$5.95
NZ $6.95
inc GST

HYPER »

V-Rally
PlayStation's Sega Rally?
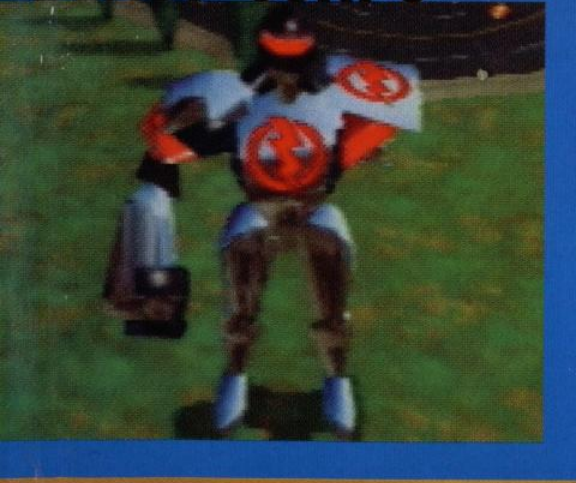
SUBARU

ESCORT

Win a Nintendo 64 + games!

Carmageddon

AUSTRALASIA'S BEST GAMES MAG

Good fun... Bad Carma
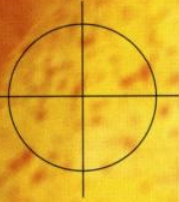
BLAST CORPS

Suikoden
Finally a PlayStation RPG!

Twinsen's Odyssey
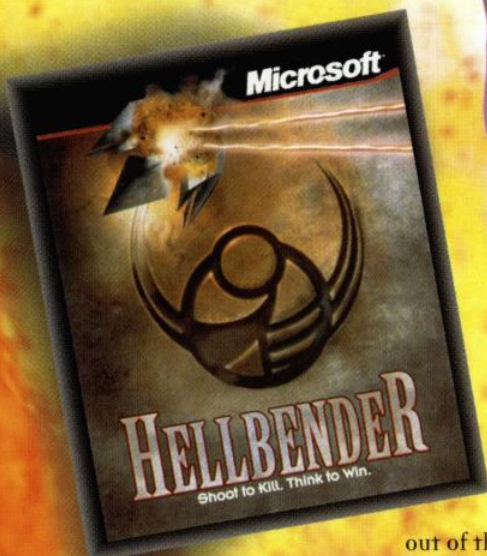**Sequel to the PC classic**

Mortal Kombat on 64
The Trilogy comes to the N64

FORTY SIX

9 771320 745001

Microsoft KNOWS GAMES

Now $29 (excluding Monster Truck Madness)

WINDOWS 95®
the ULTIMATE gaming platform

DEADLY TIDE: A high-speed underwater action thriller immersed in state-of-the-art 3D graphics so authentic you'll be gasping for air!

MONSTER TRUCK MADNESS: untamed, high speed, dirt kicking, car crushing racing; it's almost heart stopping ... man!

CLOSE COMBAT: use your military intelligence and experience the heat of battle just as it happened in WWII.

FULL COURT PRESS: True-to-life multiplayer action, featuring over 100 authentic NBA plays that will put'em in the zone.

GEX: slither with this smart mouthed lizard through five TV and movie worlds full of over-the-top, outrageous action!

available from all LEADING RETAILERS

TRY THEM FOR YOURSELF, DIAL OUR WEB SITE

WWW.MICROSOFT.COM/GAMES/

STORM HP 9622

contents

HYPER»

Hype It Up

Even though it'll be well into July by the time you're reading this, for us it's only a few days before E3, so we're just a bit too excited for our own good. Getting new games to review from the distributors lately has been about as easy as extracting the teeth from a hungry lion, since everyone's in that "holding off till E3" mode.

As always, the titles rolled in late, but we still got a few goodies despite the lateness. Looks like we might start to see a few more Nintendo 64 titles coming in, as we review both BLAST CORPS, and MORTAL KOMBAT TRILOGY for the N64. We also give you a list of N64 titles that should be coming up over the next year or so.

PlayStation freaks should be well chuffed with the arrival of SUIKODEN, which is a very spiffy RPG that should hopefully pacify those that have been crying about the lack of Final Fantasy 7. There's also the long awaited V RALLY, which looks to be THE game for those dying for a realistic rally game... although it may be a little precise for some. One for the oldies... NAMCO MUSEUM VOL. 4 gets a going over.

Everything was very quiet in Saturn land, in fact, we didn't receive any new Saturn titles, which we're hoping will change right after E3.

As has been the case for several months now, it's the PC games that were in abundance, with G-NOME, SHADOWS OVER RIVA, HELICOPS, TWINSEN'S ODYSSEY, and the hilarious CARMAGEDDON all appearing at once. Carmageddon somehow made it's way past the OFLC, which either means they're becoming a lot more lenient, or they were asleep the day Carmageddon was reviewed, but who cares... it's a great game!

The feature this issue is on ION STORM, John Romero's new development company, and we talk to both him and Mike Wilson about what's going down in Dallas, Texas.

We've also got playguides for MARIO KART 64, and X WING VS TIE FIGHTER, which should hopefully turn you all into Kart-meisters and Jedi Knights.

Oh yeah, we also say a big howdy to Mr. Fish... the new Deputy Editor of Hyper, who's been writing for us for ages, and has finally come into the inner sanctums here at Hyper HQ.

Happy Trails, to you... till we meet again...

Dan
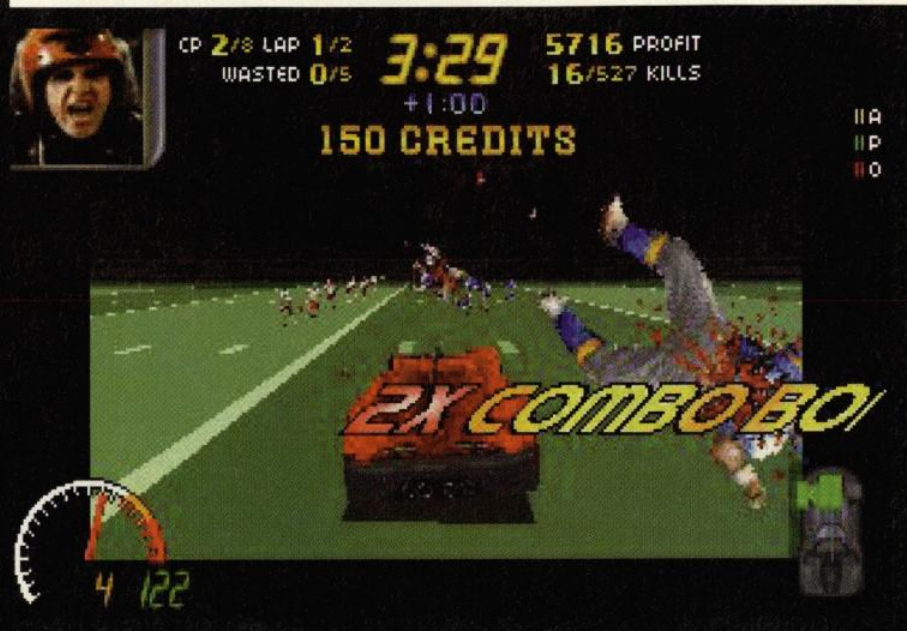
Censorship hell for the Kiwis!

There's been some good and bad news in the video game classification scene recently. Firstly the bad news... which won't really be news to anyone from New Zealand, is that the New Zealand Department of Internal Affairs' equivalent of the OFLC has essentially ruined the future of any retail video games store in New Zealand. How is this so? Well, The Department of Internal Affairs has deemed that Australian classification (or other overseas classification) on all ratings on titles rated M or below, are acceptable to be put up on the shelves and sold to the New Zealand public. However, titles that are rated MA15+, which let's face it is the majority of good games nowadays, are not suitably classified as far as the DIA is concerned and as a result need to be reclassified for the New Zealand market. This means all the really popular games like Quake, Red Alert, Soul Blade, and pretty much any other game that involves any violence of any sort, will need to be reclassified to be sold any more in NZ. Well, why not just reclassify them? It costs a lot of money to classify a game, and the cost has to come from the distributors who want to sell the games. The costs are going to be ridiculous, since the NZ classification process requires every single file from the game to be explained/given a description of, and every corridor, nook and cranny to be shown in video footage or by live demonstration. The average game has hundreds to thousands of files in it, and considering that many games also have hundreds of hours of gameplay, we're looking at a couple of hundred hours of classification, with each hour costing the distributor $100, makes the overall cost up to tens of thousands. Imagine the cost of classifying a role playing game, which have more files and gameplay time than any other title.

What will this do to the New Zealand games market? Well distributors are hardly going to fork out $20,000 to get one of their titles classified when they were only going to sell a couple of thousand copies to retailers anyway, it just wouldn't make sense. This one's up to the New Zealand public to react accordingly and tell the Department of Internal Affairs just what they think about the situation. After all, all this will do will make the Australian video game mail order business boom, and hurt the retail industry in New Zealand.

On a happy note, Carmageddon made it through classification in Australia, stunning the Hyper office, and probably a lot of other people too. The funny thing is, the key paragraph in the OFLC report sounds, well, wrong, but here it is for you to decide:

"The Board noted that while some people may view with concern the conceptual impact of visual depictions in the game, such depictions are highly unrealistic and not detailed. The Board is of the view that the impact of such elements is mitigated by the intensity of the competitive skill-based gameplay and the need to master the game controls."

Well we're not quite so sure that everyone out there will be getting into the racing intensity, as opposed to the bovine destruction, but hey, at least the game got through as MA15+, which is a very positive sign as to how the OFLC are treating games which do have gobs of violence in them.

Be afraid. Be very afraid.

Those lovable melons over at id Software are simply teasing us silly with the extremely slow trickle of screen shots from their upcoming sequel of the century, Quake 2. These grabs of one of the new monsters is just quite simply SICK AS. If our eyes aren't lying, that extremely nad-busting cyborg just ducked that death-serving rocket and what does this imply? Maybe just that the AI in Quake 2 is going to be something near incredible. We're sending our undies to the drycleaners already. **EF**

Sony's Development Meister

Sony Computer Entertainment Europe are based in London, and are Sony's biggest PlayStation HQ outside of Japan. Australia essentially is a part of the European gaming community due to our use of the PAL format. SCEE are now starting to develop several new titles for the PlayStation, in house, which is a good thing, and like Sega and Nintendo, the games that Sony have created have really seemed to suit the system well. We were lucky enough to get a chance to talk to Juan Montes, the General Manager of Software Development for SCEE, who deals not only with overseeing all of Sony's internal development in Europe, but also is the contact between SCEE and the third party developers in Europe. We asked his thoughts on how SCEE is progressing, and ask a few questions about the way things work there.

Hyper: *Sega and Nintendo both have made big names for themselves in game development, even though you've been developing some great titles for the PlayStation, Sony doesn't seem to get the same recognition. This must be frustrating.*

Juan: It is not frustrating to me. I admire them as content creators. Sony has been developing video games for a lot less time than Sega and Nintendo and during this short time we have already started to make a good name for ourselves. In fact the pace of development and innovation in content and technology has moved at a much faster pace in the last 2-3 years than known before in the industry. Did Sony influence the pace? I would say Yes.

Hyper: *Which PlayStation titles thus far have have been developed by Sony Computer Entertainment Europe?*

Juan: So far we have developed and released Total NBA '96, Total NBA '97 and Porsche Challenge. The 2 versions of Total NBA have set the standard for sports video games in terms of the technology and level of realism that can be provided by a game in this genre. Porsche Challenge has shown how you can also add high level of realism in a racing genre by the look of the vehicles and environment as well as the handling of the vehicles to name just a few of the innovations provided by this game.

Hyper:: *How many titles are SCEE now developing? (and what are they?)*

Juan: At the moment we are completing a speed boat racing game called Rapid Racer that should be released in Sept/Oct of this year. It is a 60 fps high resolution display thrill on water with currents in some very nice environments. This is one of the most challenging games that we have tackled so far.

In addition we are also starting 2 other projects which are at the early stages of design. (Nightmare Creatures & Medieval - which Hyper will take a look at next month)

Hyper: *Where'd the SCEE development talent come from? Was there a big headhunting exercise?*

Juan: We have not headhunted anyone who works for us. SCEE wants to keep good working relationships with other Developers and Publishers that support our platform. Most of the people working in our studio have been 'home grown', ie we recruited them from university and trained them here on the techniques related to games development and PlayStation. This has provided us with some excellent talent and people without preconceived views of what was possible or not before starting new project. The only thing I would add is that everyone we recruit has to have a strong interest in games as a game player.

Hyper: *What's the SCEE approach to game development? Have you got a few great key concept people? Or is the approach a bit more of a round table job?*

Juan: We have a couple of people who are good at coming out with game ideas and formulating them in a clear way but the approach that we normally follow is getting round table discussions to explore each new idea that comes along to select those that appeal to us most. Once we have most people behind a new game idea we will allocate 2-3 people for 3 months to produce a design/story board and prototype to help us explore the idea in some more detail. The concept that survives this process and its various review points should be strong enough to go into production.

Hyper:: *Is SCEE growing? Are you acquiring new developers and taking them under your wing?*

Juan:: Yes we are growing. This year we plan to add a 4th team and start to do some R & D on special projects outside the pure games area. In the next few weeks you will also see some announcements concerning acquisitions, can't say any more at this point but watch this space.

Hyper: *Are many of the Sony internal titles developed with an eye for the Japanese market?*

Juan: The potential sales of a successful PlayStation title in Japan (a la Final Fantasy 7) represent a huge leap over that of Europe and America. We tend to develop games that will sell in all 3 territories (Europe, Japan and US) and not targetted to a specific territory although I would love to come up with FFVII type of game. So far I'm very happy to see that Total NBA has performed well in all territories, including Japan where we sold over 100K units.

Hyper: *What is your favourite game right now?*

Juan: They change every week and during E3 will change every hour! There are some great coming out at this moment. I like Porsche Challenge a lot, also Soud Edge, Bushido Blade and Rage Racer.

LUKE SKYWALKER   00   ARDEN LYN

Okay... Oops time. Firstly there was a misprint in the overall score for Dark Reign... It should have been 96 (Yeah, it's really that good). We'll be doing an update once we receive a copy of the game with final artwork, which will be before you're reading this, but the final version will out by now. Also, the feature we did on Auran last issue said the guy in the bottom photo was Greg Lane, which wasn't quite true since we swapped photos and forgot to change the caption (silly us). Thirdly, the preview we did on Rev Limit was for Nintendo 64, not for the Saturn at all. Lastly, The June issue was missing the big rubber stamps because we lost the stamp... but we found it in time for the next issue.

M2 developer Matsushita are currently denying Japanese press reports that their 64-bit console is in fact being canned and that the technology will only be used in arcade machines! They insist that around 10 games have been finished and the M2 will go ahead as planned, but if the rumours are true, it'll prove just what a stranglehold Sony, Sega and Nintendo have on the Japanese - if not the world - gaming market.

interact, the people who brought us the Game Shark, are developing their own analog controller for the Playstation. Unlike the Sony analog controller, interact are including a vibration unit to make your gaming sessions all the more memorable. A vibrating joystick, eh? Well, it's new in the gaming community I guess...

Sadly, GT Interactive have decided to temporarily cancel a Playstation version of their upcoming PC action title, Mage Slayer, an overhead chop 'em up which we previewed last issue. It looks set to becoming a multiplayer fave, which maybe influenced GT's decision to can the console port. Shame.

Resident Evil, one of the biggest selling PSX titles, will be released for the Saturn later this year. The Saturn version is essentially the same game, however a new monster and a new weapon have been added to give you something to look forward to. There will also be a whole new Arena Battle/Survival Mode where you'll be pitted against an oncoming onslaught of monsters and zombies, an interesting new feature indeed. Not to be outdone though, the Playstation will be receiving a Resident Evil Director's Cut, which has new areas to explore, faster monsters and more gore than the original. Of course, Resident Evil 2 is on it's way also...

Fighting with the Force

Yes, you can believe your eyes! LucasArts have given us the first whiff of their Star Wars fighting game called, Star Wars: Masters of Teras Kasi, which will be exclusive to the Playstation. The characters include Luke Skywalker, Han Solo, Princess Leia, Chewbacca, Darth Vader and yes... Boba Fett!! There will also be new characters such as Arden Lyn, an assassin hired by Darth Vader and there is also talk of hidden characters such as IG-88 and Yoda. Unbelievable, eh? Performing combos will raise your Force meter allowing you to pull-off awesome special moves and projectile attacks. You can either fight with weapons or hand to hand, and the backgrounds are interactive much like those in Bushido Blade. Imagine having a saber duel with Darth Vader in Bespin and pushing him into the cryo-chamber?! From the screen shots we've seen, the game's designers have nailed down the characters' looks perfectly and the backgrounds are beautiful - costumes seem to change depending on the environment, so let's cross our fingers for a Jabba stage with Leia in her gold bikini! If the actual gameplay is as cool as the world that it's set in, this could be the biggest selling Playstation game of all time.

EF

Competion Winners

This month we took all the entries down to the harbour and tore them up into little bits to feed to the seagulls. Pretty stupid really. So we just made these names up...

Activision/Dell Computer
Simon Hall (QLD) - you lucky dude!

X-Wing vs TIE Fighter
Ben Bridgman (NSW), Josh Onikul (NSW), Alan Truman (Vic), Simon Taylor (QLD), Wilson Lilburne (Vic).

Outlaws
Mark Fern (Vic), Gareth Ralston (NSW), Karen Bell (WA), Andrea Partridge (Vic), Melissa Bray (Vic).
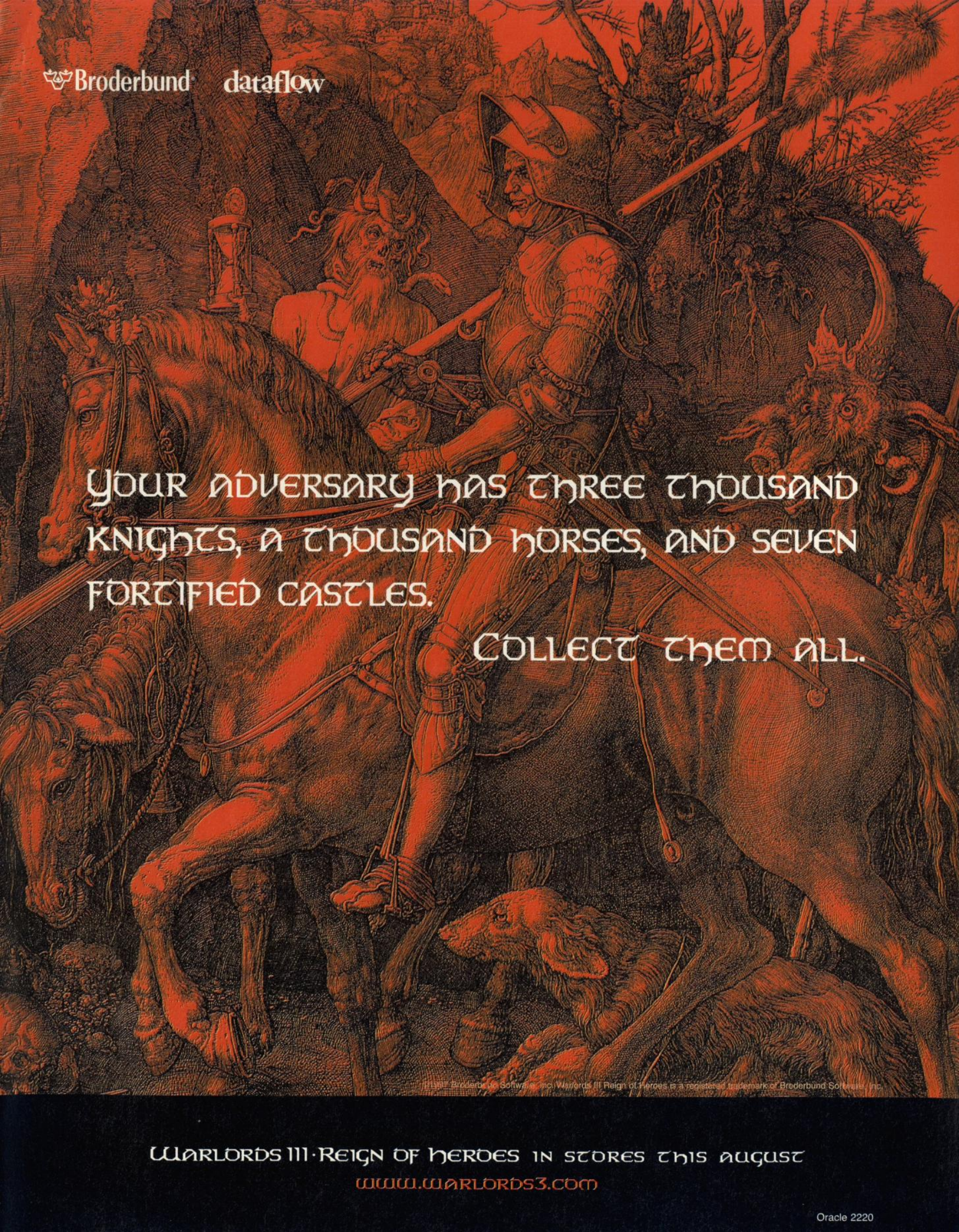
Mario Kart 64
Luke O'Sullivan (WA), Phong Nguyen (Vic), Gary Chalmers (NSW), Matt Mortimer (NSW).
Carnage Heart
Dustin McGrath (NT), Sally Johnson (SA), Jason New (NSW), William Cheung (QLD).

Theme Hospital
Karl Wasserman (WA), John Wieland (QLD), Steven Kozak (QLD), Chris Atkinson (SA), Peter Henderson (ACT), Dean Marney (NSW)

And to the reader who sent us the Ackbar Tazo, you didn't give us your name & address!!

By popular demand

Alright... By popular demand, here is a list of titles that are scheduled to be released for the Nintendo 64. Now there's no guarantee that all of these titles will make it to Australia, so please don't ask us to list when they're all coming out, etc. This is just a list of games on overseas release shedules. We'll be doing previews of stuff that gets confirmed for Australian release, as opposed to ones we just see on a list.

Aero Fighters Assault	Dual Heroes	NFL Quarterback Club 98
BattleSport II	Duke Nukem 3D	POD
Blade and Barrel	ED	Pocket Monster 64
Body Harvest	Earthbound 64 (Mother 3)	Power Pro Baseball 4
Bomberman 64	Earthworm Jim 3D	Quake 64
Buggie Boogie	Extreme G	Quest 64
Chameleon Twist	FI Pole Position	Rev Limit
Clay Fighter 63 1/3	Forsaken	Robotech: Crystal Dreams
Creator	Freak Boy	Robotron 64
Cruisn World	Ganbare Goeman 5	San Francisco Rush
Cu-On-Pa	Go-Go Trouble Makers	Shogi Chess
Daikatana	GoldenEye 007	Silicon Valley
Dark Rift	Hexen	Soccer 64
Doraemon	International Superstar Soccer 64	St. Andrews Golf
Dracula 3D (Castlevania 64)	J-League Dynamite Soccer 64	Tetrisphere
	J-League Live 64	The Legend of Zelda
	Jeopardy! N64	Tokon Road
	Kirbys Air Ride	Top Gear Rally
	Lamborghini 64	Ultra Battle Royale
	MK Mythologies: Sub-Zero	Ultra Descent
	MLB Ken Griffey,	Unreal
	Jr.Baseball	WCW vs. NWO: World
	Mace: The Dark Age	Tour
	Mah Jong Master	Wheel of Fortune
	Mission: Impossible	Wild Choppers
	Multi Racing Championship	Yoshi's Island 64

Heart Racing Action

Massive TV Advertising Campaign

Extensive Press Advertising

Super League Half Time Challenge

Exhaustive PR Activity

V-RALLY
97 CHAMPIONSHIP EDITION

- **Official cars from 1997 WRC season**
- **Beta testing by Ari Vatanen (WRC Champion)**
- **Multi-player mode**
- **Varied weather and terrain driving conditions**
- **Real time 3D imaging and Dolby Surround Sound**

SONY
PlayStation

SONY
COMPUTER ENTERTAINMENT

INFOGRAMES

The next generation of game for the PlayStation

WIN

A NINTENDO 64 & MARIO KART 64!!

THE NINTENDO 64... everyone wants one! And if you thought that this seriously cool machine would never be yours, then just wise up will ya? You buy **HYPER**, right? You've seen all the sick games coming up for the N64 on the news page, yeh? Why not kill two birds with one stone, or in gaming lingo - kill two scrags with one rocket? Think about it. Subscribe to **HYPER** this month and not only will you receive your favourite games mag for the next **12 MONTHS** at an extra cheap price (**37%** less each issue), delivered straight to your front door, but you could win this sexy piece of hardware... **THE NINTENDO 64** and a copy of the awesome **MARIO KART 64!** Yeah, that's right... You buy HYPER anyway, so why not get it cheap and take home a big prize courtesy of those endlessly generous folk at Nintendo Australia? Makes sense to me! It's about time you stopped drooling over screen grabs of games you never thought you'd get to play... don't miss out!!

JUNE SUBSCRIPTION WINNER
Guy Moffatt, Qld
Prize: Sony Playstation, Porsche Challenge, Rage Racer, Memory card, NegCon controller & 2 posters! Egawd!

HOW TO

ASTRO BOY VOL 2,3,4,5.

BY MAX AUTOHEAD

One day Astro Boy video's will come with the Government health warning "Astro Boy is addictive". Old hacks like me will get together to file class action suits against Siren Entertainment, who will deny ever having knowledge that Astro Boy was dangerous. Think I'm joking? Well, one million screaming ravers can't be wrong!

I've just sat through six hours of Astro boy; that's right, SIX! "He'll defend us, he'll befriend us, the amazing ASTRO BOY!"

(The last time I had to sit through a series in one go was LEGEND OF THE FOUR KINGS, and I was sure someone was trying to drive me mad!)

Astro Boy is a true Anime classic. The basic message? Love and tolerance. No really, I tell no lie!

Astro is a boy robot living in what could be a future utopia. Robots do all the stuffy work, and are sort of like Pauline Hanson refugees. Prejudice is rife, but by golly, good old Astro will show society that robots can be as good as humans! See Astro battle bad robots like Atlas, help a race car called the White Planet avoid getting crushed between two thermonuclear bombs. Watch him as he sees his girlfriend get taken apart in front of his eyes, replacing her feet for his in remembrance of her. Astro can stop runaway trains, beat back an alien invasion, fight against classroom bullies as well as battling all sorts of evil Walt Disney type dudes!

Age is not an issue here folks! Young or old, you'll cream yourself over this series! Finally an anime you can watch in front of your girlfriend without her leaving the room!

10/10.

RATED G. DISTRIBUTED BY SIREN ENTERTAINMENT

ICZER-ONE "Acts" 1, 2, and 3

Looking for some action?

I'm a lesbian female alien looking for a cute Japanese schoolgirl wanting to help power my symbiotic, weirdness robot war machine of death. I'm fighting an intergalactic battle against the techno-wetware based culture that created me to turn human beings into creatures that look like they've escaped from you're local sushi restaurant. In return for your syncronicity that I can convert into power, I'll help avenge the death of your parents (who you watched me brutally kill anyway since they had turned into heinous slime sucking demons) and keep you from phasing into other dimensions. Warning: all applicants must be able to turn nude on demand.

ICZER-ONE is a self contained two tape series that's like a cross between Project A-KO, Legend of the Overfiend and Godzilla!

SEE! Cute teenage schoolgirls battle it out against demons sprouting penis like tentacles exploding out of saliva drooling mouths!

WATCH! Giant emotion powered robots battle it out in the middle of Tokyo while the useless Earth force makes another comedy appearance in the background!

FEEL! All the weirdness, as glowing babies in bubbles hover over subliminal vaginas and people's heads explode into monsters resembling entrails!

This anime has got it all! Except of course for a decent and credible storyline. All the more disappointing, since the animation is pretty damn well executed. The direction is possibly the worst I've seen in an anime; quite often the strengths of the narrative getting lost, getting passed over for another flat and boring fight scene. If you like watching nude women in giant robots duking it out, then this could be your cup of tea.

6/10.

RATED M15⁺. DISTRIBUTED BY MADMAN ENTERTAINMENT

GENESIS SURVIVOR GAIARTH #1, 2 & 3

The way technology is moving, it's getting pretty hard to keep track of the latest scientific breakthrough. Artificial Intelligence developers predict that by the year 2007AD they'll have developed an AI consciousness; over in the States Nanotechnology is being developed by sweaty men with coke bottle glasses and powerful electron microscopes. Science fiction writers are dealing with the fast pace of change; ever since the industrial revolution the idea of machines superseding humans romanticised and fast ever becoming a reality. So what does happen when machines do replace humans?

GENESIS SURVIVOR GAIARTH is a fresh new series set after an apocalyptic war where humans and machines fought together side by side. After the war, humanity has been scattered into pocket communities where the old war robots guard them against the "beasts", machines serving their android general and their master. The art of high technology has long been forgotten except by a few, and magic and science has blended into one. This three part series is excellent. From the onset we are introduced to a world where high technology is fast decaying, slowing being replaced by "Mad Max" style feudal system. The execution of the animation and storytelling is superb, strengthening the highly entertaining narrative that unfolds as the characters journey through the devastated lands. I really dug the fantastic techno-creature designs; some of the best I've seen in anime!

GAIARTH is a series guaranteed to please. A must for all anime boffins.

10/10.

PHANTOM QUEST CORP. Vol.1 & 2

So many companies in Japan. So many partnerships, joint ventures, Freemason hand shakes.... But One company is not really there. It is....THE PHANTOM QUEST CORPORATION!!!

Their business? To get rid of all the things that go bump in the night! Evil vampire preying on all the local virgins? Call Phantom quest! Werewolf sniffing your groin? Phantom quest!

But be warned! Phantom Quest's front woman is Ayaka Kigaragi; a fiery redheaded woman who likes to get drunk and sleaze onto the undead! She's the kind of gal who likes to sing Kareoke in Taxi's, needs a billion alarm clocks to wake up, and carry's a lipstick that turns into a flaming red sword!!!

PQC is a funny and well executed series in the vein of Anime's like You're Under Arrest and Ranma 1/2. With a strong cast of characters, the narrative of PQC is surprising well written and entertaining. Each episode is a charming exploration into the lives of the lead characters; there's the boy hacker, the big burly exorcist, as well as a Columbo style Fox Mulder. The rooftop fight scene in the "Lover come back to me" episode is one of the best animated fights I've seen to date (who directed this episode, Jackie Chan?).

If you loved the "You're under arrest" series then you should dig this.

8/10.

IT'S REIGNING

Dark Reign is going to have a huge Net presence, be prepared. Already there are sites popping up around the place bursting with info on this seriously good game. Try the DR Headquarters at http://www.geocities.com/SiliconValley/Vista/2937/main.html or the DR Outpost at http://www.dynanet.com/dragon/darkreign/ just for starters to see what the fans are creating. But the cool stuff will no doubt come direct from Auran at http://www.auran.com/ - just don't forget to eat now and then, eh?

HEXEN 2

Cult Of Phoebus is a very nice site indeed. Here you'll find what's cooking with Hexen 2, Unreal, Prey and Blood. http://www.phoeb.com/ is the tasty URL, and there's plenty to get your teeth into. All the latest developments, files and previews are here. You can also check out http://www.ravensoft.com/ for extra morsels! If you feel like it, drop in at idsoftware for some Quake2 pics - http://www.idsoftware.com/quake2/

SPAWN

Not only are we about to experience the Spawn major motion picture, but there's an upcoming Playstation game and of course the very cool comic is still chugging along nicely. Well, it just wouldn't be right if Spawn didn't have his own website. The Spawn HQ is run by the creators of Spawn himself, and is simply the place for anything spawned from Spawn. http://www.spawn.com/ is where it's at.

Out of the weather and into the ether, with Net-guy ELIOT FISH...

3DFX

3D accelerators are simply becoming a must-have. Just wait till you wrap your eyes around what these sexy cards can do to your PC. GLQuake, Pod and Tomb Raider are just some of the games that currently have 3Dfx patches. Take a look at the 3Dfx website for the lowdown. It's sitting happily at http://www.3Dfx.com/ so get on down and gawk at the pretty pictures.

7TH HEAVEN

7th Level are the wizards behind G-Nome, Dominion, Helicops and the much anticipated Return To Krondor for the PC. Their website is one of the more generous around with plenty of screen grabs and info for your surfing pleasure. Jump to http://www.7thlevel.com/ and check them out.

Rampant destruction...

Probably every little kid's fantasy (hell, probably every grown adult's fantasy) is to be able to go on a rampant spree of destruction, taking out absolutely anything that stands in their way from the controls of some big beefy piece of machinery. Or maybe that's just me. Whatever. The good news is that Nintendo have graciously blessed HYPER with six copies of the spiffy looking Blast Corps for all you N64 owners to fight over. To win one of these hot carts, just answer this...

What was the first Nintendo 64 game?

Calculate your answer on the back of an envelope and post it to: **Blast It!**, HYPER, 78 Renwick St, Redfern, NSW 2016.

The Silencer Rocks!

Something tells me it would take a really long time polishing up that Silencer outfit every morning, but thankfully the blood stains seem to just blend in with the red armour. If you own a Playstation then it's your lucky day, because Electronic Arts have been generous enough to fling six copies of Crusader: No Remorse for the Playstation our way, and we're just crazy enough to give them away to freaks we've never met... Like you! This isn't a comp to miss out on, so get scribbling and tell us:

Who does the Silencer remind us of? A) Spawn, B) Boba Fett, C) Little Johnny Howard turned inside out or D) a very big talking redskin - with a gun?

Slap your answer on the back of an envelope and send it off to: **Crusade This!**, HYPER, 78 Renwick St, Redfern, NSW 2016.
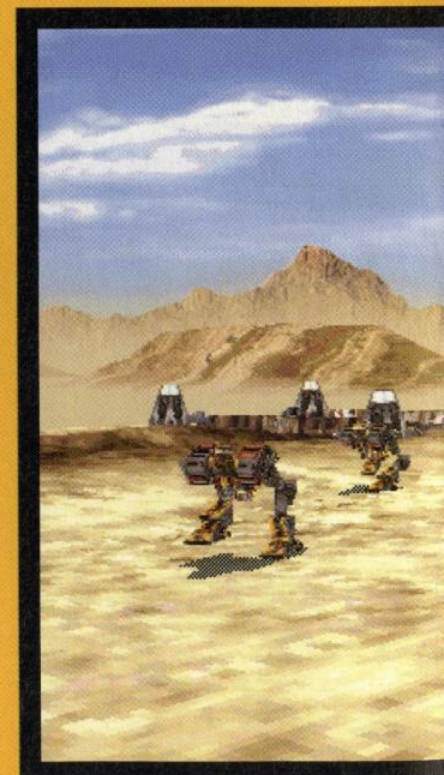
Twinsen's return...

Sequels are usually a pile of rotting cabbage whether they be movies or games (excluding the Star Wars and Alien trilogys of course), but Twinsen 2 has proved to be a cracker of a game. There's no doubting that if we were to say... give away some copies, that you'd be chomping at the bit to win one for yourself, eh? Well, talk about genorosity, Activision said "Sure!" and we have six copies of Twinsen's Odyssey for the PC, so warm up those brain cells and simply:

Name another Activision game.

Put your answer on the back of an envelope and post it off to **Sick Sequel Dude**, HYPER, 78 Renwick St, Redfern, NSW 2106.

Hulking Engines Of Death

Pickin' off soldiers from the cosy, air-conditioned, velvet-cushioned, coffee-brewing cockpit of your shiny new mech is almost as easy as winning free games from HYPER. But if it wasn't for the kindly souls at Dataflow, we wouldn't have 4 copies of G-NOME to give to you in the first place, so let's all give them a round of applause... Then you can get back to giving those soldiers a round from your machine gun...

Send in a funny, gruesome, silly but all means kewl drawing of a mech and we'll pick the winners here at HYPER HQ.

Mail it off to **Go Ahead Mech My Day**, HYPER, 78 Renwick St, Redfern, NSW 2016.

Mace
ATARI

BY TIM LEVY

No it's not an anti-robber spray made from capsicums but Atari's latest 3D weapons based fight sim that will attempt to chop, slice and dice its way to the top of the arcade charts.

The thing that separates Mace from the futuristic Star Gladiators and the nowish Tekken and Virtua Fighter sims is that Mace is set in the Era of Ugg, otherwise known as the Dark Ages. If anything Mace is similar to Soul Edge though the creepy ambience is definitely on loan from Mortal Kombat ("FINISH HIM") .

It is interesting to note that in Mace's research and development stage, thirty dark mythological but familiar characters were drawn on to hand cards and presented to teenage kids (a.k.a guinea pigs). Although the kids reinforced what the games designers already knew, they also told them very obvious things about the characters the designers totally overlooked. From these 30 characters, the number was whittled down to a bunch of eleven characters each with their own international flavour and reason to do battle.

Lord Deimos is a heavily armoured hefty knight armed with a long sword; The Executioner is a hooded, nipple pierced, chopping block axe wielding ex landowner; Mordos Kull is a mercenary armed with a spiked mace; Ragnar Bloodaxe is a giant red bearded Celtic Viking with two battle axes; Takeshi is a Samurai warrior armed with a Katana sword; Xiao Long is a blind Tibetan monk who handles a long staff; Koyasha is a female ninja who is armed with two short swords; Countess Taria wields both long and short swords; Al'Rashid is a Persian

assassin armed with two traditional broad swords; and Princess Namira (see I Dream of Jeanie) is armed with two small swords.

Once (and if) you defeat all the selectable characters there are two bosses to face seperately. The first is Grendal the gargoyle and the top of the line bad guy is Asmodious who of course the evilest of the evil, not to mention toughest of the tuff. All of the characters are well rendered and have smooth flowing moves due to what they call 'motion capture'. Backgrounds look great, with many of them being sloped or even stepped (a'la Virtua Fighter 3). Ring outs are non existent, though at the edge of each arena is a slow life taking element, such as molten lava, quick sand, toxic water or wooden spikes. A hint- It is possible to keep an opponent from re-entering the main ring by kicking him/her as they attempt to jump back to 'safety' (who said a fight to the death was meant to be fair anyway?)

The sound FX are dark and ominous with evil bass sounds and high pitched clanging as weapons make contact. Uggs, aghhs ohwws and fierce battle cries ruminate round the combat zone.

The fighting is full of combinations, throws and counters. Four buttons are deployed with two buttons for weapon attack one for kicking and the fourth for sidestepping and evasion. Each character's weapon has different speed factors. For example, Lord Deimos' Long (and they mean long) sword is not exactly a wieldy weapon, while Mordos Kull's spiked mace can be flailed rapidly in succession to hit its target three times before the opponent has time to recover. The Mortal Kombatesque "Finish him" has been borrowed and allows your character to complete a finishing move (decapitations/ heart theft) to a stunned opponent.

Overall the game has been well thought out with a complete thematic feel and excellent attention to detail. Anyone who likes 3D fight sims and or has a penchant for period dressing must simply check this one out.

XXXX

Vampire Saviour
CAPCOM

I was walking through the local cemetery the other night when this tall dark caped Transylvanian looking guy appeared from nowhere and asked me if I was interested in drinking his blood so we could hang out together for all eternity. I told him that he was not my type, I had a game to review and in any case, what's with the weird accent and bad dental work. He muttered something about being undead isn't all it's cracked up to be and babbled on about the lack of good castles to be found in Darlinghurst and then disappeared in a cloud of luminescent green smoke. Thinking nothing of this stylishly caped weirdo, I continued on my journey past the mad inventors laboratory, around the giant pyramid, through the enchanted woodland, and over the secluded swampland till I found myself at the local arcade. And

now, back into the realms of wonderful world of the Second Dimension.

Move over Street Fighter- Vampire Saviour (aka Darkstalkers III) is here with all the best graphics, interesting characters, and the freshest moves to be witnessed in any 2D fight sim to date.

