

HYPER



Doom 64

Nintendo 64 gets the final Doom

Rally Cross

Sony's Raucous Rally Racer

E3

Video game event of the year

Shining the Holy Ark

Sega's RPG-fest continues

Int. Superstar Soccer 64

The best soccer game ever!

Parappa the Rapper

PlayStation's perfect party game

AUSTRALASIA'S BEST GAMES MAG



DUNGEON KEEPER





ENHANCED ON
PC CD ROM



YOU'RE DASH RENDAR — QUICK ON
THE TRIGGER OF A BLASTER.

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VERSUS A GIANT, WALKING A.T.A.T.

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3D
ACCELERATOR

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speeder – all in an effort to protect Luke from the evil clutches of Xizor – a face of evil so dark, you'll only find him in the shadows. www.lucasarts.com



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Together as they were born to be, Hank 'Guts' Carter and Stacy 'Garters' Pringle set out to topple Admiral Wort's Island power base. They'll stop at nothing, leave no stone unburned and use whatever weapons fall into their possession - and when the enemy are armed to their genetically enhanced teeth with a single minded devotion to the Wort himself, that's some firepower!

Guts 'N' Garters is one on its own. To say it has arcade action in a stunning, multi-destructible environment with complex problems to be solved on the run is to miss out the game's incredible technical achievement of light sourcing and shadow management and fully animated locations.

barbecue

Get ready for the hype because not even the Cuban Missile Crisis attracted this much attention.



G8+
LOW LEVEL
ANIMATED VIOLENCE

MAGIX
canvax

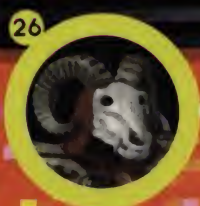
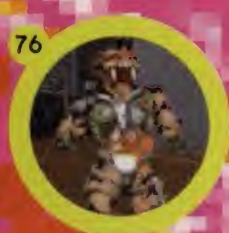
PC DOS/WIN '95

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GUTS'N GARTERS

in DNA DANGER





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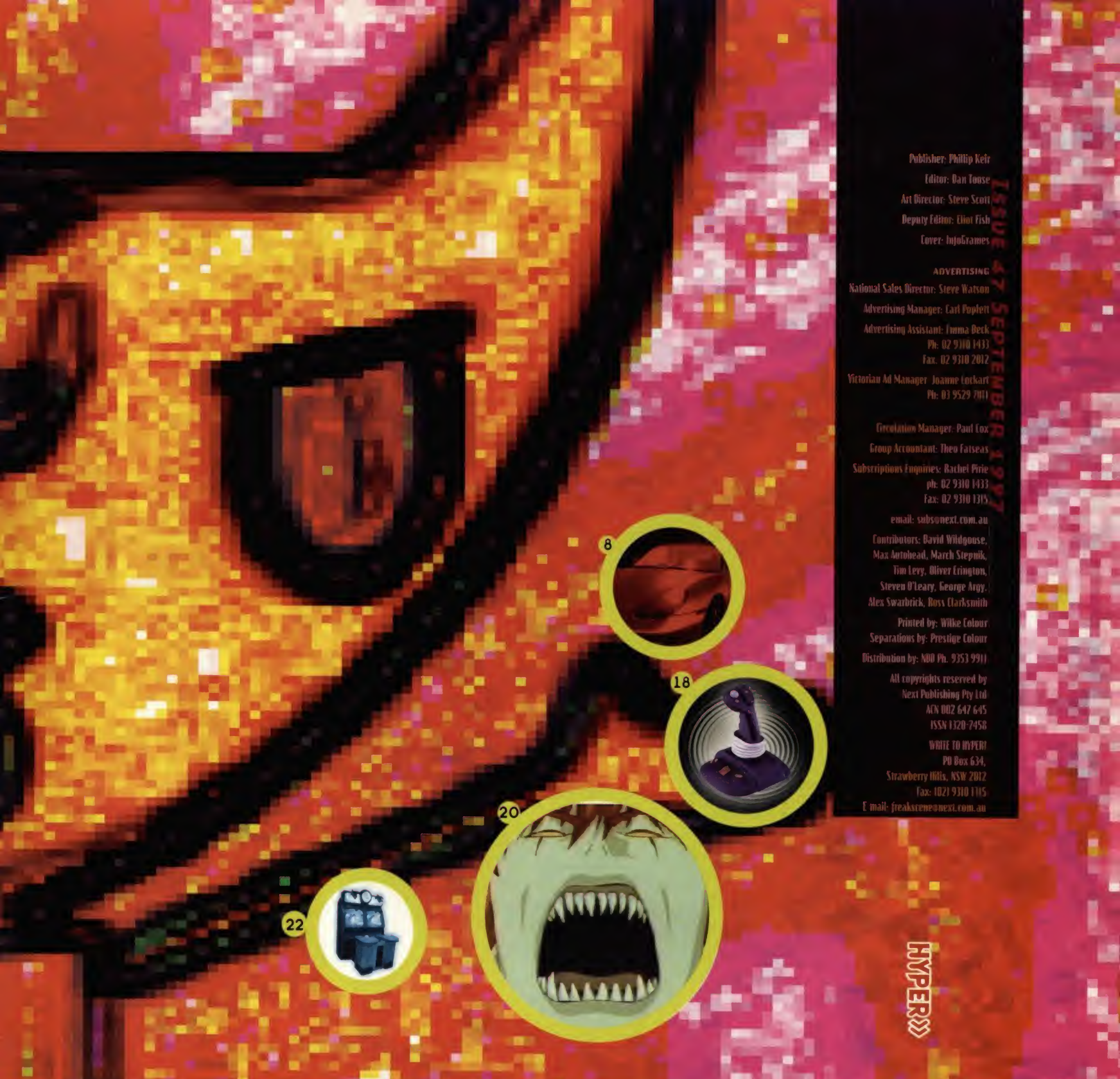
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Hype It Up

Wa-hay! E3's been and gone and by gee, by jingo, by crikey... there were gobs of good games on parade. To be honest, there were so many good titles floating around that we're all suffering from sensory overload. At this stage though, most of what was shown at E3 was all stuff that will come out late this year, so the Hyper crew is twitching in nervous excitement, waiting to see how good the hot looking games we saw at E3 really are. We've got nine pages of news, stories and images of what was hot in Atlanta.

The PlayStation had tons of good titles coming up, the Nintendo 64 looks like it'll be hitting top gear soon, the Saturn is still getting the arcade conversions coming through, and the PC games are coming in by the dozen... so looks like there'll be something for everyone this year.

On the local front, we saw the N64 having a good month, with **Doom 64** and **Hexen 64** both kicking in and putting up a good show. Most impressive though was **International Superstar Soccer 64**, which blew us all away.

Sony was a little quieter this month, although you'd best brace yourself for some killer titles over the next six months. Whilst there were only two big new releases for the PlayStation, they were certainly big uns. **Rally Cross** looks like just the game for anyone after a rally game that isn't about realistic driving models, and **Parappa the Rapper** had us laughing ourselves stupid... Could be the PlayStation's party game of the year.

The Saturn continued to corner the next generation RPG market with **Shining the Holy Ark**, although we have to wonder where the RPG fans will turn to once **Final Fantasy 7** and **Zelda 64** are out. Bad news for Saturn owners, the **NetLink** is not being released in Australia, but we'll investigate the possibilities of buying them on import and using them locally.

All PC gamers can get ready for a big one. All strategy freaks can rejoice for we get the simultaneous arrival of **Dungeon Keeper**, **X-Com Apocalypse**, and **Constructor**... all of which are fantastic titles! Another one to look out for is Australian developed **Dogday**, which proved to be a winner.

Enough babblin', I'm off to do some more Ultima online beta testing, and to memorise the Hexen 2 levels Activision sent us, so I can get the edge once deathmatching begins!

DAN



No M2 for you! Boo Hoo...

Matsushita president Yoichi Morishita has officially announced that the M2 technology that has been in development for yonks, will now not necessarily be used for a games console. Yep, you heard it. The M2 has basically been canned. The once-legendary games platform has now been shifted towards business applications and is now being referred to as a "terminal" rather than a console. The short story is obviously that Matsuhita are chickening out of the games market as it is so heavily dominated by Sony, Sega & Nintendo that breaking through with yet another machine is a task so daunting, they can't be bothered. The bigwigs assure us that games will be the machine's secondary focus, but the fact is that the M2 will be out of reach for your average gamer. However, those of you that liked the look of the screen shots of the upcoming M2 games need not spit in frustration, as the developers of these titles are now working them as PC titles, which could be a good testing ground to see how console to PC conversions work in this day and age. Looks like we're all going to have to sit and wait for the next generation from Sony and Sega. 2000 here we come.

EF

Uncle Dan Wants YOU!

Well, maybe... We were thinking that having a member of staff that can help Hyper provide better coverage of material out of Japan would be a good thing. So... We're after a new contributor that is either:

Japanese, and can also read, speak and write fluently in English.

Or, anyone who can speak, read, and write in Japanese.

You've also got to live in the Sydney area (sorry, but we need our contributors to be able to come into the office on fairly short notice), and the only high school students we can consider are those finishing year 12 this year, as you'll need to be able to come in during the day sometimes.

Naturally you've got to be a gaming freak, and owning Japanese console systems and being an arcade gamer are preferred. If you want to be the Hyper crew's Japanese specialist, then send us a sample review of any game you like (300-400 words), a brief note on yourself, and your contact details, etc to:

Hyper - Japanese Contributor
78 Renwick St
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Unidentified Flying Controller

When the Logitech Cyberman 2 controller arrived at the office, we didn't know whether to plug it in and play it, or take pictures of it and send em to Mulder. Everyone remember the Space Orb? Well you could say that the Cyberman 2 is essentially a variation of the Space Orb, except instead of having an orb, it has a raised circular hand grip on the right hand side of the controller. The Cyberman 2 is designed to be laid flat either in your lap or on a desk, with your hands resting gently on the buttons and control disc. There are eight buttons at your disposal, which may seem excessive to some, but this is really just the same as a four button joystick with a hat switch.

The control disc can not only be moved left, right, forward and back, but also pulled up, pushed down, twisted, and tilted in any direction. This makes for pretty much total control. An immediate problem with the Cyberman 2 however, is that the control disc has almost no give in it. Whilst this is great if you're paranoid about suffering from RSI, it's really a bit of a drag when the whole scale of a particular movement is covered in such a tiny area, making very precise movements a bit fiddly at any reasonable sort of sensitivity. Yes, you can turn the sensitivity down, but then you suffer from slow turning/movement. The controller was designed with games like Descent, and first person shooters like Doom and Quake too, however the control feels far more practical with Descent than any other title. Whether it was a case of our sample being the runt of the litter, or a design fault, one thing worth noting was that the Cyberman 2 seems to be prone to having the Z axis (up and down) ruined by prolonged periods of pressing down, as this affects the springs inside, and can't be counter calibrated with software.

A good controller if you're a Descent freak who's determined not to play mouse and keyboard, but not quite as practical for other games.

DT



Microsoft get Forceful

Besides having a couple of spiffy games on show at E3, Microsoft also revealed their new Sidewinder Force Feedback Pro joystick. Now before you fall asleep again at the prospect of yet another peripheral to buy, this one was unanimously declared the best force feedback joystick yet at E3. At first, the joystick appears to be based on the basic Thrustmaster design, with a four way hat switch, trigger, and the other "on-stick" buttons, however the absence of the pinky button at the front was bit of a bottomer. The shaft also rotates left and right, for (you guessed it) rudder control, or games where you can turn a turret, etc. There are also buttons down on the base of the controller, and a throttle control, which makes the joystick a very complete unit.

Now for the special bit! You have to plug this baby into a new power socket, to drive the motors which offer the force feedback effects. I'd be lying if I said the inclusion of a fan didn't make the thing seem like a beast (which is a good thing), but it does make a little noise, so you may want to turn your speakers up that fraction to drown it out. The thing that sets the SFFP from the others is that the force feedback effect actually seems to work. For example, if you're flying along, then go into a dive, when you go to pull back up, you'll get resistance from the joystick, just like you would in real life. Of course the joystick doesn't magically understand these things, so the games will have to be set up to recognize the SFFP. For those paranoid about what effects this thing might have on their processor whilst running a game demanding a lot of power, the SFFP actually has a built in "force co-processor". Another extra funky function is the infrared sensor, which detects whether or not you're actually gripping the handle. You can even set some games up to pause if you let go of the stick! A cool peripheral that any PC gamer could get a kick out of (literally), but at \$299, you might want to give it a test flight before you fork out the dosh.

DT



Sony's Racing Game Guru

SCEE (Sony Computer Entertainment Europe) has produced some of the PlayStation's finer games, and Porsche Challenge was no exception. The game was designed by Pascal Dugarry, the Internal Development Manager of SCEE. Pascal is now working on Rapid Racer (the slick water racing game we previewed last month), but we were able to drag him away from the project long enough to ask him a few questions... He's French... so don't get weirded out by his phrasing.

Hyper: Porsche Challenge was very well received in Australia, were you happy with the final product?

PD: We were very please to read so many good things about Porsche Challenge in the Australian press. I know that the players liked it as well. For us, creators of this game, it's a lot of proudness and happiness coming from the other side of the earth. When you make a game, even if you love it, the pleasure is multiplied by a million when other people like it as well. We are happy with this product, and this is why you won't see a Porsche Challenge 2.

Hyper: Your next big title is Rapid Racer what can you tell us about the game?

PD: Rapid Racer is a Power Boat Racing Game. In a nut shell, it's "Fun, Speed and Power". It's not a car racing game, it's not another clone of a known genre, it's a

pure fun race in crazy water, were the power helps you to jump over the waves. Some other games are based on water, or features space crafts, but it's always a flat environment with some waves (or not) and small ramps. Rapid Racer is the first really 3D racing game, and the sensations are quite strong.

Hyper: The graphics are ridiculously smooth. Can you explain how you've managed to get this sort of performance out of the PlayStation?

PD: It's a high resolution (512*512) racing game at 60fps. This is the quality of the Arcade Machines. So far, only few fighting games (like Tobal) managed to do that on the PlayStation, as you control the environment in this kind of game (2 characters, known background).

In Rapid Racer, because of the number of boats, their changing size, the position of the camera, the power needed to compute the dynamic (waves, wakes...) and so on, it was impossible to make it in Hi-res. So we had to do it. We had the feeling that even if it was impossible on the paper, we had to show it was feasible. The cons is a long development (two years and a half).

Hyper: Do you believe Rapid Racer is going to set a new standard in terms of graphical performance from the PlayStation?

PD: We hope that our technical work will help the community of PlayStation developers, as we disclose a lot of our code and research.

Hyper: How far is this new method of coding pushing the PlayStation? Is it going to get better, or have you found the outer limits with this technique?

PD: The limit of the PlayStation is your imagination. The PlayStation, well used, is incredibly powerful. Rapid Racer is in the new wave of technically impressive games, but I would like to draw your attention on the fact that in more than two years, we took care of the game play as well...

Rapid Racer is extremely easy to start with, and we have a deep game structure, the player will improve his boat, change, discover 6 tracks, then it will be the night tracks, then the mirror mode and 65000 Fractal generated tracks. Not bad for a start! We have bonuses on the track and so on.

Hyper: How'd you get into game development?

My first game published (listing in a magazine) was a basic Defender wrote on sharp PC1211, 17 years ago! then I grow to Programmer, Project Manager, Studio Manager, had my company for a while and am now very proud to be in SCEE, the best place to develop AAA games.

Hyper: Porsche, then Rapid Racer any plans to get working on a non-racing title, or is this your specialty?

PD: My new title is not a racing game. Porsche and Rapid Racer were not the same kind of racing game, we don't repeat ourselves.

Hyper: How about the analogue control pad? How do you see its effects on the new games coming out? Is this simply, a better way of playing the games, or something that's really going to change things?

PD: It's first applications will be to play existing genres of games, but it will bring new ideas to the developers. We have some ideas here...

Hyper: Anything else you want to tell us about Rapid Racer?

PD: Yes, Apollo 440 is writing the music of the game and I love it!



OVERFLOW

The big cheese of Nintendo, Hiroshi Yamauchi has announced that he will retire in the year 2000. Now before you go, "Yeah Yeah, some old suit is off to a retirement village", take a moment to consider that Mr Yamauchi has been the head of Nintendo for 30 years now! Heck, he was the Big N before any of the Hyper crew were even born. Mr Yamauchi, now 69, wants to ensure the 64DD succeeds before he packs it in. There's no indication of who his successor will be, although Shigeru Miyamoto (creator of the Mario games) would probably be a popular choice amongst Nintendo fans.

Sony Computer Entertainment Europe have recently purchased Millenium, the creators of Creatures, which was unanimously received as an innovative, creative game. This only helps to further strengthen Sony's lineup of developers. Millenium are currently working on Medieval, a sort of 3D Ghosts 'n' Goblins style game,

Just to make things less comfortable for Nintendo, it seems plenty of third party developers are keen to make their own version of the Rumble Pak. Nuby is working on their "Quake Pak", Nyko is creating the "Thunder Pak", and Interact is creating the "Tremor Pak". Kind of hilarious since it has yet to be seen whether or not the gaming populace really approves of the Rumble Pak yet, however, since the Rumble Pak is packing with Starfox 64 (Lylat Wars 64 here), it may prove to be the option for those not wanting the game.

It would seem Bandai is wasting no time allying themselves with a video gaming power. Their merger with Sega never eventuated, but now they're siding with Nintendo. The most notable part of this alliance is the announcement that Bandai will be making a Tamagotchi game for the N64. Will no doubt be a hit in Japan, but you got to wonder... if you've got a Nintendo 64, why on earth would you want to resort to playing something like Tamagotchi on it?



Act of Betrayal?

Well, betrayal could be a bit too strong a word, but Namco, who have always been regarded as an ally of Sony, have developed a game for the Nintendo 64! The title in question is called Famistar 64, and is a baseball game (we have no idea why it's called Famistar either). There has been much speculation as to whether or not any of Sony's "allies" such as Namco, Squaresoft, and Psygnosis would start developing Nintendo 64 titles. Squaresoft having parted with Nintendo on ugly terms, and Psygnosis being owned by Sony, made both of these companies unlikely candidates to support the N64 in any way, however, Namco really had the least to lose by developing for the N64. Whether or not we'll see this game released over here remains to be seen (since baseball games generally don't do so well in the PAL market), and Namco have not made an indication either way as to whether or not they'll be doing any other N64 titles. In fact, the game at this stage is only a Japanese release, and may not even make it to America.

The immediate speculation is that they could do a Nintendo 64 version of Tekken 3, which would no doubt sell like hot cakes, but could also strain the relationship between themselves and Sony, so it will be interesting to see what happens. If Namco show any signs of releasing any other Nintendo 64 titles, we'll be sure to be find out.

DT

So it's True!

We're not afraid to admit we're wrong when you blatantly declare that something is true when in fact, it isn't... or vice-versa. Last issue we said that there weren't such things as RPG controllers for the PlayStation, yet lo and behold... here they are. Personally we don't understand why you'd really want to buy one, since all they are is a PlayStation controller that you can use with one hand. I guess that's handy for those with one arm, those who need to write or eat as the play, and those guys out that get just a little bit too excited by playing a RPG. The theory is, you don't need to get your fingers around the buttons quickly in a RPG, so a one handed controller will suffice. There are two controllers out there, the ASCii, and the Hori, but to be honest we've never seen either out in any of the shops. If either of them are likely to be out here, it will be the ASCii.

DT



Competition Winners

There were some truly sick entries this month, which is what we like to see, so keep it coming!

