
14	NRLF
15	J6BZ
16	MJXC
17	K3CH

## King Of Fighters 96

SATURN

**Boss Code**

At the character select screen, hold **START** and press **Up+Y, Right+A, Left+X, Down+B**.

## Baku Baku

SATURN

**Refuel and Reload:**

To refuel and reload at the press start screen enter **L, A, Z, Y, A, down, down**. During the game press start to refuel and reload.

**Level Skip:**

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**. If the code is entered correctly you hear the phrase blackhole engaged. Press start during the game and then press and hold **A+B+C+up+L** to skip to the next level.

**Invincible Code:**

At the press start screen press and hold **A**, press and hold **B**, press and hold **C**, then release **C**.

## Black Dawn

SATURN

**Level skip:**

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 C-up+L** to skip to the next level.



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## Mr Bones

SATURN

### Stage Select:

For a stage select cheat for Mr. Bones...goto the Start Menu...then press: **RLRR, LRLR,RLRR.**

### Audio Stories:

Insert Disc 2 into the radio and play the last two tracks to hear Mr Bones and Da Goulian's story.

## NBA Action

SATURN

Freefloating camera in reply mode: Pause the game and select replay and now change the camera angles. To get the hidden camera angle called free floating hold down **R** or **L**. To move around hold **R** and **Z** and use the **D-Pad** to move.

### Change the side of the Court your on:

Go to the main play menu. Highlight slect court and hold down the **R** then **Z**. This changes the camera position.

### Alley Oop:

To alley oop hold **R**, then as you are holding **R** press the pass button.

## QuarterBack Club 97

SATURN

### Preseason Codes:

Go to the preseason option and press **x,x,x,y,x,x**. This will allow you to play as the AFC or NFC teams in the preseason.

### Land Mine Code:

Go to preseason mode and press **x,x,x,z,x,x**, this will make hidden land mines all over the field, which causes the players to land on their back.

### More Codes:

These must be entered at the preseason team select, like the pro bowl team code:

**x-x-x-L-x-x** Fumbles on almost every play

**x-x-x-R-x-x** No fumbles at all

**x-x-y-y-x-y** Super speed burst

**x-x-y-R-x-y** Team you select has low skill levels

**x-x-z-y-x-z** Giant players

**x-x-z-z-x-z** Midget players

**x-x-z-R-x-z** QBs can throw 100yds on bomb zone plays

## Toshinden URA

SATURN

### Boss code:

Press **ABZXYC** when options are appearing at main title screen. You will hear a bing, now Wolf and Replicant are selectable.

### Stupid Screen tricks:

At end credits hold down **LER** and move joystick to readjust images.

### More Boss Codes:

At main title screen enter **ABZXYC AZCXBY AYCXBZ** now Sho and Vermillion are selectable!

### Random Character Select:

Highlight **VS COMPUTER** and hold both **L** and **R**. While holding press start. It will pick a random computer, controlled match. Secret Options Menu From **CORY DORSEY**. On the main screen go to the options icon, hold **L** and tap start. The options menu should appear on the upperleft portion of the screen

### Watch Mode:

At the Mode Select Screen hold **L** and select "**Vs. Computer**". Two computer controlled opponents will duke it out.

### Winning Pose:

Hold **L** and **R** while the characters do their winning pose to make the life and overdrive bars disappear.

### Alternate Character Colors:

Hold down the **B** button while selecting your character. In a 2 Player game if both use the code one will become a third secret color.

### TSD URA Option Menu z:

Beat the game on any level, then return to the main menu and highlight options, hold the **L** and tap start. A large list of options should appear.

## Command & Conquer

SATURN

### Reveal Map

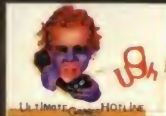
While playing, press up,down,right,left,**A**,up,down,right,left,**A**. The map should all be revealed.

**Money Code** While playing press right,left,**A,B,C,Z,Y,X**,right,left, your money will have increased to \$5,000 each time you do this.

**Laser Code** While playing press **X,Y,Z**,right,down,left,up,right,down,left,up,**X**. for this to work, you must have the **Orca VTOL** (helicopter). Instead of shooting missles it will shoot two red lasers like the Obelisk Tower.

**Build Up Code** While playing press **Y,A,B,B,A**,down,**A,B,B,A**,down,up (**YABBA DABBA DU**). You must have a Power Plant and Barracks/Hand of NOD built for this to work. You can keep using this code throughout the game to access more buildings, units, and vehicles (Temple of NOD, Commandos, S.S.M. Launcher).

**Visceroid Code** While playing press **C**,right,**A,Z,Y,B**, up,**B,B,A** (**CRAZY BUBBA**). This will let you build a toxic lab so you can build a Visceroid.



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## Black Fire

SATURN

View the FMV:

Press Start and enter **Z, A, Z, A, B, A, B, Y, C, A, C, A** at the title screen.

## Soviet Strike

SATURN

Level Codes

2. Black Sea: **KRAZHA**
3. Caspian: **VERBLUD**
4. Dracula: **YADRO**
5. Kremlin: **PERIWOROT**

## Die Hard Arcade

SATURN

Extra Credits:

To increase credits, play **Deep Scan** games. You will gain one credit every time you hit a submarine (in ascending order.)

## NFL Gameday 97

PSX

Easter Eggs

Press

**L1, R1, L2, R2** at the "Start Game" screen. This will bring you to the easter egg screen where you enter codes for the game. To delete an easter egg, enter the code "**DOC**". **BAZOOKA** Quarterback has stronger arm  
**BIG GIRLS** Cheerleaders are bigger  
**BIG STARS** Better players are bigger

**BLIND REF** Referee misses calls

**BLIZZARD** Lots of snow

**BRITTLE** injuries

**BROADWAY JOE** Quarterback is slower

**BUSY REF** Referee calls more penalties

**DOC** Players don't get hurt

**GD CHALLENGE** Computer is harder

**GENIUS** Computer is smarter

## Tobal No. 1

PSX

Change Camera View:

To change the camera view, hold **L2 + R2** after you pick your characters and while the game is loading.

Change Costume:

For alternate outfits, hold **Up** while selecting your character.

Suicide Hom:

To make Hom kill himself, hold **L1 + R1 + Down**. He should reach behind his back and turn himself off.

## The Hive

PSX

Level Passwords

- 2: **IV73**
- 3: **AMQ3**
- 4: **NGH3**
- 5: **ZN03**
- 6: **WVQ3**
- 7: **HC13**
- 8: **IEZ3**
- 9: **UVM3**
- 10: **TZ93**

11: **U6Q3**

12: **2QJ3**

13: **KLS3**

14: **2XS3**

15: **8iH3**

16: **8HU3**

17: **15V3**

18: **VIH3**

## Re-Loaded

PSX

Extra Ammo:

For extra ammunition, pause the game and hold

**L1 + L2** for 10 seconds. With these buttons held, press

**Triangle, Left, Left, Left, Circle,**

**Triangle, 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, Triangle, 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, Triangle, X, Right, Circle, Triangle, Down**.

Play as Fwank:

To play as Fwank, highlight **Mamma** and press **L1, Circle, R1,**

**Down, Down, R1, Circle, 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, X, Circle**. From here on you can power up by pausing the game and selecting the Power option that appears.

## TNN Hardcore 4X4

PSX

Cheat Codes:

These codes must be entered in the "Edit Names" section of Time Trial mode. When entered correctly a person's face will appear in the upper corner of the screen.

**MAINLINE** Access the hidden truck  
**RAINFROG** Torrential downpour (for rainfall of biblical proportions, set the weather to **SEVERE** before entering this code)

## NHL Faceoff '97

PSX

Bonus Players:

With this trick you can add any of the game's developers to your team. Since they're programmer's they cheat and have perfect stats! To recruit these top performers, go to the **CREATE PLAYER** screen and enter one of the following names:



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# cheat mode

Raja Altenhoff  
Tom Braski  
Craig Broadbooks  
Josh Hassin  
Tawn Kramer  
Alan Scales  
Kelly Ryan  
Jody Kelsey  
Chris Whaley  
Peter Dille  
Craig Ostrander

Enter "1" for the player number, "F" for position, and 150 for their weight. Don't change any other stats. Now press **Triangle** and go to the "Sign Free Agents" screen to view your creations.