Continuing on from the relatively successful Darkstalkers series, four new characters have been added, while Pylon, Fobos and Donovan have been dropped from the gruesome lineup to make a grand total of fifteen characters.

The four new characters are: B.B Hood - little red riding hood armed with an uzi, rocket launcher and exploding mines; Queen Bee - a tough chick with a nasty sting; Jedah the Hell Demon; Lilith the sexy lith (?).

Other new additions include a new type of power gauge, and of course extra comic upgrades in the graphic and sound departments.

The backgrounds are some of the best ever witnessed (a big call I know), with a distracting array of eye popping animation to feast your eyes on. As a matter of fact you can overhear people complaining that there is not enough time to watch the backgrounds while engaging in combat.

There is now a heavier emphasis on 'chain combos' in which for example jab, medium kick, heavy punch can be used in rapid succession and an on screen tally will give you the total of hits made to your opponent.

Although Vampire Saviour can be seen as the monstrous version of Street Fighter, the game out excels most of the 2D fight sims due to the attention to detail and the level of involvement required to get the most from each of the 15 characters.

XXXX 1/2

Shocker
Nova Productions.

1) Sit in 'electric chair'
2) Receive 2000 jolts
3) Exit chair.
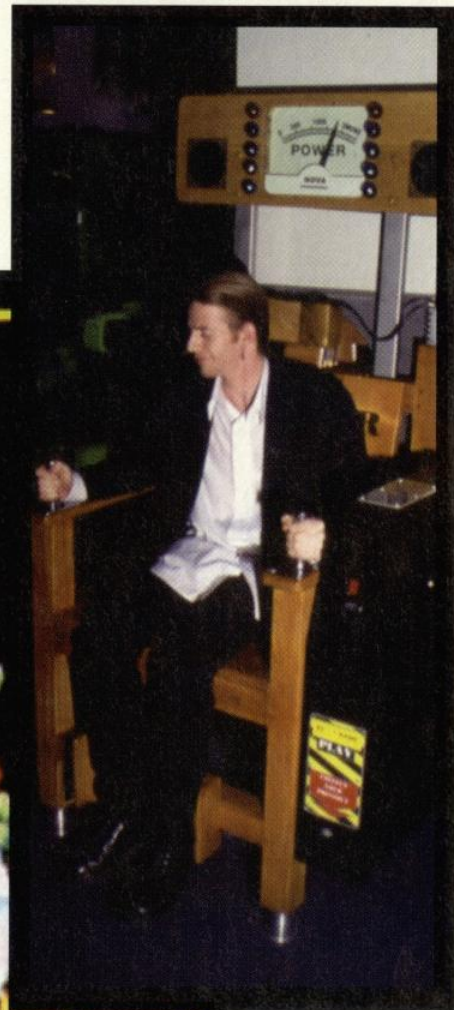
≫ Last Bronx
Saturn
AVAILABLE: **TBA**
CATEGORY: **FIGHTING**
PLAYERS: **1-2**
PUBLISHER: **SEGA**

Though based on the streets of Tokyo, this fighting game from the AM3 team is curiously titled Last Bronx. Go figure. Utilising all sorts of nasty weaponry like Sais, Nanchukas, Baseball Bats, Sticks, Tongfas and the like, it's up to you (yet again) to beat the living crap out of whoever is so silly to stand in your way. Being another Sega arcade port, the programmers have had to deal with the fact that the arcade machine uses the Model 2 board, making a decent Saturn version a right pain in the butt... Incredibly, it looks like they're on their way to providing us with a near-perfect arcade translation. Either they're pushing the Saturn's hardware to it's absolute limits or there's the possibility that the game will require some sort of cart similar to what is rumoured for Virtua Fighter 3. Gameplay-wise, one of the cool new features in Last Bronx is the ability to choose a gang to side with at the beginning of the game, which no doubt determines not only which opponents you face, but maybe which weapons you get to choose from. Expect a huge array of filthy moves and some spunky looking characters. Last Bronx does suffer running the risk of falling under the shadow of Virtua Fighter 3, as most Sega fans seem far more concerned about how the lastest VF title is going to turn out. A first for the Saturn will be the inclusion of fully-3D interactive backgrounds, making this a fighting experience to really look forward to.   EF

≫ Courier Crisis
Playstation
AVAILABLE: **4TH QUARTER '97**
CATEGORY: **RACING**
PLAYERS: **1-2?**
PUBLISHER: **BMG INTERACTIVE**

You've seen them in the city streets, chucking wheelies over the bonnets of cabs, taking the lives of innocent pedestrians and abusing everything within a ten-foot radius... Yes bicycle couriers, god love 'em. Well, in a bizarre move we could only term inspirational, BMG Interactive are cooking up the latest in Road Rage-influenced racing games with a title called Courier Crisis. Promising to be a cross between Road Rash and that old classic bike game Paper Boy, you the guy in the lycra tights with the post-pack strapped to his back, will have to navigate complex city streets and avoid all manner of obstacles to deliver your parcels on time. Hitching rides on the back of trucks and taking shortcuts across rooftops will be commonplace and a fast techno soundtrack will keep the adrenaline pumping. Not only will there be a variety of cool bike tricks to perform when gettin air, but your courier will also have an array of offensive abilities including...er... hand gestures... This could be one of those gems, so stay on the lookout as we'll bring you more info as it comes to hand.   EF

The Hottest Basketball Australia Has Ever Seen!
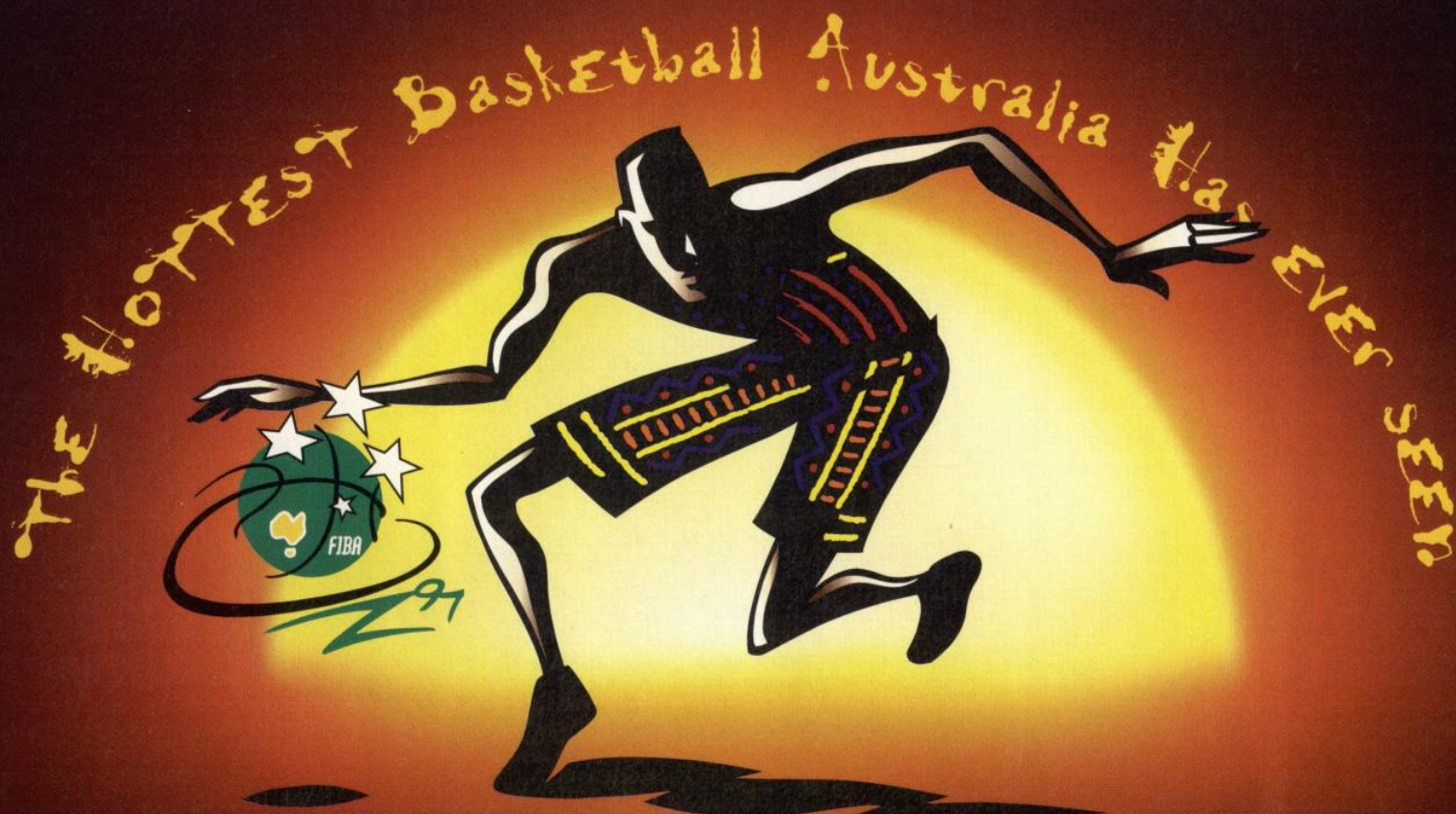
OZ97 WORLD CHAMPIONSHIP
MEN 22 & UNDER

New Zealand • Australia • Lithuania

Korea • Argentina • China

Turkey • Puerto Rico • Spain

Egypt • Yugoslavia • USA

MELBOURNE · AUSTRALIA · AUGUST 1-10

Call Ticketmaster BASS 11522 (Vic metro) or 1800 338 998 (toll free)
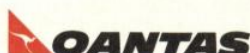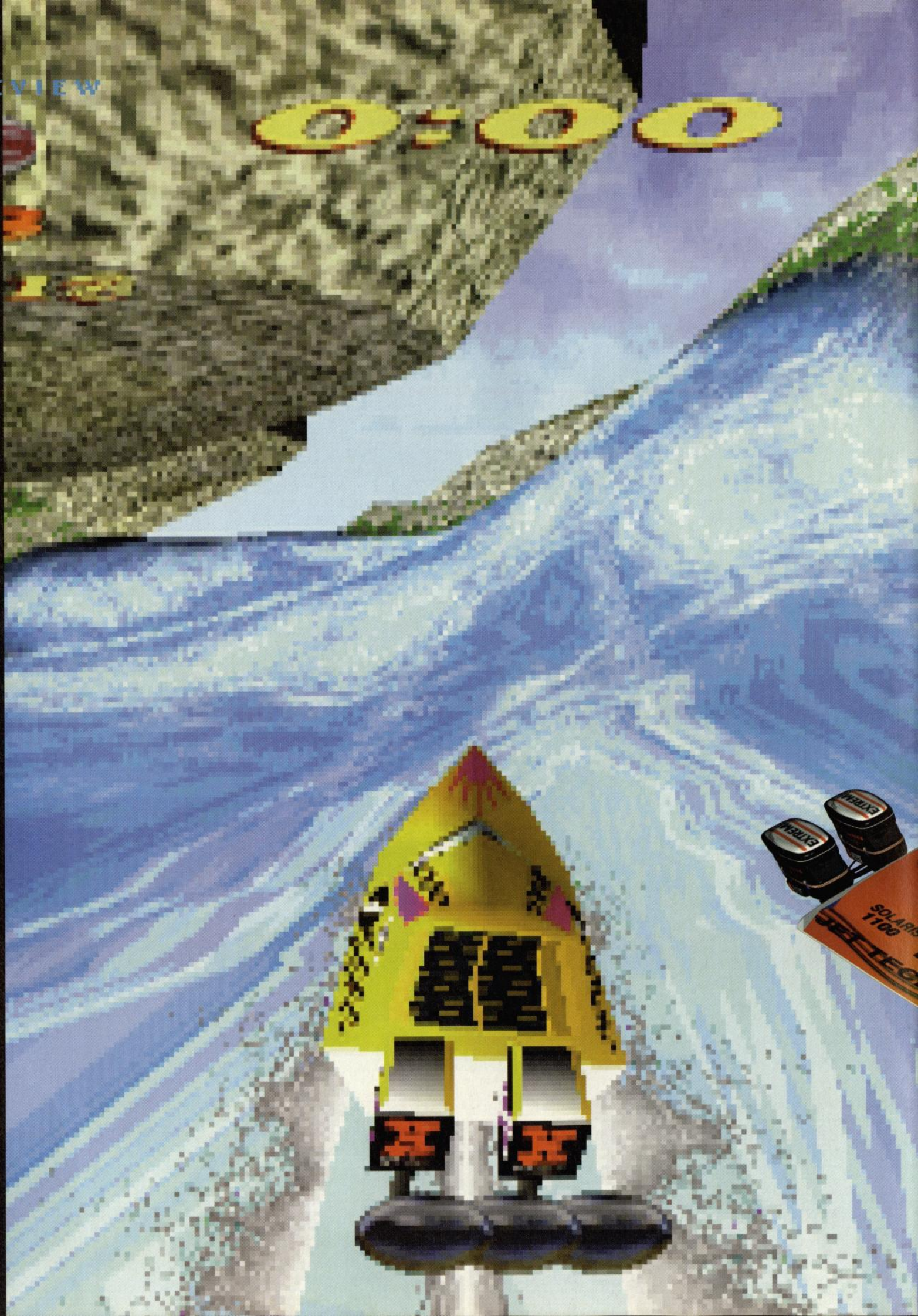
Rapid Racer
PlayStation

AVAILABLE: SEPTEMBER
CATEGORY: RACING
PLAYERS: 1 MAYBE MORE
PUBLISHER: SONY

This is a stunning looking game. You'll have to rub your eyes and check that it is indeed a Playstation pumping out this extremely 64-bit-looking title. Some clever wigs back at the Sony laboratories have figured out a way to bypass the Playstation's graphic libraries and write directly to the chip, providing whopping hi-res, ultra-fast frame rates and sexy new effects. This is extremely good news for Playstation owners, because if this new speedboat racer is anything to go by, then we're all in for a real ride. Rapid Racer is essentially another racing game, but from what we saw, it's going to make other racers like Jet Rider and Rage Racer look like piles of poo. There's no question that the makers of Rapid Racer had a good, long look at Nintendo's Wave Race 64 for some inspiration here. The way the boat seems to glide and bounce off the water is something to behold. The water effects look really cool, with soft sprays and swirling rapids appearing very realistic indeed. The Sony scientists have cleverly hidden any pop-up too by designing the courses with lots of tight corners and high canyon walls. All these fancy visuals don't seem to have affected the framerate, either. I haven't seen a racer as fast and smooth as this since Wipeout 2097! Rapid Racer fully supports the new PSX Analog Controller, so hopefully this game is going to feel as good as it looks. It seems pretty obvious that Sony are slowly replacing their old joypad with this new dual analog thingy, which is a good thing really, as it simply means more gaming options for Playstation owners. Rapid Racer will hopefully prove that racing in digital mode no longer really cuts the mustard. EF
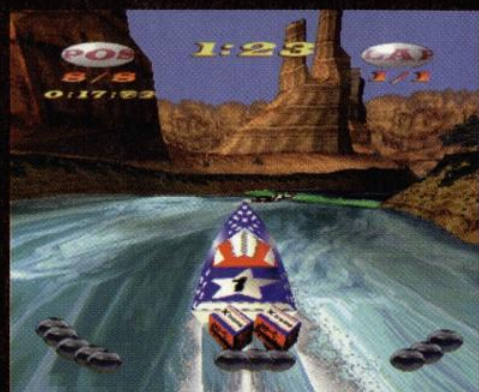
» Hexen 64
Nintendo 64

AVAILABLE: **AUG/SEPT**
CATEGORY: **1ST PERSON SHOOTER**
PLAYERS: **1-4**
PUBLISHER: **ID/RAVENSOFT**

While PC owners worldwide lick their lips, rub their hands and develop obsessive compulsive disorders in anticipation of Hexen 2, Nintendo 64-equipped gamers can finally experience the original Hexen on their TV screens. Unlike Doom 64 which gave us new levels and new monster designs, Hexen 64 is pretty much a straight port of the PC game with all the original 31 levels intact, and the same character choices - Warrior, Cleric and Mage. The only real improvement is some improved graphics, and a killer four-player multiplayer mode on the same screen! The N64 allows for little or no pixelation and a much higher resolution that's at least as good as the PC version, and strangely they have also provided an option in the single player game, to lower the detail setting if you prefer a higher frame-rate. In multiplayer mode, the lower detail setting is automatic as the slowdown inherent with processing four players in four windows is pretty bad. We're yet to play the multiplayer mode, so let's hope that it rocks - everything points to the fact that it should. Another interesting point, is that Nintendo have plans for modem capablities in their 64DD, which could mean that you'll be playing Hexen 64 deathmatch with other N64 owners over the phone lines! Let's wait and see...

EF

♥ Marvel Super Heroes
Playstation

AVAILABLE: **NOW**
CATEGORY: **2D FIGHTING**
PLAYERS: **1-2**
PUBLISHER: **CAPCOM**

Wolverine is probably one of the coolest comic characters ever, and the fact that you get to play him is enough incentive for me to take a look at this 2D fighter from Capcom. This is just about identical to the arcade machine which is based on the Streetfighter 2 engine - smooth, colourful, quality fighting action. All the legendary characters are here, from the steroid-nightmare that is the Hulk to Spiderman and Captain America. Throw in some lesser known dudes like Juggernaut, Shuma Gorath and Psylocke and you're on your way to a fighting game with a nice degree of variety and visual coolness. All the obvious super moves are available, like Spidey's ability to shoot webbing and Wolverine's extremely unfriendly adamantium claws, which are all animated beautifully and in true Capcom style. Like the arcade machine, Super Jumps can be performed which literally take the fight up into the air where special moves can be executed. As far as fighting mechanics go, just take a look at the grabs and you can tell that what you see is what you get - this is nothing new. However, it should satisfy fans of the arcade machine and anyone who still gets misty eyed about the golden age of 2D fighting games. EF

» Parappa The Rappa
Playstation
AVAILABLE: **SEPTEMBER**
CATEGORY: **RAP SIM**
PLAYERS: **1**
PUBLISHER: **SONY**

Parrapa the rapper, fell into the crapper, his colon was exploding cause he ate the mozzie zapper. See? Rapping isn't as easy as it looks... maybe a rap simulation (yeah that's right, a rap simulation) isn't such a stupid idea! Maybe. It makes you wonder though, how these sorts of games actually make it past the initial stages of development. "Alright gentlemen, which game do you think warrants this last five million dollars in the budget? The multiplayer strategy game with the 3D engine, that fighting game with 50 characters and configurable moves or...er this 2D rapping simulator with a cartoon moose? Good! I'm glad we all agree... This is going to be huge! Huge I tell you!!". Hmmmm. At least they get points for originality. So, how does it all work? Well... As you follow the crazy hi-jinks of Parappa and his posse, you find yourself in situations where you have to prove your self by mimicking another character's rap. Each button on the control pad corresponds to a different word or phrase and you simply have to hit these at the correct moment to "rap". You can imagine that the faster the rapping gets, the more frantic your responses become... Which could be kinda fun when you think about it. The graphics are very cartoony, and yet there are some seriously nice moments... We think younger gamers might get a kick out this one.

EF

» Rebellion
PC CD-ROM
AVAILABLE: **LATE 97**
CATEGORY: **REAL TIME STRATEGY**
PLAYERS: **1 - 2**
PUBLISHER: **LUCASARTS**

Star Wars freaks are certainly receiving their fair share of games this year - LucasArts must have their programmers pumped full of the latest smart drinks to be churning out SW titles in so many different genres. Rebellion, the real-time strategy title, is finally going to see the light of day this year and it's looking pretty tasty. Playing as either the happy-go-lucky rebels or the Empire with their vastly superior fashion sense, players can set out to completely vanquish the opponent through complex resource management, creating units and deploying star fleets. Your main window will be a star map which divides the galaxy into sectors depending on how many planets you choose to begin the scenario with. Planets can supply you with resources, technology and information - which will be ultra necessary in discovering where the hidden rebel base lies if you play as the Empire. The Rebels' HQ is randomly placed each game, whereas the Empire always resides at Coruscant. A major part of the game is building up your reputation through either displays of brute force or diplomatic envoys to planets in need. So far this may sound like a fairly predictable space conquest game, but Rebellion has a twist in the inclusion of "characters". With over 50 in the game, each has special skills which can enhance your success on certain missions. For instance there are Force users like Darth Vader and Luke Skywalker who will boost your chances of success when you use them, much like the use of Heroes in Warlords 2. However, play as the Rebels and Luke will conveniently leave you half way through the game to go train with Yoda, and it's up to you to just get on with the job without him - till he returns a Jedi Master of course! Yes, you can build a Death Star, and Yes if you have enough ships you can attempt to attack one too. We can't wait to play this either.

EF

⟫ Populous: The Third Coming
PC-CD ROM/PLAYSTATION

AVAILABLE: **4TH QUARTER '97**
CATEGORY: **GOD SIM**
PLAYERS: **1 TO MULTI**
PUBLISHER: **ELECTRONIC ARTS**

For those of you who enjoyed the megalomania of Bullfrog's now-legendary Populous, you'll be shrieking with joy and dancing naked on tables at the announcement of Populous: The Third Coming. Playing an asshole of a deity has never been so much fun, and now it's even easier to totally screw up the lives of little innocent villagers everywhere. Pop3 as we'll coin it, has a host a great enhancements to what will basically remain the same great game. Controlling a Shaman (who must be protected throughout the game by your best warriors), you have the ability to cast a variety of ass-kicking spells to smite your opponents... other gods and their believers. Casting doozies such as the Angel of Death, can only really be bad news for whoever is on the receiving end, but you'll need to build up your mana first by getting all your villagers into the temple to pray... to you of course. Visually, the game has been given a facelift, now being more realistic than ever without losing the game's voyeuristic graphical charm... You can still raise and lower the landscape and view the goings-on in every corner of the globe. In fact, a fancy new dynamic camera view will allow you to zoom in and out of the world with the greatest of ease, but only clever strategy will guide your warriors over the enemy's terrain. Spies can sneak in and perform sabotage, warriors, braves and super warriors are all at your command for the execution of extreme carnage, and you will still have the power to create volcanoes, floods and the like... so expect some serious delusions of grandeur - which is what Pop3 is all about.

EF

⌄ Lamborghini 64
Nintendo 64

AVAILABLE: **TBA**
CATEGORY: **RACING**
PLAYERS: **1 - 2?**
PUBLISHER: **TITUS**

After the embarrassment that was Cruis'n USA, the Nintendo 64 looks like finally receiving the sort of racers that we all expected from their 64-bit platform. Amongst the pack of upcoming titles, Titus' Lamborghini 64 looks like breaking out in front as being one of the sexiest in development. The visuals are simply gorgeous and the game has a healthy variety of options on offer too. Titus promise five different racing modes: Arcade (y'know, reach the checkpoint before your coffee gets cold), Tournament (winner takes all), Championship (winner takes all, and you get to travel around the world), Time Trial (gee, you're not that stupid are you?) and the fifth mode which is at this stage a tightly kept secret - though we speculate that it may require causing extraordinary amounts of damage to your opponents and yourself. Of course, the game will require a deft grasp of the N64 analog thingy for smooth cornering, and there will no doubt be a handful of sleek driving machines to choose from (plus hidden vehicles like a camper van), so at this stage things are looking very nice indeed...

EF
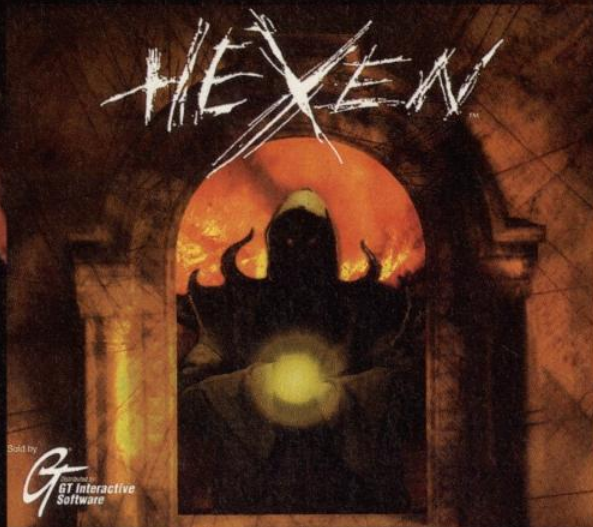
» Dungeon Keeper
PC

AVAILABLE: AUGUST-OCTOBER
CATEGORY: STRATEGY
PLAYERS: 1 MAYBE MORE
PUBLISHER: BULLFROG

Okay, so it's a year since we last got excited about Dungeon Keeper, but news that the title is pretty much completed, got us breathing hard and sweating once again. Here's a recap on what should be one of the bigger PC titles this year. Bullfrog are notorious for their ability to come up with unique and interesting games, and Dungeon Keeper is no exception.

Most medieval fantasy games see you as the knight in shining armour who goes off on a most righteous quest to zonk the baddies in the name of good morals and boring social lives. Bullfrog did exactly what everyone really wanted... give you the chance to be the evil mastermind who's behind it all. You play a warlock, who has to create the ultimate dungeon to prevent his treasure from being plundered by the various adventurers and heroes that have come to take it. Your best allies are your imps, whom you use to construct various rooms, corridors and traps, with which you have to plan carefully to prevent your dungeon from being easier to raid than a Kwik-E-Mart without an alarm or a video camera.
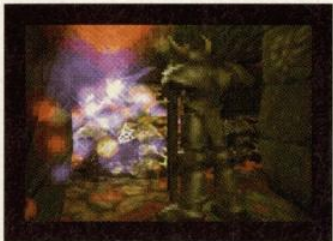
Of course being a dungeon, you'll be attracting all sorts of nasty monsters to inhabit it's various chambers. Monsters aren't known for their behaviour, so you'll have to plan things carefully. For example, a hungry monster won't think twice about eating another monster, so keeping them fed might be a good idea.

You can go into a first person perspective, looking through the eyes of all the creatures that are in the dungeon, including the heroes trying to get your loot. The only thing that remains to be seen is if you can also play as the hero, trying to battle your way in... Particularly in multiplayer play, which was one of the key selling points of the game a year ago, but hasn't been mentioned in recent press releases. Guess we'll see once we get the game...   DT
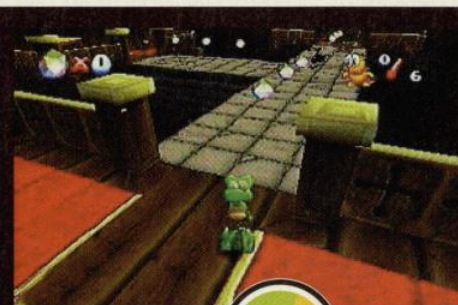
» Croc
Playstation

PUBLISHER: FOX INTERACTIVE
PLAYERS: 1
CATEGORY: 3D PLATFORMER
AVAILABLE: TBA

That cute little green Croc you see in these screen shots may well just turn out to be as important to the Playstation as that fat little plumber is to the N64. Croc is a 3D platform adventure utilising the smooth analog controller, and it's quite obvious that this is the Super Mario 64 killer that Sony have been waiting for. It's quite amazing what programmers are managing to squeeze out of the Playstation now, with Rapid Racer and Croc both looking just as spiffy as some N64 titles. This game has some serious potential and we're honestly hoping that it turns out a treat. From what we got to see, the game is set on a series of islands, the main aim being to free a bunch of small fuzzy things called Gobbos. The levels are a little too Crash Bandicoot flavoured for my liking, so let's hope that the game receives some more wide-open spaces and non-linear gameplay... then it'll be nudging into the same league as the red-capped Italian. You can expect some pretty big fanfare when this one arrives, and so far it's looking good.   EF

»Agent Armstrong
PlayStation

AVAILABLE: 4TH QUARTER '97
CATEGORY: PLATFORMER
PLAYERS: 1
PUBLISHER: VIRGIN INTERACTIVE

Is technology going backwards? I don't think so! Then why does Agent Armstrong look like a very uncomfortable mixture of 2D platforming and 3D action? So far, this game is looking like one of those SNES titles that looked quite nice but was annoying to play due to the fancy graphical effects just not being condusive to actual gameplay. You hop around with your big American quiff hanging off the top of your head like a dead badger, blasting away with your chunky weaponry in what at first looks like standard 2D until you realise that it's possible to walk "into" and "out" of the environment. This is pretty basic scrolling shoot 'em up stuff, but the use of the 2D/3D mix is probably going to throw a few people as it's hard to judge which plane the enemies are standing on. The weapon effects look quite nice, and you can happily blast away innocent objects, but Agent Armstrong really came across as something for the "younger gamers". It's big, chunky, colourful and cute, but at this early beta stage was excrutiatingly simple. So far. We'll reserve our final judgment for when we see the final version plonking away on our HYPER TV.

EF

»Moto Racer GP
PC

AVAILABLE: NOW (WE THINK)
CATEGORY: RACING
PLAYERS: 1 - 8
PUBLISHER: BMG

Talk about silky smooth, this is it. Delphine, who are better known for games such as Fade to Black, have delved into the work of arcade style motorcycle racing games, and from the demo we've seen of Moto Racer GP, they're definitely not suffering from any lack of background in this area as one might have expected.

Moto Racer GP has eight tracks, with the usual "Race em backwards once you're done" deal to add to the longevity of the game. The courses look fantastic, with interesting landmarks and structures, which look so good, you'll probably end up crashing from watching the scenery just a bit too much. The version we saw was a Direct3D version, so we are drooling in anticipation of the prospect of a native 3DFX version. The bikes seem to handle beautifully, and the full leaning sensation looks and feels great with an analgoue joystick.

This title has come out of nowhere to us, and according to net reports, there should be a final version out any time now, although that might only be in the US and the UK, but we want it ASAP. Assuming we can get our mits on a final copy, we'll be doing a full review on this one next issue.

DT

Eye
of the
Storm

Last month we took a look at Auran, Australia's hot new development company who are set to take the world by storm with their real time strategy masterpiece, Dark Reign. Well speaking of storms, there's been a huge storm brewing up over in Dallas, Texas. For a long time now, Dallas has been the home of many of America's best games developers, and also some of the world's most spectacular lightning storms. Since talent attracts talent, it is no surprise to us that when John Romero and Tom Hall started talking about starting a new development company with a primary focus on game design, that many other games developers in the area were going to take an interest... and take an interest they have. Having left id software, which let's face it, sounds like a funny thing to do... leave one of the most renowned game development companies of all time. However, you give a whole bunch of creative, talented individuals a chance to "do their stuff" without the pressures of sticking to some sort of proven formula, and you're going to get the best, and that's just what's happened with the birth of Ion Storm. They haven't finished a game yet, but they have a name for themselves already, by expectation alone. We take a look at the key members of Ion Storm, talk to Mike Wilson the biz wiz from id, who's come along with John to help make something special, take a peek at Daikatana - Romero's current project, and talk to John about the game, and game development.

The Stormtroopers

No, these guys aren't a bunch of boys in white outfits whose guns are set to miss... they're some of the most highly respected games developers in the world. Here are the key members of Ion Storm...

John Romero - Chairman & Co-Founder
Pretty much a household name in game development... John became famous as the designer behind Wolfenstein 3D, Doom, and Quake. So much of the buzz and hype around Quake before its release was based on the description of John's original plan for the game, which didn't end up happening for him due to no fault of his own. Now that he's playing by his rules, and his rules alone, we should all see the results of John's ambition come late this year with his upcoming title, Daikatana.

Tom Hall - Vice President & Co-Founder
Talk about a gaming history, Tom Hall has it. Tom has been behind many titles, including: Commander Keen series, Wolfenstein 3D, Spear of Destiny, Doom, Rise of the Triad, Terminal Velocity, and Prey. Now Tom is designer and team leader for Ion Storm's second title, Anachronox, an Sci-fi PC RPG with a bit of a console feel to it, using the Quake 2 engine.

Todd Porter - President & Co-Founder
Having produced Knights of Legend for Origin, and been Vice President of 3D games at 7th Level where he designed and developed G-Nome, and Dominion, Todd is the last of the three project leaders at Ion Storm. Todd's working on Ion Storm's first real time strategy title, Doppleganger. Unlike other RTS games to date, Doppleganger is being designed to be a bit of a cross with an adventure game, making a whole genre if all goes to plan.

Jerry O'Flaherty - Art Director & Co-Founder
Like Todd Porter, Jerry has come from 7th Level, after having overseen the design of G-Nome and Dominion. This is the man who oversees everything you'll see from Ion Storm, ensuring the visual experience of their titles is everything you'd want it to be. His obsession with cinematics should go hand in hand with a designer like John Romero... funny that.

Mike Wilson - Chief Executive Officer
A somewhat boring title for a very un-boring man. Mike has a pretty much flawless record when it comes to marketing a video game, having work as id's manager of marketing and distribution. He was the man responsible for the "buy the shareware, then register to full version" plan for Quake, which turned out to be responsible for the most successful registration rate on any shareware game to date. More importantly for us, he's the voice of Ion Storm.

Their story...

Mike Wilson... Cat Daddy... whatever you wanna call him was the man who could best sum up what was going on atop that spiffy glass building in Dallas, and tell the story of how things came together for the hottest new development company in the world.

Hyper: How did Ion Storm come into being? Was it a case of "one man's vision"? or a bunch of people with a good idea?

MW: It was John Romero's original "vision", that was helped a lot by early talks with Tom Hall, who was working as a designer at 3DRealms. Basically, they had both had enough of arguing with programmers and artists and even biz guys about game design, and wanted to start a company where "Design is Law" and their respective visions can be brought to life without being watered down by the dreaded 'design by committee' approach. Sort of like making independent films as opposed to doing it the Hollywood way, where the money guys have WAY too much control. John and Tom's vision was shared later with Todd Porter, who was in a similar state of disgust at 7th Level. Jerry O' Flaherty, the incredible art director there, came along with Todd. As for me, I knew that John was off to do something grand the minute he told me he was leaving id, and I told him right there that I was "in" if he needed a biz guy to help drive the company to that vision.

Hyper: There's some serious backgrounds behind some of the Ion Storm team Was there a big headhunting expedition involved?

MW: Not really. Like I said, all of the us were at companies within 20 minutes of each other. When we founded the company, developers started coming to us immediately to join in. When the vision and circumstances are right, you can truly "build it, and they will come."

Hyper: Is Ion Storm a vehicle to make a few titles you guys felt you couldn't make before? Or is this the beginning of empire?

MW: Both. Ion Storm is all about moving things along in the game genres that our designers helped to create, and creating new genres. It's about our industry reaching a level of technology where we can stop focusing so much on trying to make the engines look better and more on creating truly compelling content. And it's all about moving gaming into the area of "Big League" entertainment, on par with film, TV, and music. Breaking out of this closet culture and into mass awareness. As far as 'building an empire', we are not afraid to grow, but we will grow in a smart way. The reason for the 'garage band' mentality that has hindered our industry from moving along is the fear of growth... mostly because up to now growth has meant outside investors and becoming 'corporate'... losing creative control. Well, not the way we're doing it. Keeping the coolness is paramount.

Hyper: From news of your first three titles, it sounds like you're a little different to your average development company in that you're not making gaming engines yourself. A lot of developers seem to complain about restraints of engines of previous games, can you explain the Ion Storm philosophy about developing with someone else's engine?

MW: We look at engine technology as development tools, just like art technology or sound technology or whatever. It's ridiculous to keep trying to reinvent what's already been done well. 9 times out of 10 the effort falls short, anyway and you end up with a design based on technology that doesn't work. We look at it the same way we would if our artists wanted to rewrite photoshop or lightwave. It's ridiculous, really. We will buy the best technology tools available for all of our production people, whether it be level design, art, or music.

Hyper: Do you think you're going to be seen as more of a competitor or a partner to companies like iD, since you're going to be using their engine?
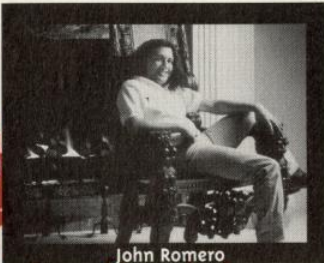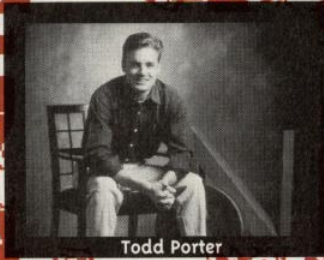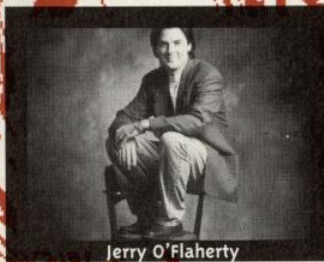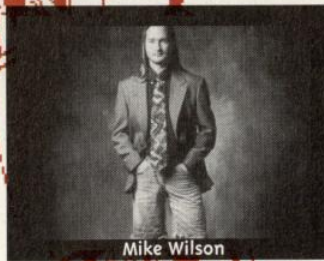
MW: Perception in the press seems to be as a competitor. Which I suppose is accurate, in that not all of our titles will use their technology. 2/3 of our current projects use it, but only because it happens to be the best FINISHED 3D engine available to us. We feel that the level of content we can put into our games will soon make it hard for id or any 12-man team to realistically compete, though.

Hyper: There's a lot of titles appearing nowadays, what are some of the Ion Storm favourites?

MW: The last game that came through here that was so good that we actually required our employees to play it was Diablo. It was an original, which we always like. We'll do it better with Doppelganger next spring, though (*Mike grins*). We always appreciate truly great game design, especially the multiplayer side. A few people here really liked OUTLAWS as well, and we're all eagerly anticipating Jedi Knight.

Hyper: Many developers seem to try to take an existing genre and make a game that's better than everything before it. Is this something we'll be seeing from Ion Storm, or is there a focus on being original as opposed to better?

MW: We're expanding genres and creating new ones. Again, we don't look at any 'rules' in design. We create them. We look more to other areas of entertainment, especially film, for content/direction ideas.
Don't get me wrong, we're not looking at doing full motion video or anything, but rather character development and action direction ideas.

Hyper: Your first three titles are all PC games, are you looking to port these over to consoles at a later date? Or even make some console only games?

MW: Yes... our titles will be ported to any platforms that can support them. Issues are hardware performance and memory (space). We won't likely do the port work ourselves, but rather oversee an effort from experts with those platforms. Doing a console only game isn't in our plans right now, but it might be fun to do sometime, just to enjoy the benefits of working with a known entity as far as an end

user machine, rather than programming for the 'least common denominator' in hardware on the PC side.

Hyper: What's your views on console games compared to PC games?

MW: There's a lot more potential in PC Games. I think that the content/look/performance in console games has been ahead of PC games thus far, because the focus on the PC side has been to get to a stage of real 3D, good-looking graphics, etc, and much of that is just waiting for PC hardware to catch up. We're there now, and even beyond the capabilities of consoles. So look out.

Hyper: How do you guys see the video games industry today compared to ten years ago?

MW: A lot more people are in it now just because it's become so lucrative... a lot of people that know nothing about game design. The opportunities are limitless, but pitfalls many, when big money gets involved.

Hyper: Your first three titles are being published by Eidos. You approached them? They approached you? How'd that come to pass?

MW: I actually introduced them into the fray over Ion Storm rights while I was still at id. They met with John and the crew, and were aggressive and smart enough to close the deal while the other 'majors' were still running spreadsheets.

Hyper: What's the story with music and Ion Storm? We saw Trent Reznor do his bit for Quake any well known musos going to appear in the Ion Storm credits?

MW: Trent Reznor's Quake music was an afterthought... a gift from him to id. It wasn't spectacular as game music goes... not because the man's not a genius (he is) but because he wasn't around for any of the game design, and had to make only 7 tracks that could work for 28 levels. He did what he could. We don't look at music as an afterthought at all. Our music guy, Will Loconto (formerly of Information Society and T42) is here and working throughout game development. The music for Daikatana and our other titles will completely raise expectations as far as music for future

games. 33 original songs, each one perfectly matched to it's respective level. Brilliant stuff, all in CD audio.
(Daikatana will ship with a separate 'soundtrack' CD)

Hyper: So many of our readers say it's their dream to make video games. Is making games a dream come true? Or does turning something you love into work take away a bit of the magic?