Redneck Rampage

James Hill (Vic)
Tom Fitts (Vic)
J. Claburn (NSW)
Andy Irawan (NSW)
Sam Beattie (Tas)
Connor Moloney (Vic)

Dr. Who

Mark Carlaw (Qld)
Chris Bowden (NSW)

Need For Speed 2

Darren Madigan (WA)
Ben Williams (NSW)
Jamie Evans (Qld)
R. O'Brien (Tas)
Peter Suckling (NSW)
James Robinson (NSW)

Manga

Tristan Brown (NSW)

Melissa Sheridan (Tas) (NSW)
Troy Bickle (Qld)
Cameron Shea (NSW)
Fred Tool (Vic)

Blood

Ron Li (Vic)
Eric Maher (Qld)
Erin Vivian (NSW)
Joseph Lindsay (Qld)
Jim Hillyer (SA)
Michael Frewin (SA)
Marco Brunato (NSW)
Francesco De Marco

Kieran Roddy (WA)
David Wilkinson (Vic)
Paul Donnachie (WA)
Matt Rufus (NSW)
David Mills (ACT)
Peter Burns (Vic)
John Morrissey (Vic)
Vincent Wan (Vic)
Mark Edmunds (WA)
Q. Grube (NZ)
Aaron Mackrill (Tas)
Yuu Matsuyama (Qld)



PLAYSTATION

1. V-Rally
2. Syndicate Wars
3. Soul Blade
4. Rally Cross
5. Tomb Raider
6. Formula One
7. Lifeforce Tenka
8. Crash Bandicoot
9. Vandal Heart
10. Die Hard Trilogy

SATURN

1. Fighters Megamix
2. Bomberman
3. Mass Destruction
4. Worldwide Soccer '97
5. Command & Conquer
6. Crusader No Remorse
7. FIFA '97
8. Sky Target
9. Tomb Raider
10. Fighting Vipers

PC

1. Dungeon Keeper
2. Carmageddon
3. Krush Kill 'n' Destroy
4. Need for Speed 2
5. Ecstatica 2
6. Heroes of Might & Magic 2
7. Quake
8. Redneck Rampage
9. 688 (I) Hunter Killer
10. Diablo

N64

1. Blastcorps 64
2. Mario Kart 64
3. International Superstar Soccer
4. Mortal Kombat Trilogy
5. Shadows of the Empire

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TOTAL ANNIHILATION'S 3D landscape is a revolution that demands deeper strategy and generates more realistic game play. Mobilize your forces and experience the new landscape of war!



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Send in high altitude bombers to take out enemy encampments.



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David Jones



Harvey Norman



Take out a radar tower to cripple the enemy's intelligence.

Launch an invasion from the sea.

Control the high ground.

The forest provides perfect cover for surprise invasions.

Bombard the enemy from the safety of the sea.

3D tanks move smoothly over the hill as they move into position.

NET TRAWLIN'



The Net is growing and expanding like some horrid mutation. Elot Fish is out to remove some limbs...

Hi-Fi Gaming

Some people are truly freaky. This is an entire web site devoted to the wonder of video game music! Urgh!! Why? How? These people actually have sound clips you can download with the themes from some of your favourite games! <http://www-scf.usc.edu/vetayase/site.html> is the URL, but it's sick I tell you! Sick!

Bullfrog

Bullfrog are very cool. They brought us Syndicate, Theme Park, Populous and the subsequent sequels. They also have the awesome Dungeon Keeper, so that alone should be enough incentive to check out their site. <http://www.bullfrog.co.uk/> is where to go, and once there you'll need the fancy Shockwave plug-in for your browser to be able to view the site. Nice.

Tekken

So what exactly is the Tekken Web Project? This site is totally dedicated to the cult of Tekken. Tekken, Tekken 2 and Tekken 3 are all featured including strategies, screenshots, news, codes and gossip. If you're a fighting game freak, then you must check this out. <http://metro.net/slikatel/twpmain/> is where you'll find it.

Actual Entertainment

Actual are the folk behind a cool little puzzle title called, Gubble. Like a cross between Pacman, Marble Madness and Qbert, this is one addictive piece of gaming. At their homepage, you can download a demo of Gubble and find out about all the other things they're cooking up. Jump to <http://www.ActualEntertainment.com/> and have some fun.

Trusty Thrustyl

Thrustmaster Online is the place to be for all your peripheral needs. No-one can have enough gadgets for their gaming, and just take a look at some of the freaky stuff you can whack onto your PC. <http://www.thrustmaster.com/> will get you there, and I guarantee you'll be dribbling over all the sexy hardware.



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Operation 3DFX

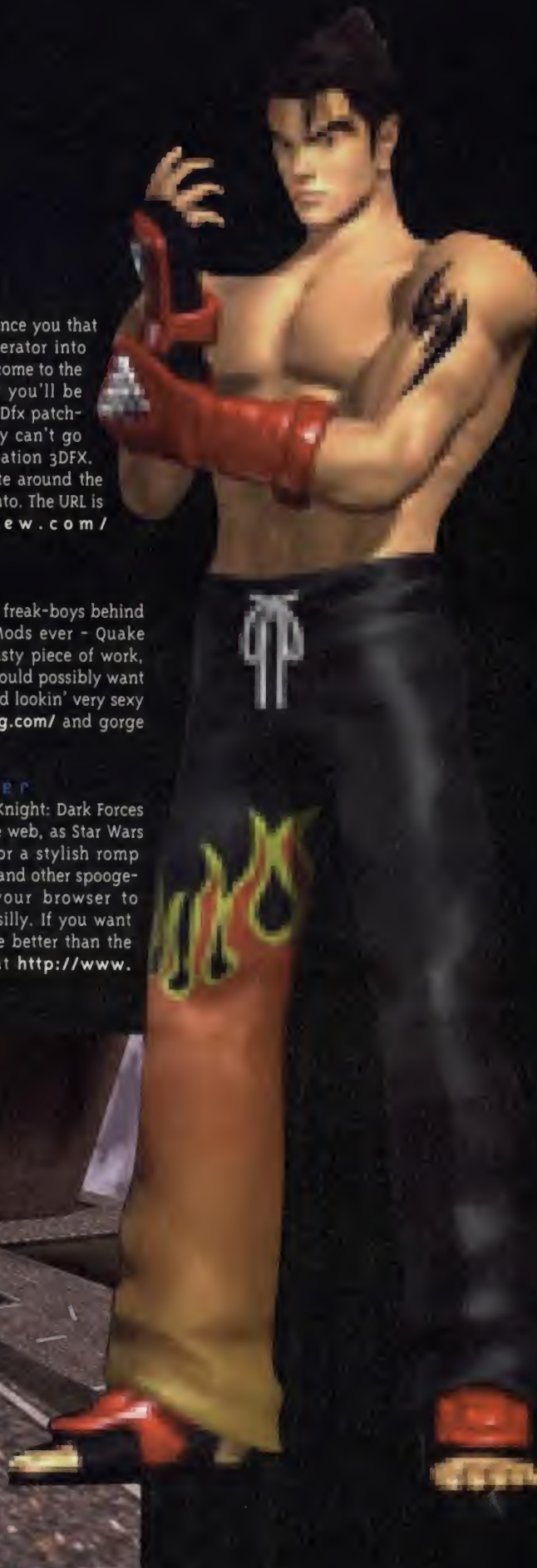
One glance at our E3 report will convince you that bunging a swanky 3D graphics accelerator into your PC is the way to go. You may also come to the conclusion that it's a 3Dfx card that you'll be wanting! Well, for all the latest news, 3Dfx patches, demos, info and gossip you simply can't go past the wondrous site which is Operation 3DFX. These guys continually update their site around the clock, and if it's hot, they'll have it pronto. The URL is <http://hardware.3dreview.com/3dfx/newindex.html> so take a look!

Impact

The Impact Development Team are the freak-boys behind one of the most anticipated Quake Mods ever - Quake Rally. Their website is an extremely tasty piece of work, and there's all the news and stuff you could possibly want on Quake add-ons, nicely organised and lookin' very sexy too. Hop on over to <http://impact.frag.com/> and gorge out on some crazy shit.

Mercenaries Frontier

It's no surprise really how many Jedi Knight: Dark Forces 2 websites there are popping up on the web, as Star Wars is just one of those phenonemons. For a stylish romp through all the screen shots, AVIs, info and other spooge-worthy Jedi Knight stuff, point your browser to <http://www.allgames.com/jk/> and go silly. If you want the official word, then there's nowhere better than the official LucasArts Jedi Knight site at <http://www.lucasarts.com/static/jk/default.htm>



MD GEIST 2 - DEATH FORCE

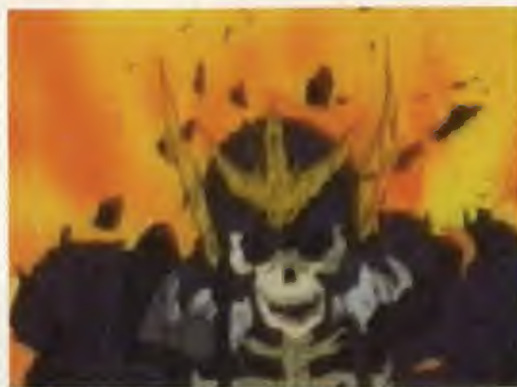
Welcome to a planet devastated by war. Welcome to a world that has been totally raped by the military, where people cringe in fear from brain devouring machines and where sudden destruction can occur at any moment. We're not talking planet Earth 1997 here folks, we're talking the world of MD GEIST. So what is an MD Geist? Okay, legend has it that before the big war the military created a brand of super-soldier to be sent into the deadliest of missions. The problem was that these MD's, or Most Dangerous soldiers started to lose a few cans from their sixpacks, and they were either hunted down and destroyed or shelved away for a rainy day.

The most dangerous of the Most Dangerous? A man called Geist. A man so cruel, weird and full on crazy that they devoted an entire satellite to serve as his prison. In MD Geist one, we see Geist escape from his orbital goal, let loose to wreak his special brand of death and destruction on anyone that would get in his way. In MD Geist 2, you can see Geist take on all sorts of cyborg mutant freaks, as well as another power hungry, ego inflated "Sane" MD Soldier.

MD GEIST has possibly one of the worst narratives I've seen in Anime. The combination of bad script, a wandering plot that seems to lose itself right after act one, bad character acting, substandard animation and at times unintelligible editing makes MD Geist a most dangerous waste of your money! Lots of blood, guts and grease off the rod. I pretty much thought that FIST OF THE NORTHSTAR was equally as bad as Geist, and that has been an Anime best seller world-wide. So if you're one of those freaks that liked FIST, then you'll probably dig this.

3.5/10.

TBC. DISTRIBUTED BY KISEKI FILMS.



BUBBLEGUM CRISIS 4-8

It's MEGATOKYO 2030 AD. The evil GENOM corporation is on it's corporate rampage, manufacturing androids for military use (mainly on it's own citizens) and for domestic servitude (sex slaves). It's the time of really cool tech stuff, like high powered sick design motor bikes and unstoppable street machines. Android vampires roam the streets in search of human blood, and it's all the AD POLICE can do to try to maintain law and order in the streets. When troubles a brewin', and your local police force can do nothing but watch, who do you call? THE KNIGHT SABERS!

See, this group of women have managed to get their hands on some pretty high tech armour, more sophisticated than anything anyone has at that moment, and that includes the military! So when the latest beast of armageddon goes berserk and breaks out of the labs of the Genom Corporation, or the military has had one of their mass destruction laser satellites hijacked, there's only one force that can put a stop to all the madness...THE KNIGHT SABERS!

As stated in previous reviews, BUBBLEGUM CRISIS is a true Anime classic. It's the precursor series to the still popular AD POLICE, and it's influence is still all pervading in sci-fi Anime. Released in the early eighties, BUBBLEGUM CRISIS was ahead of it's time as one of the first true Cyberpunk anime series. With entertain-

ing storylines, well executed animation and relevant issues about technology, CRISIS is a must for all hardcore Anime fans. The more I watch the more I want to watch!

9/10.

RATED M15+. DISTRIBUTED BY
MADMAN ENTERTAINMENT.



3x3 Eyes- Part 3 & 4

The Hindu's believe in the sanctity of the human "Third eye" which is what your pineal gland (located in the middle of your forehead just above yer eyes) is supposed to be. Decarte philosophised that the human soul resided inside the pineal gland. Doctors say it's the gland that controls the rest of your glands, and Hunter S. Thompson believes swallowing a drug made from the pineal will totally frag you for life.

Based on the series featured in Japanese manga comic "Young Magazine" (Where Akira was first published), 3x3 eyes was first released in this country a few years back with greats such as Battle Angel Alita and Akira.

Unfortunately, the series stopped after the second instalment, and only now are the following episodes being released.

Here's the story. Thousands of years ago a race of Holy Witches called the Sanjian kept law and order on the planet through the use of their arcane powers and their third eyes. Pie, a young Sanjiyan, is now the only remaining survivor of the race, and it's up to her to stop the resurrection of the evil Kiyon Wang, an evil and dastardly magic bad guy who will rule the Earth in a fist of terror and unspeakable acts. With her pet monster Fao and her immortal boyfriend Yakamo, Pie will battle demonic teddy bears (I kid you not!) in a never ending battle for truth, justice and less blood letting!

If you can get past the ultra cheesy schoolgirl humour (check out the Peach Time Magazine sequence) and ordinary plot, you'll find 3x3 eyes a competently executed narrative, backed up with well animated fight sequences and scary character designs. Familiar stuff but still managing to entertain.

6.5/10.

RATED M15+. DISTRIBUTED BY POLYGRAM.



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Peace-Respect-Love



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Maximum Force - Atari.

Shoot, shoot and shoot some more. Being a good guy has never been so rewarding as riding the world of ruthless robbers, rascals and Rambo wannabes in the latest shooter from the ancients at Atari.

Taking off where Lethal Enforcers left off, MF uses video footage technology (as opposed to polygon) and has upgraded your armament to an Uzi style machine pistol. The machine pistol triples as a semi automatic pistol (standard), a shotgun and your trigger fingers saving grace - the auto rifle (machine gun). The actual pistol used has a very heavy trigger action, so best you train in the

'mucus flicking' technique for periods of up to one hour several days before your next arcade appointment. Whilst on the training tip, try polishing up on your war cries and retaliatory shouting (for those times when the machines bad guys are getting the better of you.) Although bloodcurdling war cries can lead to attention overload and your subsequent expulsion from the arcade, it does however lead to extra realism and even a spot on a current affairs spot /talk show titled Video games- Are they destroy-

ing your children's respect for life? Any how, now it's time to lock'n'load and take out some scum sucking society leaches who definitely DON'T want to work for the dole under any circumstance.

Three missions of most mighty magnitude are set before you and your trusty lawmaker.

1) The country is under nuclear threat from terrorists and it is up to you to take control of an enemy infested ship, scuba underwater to their base, and recover the plutonium from the missile launch site.

2) Bank robbers have taken over the palatial Central Bank, and it is up to you to storm the building and eliminate the wayward ones. N.B- watch out for the hostages.

3) As legalizing or decriminalizing drugs won't work, maybe wasting the drug dealers- instead of the citizens' brain cells - will. This mission sends you into the jungle to seek and destroy the chemical lab and the drug barons' mansion.

The graphics are nothing fancy, though the characters chosen in 'real life' have definite comic abilities in the field of face pulling. Sound is straight from the set of a tacky B-Grade action movie, which is of course totally suitable to this bullet fest of a game.

Unfortunately, Max Force, like virtually every other shooter, is on 'rails' e.g. shoot one bad guy, the next one appears in preprogrammed sequential order until you make it through the mission. Sure this is good if you are into the learning experience, though if unpredictability is your game then you'll soon find your self in a repeatedly unsurprising situation. One way to increase the games tension levels and the games longevity would be by allowing the computer to make a random choice as to where the next attack is coming from. In any case Max Force is fun to play with a friend in two player mode and is not excessively too hard to prevent you from making it through a couple if not all three missions on a limited budget.



Armadillo Racing - NAMCO.

O.K - Cast your mind back to Marble Madness, now reel it in a little to any half decent racing sim, then think about rolling enough dough to satisfy 20,000 starving barbarians bashing at your bakery door and now we are beginning to emerge with something

that resembles Armadillo Racing.

After tiring of the adult splatter and gore market, Namco has decided to aim a racing/ bowling game at the children's market (8-12). Picture this- You are in control of an armadillo. You have a race to run. (choose either sprint or obstacle course). You control your armadillo

by the use of a 'track ball', which is very similar to the underside of a computer mouse only much bigger. Spin the ball in the direction you are to have your armadillo run. The faster you spin the ball, the faster the armadillo will run. BUT- if you run TOO fast, then you have a heart attack. If you run too slow, then you LOOSE the race. HOWEVER, if you spin the ball at a smooth constant pace, your armadillo rolls up into a ball and operates at optimum efficiency. A heart icon on the left of the screen will turn red and start to glow if you are pushing your armadillo too hard.

The two courses are fairly basic and will lead your armadillo over an array of obstacles and up and down several inclines. Precise 'driving' is needed in some parts of the course as there are several narrow junctions and ramps to be navigated. The other armadillos inhabiting the track do their best to act as a hindrance to your racing techniques.

If one completes the course and takes first place, then it is time to go bowling. Once again, the trusty trackball is used to guide your aim of the bowling ball to take out those ten pins. Complete this stage and it's game over.

Although Armadillo Racing is no Daytona, but it is definitely worth a couple of games for its novelty value. A.R also doubles as a low impact exercise machine for your biceps.

XXX

Neo Print- SNK / Imax- JALECO

You are out for a night on the town in 1977. Laughing hysterically at you and your friends level of out-of-it-ness, you decide to record the moment for posterity by cramming yourselves into a photo-booth. Minutes later you are left with 4 photographs to fight over.

You are out for a day on the town in 1997. Laughing hysterically at the fact that you are not being a productive member of society (it's a Tuesday 10:15 am), you decide to record the moment by recreating your likeness into miniature sticker form.

Steps to take:

- 1) Insert money.
- 2) Choose monochrome, sepia tone or colour.
- 3) Choose from 40 different types of frames.
- 4) Press the green button when satisfied with the digitized image captured (you get three attempts at perfecting THAT look you are aiming for.)
- 5) Collect the 16 stickers that are ejected from the machine.
- 6) Compete with your friends to place pictures of your head in the dumbest locations.

XXXXXX

XXX

TIMEZONE

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BY TIM LEVY

ALL ENTRIES CLOSE SEPTEMBER 10TH 1997

Classic Anime

Any anime junkie out there will remember, as I do, the most engrossing, long running anime series ever... Robotech. It's been such an awfully long time since the series first screened though, and no doubt there are many of you that have forgotten how Rick Hunter ended up becoming a fighter pilot. After some nostalgia? Well CEL Entertainment have been kind enough to help those of us that don't have elephant like memories by handing us twenty (that's a lot folks), copies of the first Robotech video (that's episodes 1 & 2).

All you have to do to be in the draw for one of these videos is answer the following question:

Name another character from the Robotech series, other than Rick Hunter...

Send the answer to:

Full Robo Chubby comp

Hyper, 78 Renwick St., Redfern NSW 2016



TIMEZONE

Arcade Gaming Heaven...

Are you an arcade gamer who's never able to get your fix because you're too busy supporting your parents? Or are you someone who'd like to go arcade gaming, but think you'll need a couple hours practise to get any good at that game you saw everyone else getting into? Timezone understand how you feel, and in an amazing act of generosity, they're giving you your chance to get in some serious quality arcade time by giving us 100 (Yes... One hundred of you will win!) super Session passes to give away. That's two hours of free play on any game you want! Timezone have all the latest games, and all the classics too, so just answer this simple question:

Name two arcade games released this year...