## Casper PSX

Here's how to defeat all the ghosts.

1. **Fatso near kitchen** - Feed him hamburgers
2. **Stinky** - spray perfume on him
3. **Stretch** - use glue
4. **Fatso in bathtub** - use camera

5. **General Fatso** - use wind up key then hammer the tanks
6. **Farmer Stinky** - use hammer and chisel to carve the stone in Caspers Image
7. **Graveyard Stretch** - Use twister morph to lure him into grave dig site

## WWF In Your House PSX

**Cheat Codes**  
To use these codes, pause the game and enter any of the following. To turn a code off, just re-enter it.

**Effect Code**  
Freeze computer players  
**Left, Left, Up, Down, R2**  
Extra damage  
**Up, Up, L1, L2, Down**  
Enable combos  
**R1, L2, R2, L2, Right**  
Humans take minor damage  
**Down, Up, L2, Right, Left**  
Humans take no damage  
**R2, L2, R2, L2, R1**  
Automatic super-pins  
**Down, Down, Down, Down, Left**



## Independence Day PSX

**Passwords:**

Level	Medium	Hard
Washington		
DBKHN	DBKMO	DBKQO
New York		
GBKHW	GBKMX	GBKQX
Paris		
LLSHW	LLSMX	LLSQX
Moscow		
NL9HW	NL9MX	NL9QX
Tokyo		
R39JD	R39NF	R39RF
Oahu		
T59HW	T59MX	T59QX
Las Vegas		
Z99HY	Z99MZ	Z99QZ
Mothership		
99HG	399MH	399QH

## Syndicate Wars PSX

**All Weapons:**  
During the intro enter **Up, Up, Down, Down, Left, Right, X, Circle**. You will hear a gunshot if you entered it correctly.

## Might & Magic 3 PC

**Ultimate Power Orb:**  
To begin your quest with the King's Ultimate Power Orb, enter the password "ORB MIESTER".

**Easy Experience:**  
To build levels quickly, fill all of your backpacks and then find a wagon that you can destroy. The wagon should reappear and you can repeat

the process as needed. This works as long as your backpacks are full.

**Easy Money:**  
For an easier game, enter the password "DOE MIESTER". You'll start the game with \$2,000,000 and won't be penalised if you ask Mr. Wizard for assistance.

**View Movies:**  
To view the intros and ending, enter the password "645" for the first half, "231" for the second half, or "BLASTOFF" to view the endgame.

## Might & Magic 4 PC

**Teleport Codes**  
Type these phrases at any teleport mirror for the desired effect.  
**LORD XEEN** go to Lord Xeen  
**COUNT DU MONEY** go to the dragon's lair  
**SHOWTIME** go to the end of the game  
**SHANGRI-LA** find a hidden town  
**I LOST IT** get the magical sword

## Tomb Raider PC

**All Weapons:**  
To get all the guns and full ammo, walk one step forward, one step backwards (you must use the Shift key), then turn around 3 times anti clockwise, then jump backwards.

**Level Skip:**  
To skip the current level, walk one step forward, one step backwards (you must use the Shift key), then turn around 3 times anti clockwise, then jump forward. This is a great way to see the FMV clips.



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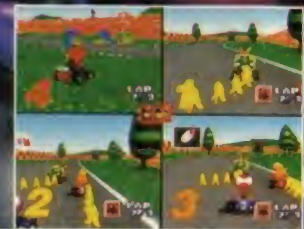




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What use is that?”

SCOTT NO-MATES



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- It's a 4 player, 64 bit, go-karting fun-fest.

MARIO KART  
64

# HYPER»

Even though we're still desperately awaiting the arrival of MAC Quake here at the office... even more exciting is the upcoming arrival of

## HEXEN 2

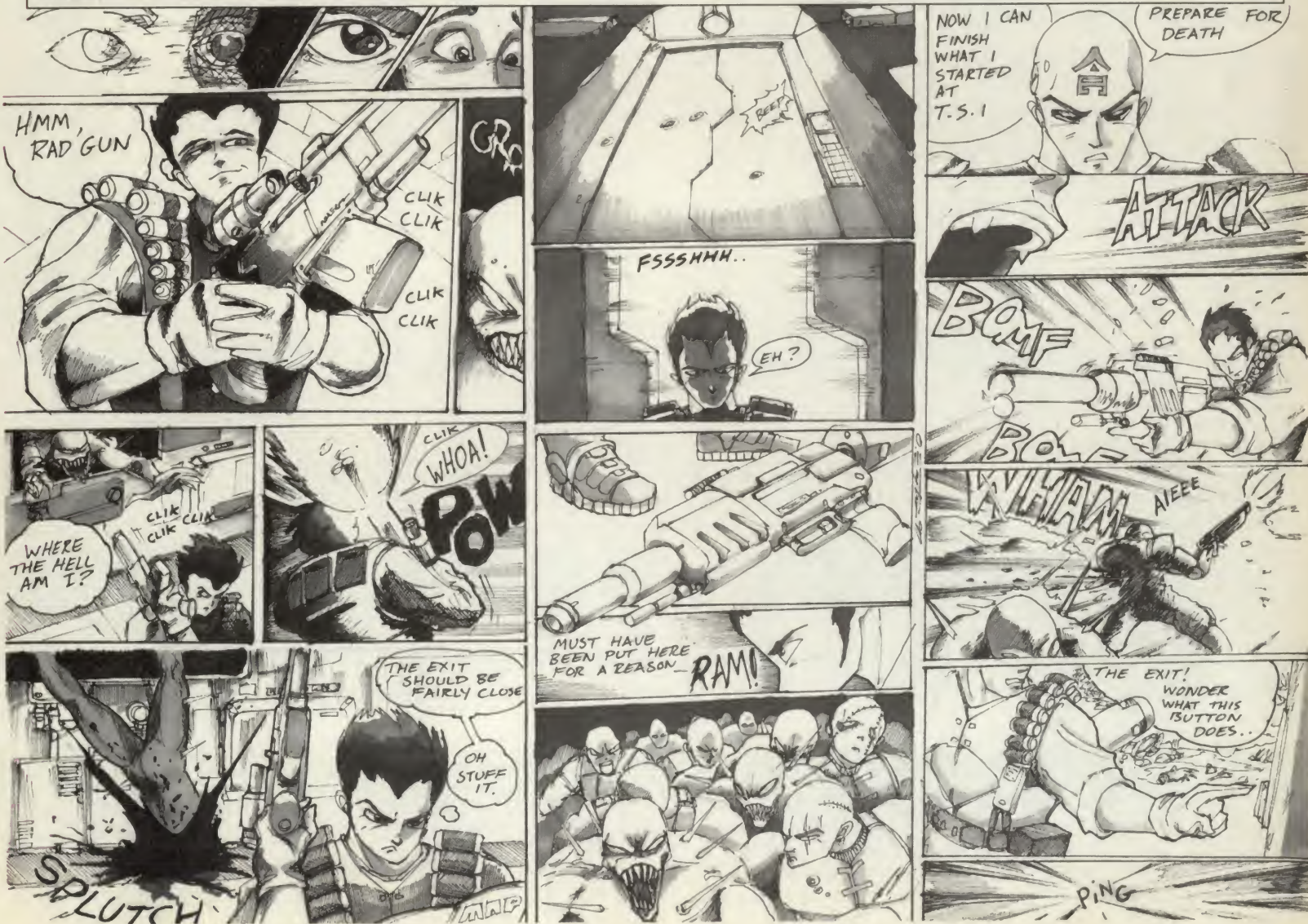
Beta testing should be going on right now as you read this. Could be one of the contenders for PC game of the year.

Coming REAL soon...