MW: Not from what I can see here... I'm not actually doing any game design yet, although I fully intend to learn how to create levels, to be the first 'biz guy' with a deathmatch level in a major game (*grin*). But these guys are absolutely having a blast with their creations. We make sure of it..

Hyper: Anachronox is a 3D RPG using the Quake engine. What can you tell us about the way the game plays? Is it like Quake with RPG stuff added in, or more of a traditional RPG style?

MW: It's a full, rich, RPG with more than 160 levels, and several hundred characters involved. It's our most ambitious project, and one that will create it's own genre. The film creation elements that I mentioned before are being used heavily in Anachronox, especially using a wide variety of camera angles and effects that are all part of the Quake engine, but have never really been exploited. Also, it's hardcore Sci-Fi, not more swords and sorcery stuff.

Hyper: How about those wanting to go about developing their own games, or those wanting to get into game development have you got any advice for those that wanna make it in the games industry?

MW: We obviously get asked this a lot... there are no easy answers. It's a lot like breaking into music, I suppose. Perhaps easier, right now, since there's a lot of money being thrown around to developers with little or no experience. I can tell you that dealing with a distributor is dirty business, and that a full time 'biz guy' representing a developer's interests is a must. We believe that our model of licensing a known, working, technology is also an idea that will level the playing field a bit for unknown developers to break in and compete.

DAIKATANA

Naturally a development company's first title is going to be of paramount importance as to how it will be perceived by the gaming world. This is why Ion Storm are in such an enviable position, since their first game is being developed by the guy everyone loves to love... John Romero.

Unlike John's highly successful Doom and Quake, Daikatana sounds like it's going to have a lot more focus on character, and the sense of an ongoing adventure. The first difference between Daikatana and the other Doom style games we've seen to date is the inclusion of sidekicks. You play Hiro Miyamoto, the star student of a renowned Japanese scientist Dr. Ebihara, who has discovered the ancient sword, Daikatana, which has mystic powers. Unfortunately, one of the doctor's assistants got a little bit greedy, and has beheaded Dr. Ebihara and has used the sword's powers to go back in time and do a little rewriting of history. As mentioned, you're not alone, you're accompanied by the doctor's daughter, who's an acrobat and a scientist, and you're also accompanied by a big black guy named Superfly Johnson. Your partners won't just wander along with you, they'll speak to you too, through the whole game! Naturally, Daikatana will also be a multiplayer game, and if you want to play the game cooperatively, you'll be able to adventure with two other people, each taking on the role of one of the three characters! Like Hexen 2, we're also going to see RPG like character developing elements, with experience points, character stats, the whole bit. The game starts in the year 2455AD Japan, and the characters are soon transported back in time to 2030 BC, in Ancient Greece. The other episodes are set in 540 AD in the Norwegian dark ages, and in San Francisco, 2030AD.

Daikatana looks like it's going to have better continuity than what we've seen before in other Doom style games that see the character moving around in time, with clever things like the weapons you brought from one time period soon becoming useless in the next due to a lack of ammo for that weapon. Speaking of weapons, Daikatana will have gobs of them, 32 at last count, which is far more than we've seen in any first person shooter to date. Not only does Daikatana step ahead in the weapon count, but also in the monster variety too, having

sixteen different monsters to fight in each of the four episodes, making a total of sixty-four monsters in the game! The monsters should also look much better than we've seen in Quake, where the average monsters had about 150 polygons in its model, and Daikatana's monsters have as many as 500.

Essentially it sounds like Quake with much more variety, much more depth of gameplay, better graphics, and considering your sidekicks speak to you throughout the game, better sound.

The Dream Team

Daikatana is being produced by some serious talent. Here's a rundown on the guys behind what could be one of the contenders for game of the year, if it plays as good as it sounds...

John Romero
John's the designer for Daikatana, it's his concept...

Kee Kimbrell
Every gaming project needs a lead programmer, and Daikatana has Kee Kimbrell, who is best known for writing DWANGO. Any strange and funky new features that John comes up with will have to be turned into reality by this man.

Shawn Green
The other programmer on Daikatana is Shawn Green, on whom we found little info other than his being 25 years of age, and married... sorry ladies.

Jonathan Wright
A big issue in 1st person shooters nowadays is the AI, and Jonathan Wright is the man taking care of this aspect of Daikatana. If when you play Daikatana and you find monsters running into walls, you'll know who to blame. He's been programming for 15 years though, so we'll assume the AI will be rather spiffy.

Christian Divine
To ensure Daikatana comes across with all the cinematic intensity JR wants it to, Ion Storm enlisted the services of Christian Divine to be screenwriter for the game. Christian has done a short film called Technorgania, which has been shown at a couple of film festivals.

Peter Marquardt
Peter is the project manager for Daikatana, essentially making sure everyone else's work gels together, by coordinating the art department with the programmers, etc.

John W. Anderson
Having created some classic Doom levels such as Dante's Gate and Crossing Acheron, it's no wonder this man proceeded to be recruited to work on other first person shooters, including Blood and Unreal. Now he's one of the level designers for Daikatana.

Matt Hooper
Another level designer, Matt's main claim to fame is his work on Scourge of Armagon, which remains the "Editor's choice" here at Hyper as the best set of 1st person shooter levels ever created. If he can capture the atmosphere like he did in Scourge, Daikatana will have some amazing levels.

Sverre Kvernmo
Sverre, like the other two level designers for Daikatana, has a strong background, with his work on the Doom Master Levels, and Xatrix's Redneck Rampage making him an obvious man for the job.
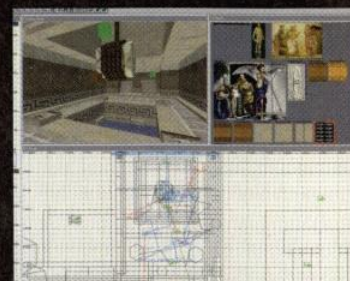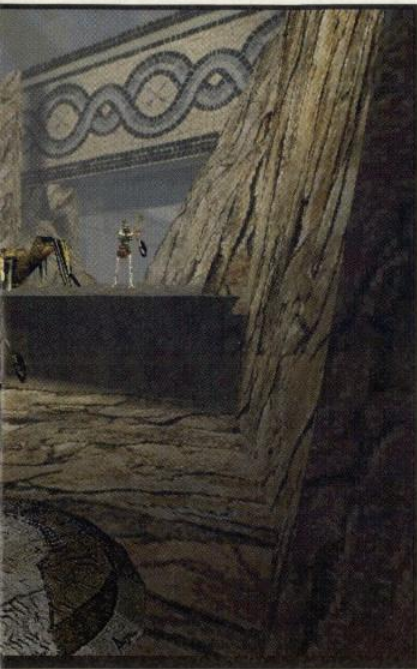
Rappin' with Romero...

We asked John Romero about Daikatana, and his thoughts on games development.

Hyper: Despite the immense success of Quake, it didn't quite turn out as you originally planned did it?

JR: No, but no game really does when it is based on the technology being developed. The game will be whatever suits the technology when it's finished.

Hyper: So is Daikatana going to be "the game Quake should have been", or is this one a new idea altogether?

JR: No, Daikatana is a wholly original idea that has nothing to do with original Quake designs.

Hyper: Are you the only person actually deciding all the game design aspects? Is this "your baby"?

JR: I have designed most of the game concepts, but everyone on the team contributes ideas that I will weigh against the game balance and see if it is fit to be included. But yes, this is my baby.

Hyper: Okay, so you've got two characters travelling with you throughout the game in single player mode, is there a multiplayer facility? And if so, do your sidekicks come into play at all?

JR: Yes, in cooperative multiplayer, you get to choose which character you want to be. There can be only 3 players in co-op mode since there are only 3 characters to play. In deathmatch, you can be any of the 3 characters in the game and each has its own base set of attributes that you can build on by attaining experience levels.

Hyper: How's melee combat handled in Daikatana? Quake's melee was a bit inept with the hand axe. has the engine been tweaked at all to allow a little more swinging room?

JR: We'll see, none of the hand-to-hand weapons have been coded yet.

Hyper: You're using the Quake engine for Daikatana and Anachronox, since Quake 2 is out at the end of the year, any plans to utilize that in other future releases?

JR: Actually we are using the Quake 2 engine for both Daikatana and Anachronox.

Hyper: You think there's a basic rule on how to make a good first person game? You've always managed to succeed in this field, can you put your finger on how?

JR: It's pretty simple, I'm making a game that I want to play. It has a lot to live up to, because I'm very picky. The character's movement must be precise, the control interface very exact, the audio and visual feedback must be high quality. There are many elements that must pass through my "shit filter".

Hyper: John, a lot of developers would name you as an influence. Anyone you'd call an influence of yours? Or if not, at least someone who's game designs have blown you away?

JR: Well, Shigeru Miyamoto is a definite influence, as well as the designers at Squaresoft.

Hyper: Despite the fact there have been some outstanding games over the last couple of years, do you feel gameplay has become of a victim of the overly polished visual masterpiece?

JR: Yes, and it's because everyone wants a piece of the software rev-

enue that games generate. The thing is, the games that generate the most money are in the top ten. Most companies don't focus on creating the coolest game ever seen, they just want to make a game and sell it.

Hyper: Wolfenstein 3D, Doom, Quake, now Daikatana? People could be excused for saying you were typecast as a first person/3D engine game designer. Any ideas on a game you'll design in the future that's a departure from this genre?

JR: I have no plans right now to change my focus, but that may change someday...

Hyper: How does it feel with the upcoming release of Quake 2 later this year, seeing an iD title in the works without your name on it?

JR: I can't wait to play it and see what's been going on up there while I've been away!

Hyper: Where do you see games going in the future? Are we just going to get better versions of what we're playing today?

JR: You can never predict when a new and powerful paradigm is going to emerge. All you can do is extrapolate from the present technology and create something better.

Hyper: We've got to ask, any plans on taking a trip to Australia? There's a lot of Quake fanatics down here that'd love to try and turn you into little gibblets me included.

JR: I've never thought of vacationing down in Australia. Maybe you guys could come up here?
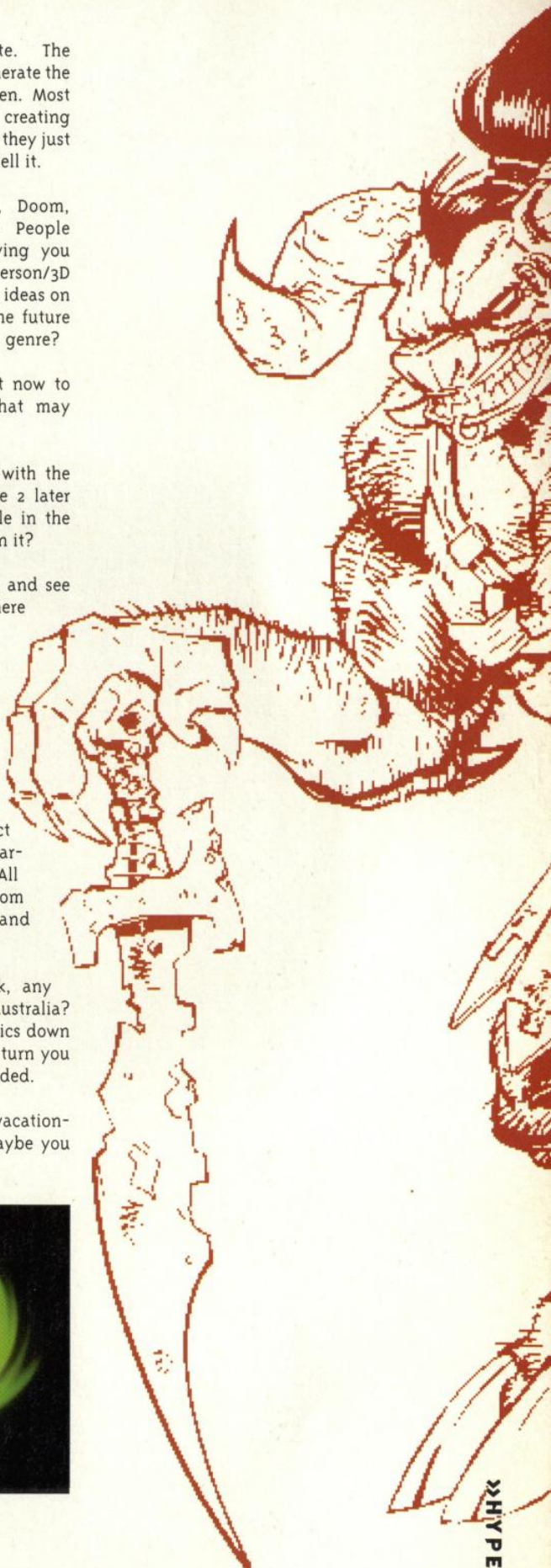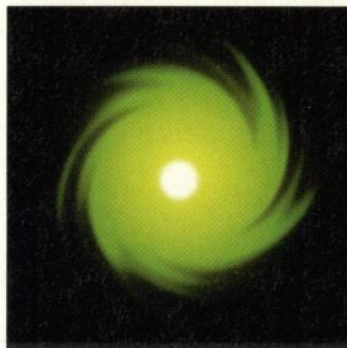
Mortal Kombat Trilogy

He normally loves tonk-fests, but STEVE O'LEARY was mortally offended with this one...

COME HERE LITTLE BOY...

WOMAN... YOU IS UGLY...

SATAN BURNY STUFF!

JUST A LITTLE CUT

MORTAL ACROBATICS

TAKE THAT YOU BRUTE...

As soon as a new system is released you can be sure many games will be converted to it even after appearing on many other consoles. Sometimes you really must wonder why some software companies bother re-releasing software and in the case of Mortal Kombat Trilogy's release on the N64, its dated gameplay and 2D graphics may well see it fall far behind its 3D competition.

Well I'm sure most people would have played at least one of the Mortal Kombat games, and for those that still love the 2D fighter, Mortal Kombat Trilogy succeeds in many areas. For starters an arsenal of 32 characters are immediately available, covering all 3 MK games so those sick of the silly codes will be happy at home here. All the gory action that has made the MK series so popular is crammed into the cart.

'alaties...

Fatalities, friendships, babalities and the newly acquired brutality (when's it gonna stop!) are all readily awaiting those who cant do enough limb dismembering in their lives. Aggressor mode is also a new addition, with each move adding a little more to the aggressor bar, which when full allows the player to increase the characters speed and power. As in MK3 the chain combos are available, allowing up to 20 hits to be acquired in combinations with the special moves, providing gameplay that in areas matches titles like Capcom's Streetfighter Alpha 2.

So how well does the game translate to the Nintendo 64 on cartridge? On the plus side is that there's no loading so you can get into matches immediately, especially when the tournament options are selected. Shao khan's infamous character morphs are now no longer a problem as well. He is now able to morph instantly into any of the 32 characters without any loading at all, something which PlayStation and Saturn owners had to unfortunately tolerate. The down sides though, seem to far outweigh the positive sides of the conversion with abysmal sound effects and poor sprite animation affecting the games presentation. Sound effects for the most part are muffled, with the volume level of sound at least 50 % lower than that of most N64 games. All characters have their sound effects in place , but due to the memory limitations caused by the 32 characters fitting onto the cart, they are nowhere near arcade quality. Animation and detail in the characters is also one of the game's low points with characters visibly lacking animation frames when compared to the CD version on playstation and certainly are a long way from the arcade.

Honestly...

To be honest the lower quality graphics and sound came as no surprise to me due to the limitations in memory of the cartridge format, but nevertheless Mortal Kombat Trilogy although diverse in its characters and gameplay, still stands poorly next to Killer Instinct which is the only other 2D fighter on the N64.

Further adding troubles for Williams is the fact that Mortal Kombat Trilogy presents no real improvements to the 2D fighting genre and of the three versions available(Saturn version is due out soon), the Nintendo 64 versions stands as the one with the least merit. So if your a diehard Mortal Kombat fan and you have just gone out and bought a Nintendo 64 Mortal Kombat Trilogy may be up your alley, but beware its faults as you might be better off with Killer instinct which stands as a much more polished fighter.

CASTRATION CAM...

OUCH...

KNOB SQUAD ARE GO!
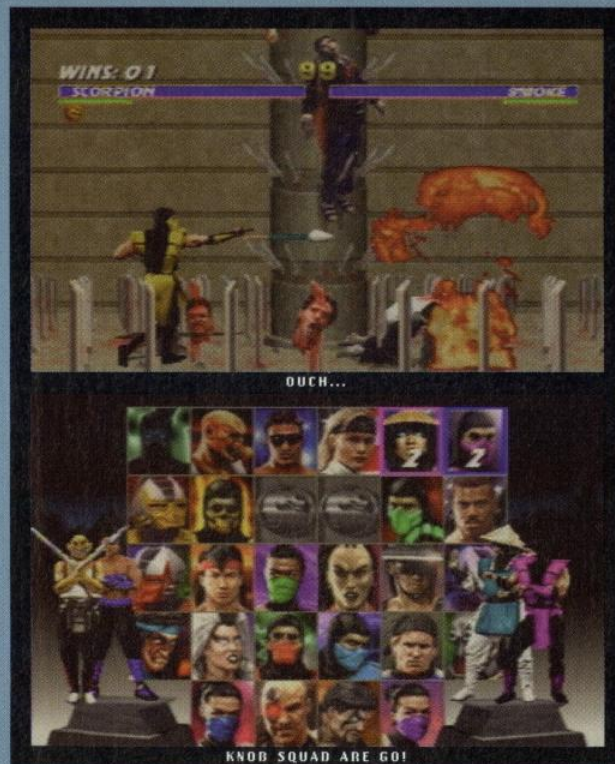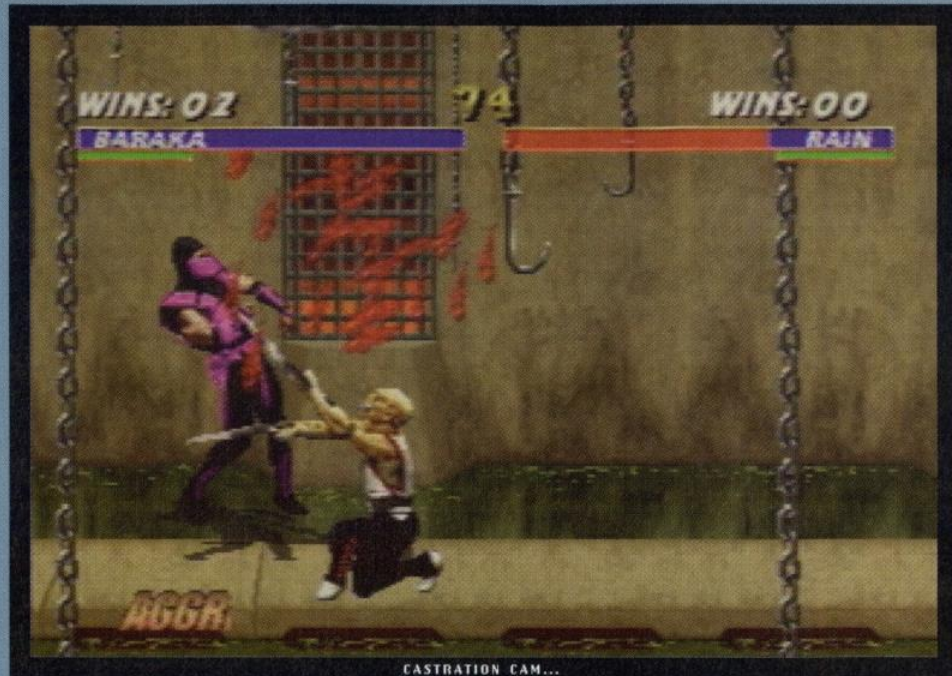
DAN'S TWO BITS
Despite the fact no-one here at Hyper can understand what the big deal is with the Mortal Kombat games that makes them such a huge success, it won't surprise us one bit when thousands of you ignore our review, go out, buy the game, and love it, wondering what on earth Hyper were thinking. Perhaps we just don't get into the use of one basic character shape, who's only difference to the last character was the colour of his pyjamas. We're hoping one day a Mortal Kombat game will come out in 3D that will be the first MK game to have smooth animation, and characters that have distinctly different fighting styles, rather than relying upon the gimmick of performing some special fatality once the actual gameplay is over. If we're talking 2D fighting games, give me Street Fighter Alpha 2 any day.

AVAILABLE: NOW
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: WILLIAMS
PRICE: $119.95
RATING: MA15+

FREAKOMETER

Poor sound and graphics make it a MK freaks game..

VISUALS
60
Standard stuff. Plenty of blood

SOUND
50
Shocking... but functional

GAMEPLAY
70
Get past the sound and visuals and it's dated, but solid gameplay

OVERALL
60%
Down right disappointing when compared to the rest of the N64's games

Blast Corps

$32180064

$1000

Blowing things up to save them from being blown up...
sounds like STEVE O'LEARY logic
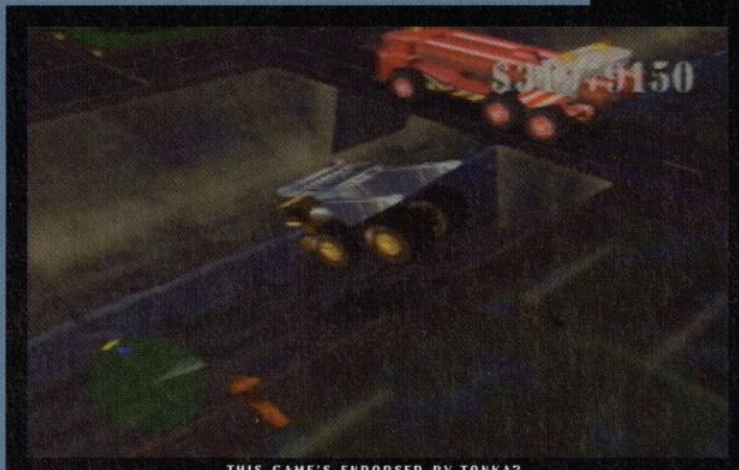
THIS GAME'S ENDORSED BY TONKA?

ATTACKING LEGOLAND WITH YOUR DEATH-TRACTOR!

Nuclear destruction appears imminent. Intelligence reports that a nuclear missile carrier is out of control wandering aimlessly across the world, and it is the job of the newly formed Blast Corps team to ensure all manner of landscape, from barns to city skyscrapers, are cleared to ensure safe passage for the carrier until it is eventually diffused. It initially seemed rather odd that in order to save the endangered cities from the perils of nuclear destruction they would for the most part, have to be completely flattened and annihilated. For me, though, any reason is a good reason for some mindless destruction, so I eagerly took up the task at hand.

As commander of the Blast Corps Team, it is your job to pilot the vast array of vehicles from the standard Bulldozer and Dump Truck to the immense Mech Warrior-like Robots that can both walk and fly throughout each mission. Most scenarios call for straightforward destruction of various buildings that obstruct the missile carrier's path, while others involve plugging gaps in the carrier's path that will allow it's eventual progress without incident, for example forming makeshift bridges across bodies of water and filling in various craters and ditches along the way.

I love blowin' things up!

Given the fact that each vehicle in the Blast Corps Team has a different function and method of destroying structures, discovering the successful combination in employing each vehicle's abilities can be nerve wrecking stuff. Especially so with the ever present missile carrier getting closer and closer to another obstacle, and potential disasters presenting themselves at every moment.

Early missions are quite easy, with the player being able to get to grips with each vehicle's pros and cons, but later missions call for deep thought in your methods of destruction, often involving transporting vehicles by trains or boats to previously inaccessible areas where they are readily needed; or in some cases moving deadly explosives needed to destroy rather larger buildings.

Graphically Blast Corps delivers big time, with realistic explosions covering the screen at all times, making good use of the N64's transparency effects. The game's somewhat limited iso-

metric viewpoint allows for a level of detail that exceeds most N64 games, with stunning textures and realistic scenery that give the game an almost lifelike appearance. Also, Blast Corps gives great expectations and anticipation of what the machine is capable of in future games.

Bone arse

Bonus stages are littered throughout the game with earlier stages involving simple destruction of crates or buildings for added points, while later stages involve racing various vehicles around makeshift racing tracks that run over all manner of land in city areas, construction sites and off-road rally type tracks.

Unfortunately, like most original software, Blast Corps could be over too soon with the number of levels in the game probably only capable of tying an average gamer over for a week or so. Furthermore, many of the later levels make the player use the arguably useless Dump Truck and difficult to control missile equipped Motorbike, making for frustratingly difficult gameplay. rather than using ingenious puzzles that involve the use of numerous vehicles, something which the game initially provides in the early levels.

Overall, Blast Corps is an excellent effort from Nintendo and is well worth owning for the original experience it so cleverly and beautifully provides.

HAVE AT YOU! YOU RECTANGULAR BUILDING!

OH SHIT! CAM

DEATH IMMINENT CAM

RATHER SICK AIR...

AN ENTOURAGE OF VEHICLES...

Blast Corps has a wide selection of vehicles at your disposal. Working out what vehicle works best in which situation is often the hardest thing to do.

1. BULLDOZER.
The easiest overall to use in the bast corps team in demolishing structures from the ground. Probably the most favoured vehicle as well.

2. BACKLASH.
Very difficult to use as you have to hit the buildings with the armoured rear of the truck. Definitely not the preferred vehicle of choice and unfortunately features in many of the later missions in often obscenely hard conditions.

3. BALLISTA.
This motor cycle type vehicle has the ability to launch missiles, which appart from destroying vehicles is also useful for blasting open doors etc.

4. SKYFALL.
This buggy type vehicle is used to either ram buildings or can be launched into the air with the aid of its turbo rocket at its rear and then falls earthward onto buildings destroying them. Very odd indeed...

5. THUNDERFIST.
This huge mech-type robot can roll through all manner of building crushing them flat in the process.

6. SIDESWIPE.
This vehicles ability to use its side battering rams to demolish two buildings at once can be very useful on many missions.

7. J BOMB.
Probably the most fun you will ever have with a mech as J Bomb can crush whole skyscrapers with a single stomp from the air with its huge metallic feet. The only mech in the game able to fly.

8. CYCLONE SUIT.
Another of the mech robots who is smaller than J Bomb and Thunderfist. He needs a good run up in order to gain the momentum needed to smash through buildings and therefore can be less useful when things are needed to be done in a hurry.

9. VARIOUS CARS.
There are various cars that can be used in the game. Mostly the cars are used to transport you from one vehicle to another as the are fast and can cover most types
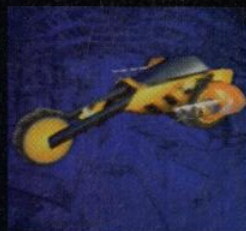
FREAKOMETER

Great graphics and destructive theme make for easy playing....at the start

VISUALS
90
excellent. Well detailed. Great effects

SOUND
85
great effects with rather funny tunes..

GAMEPLAY
80
original, fun, and challenging

OVERALL
85%
Great stuff that's a tad short in length

Namco Museum 4

**Retro gaming just won't go away!
Eliot Fish attempts to strangle it to death...**

With the release of Namco Vol 4 here in Australia, Namco Museum Vol 6 has now been announced over in Japan! What the heck is going on? Is it simply gameplay triumphing over graphics? Or are all gamers over the age of 25 just getting too bloody nostalgic for their own good? Sure there are some fun games on Namco Museum Vol 4, but the entertainment value of a trip down memory lane is fairly short lived. It's cool to actually see what lay at the end of some of these games after only being able to get so far with them in the arcades - but most of todays big games are simply reworkings of similar themes and re-interpretations of the same gameplay mechanics which now look and control a whole lot better, so there's nothing here which is unique in any sense. For those of you who didn't start visiting arcades until the late-Eighties, the charm of these games is going to utterly escape you - you've seen bigger and better believe me. But some of us grew up on these babies, and for us it goes beyond the actual game itself but becomes a reawakening of why we fell in love with videogames in the first place. Am I sounding like an old hack? Aw geez.

`MR. SHINTARO...?`

Pac-Land

This is probably the most famous of the five games represented here. The pac-man series was so popular, weird spin-off games like this began to emerge. Appearing on the scene around 1984, this is the platformer at it's most basic level. You run through pac-land by tapping the run button, using the joypad to jump over oncoming obstacles, varying your pace to avoid the ghosts and other ghoulies. Power-ups are lying around to be collected throughout the levels, but the basic idea is simply to just make it safely to the end. Pac-Land comes across incredibly slow and the controls are badly configured making this a game which will hold your attention for a matter of minutes. There is some level of addiction like most platformers, but really, you'll have more fun with the other goodies on Namco Vol 4.

Ordyne

What a cool shoot 'em up! This manages to equal with some of the better SNES shooters, with frantic, bizarre targets and quirky powerups. Like most side-scrolling shoot 'em ups, you'll be determined to see this to the end (with unlimited credits, it's way too tempting to "just see it to the next level"). Ordyne is packed with classic Japanese visuals, from giant flaming turtle bosses to little school-girls with big guns. Considering this only came out in 1988, it poos over the other games on the disc with it's improved speed and graphical detail. If you love shoot 'em ups, you may want to check out what is just about the best game on this Volume.

Assault

This is also a bit of a classic. Overhead tank warfare which was controlled using two joysticks at the arcade, translates really well if you have the benefit of a new dual analog platstation pad. If you've played Battlezone at the arcades, then you'll know exactly how this controls. This is again, simple gameplay that can't be beaten for it's pure addictiveness. The levels have all sorts of original funky ideas that have gone on to be ripped off by today's modern games. Though this is primarily an overhead shooter, there are even subtle strategy elements to completing the levels thanks to some wide-open spaces and a nice mixture of enemy tanks of varying sizes and power. It's amazing how something like Assault, which came out in 1988 has just as much gameplay value as say, Nanotek Warrior. You'll dig this one.

The Return of Ishtar

It's an action/RPG from 1984! Unfortunately, this is the sort of game which really doesn't stand up well over time. Maybe nostalgic for some, but essentially this is very dull to play. Trapesing around castles looking for keys and bumping ghosts with your sword gets really bloody boring very quickly. Just goes to show that the RPG genre has only been getting better and better... When you think that Zelda 64 is on the way, there's no point wasting your time with this unless you remember it from your childhood and want to have a kodak moment with your Playstation.

Genji & Heike Clans

Samuri hack and slash! I have no recollection of this one at the arcades, so possibly this came out in Japan only or maybe it just passed me by. Anyway, this is scrolling/platforming stuff along the lines of Rygar (remember that?) or Shinobi. The game has a seriously funky little warrior for you to control, who just loves to twirl his sword arm around like Pete Townshend from the Who. There's some bizarre Japanese imagination on show here, but the last 10 years hasn't been good to this strange little game. Maybe the inspiration behind games like Castlevania and it's ilk, Genji will just frustrate you with it's poor controls and frustrating level design. Good for a few minutes at the arcade, but you won't play much of this one.

So what's the final verdict on this collection of games? Hard to say, but unless you recognise any of the screen shots on this page it would be safe to say that if you buy this, you'll be very very upset afterwards! No-one should be buying this for the gameplay - though Ordyne and Assault are very playable - the Namco Museum series is just starting to get too obscure and a little too whiffy for anyone other than retro freaks.

CLASSIC

MY... WHAT BIG TEETH YOU HAVE...

EAT PURPLE... ERM... STUFF

NOT QUITE SUIKODEN IS IT?

BONZAI!

WHAT'S WRONG PAC?

AVAILABLE: NOW
CATEGORY: RETRO
PLAYERS: 1-2
PUBLISHER: NAMCO
PRICE: $69.95
RATING: G8+

FREAKOMETER
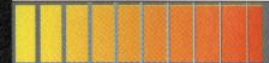
It doesn't get much freakier than this

VISUALS
40
Unfair to judge in the context of HYPER

SOUND
45
From utterly pathetic to rather cool

GAMEPLAY
50
From hopelessly sad to excellent

OVERALL
48%
Try it before you buy it

Suikoden

*Finally a traditional Japanese RPG for the PlayStation...
DAN TOOSE locks himself away with Suikoden.*

Valeria
Come now, ARMAND,
you mustn't lose sight of your
bigger goals.

WHAT ARE YOU? MY MOTHER?

SO... SHOULD I BOOK A HOTEL ROOM?

WHERE'S ADRIANA?

Easily one of the most popular kinds of games in Japan is the RPG, which in the 32 bit gaming scene, has been strongly dominated by the Saturn. Recently we saw the release of Legacy of Kain, which whilst being quite amusing, was certainly not as captivating as most RPGs are, as there wasn't quite the same sense of character development that is what most RPGers crave. Enter Konami's Suikoden for the PlayStation, the saviour for all those that quite simply aren't going to be able to hold out till the end of the year for Final Fantasy 7.

Yet more Anime...

Like the other 32 bit RPGs we've seen thus far, Suikoden is not pushing the PlayStation's graphical processor at all. In fact the only visual effect you'll notice that the 16 bit consoles couldn't have handled is the occasional use of a transparency with either a spell attack, or some fog. As you'd expect with a Japanese RPG, the character portraits are all in that classic manga style, and look suitably ridiculous, yet lovable at the same time.

Equally predictable as the visuals for Suikoden is the sound, which consists of all the same swoosh noises for the sword swipes, and all the little squelshy noises for a successful hit. The music is kind of amusing for a while, but by the time you're well into the game, you'll probably take a cricket bat to the speak on your TV.

Oozing with character

Most Japanese RPGs are noted for having lots of cute character to them, but Suikoden takes the cake with it's incredible amount of depth and personality. The general gist of the game is that you are the son of a famous general of a vast empire. When your father is sent north to crush a threat to the empire, you start your training as an Imperial officer. Almost immediately you'll discover that there is corruption in the empire, and soon enough, you'll end up joining the Liberation army which is trying to overthrow the empire to restore some justice to the land. After you join the Liberation, it is only a matter of time before you're the leader, and this is the stepping-stone to what makes Suikoden so great. You need to raise a powerful army, and to do this, you travel the lands making allies and befriending various warriors and heroes, thus making your force stronger. Not only that, you also capture your own castle, and all the characters who ally with you, then go and live in your castle. If you befriend an armourer, he'll set up shop in your castle! There's also tons of dialogue throughout the game, with each of the 108 characters that you can enlist into your ranks having their own distinct personality. The strong sense of character really adds to the plot, and that's what will get RPG fans hooked into Suikoden straight away.

FREAKS!

ACTION PACKED WILDERNESS TRAVEL... AHEM...

SEARCH LIGHT ATTACK!

A BIT OF VARIETY

TERRIFIC TONKIN'

Combat is pretty cool in Suikoden, with three different modes being used, depending on the battle at hand. The battle types are one on one, party on party, and army on army. Most battles are party battles, where you and your companions battles small groups of monsters and enemies whilst questing for various things. These battles whilst not being visually stunning, are somewhat cinematic, and look very cool, particularly the spells. The one on one battles are usually when you face some powerful figure at the end of some large scale battle. The army on army battles happen every once in a while, and are not dissimilar to a rather intense game of scissors, paper, rock.
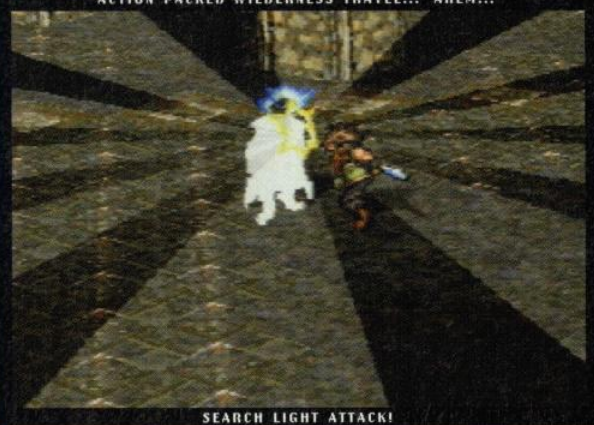
A couple of gripes

Suikoden's not all perfect though, and at a couple of points, you'll probably feel like kicking your PlayStation across the room. Firstly, the plot is very linear, and whilst you can go off and recruit outside the plot most of the time, most decision making is just a farce, as you don't really get to decide at all. An example is where you get asked if you want to stop at an inn. You say no, only to be "convinced" to go in by your party, and then asked if you want some tea. You refuse on the basis your party member have just accepted and seem to be affected by the tea. Unfortunately, you will be asked until you accept. This of course doesn't end up killing you or anything, but it does instil the feeling that you're not really making any decisions in the grand scheme of things. Other problems included a lack of diagonal movement when walking about, and a lack of an indication as to how badly you've managed to hurt your opponent when in standard combat.

Despite having some flaws like these, Suikoden is a game that will suck in any RPG fan, and has enough character development, and an interesting enough plot to get a big thumbs up. Not an answer to the upcoming Final Fantasy 7, but still good stuff. If you didn't like RPGs before hand, this won't change your mind, and it isn't going to take you months to complete, but it is well worth a look for RPG fans.

AVAILABLE: NOW
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: KONAMI
PRICE: $99.95
RATING: G

FREAKOMETER

Whilst being easy to grasp, this is definitely for RPG fans only

VISUALS
55
Kinda funky combat, but it could have looked a lot better

SOUND
58
Like the visuals, could have been a lot better...

GAMEPLAY
87
Tons of character, and some very cool features

OVERALL
83%
A very good RPG that could so easily have been a classic with just a few tweaks

V Rally

THEY'RE REALLY VERY CLOSE...
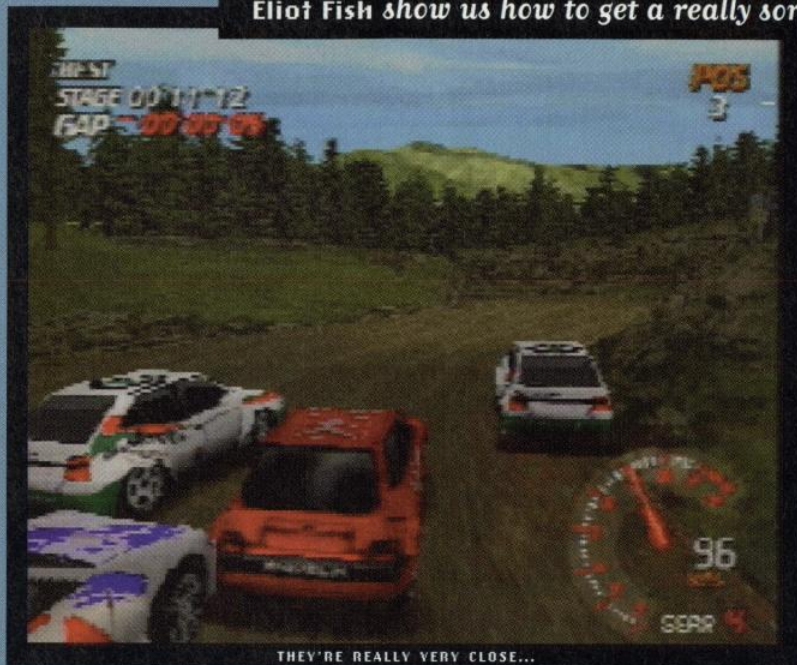
Ever since Sega Rally hit the Saturn, Playstation owners have had to brave the streets and suffer the smug looks of Saturn-gamers, secretly cursing under their breath "... I'll get you... one day." Well, here is what Rally-less Playstation owners have been praying for... a hot lookin', mud slidin', donut inducing, air ridin' rally car game for their precious little Playstations. And blow me down if it isn't heavily modelled on that darn Saturn game, Sega Rally! Gosh! Regardless of it's inspiration, though, there is no doubt that V Rally is one of the slickest racing games the Playstation has ever received - and exactly what their owners have been hanging out for.