And send that answer off to:

Time at Timezone...

HYPER, 78 RENWICK ST., REDFERN NSW 2016

Colony Wars

Playstation

AVAILABLE: 4TH QUARTER 97
 CATEGORY: 3D SHOOTER
 PLAYERS: 1
 PUBLISHER: PSYGNOSIS

The PlayStation is really being cranked now, with some incredible-looking games being wrenched from its hardware - Rapid Racer being one great example. Colony Wars from Psygnosis looks just as impressive, with an ultra-high res 3D graphics engine taking us out into the depths of space for some space-combat action. The story goes like this... back on Earth, the ageing process has been eliminated, and over-population has forced humans out into the corners of the solar system. Now that flase-teeth and incontinence are things of the past, people on the outercolonys have grown unhappy with the evil Earth empire instead, and it's time for some biff. At first, I thought the game looked so good it had to be on rails, but no... Colony Wars is a non-linear environment, allowing you to fly anywhere you damn well please. You can play from a cockpit view or an external chase-cam and there are seven crafts to fly throughout the game from scouts to fighter ships, bombers, interceptors, heavy assault vehicles and stealth ships. Missions range from escorting medical supplies to rescuing prisoners and all out furball-type scenarios, with complete orchestral music accompanying your every move. With around 70 missions in the game, split into 18 acts with seven different endings to the game, the potential for this to be an absolute nut-cracker is huge!

EF



WOW-O-meter



Nightmare Creatures

Playstation

AVAILABLE: OCTOBER
 CATEGORY: ACTION/ADVENTURE
 PLAYERS: 1
 PUBLISHER: SCEE

While we're all waiting patiently for Resident Evil 2, there's plenty of time to get your teeth stuck into something which could turn out to be just as good. Nightmare Creatures is like the bastard spawn of Tomb Raider and Resident Evil - 3D action with gruesome monsters and tasty-looking weapons. Straight away you can see the similarity in the visuals, and it even looks like the same textures from Resident Evil have been used to flesh things out. Your character is a preacher, though more of a samurai kinda guy by the looks of things (you can also play as a female character), who is on some spiritual quest to destroy evil with the final boss supposedly being infamous occult-dude Aleister Crowley! Weird! The game seems to be set in an ancient oriental setting, so there will probably be some sort of cool swordplay with big shiny Katanas in there somewhere... mmmm! All the baddies look nice and menacing, and the animation was top notch too, playing just a bit faster than the old RE. The backgrounds will be more interactive, so no doubt there will be a few puzzles in there, but the emphasis is definitely on chopping, hacking, maybe shooting - and hopefully blowing - things up. Heh. Another promising title from those wizards at Sony Europe. As an overall gaming experience though, it looks to be a fighting game crossed with Tomb Raider/Resident Evil, which if it manages to capture the best elements of both, could make it one of the shit hot titles this year... we'll see.

EF

WOW-O-meter





Overboard

Playstation/PC

AVAILABLE: OCTOBER
 CATEGORY: ACTION
 PLAYERS: 1
 PUBLISHER: PSYGNOSIS

WOU-0-meter

Unique, is one way to describe how this little pirating action game from Psygnosis is shaping up. Viewed from an isometric perspective, you command a small pirate ship and cruise around some watery traps looking for someone to eat cannonball. The main aim of the game seems to be the plundering of treasure and the destruction of many a seafaring vessel, as well as maybe a bit of strategy if we're lucky. An interesting element, is the possibility of your ship morphing into strange little Jules Verne type flying machines and the promise of lots of secret areas to explore and a bit of puzzle solving thrown in for good measure. Your ship can not only lob cannonballs, but depth-charges, mines and beefy powerups like lightning bolts and other suitably nasty weapons. Supposedly, the water and weather conditions play a big part in how easy it is to do your thang, so it's not just going to be a simple shoot 'em up. We'll see how it turns out, but first impressions are that it's a very funky looking game, which seems typically console-ish, so it'll be interesting how it comes across on PC. Reports from E3 were positive, but we'll wait to see how this one handles in the Hyper office before we'll cast a verdict either way. EF



Oddworld: Abe's Oddysee

Playstation

AVAILABLE: SEPTEMBER
 CATEGORY: PLATFORM
 PLAYERS: 1
 PUBLISHER: GT INTERACTIVE

WOU-0-meter

Running bravely against the current trend for 3D platform games is GT's Oddworld, subtitled Abe's Oddysee with dismal spelling accuracy. You play Abe, a slave worker in the Rupture Farms meat processing plant. Abe is a Mudokon, a race of blue and green creatures who look not unlike Goblins, and he is a bit surprised to find one day that Rupture Farms is about to begin producing a whole new range of food - Mudokon sausage.

Setting out on his quest to escape from the plant and liberate his fellow Mudokons, Abe finds himself in a nice looking 2D platform game. It's 2D in that you can only go left/right and up/down, but the platforms are staggered so you'll find some in the close foreground and others a long way into the distance (with Abe appearing very tiny indeed).

Abe, though, is a versatile kind of guy and extremely well animated. He walks, he runs, he swings from ledges, he somersaults, he tippy-toes (which is pretty funny), he falls over when he runs headlong into a wall, he even teaches you how to speak his Mudokon language. There are heaps of levers and other traps around each level to



provide plenty of puzzles and numerous amusing ways to kill the bad guys.

With a main character who simply oozes charisma from every sweaty, smelly pore, and a clever level design, Oddworld may not be breaking much ground technically, but its unique sense of humour should bring a smile to your face.

DW



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**BLOOD OMEN
LEGACY
KAIN**



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in 3D as you control cutting-edge fighters in highly dynamic and "eye-blastingly" realistic dogfights. You'll experience the thrill of aerial warfare as you maneuver your plane and shoot down your enemy. The intense action is enhanced by a 3D cockpit view that lets you see the world from the perspective of the pilot.

Use advanced tactics, precision flying, and superior dogfighting skills to outmaneuver your enemy. The intense action is enhanced by a 3D cockpit view that lets you see the world from the perspective of the pilot.

Unparalleled views of dogfights from inside the cockpit, as well as a 3D cockpit view that lets you see the world from the perspective of the pilot.

See the world through the eyes of the pilot as you maneuver your plane and shoot down your enemy. The intense action is enhanced by a 3D cockpit view that lets you see the world from the perspective of the pilot.

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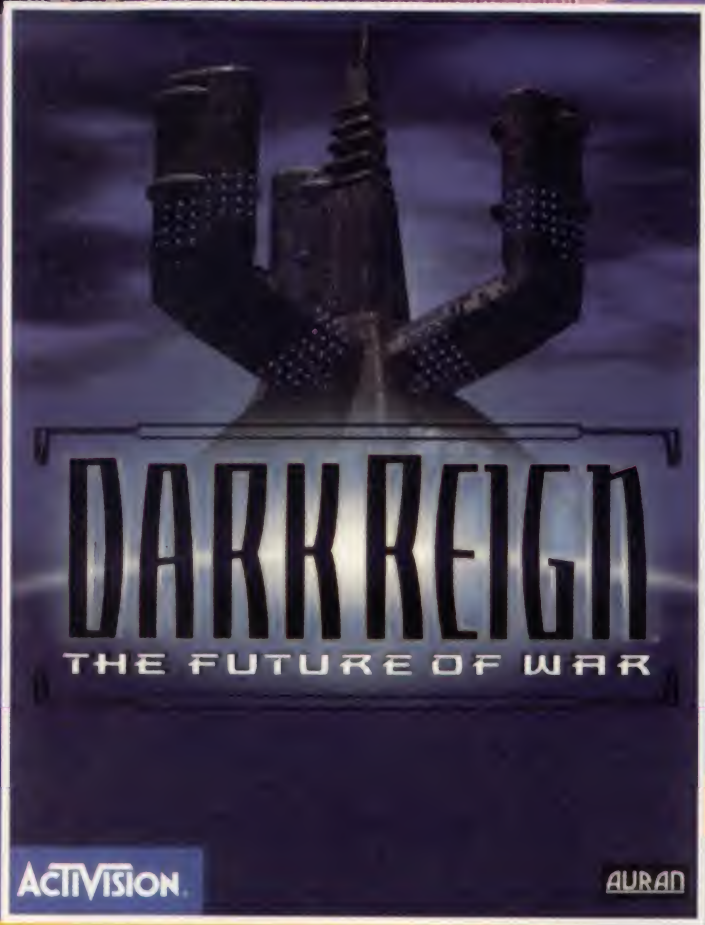
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Total Annihilation

PC

AVAILABLE: TBA
 CATEGORY: STRATEGY
 PLAYERS: 1-MULTI
 PUBLISHER: CAVEDOG

Billed as the "next generation in realtime strategy gaming", Total Annihilation (now there's a name that leaves nothing to the imagination!) looks like being a bit of an epic. The next generation Cavedog are promising seems to be 3D graphics.

One criticism that could be drawn against previous realtime strategy games, like C&C and Dark Reign, is that they've always looked a little flat, a little too two-dimensional. Total Annihilation is seeking to reverse this with a game engine that can deliver true 3D terrain. Levels will be situated in forests, deserts, icy wastelands and bizarre alien worlds. Mountains will rise out of the screen, blocking your vision beyond, but also providing the strategically important "high ground". Amphibious vehicles will cross land before plunging into water and along the ocean floor. In fact, fighting battles at sea will comprise a significant proportion of this game. Submarines, destroyers, small, nippy watercraft, even huge aircraft carriers are at your disposal. All of the 150 or so units will be completely 3D and react realistically to their environment. It will be interesting to see which becomes the hit out of Total Annihilation and Myth as the first 3D real time strategy war games.



Single player missions comprise a good portion of the gameplay (at this stage there are said to be 25 for each side - but since we don't know how many sides there are, our guess would be at least 50 missions altogether), while multi-player modes have been taken care of too. After the success of the co-operative missions in X-Wing Vs TIE-Fighter, those in Total Annihilation which let allies share resources and armies, are something we are eagerly awaiting. Dark Reign had better watch out.

DW



Rosco McQueen

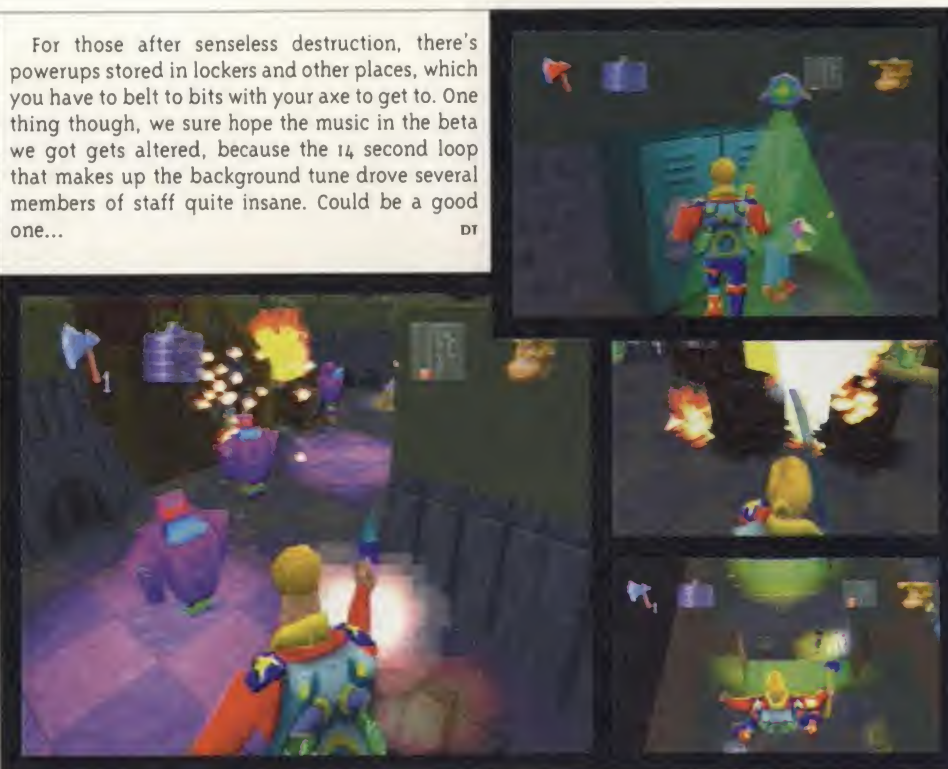
PlayStation

AVAILABLE: OCTOBER
 CATEGORY: ACTION
 PLAYERS: 1
 PUBLISHER: SONY

In an effort to actually contribute to their own software lineup, Sony have been developing titles such as the amusing Rosco McQueen (first man on the scene). Of Sony's titles scheduled for the rear end of the year, Rosco is one of the ones aimed at the younger PlayStation owners out there. The plot is simple.... You're Rosco McQueen, firefighter, rescue officer, and robot zonker. You're in one of those towering inferno situations, except rather than simply attempting to try and stop a fire from spreading, you're up against an armada of psycho robots that are dropping bombs which are burning out the building. The challenge exists in having to stop the place from burning down, whilst taking out the robots starting new fires. There's also useless plebs... Erm.. I mean helpless victims waiting for you to zap them to safety with your floating friend, Digit.

For those after senseless destruction, there's powerups stored in lockers and other places, which you have to belt to bits with your axe to get to. One thing though, we sure hope the music in the beta we got gets altered, because the 14 second loop that makes up the background tune drove several members of staff quite insane. Could be a good one...

DT



Heart Racing Action



- 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

V-RALLY

97 CHAMPIONSHIP EDITION



The next generation of game for the PlayStation



Hexen 2

PC

AVAILABLE: OCTOBER
 CATEGORY: 1ST PERSON SHOOTER
 PLAYERS: 1-32
 PUBLISHER: ACTIVISION

Just to whet your appetite, we thought we'd update you all on the progress of Hexen 2. We received a beta version which included many of the levels, although they weren't really linked to the hubs properly, and thus it wasn't really a complete game. However, some levels had monsters, and were quite playable. All four character classes (Paladin, Crusader, Necromancer, and Assassin) were all present, and so were their weapons. Some of the weapons looked awesome, particularly the Assassin's crossbow, and the mage's staff. If you're curious about the engine performance, the notable improvement over Quake in Hexen 2 is the transparent textures, like silk drapery, and monsters such as the angel of death. The monster animation was considerably nicer than in Quake, with things like watching an archer string an arrow, draw it back, and let it fly, looking so much more life-like than what we've been used to in a 1st person shooter. The character development wasn't working in this beta, but the character screen shown implies it'll be there in the final build. The architecture was pretty damn good, and you can expect to see some amazing stuff not only in the final build, but also in levels that people will be churning out onto the Internet. No doubt about it... it looks like this one's gonna be a hoot!

DT

wow-o-meter



Sonic Jam

Saturn

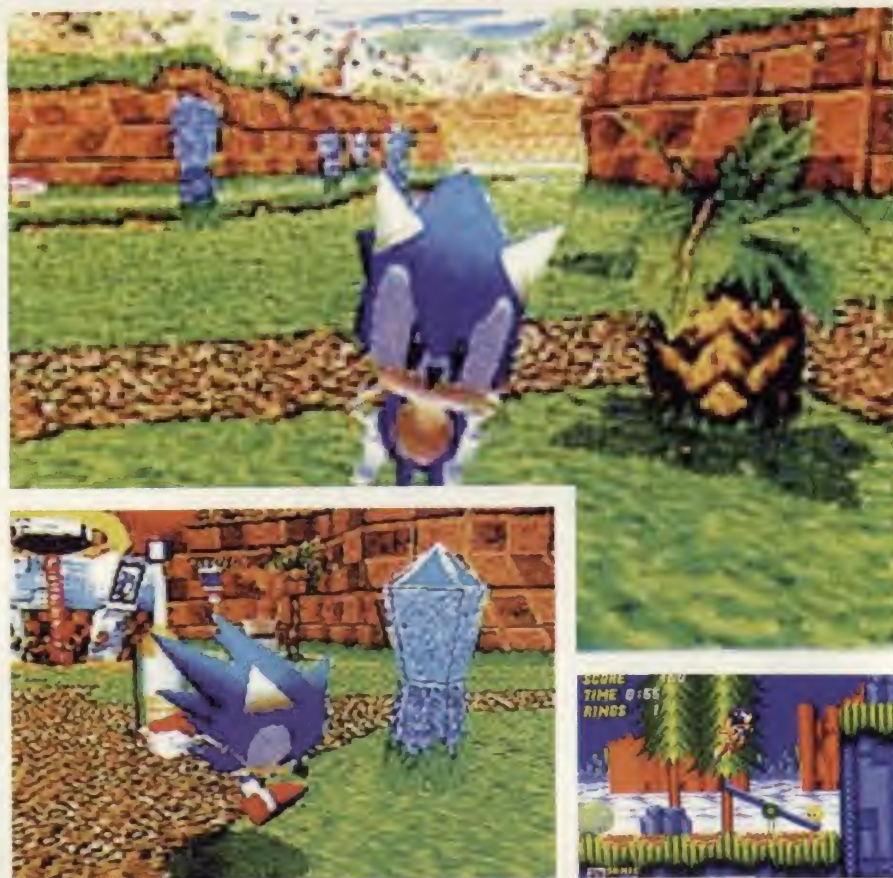
AVAILABLE: AUGUST-SEPTEMBER
 CATEGORY: SONIC COMPILATION
 PLAYERS: 1-2
 PUBLISHER: SEGA

You could really call Sonic Jam, "Sega Ages 2" because it's really the next in Sega's lineup of compilation discs. Sonic Jam includes perfect conversions of Sonic, Sonic 2, Sonic 3, and Sonic & Knuckles... Although one would have hoped for slightly enhanced versions. There is one minor adjustment in that the games now support the Saturn analogue controller, which should help give a better sense of control for all you Sonic freaksters out there.

So what's so special about some old MegaDrive games? Well, Sonic Jam also includes Sonic World, which essentially looks like Sega's answer to Super Mario 64. Sonic World is however, it's a bit more like Namco Arcade Museum, where you can wander around finding out information on all things Sonic. There is a couple of mini quests you can complete in Sonic World though, so it's not just an in game menu. We're dying to see this one, since it could end up being a preview of what the Sonic team have in store for Japan at the end of this year. If the Saturn gets a Sonic game similar to Mario 64, perhaps we'll see some new life breathed into the machine. Time will tell...

DT

wow-o-meter





Lylat Wars

Nintendo 64

AVAILABLE: SEPTEMBER

CATEGORY: ACTION

PLAYERS: 1-4

PUBLISHER: NINTENDO

level design to ensure fast, smooth play, regardless of what mode you're in. The bosses look great, and have that "just when you thought you'd finished me off" thing happening, for some really climactic battles. Also, Lylat Wars will come with the Rumble Pak, which should improve the whole gaming experience just that extra bit to make it one of the stand out console games this year.