# RANDOM ACCESS

THIS ISSUE - THE CONFLICT IN THE LAB LED TO THE TRANSPORTATION OF OFFICER TAG & HIS ASSAILANT, RAM, INTO THE REALMS OF GAMESPACE. IN THIS ISSUE, TAG GETS TO GRIPS WITH THE DANGERS OF MR. TAKANATSU'S WORLD, AND THE ADDED DANGER OF RAM WANTING TO PUT HIM INTO EARLY RETIREMENT. WILL HE PROVE TOUGH TO CONTAIN? OR WILL HE BECOME ANOTHER (SQUASHED) BUG IN THE SYSTEM?





HYPER Letters  
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Strawberry Hills, NSW 2012  
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freakscene@next.com.au

RESPONSE TO HYPER READERS  
CONCERN OVER FAULTY PLAYSTATIONS  
AND CUSTOMER SERVICE

Sony Computer Entertainment Australia Pty Ltd treats all problems and queries raised over our premier product, PlayStation, with great concern. It has come to our attention through this magazine's letter pages, that some PlayStation owners have experienced difficulties with their PlayStation and in their dealings with Sony Customer Service.

The initial failure rate for PlayStation is sold in Australia is very low and currently under 2%. We are not satisfied with this rate of failure and are constantly striving to improve this even further.

A lack of components for PlayStation has admittedly caused an unavoidable delay in the repair of PlayStations. This situation has now been rectified as the availability of spare parts globally has improved.

The warranty of PlayStation is for 12 months, which is on par with other high-end consumer electronic products in Australia.

If any reader should encounter a problem with their PlayStation, they should direct their call immediately to the Sony Consumer Helpline on (02) 9878 0533. Their query will be dealt with professionally and promptly.

If you experience any further difficulty please fax Sony Computer Entertainment Pty Ltd on (02) 9 9324 9558 with all of the details.

We apologise for any delays or inconvenience this might have caused.

Thankyou

**SONY COMPUTER ENTERTAINMENT  
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BUT I SAW IT ON TV!

To Hyper,

Recently I hired out a new release movie called "Hackers" it was superb! On the movie these guys have a "hang out" and they were playing a Playstation game on a massive screen and it was a Wipeout game. No, it wasn't Wipeout 1 or Wipeout 2097, because they had awesome race tracks that I've never seen before on any of the 2 Wipeout games. And I swear it was on 64 bit graphics because the visuals so clear and beautiful. Anyway, my questions are:

1. Is this Wipeout 3?
2. Or is this a game to be previewed for the Playstation 2 to be console.
3. Please tell me what this is?

Thanks heaps  
from your favourite hyper reader,

**MICHAEL MCK**

H.Bay Qld

A Hardcore Wipeout Fan!!

*Michael,*

*You really gotta take video games in movies with a pinch of salt dude.*

1. No
2. *Definitely no*
3. *This is a polygon animation on a beefy graphics computer. Very few games in movies are actually real games.*

DO SOMETHING DAMNIT!

Dear Hyper,

Congratulations on a high quality thoroughly enjoyable magazine. I have few ideas and questions for you. Firstly, I like many other gamers are upset by the recent censorship restrictions and it is quite obvious that we all want something to be done about it. This would be where you step in.

How about in an upcoming issue you put letter for every reader to sign so it

could be sent to our local federal MP. Another idea is a page for signatures so we could send our local federal MP petitions. It's time we do something before they put the clamps down on us.

Secondly, this may seem stupid but, within the reviews could you tell us what the loading times are like. I recently played NBA Extreme and thought the loading times were unforgivable. The game itself was good but there is no way I would ever buy it because of the frustration caused by loading times. I realise this is being picky but it goes a long way to making a great game.

Just a few questions:

1. Will there be any other Star Wars based games on the PSX?
2. What does the 64DD actually do?
3. Are there any light gun games coming out for the PSX?

Thanks heaps,

**ANON**

*Rather than us take up a page of the magazine, how about you get a pen and paper and draw up a petition sheet*



WHILE FERDINAND ISN'T GETTING HIS HANDS INTO THE GAY WHALE POPULACE, HE'S DOING SOME PRETTY SICK ARTWORK, WELL DONE.



LETTER OF THE MONTH

*It was a toss up between giving the letter of the month to a silly one like this, or one of the serious ones that didn't suck up at all... silly won this time round (the cool artwork helped too).*

A LITTLE HEAD

To the funky Hyper crew,

Congrats on an insane mag! Your mag is the only magazine I buy because all the rest just don't have juice. I'm not going to crap on about console vs console because I live with people who have got a PlayStation, so I'm pretty happy. But what's got me really creaming my pants is a little something that came from the darkest, slimiest, gonorrhoea infested depths of Blizzard's sweaty crotch, DIABLO! This game is a total riot, and if it wasn't for certain laws of nature, I would more than happily bear its' children. I have played some insane RPGs before, but this one takes the cake. I haven't seen Daggerfall yet, but we're getting it soon - and I really want to see how Final Fantasy 7 is going to better these two. Please can you enlighten my little head with your sacred knowledge so that I may rest more peacefully at night:

1. In the corner of Diablo's title screen it says "Vol 1.00" Does this mean Blizzard will release additional quests?
2. I am one of the many crusaders who support land rights for gay whales. Will you support too?
3. Me and my friends are planning to enter the video game industry by creating games. They've nearly completed an Information technology course, and I'm trying to familiarise myself with art programs like 3D Studio and LightWave. Any advice for our budding creative minds?
4. When you guys have sex with elephants, do you go for nasal or anal?
5. Dan, why have you been slacking off the child support money? You know I can't cope with our children while I'm out doing my bit for the gay whales.

Your answers are muchly appreciated

**FERDINAND**

*Okay, answer time:*

1. *Not additional quests (thus far), but upgrades have been available from Battle.net which help counter the various cheats people have been using, and make the game run better in a multiplayer situation.*
2. *Hey, if the whales can make it up onto the beach, I'm not gonna push them back into the sea.*
3. *Firstly, don't try and "do it all on your own", as you'll end up taking forever to finish a game which would have been a great idea when you started, but will be behind the times when you finish. Also, don't get too caught up in making something technically brilliant... fun has to come first.*
4. *Nasal of course, cause you don't need a step ladder.*
5. *I'm saving up for a step ladder...*

yourself. We understand why you'd ask us, but every bit of space in the magazine is precious, and we can't really afford to give up some of that space just to save you drawing up a sheet of lines etc. It is also quite likely that your local MP would throw out every copy of a prewritten letter after the first, since they'd know what it was about, so writing your own individual letter would be a much better idea.

Secondly, we can't, simply because most of the time we review games off beta discs which haven't been optimised yet (they aren't running as efficiently as they could), as this is usually one of the last steps developers take when it comes to making games. So there's no way for us to tell if the loading times we get, are what you'll get. We do mention bad loading times on finished

versions of games we get, but it doesn't warrant a score... what are we meant to do, sit there with a stopwatch?

1. Star Wars seems to be a licence to print money, so you'd be silly to say there wouldn't be another Star Wars game on the PSX.
2. For the squillionth time, it's a disc drive. Games will come out that require the 64DD to play them, while other games will be "updatable" with add-on discs.
3. There's already a couple, like Area 51, and Die Hard Trilogy.

ECLECTIC

Dear Hyper,  
It's a very exciting time to be a gamer with all the fantastic developments in gaming systems in the past few years. From the time I bought first VIC-20 I dreamed of playing arcade games in my own home and now the dream is a reality.

It's great to see an Australian magazine provide a comprehensive coverage of all games/systems, and a magazine that has a distinctive Aussie tone. Keep up the good work.

I always thought that Nintendo had an anti-violence policy, but with the release of Turok, KI Gold and DOOM perhaps they are targeting an older audience? Or have they toned the games down?

I am ecstatic to see that Phantasmagoria 2 has passed the censors. It cheeses me off when people tell an adult that they can't do something in the privacy of their own home. Can you please print the address of the Australian OFLC so I can write directly to them.