To begin with, V Rally has all the options you'd expect from a quality racer such as Arcade mode, Championship, Time Trials and Rookie, Pro and Expert modes. But throw in about 11 different cars and the option to adjust suspension, over/under steering and gear ratios and you're looking at a nicely congfigurable racing game. But wait there's more! In an obvious attempt to out-do the big Sega Rally, Infogrames (who brought us Alone In The Dark) have included a huge selection of tracks to experience and a whole variety of weather conditions. Now chuck in a split-screen four player mode and you're laughing! Infogrames even employed professional Rally drivers to test out their game engine for tips on realism. When you see V Rally in motion, you'll appreciate the attention to detail which has gone into bringing us a top notch rally experience.

Slippin' and a slidin'

The version of V Rally we got to take for spin here at HYPER HQ wasn't a finished version, and even though the game initially looked quite stunning, there were some flaws in the Beta that spoiled what was essentially a very cool experience. Once you're on the starting line you'll notice the other three opposing cars idling their engines next to you and unless you break from the pack at the green light, that's all you'll get to see of them for the rest of the race. The driver AI in V Rally didn't seem terribly smart. These three cars simply drive in a pack from start to finish like some little elite racing club and speeding through the French Alps or burning through the mud in Indonesia can be a very lonely and ultimately boring racing experience - like racing an eternal Time Trial. Whereas Sega Rally is more of an action-packed race to the wire, V Rally came across a little too serious with no real sense of competition out on the circuit. Infogrames promised us that this would be fixed in the final version that's released, so you can expect a much improved AI, and a more hair-raising driving challenge. Thanks to the funky analog controller, once you get the hang of how the car handles, you'll find yourself hooning the course and it'll be hard to return to digital mode. Smooth acceleration is now possible and the response is really good - making racing a much more intuitive experience. Now there's nothing to blame for your sucky cornering. Another nice touch, is that you can just click in the stick you're using for acceleration and the handbrake is applied, saving you the worry of awkwardly reaching for one of the buttons.

SEVER BINGLE IMMINENT

FOLLOW THAT CAR!

THAT'S MORE LIKE IT...

THE RESULT OF RTA CUTBACKS

OFF THE BEATEN TRACK
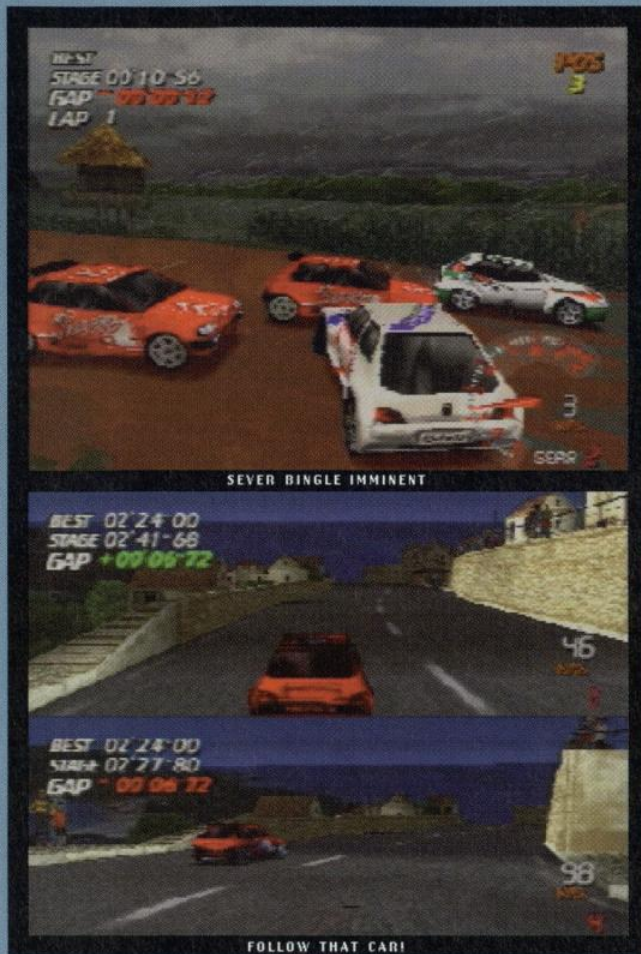
Do not pass Go...

In this Beta version we received, the physics were a bit silly. Graze a small plant and the car flew into twenty barrel rolls until coming to rest, facing in the wrong direction (which seemed to happen 90% of the time). The road was also a little too narrow for a convenient three point turn - and by the time you're back on track, the other three cars are just about over the finish line with time to stop and play a game of monopoly. Again, Infogrames promised us with their lives that this was all being fixed and that the cars would feel heavier and handle better in the final version. Seeing as though everything else in the game is top notch, we don't doubt them either. Gripes aside, take one look at the screen grabs and you'll agree that this is one spunky game. Cruising through the snow in the Swedish Rally will have you grinning from ear to ear, with snow spitting out of the sky and the track feeling just that little bit softer. Take a spin on one of the night rallies and your headlights pry into the night, realistically revealing trees and mist... damn this looks nice. The pop-up is tidy and cleverly concealed on most of the tracks with only lens flares and other trendy Playstation effects being the real distractions to your relentless conquering of the circuit. As far as audio goes, you can't help but notice the "Easy Left" commentary nicked straight from SR, and most of the other effects are pretty standard. Audio is the least to worry about in a racing game though, you could even turn it off and put on your favourite CD to get you pumped. It looks like V Rally is set to be one of the hottest Playstation titles this year. Analog control, shit hot graphics, realism in spades - old Sega Rally is simply left behind in the dust.
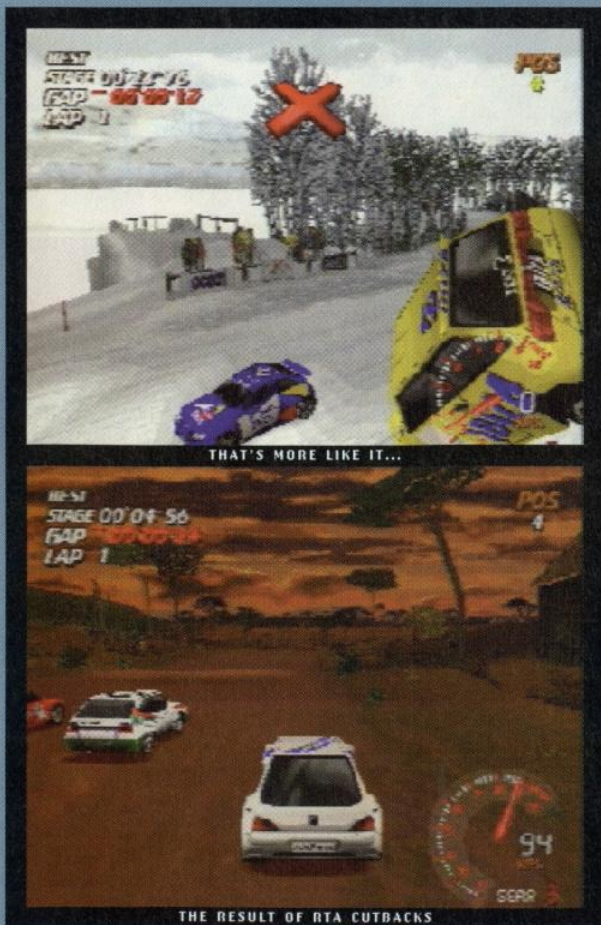
G-Nome

To get anywhere in life, you just gotta mech it happen.
Eliot Fish rotates his torso..

I must admit, I'm getting sick of Mechs. Sure, it can be quite sat-
isfying stomping around in your huge metallic beasty, but it's
obvious that Mechwarrior 2 became a bit of a benchmark for quali-
ty-meching and beating it for pure mech satisfaction is tough. G-
NOME is essentially a Mechwarrior 2 clone, but it does have it's own
funky elements that breathe a bit of life into a tired genre. Oh
whoops, I apologise, in G-NOME they're not called Mechs at all but
HAWCs - Heavy Armour Weapons Chassis. Gee well that makes a
huge difference (sarcasm ladies and gentlemen). Well then, you're
thinking, what the flippin' heck is a G-NOME? A little robotic dwarf?
Nope. Try a genetically-engineered "thing" designed specifically to
chomp on humans. As you might have guessed, it has to be
stopped. Enter Joshua Gant (that's you like it or not) a retired spe-
cial forces sergeant who must be called back to duty to save the
day. Get to it Mr. Gant.

Going for a plonk...

In G-NOME you get to plonk around in your HAWC unleashing
furious vengeance upon all your foes - er... like most computer
games. If you take a look at these screen shots you'll agree that things look very
Mechwarrior-ish - which is pretty hard to avoid considering this is a mech-sim.
However, G-NOME just doesn't look as good. Regardless of the MMX technology it
supports, the visuals feel boxed in and too cartoony to really convey a sense of
dread when confronted by enemy machines. Textures and detail abound, as does
an array of gawdy colours, but there's no atmosphere to be found within a ten
light-year radius. You'll forgive G-NOME for this once into the game, as you'll have
so much to do that the graphics (which will still need a fairly beefy PC) will cease
to bug you. Though, while I'm on the topic of presentation, let me just say that the

GO AHEAD... MECH MY LUNCH...

MECHING THINGS GO BOOM...

MECHING A BRIDGE...
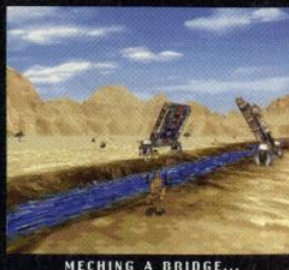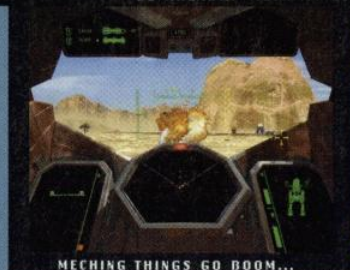
sound in G-NOME is quite good (with obligatory female computer) and the music off the CD really helps to add some drama to the occasion, but and it's a big BUT, the awful semi-Australian accent of your mission briefer is truly appalling. OK. Anyhow... probably the first thing you'll notice about G-NOME is that not only do you get to sit up high inside a crankin' machine of death, but at various stages of the game you'll have to get around on foot with only a blaster and GASHR gun strapped to your belt. This is quite cool, as you can eject from your HAWC at any time to accomplish mission objectives or to avoid the subsequent explosion of your machine as you succumb to enemy fire. Once on the ground, you see the terrain through a goggle-shaped window which is a shame really as I was expecting to feel a sense of freedom after the claustrophobic HUD of the HAWC. What is even crazier, is that on foot, you still have to hit the throttle control to move around! There's nothing more unrealistic than gliding around the ground - but if you ignore this silly mistake, there's some real fun to be had on terra-firma. For starters, there's the GASHR (Gas-Assault Shock Rifle). If you lose your HAWC and decide that your opponent has one which appeals to your colour-sense, simply run over and plug them with your GASHR. The enemy pilot will have to eject, and if you can fry him with your rifle, his HAWC is free for the taking - jump in and continue blowing things up. Of course, if you destroy another HAWC, just keep it in mind that the same thing can happen to you and shooting down enemy pilots is a must if you want to keep the HAWC you're in. Through the game, you'll find that in some cases it's a necessity that you pull over and climb out of your HAWC simply to enter buildings and find weapons, flip switches and attempt sabotage. A nice twist to a pretty standard mech-sim.

Eject! Eject! Arrghghgh!!!

The weapons at your disposal are quite effecient for the job, but a little unsatisfying to use. Considering the healthy variety of armary, again the visuals let the game down by failing miserably to provide you with any sense of big, powerful firepower. Little red dots spitting out of your HAWC don't give you any reassurance that they're actually causing any damage - and hey, they look sucky. However, the missions are quite involving and keeping track of your radar, weapons status and damage status keeps your mind on the job at hand - and there's plenty to do. The enemy SCORPs can be very nasty, and when you're surrounded by Scorp warriors and Scorp HAWCs it really takes a bit of tricky handling to stay alive. So how does the HAWC handle? Well, compared to the smooth, responsive and elegant mechs in Mechwarrior 2... the HAWC comes off feeling pretty drab. There's no great sense of speed, and your view of the outside world is just too cramped to make head-to-head warfare at all enjoyable. The controls are identical to just about any other mech game you might have played, and as you'd know, configuring the keyboard or even just using a joystick in conjunction with a keyboard can be a frustrating and anti-gaming experience. A handy key-settings card comes with the game though, so there's an easy

reference tool on hand for mid-warfare help.

G-NOME basically comes across as a good mech-sim, with a nice variety of missions but lacking in that special something. The addition of foot-soldiers is a great addition though, and picking them off from the comfy interior of your HAWC is great fun, as is running around in your battle-suit looking up at the deadly machines looming over you. For those of you who've played Mechwarrior 2 to death, you may want to check out G-NOME, but it's really only for those of you who just can't get enough. The better game has already been, and even though G-NOME does offer multiplay, it's just comes off as a little inferior.

CHICKEN LEGGED MECH...

OTHER STUFF...

AVAILABLE: NOW
CATEGORY: MECH SIM
PLAYERS: 1 TO MULTI
PUBLISHER: 7TH LEVEL
PRICE: $99.95
RATING: M
REQUIREMENTS: P90, WIN 95, 16MB RAM

FREAKOMETER

Any mech-sim is tricky, and you'll have to be a major mech-freak to want this as well as Activision's masterpiece

VISUALS
77
No sense of realism, but colourful and textured

SOUND
75
Cheesy lift music in the transport vehical is bizarre

GAMEPLAY
82
Yeah, it's enjoyable if you stick with it

OVERALL
79%
You certainly won't want to HAWC your copy of Mechwarrior 2

MECHING MINCE MEAT OUTTA SOME GUY...

HE'S MECHING ME NERVOUS...

MECHING TRACKS...

MECHING PEOPLE LOOK LIKE ANTS...

Carmageddon

So what's the big fuss, eh? Is Carmageddon (and yourself as a result of playing it) a threat to the very morals of society or is this simply the most hilarious game you (may not) get to play this year? Frankly, you see worse things on the TV at 7pm and Carmageddon is a total piss-take arcade game, so just get off your politically-correct hobby-horses and have some FUN. If you've missed all the news reports and have no idea why this game has offended so many people, then listen up... Have you ever played a racing game, and become so frustrated with the race that you jokingly quip, "gee, I wish I could just run down those spectators! Ho ho!", and those cows to the side of the road in Sega Rally... Hell, they've been asking for it! Well, Carmageddon lets you indulge in this little gaming fantasy, and in fact it's an essential part of winning the game. Beginning with the guy who waves the flag at the start of the race, you can steer your car anywhere on the circuit and mow down pedestrians, cows and god knows what else only to actually be rewarded with credits which you can later use to upgrade your car and spend on a host of other cool stuff. The bystanders flee from your oncoming car screaming, yelling and finally exploding in a mess of blood when you happily ram them into a wall, your tyres leaving a trail of the red stuff as you catch up with the pack. I guess it's pretty sick, but in the context of the game it is an absolute riot and loads of fun - there's no over the top realism here... Carmageddon is like the Duke Nukem 3D of racing games and it's tongue is planted so firmly in it's cheek, it looks silly.
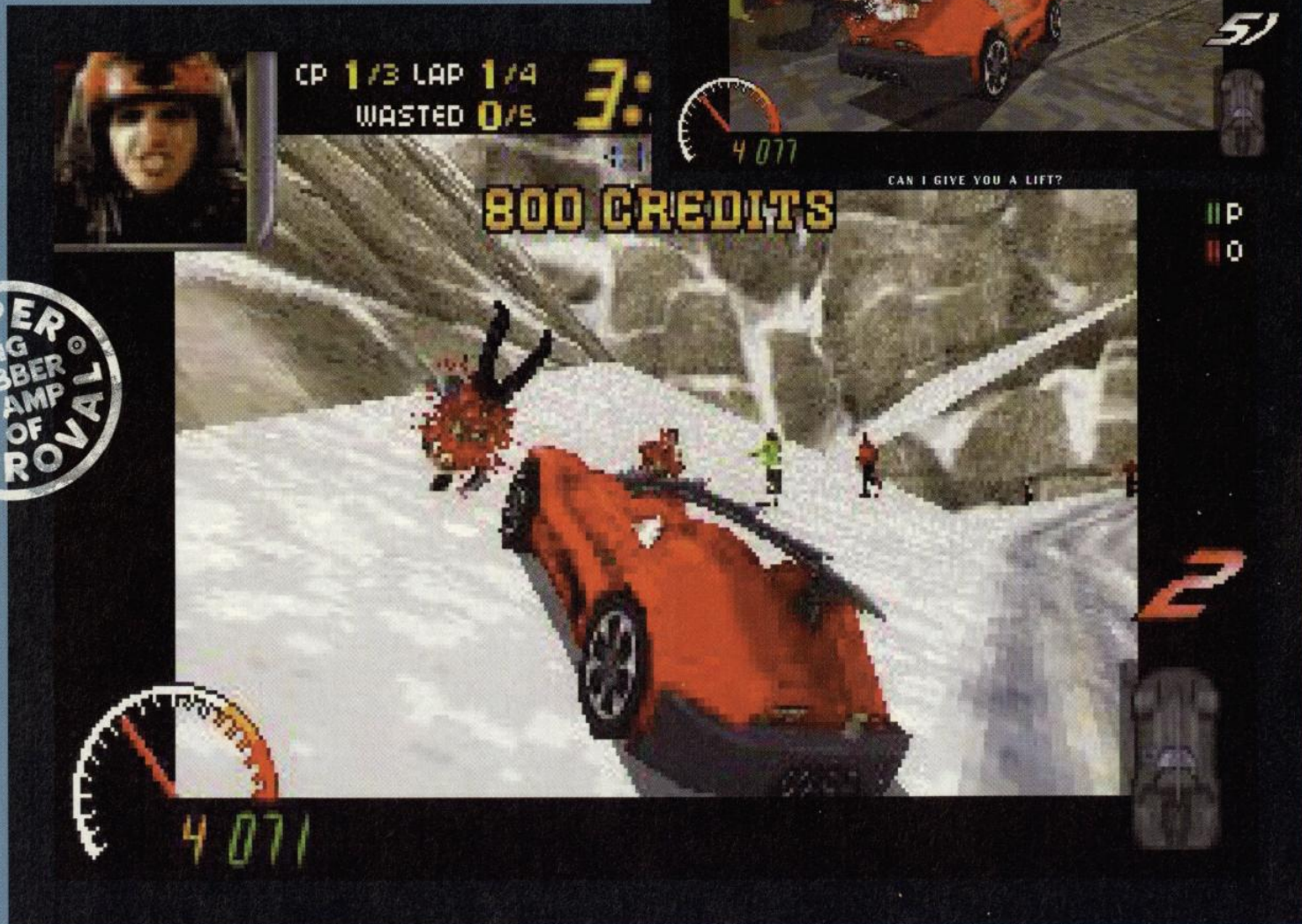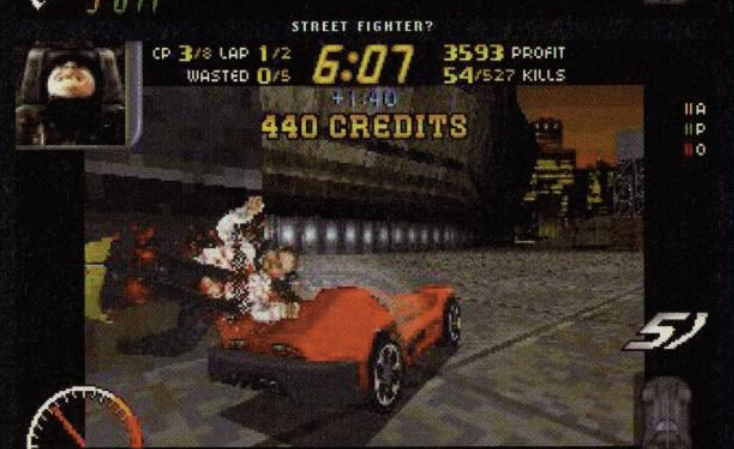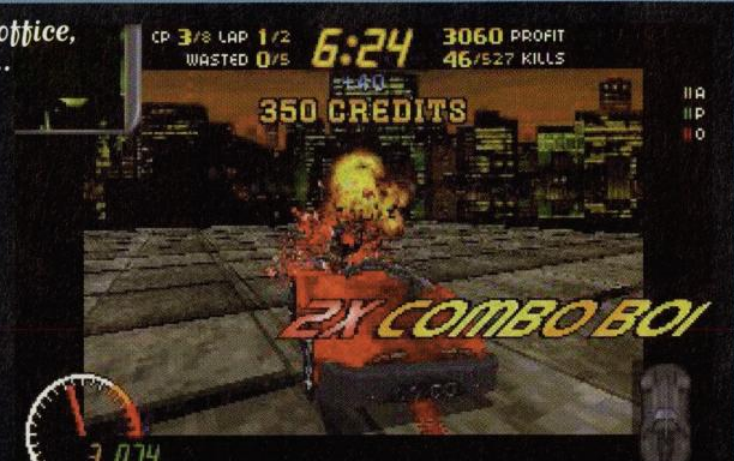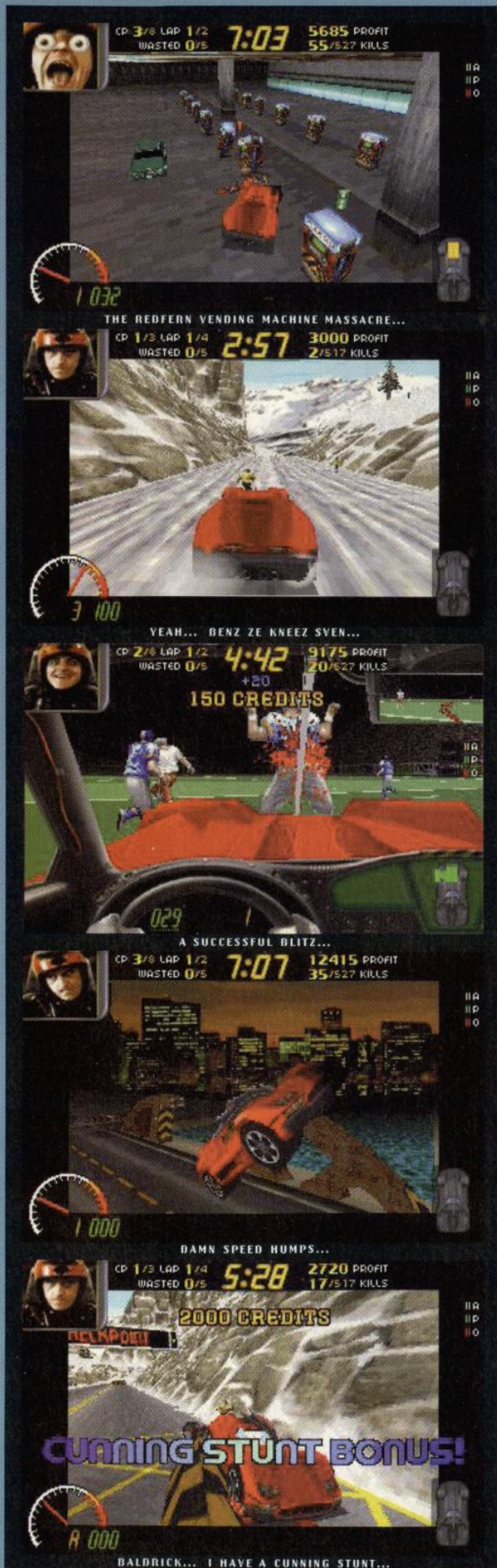
Drive worse... Do better!

When you choose your automobile, you can upgrade your armour, engine and offensive features (like spiked bumpers etc) depending on how many credits you've earned on the track. Hitting pedestrians, stacking your car and ramming other racers all gets you points depending on how well you pulled it off... Take out 2 or more pedestrians in the one hit and you're awarded a 2 Combo, 3 Combo etc or reverse over them and you win credits for showing Extra Style or Artistic Expression! Coming over a very steep crest, I managed to flip my car over and crush someone with the bonnet of my car... I was promptly awarded big-time credits for executing a Cunning Stunt. I needn't explain that one any further. With the amount of damage you can inflict on your car, every credit becomes quite precious - in some instances, you need to pay for your car to be rescued from unrecoverable situations. Taking out the other cars on the track is another objective, and the AI is very nasty. Thankfully the physics are really quite accurate and this is a joy drive. Throughout the race, your driver appears in a little box in the corner of the screen showing you a variety of facial expressions depending on how well you're driving... If you get rammed from behind, you'll notice he or she suffering some severe whiplash... And if you somehow steer your car into the river, or go plummeting off a bridge, your driver is very quick to voice his/her... er... displeasure.

Oh, this is a race?

Let's not forget that amongst all this sensationalism, there lies a racing game. Checkpoints must be passed, time-limits must be adhered to and somewhere there's a finish line to cross! You may have a hard time finding it though, for the race can become so anarchic and there are so many back streets and secret areas that simply getting back onto the track can be quite difficult. Basically, there is a "circuit" but the world that it's in can be traversed as you wish. Take the first track, Maim Street for instance... As you pass the football stadium, why not drive on in and check out the game! Suddenly, you're on the football field and the players are running for cover! Hey, never pass up a good opportunity... Take 'em out! It's moments like these that you forget which way you were driving and where the next checkpoint is... It's damn amusing I can tell you. As you drive around like a complete imbecile, just beware of the various powerups that lie scattered around the place. Running over the good ones can give you extra time to complete the race, extra speed, strength etc but there are also some pretty bad ones too. Some explode like bombs and send you flying into the air and some are very strange, such as Bouncy Bouncy which makes your car hop uncontrollably, resulting in you lying upside down on the track. If you're successful in winning the race, destroying all the other cars or just causing the most chaos, you can get to try out different cars (with attachments like big nasty razorblade bonnets and spiked roofs) and gain access to new tracks. But what is a whole heap of fun on your own, just becomes something totally outrageous when you factor in the multiplayer option. Carmageddon is the sort of game which is sure to keep you up until dawn, playing over the Net or on a network with up to 8 other sick puppies like yourself. This is pure arcade action, and if you can get your hands on a copy, you're in for the ride of your life.

Screenshots (left column captions)

- CP 3/8 LAP 1/2 — 7:03 — 5685 PROFIT — WASTED 0/5 — 55/527 KILLS — THE REDFERN VENDING MACHINE MASSACRE...
- CP 1/3 LAP 1/4 — 2:57 — 3000 PROFIT — WASTED 0/5 — 2/517 KILLS — YEAH... BENZ ZE KNEEZ SVEN...
- CP 2/8 LAP 1/2 — 4:42 — 9175 PROFIT — WASTED 0/5 — 20/527 KILLS — 150 CREDITS — A SUCCESSFUL BLITZ...
- CP 3/8 LAP 1/2 — 7:07 — 12415 PROFIT — WASTED 0/5 — 35/527 KILLS — DAMN SPEED HUMPS...
- CP 1/3 LAP 1/4 — 5:28 — 2720 PROFIT — WASTED 0/5 — 17/517 KILLS — 2000 CREDITS — CUNNING STUNT BONUS! — BALDRICK... I HAVE A CUNNING STUNT...

CARMAGEDDON Driver License

DOA CARMAGEDDON DOA — DRIVER LICENSE
CONSTANT DONOR — A66613 — CLASS:H
ELIOT A FISH — 78 RENWICK STREET Redfern SYDNEY, NSW 2016
SEX: M HAIR: SOME EYES: ONE
HT: 5-11 WT: 100 DOB: 31-01-71
06/11/97 235 / FD/90 R1020
IVAN THE BASTARD
LICENSE TO KILL

Info box

AVAILABLE: NOW
CATEGORY: RACING GORE FEST
PLAYERS: 1-8
PUBLISHER: HILAD
PRICE: $89.95
RATING: MA15+
REQUIREMENTS: P90, 16MB RAM/WIN 95, 8MB RAM/DOS, 4XCD-ROM

FREAKOMETER

Even though you may have to be pretty freaky to enjoy this, almost anyone can. Make sense?

VISUALS
86
Heaps of detail options and views

SOUND
85
Crunching metal and splatter galore

GAMEPLAY
90
Heaps to do and the cars feel nice and maneuverable

OVERALL
90%
An absolute classic!

Twinsen's Odyssey (Littl

Odyssey is a Greek adventure... Who better to review the game than our Greek adventurer GEORGE ARGY?

TWINSEN THE WIFE BASHER??

THAT AIN'T INCY WINCY...

THE HYPER INDOOR SWIMMING POOL...

COOKING WITH TWINSEN...

For the non-initiated, be prepared to be totally weirded-out, and yet totally roped-in. Twinsen's Odyssey is one mega-cute adventure game that sucks you in and doesn't let go. It's also the sequel to the quietly popular cult hit Little Big Adventure. For those that journeyed with Twinsen in the original, you'll be able to comfortably slip back into a world populated not with humans my friends, but with walking elephants (Grobos), rabbits (Rabbibunnies), humanoids (Quetches) and spheroid dudes on legs (Spheroids).

The storyline picks up where LBA left off. After defeating the ominously named Dr Funfrock, Twinsen and his girlfriend Zoe have settled down to a life of peace, parenthood and Ricki Lake. That is until aliens start kidnapping the wizards and kiddies, and Twinsen must yet again confront the evil that threatens his planet with naught but a dino-fly and a pissy magic ball. Although it's not necessary to have played LBA to get into LBA2, it may help you follow the storyline a bit if you have, as Twinsen drops a lot of references to the original game (grab a demo off of the net, somewhere).

e Big Adventure 2)

TWINSEN VERSUS THE EVIL BOVINE REPUBLIC COMMANDER...

NICE PLACE YOU HAVE HERE TWINSEN...
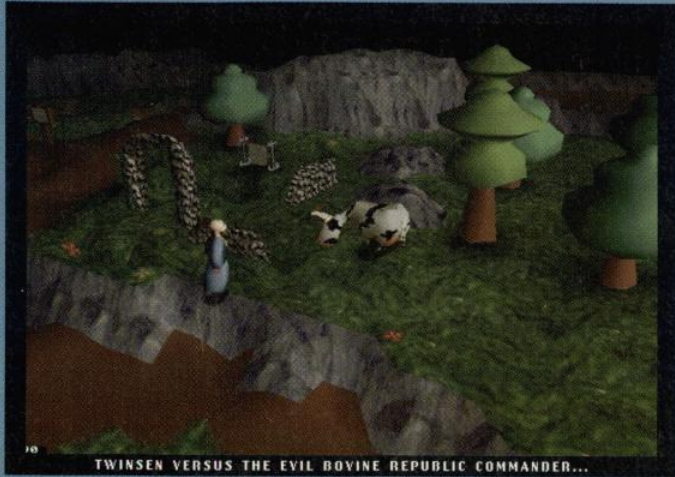
A bit of spice?

No surprises in the gameplay department; LBA2 has the same simple controls as LBA: you can turn left or right and move forwards and backwards, basically. One funky feature though is the way Adeline have liberated us from too many complicated key strokes by having a "behaviour" mode, which God forgot to give to humans. Pressing the CTRL key changes Twinsen's mode of action from Normal mode where Twinsen can activate objects and talk to people, Aggressive where he can biff stuff, Discreet where he can sneak up on people and hide and Sporty where he can run and jump. Heck, throw in Posh mode and you have the Spice Girls ... shudder.

There are two graphics modes in LBA2 - Indoors, which is an isometric view of our hero, and Outdoors (duh!), which is a very spesh-looking 3D world with beautifully-mapped textures and scenery. All the characters are polygons too, which gives the game fluid movement. The sound suits the graphic environment very well, with cutesy (but fitting) effects and some extremely funny character voices. I thought that the music had a touch of the Eurovisions about it, but we have been spared vocal accompaniment, thank Christ.

Cute but cunning

Even though LBA2 is totally not an uber-violent shoot-em-up, don't let the cuteness fool ye. Twinsen biffs when biff is needed, but for the most part it's cunning that will save the day. And for those that aren't satisfied unless they can injure on a whim, you can beat up virtually everyone you see, but unless they're an enemy they'll just double up in pain, then stand up and pretend it never happened (much like I used to do in year 5); and in true cartoon style, there's no blood (sadly, this was not the case with me). I wouldn't play LBA2 around little kiddies either - the opening sequence of Twinsen's buddy dino-fly being struck by lightning scared me a little (it was dark, ok), and the (very) obscure sexual references may leave you with some explaining to do to a perceptive younger sibling (Egad brother! Why does Master Twinsen get excited when the blue lady dances?). Then again, not many 3 year-olds I know are into adventure games.

So what's wrong?

Ok, so I haven't said many bad things about LBA2, but that's because there ain't too much wrong with it. I could say that the graphics suck, but they don't. I could say that the sound effects and music can get a bit grating after hours of gameplay but hey, you can turn them off. The changing camera angle can be a little annoying as it tries to give you the best view of Twinsen as you move from scene to scene - but again, if you don't like it you can press the enter key which moves the camera to behind Twinsen in Outdoor mode, and centres the frame on him in Indoor mode. I guess there is always Twinsen's uncanny resemblance to the guy from Chocolate Starfish which may be a little unsettling to those with musical taste. What can I say - this game doesn't suck!

EXCITING LEISURELY STROLLS!

GROCERY SHOPPING... TOPS!

HOW CONVENIENT
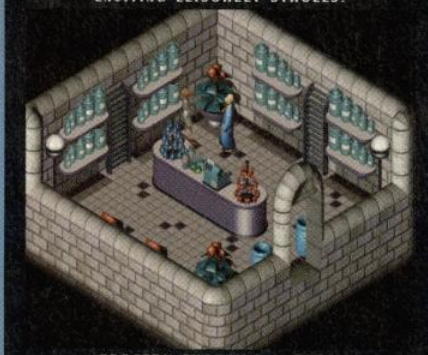
AVAILABLE: AUG
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: ADELINE SOFTWARE
PRICE: $89.95
RATING: G8+

FREAKOMETER
You just gotta like adventure games

VISUALS
84
The outdoor 3D stuff rocks!

SOUND
79
Sounds and music can be repetitive after a while

GAMEPLAY
75
Simple, maybe too simple for the hardcore

OVERALL
82%
Fun for most of the family

Realms of Arkania III - S

RPG veteran DAN TOOSE heads off on another quest...
Shadows over Redfern.

Sir-Tech are no newcomers to the RPG scene, in fact their Wizardry series of RPGs is perhaps second only in fame and following to Origin's Ultima series. Those that were fans of Realms of Arkania II - Star Trail will be happy to know that Shadows Over Riva is very much like the game they love... Or perhaps they might be a little peeved that it's a bit too much like the game they love. Either way, it's very similar, being more a case of tweaking and polishing rather than a completely new game.

Eyes of a Doomer

It would seem now that we're unlikely to see too many RPGs that don't feature some sort of 1st person perspective interface nowadays, as we see Shadows Over Riva (like it's predecessor) using a Doom style of movement with which you use to navigate your party throughout the game. The only thing that SOR lacks is for you to see people out on the street, and in the dungeon. You just sort of magically enter combat.

The music in SOR is pretty good. The acoustic guitar in the inventory screen music had me itching to play along on my Ibanez. The sound effects in gen-

Tomb under Cemetary

Katarin Fyran Armand Agius Sylene San

BLOODY PAGANS, ALWAYS LEAVING THEIR CRAP EVERYWHERE!

GET LOST!

Actually, that's very unlikely to happen, because Shadows Over Riva comes with a spiffy built in automap, which not only keeps track of where you've been, but also presents it in a very pictorial style, which makes getting your bearings particularly easy. This is great if you want to explore an area with reckless abandon. Even cooler, you can click at any point on the map to add a text marker, which then refers to a window to the side of the map where you can add as much text as you's like.

To make the whole adventuring experience even more luxurious, Sir-Tech have included a built in diary, which records all significant event that happen to the party as they journey on, automatically.

San Quinar

hadows Over Riva

eral play are par for the course as well.

Whilst having lots of skills and attributes to consider and attend to, it's all very straightforward and user friendly, not requiring an intensive read of the instruction manual to get going. There are all manner of weapons, armour, spells and so forth to collect and use. Riva (the city where the game is set around) itself has a whole variety of shops, including a Rat Catcher (never know when you might need delousing), public baths (yes, you need to wash if you get dirty), and most unexpectedly, brothels for a bit of... morale boosting.

There are a couple of things to gripe about in SOR. The combat in Shadows Over Riva quite frankly sucks. In the beginning of the game, you'll find you have to nursemaid your party through each battle, then be forced to rest so you can go out and have yet another battle. There is the inclusion of a "autopilot" feature so you can let the computer control certain members of your party, which is good. You can also let it do this for the whole party, making for a much faster battle, which you have no real control over. Unfortunately in any battle that is somewhat tough, you'll tend to lose if you use the quick combat scheme, so it's really only useful against those rare pushover fights. You also can't rest effectively in many places, making it somewhat necessary to return to town often. This stretches out bits of the game that are tedious, and really should have been changed.

Harbor Town of Riva
Katarin Fyran Armand Agius Sylene San
THE SLUMS... ALRIGHT!

STATS AND STUFF...

A great personality

The various people you meet definitely have their own personalities, which makes the world seem a whole lot richer than most other RPGs out there. Even your own party reacts to certain situations in such a manner which brings the game alive, and whoever did the scripting for this game certainly had a sense of humour.

Like all good RPGs, the game is not linear, with options to go do one quest before you do another available to you always.

When it comes down to it, any RPG enthusiast will enjoy Shadows Over Riva, as the game is quite polished with tons of character, and enough room for big character development to suck any RPG fan in. For all it's good points though, it just somehow lacked a bit of the impact that other games like Daggerfall, Diablo, and the old Ultima games did. Good but not brilliant.

SHADOWS OVER RIVA VS DAGGERFALL

There's actually been a severe lack of decent RPGs for the last year or so for the PC. There's been Diablo, which is a very un-RPGish RPG, and Realms of the Haunting, which was more of an adventure game with a Doom interface. For RPG purists, the only real event in the last six to eight months has been Daggerfall by Bethesda.

To pick a winner out of Shadows over Riva and Daggerfall is kinda tough, since Daggerfall was in many aspects, far superior, yet lacked a little in the personality department which Shadows over Riva had plenty of. Shadows of Riva all seems to take place in a fairly small area, which makes it seem a little less climactic and earth shattering, however, there's certainly a good plot. Both games are good, but personally I found Daggerfall the better game to play.

Brothel „Rapture"
Katarin Fyran Armand Agius Sylene San
ROXANNE...

Harbor Town of Riva
Katarin Fyran Armand Agius Sylene San
YOU DON'T HAVE TO PUT ON THE RED LIGHT...

AVAILABLE: NOW
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: SIR-TECH
PRICE: $99.95
RATING: M15+
REQUIREMENTS: 486/33, 8MB RAM, 2XCD

FREAKOMETER
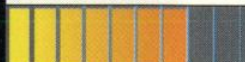
Like most RPGs, you gotta be a fan

VISUALS
80
The first person stuff is nice, the combat looks horrid though

SOUND
82
Pretty good sound effects, and some very tasteful music to boot

GAMEPLAY
85
All very user friendly and plenty of character. Sucky combat though

OVERALL
81%
A good RPG with plenty to offer

Helicops

TEKKEN ON A TRAIN...

WOKKA WOKKA WOKKA...