Hopefully we'll have a PAL version in for full review next issue. DT



Before you all go, "Lylat Wars??", this is the title now given to what was known as StarFox 64. Can you believe that the reason that name was changed was because LucasArts threatened legal action over the use of the word "Star" in the title... talk about being anal. All that aside, we're looking at what could be one of the biggest selling N64 games this year, since the game has sold so stupidly well in America that it's not funny. Essentially the game is a 3D flying shoot 'em up with heaps of character, and a multiplayer mode that could turn out to bump Mario Kart 64 off the top of the multiplayer console throne. Lylat Wars has 15 worlds to battle your way through, with variable paths to the end level, so there's extra longterm appeal. Not only do you fly a plane, but in certain levels, you can also drive a tank and control a submarine. Throughout the game you deal with your three co-pilots, which all have their distinct personalities, and traits with which you can use to help yourself through the missions. Apparently Nintendo have been very clever with use of backgrounds and



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GAMES ONLINE



Ultima... Almost Online

Well, talk about a long wait. It finally came to pass that Lord British didst sendeth us a CD for Ultima Online, and boy were we excited. Any Ultima fans out there who are screaming in frustration because they didn't become beta testers (or couldn't), can perhaps be just a little happier knowing that the Beta test really is a step short of being the great game that this promises to be. Everything looks very promising, but to be perfectly honest, we found getting online and participating quite difficult, due to the Ultima Online servers being overrun, and of course the fact that we're trying to play from the other side of the world, and were suffering a bit of lag as a result. It's not permanently lagged however, and the Ultima Online staff were gradually working bugs out of the system every day, so hopefully by the end of the beta test, we'll be participating in something that runs a little more smoothly. From what we can tell, the Americans had a much smoother gameplay as a result of their low latency connections, and it does raise the question, "Will Australia get a dedicated server for Ultima Online?". At this stage no-one could really answer us, since it may turn out that work done during the beta test might cancel the need for such a server, but time will tell.

On a gameplay note, Ultima Online looks to have far more options for what you can do with your character than previous Ultima games, including the choice of three major skills, which sort of decide your class for you. There's every opportunity to create characters that are good at non combat things, such as trading, tailoring, musicianship, etc. So you can indulge in the social element of the game with some sort of level of prowess. It will take things a while to settle down in the beta test, since there are simple problems like entry points to the game being so crowded that people were literally hacking their way through the people just standing around, just so they could move on and get on with the game... funny stuff. This may sound strange, but I was very pleased to find some other player attempted to pick my pockets, failed, then did the bolt, I chased, but lost him in the city streets. This is what a role playing game is all about, and if everyone who plays realises this, and if Origin can work all the bugs out, this looks like it'll be hot shit! We'll do another report next issue, as we learn more about the game, and more importantly, what the deal is going to be for Australians wanting to play

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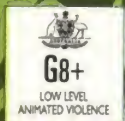
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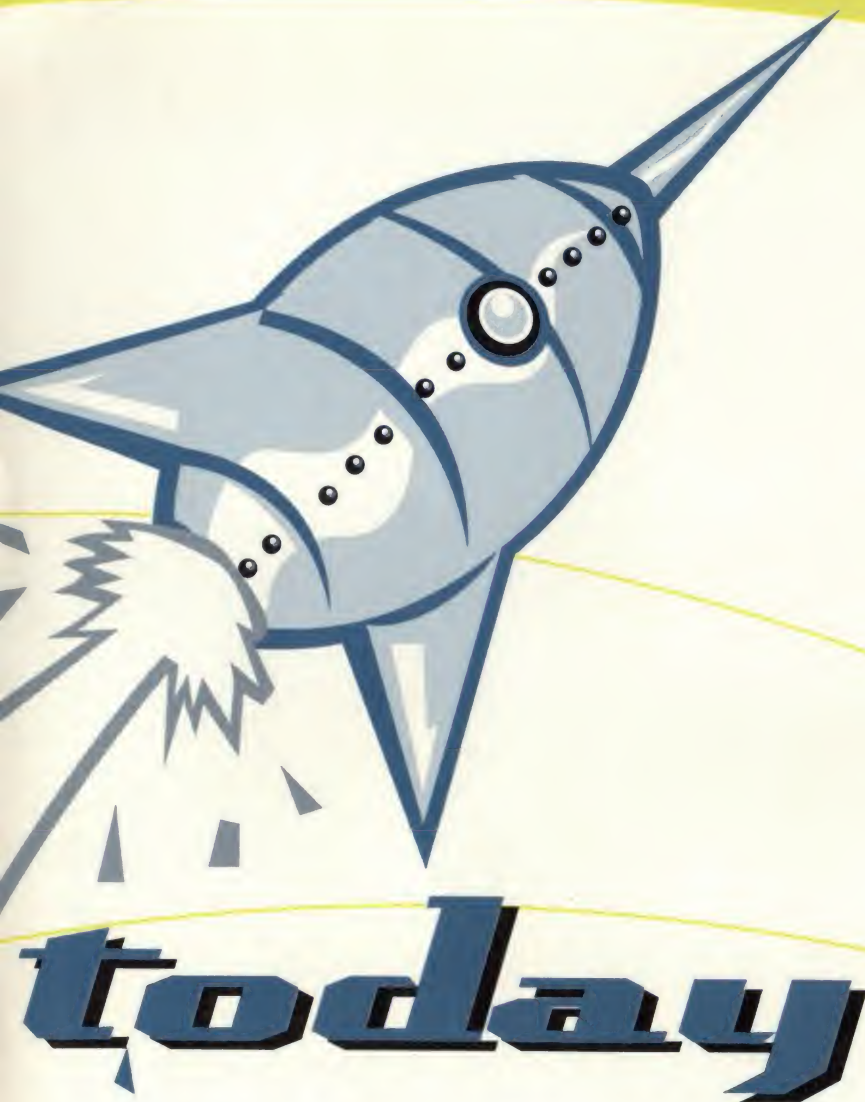
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TELSTAR

E3

the future

The Electronic Entertainment Expo is the world's biggest trade show for the video game industry. Developers and publishers come from all around the globe to show their wares in an attempt to spark some interest in the press and the retailers, and naturally, some succeed and some fail. It is at this event that we see what the best game developers around the world have been working on, and what we can expect to see in the next year. Many believe that E3 is a measuring stick by which to gauge who the world powers are in gaming. Ben Mansill and Andrew Iredale went off to this year's E3 at Atlanta, Georgia, with tape measure in hand, eyes open, and brought back all the news from the greatest show on earth.



Console Wars 97

Andrew Iredale formerly Editor of Nintendo magazine, and now Editor of the Official Australian PlayStation magazine is about as much of an expert on consoles as you're ever likely to come across, and he compiled our report on the console situation at E3 this year.

The previous E3 shows, and the Consumer Electronic Shows before them, were often looked upon as an arena in which the console giants would trade blows against each other. Sega and Nintendo would fight each other with preemptive announcements of new hardware and price cuts, while companies such as 3DO, Atari and SNK lurked in the background, ready to seize any marketing opportunity they saw.

But 1997's E3 was different. Gone were the daily taunts and predictable price cuts, in their place was the all pervading PlayStation logo. However, it wasn't so much that Sony had won the war, but that Sega and Nintendo failed to put up much of a fight.

One thing that was immediately obvious was that if your game wasn't 3D, it was unlikely to attract much attention. Only the very foolish or supremely confident software publishers were prepared to show anything in 2D. One such company was Capcom, which had no trouble garnishing support for its long-running Street Fighter series. Despite many people's disappointment that SFIII didn't offer anything new, there were plenty of players lining up for a go, and the forthcoming Street Fighter Collection for PlayStation and Saturn also

aroused much interest. The 3D version of Street Fighter has undergone an upgrade for the arcade (SF EX Alpha), and it will be a version of this that is due to make its way to the consoles, along with the addition of two old fighters (Sakura and Dhalsim) and an extra bit added to the name (SF EX Alpha Plus). Capcom's other good old standby, Mega Man, also made appearance in the second and third dimensions. Mega Man X4 is a lavishly decorated platform game cast from the same mould as the original, but it was Mega Man Neo that took the little blue robot where he's never been before - into a 3D platform game! And finally, Capcom presented us with a video preview of the looong awaited Resident Evil 2. This was good, in fact good enough to warrant standing around watching the trailer loop over and over several times! A preview of RE2 will be included in the release of Resident Evil: Director's Cut, which is basically a re-release of the classic featuring increased difficulty levels, new camera angles and so-forth, along with the uncut Japanese version entitled Bio Hazard.

Continuing in the horror vein was Nightmare Creatures, a one player gothic beat em up. Developed for Sony by Kalisto Entertainment, a French company, Nightmare Creatures differs from other beat em ups by placing the player in a sprawling multilevel 3D environment full of tombs and crypts to explore, not to mention hoards of gothic beasts to beat up. The main character, either a boy or a girl, appears huge on screen and is highly and realistically detailed, although the fighting seems limited compared with the likes of Soul Blade and Tobal. A more typical example of one on one fighting games was seen in the Star Wars beat em up, Teras Kasi. Although it was still quite early in its development and

only two characters were available, its look managed to capture the feel of the Star Wars universe. No doubt the lure of being able to face off Han and Boba will result in the game being massively popular when it is released, which unfortunately won't be until sometime around March next year.

By far the biggest genre was the first person perspective action game, otherwise known as the Doom clone. Of these there were plenty, though as you'd expect most were decidedly second rate when compared with the original. Sure, some of them looked great - "It's got light-sourcing from eight different angles!" the developers would enthuse - but the game itself would more often than not fail to impress. Duke Nukem 3D looked, on the PlayStation, like Duke running on a 486, while Hexen on the N64 looked like Hexen on a rough Pentium, except that things would get blurry rather than blocky when you got close up. Goldeneye was the only other game of this sort for the Nintendo 64 and although it appeared very nice, it suffered slightly from that bare look which afflicts many other N64 games like Turok. However, it was good to see that Goldeneye's developers had ditched the realistic strategy based gameplay originally suggested in favour of an all out Reservoir Dogs, gun in each hand style shoot em up.

The best first person shooter for the PlayStation was Ghost In The Shell, based around the manga and anime of the same name. The game was very fast and the graphics retained that cool look from the film, with the gameplay being a little more strategic than the usual blaster.

The next most popular style of game at the show was the Racing genre. This was not just because racing games are always popular, but also because they are now all presented in 3D, and 3D is still the strongest selling point in the US. For the PlayStation, one game stood head and shoulders above the rest. It was Rapid Racer, developed by the same team which produced Porsche Challenge (which, incidentally, has only just been launched in the US). Rapid Racer not only blew people away with its looks, but once players had a taste of its delicious gameplay they were hooked. Short lines continually formed around the Rapid Racer demo units, especially those equipped with Sony's new analog control pad. The long awaited F-Zero 64 was featured for approximately 20 seconds of a promotional video at the Nintendo stand. A playable version, we were told, would not be unveiled until November at Nintendo's own show in Japan. Well, the video looked promising, at least. Not quite a racing game, but fast, on the N64 and, more importantly, playable, was Star Fox (Star Wing in Europe and Australia). This had already been out in Japan and was due to be released soon after the show in the US. Yes, it looked great and was darn enjoyable to play, but we were left with the feeling that it was just a 64-bit upgrade of the ground breaking Super NES title.

Psygnosis' line up may not have been as strong as last year, but they did have a couple of great looking titles lined up for the PlayStation (and PC). Most impressive was G-Police, which is best described as "You know that bit in Blade Runner where you're flying through the city in the hover car? Well, that's G-Police". The detail on the buildings and vehicles was, well, quite detailed, leading many slack-jawed observers to comment "Duh, is this really on





Crash Bandicoot 2



Final Fantasy VII

of the game's artists, when I should have been off at other meetings. The game had a compelling simplicity about it which reminded me of Bomberman.

The platform game scene has been fairly quiet of late, perhaps because developers are still trying to figure out how to make a decent one



Heavy Gear

in 3D. Nintendo showed everyone how it should be done with Mario 64 and, not surprisingly, the two new N64 platform game titles bore a striking similarity to their forbearer. Banjo & Kazooie, developed by Rare, was Nintendo's 'big' game of the show and first impressions led it to be described as "Mario with textures". It looked great and the controllable character(s) moved around in a way very similar to that of Mario. The usual "collect all the puzzle pieces" storyline provided the premise for the game, but despite the impressive scale and appearance of the game, we were left wondering if the long term gameplay will hold up as well as Mario does. The other 3D platform game from Nintendo was also from Rare and also looked like a Mario 64 clone. Conker's Quest stars a squirrel called Conker and his girlfriend sidekick, Berry. Their quest, if you hadn't already guessed, is to run around collecting acorns and conkers. Although many critics dismissed it as "a kiddie version of Mario", it did have an undeniable charm about it. Most endearing was the way the expressions on the character's faces changed from cheerfulness to verging on tears when they were injured or attacked. Very cute.

Other N64 titles that weren't available to play included Yoshi's Island 64 (Yes, it's a side-scrolling platform game, but wow, the colours! The colours!) and Zelda, which looked quite intriguing, but we didn't get to see as much of it as we would have liked. Interestingly, Zelda will be coming straight to cartridge, as the 64DD has been delayed until March 1998. To satisfy the US market in the meantime, Nintendo had a couple of impressively animated sports titles. They were: NFL Quarterback Club 98 from Acclaim, and Ken Griffy Major League Baseball from Angel Studios.



0123
Zelda 64

a PlayStation?" Psygnosis also had Colony Wars on the PlayStation, which looked to be almost the thing to satisfy players after a bit of X-Wing Vs TIE. There was also a rather cool little boat game at the Psygnosis stand which sadly wasn't attracting the attention it deserved. Overboard is a multiplayer game for up to five players in which you sail around in old galleons letting off broad sides at each other. OK, so it doesn't sound that exciting, but I spent twenty minutes having a great time playing against one

On the 32-bit scene (read PlayStation), and trying to emulate the success of Mario 64, was a number of ambitious 3D platform titles. Rascal from Psygnosis features a rascally young character (complete with shades and backwards baseball cap) running around a series of dungeons doing the "open chest, collect goodies, go to next room, etc." routine. It was slick and smooth, but at the sacrifice of large playing areas - some of the rooms were small and confined so that the characters could be more detailed. Joe Blow from Telstar also looked quite nice, and offered a seemingly less restrictive environ-

ment. Joe Blow, by the way is a cheeky monkey with a penchant for bubble gum, hence his name. Sony's entrant into the 3D platform stakes came in the form of Blasto. Set in a bizarre 50's cartoon-style environment and featuring all the relevant cliches, Blasto stood out from the crowd with its subtly shaded surfaces being a refreshing change from the "let's put a texture on everything even if it doesn't need it!" school of though pervading the rest of the industry. Another point in Blasto's favour is that the voice of Captain

Blasto is provided by Phil "Hi! I'm Troy McClure" Hartman of The Simpson's fame. The title which won the biggest hype, 'biggest disappointment' award was Tomb Raider 2 (featuring marketing tool "Lara Croft"). Why was it a disappointment? Well, for starters we didn't see any tombs, and wandering around a Mediterranean town is not nearly as awe inspiring as the first time we followed Lara into a cave in the original game. Secondly, the gameplay had only minimal changes that appeared to be designed by marketing people rather than by gamers. "New moves! New weapons!" screamed the press release, but apart from a slight increase in responsiveness (and a new hairdo for Lara), it very much appeared that the developers had been told by the publisher "Quick, we need you to churn out a heap of new levels for the sequel!". Oh well, it'll sell like hot cakes nonetheless.

Crash Bandicoot 2 had a strong presence at the Sony stand and it looked really nice, and the gameplay is more of the same but better.

So what did impress us at E3? As mentioned, just about everything on display looked good, but a few titles, such as Rapid Racer which we've already mentioned, were outstanding. Among these were Oddworld: Abe's Oddysey from GTI. This is a side-scrolling platform game with beautifully rendered 3D graphics. The gameplay is reminiscent of the 16-bit titles Another World and Flashback, but it was the game design which most impressed us. As well as the usual run and jump controls, holding down on the L and R buttons offers a subset of new commands for the action buttons. These are all vocal commands which range from "Hello" to "Stay here" or "Follow me". There is also a selection of other noises such as whistles and farts and these, combined with the speech, are used to communicate with the other characters in the game.

Konami's Metal Gear was only previewed by video footage, but this didn't detract from the sheer impressiveness of the game. It's a 3D action game that comes across as a blend of Resident Evil and Doom, although the scenario is a hi-tech military environment with loads of VERY COOL WEAPONS. Metal Gear was proclaimed by many developers at E3 as the PlayStation game of the show, but unfortunately we'll have to wait until the game's release in March next year to see if it lives up to the hype.

Final Fantasy VII was at last previewed with English text (but in American grammar). There is only one word to describe this game: WOW! Yes, FFXVII is the game you've been waiting for and it will certainly have been worth the wait when it's released here in time for Christmas. One point of interest is that the English ver-

sions actually feature things that aren't in the Japanese version, for example whereas Cloud was previously the only character able to ride the snowboard mini game, now all the characters can.

And what of Sega? We haven't mentioned many Sega products, simply because there weren't many to mention. Most titles on display were PC conversions of Saturn titles (a networkable version of Virtual On proved to be quite popular). Also popular was a bank of Virtua Fighter 3 machines, though there was no sign of a Saturn conversion on display. Apparently VF3 hasn't been quite as successful (revenue wise) in the US as it has been across the rest of the world, though no one we talked to could offer an explanation as to why - all the Americans we spoke to loved it.

On a more positive note for Sega devotees, while in Tokyo I saw a Sega arcade filled with V F 3 machines, as well as the new skateboard game (looked very cool, but felt weird riding the foot board) and a light gun game called House of Horrors. This was without a doubt one of the bloodiest games I have ever witnessed. It was great! The gameplay was far better than Virtua Cop or Time Crisis and the graphics were along the lines of Resident Evil. Shooting at the zombies and other mutants resulted in layers of rotting flesh and limbs being blown off, with only a bloody head shot the sure way to put them down. The OFLC will have fun if this one comes up for classification!

So in a nutshell, 1997's E3 was a big year for the PlayStation and just about everything looked good, but there wasn't much which stood out and really impressed. Also, there wasn't anything really new. Although a lot of titles were seen in action for the first time, there were few that weren't expected. One could say that this reflects the lack of true innovation in the industry at the moment, but we'd prefer to think of it as consolidating familiar territory. Either way, gamers still have a lot of exciting things to look forward to in the short term, and the long term will surely provide us with some real advancements in game design and production.

Andrew Iredale



Captain blasto





Sony PlayStation

Ever since the PlayStation had its debut a couple of years ago, it has been growing stronger, and this year's E3 has proven that. While they failed to turn as many heads as Nintendo at last year's E3, they have shown their hand this year, and it's impressive. As always, Sony's big strength lay in its 3rd party support, but the Sony in house titles were amongst the best, so it would seem Sony is determined to gain a reputation not only as a producer of a good system, but also as a company dedicated to game development.

Hardware: Other than the analogue joypad, which isn't really what you'd call new anymore, Sony didn't have anything new to show in terms of hardware. Before you ask, no, there was no news or evidence of a new Sony console.

Games: Sony had tons of games, in fact more than you could poke a stick at. Here's a list of some of the more interesting titles to be shown at E3 (in no particular order).

Crash Bandicoot 2	Nightmare Creatures
Final Fantasy VII	Resident Evil 2
Metal Gear	Rapid Racer
Oddworld	G-Police
Colony Wars	Captain Blasto
Rosco McQueen	Amored Core
Overboard	Spawn
Ghost in the Shell	Street Fighter EX Plus
Joe Blow	Elric

Other interesting news: Capcom should be doing Street Fighter 3 for the PlayStation, however don't expect to see it till next year. Also, any fears of X-Men vs. SF not coming to PlayStation have gone down the toilet as it is now scheduled for late 97-early 98 release. The new Star Wars fighting game is called Masters of Teras Kasi, and suffice to say, we're hanging to see how it turns out.



Nintendo 64

Whilst there were some very nice titles for the N64, they didn't have the presence they did last year, which will no doubt be of great concern to the big N, since they would naturally have hoped to be a lot stronger by their second E3 with the Nintendo 64. Of course you can't expect to repeat the same sort of reaction as your system launch, so maybe Nintendo are doing it right. On interesting note, Capcom only had one title for the N64, and it wasn't a Street Fighter game... which may upset some N64 owning SF fans. There was also the beginning of the American sports games, which whilst not so important over here, really can make a huge difference to the US market.