I have discovered MANGA and encourage everyone to try it, you will be hooked! Please Max Autohead (What kind of name is

that?) print a short list of your favourites and recommended viewing.

Thanks guys

DAVID WIDDOWSON.  
NSW

David, the video games market is expanding, mostly due to an older audience now taking an interest due to the much more impressive visuals of video games today. It only makes sense that an older audience is being catered for now too, however, it probably also has to do with a need to offer the same level of violence that the other systems offer.

OFLC

LEVEL 1

255 ELIZABETH ST  
SYDNEY NSW 2000

MAX AUTOHEAD'S ANIME FAVES

- AKIRA
- NINJA SCROLL
- GIANT ROBO SERIES
- MACROSS PLUS SERIES
- GHOST IN THE SHELL
- LUPIN SERIES (Castle of Capliostro, Secret of Mamo)
- PATLABOR
- WINGS OF HONNEMAISE
- ROBOT CARNIVAL
- TOMBSTONE FOR FIREFLIES
- ANGEL COP SERIES
- ROJIN Z
- TWILIGHT OF THE COCKROACHES
- MAX'S MANGA COMIC FAVES
- LONE WOLF AND CUB
- COBRA
- MAJ AND THE PSYCHIC GIRL
- AKIRA
- BATTLE AGAINST ALITA
- MEMORIES
- GON
- DOMU

ANIME GAMER

Dear Hyper,

I must congratulate you on your magazine and your reviews especially as they tell us the pros and cons with great detail.

Enough fawning and to my questions.

1. Any news on Final Fantasy 7 being released on PAL system? (We didn't get a demo of it in Toba No. 1 like the US and Japan.
2. Is King Of Fighter 95 going to be released here on PS or Saturn?
3. I've heard that Virtua Fighter 3 is coming to the Saturn. How will they keep the graphics at the arcades level?
4. Lastly, a possible toughy for you. Could you give me a bit of information about two Japanese titles called Macross Digital Missions (PSX) and Gundan Side

Story Series (Saturn).

Thanks a million,

DAX.

Dax,

1. Final Fantasy 7 may not be here till the end of the year. Sad but true.
2. Definitely soon on PlayStation, not sure about a Saturn release.
3. With a cartridge that beefs up the graphical capabilities of the Saturn.
4. We've played a Jap version of Macross Digital Missions, and it was pretty average, which was sad, since we're all into all things Macross/Robotech down here at the Hyper offices. Apparently the Gundam games aren't even making it to America, so you may have to get it from an import store.

DRAGONBALLS

Dear HYPER,

Everyone who reads this letter knows you are a great team who make the best magazine, so I will get to the point.

I am an Anime fan, and I look forward to reading your Anime reviews every month. I found Toba 1 to be my favourite 3D fighting game. The frame rates are fast, the introduction is excellent, and most of all, the Dragonball character design is terrific. All this makes the game one of the best fighting games on the PAL playstation. As you could guess by now, Dragonball Z is my favourite Japanese cartoon of all, and I am very disappointed that Sony have not released "Dragonball Z: Ultimate Cattle 22"

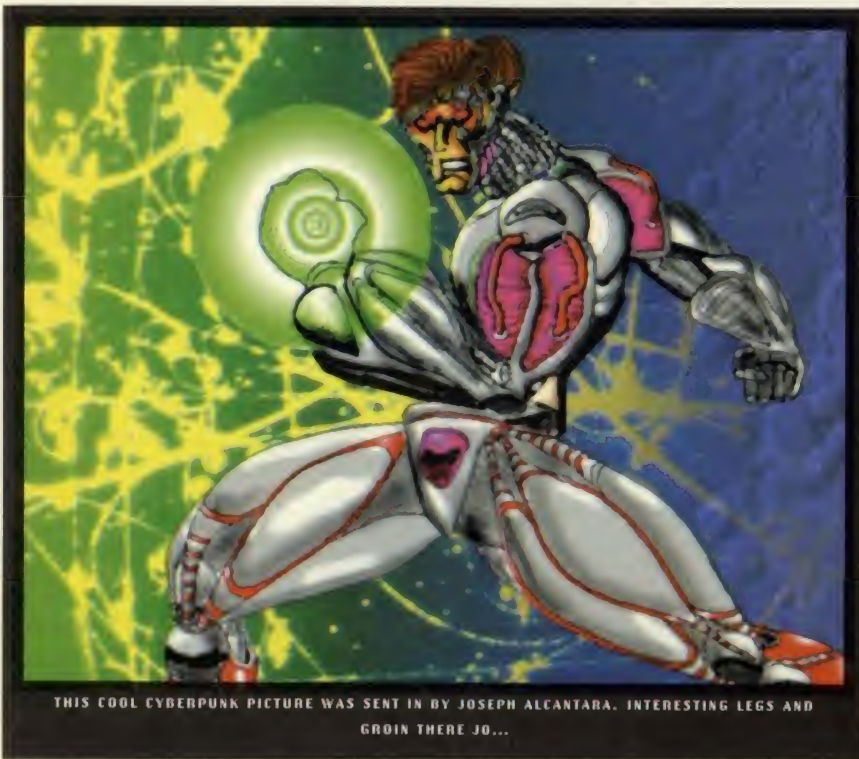
on an Australian Playstation. I have some Dragonball Z videos and more than half the Dragonball comic book series, and the fighting scenes in these videos, comic books and the stills I have seen of the actual game are very impressive. Also, the original story line makes the whole Dragonball saga brilliant.

Now for some answers to my questions please:

1. Now that Anime is becoming larger in Australia can we see a Dragonball Z game being released on the PAL version for the Playstation?
2. Any release dates for either Street Fighter VS X-Men or Street Fighter EX?
3. Are there any convertors or equipment to make NTSC (like the Japanese version of Dragonball Z) work on PAL Playstation?



THIS PICTURE OF CAMMY AND CHUNNERS WAS SENT IN BY ANJELA... TRES NICE MON CHER...



Thankyou for your help,  
**KERRY NELSON**  
 Kerry,  
 1. You'll find that there are tons of games made in Japan that never make it over here, or even to the US, simply because they are deemed to be only likely to appeal to the Japanese market. There's yet to be any sign of a Dragonball Z game for the PAL PSX, but there have been two Dragonball Z games released in Japan, I asked Sony if they knew what these titles were like, and the response was, "They suck", which pretty much implies that Sony Computer Entertainment Australia will not be bringing the game into the country. You'll need to ask an import store if you're still keen.  
 2. The release date for Street Fighter vs X-Men will be set back by the temporary exclusive rights to Sega. So it may not be till the end of the year, or later.  
 3. The only method we've heard of is to have your PlayStation "Interfered with" by a specialist. This naturally will ruin your warranty. Your best bet would be to check out the nearest Chinatown to you, as it's not something that many places will do.

**TEKKEN IT SERIOUSLY**  
 To the legends of Hyper,  
 I have a few questions & comments for you after reading

your March issue. I am glad that someone with a bit of sense finally recognised the fact that it doesn't matter (as much as some people think) how large a system's gaming library is, if it's not good then it can't really be used as a point against someone else's system. Example 1: The playstation's gaming library is larger than the Saturn's, but the quality tends to be a bit more erratic, so the number of Quality games works out to be about the same, and (although we all would like to) we can't afford all of them so you should consider that the systems are equal and buy one or the other and, most of all, HAVE FUN!!!

Now for some questions.  
 1. How come in each member of staff's games ratings seem to indicate that VF2 is better than TEKKEN, yet last year TEKKEN was given a higher rating and generally considered to be a better game, with more variety and long term lasting ability?  
 2. I would like to know if you know anyone that considers crap, err, crusty, oh god no, sorry Crash Bandicoot to be better than Nights or Mario 64, or even a competitor to these legends?  
 3. What do you consider better, Sega's analogue pad or Nintendo's?

Thanks,  
**PETE**  
 NSW

**Pete.**  
 thanks for your letter, but could everyone please stop going on about how pleased they are that we're not printing console war letters anymore, and that all consoles are great, etc. Because soon I'll have to stop printing them too, as it has been done to death... say something new!