We suspected DAVID WILDGOOSE of being a closet Blue Thunder fan club member, so we gave him Helicops to review....
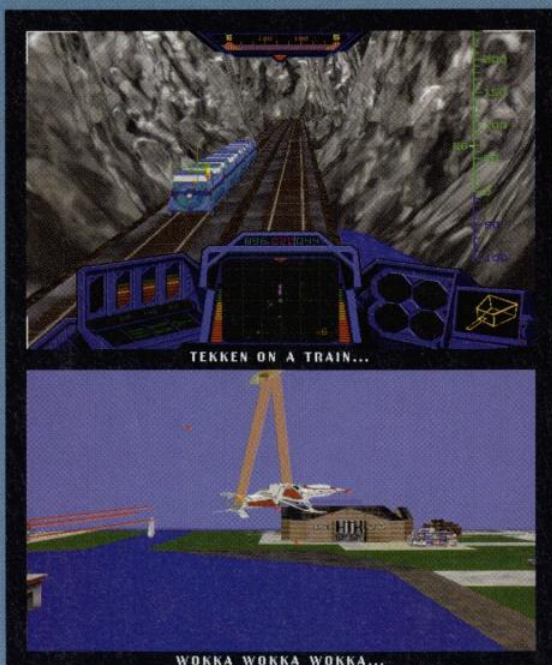
It was, I believe, the screamingly great Akira that promised us about ten years ago that "Neo-Tokyo is gonna explode!". As far as I'm aware it hasn't done so as yet. Don't worry, though, because Helicops is having another go at predicting the future. Sometime next year a monster earthquake will bring Tokyo to its knees and, according to the stylish intro sequence, leave little more than a heap of smouldering rubble. But - hurrah! - by 2015 the city will have been rebuilt and its status as the foremost economic power in the world restored. This has made Neo-Tokyo a very attractive prospect for budding crime bosses, Maxwell Giger (the biggest, baddest of them all) included.

Enter the Helicops - a secret, undercover, crimefighting strikeforce. In helicopters. Predictably, they are the city's only chance to defeat Giger and his legion of cronies. There are five of them to choose from as you begin play, and what a nicely gender and racially diverse group they are, too. Cleverly, the character you select has plenty of bearing upon how the game will unfold. This decision will determine, not only what sort of advantages and disadvantages you will have as a pilot, but which missions you'll get to fly as well.

Also, you'll find a healthy collection of 'copters awaiting your command in the cool, but terribly impractical hangar. They range from the lightweight-but-nippy Ninja to the fat-and-slow-but-awesome Brutus.

Those bloody turrets!

Once you've clambered into the pilot's seat, you're immediately dumped right into the action. Each mission generally involves shooting nearly everything, like other copters, tanks, gun turrets (I hate these, they're really small and hide out on the roof of buildings and just annoyed the hell out of me - bastards!), trains, boats, etc, while attempting to rescue people (one mission had me picking wounded people up from the top of one skyscraper and escorting them to the hospital - and all the time I was being bombarded by bullets and mauled by

missiles), trying to collect a particular object that will be useful to your cause, or destroying a certain installation or building.

Maybe I'm a bit slow and stupid (although, I really don't think that's the case, let's just - hypothetically speaking - say that I am), but I found it tough to work out how to complete some of the missions. The mission briefing is flashly presented, but unfortunately not exactly informative. Then, when you're in the game itself the map is truly hopeless, it appearing to be little more than a mass of coloured dots - cheers! Often it's a matter of flying around to investigate each individual dot on the screen until you find the right ones. Which wouldn't be so bad if the graphics were any good.

Pretty Death-Cam

Thankfully, the visuals are really nice. Helicops isn't outstanding in this respect, but there's a cleanness and clarity in these hi-res locations that I really liked. There's a lot happening on screen, cars and buses driving on the streets and that sort of thing, and the explosions are very nicely done. When you die, I do like the way the camera pans away from your burning bulk and zooms in up close upon that rogue 'copter or sneaky turret that fired the final telling shot - and you think, Argh, THAT'S where it was! I also appreciated the use of manga-style artwork throughout. Sure, it's predictable, this being set in Neo-Tokyo and all, but it still looks damn cool.

Overall, however, I'm not entirely sure who this game is for. Half the time it feels like a simple shoot 'em up in which you just happen to be in a helicopter. Yet for the other half of the time the fact that you ARE in a helicopter and have to control it properly and can't always fly precisely where you would like to and have to switch views to pick out the enemies and so forth, means that it does get a bit complicated. Simply, it's too arcade to be a sim, but too techy to be a shoot 'em up. If you're used to playing straightforward action games like Quake or even Descent then Helicops will be quite difficult. Essentially because you've got to get your hands around the entire keyboard to begin to feel comfortable flying the beast. I now know why real helicopters don't actually have a keyboard in the cockpit, and I would advise you to have one of those great knobbly joystick thingies nearby, you'll need it.

If you always thought - damn it! - I'd really like to be able to release chaff and select manual targeting or whatever while playing, say, SWIV 3D, then you'll probably find such joy here. Likewise, if you've felt an inkling to hurl that pesky computer system out of the cockpit and just get down to the serious business of blasting your friends out of the sky while playing, say, Apache Longbow, then Helicops will no doubt be your game.

CHOPPERS... AT SIX O'CLOCK THEY'RE FALLIN' OUTTA THE SKY...

MERELY A FLESH WOUND...

ARSE CAM

ERECTIONS...

ANIME BITS... WOOHOO!
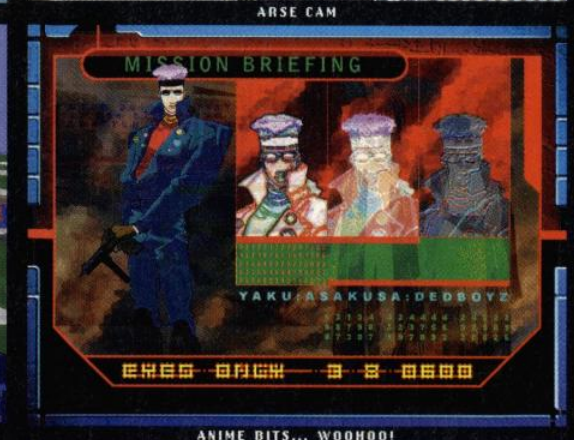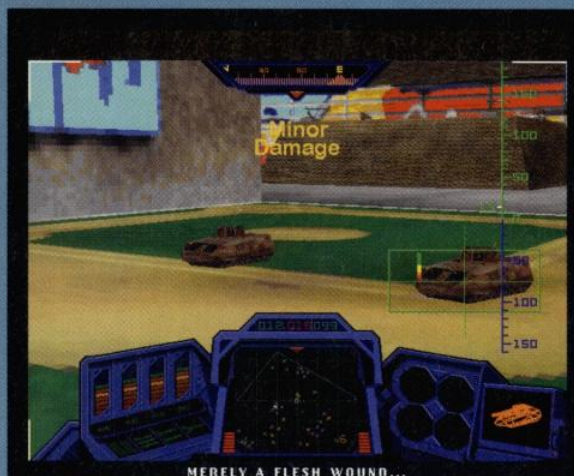
AVAILABLE: NOW
CATEGORY: ACTION/SIM
PLAYERS: 1-8 (NETWORK)
PUBLISHER: 7TH LEVEL
PRICE: $59.95
RATING: M
REQUIRED: P100, WIN 95, 8MB RAM, 4XCD ROM

FREAKOMETER

Halfway between a blaster and a sim. For people who can't make up their minds

VISUALS
80
In-game graphics are nice and the manga stills are better. Chugs on a low-end Pentium though

SOUND
66
Cool synthy music, but the effects were disappointing

GAMEPLAY
73
A bit of this and a bit of that. Neither is completely satisfying

OVERALL
72%
A polished helicopter action game with several complicated bits

Crusader: No Remorse
PlayStation

AVAILABLE: **NOW**
CATEGORY: **SHOOT 'EM UP/ADVENTURE**
PUBLISHER: **ORIGIN**
PLAYERS: **1**
PRICE: **$89.95**
RATING: **M 15+**

You can't really ignore the fact that the Silencer (the dude in the red armour) is a cheap Boba Fett impersonator. Maybe this is what makes playing him so damn cool, I dunno. Rolling around on the floor, whipping out big guns and blowing things to shit is just the sort of ruthless work you'd expect from a bounty hunter - and in Crusader: No Remorse on the Playstation, doing it as a member of the Rebellion (let's not get our Star Wars references mixed up now) is just what fun is all about. I remember a great SNES game called Shadowrun by Beam Software, which utilised the same top-down isometric perspective as in Crusader. I couldn't help but be reminded of what was so cool about Shadowrun - being able to enter buildings and walk around the interior getting into firefights - which Crusader takes to yet another level. If you didn't get to see this in action on the PC, you'll be pleased to discover that nearly everything you see on screen can be blown into little pieces. Perfect for releasing pent up aggression, or creating it... Er I'm not sure about that. Anyhow, Infiltrating secret bases and planting explosive devices will become second nature as you explore the variety of levels in the Silencer's big red boots. Controlling him is a different story, though. Thankfully, Origin have given you 5 different joypad setups to choose from, as the PC version required deft usage of the keyboard to allow Mr. Silencer to perform his cool sidesteps, crouches, combat rolls and still have control over the array of weaponry like the funky Spider Bomb (which crawls towards your enemies). There is so much that's cool about this game, that you should simply go and get this now. My only criticism, is that the TV's low resolution compared to the PC, spoils the lovely detail in the game, but the rockin' gameplay is intact. Enjoy.

VISUALS **80**
SOUND **80**
GAMEPLAY **84**
FREAKYNESS **35**
OVERALL **82**

ELIOT FISH

Need For Speed 2
Playstation

AVAILABLE: **NOW**
CATEGORY: **RACING**
PLAYERS: **1-2**
PUBLISHER: **EA**
PRICE: **$89.95**
RATING: **G**

Need For Speed made quite an impression when it was dropped into gamers' laps over a year ago. This was a driving simulation that had enough thrills and spills to keep even the arcade freaks entertained as much as it did the autoheads who dribbled over all the specs and techy bits. Burning rubber in a Jaguar XJ220 or sending a Ferrari F50 careening into a wall is an absolute joy even if you don't know the revolutions per minute or the type of varnish on the seat covers. Squeezing maximum enjoyment out of a car simulation though, does require a good knowledge of spoiler settings and gear ratios, so for those not prepared to shift gears and for the less technically inclined, you'll probably be content with just changing the colour - but you'll miss out on the real guts of this game. In Arcade mode, NFS2 has a very limited life span. Tearing around the tracks willy nilly is fun for a while, but it's in Simulation mode that true gamers will begin to appreciate the driving model. Simply getting around a corner at 200Kph can be a difficult task, and this is where a mastery of manual gears and braking comes into play.

This Playstation version of NFS2 suprised me with it's choppy frame rate from the internal car view. I found this virtually unplayable, which is a shame because the game strives to be realistic in every other sense. Strangely, it was the bumper cam (usually the most useless camera angle in a racing game) that was the most playable thanks to the excellent frame rate. Both of the rear external views were good too, but lining up corners is much harder from such an elevated perspective. Being right down at road level provides an amazing sense of speed too, which is most enjoyable! NFS2, like the original, has a great split-screen mode for dueling and all up this is an very nice package.

VISUALS **77**
SOUND **75**
GAMEPLAY **79**
FREAKYNESS **70**
OVERALL **78**

ELIOT FISH

King of Fighters '95
PlayStation

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

The first thing one notices about King of Fighters '95 is that it's a little bit behind the eight ball, considering the release of games such as Street Fighter Alpha 2 have already set a standard that you sort of expect to be met. On a positive note the backgrounds to King of Fighters '95 are pretty cool, and there are plenty of them, making for a nice variety of scenery. However, the characters (which let's face it is far more important), do not look quite so spiffy. To call the animation anything other than second rate would be a lie... unless perhaps you were going to call it third rate. Perhaps this has to do with the act of making large sprites animate a memory intensive process, which is thus a bit harder for the PlayStation, which is better suited to 3D polygon stuff. Regardless, the end result is a game that would in any one instant look very nice, but just doesn't animate well.

There are twenty-four characters to choose from. Like many games in this genre however, the characters are all very samish, with the same basic patterns required to perform their special moves, and the same tactics working for all characters, rather than a need for a bit of creative thinking when using a new character.

One good thing about the setup of the game is the ability to use team play, where you pick three fighters, and then proceed to meet other teams of three, with a new fighter stepping in when one goes down. This does create a different feel in terms of how desperate you are to win or not, which can be interesting.

The sound like most of these bodgey Street Fighter clones is quite sad, and they would have been much better off with a generic heavy metal tune in the background, rather than some poorly arranged computer music crap.

If you really love these games, you may well enjoy KOF '95, however the name really sums up what is wrong with it... Had this have been a '95 release, it would have been pretty cool, but this is '97, and it's just not up to scratch.

VISUALS **63**
SOUND **50**
GAMEPLAY **55**
FREAKYNESS **55**
OVERALL **53**

DAN TOOSE

Wipeout 2097
PC
AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1 (MAYBE MORE)
PUBLISHER: PSYGNOSIS
PRICE: $TBA
RATING: G
REQ: P90, 16MB RAM, WIN 95

Star Trek: Generations
PC
PUBLISHER: MICROPROSE
CATEGORY: ADVENTURE
PLAYERS: 1
PRICE: $99.95
RATING: G
REQ: P90, 16MB RAM, WIN 95, 4X SPEED CD-ROM

Tom Clancy SSN
PC
AVAILALBE: NOW
CATEGORY: SUB SIM
PLAYERS: ONE
PUBLISHER: VIRTUS CORP.
PRICE: $89.95
RATING: M
REQ: P60, 8 MB RAM, WIN 95, 2XCDROM

Finally, Wipeout 2097 has made it to the PC, and lo and behold, Direct 3D support, which helps make those of us that have bought a 3D accelerator card a bit happier with our purchase.

Wipeout 2097 is a futuristic racing game where you pilot a craft in the Anti-Gravity Racing League, the fastest, nastiest racing competition in the world. The game consists of eight courses, wtih four differnt speed classes. There are also four different racing teams you can race for, each with their own different craft attributes.

Visually Wipeout 2097 with Direct 3D support looks absolutely stunning, with one small exception, that being the lack of the beautiful blue exhaust stream coming out the back of the craft which we saw in the PlayStation version. The game runs in a higher resolution on PC, however it looks a little flat in a few parts.

Wipeout 2097 had possibly the best video game soundtrack ever on the PlayStation, but the PC version is not quite so spiffy, lacking the tracks from Future Sound of London, etc.. Being replaced by Psygnosis in-house music team, Cold Storage. The music is great, but a shame to see this element a bit weaker on PC.

The way to play Wipeout 2097 is with an analogue joystick, and those that have played the PlayStation version will be amazed at how much easier it is to get around with a trusty Thrusty. In one sense it ruined the thrill element in the earlier challenges of the game, since it was made much easier by the better control method. However, later in the game, things even out to the same level of difficulty as the PSX version.

One thing that will hopefully make this game reign supreme is a patch to make Wipeout 2097 network capable, which would just be totally awesome. There is no confirmation this is definitely happening though, so we'll keep on the lookout.

A fantastic racing game, which was probably just a touch better on the PlayStation, due to a better learning curve, soundtrack, and that funky blue exhaust stream.

DAN TOOSE

VISUALS	91
SOUND	88
GAMEPLAY	93
FREAKYNESS	20
OVERALL	90

How does a Starfleet Captain remove the boogers from his nose? He uses the Pickhard manuevre. And if you thought that was a lame joke... Take a look at this game! Microprose, who brought us the Trekker's wet-dream which was A Final Unity, have done it again with Generations. Based on the movie starring the-man-who-cannot-act William Shatner and Patrick Stewart, this is an adventure game with a new 3D action element thrown in. Let me say straight away that if you're a Trek fan, you will want this game - i don't think there's anything i can say to stop you. All the cast provide the voice-acting, the presentation is immaculate and totally Trek-drenched and there's footage from the movie splashed in there as well to provide the cutscenes, so this is a must for Trek collectors. However, if you want to buy this for a Trek fan then you'll be sadly disappointed, for Generations is... Flawed. When you beam down to begin your mission, you're on your own... there's no away teams here. This is because missions are now played out in 3D. You scroll around the room finding objects to use for the puzzle-solving and every now and then you have to point your phaser at something and shoot it. Objects must be walked over to be "found" and buttons and things must be walked into to be "used", which quite simply sucks. The phaser shootouts are a total yawn as well, being the most basic point and click affair. As a bonus, Microprose have not included a Save Game option whilst in the 3D sections which are the longest and most puzzle-intensive. Incredibly stupid and frustrating. You can only save your game after missions are completed up inside the Enterprise (which you don't get to see any of, as the whole game is played from inside the Stellar Cartography room). Basically, your aim is to hunt down Dr.Soran before he destroys too many solar systems in his hunt for the Nexus, and if you take too long (the game runs in semi-real time) you lose. Game over.

ELIOT FISH

VISUALS	76
SOUND	82
GAMEPLAY	59
FREAKYNESS	80
OVERALL	70

Submarine warfare is the definitely not for the gung-ho strategist. What you have here is a machine that if sold could feed a couple of third world nations for a year, contains a massive array of the most sophisticated equipment you could ever have seen, and is built like, well, a big black thingy (appearance: very scary)- yet the reason for all this is so that it can't be detected, can't be "seen". Sound travels in water extremely well, and almost any sound could give your position away. Heck - even their lav's are outfitted with the utmost in high technology so as to prevent a potential disaster - "Full Alert! Full Alert! Jeezus Johnston! Couldn't you have taken a John Wazz after we got to Pearl Harbour?".

So clearly, you won't get plenty of big things going boom in a sub sim - a torpedo launch is a lot like sex at 60. You first encounter the other "sub" and line it up, launch, and pray to god that it makes it to the other target. Even then you're not guaranteed that big "boom". SSN is a lot like this. Missions, waypoints, sneaking about, and plenty of not "trying to make a noise". SSN could have suffered in it's fairly anal approach to war in water, so they enlisted the services of famous political intrigue novelist Tom Clancy (Hunt For Red October, etc) to make this sim more enjoyable. He writes the back story to the game, which is presented via the obligatory news flashes, espionage reports and the like. And in true Clancy (some may argue) style, it's of the "cold war hasn't ended" theme - China are the big bad commies in this one. Oh well.

SSN as a straight out sub sim, is something only a purist could enjoy, and even then he/she would have a gripe. It's a fairly simplistic sim and low on features. However, spiced with the Clancy storyline, the affair becomes much more enjoyable. Now all you need is an appreciation of the man.

MARCH STEPNIK

VISUALS	88
SOUND	72
GAMEPLAY	70
FREAKYNESS	90
OVERALL	71

Mario Kart 64

At a glance, and maybe even after a few laps, it's very easy to dismiss Mario Kart 64 as a prettier version of the Super NES classic Super Mario Kart. Sure, many aspects are similar - but under the prettier graphics is a game that plays substantially differently than its predecessor. The biggest difference is the course design. MK64 has gone 3D and rather than flat, pasty courses we get long, intricate courses that over-loop, cross and join up with each other. This new environment affects the way the Karts handle too, mainly in that they will slow down as they climb an embankment or start to take off coming down a steep hill - this was something you did not have to deal with in SMK. These affect your ability to accelerate, steer, and generally control your kart. Also, enemy karts no longer have access to only one powerup, and will drive much in the same manner as you will, ie attempt to collect item boxes and use them against you. The end result is a much closer race with no consistent leader and a chance to make it from the lonely rank of 8th to the prized rank of 1st in no time (if you buggered up early in a SMK track you had a fairly hard time catching up). Unlearn everything you have learned in SMK, for MK64 requires a fresh approach to the famous racing theme. Treat it like a new game and you'll master it sooner than you can say "Cripes! See that! Yoshi will eat rubber next freaking lap!"

GENERAL TIPS

* Notice how the other karts will almost instantly catch up with even after you zip away with a mushroom? This is because the other racers use the turbo slide. The MOST IMPORTANT thing you should do as soon as possible in MK64 is master this technique! The manual explains it fairly poorly, forgetting to mention at the beginning that you have to hold DOWN the jump button after you initiate the power slide, and keep it down. After this it's a simple matter of flicking the control stick in the opposite direction of the turn and back, twice, and then releasing the jump button to get the boost. You'll know if you're doing it correctly by the veeee smoke that trails your kart. You'll only get the boost when the smoke has changed to the orange-red colour. At the beginning you'll probably only manage one per turn, but as you practice you should be able to pull of 3-4 of these in the one turn (providing it's long enough). The trickiest part is to get to the stage where you are comfortable steering in the middle of a turbo slide as initially, you'll end up getting the boost and running straight into a wall cancelling its effect. Practice makes perfect. Use this and use this often - it's the only way to give you a fighting chance during the Star and Special cups on 150cc.

THIS IS THE MOVE YOU MUST MASTER, THE TURBO BOOSTING POWER SLIDE

* One of the most impressive things about MK64 is that you never really lose the chance to come first, no matter how badly you do initially - so never give up! The game is balanced so that you can still finish first in the race after trailing dead last for most of it. This is achieved through the distribution of items in the item boxes (and partly this guide heheh). If you are leading, you have a much higher chance of getting a banana or fake item box, and if you are trailing you're likely to get the more vicious Thunder Bolt or Spiny Shell to help make up for lost time. Many victories have been snapped from the grasp of the likely winner in the last few seconds of the race!
* First thing you should do when starting the game is switch the camera mode to wide angle (by pressing the up c button). This gives you a much larger field of view and allows you to better line up trailing items in front of the karts behind you. You also tend to get a greater sense of fangin' down the freeway.
* As in SMK, you can get a turbo boost if accelerate at the right moment at the start of the race. Rather than just being one type of boost, you can get varying degrees of turbo (the best being the flame propelled one) depending on how successful you were. To pull this off, you have to hit the throttle just as the light finally changes to blue. The only thing is, this trick is extremely sensitive and the timing of the button press varies from track to track, driver to driver, even driver to track! A great tip is to tap the button as the first two red's light up - this'll get you into a rhythm that will help get the timing close to perfect. Just don't accelerate for too long or you may spin out.
* In MK64 it's much harder to steer around dropped items like banana's or fake item boxes. In SMK, you could steer around these fairly easily. Especially with split screen in MK64, it's harder to see these items until they are almost upon you, and only lots of luck and skill will help you avoid them. Be prepared to spin out a lot.
* After being rescued by Lakitu when you fall off the course, you get a mini turbo boost if you accelerate *just* before you hit the ground. Accelerate too soon and you'll spin out.
* You can get yet another mini turbo boost by drafting another kart. Just sit behind a kart in front of you for a second or two. If done successfully, you'll see wisps of smoke coming from your kart. You can then pass the other racer.
* Just after running over a mini banana (from the banana bunch item), your kart will start to waver. Quickly hit the brake button (don't forget to release the throttle) and you'll usually come out of the encounter with no spin out. If done successfully, a musical note will appear above your drivers head.
If you remember all these tips, you'll have almost no trouble ranking in the top three of each course. There are many situations in Mario Kart 64 where you will bugger up, no matter how good you are. That's the beauty of it. Imagine how boring it would be if you could be guaranteed first place in every lap. This way, you'll still love the game when you pick it months down the track.

THE CUPS

Mario Kart 64 follows the basic structure of SMK fairly closely, having four cups of varying difficulty. In order of difficulty, these are: Mushroom, Flower, Star and Special cup. In MK64 however, there are four courses per cup (opposed to the five in SMK) and 3 laps in a race instead of SMK's 5. With MK64's clever game engine almost anything is possible, so remember to experiment! If something looks like it may be a shortcut, it probably is.

MUSHROOM CUP

LUIGI RACEWAY

Luigi Raceway is the ultimate beginners course. Nothing taxing about this course, just gradual, sweeping turns. These turns are perfect to practice the turbo slide on. After becoming more comfortable with the turbo slide, you should be able to get about 3 or 4 boosts for each turn (including the slight turn in the tunnel). This course contains no real shortcuts.
* The balloon with Luigi's mug on it that drops down just before the first bend will most likely contain a spiny shell (unless of course you are way in front of the other racers - where it may likely yield bananas or fake item boxes, etc.). It's conveniently placed just after a bunch of item boxes, so you're going to have to either steer around them or draft another racer to avoid picking one up. To get it you're going to have to jump, and it sounds a lot easier to do than it is to actually pull off. Timing is absolutely essential. Use the balloon's shadow to help time your jump.
* Mushrooms are wasted on the straights as you'll hardly get any real lead. Instead use them to clip the turns, by zipping with relatively no lag over the grass.

Moo Moo Farm

This is another fairly straightforward course, and introduces bumps and obstacles to the game. The slopes on the left of the track are best avoided as they slow your kart down considerably. The obstacles come in the form of little moles that pop out of holes in the ground and halt your progress, though are no where near as annoying as they were in SMK. Running into a mole will result in a wipeout. As with Luigi Raceway, you should be able to manage a few turbo slides in each turn. There are also no real shortcuts in this course.

* Bananas are best used to the left of the mole-hole areas (after the first turn and the last major turn in the track). This way, the drivers that are driving to avoid the moles are more likely to hit the banana skin you left behind.
* Your red shells are much more likely to find their target in this course due to the nice wide tracks.

Koopa Troopa Beach

This is the tribute course to the one character that missed out on making it to the sequel: Koopa Troopa. It also introduces you to the first of the games shortcuts. Littered with ramps and a tide that washes in and out, the only things you really have to worry about are the palm trees and pesky little crabs that cause wipeouts.

* The first shortcut is a sand bar that cuts across the cove after the rocky archway. You'll make better time if you have a speed boost. Using this shortcut prevents you from taking the second shortcut.
* The second shortcut comes right after the rocky archway. At the middle of the bay's turn, you will find a *very* narrow ramp leading up to a hole in the mountain. You'll either need a mushroom or be in 150cc and coming out of a turbo slide to get enough speed to have a chance. On top of that, the biggest hassle is lining up the ramp nice and straight and then actually making into the hole. It's very easy to miss and come crashing against the mountain (you then have no chance of reentering it for that lap). This hole in the mountain is actually a cave with the exit being the waterfall on the other side of the mountain (just after the spiny shell outcrop). This will shave plenty off your track time.
* The large outcrop with the item box at the top of it (just before the waterfall and palm tree area) has a high probability of yielding a spiny shell. To get the item, you'll have to come off the ramp at top speed (using mushrooms or a 150cc turbo slide).

Kalamari Desert

Set in the desert, this earthy track is known mostly for the railroad track that conveniently cuts the course at two places. Other than avoiding the train, this track is fairly straightforward, though does get fairly narrow at times. Avoid running off the track as the sand will really slow you down.

* The most obvious shortcut here is the train tunnel, though it's effectiveness is deceptive. To use it, get on the tracks at the second crossing and follow them through the tunnel. Halfway through, the lap count will increment by one. This shortcut is deceptive because you'll lose most of the time advantage driving along the tracks (driving over them gives you approx. 40kph speed limit). With a star or mushroom boost you'll make it over the tracks quicker but you still won't gain much of a lead, so it's usually best avoided.
* At the railroad crossings, it's a good idea to slow down to a stop and let the train pass as the other drivers will almost always stop for the train. You can then zip off happily together (rather than watching them all fly past you as you recover from a wipeout). You can also use this to your advantage by placing banana's just before the crossing - the racer will slow down, spin out on the banana and run into the train. Remember, there's no such thing as playing fair in MK64!
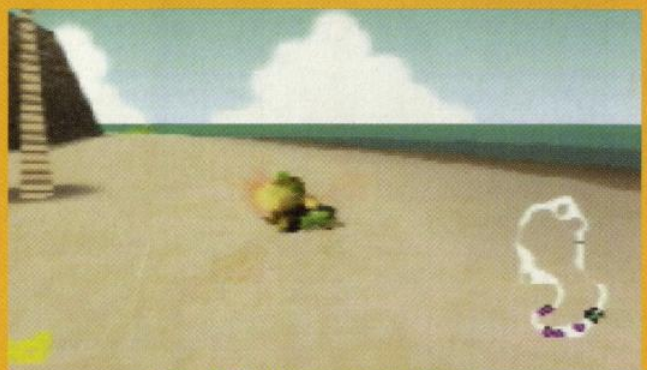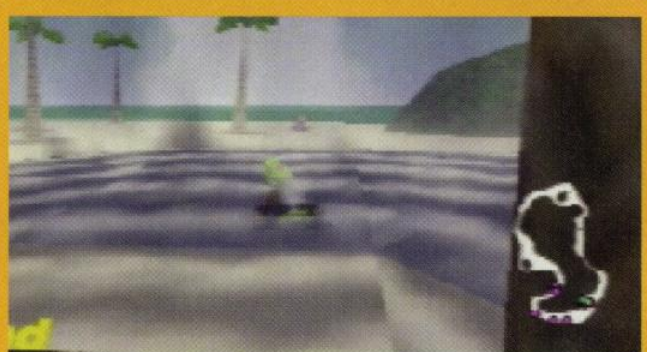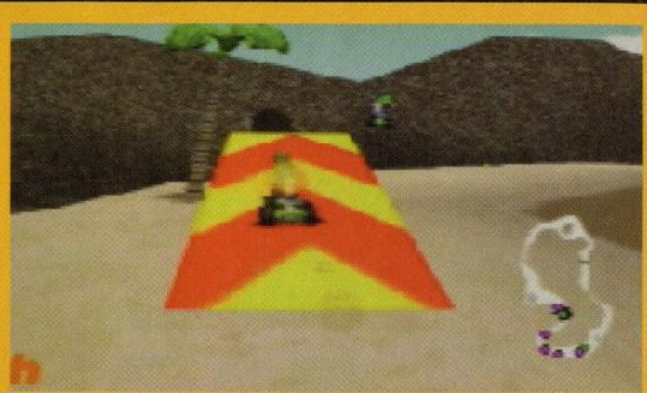
AN OBVIOUS, YET INVALUABLE SHORTCUT...

HEAD ON TRAFFIC... GOTTA LOVE IT

* The falling rocks at the bend around the lake are much less menacing than they seem. You can usually fly straight through them without getting into trouble.
* Make sure you line yourself up for the jumps, as it's very easy to lose control and either spin out or hit the mountain. If you hit the mountain when you are airborne, you will wipeout.
* Save bananas for the space just coming out of the many blind turns and use the mushroom for the three jumps prior to the start line. You will miss the second jump and save time.

Mario Raceway

This is the considered as the flagship course by the MK64 team. Not surprisingly, as while it is fairly short distance wise, it has plenty of hairpins and traps to keep you on your toes. Keep your turbo sliding at bay in this one as it's easy to overshoot the track and end up over one of the sand traps or grassy plains - this is where you lose a lot of time.
* There are a few shortcuts in this one, mainly where you use a mushroom boost to jump sections of the track. Experiment.
* Don't forget to also use your mushrooms to cut across the many turns of this course.
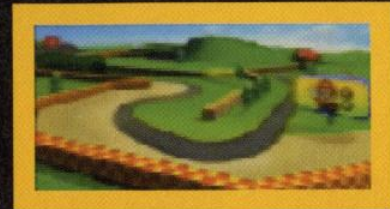
STAR CUP

Wario Stadium

Besides Rainbow Road, Wario Stadium is the longest course in MK64. Perfect for turbo sliding, remember to keep straight going over the many jumps and bumps on the track. Because the track is made of virtual dirt, it's much easier to spin out so don't change direction too suddenly. Contains a very nice shortcut.
* This shortcut is meticulous in its execution. On anyone of the four large hills just after the starting line, line yourself facing the wall on the crest. With the aid of a mushroom, hit jump at the same time as you use the boost and if you got the timing right, you should sail over the wall and end up on the other side - saving plenty of time. Practice makes perfect and the more advanced karter can perform this shortcut on the fly using only a turbo slide as the speed booster. It's also possible, with a much higher degree of difficulty, to jump back over the wall before the starting line.
* Save the Thunder Bolt for when most of the other karts are going over the super jump. Their reduced size will mean that plummet down the gap and have to race half the course again to catch up! This is the preferred and most satisfying technique in versus mode.
* Mushrooms are best used for going up the many inclines on this track - don't waste them on a straight.

Sherbet Land

Another icy course, this one is filled with obstacles. Penguins litter the course, and cause a major wipeout if you run into them. No major significant shortcuts.
* First off, you'll find that you can save a lot of time by power sliding the many "right angled" edges of the lake. Rather than going around them, approach them so as to cut the corner, jump, turn, and presto! Timing is essential because a split second either way and you'll tumble into the lake - a huge time waster in MK64
* The best place to use your bananas and fake item boxes is in the narrow cave entry or the cave itself. Trying to avoid the penguins in the cave AND dropped items is not an easy thing to do.
* You are forgiven for using mushrooms on the straights in this course.
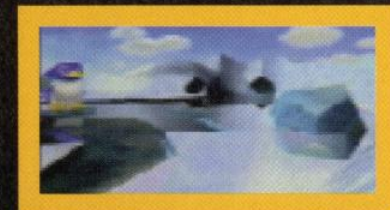
FLOWER CUP

Toad's Turnpike

One of the more frustrating courses, Toad's Turnpike has you up against some heavy traffic. Running into a non racing vehicle means instant wipeout. Also, it's harder to catch up in this course as the visibility of the track is greatly reduced by the vehicles and they also block most of the shells that you launch. It's not that uncommon in this course to be hit by a vehicle just as you recover from a wipeout with another one. There are no real shortcuts in this course.
* As the item boxes are lined up in a "pit lane" to the side of the road, it's worth the effort to pick up all of them in one go so as to prevent anyone behind you from getting an item power up.
* Occasionally (depending on which kart class you chose), you'll find yourself behind cars taking up both lanes. Rather than going between them (far too risky) pass these on the outside or inside of the turn (inside is better).

Frappe Snowland

This course introduces the wonderful world of driving on ice. We all grew up on Sesame Street on Ice, and watch soon for HYPER On Ice (tm), but for now, settle for Frappe Snowland instead. Nowhere near as difficult a road surface as it was in SMK, the ice only causes a problem when coming out of turns before the bridge or jump. The snowmen are the only real threat - hitting one causes a major headache. No significant shortcuts.
* Watch for the snowmen just after bends and the group of them scattered around the Mario ice statue. The easiest way to avoid these is to stay far right of the statue.

Choco Mountain

This course winds its way up and down the fabled Choco Mountain, so there's plenty of slopes and inclines to mess with your bearings. There are also heaps of blind turns, after which it's fairly easy to lose it and fall off the track. It is actually possible to fall down back to an earlier part of the track! Out of all the courses, this is probably the one that yields the least opportunity to power slide, so concentrate on staying fairly straight along the track. No significant short cuts here.
* The walls here will slow you down considerably, so avoid them as best you can.

Royal Raceway

Full of dangerous hair pins and a track that strays too close to the lake, Royal Raceway is one of the more challenging courses in the game. Long and treacherous, there are many opportunities here to bugger up your position in the race.

* This is another course to avoid turbo sliding through unless you are a master at this technique. There are plenty of spots on the edge of the lake where the track slopes towards it (watch where you use those mushrooms too) making it very easy to fall in. Also, the turn leading up to the huge jump is best taken with caution. Boosting your way through this turn often leads to overshooting the ramp and running into a dead end just past it. Negotiating the kart back on the ramp is harder than it seems and will pretty much kill your chance at placing high on the ranks.

* Mushrooms are best used at the set of s-bends coming up to the starting line. Use it to go to the right of the turns, over the grass to end up on the track just before the final stretch.

* Hold down on the thumbstick to avoid bouncing after landing from the huge jump. Big bounces reduces the ability to control your kart into the next turn.

* The track off to the right after the jump does lead to Peach's castle, though has absolutely no bearing on the race other than wasting your precious time.

Bowser's Castle

Bowser's Castle is the only course besides Banshee Boardwalk to contain plenty of right angle racing. It also has the most dastardly placed traps and a rickety bridge over lava that is very easy to stray from. With no real shortcuts, the key to finishing first in this course is the clever use of items and sharp corner taking.

* An easy way to avoid the Thwomps is to stay off the red carpet, especially in the second Thwomp chamber. Not only do you avoid them, you can also line up the narrow exits so as to make the right angled turn a little softer.

* Don't powerslide as much - you'll have much less control to successfully get your kart over the two bridges on the track. Instead, make short hops through each turn.

* The most effective spots to drop items is the track leading up the first bridge and the spiral section of track just as you leave the castle proper.

* Save your Thunder Bolt till your main opponents are near the jump after the spiral track. Those before it will lose a lot of speed climbing the spiral ramp while the others just about to take the jump will meet their fiery doom.

SPECIAL CUP

DK's Jungle Parkway

Consisting of a fairly narrow road, Jungle Parkway is fairly straightforward, with only a couple of tricky turns to conquer. If you can stay on the road, you'll have little trouble with this course.

* Take the turn leading up to the jump carefully so as to give you maximum time to line up the jump.

* Coming out of the jump, push the thumbstick hard to the left and hit the jump button as you land - otherwise you'll veer off into the long grass and lose plenty of speed. You can land as far as the item boxes, so don't forget to steer hard left as you jump.

* In the stretch of road after the jump and before the bridge, make sure to you stay on the track - sloppy motor skills will result in the natives throwing stones at you and many a spin out.

* In the cave, you can save plenty of time driving straight up the incline rather than following the track. You need the mushroom or be going very fast in 150cc for this to work.

* While not exactly a shortcut and more a game killer, this trick is for those wanting ridiculously low times in time trial. Just after the start, turn back and head back into the cave. Turn yourself around and head back out again,
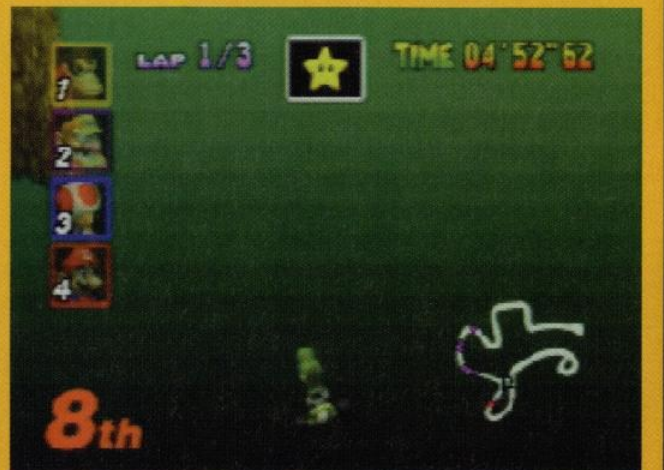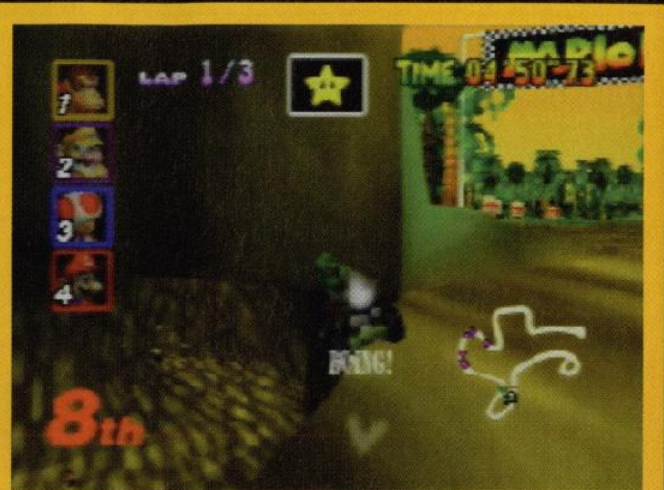
A VISUAL REPRESENTATION OF HOW TO GET CHEAT LAPS AT DK'S COURSE

getting as much speed as possible. You want to jump off the course to the left into the magical ether just below where the cave wall ends at the exit. Angle of approach is critical. If you do it correctly, you will sail off and Lakitu will pick you up and place you in the middle of the cave. Here you can whiz back to the starting line to get a time of about 20-30 secs. If you go too far, Lakitu will place you after the starting line and the trick won't work. Very hard to pull off initially. Just don't use this trick in multiplayer or you may not be needing those extra control pads anymore.

Yoshi Valley

One of the more frustrating courses in MK64, simply because there is no perfect route to take and it's very easy to fall off the track into the depths below. It also doesn't display the ranking throughout the race.
* The best route to take if you have a good accelerator is first left, right, then left again. Though this takes you through two groups of spinys, spinning out on one of these uses less time than taking a longer, safer route.
* Save your mushrooms for the stretch of grass after the long bridge - it's possible to cut the corner of the grass and save a precious seconds.
* The key to this course is beautiful, yet precise steering.