Hardware: No new hardware available (besides some peripherals like Madcatz steering wheels, etc - which we will take a look at), but it was confirmed that the 64DD will have a modem facility. Don't expect the details of the Australian release in a hurry, as the 64DD is not being released overseas till March next year.

Games: Some of the titles shown or were announced, that raised interest were E3 included:

Banjo-Kazooie	Robotech
Conker's Quest	StarFox 64
Yoshi's Island 64	Daikatana
Duke Nukem 64	Dark Rift
Tomb Raider 64	Tetrisphere
GoldenEye 007	F-Zero
Crystal Dreams	Bomberman 64
Fi Pole Position 64	Lamborghini 64
Mission Impossible	Zelda 64



Sega Saturn

The fact that the news of Sega's exploration into their next console obviously affected faith in the Saturn as a long term contender in the next generation console war is not surprising. However, it is not as though Sega have turned their back on the Saturn, since we see some games on the release schedule for the Saturn that continue their tradition of arcade conversions. Sega didn't present any work in progress information on the Black belt, instead concentrating on their various conversions. No demo of VF3 for Saturn yet, just the promise of a release.

Hardware: The major news for Australia is that we won't be getting the NetLink... pretty sucky huh? The NetLink was launched for the American market, but since we'll never get it set up here... who cares?

Games: Some of the upcoming Saturn titles included:

Last Bronx	Grandia
Street Fighter 3	X-Men vs Street Fighter
Ninja	Tomb Raider 2
Quake	Duke Nukem 3D
Sonic R	Croc
Enemy Zero	Virtua Fighter 3
X-Men vs Street Fighter	
Sega Touring Car Championship	





G Police



Banjo Kazooie



Croc



Mission Impossible



Tomb Raider 2



Rascal

3DFX commands & conquers the pcE3

Of course E3 is not just the main battleground for the ongoing console war. It's also the number one event for all things PC, and that includes games. Who better than to do our E3 PC report than former Deputy Editor, and current Editor of PC Powerplay Ben Mansill? No-one, so it's a bloody good thing he did! Ben gives us the run down on the general vibe at E3, and on how things went for the PC gaming scene.

E3 is a magical, mystical place where one can play games that probably won't be released for years, and in some cases it seems, ever. Take one humungous exhibition hall, tell everyone in the games industry to be there for 3 days in June and make sure the electricity bill's paid.

The basic idea behind E3 is for the game developers and publishers to showcase their forthcoming titles. In reality though, E3 has degenerated (evolved?) into a great big dirty competition to see who can knock up the flashiest, loudest and most expensive looking stand.

The previous year's show at Los Angeles was over the top. The hall was smaller but the budget bigger. You couldn't walk down the jam-packed isles, or hear thanks to the continual tish-tish emanating from 3-storey high ghetto blasters. That was one enthusiastic show. This year in Atlanta, was far better organised, but was still scary for the uninitiated. We could actually get a decent pace going down the roomier isles this year, swinging our arms even, as children are strictly banned and there was no risk of accidentally on purpose clobbering them. Whoops, sorry kid, here have a Tamagotchi...

Gamer's oasis

Some lessons were learnt from the Los Angeles show. Some companies shunned completely the neon superstructure approach and opted instead for a more human friendly style. Virgin and Interplay, bless them both dearly, had not a single coloured light bulb or G-stringed pamphlet handrouterer. Once past their nearly invisible entrances, one entered an oasis of comfy chairs, pool tables, pretend Cheers bars and quiet. Yay them. Of course, despite the

presence of a hundred thousand odd games shop assistants and the like, only press and game shop owners were granted access to these precious inner sanctums. Makes you feel kinda special really...

Many a return visit took place, as E3 is capable of utterly exhausting the fittest and most enthusiastic gamer. More chill out zones next year please!

Elsewhere, the lights flashed, the music pumped and the games were everywhere. Outside the show, early in the morning the attendees as one took a huge breath, cast aside any sense of normality and plunged in...

Funky Stand Award

Scoring highly was Psygnosis. Theirs was the funkiest stand. Projected BIG onto the ceiling was a looped reel of their latest games. They were also right in the middle of the hall. This made for an excellent navigation bearing marker, one look up and you knew exactly where you were. Among their offerings was the unbelievable looking G-Police and the highly original Overboard. The latter was a stand out game, mostly for the fact that it wasn't a Real Time Strategy game or a 3Dfx-powered first person game. Wait and watch for it.

Quake 2

Most popular stand was easily Activision's. For a company dead and buried just a couple of years ago, these guys have risen to absolutely dominate the business. Show-map in hand and directions memorised, I ran straight for the Activision stand when the doors to E3 were first opened (sorry to the lady in the blue dress who's Lime Squishy got in the way...). I got there first

and hogged one of the 3 Quake 2 machines for most of the morning. Now, while there's no safer bet in the business than Quake 2, it was good to see that it actually delivered the goods. Forget turgid brown and green, banish all thought of poxy looking weapons', this game is the one. Like Duke, the new Quake sets the weapons at a slight angle in, and shows the hands holding it. On paper this might sound a little dodgy, but relax, it works very well. New translucent lighting was put to good effect with a proliferation of force fields and far better lighting than with the original. Only the 3Dfx-powered OpenGL version was running, as with all the Quake/Quake 2-engined games at the show.

Naturally enough Dark Reign drew the crowds at Activision - including a large number of Blizzard shirt-ed folks who whispered to each other and never smiled once. Fuuunneeee.

Mechwarrior 2 fans can celebrate this Christmas with Heavy Gear. Now that MicroProse have grabbed the official right to do Mechwarrior III (no sign of it at their stand) Activision have stayed with the style and Heavy Gear has benefitted from all that Activision learned from Mechwarrior II, but were unable to include for fear of breaching the tight guidelines FASA impose for licensing rights. Looking very funky, Heavy Gear can be played as a sim with all the Thrustmaster gear, or as a Quake-style 3D action game with a mouse!

Falcon 4.0

Over at the MicroProse stand (closed doors, invitation only, no T-shirts or caps on offer, nowhere to sit down and actually play, awesome games though!) the center of attention was the fabled Falcon 4.0. This Most Awaited Sim of All Time looked amazing - easily better than any of the other many sims at this year's E3. It'll come with a range of cockpit



options, like fixed for the purists and virtual for those that are easily amused. A quick fly established that the flight model is shaping up too. Christmas is the latest planned release for the Big One. We can't say that MicroProse's reputation is on the line, for their name has become a sad joke when it comes to promised release dates. Come on guys! Just finish the damn thing!

You need 3Dfx

There was no stand-out, "jeez, wasn't expecting THIS, it's AMAZING", kinda game. I wish there had been - it would have made the 50+ repetitions of the "so, how was E3?" storytelling much easier. Instead, what was remarkable were the number of C&C clones and 3Dfx titles.

I've been told that there were over fifty C&C clones at the show... I didn't see quite that many, but not far off. Here they all come... Take one smash hit game, give it a few years for every developer in the world to make their own version and wey hey! They all come out at once! They're mostly all the same and only a couple actually take the genre to the next level. Dark Reign and Total Annihilation, take a bow.

It's now clear that if you don't have a 3Dfx card you're going to miss out big time. Only one 3D game wasn't 3Dfx. That was John Romero's Daikatana and only because the 3Dfx version wasn't quite ready. From talking to the developers it's clear now how the 3D Card War has been won. Most new games will ship with a 3Dfx version for faster, native support, plus a Win 95 Direct3D version as a fall back for all the other 3D cards. While VideoLogic had their new and fully featured PowerVR 2 running nicely, the 3Dfx has an unstoppable momentum and has the backing of the entire industry. Look, just get one OK.



Falcon 4.0



Deathtrap Dungeon



Next year...

Word is that next year's E3 will again be at Atlanta. Some variety would be a thing received gratefully, but those Georgians do know how to run a slick super-convention and it was miles better than last year's at Los Angeles. Still, wherever it's held, the Big Room With All The Sexy New Games Show rolls on and is an essential annual Mecca for those in the biz. It's also the place to go if you're running low on games T-Shirts.

PC stuff

With the introduction of the latest 3D hardware accelerators, and the phenomenon of the ever improving chipsets, the new PC games are always going to turn heads. Here's some of the things that did so. Before you look at list below and go "What about XX?" there were just TOO many games to list. In fact there were over 1500 games shown at E3 this year, so

Hardware: It became blatantly obvious that 3DFX is now the new standard for PC 3D hardware accelerators, so those who were waiting for a standard... there it is. There were some funky new peripherals, like Microsoft's force feedback joystick. We could prattle on endlessly here about minor changes, so let's get straight to the games.

Some of the big PC titles at E3 were:

Quake 2	Falcon 4.0
Dark Reign	Total Annihilation
Mageslayer	Hexen 2
Sin	Conquest Earth
Heavy Gear	Daikatana
Lands of Lore 2	Ultima Online
Elric	Overboard
G-Police	Interstate '77
Myth	Unreal
Deathtrap Dungeon	
Elder Scrolls: Redguard	
Elder Scrolls: Battlespire	
Populous: The Third Coming	
There were so many more...	

Editor's Thoughts

Whilst there was some fantastic software coming out of E3, I'm a little perplexed at the fact there were very few notable titles that we hadn't already seen before. Sure, we may not have played these games yet, but Sony had already shown us footage of their upcoming titles for this year, and we already knew about the upcoming Saturn conversions. One would have expected to see a working 64DD with a beta version of Zelda playing, but alas, no. So what does this mean? One of our friends at Psygnosis earlier this year said "97 will be a year of careful releases", and he was spot on. The gaming market is a bit more picky nowadays, and it would seem that developers and publishers are now concentrating on getting it right, as opposed to getting it out, which is a good thing.

If presense at E3 is an indicator, it would seem that Sony is winning the console war, and that their huge lineup of titles has proven not just to be a bit of a bonus, but of a way of ensuring that there's multiple titles out there for everyone.

The two stand out publishers at E3 were Eidos and Activision, who both had sizeable lineups, that were devoid of crap games, which is a pretty amazing achievement. Activision's big titles include Quake 2, Hexen 2, Heavy Gear, Interstate 77 (and apparently Interstate 82 is in the works), Sin (By Hipnotic, the guys

who did Scourge of Armagon), Zonk - Grand Inquisitor, Dark Reign (which was delayed two months) and Apocalypse (fun with a gun and Bruce Willis). Eidos wowed us all with their powerful lineup, including Tomb Raider 2, Ninja, Fighting Force, Deathtrap Dungeon, Daikatana, Flying Nightmares 2, Conquest Earth (a great looking strategy game which should be available by now), Plague (an indepth medieval wargame), The Dark Project (An RPC with a Quake like engine), Omikron, Forsaken (A very Diabloesque RPG), Terracide (Descent clone). Most publishers had at least one great title, but Activision and Eidos really look to be on top right now. As you've probably all guessed, I'm hanging for Quake 2 and Hexen 2, but there's certainly more cool games coming up this year than I can possibly play... God life's good.



Hexen II



Dark Reign



Daikatana

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CONDITIONS OF ENTRY: Information on how to enter forms part of these conditions of entry. This is a game of skill and chance plays no part in determining the winners. The single (1) most creative entry will win. Entries close last mail 26th September 1997. Winners will be judged 29th September 1997 at GT Interactive Software Australia Pty Ltd, 39-47 Albany Street, Crows Nest NSW 2065. The winner will be notified in writing and in the Public Notices Section of The Australian Newspaper, 8th October 1997. Promoter is GT Interactive Software Australia Pty Ltd, 39-47 Albany Street, Crows Nest NSW 2065. Total value of prizes \$5700.00. Prizes are not transferable or exchangeable and cannot be taken as cash. The judges decision is final and no correspondence will be entered into. Employees and their immediate families of GT Interactive Software and associated promotional agencies are ineligible to enter.



International Superstar Soccer 6



The second Australian Nintendo 64 sports releases is Konami's International Superstar Soccer. Dan Toose dribbles profusely.

Sports titles are quite important for console markets, especially in countries like America where the populace is too lazy to play the game for real. Sports titles have been pretty successful in Australia too, and a winning soccer game for the N64 was a must. Many were disappointed with FIFA 64, and have held off from making the purchase. Well, any Nintendo 64 owner after a good game should stop holding back, and go and get their hands on International Superstar Soccer 64 immediately.

Beautiful to watch...

Visuals are a little bit more important in a sports title than most other genres, since the two main factors as to how good the game is, are 1) How real it looks, and 2) How well it plays. Konami saw the opportunity and used the most powerful gaming console to create the most visually spectacular sports title to date. The N64 pumps out some amazingly fluid player animation, and it's obvious that tons of work has gone into the motion capture. Every move is represented beautifully, from sweeping volley kicks, through to bouncing the ball on your head. Konami also showed a keen understanding of the need to add some character to the game, which so many sports titles lack nowadays. If your goalie saves a powerful strike at stomach height, he'll slump forward to the ground in discomfort, just to let you know it hurt. Talk about sportsmanship, sometimes players help up the guy they just fouled into the turf. Of course there's also a variety of victory dances after a goal is scored, including a most amusing "Dog sniffing other dog's bottom" manoeuvre... which none of us can recall seeing at a soccer match, but it sure was amusing nonetheless. There's even attention to detail with things like player shadows, flags in the stands, and clouds of dust where the ball hits the ground.

Any doubts about the Nintendo 64's ability to handle speech can be quelled by Superstar Soccer 64, which has pretty good commentary throughout. Obvious improvements could have been made, like player names being called out, and the magic is lost a little when the play moves too fast for the commentator to keep up, but all in all, the commentary is a



good thing. The roar of the crowd and the sound of the ball being kicked around are hardly what you'd call challenging for your average sound engineer, and Konami didn't slip up here either.

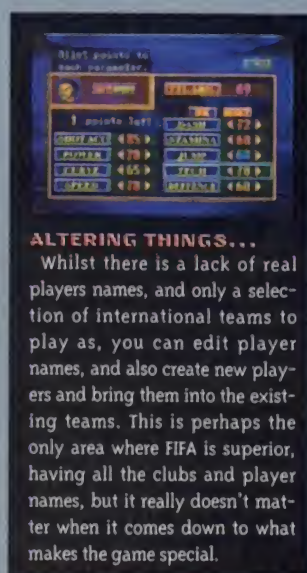
Gameplay from heaven

Talk about feeling right, this is it. ISS 64 has the most intuitive gameplay yet seen in a soccer game. FIFA and Sega Worldwide Soccer set standards of excellence in control, but neither have as intuitive realistic controls as ISS 64. Performing a through pass, which let's face it, is the most common sort of pass in an attacking situation in real life, is made easy with a designated button. There's also buttons for shoot, pass, lob, sprint, and one-two... some of which double to perform other functions. Even these are cleverly allocated, with buttons serving for extra moves like the sprint button doubling as a dummy button in attack, and a body contact button in defence, making it easy to go from a run, into the move you're most likely to want to perform, simply by releasing and pressing the button quickly. It's quite easy to make a move Upfield, yet difficult to get a really clear run into the goal square which is how it should be. I almost had a gripe to be made about ISS 64, with the way the computer sometimes decides to give you control of a different defender, when you were all set to go to work with the one you were using. This gets less annoying over time, but there's an option to make player change a manual function, so I really have nothing to complain about at all.

For those who really want to master the game, you can do all sorts of neat tricks like jump over passes to let them through, perform a quick flick over the head, jump over slide tackles, curve your kicks, the works. The Nintendo 64's analogue control stick makes for precise control, and is a joy to use when sprinting with the ball, making subtle feints to fool the defenders.

Of course there's always different refs to deal with, and the prospect of rain or snow to have an affect on gameplay (yes, players do slip and fall on their arse). Night play also makes for some beautiful shadow effects.

Descriptions of the overall effect of both the outstanding gameplay and silky smooth visuals can't do the experience of playing International Superstar Soccer 64 justice. A must for any sports fan owning a Nintendo 64, and a good game in anyone's book. With third party support like this, Nintendo must be happy.



ALTERING THINGS...

Whilst there is a lack of real players names, and only a selection of international teams to play as, you can edit player names, and also create new players and bring them into the existing teams. This is perhaps the only area where FIFA is superior, having all the clubs and player names, but it really doesn't matter when it comes down to what makes the game special.

AVAILABLE: NOW

CATEGORY: SPORTS

PLAYERS: 1-4

DEVELOPER: KONAMI

PRICE: \$120

RATING: G

FREAKOMETER

Liking soccer helps, but there's broad appeal here

MULTIPLAYER

Good - As a one on one game it's great, although more than one player on each side makes things confusing

VISUALS

93

Beautiful, fluid player movement. Clear and a joy to watch

SOUND

88

The commentary is pretty good, and the other effects are spot on

GAMEPLAY

94

If only all sports games played this well

OVERALL

94

Simply outclassing all other soccer games to date

Doom 64

Always looking for an excuse to go ape with a shotgun, STEVE O'LEARY was dying to be Doomed...



PISTOL VS A CYBERDEMON... GOOD LUCK...

Few games can actually claim to have revolutionised video gaming over the years. Two immediately come to mind; the first being Capcom's Street Fighter 2, who moves and combos brought new life into the 2D fighting genre; and the second being ID's Doom. For me, Doom was the first game that truly immersed me in a 3D environment, where the graphic engine at the time was outstanding, but only served to reinforce the brilliant gameplay. Turn down the lights and turn up the volume and I actually felt as though I was inside the Doom world. I would slowly creep into unexplored areas, low on ammo and carrying near fatal wounds with fear dominating my course of action..... something in video games that I had never previously experienced. At the time I guess it was the closest thing to virtual reality, with many games since attempting to copy or recreate its winning formula, but only few actually succeeding.. Now with the ever increasing state of video game technology we have a time where we have a version of Doom that graphically does justice to the original P.C versions gameplay and that is delivered in Doom 64.

The plot in Doom is to most irrelevant, with the main objective being to clear each level of its host of unholy inhabitants with any and all weapons at your disposal. To other games this lack of complexity or depth in its objective would hinder its overall appeal, but to Doom it only enhances it. The only thing that separate you from your goal is several thousand creatures from the meagre imp to the near indestructible Cyberdeamon, that inhabit the 20 or so levels in Doom. Sounds easy? Well it isn't!. These monsters combined with the cunning and devious traps inside Doom will test your skills to the limit and insight fear into your mind as well, if not better than all previous versions of the hit classic. Id have spent the time to include all new levels and traps, that to me the hardened veteran are very challenging on the higher difficulty levels.

Visually Doom 64 is quite a step beyond the playstation version, and especially the Saturn version. Running at 60 frames per second, the screen update is smooth as silk and the characters moves easily throughout the levels with the aid of the analogue con-



HEALTH
81



CHUNKY ARSED DEMONS... GOTTA LOVE IT



HYPERR V-Rally





HYPERR»

Overboard





"GOING DOWN LIKE A SACK OF SHIT" CAM



NEW GUN ON THE BLOCK
 This is the new weapon in Doom 64. Its a high powered laser that although deadly is a little too narrow in its beam. Maybe it's best to stick with the BFG and blow the hell out of everything in the immediate area.

troller. Anti aliasing, mip mapping, transparencies and light sourcing provide a outstanding level of detail in the game with the wall and surrounding scenery suffering no visible pixelisation and a wide variety of colours used in each polygon. The characters, although 2D bit mapped sprites are also without pixelisation, but at times when viewed up close can be disjointed and rather blurry..