1. Put simply, I changed my mind over time. Both games are fantastic, but I ended up getting a little tired of the fact that Tekken puts a huge emphasis on big long combos, which may appeal to some, and certainly appealed to me for a while, since I had stuff to learn, but over time I found myself preferring Virtua Fighter 2 as a two player game. This is a good example of why we dropped the longterm score, because it's impossible to know if you're going to love a game just as much as you did when you first bought it, after six months have passed.  
 2. Some guy sent a letter in last issue to say he did.  
 3. Both are great controllers and do the job just fine. The Nintendo one looks a bit sexier, but it's really nothing to be hung up about.

#### QUESTION TIME

Dear Hyper,  
 Hello there you great magazine with shiny surfaces. Well worth the money if you ask

me, and a great way to pass time. I wrote to you because I desperately need some answers to some questions.

1. Do you need to have the Diamond Edge Video Card to run Virtua Fighter PC or will it work without it?
2. Is the Microsoft Sidewinder Gamepad compatible with most PC games?
3. I have a SNES, and I was wondering how much gaming life there's left for the poor little bugger, now that the Nintendo 64 has been released.
4. Is the program 3D Studio' Windows or DOS based?

Thanks a lot and keep up the good work on the great mag.

#### STEVE

SA

Steve.

1. It doesn't require a specific video card.
2. Yes, although some people have reported to have hassles getting it working in the first place, which is strange, since it was designed by Microsoft to be used with Windows 95
3. Well, if you still enjoy the games on it, then it obviously has some life there. However as a general assessment of the SNES today, the funeral was several months back now.
4. Windows... Erm... are you sure you've got the right magazine?

#### PARANOID

Dear Hyper,

I recently acquired a Sega Saturn from a large store and while I'm satisfied with it's performance. It has come to my knowledge that the earlier model console wasn't quite right, eg. Assembled wrong.

I've seen the new type of console in advertisements with different reset button's etc. My question to Hyper is have I invested in a flop, if so I will return the console to get the new improved model.

When the power is turned on the date displayed as 00/00/94. While the model No. Is MK-80200A-03. Any information on Saturn flop's would be appreciated or have I got no need to worry.

Concerned Sega Fan,  
**MATT EMERSON.**

P.S. The serial Number for the console is AD 65004603 if any consolation.

Dear Matt,  
 I'd relax man, a few of us at the office have Saturns (the old

model), and none of us have had a single problem with any of them. The office Saturn has a slightly dodgy cartridge slot, and if you turn it off then back on again after it has been on a while, the screen wavers, but this is to be expected of a console that is subject to our "rigorous" gaming techniques here at Hyper. The Saturn has proven to be a very reliable machine. The only thing that you need to be really careful about with a Saturn is the CD spindle, which if pushed down hard, completely roots your Saturn... so don't.  
 You should also take out that little strip that stops your clock battery from working. Pull off the panel at the back of your Saturn, and you'll see the battery.

#### CENTRE OF ATTENTION

Dear Hyper,

I'd just like to start off by saying what everyone else says: Hyper Rules! But one thing I don't like is the fact that the Nintendo 64 is getting all the attention and the Saturn and Playstation take second priority, yes it is great and yes it is worthy of a lot of hype, but that doesn't mean that the whole magazine should be devoted to it, I notice how you didn't make a big fuss when the Saturn and Playstation were released.

And as for that uncalled for remark in your Jet Rider review, under the title "Jet Rider VS Wave Race" David Wildgoose stated "... For the Playstation Jet Rider is impressive." I mean, what do you mean, for the Playstation, as I am sure I am not the only one who picked up on this unfair remark, so would you mind answering to me what you mean?

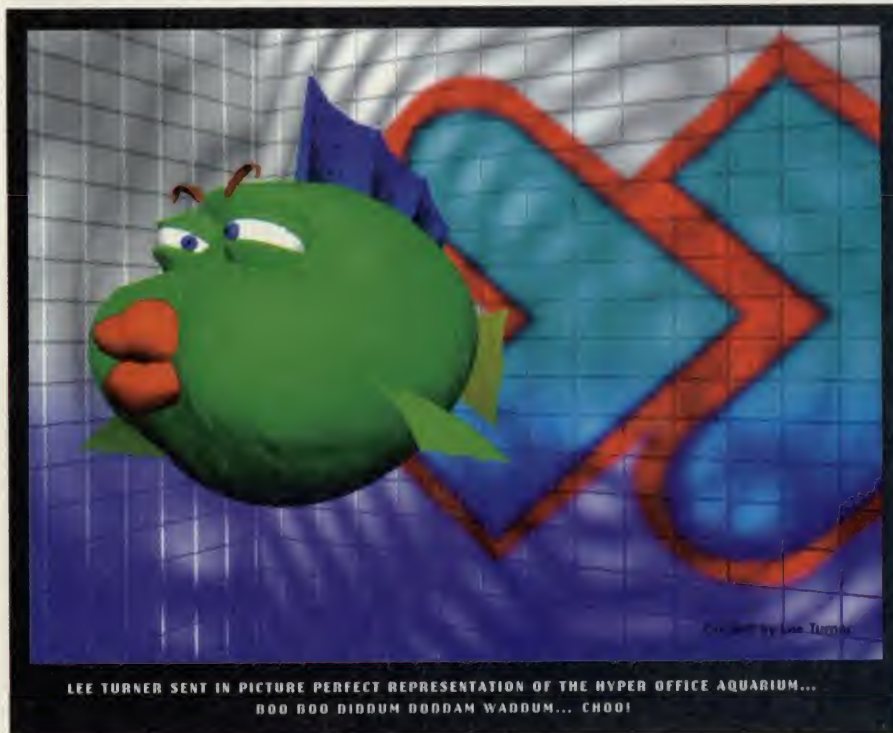
Even though I am winging, the Nintendo 64 is a great system but it is just a shame it is 3 years late. Now I have a question for you gaming gods:

Also I really love adventure games and was wondering if the Space Quest, Kings Quest or Police Quest series will be released on Playstation, but just without the primitive parser?

Goodbye and keep up the good work! !

**S. LOWE**  
 TAS

P.S. When will the upgrade block for the Playstation be released and in what form will it



LEE TURNER SENT IN PICTURE PERFECT REPRESENTATION OF THE HYPER OFFICE AQUARIUM...  
DOO DOO DIDDUM DODDAM WADDUM... CHOO!

be in.

S. Lowe,

The launch of the Nintendo 64 is the biggest thing in video gaming in the last year, and we'd be letting the readers down if we didn't give it full coverage at the time of its launch. However, this does not mean that we're now going to concentrate on it more than the Saturn and PlayStation. Heck, last issue we didn't have any N64 games to review. If you see more games being reviewed for one system than another, it just shows what was happening that month. As for us not making a fuss over the Saturn and PlayStation at their launch, we'd beg to differ. Both consoles were eagerly awaited and covered (check out March '95 & Sept '95). The hype may seem bigger this time around, but that would mostly be due to the increased level of interest from the readers, as opposed to us being any more excited than we were then, and due to the fact that the Saturn and PlayStation weren't the first 32 bit machines on the market, they were simply the two that got better support. We answered the Jet Rider vs Wave Race thing last issue in the letters section. As for the Nintendo 64 being three years late... three years late for what? Most projects like this take years, and people seem to think that something is late, when the reality is, they simply

heard about it early.

No news about Sierra porting the quest games to the PSX, which is a shame, but understandable, since there are already games like Broken Sword and The City of Lost Children, which make the old Quest games look... old. P.S. No news on an upgrade block, and don't count on one coming. Upgrading via external peripheral is not going to turn the PlayStation into a machine as powerful as the Nintendo 64, so it is far more likely that Sony will be working on the PlayStation 2, which is probably not going to arrive till around the turn of the millenium.

THEY'RE COMING TO TAKE ME AWAY HA HA!