Banshee Boardwalk

The only ghost course of the game, the many missing sections of guardrail make it bloody easy to fall off the track into the water below. The s-bend midway through this course provides the biggest challenge. Banshee Boardwalk calls primarily on your power sliding skills. No shortcut.
* The most challenging part of this track is the s-bend mid-way. With no guardrails to prevent a quick swim, beautifully timed powersliding is the only way through.
* If you're confident enough, try jumping the corners throughout this course. While harder to pull off than in Sherbet Land, successful corner cutting saves plenty of times and looks great too!
* Left of the first pillar in the ghost house is a gap in the floor. With a mushroom you can jump this and take advantage of an easier right hand turn out of the building.
* The ghost house and s-bend sections are the best place to use the Thunderbolt. Racers will be flattened by the bats in the house while those negotiating the s-bend will spin off the track. The track prior to the s-bend is also a great place for bananas.

Rainbow Road

This is by far the longest course in the game, and also the one that requires the most endurance. The only hazard here is either falling off the track to the side after the starting line or getting hit by the Chomps that appear every couple of hundred of metres.
* This course is made for turbo-sliding, with plenty of long gentle curves to go wild on. Use them and you'll stay in front.
* If you're feeling lucky, there's a rather nice shortcut that'll guarantee first place.
* If you run into another kart that is near the guardrail while invincible, you may knock them out of the course. Same goes with red shell!
* Just after the starting line you come to a monster dip in the track. At about the third yellow stripe use a mushroom to propel yourself hard left over the guardrail. If timed correctly, you'll land on the track below and save about 30 seconds on your course time. Remember to hit the brakes and push down on the control stick as soon as you take off otherwise you may bounce off the track when you land. This one becomes much easier with practice.
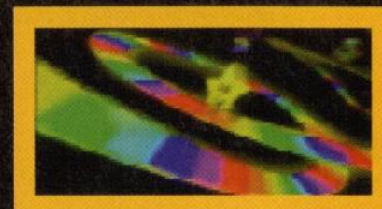
Next issue, we'll continue with part two of the guide. We'll take a look at the drivers, the items/powerups, versus/battle mode, and how these all work together.

YOSHI'S TRACK... LEFT, RIGHT, LEFT, THEN FOLLOW THE COURSE HOME!

X Wing vs TIE Fighter

Of all the Star Wars games that have come out, X Wing vs TIE Fighter is undoubtedly the finest of the lot, being the perfect multiplayer experience for those that love all things space combat. As fun as it is, there's the fact that X Wing vs TIE Fighter is quite often, bloody hard. Hopefully this guide will help you better understand the ways to mastering X Wing vs TIE Fighter, by taking a look at dogfighting, bombing runs, escort missions, and the various ships and weapons you'll need to learn how to handle.
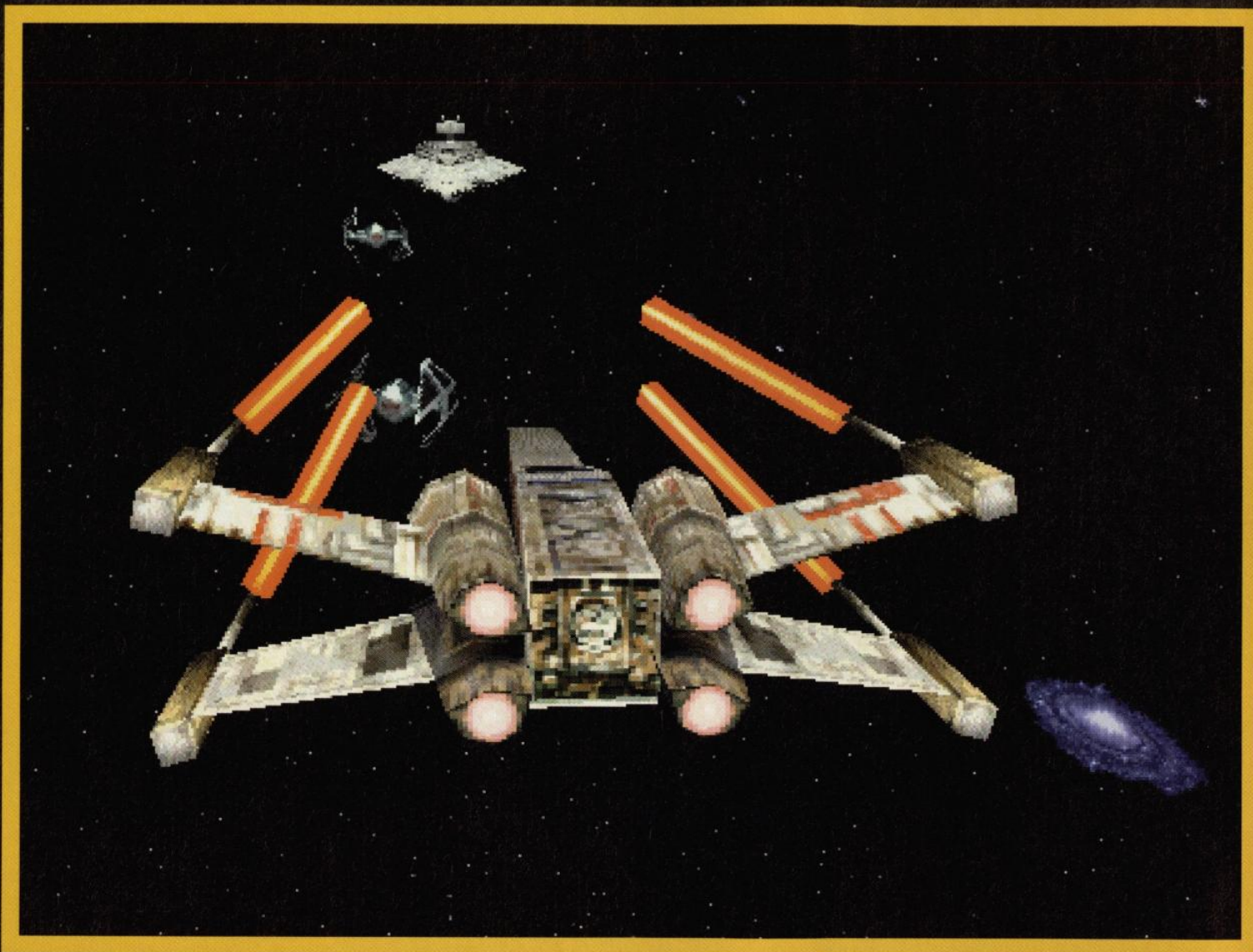
Before you do anything else, make a new pilot that you can use to practice with, which you can use to test out ideas from this playguide (or any of your own) without fear of losing points trying some radical new technique, like how to take down a capital ship with lasers...

DOGFIGHTING

Regardless of what ship you're flying, for whatever mission, dogfighting skills are essential if you don't want to get toasted at X Wing vs TIE fighter. There are two basic aspects of dogfighting - Attacking and evading. With a few rare (and very lucky) circumstances, the two are usually mutually exclusive. The most common phenomenon in dogfighting is "circle duels" which involve the two craft falling into a loop of the same plane (i.e. chasing each other's tails).

There are some basic points to keep in mind when dogfighting,

regardless of whether you're on the attack or evading.
- Your manoeuvrability/turning circle is directly affected by your throttle. Zero throttle gives you the worst turning circle, 33% throttle gives you the fastest turning circle (tight due to low speeds), 66% throttle gives you a good turning/speed comprimise, and full throttle gives you a turning rate slightly worse than 66% throttle, except you have a much larger turning circle.
- Chaff protects a craft from a rocket hit from the rear, but will still be knocked spinning, which leaves it open to laser cannons for a short while.
- Craft with shields will generally come off best in a collision situation. TIE Fighters and Interceptors are particularly vulnerable.
- An attacker doesn't neccesarily need a lock to score a missile hit, especially at close range.
- Flares don't just take out incoming missiles, they will also hit a craft

tailing the craft firing the flare.
- You'll need to rely on your radar all the time, so get used to it.
- A ship's shields extend out a bit from the hull. So take shots that look like they'll just miss.
- You might want to take away the cockpit graphic by hitting the "." key, as this lets you see better when in combat.

ATTACKING

You're there to win, and generally that means kill or be killed. If you're busy firing at your opponent, they'll tend to forget about attacking you, so always remember that the way to make things most difficult for your adversary is to be attacking them, rather than simply making yourself hard to hit.
Choosing your attacking strategy should mostly depend upon what your opponent is doing.

Straight line:
The easiest situation for you is to have them flying in a straight line which makes aiming very easy. You have a golden opportunity here, and it shouldn't be wasted. Unless you're really in the thick of things or need a very quick kill (taking out an enemy strike target for example), you're better off using laser cannons, as you can cause huge amounts of damage and save your missiles for when things are tougher. Also, if you're attacking head on, using lasers will help provide protection from missiles fired directly at you. Go to full guns, and don't fire till you're lined up, but once you are, fire relentlessly until your opponent either moves or dies. Often your target will not change path till they've been hit at least once, which is why firing repeatedly works, since they usually start to turn as the 2nd or 3rd round of lasers come in.

Straight loop:
The next easiest is for your opponent to fly a straight loop to avoid/chase you. If your opponent isn't varying their throttle, you can simply go to 66% throttle to get a good turning circle and chase them till they're in sights, then let them have it. If you're having hassles getting them in front, try varying your throttle down to 33% and keep turning till you get them in your sights, then match their speed.

Corkscrew:
Not very common for a target to do this for long, but if you are tailing someone who's sticking to a corckscrew, rather than try to stay on their tail, just slow down and let them get ahead of you a bit, as you'll only be making minor adjustments trying to get a shot off at the spiraling pattern, rather than having that split second to react if you're too busy trying to follow the same path.

Random flight path:
Essentially, this counts for those either actively trying to confuse you by moving erratically, or those trying to track another target. Once you're behind them, you'll find the longest period of time you get a clear shot at these targets is when they're changing direction, as they'll be flying in the same direction as you for a bit. These targets will tend to turn just as you're about to get them in the centre of your sights, so try firing as your sights are just passing over your target. The exact timing is of course determined by how fast you're turning, etc. This just comes with practice.

Varying loop:
A varying loop is where the target is performing a loop, which they're changing by rolling their craft periodically to keep the path moving around. This is probably the hardest path to follow, since you need to either be really fast, or psychic to follow where your target is moving. Try stick with them and nail them, using your throttle to keep your turning as fast as possible. If they make a bit of a break to one side, keep looping, and veer off to the other side as you drop speed. This should result in them quickly ending up in your sights again, but keep your eyes on the radar to make sure.

ALTERNATE ATTACK IDEAS

There are a couple of other things you can try to waste your opponents that are generally more fun than reliable.

Tractor Beam:
The nastiest thing you can do to any enemy target is to stop them from being able to avoid your fire, and the tractor beam does just that. Whilst you've got them stuck, try launching a missile into their rear, or wear em down with lasers. Most cruel is to hold them into a flight path which leads them into a capital ship, or an asteroid.

Point blank missiles: The less time your target has to react to a missile shot, the better, so try getting in a head on or side on shot before you've got lock. If coming in from the side, make sure you give some lead, rather than keeping the target in your sights, otherwise your shot will miss. This tend to be the only way to get missile hits in on those good at using chaff.

EVADING

Sooner or later someone is going to end up on your tail and start shooting you to bits. Rather than just take it, better to get out of there so you can launch your own attack. Killing lots of baddies is pointless if you can't live to brag about it later.

Universal defensive tactics:
Targeting: If the ship attacking you is not already your current target, then you should hit the **E** key to target the threat at hand (unless you have your current target at a low enough hull/shield score to finish them off in one shot). This makes avoiding their fire much easier, as you can see where they are on your radar, and understand at which points they're having difficulty following you.
Decoy Beam: The best way to avoid being hit is to be impossible to target, and that's just what the decoy beam does. If you pop this on while someone is on your tail, then slow down and veer to the side, you'll go off their screen and they'll lose track of you.
Flares: Don't just think of flares as a means to counter enemy missiles, as they also will pack enough punch to get someone off your tail if you fire one into their face when there are no missiles around. You could think of it as a rear missile if you like.
Chaff: While mostly being used to protect you from missile hits, chaff is also handy against beam weapons such as jamming and the tractor beam. If you don't have chaff you are at a tractor beam's mercy.
Order wingman to cover you: If your side isn't outnumbered, then don't be afraid to ask for help. However, if you rely on this too often, you'll just end up getting your wingmen toasted while they try to nursemaid you, which will result in you losing the mission anyway.

Evading Laser Fire:
Firstly, you need to be very conscious of the warning light near your sights, since laser hits don't always make themselves that obvious, which may seem odd, but that's the way it goes. The best way to avoid being shot is to make yourself hard to follow. Not only should you be altering your direction frequently, but also your speed, especially when your attacker is close behind. Unless your craft is much more manoeuvrable than your adversary, don't just try to get out of things with a straight loop. Try looping whilst rolling your craft now and then to make following you that extra bit difficult.
The object here is to reverse the situation, so watch your opponent in your rear radar display and once they're nearing the edge of the display, make a strong push towards getting them round in front of you.
You could always try to slam your throttle to zero, in hope your opponent will rush by you. If you do try this, also turn hard one way, then pop your throttle to 33% and turn back hard as your enemy passes by. Naturally, this doesn't always work if your opponent is alert, and can result in making things easier for them, so be careful.

Evading Missiles:
The worst threat for any ship is missiles/warheads. Unless you're about to finish off your primary objective, you should react as soon as you hear the tone indicating an enemy trying to get a lock on you, or if you see the warning light at your sights flashing. There are five ways to deal with missiles:
Decoy beam: This is the best method to avoid being locked on, as you become impossible to target, and thus impossible to lock on to. Use this method BEFORE they fire, not after.
Flares: If you can hit an incoming missile with a flare, then it saves you having to perform a drawn out evasion, which gives you more time to concentrate on eliminating the enemy ship attacking you.
Chaff: Not a perfect solution, but at least chaff will prevent you from being obliterated by a missile approaching from the rear. Be prepared to go into a heavy spin once you get it.
Lasers: If you're in a situation where the missile is being fired from a distance (particularly head on), hit "I" the instant you hear the tone for an incoming missile, then look straight to your radar, and get the target in your sights ASAP. Slow to 33% throttle if the shot is from the front, or to 66% if it is coming in from the rear (this helps give you more time to get

the missile in your sights). Better to be firing individual laser shots rather than linked, as you'll have a higher rate of fire, and thus more chance of hitting the incoming missile. If you have shields, you may wish to switch them to fully front as you try this, since if you don't quite hit the missile, you will survive the hit a little better (of course you shouldn't do that if the missile is coming in from a nearby rear enemy).

Evasion: When all else fails (or when you've got no other means), you can simply try to avoid the missile by veering your craft around sharply, altering your speed, etc. Using "I" to target the missile can help as you get a better idea of when to time your sudden change of direction to try throw the missile off. Most missiles "give up" if they miss you a couple of times.

Evading Capital Ship Lasers:
For god sakes, don't engage in dogfights near enemy capital ships, as you will be shot to bits. If you MUST dogfight near a cap ship, use your decoy beam if you have one, and try to fly at top speeds as much as possible.

ATTACKING CAPITAL SHIPS

Dear God it's huge! Yes, attacking capital ships is a scary notion if you're on your own, however, there are ways to go about it which will help you have a much better chance of not only surviving, but also blowing those big ships to bits. Here are some points to keep in mind when attacking a capital ship.

Keep your distance: The most efficient way to take out a capital ship is to use warheads. The computer generally doesn't do much about incoming warheads if it is already preoccupied, and even if it isn't countermeasures are rare. Space Bombs and Heavy Rockets are the best in terms of raw damage, however they are also slow and easy for the enemy to pick off. Advanced Torpedos are the next best thing, doing less damage, but hitting their target more quickly and more reliably.

Watch those guns: Capital ships have the ability to blow the crud out of any smaller ships that get too close. Capital ships target individual ships rather than spray their fire evenly around a battle, which means you need to ensure you're weaving constantly whilst flying near a capital ship.

Don't sit behind your warheads: If you fire your warheads at a cap ship, then keep flying directly behind them, they will probably be shot by lasers that were aimed at you. After you take the shot, just move aside a bit if you're going to keep advancing.

Gang up: Since the capital ship laser turrets concentrate their efforts on individual ships, having several ships attack all at the same time can make the whole exercise far safer... well, except for the poor sod who cops it all. If you are planning to play a multiplayer game against a capital ship, and you have a choice of using beam weapons, try using the jamming beam in unison with wingmen, as this can render the turrets useless and turn your target into a sitting duck.

Choosing your craft: Some missions will sound like they require a bomber to go in and deliver the goods right in the capital ship's face, but are actually much better suited to having a fighter do the same trick, due to a need for speed, and an ability to fend off a couple of fighters.

Choosing your warheads: Another trick along this line is to fly as the fighter escort, but arm yourself with torpedos, or other heavy warheads, and do your own bombing run. After you fire your warheads, then engage the enemy fighters trying to get at your bombers.

Pick your line: The turrets and warheads of a capital ship can't fire through the hull, so there are angles to approach your target which allow fewer turrets to fire at you as you approach. This is usually from behind, but you can examine the ship's turret locations by toggling with the "," key.

Take out the turrets: Once you've got the capital ship's shields down, you'll be doing yourself a big favour if you target its weapons as you attack it. The less guns it has, the less dangerous it is to you.

Dumb fire: While you have lock on a capital ship with a warhead launcher, it can lock onto you and generally ensure you'll be dead if you hang around to try and dump your payload. Also, cap ships will fire the odd defensive missile out to counter your torps if they've been fired with lock. A way to avoid this is to simply line yourself up with the target and fire without targeting it. Naturally this means you have to allow for any movement from the target, meaning a rear or head on approach will prove more successful this way.

Control your shields: Always try to ensure that you set your shields to face the capital ships when making your run. So set full forward as you approach, and then full aft as you turn around and get out of there. Be ready to pump laser energy into your shield as you get hit.

ESCORTING AND DEFENDING

These missions are the hardest as a general rule, since you not only have to keep yourself alive, but also nursemaid another ship which can't take care of itself. These missions are particularly rough on those playing single player, as your wingmen aren't quite as versatile as some missions require them to be. There are some basic guidelines you should follow to increase your chances of victory.

Know the area: Quite simply, check your map often. Once you engage in a dogfight, you'll generally not notice the arrival of new ships, which will no doubt have been advancing on the ship you're meant to be protecting. You get a much better idea of what's going on from the map than you do by targeting.

Keep an eye on the defendee: It's no good wiping out thirty fighters single handedly if the ship you're meant to be defending is getting hammered by a few bombers you hadn't quite got to yet. Hit **"Shift-F"** to get a list of enemy ships, so you can see who's picking on the ship you're guarding. If you can't get out of the dogfight you're in, order your wingmen to attack the

Excellent job! Primary mission objectives completed.

target that is attacking the ship you're defending (to do this, target the ship you're defending (usually the "O" key will do this), then hit "A" to target the nearest ship attacking your capital ship, then "Shift-A" to order your wingmen to attack that target..

Engage the bombers: As soon as enemy bombers arrive, go about killing them, either by yourself, or by ordering your wingmen to do so. The further out you engage these ships, the better.

Watch for warheads: When the enemy bombers launch their torpedos, you can target them by hitting the "I" key and then go after them, just like you would any other target. Advanced missiles are particularly handy here, but you should refrain from firing them if you think it will be a close call whether or not your missile hits the torpedo in time, because if the torp hits first, then the missile will just keep flying straight, which means into the ship you are trying to defend. Torpedos are pretty fast, so if one has just hauled past you and is near the target, forget it and go for one you have a better chance of taking out. Some missions are actually impossible to complete unless you succeed in taking out a number of incoming torpedos, and then engage the enemy once the main threat has passed.

THE REBEL SHIPS

The Rebellion craft have the advantage when it comes to shield and hull strength. Having said this, it is also important to realise that when flying a Rebel craft, not to rely too heavily on your shields. Better to think of the shields as a bonus as opposed to something to base your strategies around. The only time you should consider your shields a primary strength is if you're considering ramming someone (particularly if you're in a Y-Wing).

X-WING

Max Speed: 100 MGLT
Acceleration: 16 MGLT/second
Agility: 75 DPF
Shields: 50 SBD
Hull: 20 RU
Weapons: Quad Lasers, 2 Warhead Launchers
Std. Combat War head Load: 8
Hyperdrive: Yes

The X-wing is the all-rounder of the Rebel Alliance, being quite fast, quite sturdy, and quite manoeuvrable. Having no particular strength, the X-wing's strength is that it has no particular weakness. The quad lasers on the X-wing do serve as an advantage when fighting larger ships, but due to the shape of the various TIE ships, you won't get the same results with them in a dogfight. If you're getting a choice between an X-wing and an A-wing, and you know there's going to be lots of dogfighting, you're better off choosing the A-wing. If you learn to dogfight in a X-wing, you'll find piloting most other fighters a dream.

Y-WING

Max Speed: 80 MGLT
Acceleration: 11 MGLT/second
Agility: 59 DPF
Shields: 75 SBD
Hull: 40 RU
Weapons: Dual Lasers, Dual Ion Canons, 2 Warhead Launchers
Std. Combat War head : 12
Hyperdrive: Yes

The Y-wing is the Rebel's dedicated bomber vessel. Being able to take more punishment than any other Rebel craft, the Y-wing's strength is purely in it's durability, and of course its ability to deliver a huge payload of warheads at the enemy.

When making a bombing run, you want to do it as quickly as possible, because let's face it, you're a sluggish, easy target. Turn your laser recharge rate down, since you aren't going to need to use them till after you fire off your warheads. This will help make you

faster, which is the key to a successful bombing run. You could also turn down your shields, however this is ill advised if there is any enemy fighters around at all.

Check your map often. If you see fighters coming at you that will get to you long before you can get within bombing range, turn straight at them, and go for a head on kill. The Y-wing's lasers are positioned tight at the front which is actually the most useful configuration for taking out enemy fighters. Better to ram a TIE Fighter early than give it a chance to dogfight you.

A-WING

Max Speed: 120 MGLT
Acceleration: 21 MGLT/second
Agility: 96 DPF
Shields: 50 SBD
Hull: 14 RU
Weapons: 2 Lasers, 2 Launchers
Std. Combat War head Load: 12
Hyperdrive: Yes

This is THE craft to fly if you're planning to dogfight for the Rebels. The A-wing is not quite as manoeuvrable as the TIE fighters, but is second only in speed to the TIE Advanced, and also has shields and warhead launchers, making it a far more formidable craft. The only downfall of the A-wing is its rather weak laser setup, considering it is meant to rival the TIE Advanced. If you're not going to utilise the A-wing's outstanding manoeuvrability, then you're better off with an X-wing.

Z95 HEADHUNTER

Max Speed: 100 MGLT
Acceleration: 16 MGLT/second
Agility: 86 DPF
Shields: 20 SBD
Hull: 14 RU
Weapons: Dual Lasers, 2 Warhead Launchers
Std. Combat War head Load: 6
Hyperdrive: Yes

You can essentially think of the Z95 as a weaker, yet more manoeuvrable version of the X-wing. The shields on a Z95 are so negligible, that you're better off directing all their power to your engines, and turning the craft into a much faster, more manoeuvrable dogfighter. However, even once you've done this, the Z95 still sucks really hard, and besides the Y-wing, or the TIE Bomber, is probably the worst craft in the game.

THE IMPERIAL SHIPS

The Imperial ships have been designed for speed and handling as opposed to durability. This generally makes them better in a dogfight. Who cares if you can't take as many hits if you're going to be the one who's dishing all of them out? The Imperial forces have both the strongest fighter, and the strongest bomber... the TIE Advanced, and the Assault Gunboat. Before you automatically choose these craft in your missions, you should note that when selecting craft you sometimes will get more ships to use in the mission if you choose a weaker craft, so don't just pick the TIE Advanced every time.

TIE FIGHTER

Max Speed: 100 MGLT
Acceleration: 20 MGLT/second
Agility: 96 DPF
Shields: 0 SBD
Hull: 9 RU
Weapons: Dual Lasers
Std. Combat War head Load: 0
Hyperdrive: No

The TIE Fighter has some major weaknesses, but also some handy strengths. The obvious weakness is the lack of shields, and the extremely fragile hull. Keep this in mind, especially if flying head on at an opponent (ie. DON'T fly head on). The advantages however are quite good. Firstly, the TIE Fighter is hard to hit

from any direction other than side on, which is generally a very rare occurrence. Knowing this, when shot at from behind, always start your evasion with a vertical loop, so as not to expose your sides. Secondly the TIE Fighter's lasers are located tight and close, making them excellent for getting both hits in simultaneously once you've got a gist of your target's flight path. Lastly, the TIE Fighter is very manoeuvrable, and can generally get around to the back of any Rebel craft with ease, except for an A-wing. Not a bad craft, but fragile enough to be frustrating to fly.

TIE INTERCEPTOR

Max Speed: 111 MGLT
Acceleration: 21 MGLT/second
Agility: 104 DPF
Shields: 0 SBD
Hull: 16 RU
Weapons: Quad Lasers
Std. Combat War head Load: 0
Hyperdrive: No

It's a TIE Fighter with larger nads. The TIE Interceptor is faster, more manoeuvrable, sturdier, and has more raw firepower than its predecessor. Quad lasers make this a much deadlier craft than the T/F for those with good aiming skills. Remain conscious of your lack of shields. Just because you've got raw firepower, don't assume it will the scare the enemy enough to make it forget that you can be killed with a few well placed shots.

TIE/BOMBER

Max Speed: 80 MGLT
Acceleration: 13 MGLT/second
Agility: 86 DPF
Shields: 0 SBD
Hull: 28 RU
Weapons: Dual Lasers, 2 Warhead Launchers
Std. Combat War head Load: 8
Hyperdrive: No

The most useless ship in the game. What LucasArts were thinking, we don't know. The TIE bomber has no shields, and a std. warhead load of only eight, making it useless as a bomber. The only vaguely redeeming feature of the TIE bomber is the decent manoeuvrability of the craft, which whilst handy, generally counts for zip, since the craft makes a lousy dogfighter with its very ordinary laser setup and low speed. For those masochists out there dying to fly one, try turning your laser recharge right down to get that extra speed you need to deliver your payloads, or try flying well away from all the combat, arming yourself with missiles, and becoming a "missile platform" picking on enemy fighters at a distance while they engage other craft.

TIE/ADVANCED

Max Speed: 133 MGLT
Acceleration: 16 MGLT/second
Agility: 104 DPF
Shields: 40 SBD
Hull: 14 RU
Weapons: Quad Lasers, 2 Warhead Launchers
Std. Combat War head Load: 8
Hyperdrive: Yes

The best craft in the game, hands down. The TIE advanced not only has the hull and manoeuvrability of a T/I, but also has a greater top speed and shields as well. A TIE advanced with a decoy beam is the ultimate dogfighting craft, being able to shake all but the most amazingly skilled pilots. When flying a TIE Advanced, just don't overestimate your shields, as they are fractionally weaker than the shields on an A-wing or an X-wing.

ASSAULT GUNBOAT

Max Speed: 90 MGLT
Acceleration: 20 MGLT/second
Agility: 78 DPF
Shields: 100 SBD
Hull: 28 RU
Weapons: Dual Lasers, Dual Ion Cannons, 2 Launchers
Std. Combat Warhead Load: 16
Hyperdrive: Yes

The ship you want to use if you're making a bombing run for the Imperial forces, being far superior to the TIE Bomber. The shields on an Assault Gunboat are the strongest of any of the craft you can fly, and it has superior speed and handing compared to the Y-wing. Not being quite the sitting duck that the TIE Bomber and Y-wing are, you can actually engage in a little dogfighting if you're competent, making your bombing runs a little less traumatic (although concentrating on getting your payload off first is still advised). Just make sure you're managing all your energy systems efficiently and you have the perfect craft for bombing/disabling missions.

JOYSTICK CONFIGURATION

If you really want to have optimum control over your craft you'll need a specialist flight stick so you can perform the most amount of functions without having to move your fingers around on the keyboard. A nice big joystick with a hat controller is perfect for the job. The personal favourite of the Hyper crew is the Thrustmaster X Fighter, which has a nice smooth feel to it, is big and chunky, and not too flimsy so as to have your craft wobbling all over the place. Get some Blue Tac to stick your joystick firmly to the desk, so you only need to use one hand on it. The most important things you need to have at your fingertips on the controller are:

A fire button **(Alt-2)**
Roll / Target ship in sights **(Alt-3)**
Target nearest enemy **("R" key)**
Use countermeasure or use beam **("C" or "B" keys)** (Set to Countermeasure unless you have no countermeasures, or the beam weapon you're using is the Decoy beam)
For your hat switch set the four settings to full throttle, 66%, 33%, and zero throttle. (Use whichever setup feels best for you). You may prefer to use match target speed (Return key), instead of 66% throttle.
If you find your flying style requires you to use some functions over and over that are annoying to find on the keyboard during a mission, you may alternatively find it more useful to designate some of your buttons to:
Weapon Select **("W" key)**
Shield configuration **("S" key)**
Incoming missile **("I" key)**
Target enemy attacking you **("E" key)**
Although keep in mind these keys are all quite close to each other, and you can pretty much rest your fingers on the keys. If you can manage to get a throttle controller working with your joystick, great... but the specific 33% and 66% throttle settings are optimums, so there's really no need for one at all.
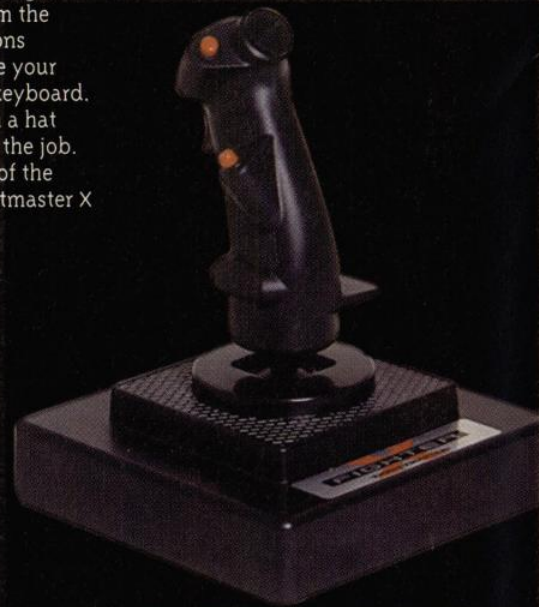
FLYING OTHER SHIPS

Actually, you are limited to the nine basic Rebel and Imperial ships, well... almost. You can't change the stats and performance of these ships, but you can change the appearence, which for a multiplayer experienc may be all you need.

In your X Wing vs TIE directory (you may have called it something else), there's a directory called ivfiles which contains the info on all the various craft and objects in the game except for the cockpit picture. Now follow these steps to replace one of the existing craft, with another model of your choice.

• Choose a ship you don't want to fly. For example, if you'd never pick a Y-wing, choose that craft.

Here are the file names of the craft you can normally fly

tieftr.opt - Tie Fighter
tieint.opt - Tie Interceptor
tieadv.opt - Tie Advanced
tiebmb.opt - Tie Bomber
assault.opt - Assault Gunboat
ywing.opt - Y-Wing
xwing.opt - X-Wing
awing.opt - A-Wing
z-95.opt - Z-95 Headhunter

• Copy the file of the ship you don't want to fly as a backup file

(example: copy ywing.opt ywing.bak)

• Choose the ship/object you want to be from the craft viewer within the game. Let's say for this exercise you wanted to fly a Corellian Transport (the Millenium Falcon)

ASSAULT OPT - Assault Gunboat
ASTG33 OPT - Asteroid Laser Battery (LAS BAT)
ASTH44 OPT - Asteroid Hangar (R&D FC)
ASTROID1 OPT - Asteroid Type A
ASTROID2 OPT - Asteroid Type B
ASTROID3 OPT - Asteroid Type C
ASTROID4 OPT - Asteroid Type D
ASTROID5 OPT - Asteroid Type E
ASTROID6 OPT - Asteroid Type F
ASTW21 OPT - Asteroid Warhead Launcher (W LNCHR)
AWING OPT - A-Wing
BARGE OPT - Heavy Lifter ???
BOMB OPT - Space Bomb
CAL OPT - MC80a Calamari Cruiser (CRS)
CONA OPT - Class-A Cargo Container
CONB OPT - Class-B Cargo Container
CONC OPT - Class-C Cargo Container
COND OPT - Class-D Cargo Container
CONE OPT - Class-E Cargo Container
CONF OPT - Class-F Cargo Container
CONG OPT - Class-G Cargo Container
CONH OPT - Class-H Cargo Container
CONTAIN OPT - Class-I Cargo Container
CORTN OPT - Corellian Transport
CORV OPT - Corellian Corvette
CRUSB OPT - MC40a Light Calamari Cruiser (CRL)
DEBRIS1 ACT - Space Debris A
DEBRIS2 ACT - Space Debris B

Press 'T' to target the next container.
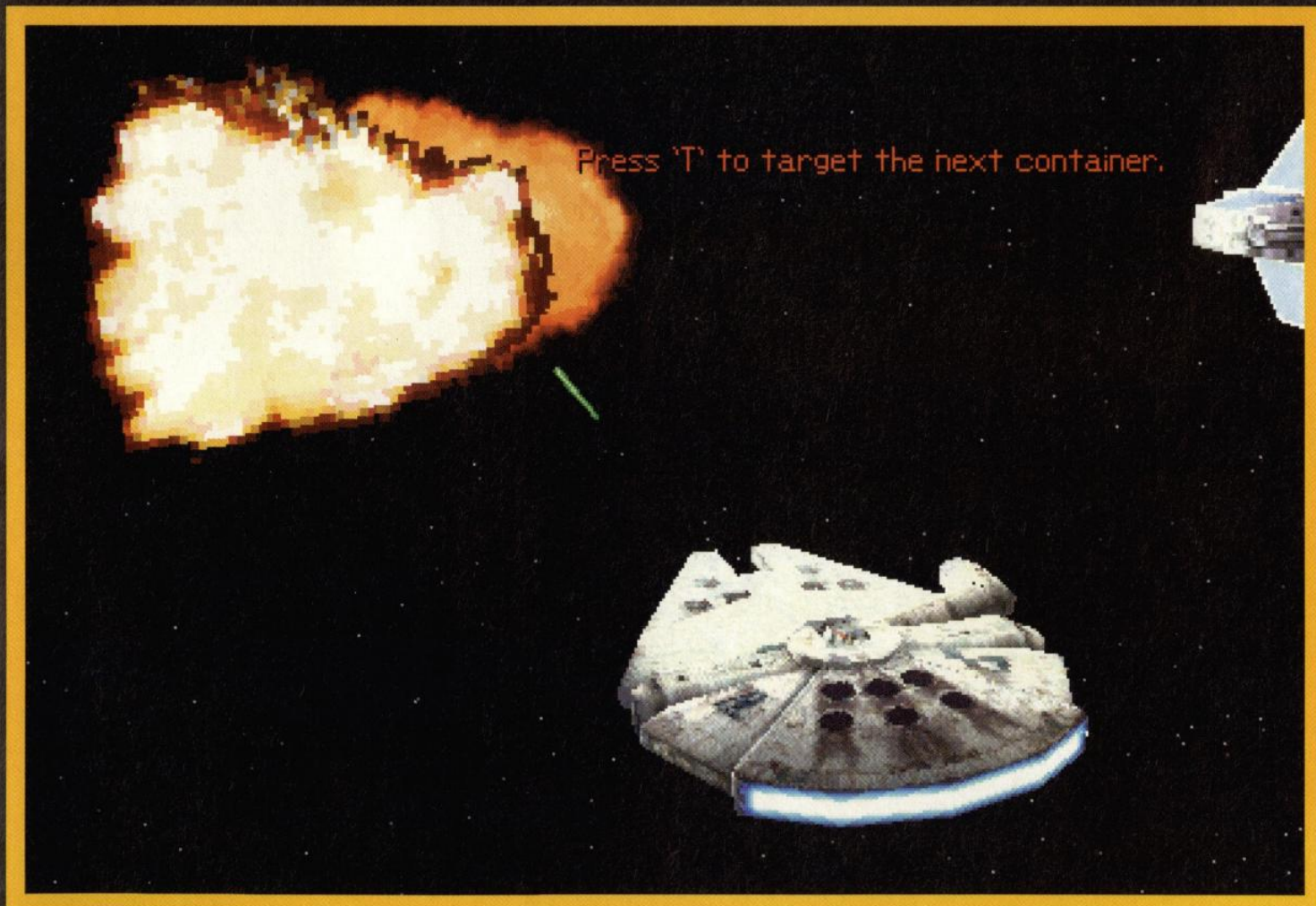
DEBRIS3 ACT - Space Debris C
DEBRIS4 ACT - Space Debris D
DREAD OPT - Dreadnaught
ESCRT OPT - Escort Carrier Transport
ESCTRP OPT - Beta Class Escort Transport
FACTRY OPT - Deep Space Manufacturing Facility (FAC/1)
FGHTA OPT - T-Wing
FGHTB OPT - Starchaser
FLARE OPT - Flare
FREIGHT OPT - Bulk Freighter
FRTA OPT - Modular Conveyor
FRTB OPT - Container Transport
GALAXY ACT - Twirling Galaxy thing
HIT01 ACT - Laser Hit 1 ???
HIT02 ACT - Laser Hit 2 ???
INTERD OPT - Interdictor Cruiser
ISD OPT - Imperial Class Star Destroyer
LASERB OPT - Laser Blue
LASERG OPT - Laser Green
LASERR OPT - Laser Red
LTFRTA OPT - Muurian Transport ???
MINE1 OPT - Mine Type A
MINE2 OPT - Mine Type B
MINE3 OPT - Mine Type C
MISSILEB OPT - Missle Blue
MISSILEP OPT - Missle Purple
MISSILER OPT - Missle Red
MISSILEY OPT - Missle Yellow

NEB OPT - Nebulon-B Frigate
PATRL OPT - System Patrol Craft
PLANET1 ACT - Planet A
PLANET2 ACT - Planet B
PLANET3 ACT - Planet C
PLANET4 ACT - Planet D
PLANET5 ACT - Planet E
PLANET6 ACT - Planet F
PLANET7 ACT - Planet G
PLANET8 ACT - Planet H
PLATA OPT - XQ1 Platform (PLT/1)
PLATAB OPT - XQ2 Platform (PLT/2)
PLATB OPT - XQ3 Platform (PLT/3)
PLATBA OPT - XQ4 Platform (PLT/4)
PLATC OPT - XQ5 Platform (PLT/5)
PLATCA OPT - XQ6 Platform (PLT/6)
PROBE1 OPT - Probe
PROBEA OPT - Probe A
SAT1 OPT - Communications Satellite
SHUTB OPT - Delta Class Escort Shuttle
SHUTTLE OPT - Lambda Class Shuttle
SPARK07 ACT - Chaff Spark A
SPARK09 ACT - Chaff Spark B
STAR1 ACT - Star A
STAR2 ACT - Star B
SURFHI03 ACT - Surface Hit A
SURFHIT2 ACT - Surface Hit B
TIEADV OPT - Tie Advanced (T/A)
TIEBMB OPT - Tie Bomber (T/B)

TIEFTR OPT - Tie Fighter (T/F)
TIEINT OPT - Tie Interceptor (T/I)
TLASERB OPT - Turbo Laser Blue
TLASERG OPT - Turbo Laser Green
TLASERR OPT - Turbo Laser Red
TRANSB OPT - Delta Class Dx-9 Stormtrooper Transport
TRNSPRT OPT - Gamma Class ATR-6 Assault Transport
TUG OPT - Utility Tug
UTILA OPT - Combat Utility Vehicle
VSD OPT - Victory Class Star Destroyer
XPLO01 ACT - Explosion 1
XPLO01A ACT - Explosion 1A
XPLO05A ACT - Explosion 5A
XPLO05C ACT - Explosion 5C
XWING OPT - X-Wing
YWING OPT - Y-Wing
Z-95 OPT - Z-95 HeadHunter

• Now copy this new ship's file over the one you backed up before
(example: copy cortn.opt ywing.opt)
• Now when you go to fly the Y-wing, you'll be piloting what looks like a Corellian Transport.
• To revert things back to normal just copy the backup file over the modified file.
(example: copy ywing.bak ywing.opt)

PlayStation

The Official Australian PlayStation Magazine

With free demo CD

SONY

PlayStation™

SELECT

START

Issue #4   Winter 1997

On sale now

Blood
PC

Some tasty cheats for the nastiest in the 3D action genre. These will work in the shareware version too! Press the letter [T] then enter any of the following:

MPKFA - Invincibility
BUNZ - All weapons, full ammo & dual guns
TEQUILA - Dual Weapons
ONERING - Invisibility
MONTANA - All inventory items
GRISWOLD - Full armour
KEYMASTER - All keys
GOONIES - Show entire map
MARIO - Level warp
FUNKYSHOES - Jumping boots
KEVORKIAN - Kill yourself (and why not!)