Quake players may be annoyed with having to adjust to the 2D characters who are also annoyingly low on animations, but when you have the anarchy of over 40 enemies on screen at once you have to agree with Doom's programmers for the decision to stick with 2D sprites instead of polygons as the screen update is impressively smooth even at the most hectic of times.

The N64 analogue controller serves the game well with all manner of configurations available to suit the fussy gamer, while providing a degree of movement that far exceeds the old digital pads of the PlayStation and the Saturn, and even gives the P.C mouse a run for its money. Complaints are few, with a notable omission of some old time favourite enemies like the Revenant, the chaingun dude, the spider mastermind and the arch-vile, which is likely to be a sour note for many a old Doom fan. As well the programmers have done little with the original Doom engine. You still cant look up or down or jump etc., and although some games have made excellent use of these features, I guess the programmers have decided on perfecting the graphics and gameplay rather than messing with a proven formula. Most disappointing though, is the lack of a two player deathmatch option. Undoubtedly the two player deathmatch is one of the reasons why Doom was so successful and its omission from Doom 64, especially considering the N64 has four controller ports, hurts the games lasting appeal greatly.

Even considering Doom 64's down sides it's still one hell of a good game. The original formula is back and it worked even better thanks to the N64's graphical prowess. All the great weapons (and a extra weapon) are included are a just as effective at dispatching all manner of foe. For all old Doom fans it come highly recommended and for those who haven't played the game before (all two or three of you), you should try Doom and find out why its been around all these years... probably because it's great fun!



AVAILABLE: NOW
CATEGORY: SHOOT EM UP
PLAYERS: 1 (DOH!)
PUBLISHER: WILLIAMS
PRICE: \$110
RATING: MA15+

FREAKOMETER

40 easy to play, some tough levels

VISUALS
89
 very smooth. Great effects

SOUND
80
 nothing special, but spooky nonetheless

GAMEPLAY
90
 Its Doom for gods sake!

OVERALL
89
 The great game comes to the best graphics machine!! Could have been multiplayer

Hexen 64

After polishing off Doom 64, Steve O'Leary wades into the fray of Hexen 64.



MANY TOMATOES DIED FOR THESE SPECIAL EFFECTS...



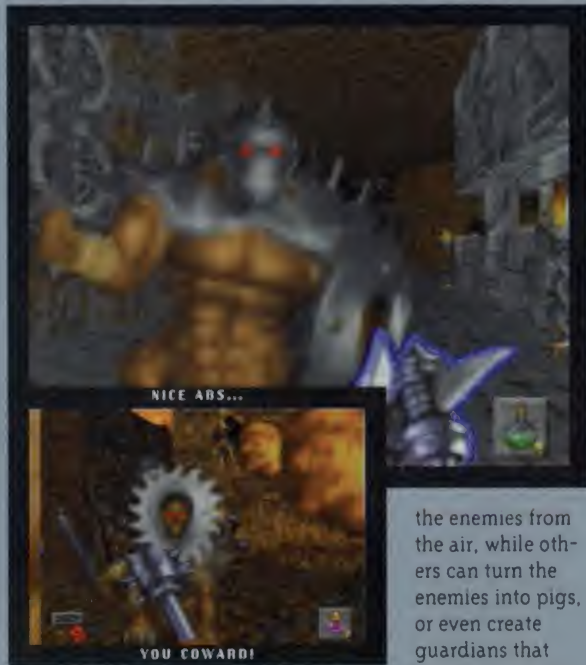
RUB YOUR FEET ON THE CARPET AND ZAP EM!



Following hot on the heels of Doom64, is another 1st person shooter, Hexen, that arguably took the Doom game engine one step forward, adding spells and magic, and taking the player to a medieval Fantasy world that was previously limited to RPGs. Hexen is a world that exists in the Cronos dimension and has unfortunately come under siege by three maniacal warlords out for blood, or something else besides world peace. The first warlord was slain in the previous game, Heretic, and now the second Warlord called Korax, who is obviously a little peeved at the loss of his evil partner in crime, is out to start his rain of terror on the planet Hexen.

New in Hexen is the ability to choose one of three characters at the beginning of your quest. Baratus the warrior, Daedolon the mage, and Parias the cleric, all have different weapons, strengths, and powers and also have the ability to cast spells against all manner of foe. A further improvements from the Doom engine is the ability to look upward and downward, even whilst moving about on each level. Unlike Doom, this enables the player to kill enemies on higher landscape or in buildings, as well as being able observe and view areas that are either way above or below the players normal vision.

Hexen's graphics also include more outdoor scenery than Doom's, with levels stretching over all manner of terrain from the Doom type dungeons to crowded forests that hide many traps and enemies. Spells are also a very interesting addition to the game with some spells enabling the player to fly over the whole level and even shoot



the enemies from the air, while others can turn the enemies into pigs, or even create guardians that protect you from

all adversaries for a limited amount of time. "Etherial Travel", which enables player to "warp" to other sections of the level is also new to Hexen, and it is often used to enable players to return to old sections of the game to visit previously inaccessible areas.

Nothing new?

Given Hexen's improvements over Doom, it came as a bit of a surprise that the programmers didn't go that one step further with the game and include all new levels for the game. Instead what you see on the N64 version of the game is a exact port of the PC version, with all 31 levels intact. Graphically Hexen doesn't quite come up to the standard of the visuals seen in Doom64. As with all of the Nintendo 64's games, Mipp map-

ping and anti aliasing have been employed and take the pixelisation that was evident in the PC version out of the game. The result of this though, is that often the picture appears very blurry and this isn't helped at all by the apparent lack of colour in most of the game scenery, with some levels displaying abundant amounts of brown colour and little else. The game frame rate is also noticeable slower than Doom 64's as well. Many times during the game the frame rate will slow down quite badly and his make shooting the enemies very difficult, with intended shots from weapons often going astray of their target. The game does enable a switch to a lower detail setting for the graphics, but even the increase in speed from this is negligible, and many will be unhappy with the further loss of graphical detail that this mode results in.

Deathmatch city...

What Hexen does have over Doom64 is its ability to have deathmatch games with up to four players fighting at once. In this mode the screen either spits up Horizontally for two player, or into four small screens for the four player match, just as with Mario Karts four player game. As expected the graphical detail is at times lacking in this mode, and the level design can be very frustrating with teleporters breaking up the games action by separating players, and also a notable lack of weapon power ups in each level. A sorely missing feature from Doom 64, the deathmatch feature is probably the highlight of the game, if you can persevere with its down sides, that is.

The sound, as with many recent N64 games is lacking at times, although the weapons effects are quite good and give a good sense of impact when your slaying the masses.

Overall Hexen isn't quite the title that people were expecting form the N64. There's no doubt that the game, although now dated compared to the likes of Quake or Duke, still has its high points and for some could be well worth the purchase. The deathmatch, although good in some aspects, just doesn't sit very well with the games structure, and its impact and enjoyment is further reduced by the lacklustre graphics apparent in the four player mode. Nevertheless, titles with the obvious success of PC's Hexen are always going to receive ports to the Nintendo 64. We can just hope in the future that they will appear just a little more polished and playable than Hexen 64.



MULTIPLAYER HEXEN 64

Hexen has either two player, or four player deathmatch, which comes out as one of the games best offerings. Nothing beats multi-player games where you get to kill your friends, and Hexen is just what some people can really get into.



AVAILABLE: NOW
CATEGORY: 1ST PERSON SHOOTER
PLAYERS: 1-4
DEVELOPER: RAVEN
PRICE: \$110
RATING: MA15+

FREAKOMETER
The game is dated and the visuals are lacking...but is good once you get into it

MULTIPLAYER
Okay - A nice touch, but it chugs in four player

VISUALS
70
Bit blurry and the frame rate could be higher

SOUND
75
Ok. Music is weak, but good effects

GAMEPLAY
70
Bit dated...but still good fun

OVERALL
70
Could have been better

PaRappa the Rapper

We needed someone that could rap. We've seen March Stepanik scratch himself repeatedly so we let him loose on the wheels o steel...

To save mass confusion, I'll set the record straight (drum fill). While many of you out there actually read the game spec's near the score guide for each review, many don't. Those that didn't read them for this review and just gawped at the screen shots or maybe read the hilarious captions will have to suffer because I'm going to bring up this clarification anyway. For all intents and purposes, Parappa the Rappa is a "rapping" sim. Yes. It's not a mistake, misprint, or a very nasty cheap joke as a result of reading one too many letters to this magazine. I too asked the question "What the hell? A rapping sim? Uhhhhhyouare? Whaddya do in it?!", repeatedly. It's a rapping sim that stars great master onion heads, bovine driving instructors, master chef chickens, and rastafarian frogs. I'm not kidding! The aim of the game is rap your way into or out of any situation that would befall your typical teenage rapping animal from the suburbs. How's that for a unique game idea? Well, it's a game it is!

Hahtahtahtahtahtahtahtah!!!!

You play the part of PaRappa. Parappa is your stereotypical teenager - he wants to impress his girl (in this case it's Sunny the daisy flower) and get into her, er, address book. The problem is though, there's someone else out there wanting to do the same. And it's no other than "Joe Chin" the super hero that has everything.



AND TAKE ADVANTAGE OF YOU... BABY



PHUNKY POULTRY...



He gives Sunny birthday cakes kilometers high, is dashing handsome, and drives a stretch limousine that takes up a couple of blocks in parking space. I mean poor Parappa! How can he compete with stretched limousines? A-ha! He knows! He has to believe! Armed with the power of self belief and a little help from the mystic art of rapping (of course) Parappa attempts to win back the girl of his dreams.

Yes - rapping is the solution. But as countless mainstream rapping stars have shown us, rapping isn't something that you can just pick up and be good at straight away. No siree, you need practice. Training and practice. Broken up into six stages, you have to rap along to a mentor and rap at a satisfactory standard to progress to the next stage. Looking 3D, the game is actually pseudo 3D with flat characters (think of cardboard cutouts with bendy bits) made up of cut scenes (which explain the story) and the rapping bits (which look like 2D fighting bits). The graphics are also COLOURFUL, cute, and fun to look at. Most importantly, the music in this game is catchy and will get you grooving along to it no matter what your musical appreciation is. Other than that, the story line is guaranteed to crack you up - a bizarre blend of Smurf and Ren & Stimpy type humour (includes the visuals). To go into detail here would definitely ruin the experience for you, so take a look at the screenshots and use your imagination.

There's only one gripe about PaRappa and it's a BIGGIE. The gameplay bites. Everything else is highly polished and VERY entertaining, but the bits that actually make this a game, play worse than nude lawn bowls (fun with peers, not fun with people over ninety). The instructing rapper rattles off a rhyme and dances a jig, with you interjecting and repeating or answering these by hitting the right buttons in a certain sequence. This is helped along by a bar along the top of the screen taking the "follow the bouncing ball" type structure. To progress, you need a certain amount of points. Rap good, you are awarded points. Rap bad and these are taken away. Rap mediocre and you won't lose points. The problem is - there's absolutely no consistency with the scoring. We tried following the visual cue with utmost precision - sometimes we'd score, othertimes we wouldn't. We tried rapping so that it actually sounded right to our own ears (by far the best judge) - same thing occurred with the scoring. We found that most points were awarded by stumbling across a certain timing that neither sounded correct nor looked right. Completely frustrating, this ultimately kills the experience. If you're lucky (or unlucky) enough to be blessed with the same rhythm that is used in this game then you'll love it. Everyone else will have fun and laugh giving certain stages a couple of attempts. On the 14th attempt though, you'll be ready to start hurling bricks. Majorly frustrating.

Hyper go nuts!

There's something that has to be said about games that get a raucous reaction here at the Hyper office. We get to see a lot of the "next big thing" type titles here in preview form as a video, demo or whatever, and very few games actually get any sort of worthwhile response. After the roars of laughter subsided and speech was again possible, those present at the first screening of Parappa stood around and voiced their approval of the game. It made us laugh. A week later though, it was a different picture. As Dan and I sat there, dejected, attempting to pass the second last stage (which we passed, but were too stupid to save when we did so), we could only curse at the inconsistency of the scoring system. Parappa is a hell of a lot of fun the first time through, and even more so if you're with a decent-sized group of friends. You can laugh and share the pain together. This is one to buy for those special occasions, like a party, so don't expect much otherwise.



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

FREAKOMETER

Almost anyone can enjoy this - no passion for rap or hip hop or dance is necessary. Woo-hoo!

MULTIPLAYER
Funny - It's only one player, but taking it in turns with friends is phat phun

VISUALS
79
No tricks. Just cute, colourful, functional graphics

SOUND
81
Awesome - catchy tunes about intestinal problems!

GAMEPLAY
40
The theory, while admirable, just doesn't work in practice

OVERALL
72
Good for parties and rental... but otherwise...

Rally Cross

Infamous hit and run driver David Wildgoose represented team Hyper at Rally Cross



IF YOU CAN'T BEAT 'EM... BEAT 'EM



TEKKEN THAT CORNER HARD...



I tell you what - it must be tough to be a Playstation owner right now and not like racing or driving games, so considerable is the number of such titles to have pitted at the Hyper-garage for scrutiny in recent months. You couldn't even three-point turn to avoid V-Rally, Need For Speed 2, Rage Racer, Micro Machines, Ray Tracers, Porsche Challenge, Twisted Metal 2, Jet Rider, etc, that litter the office like bodies strewn across the road after a high-speed crash. Rally Cross, after being cut from the wreckage with a fractured skull and blood just everywhere, is another.

Yeah, I know what you're thinking. Another car game, another rally game, another lame attempt to emulate Sega Rally. But you'd be so wrong, more wrong than you've ever been in your life. Rally Cross, you see, rocks like a complete bastard!

Complete chaos

You can probably see in the grabs that the cars appear to be positioned at all sorts of odd angles. Cornering with two wheels off the ground is not an uncommon occurrence in Rally Cross. Neither is leaving the ground altogether. On occasion you will even discover yourself flipping the car onto its roof - and when you first begin to play that occasion will be incredibly frequent. Multiple 360 degree rolls are also possible for the discerning demolition driver. One particularly memorable incident involved me racing at full speed through the quaint, English Tudor-style village in the Gardens track. I hadn't bothered to study the course map beforehand, so when I arrived at the roundabout I had no idea what was going on, and was forced to swerve violently to the right while slamming on the brakes. The end result was I ran up the gutter, hit the fence, tum-

bled head over heels across the road and landed upside down in a pile of safety witches hats. Not a dignified way to exit the race, I'm sure you'll agree.

Never mind about the crashing, however, because a quick couple of taps on the controller is all it takes to get your car back on all four wheels. Most games automatically right your car when you crash, but in Rally Cross you have to do it yourself by rocking it to and fro. Sure, flipping over can be annoying (though it is often very funny) and it may lose you a place or two, but you can also use it to your advantage. A well-timed side-swipe around a tight corner, or a particularly physical bit of tail-gating at the right moment, might be all that's needed to leave your opponent with his head in the sand (or mud or snow or whatever).

A severe case of bumps...

Besides this, what makes Rally Cross stand out from the crowd are the shockingly bumpy tracks and the way all the cars respond to them. Each of the six tracks (of which four are superb, one is great for multiplayer gaming, and one is horribly difficult - and not much fun for it either) are wickedly designed to utterly destroy the suspension of your car. While racing, you can truly feel each and every dip and rise as you hit them all with a springy, crashing thud. You have to ride the bumps at the right angle and speed, unless of course you find it easier to drive with no wheels on the ground. It's often a good idea to "ride the brakes" - constantly tapping the brakes, or releasing the accelerator - even when you're driving along a straight stretch of road. I love this sort of game, where you always have to stay alert and keep your mind on the job. There are no easy bits where you can relax in Rally Cross. And it just feels great to play.

As far as options are concerned, there are plenty of ways to cross your rally. First there's the Season mode, where you race normally over three tracks - and in each race there's yourself and three computer cars. You have to win at the three difficulty levels to gain access to the remaining three tracks and all nineteen different cars. Head On mode pits two cars (and two players) against each other, only they are quite literally facing "head on", around the circuit in opposite directions! Suicide mode is similar, only you're racing head on versus three computer cars. Mixed, does just that, mixes them up. Later, you even get to race backwards around each track, so actually there are really twelve of them in total. And, best of all, there are two and four player options as well.

Hey, wow, I've just written an entire review and I haven't once mentioned the graphics (except, can I quickly sneak in something about the cool-looking mud and dirt and water and leaves that get sprayed up your tyres in the wake of your speeding metal machine?). That surely must be praise indeed for how well this game plays.



AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-4

DEVELOPER: SONY

PRICE: \$69.95

RATING: G

FREAKOMETER



Probably takes a little getting used to. It's not too serious though

VISUALS

90

Brilliant - smooth & fast. Second only to Wipeout 2097 as the best looking racing game

SOUND

83

The engine noise is great, but the screeching tyres are even better

GAMEPLAY

88

Who cares if it's realistic or not? This feels superb to play

OVERALL

89

Hectic, intense, and very bumpy, racing action. Rally Cross rocks! Literally!

Shining the Holy Ark

Not quite able to get to get enough of these Japanese RPGs lately, Dan Toose tests the latest episode in the of the Shining games.



ARMAND... NOW HE SOUNDS FAMILIAR...

Racking my brains trying to remember what Shining Wisdom was like, I suddenly recalled that everyone had rather spherical head. It was pretty obvious that this one was by the same team, because all the characters in this game look like if they were decapitated, their heads would be sold as discount bowling balls. A slight departure from the traditional Japanese RPG in this one, as Shining the Holy Ark takes the story from the hero's perspective... literally. Yes, a first person Japanese RPG at last., although you wouldn't call the 3D engine in Shining the Holy Ark particularly powerful.

A hero's eye view

Whilst the graphics engine in this STHA is not Quake like or anything, it does provide an interesting way of playing through a game like this. Whilst the environment you move through is 3D, all creatures you encounter in STHA are flat sprites, however they are generally drawn very well, and in such a way as to make them seem a little bit 3D. Rather than being like Doom or Quake, you simply turn at 90 degree angles and take steps forward and back. Even when combat starts, the game stays in a first person mode, showing what your character sees throughout the battle. So when your companions leap forward to attack the enemy, you see them fly past, attack, and leap back by your side. The down side to this perspective when travelling around is that the backgrounds remain awfully "samish" till you reach a new area. Fortunately there's an auto map to help save you from becoming lost as a result of the repetitive nature of the various corridors/pathways you follow. When you're in a town however, the 1st person mode really makes the town seem that bit more "real". Best of all is the effect when you are within places like pubs, where many people are gathered together, and you can take them all in at a glance.

Shining the Holy Ark is one of those games that puts that fast paced, desperate music along when combat begins, in an attempt to ham things up a bit. Nothing special, but at least Sega thought to make sure there was special music for the bosses. When's someone going to do speech in a console based RPG?

Simple slaughter

Most of the gameplay in STHA is either wandering through corridors, or combat. This will prompt you to believe combat was going to be reasonably deep. Unfortunately, you just tend to attack till you are getting





reasonably injured, at which stage you heal yourself, then carry on. There seems very little in the way of objects you'd use during combat, which makes the logic path seem all the more predetermined. Naturally there's an up side to this when you're trying to plough through simple battles, not wanting to have to stare intently at the screen. Of course to create a game where moving your characters around, and having an element of brain power necessary to win battles would be a better option. If the game let you have more characters on your side, then perhaps simply choosing to attack, defend, cast a spell, or use an item (a healing herb), may have been more tactically orientated, but you rarely have more than three party members. Even things like different spells affecting different monsters more effectively was seemingly left out. If it weren't for the addition of fairy companions to launch pre-battle attacks at the enemy, combat would be a little sleepy.