To the Crew, I was walking down to the corner park, when I stumbled across a couple of LEMONS under a LEMON tree. I wondered if LEMONS have roots on the ENDS. I came to the following conclusion: Of course they have ROOTS.

ITZASEEKRIT

Banana Hills, HAR

PS. Expect to hear from me soon. . . . .

Huh-huh.. he said roots. You Sir, are a freak.

MARVIN THE MARTIAN

Dear Hyper Crew,

Firstly I would like to thank you on a great magazine, you guys just keep getting better

and better. Anyway, let's just get straight to the point. I have recently purchased the console of all consoles, I am referring to the N64. The games that I have on it without a doubt kick ass, which leads me to this question. Mario is one of the ultimate games ever released, but it worries me to think that it took 2 years to make and that it took a huge number of people to make it. There's nothing wrong with this, don't get me wrong, but my concern lies whether most games the N64 release, will have the same dedication that Mario 64 received. If Mario 64 is the best that N64 can push the machine than it really hasn't got much to offer in terms of a 64 bit console. You yourself said that KI Gold could of easily been a 32-bit game? I just hope that Nintendo have got more up their sleeve that meets the eye, and that games like Cruis'n USA are long long forgotten as a big mistake by the so called Dream Team' who in my opinion are a pack of nobodies in such a competitive market. Secondly, I would like to ask you some questions.

1. Will the 64DD improve the quality of things such as graphics, speed and sound, or will it be just another Zip 100 drive labelled a different name?
2. Can the controversial cartridge ever replace the speed and sound of a CD based game (I think everyone who has the N64 wants to know that one)?

3. Is the speed of the NTSC version of the console faster than the PAL version, is there any huge difference?

4. Have you guys seen or played any ass kicking games on the N64 that are just around the corner?

5. What is the difference between sprites and pixels? Are they the same?

Thanks guys - and keep kicking!

MARS.

Mars,

Most games are in development for some time before anyone really knows about it, since developers are reluctant to give much away about their projects before they are nearing completion, so other companies don't steal their ideas, and also, so people don't pass judgement on the game before it is

running as it should be. Games will start coming out more steadily for the Nintendo 64 in time, but it may be a while before the ball is really rolling so to speak. I'd be very surprised if Super Mario 64 is the best game we ever see on the N64. Look at the SNES, and compare its early games to the later ones... things got better.

1. It's more a case of being able to take advantage of a writable disc as opposed to being an add-on to beef up your N64's graphical capabilities. It will include extra RAM, but this won't make games run noticeably faster.

2. The speed is MUCH faster than that of a CD based system. As for audio capabilities, Turk proved that clever use of the midi capabilities of the machine can produce good music, but you won't get a soundtrack like that of Wipeout 2097 on the N64.

3. Last issue we said we didn't think there'd be much difference, but since then several folks have said they have noticed a difference, and the letter box effect of course is back again to plague us all. The NTSC machines seem to run slightly faster, or should we say, the refresh rate to the screen is faster.

4. We've reviewed every N64 game we've played. Hopefully we'll have more games for it before you're reading this.

5. A pixel is an individual dot on the screen. A sprite is a small picture file, and is thus

made up of lots of pixels.

MASTER BATES

Dear Hyper,

Congratulations on an awesome magazine!!! I've just started buying it and I think it's the best mag ever! Anyway, I've just gotta say that most of my friends are a bunch of wankers! They are saying that the N64 is completely crap!! Can you believe that? But the biggest wanker of them all is my friend (sort of) Jason. He is so up himself now that he has got his wonderful, fantastic, excellent Playstation that he pays me out because I've got nothing. I'm saving for a Playstation but Jason just thinks that's a joke! See what I mean!! Anyway, I'll stop telling you about my problems and ask you to PLEASE answer these few questions, then I'll go away.

1. Is it true that you can plug a small box into the back of a Playstation to make it 64 bit? (Jason told me this!)

2. How many games will Nintendo be bringing out every month for the N64?

3. Can you please print this letter? I would die to have my letter in the one and only Hyper!!

Thanks for listening to me babble on. See Yaz!

T.A

One must wonder why you'd continue to hang out with wankers, or at least how close you'd stand to them.

1. Jason is full of shit.

2. How many times will we get questions that there is no way of knowing the answer to?

3. Okay, it's in... now take those cyanide pills we sent you.

THE COLD WAR

Dear Hyper,

I was playing around with my brand spanking new N64 the other day, I started to realise just how much Nintendo has improved not only the graphics but the gameplay from previous systems. I started to wonder about all these guys in the industry who are sick and tired of regurgitated formulas used again and again. I think that everybody was aware about the Atari crash in the 80's when people realised that many of the games were just old ones with a different story and people didn't have fun anymore. I think that the three new systems out now (Sony,

Sega, N64) are great and offer more power than ever before, but programmers should really start to use it to truly enhance gameplay rather than the graphics for once. I must admit that I personally think that Nintendo has got it right which is evident when playing Mario 64. Here we have a game which brings a whole new dimension of gaming, not only in graphics but gameplay. Another great example is Wave Race 64 as we see that programmers can enhance gameplay harnessing new technology which made the water physics possible which affect each race and forces you to choose a different strategy depending on the water conditions. This kind of interaction could never be achieved with the old 8 bit and 16 bit machines. I'm not saying that Sony and Sega don't have any great games, but I see old formulas rehashed into new games with better graphics, and I think that since they are both CD systems, programmers could possibly take a few risks as they do not have the pressure of manufacturing expenses or size limitations that Nintendo have with their expensive and risky cartridge business. Some may argue that Nintendo are also guilty of rehashing old formulas with sequels on N64, to Mario, Zelda, Starfox, etc but you notice that Nintendo introduced the analogue control pad while Sega and Sony had to follow suit. I can't believe it took people so long to realise digital control is inadequate for the new 3D polygon games out now. I am also starting to see a disturbing trend that most Saturn games are mostly 3D polygon fighters and racing games from their arcade library while the Playstation is becoming a dumping ground for PC games. How about some innovation! These days I not only see the same old ideas reworked again. I hope that in future we see some more original ideas as the programmers get a chance to fully maximise the technology available so we can get gameplay improvements which match the graphics so that the industry will continue to prosper and be a success till the near future.

**LUKE KENEALLY**  
NSW

**Luke,**

*Your letter looks to be on the verge of being a bit console-warrish, but you raised a few points which were worth commenting on. Firstly, people need to stop believing that a new console improves gameplay. "Nintendo has improved not only the graphics but the gameplay from previous systems", wrong. Nintendo have released some games on their new system that have great gameplay. Gameplay is something that is completely independant of the system itself. A new console may allow new techniques to be used, that help contribute to a game having good gameplay, but it is still all up to the game developer to think of these ideas.*

*Also, as far as the risks of producing an "out there" title on CD being any less than on cartridge is really quite untrue. Sure, pressing the actual CD only costs around a dollar or two, but you've also got to pay the people who made the game, and pay for marketing, distribution, etc. So you can't just "give something a whirl", as making a game by any means is really quite expensive. Nintendo cartridges (even those games that aren't developed by Nintendo) are all produced in house, which ensures they make big bucks out of the whole process, and since pirating cartridges is not something you can just do at the drop of a hat, they make up money that would otherwise be lost to software piracy. You're right about a lack of inovative ideas in the industry, but Nintendo's use of the analogue controller was really just converting the old PC control technique to the console scene, so don't exclude them.*

**THE INQUISITION**

Dear Hyper,

I would like to congratulate you on making a great Australian games mag. I find it very funny and the hilarious reviews in Byte Size of crappy games keeps me laughing. I'm going to get a PC soon, so I thought how about you do another feature about PC parts like in issue 29 March 1996, describing all the new 3D cards and stuff that has come out in the last year or so? I don't

remember who said it, but the idea for a cheat of the month prize is good, maybe you should give a years free subscription or something. At the end of the day, does the Hyper crew go to arcades or play games at home?