Death Rally
PC

Type these in during the race:
DRUB - No-damage
DREAD - Unlimited ammo
DRAG - Unlimited turbo
DRINK - Rocketfuel
DRUG - Mushroom effect
Type these while at the menu:
DROOL - Get $500000
DRAW - Get $1000
DROP - Drop 10 points
DRIVE - Get 10 points

Bug
PC

Cheat Menu:
Choose the **HELP** menu, then select **ABOUT**. Hold **Shift** and click on Bug's pupil. A white box will appear. Type **"babyseals"**, then click on **WOW**. A new blank menu will appear next to the HELP menu. This menu includes level select, invincibility and more!

Flying Bug:
Activate the Cheat Menu, then select the Flying Bug option. To use it, press and hold **Y** while playing.

Level Skip:
Activate the Cheat Menu. To skip to the next level while playing, hold the Duck button and press **Up**.

Deadlock
PC

To enter these codes, press **Ctrl + F1**, then type one of the codes below. These only work when you play solo.
MAKE IT SO - Gives you 1,000 credits and increases resources in that territory by 100 units
GHOTI - Completes current Research project
FRODO - Maxes population in territories
TOUCHE - View any of the ending cut scenes

Flying Tigers
PC

To activate cheat mode, type **"OCELLARIS"** while playing. To use it, type any of the following while playing:
1q - change levels, up/down arrow to change level
1l - player 1 extra life
1h - extra health
1f - fireball shots
1z - laser shots
1n - napalm shots
1m - missle shots
1s - one shield
1c - one c-bomb shot
For player 2, replace the 1 with a 2. i.e., press "2s" to add a shield to player 2.

Sim Copter
PC

All Copters:
While playing, press **Ctrl-Alt-X** and enter any of these.
All Copters - **I'm the CEO of McDonnell Douglas**
(Now go to the copter catalog and type "123456789". Go outside and you'll see all the helicopters.)
Unlimited Fuel - **Gas does grown on trees**
Invincibility - **Shields up**
Level Skip - **Been there, done that**
View Map - **The map, please**
Play Ending Movie - **Gort**
Billboard Picture - **PAMCAREYGOLDMAN**
Level Select - **Warp me to career: ##** (where ## is the level you wish to play (1-30))
Turbo Boost - **superpowermultiply**
To use your newfound speed, hold **Shift**.

Norse by Norsewest
SATURN

Level Passwords:

2 1STS	12 TLP	22 HRDR
3 2NDS	13 GYSR	23 LoST
4 TRSH	14 B3SV	24 oBoY
5 SW1M	15 R3To	25 HOM3
6 WoLF	16 DRNK	26 SHCK
7 B4RT	17 YoVR	27 TNNL
8 K4RN	18 oV4L	28 H3LL
9 BoMB	19 T1N3	29 4RGH
10 WZRD	20 D4RK	30 B4RD
11 BLKS	21 H4RD	31 D4DY

Ghen War
SATURN

Unlimited Weapons and Invincibility:
At the mission briefing screen, hold Start and press **A, R, Down, Right, Up, A, L**. After entering the code, release the Start button and press it again to return to the game.

Grid Runner
SATURN

Grid Racing
Go to Restore Game and enter the password **A, Y, Right, X, Right, Up, Down, Y, Right, Down**. Now go to two-player mode and select Grid Racer world 1, 2, or 3. You'll have a two car race match similar to Rock & Roll Racing! The spells still work and each lap around the track counts as a "flag". 10 laps wins the race.

Independence Day
SATURN

Level Select:
Go to the options menu and enter your name as **"FOX ROX"**. Exit to game select and quickly press **Left, Right, Up, Down, X, Z, Y**.
Select Plane:
Go to the options menu and enter your name as **"MR HAPPY"**. Exit to game select and quickly press **Left, Right, Up, Down, X, Z, Y**.
Target Civilians and Friendlies:
Go to the options menu and enter your name as **"GODZILLA"**. Exit to game select and quickly press **Left, Right, Up, Down, X, Z, Y**. Then select **KILL CIV** and **KILL WING**.
Tourist Mode:
Go to the options menu and enter your name as **"TOURIST"**. Exit to game select and quickly enter **Left, Right, Up, Down, X, Z, Y**. You will be able to select City, Tourist, Dem Cam, and No Time.
Weapons Galore:
Go to the options menu and enter your name as **"GO POSTAL"**. Exit to the Game Select screen and quickly press **Left, Right, Up, Down, X, Z, Y**. You may now choose Fast Reload, Damage Bonus, and Weapons from the options menu.

Necrodome
PC

Press the letter **[T]** before all codes for the text box:
knight - Invincibility
gimmesomesugarbaby - All weapons and gear
excalibur - All weapons
shrubbery - All power-ups
rabbit - Full shields
igotbetter - Full health
verysmallrocks - Unlimited ammo
smallrocks - Full ammo
unladenswallow - Unlimited gas
swallow - Refuel gas
camelot - End level
grail - Get arena flag
alreadygotone - All arenas available
antioch - Kill all enemies
runaway - Fire all weapons (truly awesome)

Rally Cross
PSX

Enter these codes as your name on the highscore screen or when beginning a new season. Only one can be entered per game.
fat tires - Fat tires
no wheels - No tires
wheels - Extra tires
stone - Heavier cars
feather - Lighter cars
float - Low gravity and stupid CPU opponents (always handy!)
spinner - Reduced tire friction
banzai - Improved acceleration
noviscous - Elements like mud and water have no slowing effect on car
radbrad - Realistic gravity
Season Codes:
To finish a season and unlock the

associated cars and tracks, enter one of these codes as your name on the highscore screen or when beginning a new season.

vet me - Win the rookie season
im a pro - Win the veteran season
weeoo - Win the normal, head-on and mixed-pro seasons

Spider
PSX

Level Passwords
Laboratory
Lab Floor:
1FMLC939GPR8F3BF7KT1
Sinks:
CHMLC939GPR8F3LWGTS3
Lab Top:
86MLC939GPR8F3VFQ5S4
70's Room:
FW1MC939GPR8F3BF7KT1
Factory
Boxes:
FW1MC939GPR8F336DTTS3
Conveyors:
BSRMC939GPR8F3VTKKT1

Machine Room:
WDRQC939GPR8F3LM8S95
Tubes:
8WV5L939GPR8F36DTTS3
Mechanical Arm Boss:
8WV5L939GPR8F3G1QJB4
City
City Down The Street:
9WV5L939GPR8F3LRT6S4
Side Of Building:
6SXXS939GPR8F3LRT6S4
Park:
W9PNT839GPR8F3B9LVS3
Under The Street:
N7KB3Y19GPR8F3V95HR5
Along The Street:
N7KB3Y19GPR8F3GGK4T3
Museum
Display Cases:
P7KB3Y19GPR8F3BPFGC3
Volcano:
G7KB3Y11GPR8F3BPFGC3
Dinosaur Bones:
H7KB3Y1QFPR8F3QXSDS4
Model City:
J7KB3Y1GWPR8F31766D1
Temple:
K7KB3Y1B15S8F3QXSDS4

Museum Boss:
K7KB3Y1B15S8F3BTQBB4
Sewer
The Wells:
V7KB3Y1B15S8F3QS7QC1
Along The Sewer:
W7KB3Y1VBVP8F3LC1M95
Food Carton:
X7KB3Y1VLN7BF3ICH1C3
Up The Well:
Y7KB3Y1VV16QF3QS7QC1
Ryan's World:
Q7KB3Y1LDRTQD3VKCDT1
Evil Lab
Circuit Boards:
Q7KB3Y1LDRTQD3LCQSR3
Lab Top:
R7KB3Y118H56T1WTY4R4
Hard Drives:
S7KB3Y118H56T1TCQSR3
Brian's Folly:
T7KB3Y118H56T1FNY4R4
On the Ceiling:
T7KB3Y118H56T1TC4LD1
Kip's Bonus:
68KB3Y118H56T151P6C4
Brain Boss:
68KB3Y118H56T1TMVM35

War Gods
PSX

Enter these codes using the CHEAT CODE entry on the OPTIONS screen. To disable a code, enter the number backwards.

Player 1 Invincible	2358
Player 2 Invincible	1224
Player 1 Extra Damage	7879
Player 2 Extra Damage	3961
Quick Finish	4258
Easy Fatality	0322

(Press HP+LK to trigger the fatality)

Play As Grox	6969

(1-player only)

Play As Exor	2791

(1-player only)

Level 1 Select	5550
Level 2 Select	5551
Level 3 Select	5552
Level 4 Select	5553
Level 5 Select	5554
Level 6 Select	5555
Level 7 Select	5557
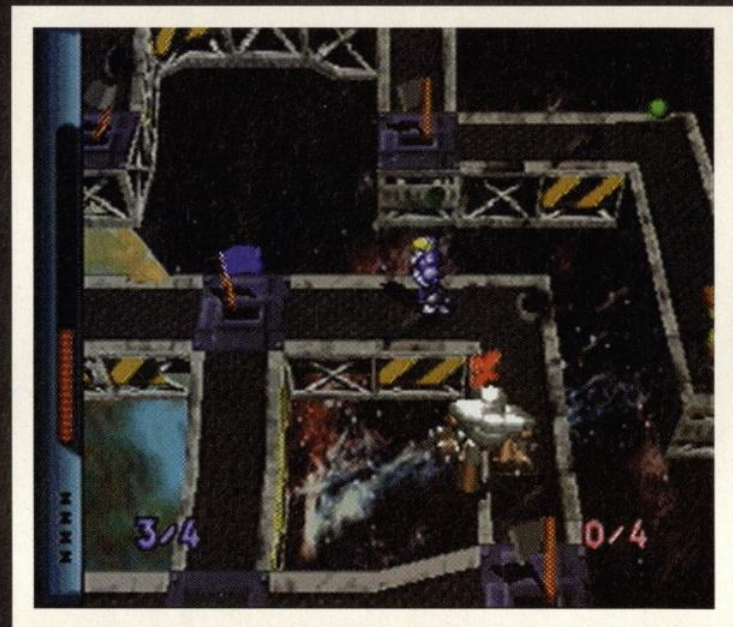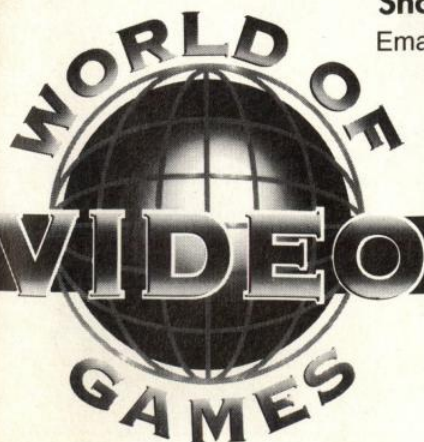
Dark Forces
PSX

Cheat Menu:
While playing, press **Left, Circle, X, Right, Circle, X, Down, Circle, X. A** list of cheat codes will appear. Here's what they mean:
Invincible - god mode (duh, rwally?)
Supermap - shows the full map of the level
Maxout - all weapons and ammo
Pogo - lets you jump to high places you can't normally reach
Gamewon - skips level
Level Select:
To access any level, enter the password "X7P!45QX39".

Air Combat
PSX

Secret Game:
Load the game and just before the Intro loads (when the Bird Logo appears) press and hold **R1+Circle**. The screen should now fill with bouncing C.D`s. Now press **Up, Down, Left, Right**. Now every time the game loads anything, a secret game will appear.
Super Credits:
At the special CD loading menu quickly press **Down, Circle, Triangle, Triangle, Triangle, Circle, Triangle, Circle, Triangle, Circle + Triangle, then press and hold Circle+Triangle.** You will see a character from one of Namco's other games appear to confirm the code. Now start the game and you have instantly earned an incredible 999,999,000 credits
Different Color Crafts:
In 1 Player mode, at the CD loading screen press **Up, Down, Left, Right, Up, Down, Left, Right**, then hold **R1** until a spaceship appears onscreen. If done correct you should have different colored craft.

Samurai Showdown 3
PSX

Play as Zankuro:
Here is a way to play as the hidden boss Zankuro! To select him, choose Vs. Mode and go to the Character Select Screen. Hold down the Start button and highlight the following characters in the following order:
If you're player 1 you should already be on Haohmaru, move on to Ganjuro, Basara, Kyoshiro, Ukyo, Rimruru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford and finally **Shizmaru**. Keep holding **Start** and then press **X** and **Circle** at the same time. If done correctly, Zankuro will appear as a selectable character.

Worms
SATURN

New Weapons:
At the weapon options screen press **C + Z** 9 times. If you did this right, new weapons should appear.
Ultimate Map:
For the ultimate tournament map, enter the password "00035907".

Battle Arena Toshinden 3
PSX

Random Character Select:
At the character select screen, hold **L1 + L2 + R2 + R1** to choose a fighter at random.

Spot Goes to Hollywood
PSX

Level Select:
At the title screen, press **Triangle, Up, Right, Down, Left, Triangle, Left, Down, Right, Up, Triangle.**
50 Lives:
Activate the Level Select code then while playing, pause the game and press **Square** to gain 50 lives!
View FMV's:
To view all the VMF's, enter the Level Select screen then hold **Square** and press Start.

Tobal No.1
PSX

Change Camera View:
To change the camera view, press **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.

Tobal No.2
PSX

Giant and Shrunken Mode:
This code works in Vs. Cpu or Vs. Player mode only. At the character select screen press and hold **R2 + L2 + Triangle** then select your character. Continue to hold these buttons until Round 1 appears. While playing, you can use the R2 & L2 buttons to grow & shrink your character!
Try shrinking your character so you cannot be hit then toast your opponent with fireballs.

Hexen
SATURN

Bring up the Options menu (from in the game or before starting the game) and press **Up, Down Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B**. Look for the cheats menu in the 'Miscellaneous Options" menu - you should hear a sound at this point to let you know the cheat menu is activated. Start a game, the pause it. You will have access to a cheat menu with options for God mode and all the usual stuff.

Hexen
PSX

"From the main menu, select **"Options"**, then **"Pad Config"**. Once in the configuration menu, Hold **R2** and press **Right, Down, Right, Triangle, X**. You should then hear a sound to let you know the code was entered correctly. Start a game then pause. Select "Cheats", and you will see Ammo upgrades, God mode and the like.

Micro Machines V3
PSX

At the name entry:
CATLIVES - Gives you 9 lives in 1 player mode
GIMMEALL - All tracks in multiplayer mode
TANKS4ME - Gives you tanks on all tracks
For these codes, pause the game during a race.
Change the car to any object - **Down, Down, Up, Up, Right, Right, Left, Left**
Floating Objects -**Square, Triangle, Square, Square**

Back Issues
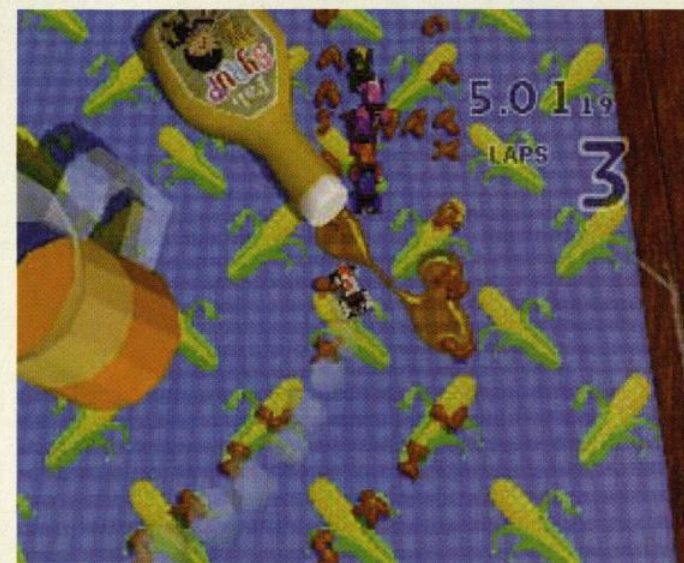
,Triangle, Square, Square,
Triangle, X
Slow Cpu Cars - Circle, Triangle,
Square, X, Circle, Triangle, Square, X
Camera behind Car - Left, Right,
Square, Circle, Left, Right, Square,
Circle
Double Speed - Square, X, Circle,
Square, Triangle, X, X, X, X
Debug mode - Square, Up, Down,
Down, Square, Square, Circle,
Circle, Triangle, X
Once Debug mode is activated:
Quit the current race and
automatically win it - Select + X.
Change the camera angle - Select +
(Up, Down, Left, Right).
Zoom in/out respectively - Select +
(L2 or R2)
Turns player's car into a CPU car -
Select + Square
Blow up all cars - X + Triangle +
Circle + Square
Bouncy mode - Square, Right,
Right, Down, Up, Down, Left,
Down, Down

Tunnel B1
PSX

Enter these in the game:
All Weapons:
L1+R1+R2+L2+Triangle+O+X+S at the
same time for all weapons and energy
Power Up
L1+ R1+ L2+ R2+ Triangle+Circle+
Square+ X

Rage Racer
PSX

Mirrored Tracks:
After selecting RACE START - press
and HOLD L1 + R1 + SELECT + START
until the race begins. The track will

be mirrored.
Remove Mirror:
Pause while playing- press and hold
Triangle and press L1 or R1 to toggle
mirror on or off.

Soul Blade
PSX

To play as The secret boss, go to the
title screen press Up, Down, Down,
Down, Left, Right, Start+Select.

Black Dawn
SATURN

Level Select:
At the "Press Start" screen, press
and hold C, then B, then A, then Up,
then the Left button.
Release in this order - A, C, Left
button, Up. You'll hear "Blackhole
engaged."
During the game, hold A, C, Up, L to
skip to the next level.

Hardcore 4X4
SATURN

Enter these in while you have the
game paused.
Black Mother Truck : B, Left, A, C, C,
A, Right (you should hear " Push it
to the max ").
Tank (you must be in the " War Zone
"circuit): A, B, Right, A, C, A,
Down, A, B, Right, A (you should
hear " Attack the track !"). Put the
exterior view to see the tank.
View the race through TV cameras :
Right, A, Left, Left, Y, Down, Up,
Left, Left.
Make the current lap, the last lap :
Left, Left, Left, A, A, Left, Left, Left,
A, A, A.

Three Turbos : C, Right, A, Z, Y, C,
A, Right (you should hear " Attack
the track ! ").

Black Dawn
PSX

Pause the game and enter any of
these:
Max Weapons:
Select, L2, Select, R2, L1, L2, R1, R2.
Max Fuel & Armor:
Select, L2, Select, R2, Triangle,
Triangle, Triangle, O.
Cycle Gun Modes:
Select, L2, Select, R2, Select, Select,
Select.
Summon Wingman:
Select, L2, Select, R2, Square, Square,
Square, O.

Grid Runner
SATURN

Grid Racing:
Go to Restore Game and enter the
password A, Y, Right, X, Right, Up,
Down, Y, Right, Down. Now go to
two-player mode and select Grid
Racer world 1, 2, or 3. You'll have a
two car race match similar to Rock
& Roll Racing! The spells still work
and each lap around the track
counts as a "flag". 10 laps wins the
race. Have Fun!

King of Fighters 96
SATURN

To play as the bosses, choose "Team
Edit" at the Character Selection
screen. Now hold Start and press Up
+ Y, Right + A, Left + X, Down + B.

Fifa Soccer64
N64

Edit Your Players!
At the EA sports screen press A, B, A,
B, B, B, A, and then Z. You will then
be able to change the colors of Fifa
and edit the players.

Mortal Kombat 3
PSX

Options Screen:
When a "story" screen appears,
press X, L1, L2. Press Start to go to
the Kombat Kube screen, then press
Up to reveal a question mark. Select
this for some special options.
More Options:
At the trademark screen, press
Square, X, Circle, Triangle, R1, R1,
R2. R2, R1, R1. You should hear Shao
Kahn say, "You will never win."
Press Up when the screen with the
spinning MK3 logo on the cube that
says: "Kombat" is on-screen. A
question mark appears. Use this
option for a swag of cheats,
including playing as Smoke and
unlimited credits.
Ultimate Kombat Screen:
To get to the Ultimate Kombat
Kode screen easily, rotate the
controller counterclockwise twice
during Story Mode.
Unlimited Continues:
During story mode press Up, Up,
Right, Right, Left, Left, Down,
Down.

Galactic Attack
SATURN

8 Credits:
Hold down R button + L button + C +
Right as the game is loading.

hyper@ctive

http://hyperactive.com.au
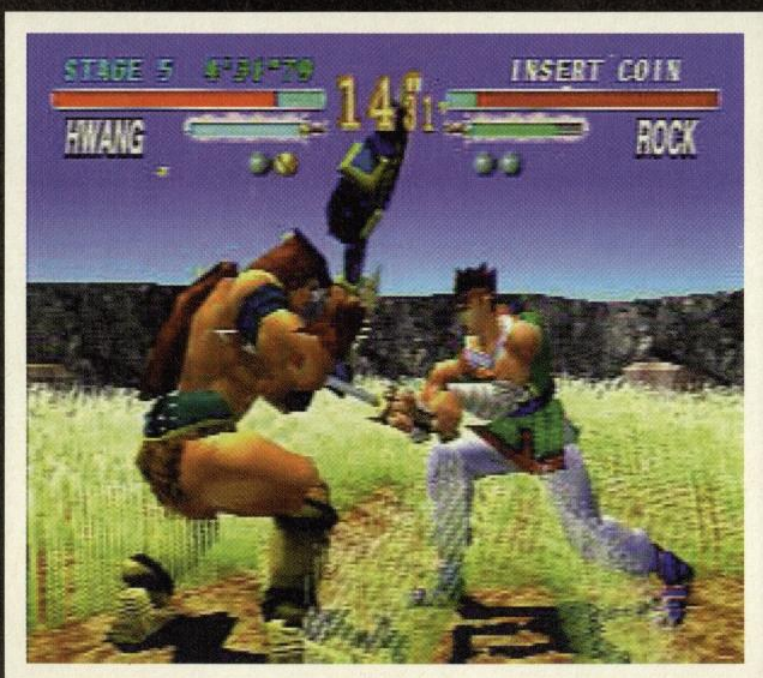
GAMES ONLINE

HYPER »

Sorry folks, no Random Access this month, as our artist was out and about... the comic will be back next month.

Ultima Online beta testing should be well underway by the time you're reading this... but since most of you aren't in the test, we thought we'd give you a snippet of what's in store... The grabs look very tasty.

Full report on the beta test next month...

TOO LATE?

To Hyper,

Greetings from the Nintendish kind. You have a very sweet magazine dewds!!!!!!!!!!!

Anyway to my point. I have awaited the N64 for that long it ain't funny. But a great day in April i got one of the bastards!!!!!! But to my astonishment I see on Hyper ctive..."Nintendo 64 Price Drop". I said "Your shittin' me". I told my mate the news and he replies "I know but if you send your docket in you get a free game!" This question has puzzled me for ages. Is this statement true?????He says Quake is coming out too. Is he correct? I have had my whinge. Keep up the snazzy work guys.

L8R.

MICHAEL

Michael,
Well yes, it was correct. However, by the time you're reading this, it will no longer be the case (unless Nintendo change their minds), as it would only be a matter of time before people started doing shonky things with dockets, so the offer was temporary. Give em a call and ask.

KART MEISTER

After reading your review of Mario Kart 64 I felt I should write in and give an opinion on the subject that me and other people who have played my MK64 hold. IT'S TOO DAMN EASY!

When I bought the first mario kart it took me ages to get golds on the mushroom, flower and star cups to get to Special stage and even longer to get to 150cc. Firstly With MK64 not only do you get the option of

playing the special stage straight up but also the 150cc. Secondly I finished mushroom, flower and star cups with gold on my first sitting (and that's no bullshit) I found the lack of difficulty a real pisser and

a big disappointment.

On the up side the battle games and four player mode are it's saviour at least with four player you can get some real competition and the battle modes shit all over the original. With a game that looks so damn fantastic and controls like a dream it's just a shame that it's spoilt by it's single player lastability.

BRAD TAYLOR

Your opinion is definitely valid, and it's part of the reason we're quite possibly going to start giving games that have multiplayer options two scores... One for single player, and another for multiplayer. Quake for example is a much better multiplayer game than it is single player, and maybe it's time we showed the difference with a score.

AND BY THE WAY, WHICH ONE'S PINK?

Dear HYPER,

You guys are the best and will always remain the best. Thanks for the cool posters. Here are some questions for you to answer:

1. Is Tekken 3 like Tekken 2, when you finish the game to gain access to sub-boses.

2. Which of the two games do you think is better. I) V Rally ii) Rally Cross and why?

3. Is Tekken 3 faster then Tekken 2 in gameplay?

4. Is Suikoden and Wargods 3D or 2D fighting and how are they compared to Tekken 2.

5. Is Rev Limit for Sega or for Nintendo.

6. Is there any release date for Time Crisis for Playstation.

That's all for now and keep up the good work and leave those consoles alone during breaks.

FLOYD ANTHONY
Fiji

Floyd,

1. We can only assume so, there's no PlayStation version yet for us to test this out

2. Despite the fact they're both Rally games, they're both very different. V Rally is the game we'd recommend to those after a sim, whereas Rally Cross is the game we'd recommend to those wanting a fun multiplayer racing game. The choice should revolve around what style of game you're after.

3. It's very similar in speed, no huge difference.

4. Well Suikoden is an RPG, and although it's on the release schedules, no one has sent us any info on War Gods yet, but it is a 3D fighting game. It'll get reviewed once we have our mits on it.

5. Nintendo 64

6. November this year.

Leave the consoles alone? What do you think we do... whip them?

HOW DO I?

Dear HYPER,

Hello, cool mag. Could you help me get on the right track to start a software developing company. I am 17 years old and currently still going to school. The programming language I use is Turbo Pascal 7.0 and very experienced with that language. The type of programming I do is very simple, the programs are made up of hundreds of cheats and solutions compiled together in one package called Cheats Orama, to sell this I need to know how to, one day I hope to make games for DOS and windows. So help me please. Here are some questions.

1. How do I get a company name?

2. How do I get copyright protection for my software?

3. What is the best language I could use to program games?

4. What programs are used to generate graphics and sound for software?

The games I have started to make with Pascal are pretty crapy so your wisdom will help me.

Thanks, seeya latta

ADAM BISHOP

Dear Adam,

We'd be lying through our teeth if we told you that we knew the fine details about how to make games, since we spend all our time playing them, not figuring out how they were coded. However, here's a few answers for you.

1. Contact a solicitor, they can tell you the details. You sure you got the right mag?

2. Copyright in Australia is actually automatic, you just have to be able to prove that you are the one who created the game.

3. You really should just talk to programmers, as they can offer you informed advice. Try contacting developers like Beam, Auran, or Silver Lightning.

4. There's too many to list.

NOW LISTEN HERE...

To HYPER,

You have the most sickest mag in Australia, but might I say the "World". Here is a few pointers we want to mention to you; eg:

* A while ago we played Mario 64 and we think it's one of the most talked about game out, but we think it's one of the easiest games we have "ever" played.

* We think the PC kicks Nintendo 64, because of the PCs excellent games like; eg: "Tomb Raider, Rayman, Earthworm Jim 2 and Sonic."

Here is a few questions we want to ask you;

1. Do you think Nintendo 64 has better games than the PC?

2. Do you know when Rayman 2 & Tomb Raider 2 are coming out on the PC?

3. Are you making a playguide for Rayman, or do you have cheats? (For PC)

4. We heard Donkey Kong Country is on the PC in America, is that true and when is it coming to Australia?

We hope you can answer these questions.

From your fans down in Melbourne,

VINCE T & JOSIE T

PS: How good do you think Nintendo 64 is; (out of 10) Sega Saturn (out of ten); PC (out of ten); Playstation (out of ten).

Pointers? Maybe you mean points... Pointers would be like, "Try not using the word "chuffed" so much in your reviews.". Answers...

1. No, not really. The games are aimed at totally different people, neither are "better" or "worse". PC gamers tend to look for different things in their games to Nintendo 64 owners. Quake is awesome... so is Super Mario 64... both are completely different gaming experiences.

2. No date for Rayman 2. Tomb Raider 2 is scheduled for 4th quarter this year, so sometime between October and Christmas.

3. We tend only to do playguides on recent releases. I'm not about to look through the last twelve issues to see if we've printed cheats for it. Look on the Internet for cheats of old games, or call a cheat company like UGH.

4. Can't find any information that supports that rumour you heard.

ASSWIPE

Dear HYPER,

Let me prove to you just how much I cherish your magazine. I was at a family picnic and decided to bring my Hyper as I would be bored shitless. After eating my Grandmothers chille concan, I had to drop a log. So off I went to the dreaded "Public Toilet". I tried in vein not to touch the toilet seat while crapping and reading Hyper at the same time, as this is practically impossible I grimaced as I parked my arse on the seat. As the last piece of crap vomited from my arse, I went to grab some paper. Well what do you know the public toilet had no paper. I swore so loud that the whole of NSW heard me. I started to think how to get out of this predicament. Me being the bright type I realised I could use a page of my Hyper mag. I started at page 1, no good, page 2, once again no good, 3, no, 4, no, 5, 6, 7, 8, 9,10 and so on. I thought I would never find a page low and behold I came across the anime page, but no, there had to be some good shit (not from the toilet) on the back. I decided that I would rather have skidmarks than desecrate my beloved Hyper. That's how much I love Hyper.

Ah shit seeing I wrote this letter I may as well ask some questions.

1. A list of upcoming N64 titles.

2. What about a jokes page?

3. Where is the "Hyper Big Rubber Stamp of approval" gone?

PS: because I can't bear to cut up my Hyper I can't enter the Dell PC comp. Dammm you Hyper for creating this mag.

MARK SKIDS

Son, your fixation with your bodily functions will result in a severe lack of interest from the opposite sex.

1. Check out the list in this issue's news.

2. We tend to feel we make enough jokes throughout the mag as it is... Sure, some of them are in jokes that only we'll get, but hey... we gotta have fun makin' da mag.

3. It got stuck under the seat of my private helicopter, but we used some vaseline and got it out.

LETTER OF THE MONTH

HOW ABOUT A HAPPY STORY?

About 4 years ago I was seeing a girl, and one day we went to a gathering at a friend's place. Someone there has set up a megadrive and was playing a pretty lame racing game. Lame or not, I got right into it. In fact in retrospect I kinda overdid it. Needless to say, my girlfriend was not impressed, and for some time afterwards, "video" and "game" were considered very dirty words.

Almost 4 years later I am pleased to say that my girlfriend and I now live together, and both enjoy video games. We played plenty of good games during that time which helped change her mind, but the key was Mario Kart, for which we shared a nasty match race addiction. These days we play when we can on our Playstation, which my girlfriend bought me for Christmas.

Our latest craze is Twisted Metal - World Tour. It's a great game and we particularly like the way you can play against eachother or as a team. Actually, I was hoping you could recommend some other good two player games for the PSX.

Best regards and thanks for the great magazine,

SCOOTIE

Awwww,

That's beautiful. Actually, I used to think my dream femme would be a woman who'd own a PC and want to play network games with me, but I sorta got over that idea. Come to think of it... I'm really glad my girlfriend isn't into video games, otherwise I'd never escape them at all!

GUARDIAN

REMEMBER LAST ISSUE WE SAID THERE'D BE ONE MORE WINNER... WELL HERE's THAT EXTRA WINNER... GEOFF WILTON. CONGRATS GOFRO!
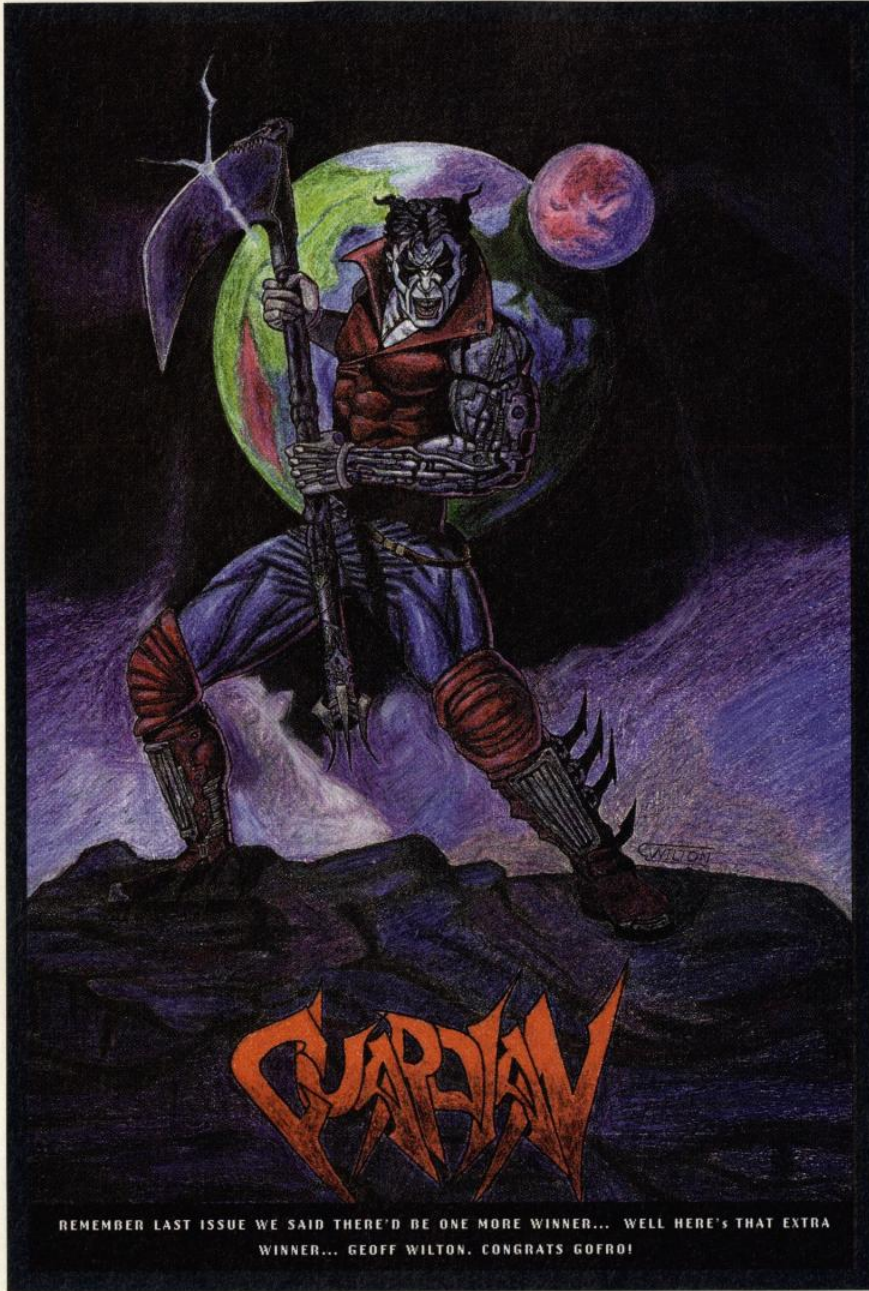
THE INQUISITION

Dear HYPER,

Great mag fellas but last issue (no 44) I noticed something a little strange. The fighters Megamix review had Saturn written on one page and Playstation written on the other, is this right is it available on both systems because if it's available on Playstation I'd buy it (I'm a fighting game fanatic). Now I've got a few questions for your to answer.

1. Has a release date been set for Tekken 3 in Australia on playstation?

2. Will Die Hard Arcade be converted to playstation?

Thank guys.

MARK

My god you're an observant lot lately... funny you noticed that, but didn't mention Picky looked awfully girlish. The PlayStation bit was left there from a previous layout by mistake. It'll be a cold day in hell before you see Sega games on a PlayStation.

1. No, but word is it should be very early next year. We got a rundown on Sony's upcoming releases up to Christmas, and Tekken 3 wasn't in the lineup. There were however a couple of games like Spawn and Nightmare Creatures, which might excite those into fighting games. Not so much pure fighting games, more like Tomb Raider meets Tekken... kinda. You'll see.

2. It's a Sega game... so no.

TOP CAT

Dear HYPER,

Just a brief word. Since the new Star Wars Trilogy has just been released. I was wondering if any new Star Wars Games are going to be released on the Playstation. Being a collector of all things Jedi related I already own Rebel Assault 2 and Dark Forces but was wondering if games based on the movies would be appearing on the PSX. Imagine an all new version of Super Star Wars, Empire Strikes Back or Return of the Jedi on PSX. The possibilities for the 3D flying scenes (Death Star trench, Snow speeder chase, Forest Moon Speeder bike chase, etc) are limitless. Lucas arts wouldn't necessarily have to stick to platform bits either as I'm sure Doom bits and other cool 3D stuff could be implemented into the game. Well that's all from me. May the force be with you my friends.

T.C.

Well TC, the push from LucasArts lately has been on the PC, with Rebellion and Jedi Knight coming up soon, and of course our current favourite, X wing vs TIE fighter. We're all Star Wars freaks here at Hyper, so we'll be sure to let you know if there's any more news on any Star Wars stuff announced at E3, which we'll be covering next issue.

TO ROCK OR NOT TO ROCK?

Dear HYPER,

In regard to a letter from the Station King' in issue 44 he says that Turok Dinosaur Hunter may have only a few hours play and is not worth $130 and your response did not clearly deny this.

Well I have owned the game nearly a month now and I must say the levels are huge and get very hard. It took me many sleepless nights to beat it.

Another feature in the games favour is that it rewards you with cheats when you've done exceptionally. eg fill up on life bonuses and you get the Infinite Lives code. It's a great game and worth every dollar.

Sorry if I seem Pro-Nintendo but I wanted to reassure those about Tu-Rock!

Anyway could you please fulfil my final fantasy and tell me if there is a special RPG controller coming to the Playstation as I have heard.

I am Turok!

PETER S

RPG controller for the PlayStation?? I think someone's pulling your leg. Think about it, how many PlayStation RPGs are there now? Do you think there's sufficient games out there to warrant buying a special controller for the tiny handful of RPGs? Maybe there's a third party in Japan that are making one, since they have lots more PlayStation RPGs there, but it's kind of unlikely, seeing as the controller already has eight buttons and a direction pad... What more do you need for an RPG? I hope we're proved wrong on this one, as it would be interesting to see.

CURIOUS ONE...

Dear HYPER,

Totally righteous mag guys. It's sick. It whips ass major. Oh well, enough of the but dribble, lick, suck, I have a few questions:

1. Will Street Fighter Alpha 1/2 be coming out on PC? If so when.

2. In issue 32 June 1996, why was there no poster?

3. Why in issue 44 was there no "Rubber Stamp of Approvals." Ran out of ink?

4. Oh yeah, I was wondering if all the crew of Hyper could do like a profile thing in some issue of ya mag. I'm sure heaps of readers out there would like to know what all you guy's look like, how you all got together, who started it etc.