Despite the slightly flat combat, *STHA* like so many other games in the genre, is thoroughly addictive for anyone who has any sort of appreciation of role playing games. The plot is really quite cool, and those who don't get put to sleep by the combat system will have a thoroughly enjoyable time making their way through *Shining the Holy Ark*. Don't expect the game to last forever though if you're a decent RPG player. I personally enjoyed it, but I wouldn't expect any non-RPG fan to understand why I did.



YOU FAIRY!

Those too homophobic to be teaming up with fairies had better avoid *Shining the Holy Ark* like the plague because this is one of the main quirky features in combat. Throughout the game you can find various fairies, which will join your party, and aid you at the beginning of combat. There are different types of fairy, and each one can only attack enemies that approach from a certain direction. You can select which of the groups of fairies will attack, and press a button to activate them as the enemy is approaching you. This can sometimes help you decimate an opponent before the fight has even started.



AVAILABLE: NOW
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: SEGA
PRICE: \$89.95
RATING: G8+

FREAKOMETER

If you're not an RPG freak, you won't be thrilled

VISUALS
80
 Nice art and animation, but not cutting edge

SOUND
71
 Not likely to be nominated for a Grammy award

GAMEPLAY
73
 Good plot and nice touches, but not ultra deep

OVERALL
73
 If you like Japanese RPGs, you'll dig *Shining the Holy Ark*

Betrayal in Antara

Sierra continue their acts of betrayal in RPGs, Dan Toose grabs the nearest edged weapon and investigates.



Short Bow
Arrow
Damage: 10
Accuracy: 39% - Enemy Defense



LET'S GET ON IT!



CHICKS IN ROBES... TOPS!



BIRD'S EYE VIEW...



AREN SHOWING HIS WARES... WOOHOO!



A BIT OF BIFFO!



DORK

Sierra have quite a fan base out there, due mostly to their various "Quest" series, like King's Quest, Police Quest, etc. They also gained some following with their RPG, Betrayal in Krondor, which back when it was first released, was one of the few games to feature a first person perspective mode of travel. 7th Level did one sequel (Return to Krondor), so you could probably call Betrayal in Antara, the "other" sequel.

Wander through the countryside

Most of the game is spent wandering around through the countryside in first person mode, getting from town to town. Those that played Betrayal in Krondor will immediately notice the change from VGA to SVGA graphics, and will probably be suitably chuffed as a result. There's a clever implementation that allows you to make the graphics revert to VGA whilst you're moving, then switch back to SVGA once you stop, so as to help the game run more smoothly. If you didn't play Betrayal in Krondor however, the graphics may not impress you so much, as there have been several RPGs with better visuals since, like Diablo, Ultima 8, and Daggerfall (which has a much better 3D engine). It's not that the graphics are bad, it's really just a case of things looking pretty much the same wherever you go, except for the sky, which does cycle through from day to night, but once you see this happen a few times it loses impact. The other parts of the game are all in still frames (with the odd bit of minimalistic animation), except for combat. You could say combat looks like a turn based, hex map version of Diablo... you just click where you want to walk, or on what you want to kill.

The music is that classic brand of acoustic guitar stuff that is at home in an RPG, and nowhere else... well suited to the game, yet you wouldn't listen to it otherwise. There's a healthy amount of speech in BIA, and what little sound effects there are, are quite sufficient to do the job.

Betrayal in Antara, like most RPGs has an evolving plot, this one involving betrayal (no shit). You progress through BIA's plot by essentially being given a goal, and wandering towards it. There are four characters you control, but the party is usually split up, and you play through what different groups of the party do to piece the plot together. You don't create any of the characters yourself, you simply command pre-generated characters. The character interaction doesn't exactly allow for much initiative, since all you can do is click on the speech options which appear (usually one after the other).

The game includes some handy features, like the ability to recall your conversations with people you've spoken to before, a bit like Diablo's quest log or Daggerfall's diary. This is very useful for those who hate scrawling down info they obtain from conversations they have. Perhaps more useful is the function which allows you to move around whilst looking at an overhead map of the area, which helps you find things without having to walk around all over the place in the wilderness. Character development is sensible too, with you simply allocating where you want the incoming experience to be spent, rather than having to goof around each time you gain a level, making for a more free flowing experience.

Dodgy bits...

While Betrayal in Antara does have its good points, it also has some flaws. The biggest downfall of the game is that after you've been playing for an hour or so, you notice the act of walking down a road, and then getting attacked by a few guys with swords is pretty much what makes up most of the gameplay. The game is simply too repetitive to make the whole thing a gripping adventure. What's sad here is that the plot itself is quite good, yet having to go through the same simple attack plan ruins the feeling that you're actually progressing through something to get there. Most towns are just a collection of small buildings, and when in the larger towns, instead of maintaining the 1st person view, so you could actually get some sort of visual kick out of the change of scenery, it goes to a drawing of the town, which you just click on to get



around in. Another flaw in BIA is the enemy AI in combat, which sometimes is right, but other times is simply wrong. Enemies may have you in a position where you're close to death, and instead of attacking you and finishing you off, they just wander around you a bit, letting you either escape, or kill them instead. Lastly, and most importantly, there's a bug in the game that causes many machines to not be able to continue when you reach (you guessed it) the very last chapter of the game. Hopefully Sierra will remedy this with a patch by the time you're reading this, although that does mean you'll need to get online to get it.

All up, Betrayal in Antara is a decent enough RPG, although considering the steps forward that have been taken these past couple of years, the game probably will appeal to those that loved the first game, rather than those after a new kind of RPG.



AVAILABLE: NOW
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: SIERRA
PRICE: \$89.95
RATING: G8+
REQUIREMENTS: DX4-100, 16 MB RAM, 4X SPEED CD ROM

FREAKOMETER
Easy to play, yet being a Betrayal in Krondor fan helps

VISUALS
70
Nice stills, but the 3D engine is dated

SOUND
72
Nothing great, nothing bad. Plenty of speech, though

GAMEPLAY
70
Good plot and character development, but gets too repetitive

OVERALL
70
Worth a look for RPG fans, but has its flaws

Triple Play 98

It's a game most Australians know nothing about, but that doesn't matter because Eliot Fish doesn't know anything anyway...

It's the bottom of the ninth, the bases are loaded... you know how it goes, and I've always wondered what the hell it was they were talking about... Well, thanks to Triple Play 98, the game of baseball has revealed itself to me in all it's gum-chewin', loogie-spittin' glory. If you have never played a baseball sim, then try and imagine a bunch of Americans getting together to play Beam's Cricket 97. Ha! Now that would be funny. Well, learning all about Splitfingers, Sinkers, Sliders and the like may seem daunting at first, but if you take time out to sit down and read the instruction book before you play, it won't be long before you're hitting homers with the best of 'em. And I don't mean beating up on big, fat yellow cartoon characters.

Swingin' the willow

As with most EA Sports titles, the presentation in TP98 is something special. The menus are chock full of options, stats and different play modes - just about everything is catered for, including multiplayer games. A nice surprise, was the inclusion of a mangement mode, giving you the power to create, edit and trade players and teams as you see fit. But with a 3D graphics engine as good as Triple Play's, you'll be out there swinging the willow and spittin' in the wind. Control seems to be aimed directly at using a control pad (PlayStation anyone?), so unless you have a gravis gamepad or something like the Microsoft Sidewinder, you'll have to make do with the keyboard which is OK - for instance, the arrow keys are perfectly set up as Home (down), First (right), Second (up) and Third (left). Using a pad is much easier though, as it



sits nicely in your hands and you won't be fumbling on the keyboard when fumbling in the field is something you're trying to avoid. Batting simply requires you to select a normal swing or power shot, pressing the d-pad in the direction you want to hit it... left field for example. You can also simply bunt the ball and bolt. Heh. Timing is the answer here, and it's tricky at best, but again the smooth animation and smooth lookin' players which make playing this game a breeze. Pitching is a different kettle of fish, as you really have to know the game to decide whether it would be better pitching a fast ball or a curve ball or a split ball etc. This requires a few more complicated control pad duties, but it's quick to learn. Likewise, moving your fielders around is fairly straightforward, but in the thick of it, when you're trying to catch someone out and then throw to one of the bases to run someone out, a control pad just makes it all a lot easier.

Let's see that in slow motion

TP98 really does look cool. The batters saunter up to the plate with the grace of true motion-captured polygons, and there are a ridiculous amount of camera angle combinations to use for your perspective pleasure. Replays can sometimes turn out to be quite spectacular when you have players scrambling, sliding and diving for safety. EA have done a great job not only with the top-notch graphics but the sound is just as impressive. The in-game commentary is some of the most accurate and enjoyable I've experienced in a sports sim, provided by an American duo who not only comment on the play, but also slip in facts about the stadium you're playing in or even an ad or two. There's no doubt that EA were very aware of making this the baseball game for true baseball fans. Heck, they've even included all 30 Major League Baseball Stadiums! And there's specific commentary for each one! Some of the other features include a Home Run Derby mode, All-Star games and full in-depth scouting reports. Very classy. Coming from a baseball-deprived childhood, I was surprised at how fun and convincing Triple Play 98 was for me, so if you're a baseball fan, you're simply going to absolutely freak. A very nice package indeed.



AVAILABLE: NOW
CATEGORY: SPORT
PLAYERS: 1 - MULTI
DEVELOPER: EA SPORTS
PRICE: \$89.95
RATING: G

FREAKOMETER

Yep, this is for baseball nuts. Though fun for virgins

MULTIPLAYER
Naaa - You can play it multiplayer, but it won't serve as a big thrill

VISUALS
87
Ooh yummy, but you'll need a beefy PC

SOUND
85
Accurate commentary and TV-style presentation

GAMEPLAY
83
Gripping stuff, though repetitive if you're not a fan

OVERALL
84
Very impressive. EA Sports in good form

Dog Day



Dogs aren't known for eating seafood, so we thought it was safe to let Eliot Fish review this one.



There is something about Dogday which reminds me of the old golden days of Infocom text adventures. I can't really put my finger on it, but maybe it's the general atmosphere of an alternate reality with a bunch of quirky non-linear puzzles thrown in. Wherever you wander, there's something that you can do or play with, giving you a real sense of exploration not present in other non-3D point and click adventures. Add the sly humour, original puzzles, unpredictable plot and Wallace & Gromit style characters, and Dogday clearly stands above other dull graphic adventures on the market. Twenty minutes into the game and I realised happily that I was sucked right in.

Fancy a bit of PAL?

Each screen is rendered lovingly and even though it's a static image, whenever you perform an action or move anywhere, animations play out or the scenery scrolls smoothly to the next, and as long as you have a decent CD-ROM drive, there's little to no loading time noticeable. You may still find yourself clicking all around the screen like Blind Freddie, but in most cases it's quite obvious which objects you can interact with and which are mere props. Thankfully, useable objects blend into the environment so as to not look so damn obvious that the game becomes predictable and boring. You'll also find yourself picking up objects that have no apparent use until later on in the game, which

HEY BITCH... S'UP?



OH NO... NOT THE NET... ANYTHING BUT THE NET!

is always good to confuse the hell out of you when you're trying to solve a puzzle. Sometimes I found my situation a tad too difficult to figure out what to do next - especially that damn code for the washing machine in the prison... Infuriating! But getting yourself out of predicaments is usually pretty funny on the whole, and you'll find yourself chuckling more than you'll be hurling threats at your PC. Good adventures are meant to be frustrating... if there's a satisfying outcome.

Doing it doggie style

As the title suggests, you are a dog and you live in a world of dogs. Life's not just a big bowl of PAL though, as you're living under the rule of a tyrant called Chegga. The general atmosphere is like Orwell's 1984... with dogs. Funnily, your first objective is to find the phone number for a secret organisation called CATS who are out to overthrow the big dog dude. Once you manage to get into contact with them, you'll have to go into hiding and eventually get out of town. Chegga isn't exactly an understanding ruler. Even the smallest unlawful act will have you thrown in the pound, stripped of your inventory and locked away. This is bloody annoying, as it means escaping, stealing back your stuff and sneaking out of the prison every time you're caught. Saving your game when you try something out is a good idea, as in most adventure games, it's easier to just reload and try another approach. Dogday though, has the sort of puzzles that require some hefty lateral thinking, and you won't recognise



HANGOVER SURVIVAL - HAIR OF THE DOG



PEE ON THE SINK AND DRINK OUTTA THE TOILET...

things nicked from every other adventure game around. The game's creators have got this one just right, with a great mixture of bizarre and truly sensible situations that are solvable without performing a stupid unintelligible pattern of movements or using some nonsensical combination of objects. Dogday will keep you sniffing solutions out happily, and keep you entertained at the same time. None of the characters you meet talk (hey, they're dogs!), you'll just hear the odd gruff grunt or something, leaving you to rely solely on the visuals for clues. The excellent sound in the game will help a little too, as every action has some sound attached to it, and as you wander around, sirens wail and ambient noises give you an idea of what's happening around you. Dogday certainly is nothing ground-breaking, in fact it even comes across a little dated, but what you'll find is a good solid adventure game with a fun plot that will give you many entertaining gaming sessions as you try crack it open.



RETRO BITS...



IT'S BEEN A HARD DAYS NIGHT...

AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: 1
DEVELOPER: IMPACT
PRICE: \$69.95
RATING: G8+
REQ: 486/66, 8MB RAM, WIN 95



Challenging but nothing stupidly difficult

VISUALS
80
 Nicely rendered dogs. Cool animation

SOUND
84
 Excellent effects and suitably moody music

GAMEPLAY
82
 Fun adventuring that'll have you hooked

OVERALL
82
 Really very enjoyable point and clicker

Dungeon Keeper



Proud owner of a big basement with a gimp, Dan Toose was already a qualified Dungeon Keeper.

WILL THEY BROWN EYE US?

Bullfrog are generally noted amongst all the video game developers around the world as one of the quirkiest game design outfits, and their latest effort, *Dungeon Keeper* is no exception. How many times have we seen the release of a game where you're the terminally boring do-gooder who ventures off to slaughter the forces of darkness (fun) with sword and sorcery? The answer is heaps, which is why Bullfrog decided to make you play the bad guy, to help breathe some new life into the rather predictable medieval fantasy genre. Rather than do the RPG approach, *Dungeon Keeper* is something of a cross between *SimCity* and *Warcraft*, bringing together the strategical elements of "town" planing, and real time combat.

A new perspective

For a strategy game, *Dungeon Keeper* has quite a powerful visual interface, using a 3D engine with lighting effects, and fairly customizable graphics options for those that have less beefy PCs. The game essentially works on a square grid, but you can spin the view around to suit your tastes, or the situation at hand. The creatures in *Dungeon Keeper* vary from looking really cool, to somewhat dull, but most of them look spot on. Assuming your PC can handle everything at high res, combat looks quite good, however, once you learn that the way to win battles is to pile as many monsters into the combat as possible, it will soon become a mess. There's plenty of character in the game, with nice animations for situations like the various torture processes which you can put your adversaries (and your own minions) through.



HOW AWFUL! A HUMAN!

DRAW STEEL BOYS

DEATH AND STUFF

PULL YOUR POKER FACE GROK...

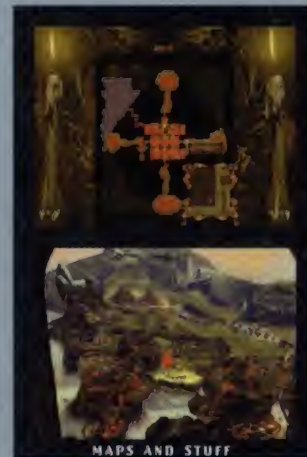
SGM... HEY, WHY NOT?

The other visual element to *Dungeon Keeper* is a first person view, which you can use to look through the eyes of any of your minions, and take matters into your own hands, which is very handy if you've got a powerful servant who can tear up the enemy ranks a bit. This isn't the best first person engine you'll see, but it's still pretty impressive considering it takes a dynamic environment that you've been creating, and instantly lets you walk around in it, and continue the game in a different manner.

More impressive than the visuals are the excellent lineup of sound effects, which add enormous amounts of feel to the game. If you take a peek in your torture room and find a dark mistress strapped to one of the tables, you'll hear the screams of delight as she gets whipped silly. There's awesome attention to detail with great samples of crumbling dirt for the excavations, the sound of gold coins tinkling onto the stone floor, and of course your minions screaming as they go down in combat. The music is pretty good too.

Complex, but not...

Dungeon Keeper is essentially a game where you attempt to amass a powerful force of monsters by designing a dungeon that will attract new minions, and keep them both happy and secure. There are many different types of room you can build, like lairs, treasure rooms, torture rooms, barracks, graveyards, training rooms, workshops, etc. Different rooms attract different monsters, for example, build a library, and you'll get warlocks joining your forces, dying for a place to study their arts. Like most strategy games you can research new types of features to use, such as room types, traps, spells. A bit of a minus though for those that crave resource management, the only



thing you need to do to speed up research is to build bigger laboratories and workshops, which is a bit too simple for those after some mental gymnastics.

Actually, *Dungeon Keeper* has a few flaws which simplified a game that had enough features in it to make it a deep strategy game. You pass each level by defeating either the other Keepers that are trying to take over the same land as you, or by finishing off the Lord of the land (the heroic do-gooder) when he finally ventures into your realm. Defeating enemy forces is a little more simple than it should be, because you can simply grab your minions, and place them where you want, at will. This makes winning battles very simple, and thus kind of boring. If your troops had to run from their current location to meet the enemy in combat, the game would have been a much deeper strategic challenge, as you'd need to plan your dungeon layout very carefully. Of course as you progress through the lands, the scenarios are made more challenging, and it's not like anyone can just breeze through the game blindly, and some levels will take a couple of attempts to figure out what the key to victory is. There's also the fact that despite the mechanics being a bit too easy to master, the game has gobs of character, and is really quite cool and addictive.

Playing with mates

Like other real time strategy games, *Dungeon Keeper* essentially puts a huge emphasis on building up a strong force fast so you can wipe your opponent out ASAP. The problem here in *Dungeon Keeper* is that the player with the strongest force can quite easily just push on into the enemy territory with an imp, capturing land as they go, then just bring all their forces instantly to the fore, and wipe out any opposition they encounter. There's no real tactics in battle, just dump everything in at once, and heal your troops as they get hurt. It's not bad multiplayer, but it certainly doesn't have the pull that a game like *CEC* or *Warcraft* did. To call *Dungeon Keeper* a great strategy game might be stretching things a bit...

However, the audio-visual experience is pretty cool, and it is one of those "morish" games where you plough through the levels, unaware of how you've just become addicted to the thing. If you've enjoyed Bullfrog's games in the past, then you'll love *Dungeon Keeper*.



AVAILABLE: NOW

CATEGORY: STRATEGY

PLAYERS: 1-4

DEVELOPER: BULLFROG

PRICE: \$89.95

RATING: M15+

FREAKOMETER



Not too hard core, but it's definitely aimed at those that love both strategy and medieval stuff

MULTIPLAYER

Flawed - The ability to add troops into combat at will makes it a bit dull

VISUALS

80

Whilst having a technically impressive engine, the graphics won't make your jaw drop

SOUND

89

The perfect range of sound effects to give the game some feel

GAMEPLAY

80

A lot of features and variety, but the winning strategy is a bit too simple

OVERALL

81

A good fun game, that would have been great without teleporting troops

Meat Puppet



Tall slinky brunette running around in a snug outfit... why are we not surprised Dan Toose was keen to play this one?