Where are your arcade reviews/pictures taken at? Who is the Quake/Doom/Duke 3D deathmatch king of the Hyper office? I recently rented a Playstation and Wipeout 2097 and it continually paused, over and over just by pressing X down firmly. Why? I'd also like to say that the Playstation's d-pad is crap! With AV cable's do you need a stereo TV? I want one for my Saturn and my TV is mono, I just can't by a new stereo TV. I've said way too many questions and you will probably cut it down a lot but thanks anyway. See ya guys,  
**WARHAMMER**

P.S. The Saturn is a good machine, yes, but Ben Speare, you are a bloody idiot.  
Dear WH,  
Okay, in order to your questions... All we can say on the 3D video card situation is that having a good standard video card in conjunction with one of the 3DFX cards is currently the best way to go. For a detailed explanation, check out PC Powerplay, since they cover 3D card stuff all the time.  
• We do a letter of the month instead, since it's a bit easier to decide which one is best... or at least most amusing to us at the time.

• We usually play games at home, and tend to just go to the arcades for lunch once in a while.

• I (Dan) am the Quake-head of the office, but we have some pretty evenly matched Doom games from time to time.

• That makes no sense, as X is accelerate.

• No you don't, as most games allow you to set it for mono sound.

**NOT A FAN OF THE FREAK**

Dear Hyper,

You have the best mag in the world and the best reviews, however, there's room for improvement. I think you should scrap the freakometer thing because its rubbish, it just does not give you any insight to anything about the game its just wasting space. Soul Edge not freaky your

kidding. It would be much better to go back to the longterm score, at least it gives you some information about the game its just waisting space. Soul Edge not freaky, your kidding! It would be much better to go back to the long-term score, at least it gives you some information about the game eg. With you review of Turok Dinosaur Hunter you give no indication to the size of the levels. Given Cart limitations it may only have a few hours playing (what a waste of \$130). It would also help readers if there were some more opinions given on games reviewed. Eg. a main review and then one line comments by other team members about the game. As not everyone has the same taste in games and could lead to a bias score. Your review on Namco's Smash Court Tennis was the only decent one I've seen, other mags have bagged it. Its great. Maybe hard for the first few games but gets better & better the more you play. Have now played over 100 matches in Club Mode and am loving it more and more all the time. Could you answer these questions for me please.

1. Release date for Lethal Enforcers & Time Crisis?
2. Any chance of Links LS or any other decent Golf games coming to the Playstation?
3. Release date for the Sony Analogue Feedback Controller, will this work with current games like Formula 1 & Ridge Racer?
4. Are Quake & Duke Nukem still being released on Playstation?

Yours sincerely

**THE STATION KING**

Well Station King, you've brought new meaning to the term "minority group" by being the only person out of the mound of letters we got this month, that complained about the Freakometer. Scul Blade had plenty of non-gamers taking interest at the office, and that's a good indication that you don't need to be a game freak to appreciate it.

As for Turok, we didn't get time to check out the size of all the levels, as we had to assess the game in less than a day of a beta cart... and I wasn't going to make some crap up. I wonder if you read the section on dropping Longterm properly, as we did state that

*we would mention in the reviews if we came across a game that was too short, or was going to keep you going for ages, etc. When a game doesn't strike us as being too short, or ultra long, we're not going to waste time saying so. This review was a classic example of why Longterm needed to be dropped as a score, we had less than one day to see everything we could, and for us to say the game had anything other than average longterm appeal, would just be a guess, which is not something you do when you're reviewing something. We're trying to put in second opinions where there was a definite cross range of opinions in the office. No point in making someone else go to the trouble of writing a second opinion, if it is just like the first. Also, sometimes a review will be one close to deadline, since the games don't all arrive at convenient times, so we don't always have the option to get a second opinion done.*

As for Namco Smash Court Tennis, that's one we probably could have done a second opinion on, since David loved it, but the rest of us couldn't really see why, but sometimes these things happen right on deadline, and we don't have a choice.

1. Lethal Enforcers is scheduled for 2nd Quarter in Japan/US, so probably not till July/August here. Time Crisis may not be in Australia till Christmas, as the Japanese launch has been set back a bit too.

2. There hasn't been word on a conversion for PSX. Golf is a little non-extreme for the PlayStation. Maybe Konami's Final Round Golf didn't do so well on the PSX, and thus caused a lack of confidence for developers to go into this genre on the 32 bit consoles.

3. Every time we ask Sony, the answer is "pretty soon", but since the new Rally X supports it, this means it's obviously finished, so hopefully "pretty soon" means "about now". As for old games supporting the force feedback qualities of the controller, very doubtful, since the games weren't coded to recognise the controller.

4. Neither of the two games are on PlayStation release schedules that we've seen, but that's probably due to the Saturn temporary exclusive deal.

## FOR SALE

**super nintendo games.** 8 in total (dkc, mk11, earthworm jim etc). will negotiate price or swap. Also, Super Mario 64, unwanted gift, \$80 o.n.o. Call for more info on 047 841002.

**Matrox Millennium** PCI video card 4MB dual ported WRAM. As new. Comes with bundled software, manuals, and the latest drivers. \$400 ono. Contact (068) 624394 after 4:00pm and ask for David. NSW only.

**Super Nintendo** in perfect condition with 2 controls and 5 games: Donkey Kong 1, Donkey Kong 2, Stunt Race FX, Mario All Stars and Earthworm Jim 1. All games in perfect condition and come with manuals. Selling for \$200. Call Ian on (02) 9440 8835.

**Manga Videos:** Fist Of The North Star and New Dominion 9/10, both PAL, both brand new - \$22 for both. Will swap also. Call (02) 9528 6079.

**Super Nintendo** with 3 control pads, 12 games: DK 1, 2 & 3, MK3, Mario Kart, Mario All Stars, Nigel Mansell, Shaq Fu, Blues Brothers, Bubsy, Jurassic Park and NBA Jam for \$650 ono, or can be sold seperately. Call (08) 8558 318 (SA only).

**For Sale:** Brand new Super Nintendo System, never used, only \$60 plus Super Mario 2 for FREE! (No box for game). Call (02) 9625 9203 (after 6.30pm).

**For Sale:** Sega Saturn with 2 control pads, 6 games: Virtua Fighter 2, Mortal Kombat 2, Sega Rally Championship, Tomb Raider, Golden Axe-Duel & The Need For Pseed. All with instr. Good Condition - \$600 ono. Call Grant on (065) 820 094.

**Sega Saturn Games (PAL)** Daytona USA, Victory Boxing, Athlete Kings \$30 each. Virtua Fighter 2 \$40. Or will swap all games for Arcade Steering wheel. Phone (02) 9610 3520. Syd only.

**SNES,** two controllers, games: Secret of Mana, Legend of Zelda, Super Marioworld, Aliens vs Predator and World Class Golf all for \$200. Ph Guy on (070) 958 186.

**N64 with Mario.** Sell for \$500 or swap for a Playstation and games. Call (08) 611 827 (NT Only).

Sega Saturn Games: Nights with 3D control Pad - \$80 and The

Story of Thor 2 - \$30. Both games in excellent condition. Call Matthew on (08) 8358 6430.

**Mario 64** for Nitendo 64, only selling this lovely game because I have finished it. For \$70 ono. Call Heath on (049) 771 893 in hours 4 to 8pm Mon-Fri.

**Nintendo 64** (Worl Compatible) includes: 3 control pads, 2 mem paks, 5 games - Mario 64, Pilotwings 64, Wave Race 64, Mario Kart 64, Mortal Kombat Trilogy - worth \$1900, will sell for \$750. Call on (065) 558 452.

**For Sale:** Snese, 5 games, US converter, 2 control pads and 1 Mega Drive/32X with 1 control pad, 1 32 game and 2 mberga drive games. All for \$300. Cal lBernard on (069) 642 697.

**For Sale:** Gameboy games MK3 - \$30, Battle Unit Zeoth - \$25. Call Duy on (03) 978 2696 - must live in Melbourne area.