Keep up the work with a totally insane mag.

Sweet.

KIM STEPHEN

PS: Who made up the Hyper sign ""

1. Virgin, who distribute all Capcom games in Australia, told us there's no SFA games for PC on their schedules.

2. The poster fairy stole them all... Okay, okay. Apparently there'd been little feedback about the posters, and the cost of producing the big ones went up significantly for us. One issue of the post being absent and everyone went bonkers, so to figure a way to keep a poster in, without upping the price of the mag was to do it on standard pages, and to make it double sided, so you had a choice too.

3. Actually, we did use it... except it was invisible ink.

4. We're getting enough requests for this to be considering it now... we'll see. PS. It was Aaron Rogers, our very first Art Director.

A PISSED 8 YEAR OLD!

To all you guys at HYPER,

I own a super Nintendo and I am pissed about there not being any Super Nintendo cheats. Will you make issue 44 and 45 about Super Nintendo or won't you. Please make it happen!

MITCHELL HARVEY, age 8

Well, as you can see we didn't make issue 44 or 45 Super Nintendo, so we imagine you're completely blotto by now. The system is now not being actively supported by any developers, with only a handful of releases

in the last year here in Australia. We can't just keep printing cheats for old games. Most SNES owners are looking to get a Nintendo 64 nowadays, and we get tons of Hypermart letters from people trying to sell their SNES so they can get the dosh for the N64. We know it's pretty hard to save up for a new console when you're 8, but people buy the magazine to find out what's happening now, and in the future... not what was the big thing a couple of years back.

YO STEVE!

Dear HYPER crew:

Okay, I spose the main reason I'm writing this letter is cos of Steve, and no, I don't know you, this is just to say hi (you can blame Dan for that, it wasn't my idea). Yeah, so uh...hi. Anyway, I also sent in a little picture of a space marine/mercenary thing, hope ya can print it. Orright, great mag guys, it's the best multi-platform one around and I think it will be for a looong time. So anyway, I was hoping you could answer some questions of mine, thanks!

1. Could you give me the name of a reasonable if not really good platform game for the Mac? I'm kinda sick of 1st persons and like platforms anyway.

2. Could you guys review Marathon 2: Druandal for PC? (You know, that 1st person that came out a while ago for mac that everybody liked?) I've got this pro-pc-extremist friend who says it sucks. Please tell him it doesn't.

3. Uh, exactly how many members are there in your staff? I'm not gonna try and rob your offices or anything, I'm just curious and can't count very well.

Thanks a lot guys! Please print this letter by the way cos I've tried twice before and haven't been answered. Thanks again! Seeya!

GAVIN LOAN

DO I NEED MORE?

Dear HYPER,

I'm a new comer to your mag and I'm happy to say that it's great! But anyway I just wrote to ask you some questions.

1. Dead or Alive, heard of it? I have written to all the other mags to ask for a strategy guide, but have gotten no reply. Do you have it? If so

could you Please print it out.

2. I have a NES, Master System II, two SNES's (one Jap) and a PSX. Should I get more consoles?

Thanks for your time.

JOHNATHON, NSW

1. Yeah, we've played it. We don't tend to do strategy guides on arcade games, as it's generally only the people who can go to the bigger and better arcades in the cities that can play these games, and playguides take up too much space to devote on a game that people can't buy for themselves. I was sorely tempted to do a Virtua Fighter 3 playguide, but I'll leave that till after the Saturn release. If Dead or Alive comes out on console, we'll definitely give it a playguide. A word of advice: Games magazines don't have staff sitting around ready to whip up playguides and mail them out to people, that's why you haven't been getting replies. Playguides take a lot of time and effort, and there's no way we could do them for people without charging for it.

2. Heh, you're funny. The answer depends on whether or not you want to have a "console shower" where you get friends to bury you under a pile of your own games systems. Thanks for your letter Johnathon!

ERM...

To HYPER,

I know you get sick of all that sucking up crap that comes at the start of practically every letter so I'll get straight to the questions about your marvellous mag (he, he) and the brilliant Nintendo 64!!

1. How do I subscribe to HYPER and how much is it?

2. Do you know if CSC/Red Alert are going to be on Nintendo 64?

3. Do you know if KKND or Warcraft are going to be on Nintendo 64?

4. How do you like being paid to review video/computer games? It's my dreams come true. Thanks. See ya!

JOSH CURRIE,

Wodonga, VIC

1. Try looking at the subscriptions page... That's the one near the front where it says SUBSCRIBE.

2. No news of em.

3. Once again, no news to suggest an upcoming release.

4. It's great, but you'd be surprised how little time we end up having to play the games we wanna play. When you're spending time on a game that you're going to review, when there are a few other games you'd rather be playing, it really takes the edge off the fun factor.

A CRITIC

Dear HYPER,

I always have a good laugh at the endless hoards of sad cases who write in month after month saying how perfectly wonderful your magazine is - but then again, Australia seems to be full of idiots these days. I mean do you seriously think you are ever going to be able to give adequate coverage to PSX + Saturn + N64 + PC in the one magazine of less than 100 pages (unless perhaps you intend going weekly)? I don't know of any other magazine in the world that even attempts it - and in my opinion, you are failing quite badly at the moment. My advice: scrap the PC stuff and concentrate entirely on the consoles. Surely there's more than enough there to keep you going?

I'd also like to say good on "Game Player" from Perth (May Hyper p. 93) for sticking up for Sony with a few home truths. I reckon they're probably purposely dragging out the return/repair process for consoles into weeks/months just to try and put people off returning their machines. They're probably all sitting round playing games and drinking beer 90% of the time (...or am I confusing them with Sega?)

Finally, if you haven't taken my earlier criticisms too personally, maybe you could answer a couple of brief questions: 1) I've never read or heard of a single complaint regarding the Saturn console as far as faults/technical problems like those occurring with the PSX. Are Saturn consoles faultless - or is it just that hardly anyone owns one?

2) Could you possibly give an approximate % rating to the following games which have never been reviewed by Hyper: a) Hexen (PSX), b) Doom (Saturn), c) FIFA 97 (N64), d) Air Combat (PSX). It would really be a great help, thank you.
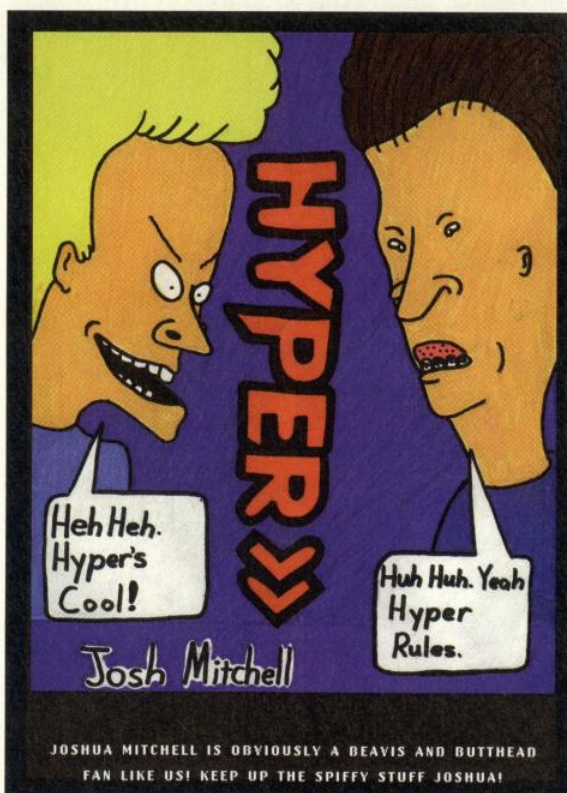
BRIAN,

VIC

Brian, it's a good thing you're not a publisher, otherwise you'd be broke. Scrapping the PC stuff would be the stupidest thing we could do, as there is simply not enough console releases within Australia to fill a mag of one hundred pages, unless of course we do long winded air fairy articles on things that get in depth to a point of being tedious. This issue for example, the software distributors couldn't provide us with enough console games, so we had to rely on our contributors who'd got console games on import... But we did have more PC titles than we needed. Also, Australia's gaming populace is mostly made up of PC gamers, unlike America which is mostly made up of console gamers. We do try to give more coverage to console games in the months where they have lots of content, but the console market is affected much greater by the time of year than the PC market is. So if you see an issue that is mostly PC, it's just a result of the console market being quiet. Sure, some months there is heaps of stuff, and we don't cover EVERYTHING, but quite frankly, there's very little interesting news most of the time, and so many reports of things coming up in the future tend out to be hoaxes, or simply fall apart because of lack of

funds, or public interest. We could give you a report on the merger between some graphics company and some game developer, but who'd care? People who want EVERY little detail on a system usually go out and buy the mag dedicated to that system, like the Official Australian PlayStation magazine for example. Hyper's about "the big picture" covering the stuff we see as being important, as opposed to covering everything. If you came down to the office here and saw how the video games industry works in Australia, you'd understand why we do the things the way we do. Now... Your answers.

1) It's a very reliable machine, except for the CD spindle being susceptible to being pushed down and rooted permanently, although you'd have to do it on purpose.

2) No %'s for these because we never got final versions, but here's the general news on them. a) we never got given a final version, but apparently it's very disappointing. b) Another one we weren't sent, apparently because they know it wouldn't get a good review. c) Like FIFA 97 on the Saturn and PC, FIFA 64 is not very good. d) We did review Air Combat... It got 85%, but that was almost two years ago, so it might lack the impact it did then.

JOSHUA MITCHELL IS OBVIOUSLY A BEAVIS AND BUTTHEAD FAN LIKE US! KEEP UP THE SPIFFY STUFF JOSHUA!

FAR QUEUE

To HYPER,

I have written to you twice, and so far the butt-kissing hasn't got me very far, so this time I'll skip it cause I'm really pissed off after reading the last letter of issue #43 from Matt Hasselby. He stated "I have played Mario 64 and I don't think it was as good as Crash Bandicoot..." Hey Matt, Fuck You!! I don't think it is fair for dick heads like you to compare games from two different systems, especially when you have finished one and not done so with the other. Don't get me wrong people, Crash Bandicoot is a great game and all, and everyone is entitled to their own opinion, but you can't compare games from different systems when you haven't played them for equal amounts of time.

As for questions:

1. When is Zelda 64 set to come out?

2. When will the N64 DD come out, and how much will it cost?

3. Will any Street Fighter games be on the N64?

You're right about the butt kissing... My eyes automatically skip past it now. Wahay! A bit of agro... luv it! Just don't have a stroke over it man... be happy with knowing better, etc.

1. It's not on any release schedules. We've seen brief (and I mean really brief) Quicktime videos of the work in progress, and it looked very Super Mario 64-ish, with nice big chunky characters, and smooth animation, in the 3D world setting. The stills we've seen look great too, and we'll do a fully blown preview after E3, since there's no doubt going to be new news then. The game's release is dependant upon what happens with the 64DD, which apparently may not even be out till next year, however, recent rumour was that the 64DD was only going to be $100 US!

2. Like I said in the questions above: probably next year, and US$100 to start. We'll have a better idea after E3, as all the big companies tend to save their secrets for the big show.

3. There's no sign of one on any Nintendo release schedules we've seen from any source. This probably has something to do with Sega and Sony getting in first and booking exclusive rights, etc.

STRAIGHT TO THE POINT

Dear HYPER,

Hi. Questions? Sure, plenty.

1. Has a release date been set for Resident Evil 2. In starting to regain my sanity and it's getting scary.

2. On the cover of final Doom it claims to have close to 100 levels. Maybe I can't count but I can only find 30 (fingers, toes then fingers again).

3. Will the PSX be capable of playing Video CDs when Sony start releasing them (with or without an add-on).

4. Which consoles and/or PCs do you own personally.

5. Instead of wanting to know which of Duke Nukem 3D and Quake is better, I just want to know which is finally going to get to the PSX first.

Lastly, I think all bleep censorship bleepheads should go and bleep themselves and let mature and responsible people play their games. After all that's all they really are, games. Gotta go, I've got to go and explode my teddy. Thanks for listening.

CHRIS REDFIELD
(Zombie killer)

Dear Chris,

1. Word on the Internet (which varies from highly reliable to completely shonky), is that it won't be out till May 1st '98. That's overseas too. Virgin haven't given us a date, so the rumours on the net are all we have to go by.

2. The person who wrote what was on the box couldn't count. Your counting method is quite sound.

3. The white PlayStation (available only in SE Asia) is the machine built for the job. Other PlayStations won't have the same sort of quality when it comes to playing Video CDs. Maybe we'll hear news on an add-on at E3...

4. A PlayStation, Saturn, and a Pentium 166 with 32 MB RAM and a 3DFX card.

5. No release date for PlayStation Quake, and there's actually a rumour that GT had dealings with 3 developers to do the conversion, but that the deal hasn't gone through as yet, so there may not be anyone working on it right now (this is a rumour mind you). Duke Nukem however, has an overseas release date of Dec 31st '97. Which really means beginning of next year for Australia.

Were you the guy who did the Disruptor ads?

SOGGY DACKS?

To the magic men at HYPER,

Each month I greatly anticipate your magazine, read it through from front to cover at least three times before I (muuuum, I wet my pants again!) start drooling with anticipation for the next issue (Aaaargh, slobber, slobber).

I am the owner of a Pentium (100Mz), 16MB Ram, 1.03 Gb HD, Double speed CD Rom, running Win 95. I was just wondering how much gaming life has my little fella got left in it?

I am also in the market for a new super' console, however, I am not sure which one. Here's a few questions to help me in this dilemma.

1. Does the net Yaroze (black PSX) need it's own special controllers and memory cards or do just the normal ones work?

2. What sports titles do you know of that are slated for release on these consoles?

3. Is Nintendo making a Donkey Kong Country 64, if so do you know when its release date is?

4. I own a new Goldstar TV with no outputs for the stereo/audio, do I need a RF switch?

Hope you can answer my feeble attempts to stay with the high roller questions. Keep weaving those spells of admiration for the magic men.

Kind regards,

JAY, TERREY HILLS
NSW

PS: Got any jobs going, I would kill for a job like that (Yes, Dan including you).

What is it with you lot? One flick of the page and the bottom end of your digestive system fails you. Thank god you're not picking up the mag from our office, as we don't have enough toilets to cater for you all. Maybe we should start attaching a free colostomy bag to the cover.

As for your PC, it's okay at the moment, but I imagine that we're going to see quite a few sexy new games at E3 that will be a bit too much for your PC. We'll be taking an in depth look at what you want for a good gaming PC in a few months time, once all the details of the new chips are out, and things have settled down.

1. It can use normal controllers and memory cards, however you need to use the special memory card that comes with it for using it as a development machine.
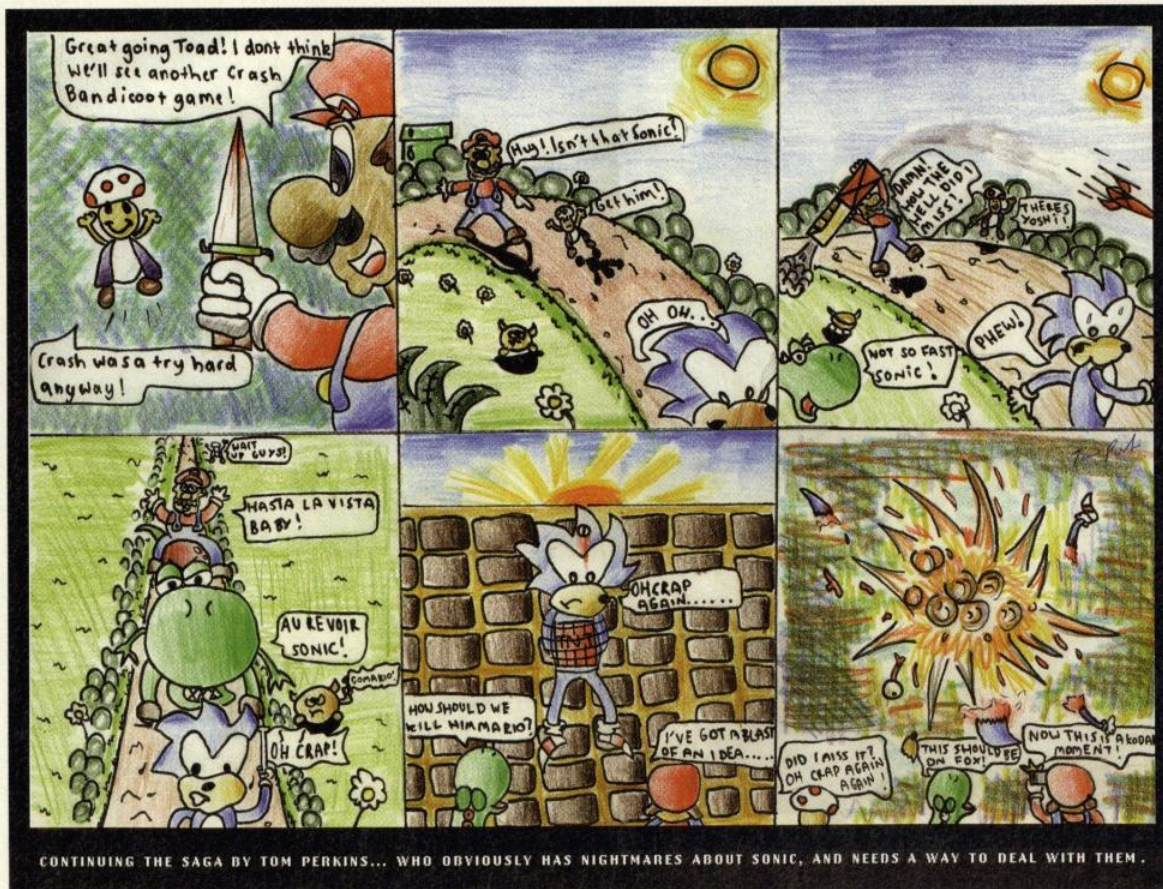
CONTINUING THE SAGA BY TOM PERKINS... WHO OBVIOUSLY HAS NIGHTMARES ABOUT SONIC, AND NEEDS A WAY TO DEAL WITH THEM.

2. Geez man, you're asking me to list all upcoming sports titles on all consoles... give me a break.

3. The word is they are, but there's no sign of it on a release schedule, and no previews floating around, so it's probably a long way off yet.

4. It needs inputs, not outputs. However, assuming you meant it doesn't have the inputs, yes... you'll need an RF switch, or should I say an RF cable. PS. No jobs going... and I've survived all the assassination attempts thus far... so reconsider.

WHAT'S THIS DO?

Hey HYPER,

You guys run a cool mag, the best in the galaxy. I bought a Playstation when they were $700 that's when I started buying Hyper. I sold my Playstation and bought a NU64 with Mario 64 and Turok DH, which is what I wanted in the first place, I just couldn't handle the delays.

I have 118 stars on Mario and I'm having trouble getting the last 2, curse the tick tock clock. The other day I was at the leading Newsagency and flicking through another games mag (heaven forbid) only because they had a shit load of Doom 64 pics, it'd be great if you guys could fit some more in one day, even though you did a piece on it in Soul Blade issue. If you do anything else on the Nintendo 64 could you please explain what the purpose of the memory expansion slot if for, as I haven't heard anything about larger memory chips or ram chips for sale. Also I think its great that you put the Freak-O-Meter in, its heaps better than the longterm score, keep the great innovations up. I must now return to the fray, once again you have the most awesome mag ever and the greatest guys and gals to run it. I will write again soon with a bucket load of questions for you to fret over.

JEREMY LEVETT

Not an uncommon move, selling your PlayStation for an N64, however we've actually been getting the odd letter from folks selling their N64 to get a PlayStation due to a lack of titles to choose from. Now for your questions...

Actually we had a Doom 64 review done ready for LAST issue, but we left it out, since the release date of the game got pushed back. It'll be in next issue, which should also include Hexen 2... making it a super Doomy issue.

We have yet to hear of any products that involve the memory expansion slot. We can only assume it'll just be a RAM boost for the N64, which will be available at some stage in the future. Maybe E3 will shed some light on that situation for us. Glad you like the Freakometer, it's taken a little getting used to for everyone, but most people seem to find it useful for getting an overall feel for how "niche market" a game is without having seen it themselves, which is a good thing. You'll probably see an additional score as of next issue... we'll see.

THE ONE EYED JEDI

Dear HYPER

What the hell was that fool George Soropos thinking when he rated Shadows of the Empire' 77%! What kind of a rating is that for one of the best Star Wars games ever created? Okay first George points out the beautiful visuals on the Ice World of Hoth and how superbly your craft handles and I agree this is the most fun you will have and also how well the analogue stick is implemented. Okay, next he goes onto the doom section bit. Well for my money this is also loads of fun and the thumb stick is not oversensitive perhaps George is just crap and practice makes perfect.

Next George goes on about the space combat sequences. No scratch that he gives it 5 and a 1/2 lines and describes your enemies and how you go about killing them and in what view. Not mentioning the very good graphics of these levels and the fun you can experience. Let's not forget the absolutely fantastic sound, lasers fire, meaty explosions, engines hum. Hell if you close your eyes you would think you're at a Star Wars flick. And so what if the space combat is easy. It's fun and that's what counts!

Finally George bitches about the speeder bike levels. Granted the handling does such (as does the level design), quite substantially two I might add. But once you play it for more than a minute which I'm assuming George didn't. Then you'll find it gets easier. Perhaps adding an extra 10% to

CHARCOAL RYU WAS SENT IN BY JOSH THEODORSEN... TRES STYLISH JOSH.

sound and 5% to gameplay and overall would have given Shadows of the Empire' the credit it deserves.

On a final note I also found George's review of Cruisin' USA quite harsh too. Maybe because Cruisin' USA did big business in the arcade was why Nintendo chose it as their first racing title. Personally I preferred Cruisin' to Daytona as have a majority of other people did. (This is not a cue to start a major debate again! Play what you like and be happy!) And since Cruisin' the World is out in the arcades now and is completely superb, twice as good as Cruisin' USA I'm very happy. Last thing George, there's more to life than Powerslides, remember that. Next time you review a N64 game try not to let your prejudices interfere. And yes people I am a Star Wars Fan.

LUKE SKYWALKER
- Jedi Knight
A Galaxy far far away

Put bluntly Mr Skywalker... you're biased. It sounds like you'd like any game that had Star Wars tacked onto it. Maybe you haven't been playing many different games Luke... but we've been playing shitloads, and this game just isn't that good. You seem obsessed with the visuals and sound. Why did George not talk much about the space combat? Maybe because all you do is aim your target sight over some slow moving targets and push fire... which most hard core gamers don't tend to get excited about. The Doom bits DO suck, and don't pretend they don't. Long dull corridors and ledges with the occasional Stormtrooper who takes the odd shot at you. How

about a bit of atmosphere and fast paced action like we've been seeing for years in games like Doom, Duke Nukem, and Quake?George played through the game, and so did many people in the office, all of whom were amazed at how stale the whole thing was. George's review of Cruisin' USA was fine... We've had tons of letters from Nintendo fans complaining about the game. A majority of people preferred Cruisin' USA to Daytona?? Oh puh-lease... Daytona is one of the highest grossing arcade games of all time, and still to this day Timezone tell us that it remains of their biggest money earners, even though it's so old. You'll be hard pressed to find an up to date arcade that wastes the floorspace for Cruisin' USA.

George is a very calm, open minded man, who gives any game he plays a fair go before he casts a verdict on them, and has no prejudices or bizarre loyalties... unlike yourself, who from what we can deem from this letter, are just another person out there who's hung up on how well we rate the games for the system they own, because they're into all this console war bullshit, and can't live with the possibility that their system might have some dodgy games on it. In the event I'm wrong about you being biased etc. then consider that we don't get upset when people disagree with us, and perhaps you should do the same... it makes life much easier.

Hypermart

Advertising in HYPERMART is free for private advertisers, and make sure you include your phone number (inc. area code).

Send them to: HYPERMART, 78 Renwick St, Redfern, NSW 2016

FOR SALE

Duke Nukem 3D full version PC. Brand new unwanted gift. $47.00 o.n.o call (065) 570267 after 4pm weekdays. Ask for Sam.

PC CDROM games *Flightsim for Win95-$50 *Flightsim for Win95 Scenery-Australia-$35 *Top Gun Fire at Will-$80 *Command & Conquer(original)-$50 *Command & Conquer(covert opps)-$35 *Command & Conquer(RED ALERT)-$65 *Mechwarrior 2-$35 *Microsoft Sidewinder 3D Pro Joystick (BIG)-$70. Call (03) 57973118 and ask for Alan DEALS ARE AVAILABLE

Sony PlayStation (PAL) - includes 2 controllers, Wipeout, Road Rash, Twisted Metal, Fifa 96 Soccer, Destruction Derby 2, Die Hard Trilogy, and a demo disk. All in excellent condition. $600 call (02) 96060102 Sydney, NSW.

Zelda 3 $25 (SNES) Illusion Of Time $40 (SNES) contact: Carl Walke (02) 98171994 Gladesvile, NSW

Playstation game,Broken sword (PAL) $65- $70. O.N.O Earthworm Jim+cheats For, Pc Cd-rom $40- $50...O.N.O. Doom2 Cd Rom. +Cheats $40- $50. E-Mail me at rocsta@kerangths.vic.edu.au

Gameboy with Adaptor Games: Adams Family, Tetris, Donkey Kong, Primal Rage,Double Dragon,Power Rangers, Mortal Kombat3 and Fortified zone. Price:$201 Phone: (09)5342675. Can be sold seperatly

Diablo (PC), Brand new $60 ono. Ph: 09 9525 5065 and ask for Andrew. (Only in Sydney).

SNES with KI $125 ono. Game Gear with 4 games $75 (Sonic & Tails, Joe Montana Football, NBA Jam...) call donald on (02) 99582703.

Sega Saturn, 2 controllers, Action Replay, Bomberman SS, Virtua Cop 2, Fighters Megamix, Street Fighter Zero 2, Strikers 1945, Fighting Vipers. $600 Call Paul on (02) 96333828

Pilotwings 64, Nintendo RF switch. Call Tom (02) 98743520

SNES, MK3 Ultimate with all the cheats and in great condition, $60 or even less. Call Armandi on (06) 2951879 after 4pm. Must live in Canberra.

Clear Gameboy with Booster Boy and Star Wars, Mega Man 2 and Mario & Yoshi. $170 o.n.o. Call after 4pm on (08) 89568550, ask for Jared.

Issues 1,2 & 3 of Official Playstation Mag (Australian) each with demo CD. $6 each or all 3 for $15. Also EGM issues 50 to 71, perfect cond. $3 each. Phone Mat on (07) 55729515.

Sega Saturn for sale with 2 controlers. Games include: Daytona USA, Tomb Rider, Virtual Fighter2, Fifa International Soccer96, Virtual On, and bootleg Sampler CD. All with instructions and original boxes. Excellent Condition.- $550.00. Call mark after 4.00pm on (03) 93081160

Jap NTSC games: Burning Road, Taken, Horned Owl and Impact Racing $50 each. I will post anywhere in Australia, my shout. Contact Stuart on 09 892281505 or just leave a message.

N64 game Turok Dinosaur Hunter. Boxed with instructions. Only a couple of weeks old. Unwanted Gift $60. Also SNES with 6 games (DCK3, KI etc.) 2 controllers & 1 joystick. $250. PH 55393361. 4Pm-8pm. Ask for Ben. (Goldcoast/Brisbane area preferred).

Warcraft 2 $35, Diablo $60 phone Lucas on (065) 628368

SNES, 5 Games, US Converter. Boxed, Perfect Condition $200 ono. Mega Drive/32x, 3 Games $150 ono. $250 for the lot, yes the lot! Phone (069) 642697

Super Nintendo: 2 controllers, 7 games including: DK2,.MK2&3, Killer Instinct, Super Int. Cricket etc. All boxed & i'm good

condition. Will sell all individually. $560 o.n.o. Call james on (02) 8998101. 4-6Pm Weekdays only (NSW only)

BARGAIN: Game Boy games for sale. Titles Include: Donkey Kong Land-$35, Battle Unit Zeoth-$25, Kirby's Dream Land-$25 and Mario and Yoshi-$20. Or all for $90. All boxes included. Ph (077) 891684

A collection of supermodels. All 6' tall, withall parts in good working order. Comes with ironing board, apron, and a guide on how to be a sexist bastard. Call P.Orno on 69696969

WANTED

Do you own any of these old systems? Intellivision, Colecovision, Vectrex, Turboduo or Jaguar. I'll pay good cash. Write to Peter Coble, 1/106 Bridge St, Tamworth, NSW 2340.

Phantasy Star 4 on MegaDrive. If not, number 3 if possible. Does not have to be i'm good condition, just with instructions. I will pay a reasonable price. If you also have a hint booklet on the game I will buy that as well. Call Billy on (03) 5561 2798. Or Fax on (03) 5561 4402.

Catz (PC), Dogz (PC) contact: Carl Walke (02) 9817 1994

Shining Force: The sword of Hajya on Game Gear. Will buy, or swap for streets of Rage 2 or NBA Jam on Game Gear. Ring (08) 82613757 ask for Marcel. After 4pm.

Scenic 3D Blast for Mega Drive. Must have case and instructions. Will pay anything from $70 down. Call Chris on (069) 759047

Hey! It's me... Dan... the editor. I've decided I want a copy of Ultima 1 to 6 for PC, and I'm willing to pay, or swap for one. I've got stupid amounts of games, so if you're interested in swapping for something for PC, PlayStation or Saturn, there's a reasonable chance I'll have it. Prefered format would be the CD

that has all six games on it. If you do have this CD, but don't want to part with it for too long, I could always sell it back to you after I'm done with it. Don't need manuals or maps. Also, if you've got the games individually I'm still intersted in getting individual copies. If you've got these old Ultima games, and don't mind parting with them, email me at freakscene@next .com.au or call (02) 9310 1544. And don't bother calling if you are just gonna ask about something else, cause I don't have time to take calls like that, sorry.

SWAPS

I will swap my Playstation with 2 controls, 4 Games and 4 demos for a Nintendo 64 with Mario 64 or Mario Kart 64. Call Gareth on (02) 9740 5128

SNES with 5 games, a Megadrive with 2 games and 32X with 1 game for $250. Ph Bernard (069) 642697

Saturn with Guardian Heroes, Sonic 3D, VF2, Fifa96 and Destruction Derby for PS-X with game. Please contact Danny on (02) 9579 5083.

PENPALS

Joshua Thom, Age: 11. Likes: Really likes Soccer and Basketball, Especially video Games. Wanted Age: 11-12 male or female. Address: 9 Yeedong Road, Mandurah WA 6210

Hi, my name is Matt. I'm 14 years old and looking for a female pen pal between 12-15 years old that wants a reliable penpal. I have a PC-CD ROM and I will talk about anything at all. So please write to me at 97 Stirling St, BUNBURY WA 6230.

Are you told from your friends, like I do, that video games are for kids? Or do you find that the only challenge you have is i'm the one player mode? If so, drop me a line. I am a 21 year old Playstation and Saturn owning

male looking to meet some male or female gamers around my age, i'm adelaide. Address letters to Todd,*Strictly private and Confidential*, Po Box 213, prospect SA 5086. All letters will be replied!

Hi my name is James and I am looking for a pen-pal who is between the ages of 11 and 13. I have a SNES and a Nintendo 64. If you are interested, write to James McInerney, 34 Moseley street Glenelg, SA 5045 or E-mail me at bond007@academy.net.au

Hi! My name is Kareena Zerefos. I am a 13 year old female from Sydney. I love Animals, horseriding, playing my guitar and listening to grunge and alternative music but my CD player ("Matt") has been muted (It's a long story). So if you are male, female around my age, any race, and religion, animal, mineral or vegetable... WRITE TO ME!!!!! Address: 8 Sallaway Place, West Pennant Hills, 2151, Sydney, NSW.

Hi, my name's Dan... I'm sitting around trying to figure out what the hell to do with this blank space in Hypermart, and I was thinking it would be great if we had more... so please send some in. If you don't have a serious one, we're quite open to the idea of printing a non-serious one if we have the space, it's funny, and you make it obvious that it's a joke.
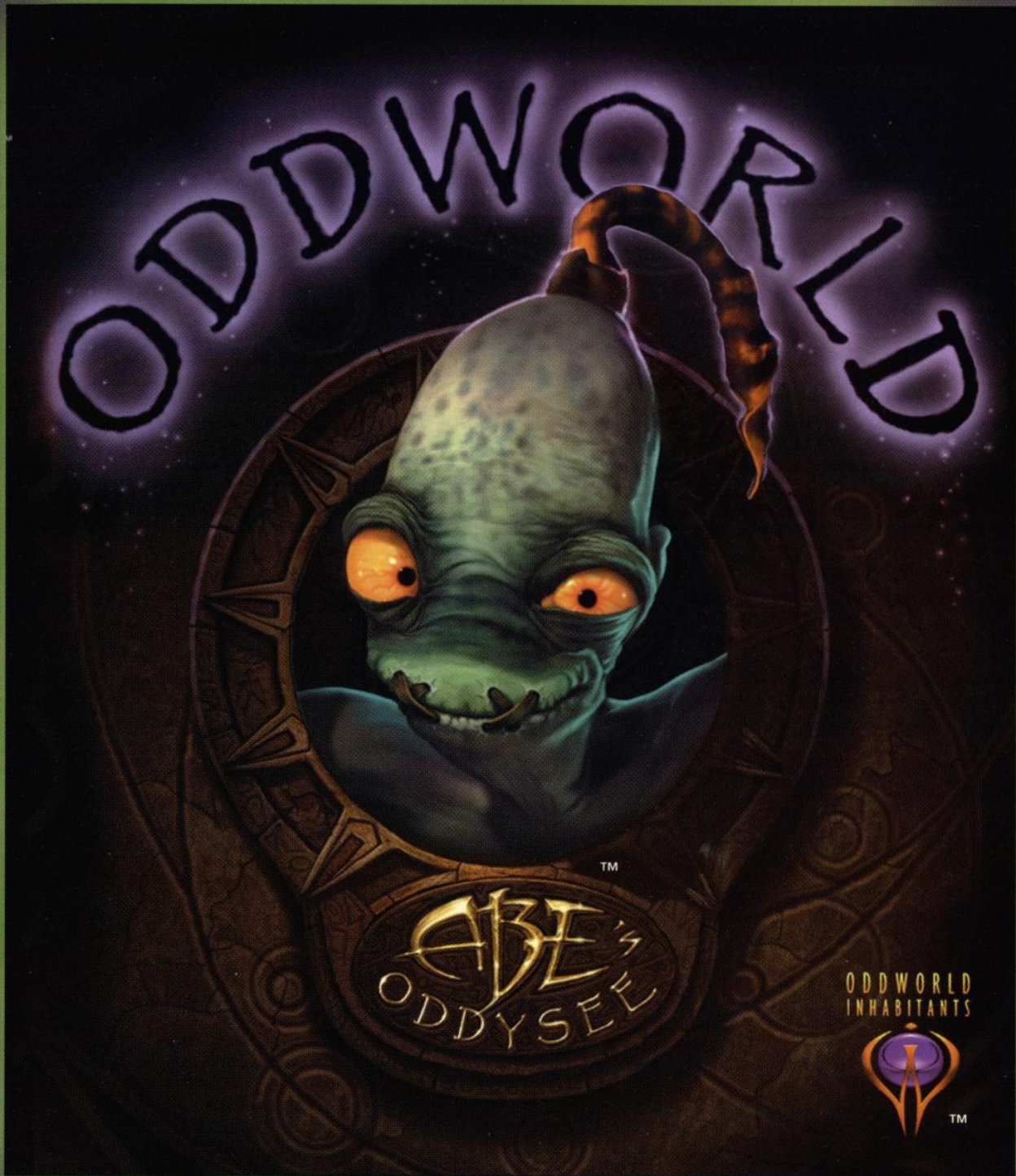
STEERING WHEEL
for PC & PlayStation*

MAD CATZ
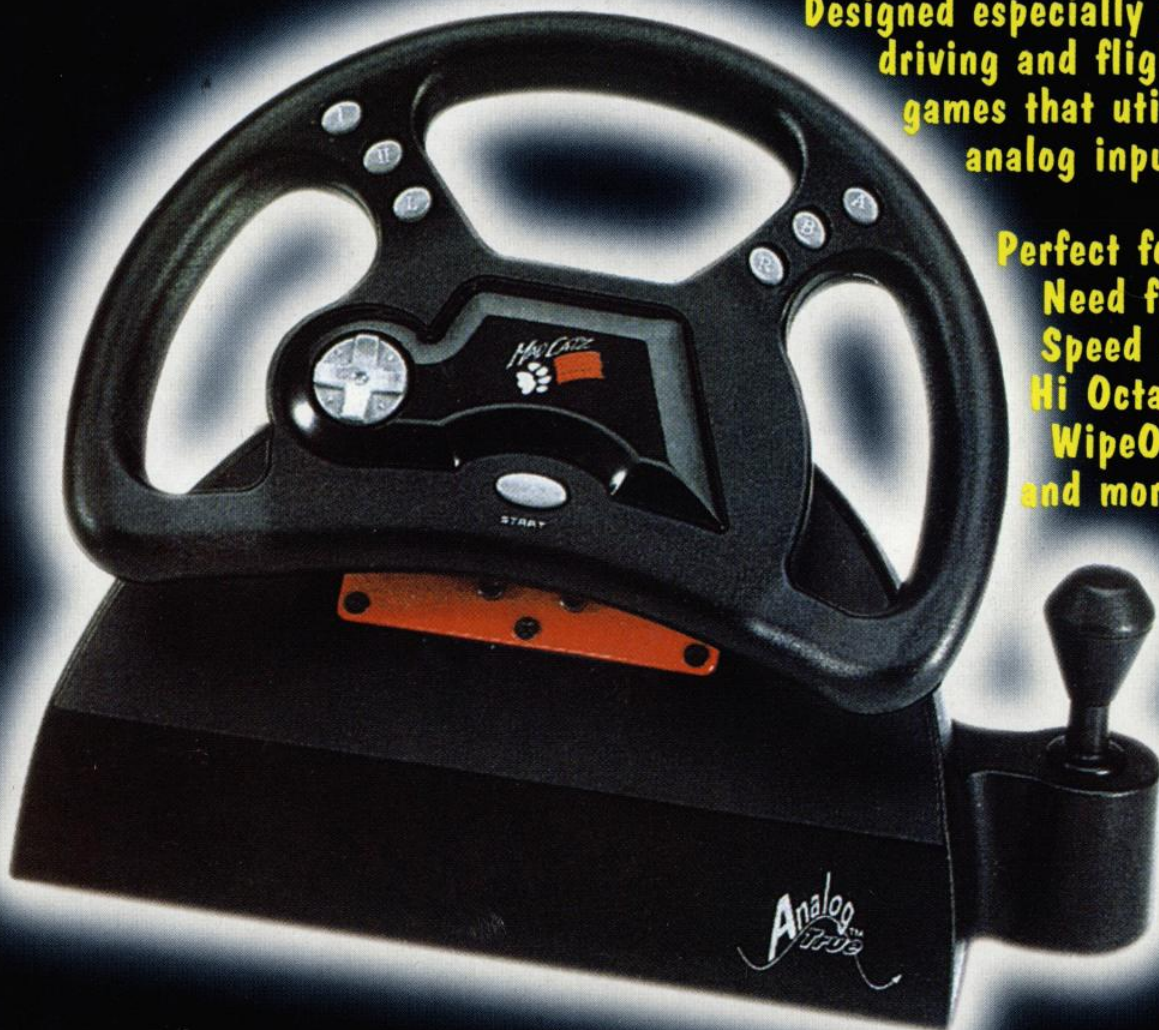
Designed especially for driving and flight games that utilise analog input.

Perfect for : Need for Speed II, Hi Octane, WipeOut and more!!!

Analog True

2 Analog Foot Pedals

Digital, 2 Position Stick

8 Digital Action Buttons