**Nintendo 64 game** for sale. Pilotwings 64 - \$70 (brand new). Call Steven on (070) 38 23 21.

Nintendo 64, and Super Mario 64 for sale. Boxed with instructions. \$350 for the lot. Call David on (063) 42 2133.

**Cheap Super Nintendo !!** With two control pads, Donkey Kong Country 2, and NBA Jam Tournament Edition. For \$150 ono. Call David on (03) 99571 4160.

**Brand new** copy of Red Alert - \$60 ono, creatures - \$30, Space Quest Collection - \$30, P.Y.S.T - \$10, Relentless - \$10, Noctropolis - \$10, ECO Quest - \$10, Zork Nemesis - \$20 ono for all. Call Lachlan Ross on (08) 8952 5287.

**Playstation games:** Wipeout 2097 - \$65, Motor Toon Grand Prix 2 - \$60, Ridge Racer Revolution - \$55, Total NBA 96 - \$45, Twisted Metal - \$40, Mortal Kombat 3 - \$40, NHL Face Off - \$40, Mad Catz Steering Wheel - \$85. All for only \$390 ono. Call (065) 507 568.

**Playstation,** PAL, Tekken 2, 2 controllers, still under warranty, only a few months old, heaps of playable demos. \$350. Ph (07) 5447 0399. Ask for Angela.

**Free Gameboy** with 3 games if you buy my SNES with 4 fighting games UMK3, MK3, Ki, Weapon Lord, 2 controllers, codes and moves. For \$385, phone Joshua on (02) 9670 4076 after 4:30.

## WANTED

**Gimme Gimme!** I got 50 buckaroooney's that say your Tomb Raider, Wipeout 2097 or Micro Machines 3 are mine! PAL version only and only in Brisbane. Call (07) 3802 1861

**Daytona, Die Hard Trilogy, Tomb Raider, Virtual On** or Worldwide Soccer for Saturn. Will pay \$60 for any of these titles, must be in good condition w/manual. Ring (049) 705 041 and ask for Tim.

**Game Boy pocket** with one or more game, must be boxed - good money paid. Call Ashley on (02) 9876 3199 after 5pm weekdays.

**C&C: Red Alert** - in good condition with instructions. I'll pay \$60 if delivered or swap for Hexen & Deathkings. Call Connor on (066) 298 419.

**Does anyone** want to sell a copy of Command & conquer: Red Alert in good condition with instructions? I'll pay \$60-\$70. Call Connor on (066) 298 419.

**Tomb Raider** and Memory Card for Playstation. Must have case and instructions. Call Craig on (065) 627 008.

**NBA Games** for Gameboy, preferably in good condition boxes and inst. will pay \$20 - \$25 each. Call Eric on (09) 444 6663.

**Tomb Raider** for Sega Saturn. May swap for VC2 (with gun). Will pay money for Virtual On Controller (twin stick). Ask for Stewart on (079) 225 234.

**Tomb Raider** for Sega Saturn. May swap for VC2 (with gun). Will pay for Virtual on controller (twin stick). Ask for Stewart on (079) 225 234 (Qld Preferred).

**Aliens VS Predator** for Mega Drive. To swap or buy. Ring Lucas on (044) 221 861.

**Wanted Desperately!!** Issues 31 (Alien Trilogy) and Issue 32 (Toy Story) of the Hyper Magazine.

Both with posters and in good condition. Will pay good money. Call Vinh on (02) 9728 7928.

**Wanted: Playstation** in good condition - 1 control pad and game preferably. Will pay \$150-200 dollars - only in Tasmania. Call Sam on (03) 6384 2165.

## PENPALS

Hi, my name is Travis and I am

12 years old and own a Playstation and IBM. I am a very up to date person. I watch all the latest movies and get all the latest games and music. I am also starting my magazine and Goosebump collection. So if you are between 11&13 and interested in writing to me. Write to: 70 Hilltop Drive, Kingroy, QLD 4610.

**Hi, my name is Tara,** I'm 14 and would love to talk about anything you want. If you are aged 13-16 boy or girl and are as keen as I am to have a Pen Pal friend then write to me at 60 Lakeview Rd, Kilaben Bay NSW 2283.

**Attention all Sailor Moonies!** My name's Angela, I'm 17 and own a PSX. All moonies must write write now!! Angela Panetta, 148 Browns Rd, Belli Park, QLD 4562.

**Hi! I'm Nick.** I'm 9 years old and looking for penpals both male and female and who are interested in SNES, footy, cricket and yo-yo's. Write to Nick, 5 Del Rio St, Bray Park QLD 4500.

**I'm 16, a girl** and would like penpals male or female of any age. Interests include: music, movies, swimming, the internet and HEAPS more. Renee, 5 Del Rio St, Bray Park QLD 4500.

**Hi! I'm looking for a penpal,** male or female aged 12 - 15 who's interested in any game system & collecting Hyper. Write to: Daniel, 5 Del Rio St Bray Park QLD 4500.

**Hi! Im looking for a penpal** (15 - 16 yrs) M or F. My name is Jenny, I'm 15, I own a PlayStation, MD, SNES, Game Boy, and a PC. I just love cheats and I would like someone humorous to be my penpal. If you are interested write to 75/42-56 Harboure Rd Kingsford 2032.

**Hi! I'm a 13 year old boy.** I'm looking for a penpal aged 12-15. I have a Super Nintendo, PlayStation and I am getting an Ultra 64. If you are interested write to Grant Isaacs. Home Hill QLD 4806 or call on (077) 821 470.

**Sex!** OK, that got your attention. My name's Kerry and I'm a 15 year old female searching for girl or guy penpals 13 - 17 years. I love grunge music & playing SNES. If you want a reliable pal, write to Kerry Marks, 14 Christian Circle, Quinns Rocks WA 6030.

**Hi!!! I'm Fiona** and I want a penpal or keyboardpal!! I'm 13, female. Write to me if your 12-15, male or female. I like animals, grudge, singing, writing, computers etc. Address: 22 Freeman Ave, Castle Hill, 2154, NSW. Email: aleciafi@ca.com.au

## SWAPS

**Will swap wipeout 2097** or Jumping Flash 2 for Diehard Trilogy or Tomb Raider. Call (03) 6425 5723.

**Will swap fighting Vipers** for NBA Jam extreme or NFL Quarterback Club '97 or any other good game. Ring Michael on (03) 5655 2079.

**ARL 96 on PC CD-ROM** for Rise 2 Resurrection on CD-ROM. Call Ben on (049) 663 274.

**N64 with Mario 64** and Pilot Wings to swap for a Playstation and games. Ph (021) 064 310.

**I will swap my SNES** with 8 games inc (K1 + DKC3) for a Sony PSX with at least 1 game or I will sell my games separately. Ph (08) 326 3341 and ask for Brad after 4pm weekdays only.

**Will swap my N64** for a Sony Playstation with Tekken 2. Call Chris on (047) 110 264.

**Will swap my International Victory Goal** for Athletic King. Tas only. Call Sam on (03) 6384 2165.

**Will swap Yoshi's Island,** DK2 Starwing and PGA Tour for Shadow Runner, Chron Trigger, Super Return Of The Jedi or any other good SNES games. Call Andrew on (069) 216 583.

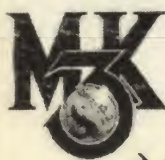
**Will swap my N64 game Killer Instinct gold** (NTSC) for Pilotwings 64, Shadows of the Empire or Doom 64. Must be NTSC. Phone Brad on (09) 593 3653 after 5:30pm.

**ARL 96** and 32 demos including Tomb Raider, Descent 2, Diablo and Rise of the Triad for Tomb Raider on PC. Ring Ben on (049) 663 274. (Will also sell).

**Will swap Bubsy 2,** for any Mortal Kombat game on MD. Call George on (02) 9789 2027.

will swap Jurassic Park on sega megadrive for any NHL game or Earthworm Jim. Phone Tom on 0755988765

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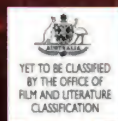


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