All aesthetic preferences aside, I actually did look at this one as a game. Meat Puppet is an isometric shooter, which immediately makes one think of games such as Crusader: No Remorse/Regret, which have had so much success in this area. Unlike Crusader though, you're not a killer who's just picking sides... instead you're a woman who's answered an ad for "Nocturnal Missions", arriving to a cocktail party in a form fitting dress. The party is but a fuzzy memory though, as you wake to find yourself in a combat suit, a computerised partner, and in a position where you have no choice but to kill, or be terminated yourself by a detonator installed in your suit.

A bit one sided

Meat Puppet is set in the 21st century, and looks decidedly Blade Runnerish, which is a good thing since the game is set in LA. It's all there, the sterile grey walls, with flotsam and jetsam to help create that atmosphere of a future world in ruin. The visuals of Meat Puppet have both pros and cons. As a plus, the animation on all the characters is really quite nice, particularly for Lotos (that's you). There's a lot of attention to detail in both the background graphics and the various objects and creatures that you can interact with. Now whilst the various bits of scenery are very well drawn, and are brought to life with flickering neon lights and the ability to shoot those lights out, there's a gripe to make here. The scenery is awfully repetitive, like to a point where



you think "hang on, haven't I been in this room before?". A game so large as Meat Puppet would obviously require a hell of a lot of work to make a big enough variety of wall textures and decorations to make the whole thing feel like you're going somewhere new all the time, but it would have been worth it. There's excessive use of dark grey, making one "level" seem much like the one before. The only other downer for the visual experience is that you can't change the view at all, making it impossible at times to see where you're going, or if you're being attacked, when you are behind a raised platform. This might not have been an issue if the rooms were designed with this in mind, but it looks like Kronos got a bit lax at times.

The music and sound effects are pretty cool, although there's this one track that got so annoying I had to turn the music off to retain my sanity. The various cries of pain, and pleas for mercy that your opponents make are extremely satisfying.

Out of control!

The controls for Meat Puppet are nice and simple, however for an action game they don't handle as nicely as you would like at times. Lotos is a very nimble young woman, being able to perform backflips, forward flips, and graceful dive rolls off to the side to get out of the way fast. One problem however is that the controls aren't as responsive as you really need in an action game. If you're being shot at you want to dive to the side, firing as you evade, or at least be able to fire the instant you start to stand... but Meat Puppet lacks this. If you hit the key to dive to the side, it doesn't always happen straight away either, and having to position the mouse so you're facing the right way to be able to dive to the side can be frustrating. More frustrating is the way you simply walk/run about, which is all driven by the mouse. You may find yourself running to some point no where near where you were clicking, or stepping off a ledge that you spent a while getting to, simply because the controls deemed you were trying to walk one way, while you were trying to go somewhere else.

Meat Puppet does have its cool bits too. There are a variety of weapons with which you can use to take out the entourage of baddies, most satisfying of which is the rocket launcher (maybe I play too much Quake?). You can also enter a "look ahead" mode, which allows you to pick off targets before they get too close. While some of the enemies are pretty much sitting ducks, others are really fast, dangerous, and thus cool. Particularly cool is the Surgikill robot, whose flailing, rotating scalpel systems can turn you into dog chow in seconds. Some of the mechanisms are cool too, especially the meat grinder blades, which will puree even the most resilient enemy. This meat grinder, in conjunction with a helpless captive who has valuable information turned out to be gobs of fun...

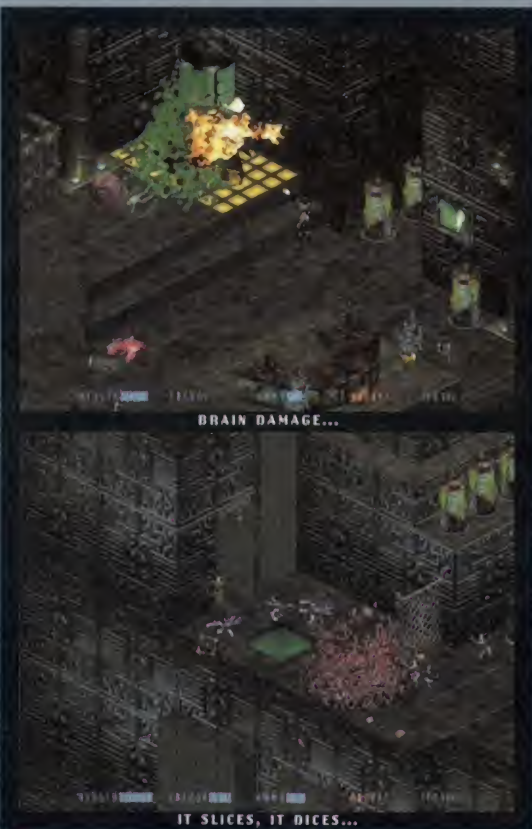
Meat Puppet is certainly not a bad game, but it just seemed to lack the pizzazz one might want in an action title, and the controls were definitely designed with the patient in



mind. Could be a great game for those that loved Crusader and other isometric shooters, but not everyone's cup of tea.

Meat Puppet vs Crusader

It's generally a rule of thumb to make sure you make some big leaps forward when you create a clone, and in all fairness, Meat Puppet is a Crusader clone, with less features, and less control options, making it a bit lacklustre. Things like an inventory with useable items would have added that extra bit of depth needed to make the game more addictive. Crusader fans may want Meat Puppet simply due to the lack of similar titles around today, but few will find it quite as riveting.



AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1
DEVELOPER: KRONOS
PRICE: \$79.95
RATING: MA15+
REQ: P100, 16 MB RAM, 2MB VIDEO CARD

FREAKOMETER
For the patient, or the Crusader junkies

VISUALS
81
Nice detail and animation, but awfully grey and repetitive

SOUND
80
Pretty good, except for one track that will drive anyone nuts

GAMEPLAY
68
The sluggish, fiddly control system spoils things a bit

OVERALL
72
A decent action shooter that would have rocked with better player control

Constructor



Stop & wait around

*Evicting helpless citizens and inciting riots...
and we thought Alex Swarbrick was always such a nice quiet boy...*



JUST GIVE EM PLENTY OF DOPE AND SUNSHINE...



In its simplest form, Constructor is a game of real estate developing, but that's like calling Quake a game for making new friends. The good folk at Acclaim have taken the long-term playability of games like Sim-City, fused it with the fun and multi-player mayhem of Red Alert and added a whole shovel-full of funky dirt to create a game fitting for the generations of jaded young game players out there.

This game is a bit of a departure for Acclaim, going by earlier titles like NBA Jam Extreme, Magic and Turok, and with its familiar top-down layout, clear graphics and nice mouse-driven menus, Constructor is a breeze to drive, but not to conquer. The core of the game is about buying land from the council, setting your trusty work teams out to build upon it, then managing the increasingly variable resource types (such as tenants, workers, money, police) in a way that allows you to expand in the way you want. But in no way will the slow and steady approach work- you've got to grab bite and fight for power in your search for world domination. In addition you've got to keep your tenants and council happy, build upgrades and special projects and, um, oh yes- kill thy neighbour. Don't make any mistake about this being an educational product for budding real estate agents, this is residential warfare.

Not so sterile

Don't let the fact that this is a strategy game based around money and resource management fool you into assuming this game would lack some character, because it doesn't. In fact, this is one of Constructor's main strengths, in that it adds some character to the genre with some very amusing visuals. The core of your growing neighbourhood are your tenants and they either pay you rent or pop out kids that will become the tenants, police workers or thugs of tomorrow. It's your job to keep them happy with trees, computers, garden gnomes and a fresh coat o' paint for the bathroom to avoid social collapse. You'll also need the services- police, jails, factories, subways- to keep a grip on your new world. However, in amongst your Joe and Betty Jones's, you've also got to develop a dark underworld of mob connections, hippy communes and dodgy pawn shops to supply you with the right low-life to spoil your enemies Saturday Fete and happy homelife.




Better with friends

Constructor comes with 4 maps and 5 main missions-ranging from making millions, keeping tenants happy or just plain world domination-enough to keep your games against the computer interesting for a while. However, the beauty of the game is that you can heap dirt on your friends too-up to 4 computer or human players can play over a network or you can go head to head over a modem- so that instead of calling in yet another blitzkrieg or air-strike against your opponent, you can instead start a rave next to her up-market estate and set your killer clown on her tenants, making for good entertainment and a lot of laughs. The AI for the game seems pretty clued and rarely is predictable.

A wide range of animations adds life to characters, and tenants may be seen practising tai chi in their yard, while police patrol your block and workmen take a tea break. While not fitted with a driving sound-track, the designers have made good use of characters and appropriate sound-effects to really bring your city alive. The only drawback I see is that initially developing your city can take a while and may get a bit frustrating, but once things get on a roll, it's never dull. Constructor gets my vote.



AVAILABLE: NOW
 CATEGORY:
 STRATEGY/SIMULATION
 PLAYERS: 1-4 (NETWORK)
 PUBLISHER: ACCLAIM
 PRICE: \$89.95
 RATING: TBA
 REQUIREMENTS:
 REQUIREMENTS: P75,
 16M RAM

FREAKOMETER

 Probably takes a little getting used to. It's not too serious though

MULTIPLAYER
 Good - Depending on your level of competition, it can make for a great MP experience

VISUALS
80
 Nice, clear graphics with extra humour heaped on top

SOUND
78
 Some very amusing Cockney accents in there

GAMEPLAY
88
 New twists and features as you play through will pull you in further

OVERALL
89
 A great blend of strategy and entertainment

FREAKS, GEEKS AND SOCIAL DROP-OUTS:

Constructor gives you an unsavoury line-up of loonies to terrorise your neighbours and enemies, including:

Hippies can rave just about anywhere and freak-out the cappuccino and yachting crowd while they're at. They can squat, drive out neighbours and attract other no-good longhairs.

Clowns are fun, right? Well this clown got a B for balloon animals and an A+ for grand arson at clown school. Give him a pack of matches and send him to play with your enemy's lawnmower fuel.

Hooligans don't just watch league, they have a knack for partying in unsuspecting houses, and thumping anyone who gets in their way.

The Gimp: Seen pulp fiction? Well apart from being an amateur stamp collector, this leather clad freaknut does with a chainsaw what Bruce Willis could only dream of.

Mr Fixit: A jack of no trade who can do a real job on your pal's apartment block- floods, fires, locust plagues- what a shame!

Add to this your everyday suburban collection of thieves, gangsters, zombies, poltergeists and crusty old voyeurs and you got yourself an impromptu army with a difference.



X-Com: Apocalypse



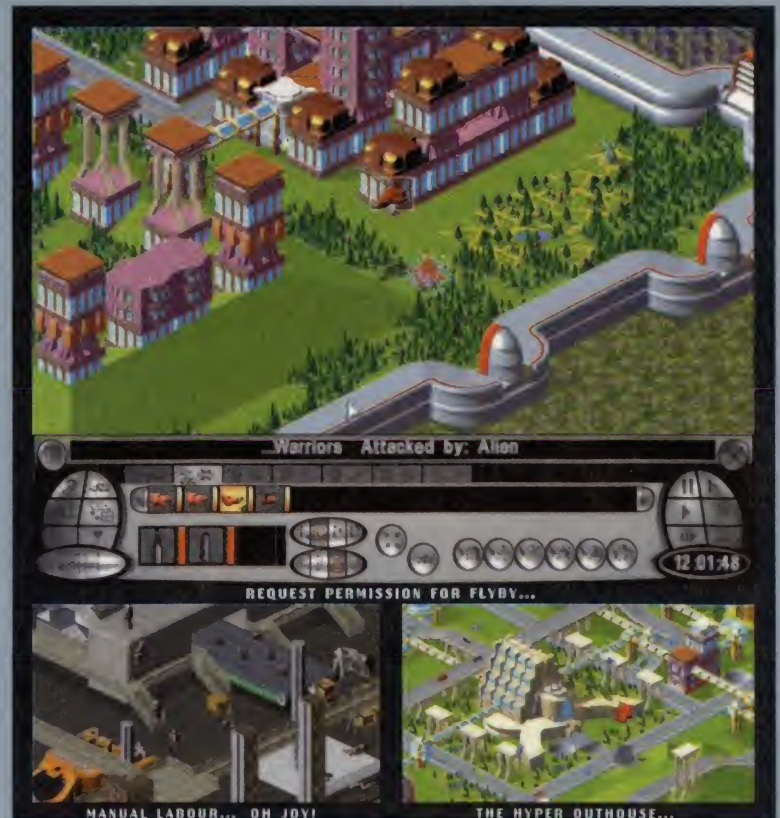
Having conquered small galaxies in his spare time, we let Ross Clarksmith handle X-Com Apocalypse.

The Aliens are coming! The Aliens are coming! AGAIN! That's right those pesky aliens you fought long and hard against in X-Com and X-Com: Terror From The Deep have returned. With the collapse of the Soviet block into a whole bunch of little countries squabbling over who has the best soccer team, or who was the most down trodden by the Communists, game designers have had to look elsewhere to find a supply of bad guys. Microprose have looked to the dark reaches of outer space several times and are still pulling out huge wads of top notch bad guys.

They're Back...

In X-Com: Terror From The Deep you had to go scooting all over the world's oceans in search of the terror and their booty, but now that Apocalypse is upon us we have got it made, yep that's right the aliens pop up right in the middle of our city. Welcome to the age of convenience. The city is a huge metropolis with different companies owning different blocks. The blocks are all different, some are luxury apartments, some factories and some slums. All of these blocks can be infested with aliens, and it is the job of your crack anti alien force to help the owners rid themselves of the unearthly beings.

So basically the game is just being a bit strategic and killing aliens for big business in a city right? So why would anyone want to play an old two time rehash of the original game? Good question! Those whiz kids at Microprose have thought up some trendy new ideas and whacked them into the game to jazz it up some, they also thought up a whole new bunch of aliens, and souped up the old AI. The new ideas comprise of working within a city. All the companies have some sort of political allegiance to either X-Com or the Aliens, or are somewhere in between. Now it may not seem like its worth your while to keep the big boys happy, but when they supply the ammunition for your weapons



or the fuel for your vehicles you need to keep at least a few on side. If your agents have to walk to a mission cause they are out of gas, they may find they aliens have already gone. Agents can use walkways to get to a mission, but this is only a good idea when it is right next to a base. This tends to happen later in the game when you have spread a few bases throughout the city.



The More the Merrier

Another new game concept is the squad. Last time you were limited to a group of no more than eight agents on a mission, being the amount of men you could fit in a sub. Now you can send any number of vehicles on a mission and you can have up to 36 agents swarming over the building searching for some alien trophies. Those 36 people are divided into six squads, and can be controlled individually, which is a bit unwieldy, or you can give each squad orders.

Once you zoom down into the isometric view of the individual strategic mission, you can choose to play in turn based sequence, or in real time. If you like your strategy pure, thought out and rational then turn based play will be the only option. On the other hand if you like to pump a bit of adrenalin and play more off the cuff, then real time might be a better option. Although with the new souped up AI, the aliens have learnt how to ambush and can make mince meat of a whole bunch of agents, so expect to loose more people in this version of the game, even on the novice level.

The aliens have been mentioned a couple of times already, and really deserve more than a passing comment, being for me the highlight of the game. There are the small sponge cake like guys that jump on your head and suck on your agents brain, either killing him outright, or doing the old mid control/ possession thing. Then there are the green skateboards that shoot barbs from their tentacles doing mega damage, but cut a mean ollie. The rolls of carpet that slide around are pretty docile but once they are blown apart they release five other fast snakey aliens that can ruin your whole day. As the game progresses, trickier and smarter aliens turn up to whoop butt in even weirder ways. Of course back at the base, boffins are researching and building new weapons and devices to help equal the teams.

The movements of the X-Com agents has been made more realistic in this version, with the addition of running, crawling and lying prone. All of these things are really handy as the main idea in combat is to use cover and protection to avoid becoming alien dog food.

The controls tend to be really awkward to start with, needing quite a few trips back to the manual to work out some of the ways to navigate your people through the city. Once you get the hang of it the layout does work, although it could maybe have been a little better thought out.



AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1
 DEVELOPER: MICROPROSE
 PRICE: \$89.95
 RATING: G8+

FREAKOMETER

You gotta love strategy games or earlier X-Com games to appreciate this

VISUALS
65
 Isometric view is fairly detailed, but the split levels can be difficult to navigate

SOUND
55
 Fairly average but at least it doesn't get repetitively boring

GAMEPLAY
82
 Solid depth in gameplay, but some mouse & interface problems were annoying

OVERALL
80
 If you like the old X-Com stuff, great. It may be a bit daunting for others though

» Syndicate Wars PlayStation

AVAILABLE: NOW
CATEGORY: ACTION/STRATEGY
PLAYERS: 1-4
PUBLISHER: EA/BULLFROG
PRICE: \$99.95
RATING: M15+



Last Christmas saw the arrival of the sequel, Syndicate Wars, and whilst still a great game, it proved to be just a little disappointing. The Playstation version of Syndicate Wars is a little disappointing again.

The SW plot paints the powerful Eurocorp Syndicate as the bad guy, as it controls most of the planet. Attempting to "liberate" everyone under Eurocorp's grip is the Church of the New Epoch - the so-called good guys. You can play as on the side of either group, and you can be certain that whichever you choose ("good" or "bad") you'll have to venture forth on marauding crusades to murder and destroy as many people and buildings as you can before your ammo runs out. Somewhere in the middle of all this is another group - the Unguided. These guys are pretty mysterious "free thinkers" who favour neither Eurocorp or the Church, and do their best to give you no end of hassle.

You control a group of four agents - guys and girls with guns, basically. Missions involve being dropped in a city and having to eliminate resistance, or one particularly important person, or steal something, or destroy a certain building, or "persuade" civilians to join your cause, etc. The great strength of SW is the freedom it gives you to complete the mission. Plus the weaponry and explosions.

Where the Playstation version falls down is in the visuals and in the controls (the control pads are too clumsy and slow). Simply, you'll need a mouse to get the best from this game. The advantage of not having a mouse is that you can play a four player game with each person controlling an agent. You will need FOUR players, though, as two or three will only allow you to have two or three agents. I tried playing with two and often found myself grossly outnumbered by the enemy.

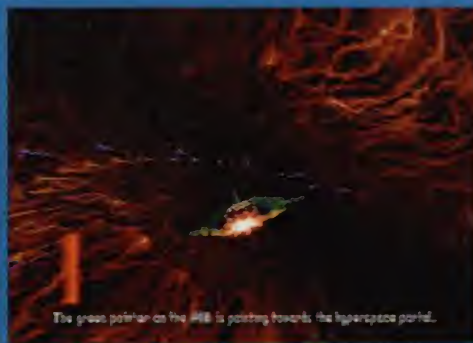
But, hey, it's still a great game.

DAVID WILDBGOOSE

VISUALS	72
SOUND	84
GAMEPLAY	86
FREAKYNESS	50
OVERALL	85

Darklight Conflict PlayStation

AVAILABLE: NOW
CATEGORY: SPACE COMBAT
PLAYERS: 1
PUBLISHER: EA
PRICE: \$99.95
RATING: G



The green pointer on the HUD is pointing towards the hyperspace portal.

In his inimitably eloquent style, George reviewed the PC version of Darklight Conflict a couple of issues back. Then, he found a reasonably entertaining game unfortunately scuppered by a hopelessly unfriendly control system. Thankfully, this Playstation version has no such trouble with its controls and can devote all its attentions towards the "reasonably entertaining game" bit. Hurrah! Playstation Conversion In Better Than PC Original Shock!!

Darklight's plot is a bit warped. You're a finely skilled fighter pilot from Earth whose combat exploits have raised an eyebrow or three of the Reptons, an alien race on the losing end of a long war with the Ovons. They kidnap you, stick things into your orifices, perform some mild genetic alterations (I thought this only happened to Texan farmers and their cows, but never mind) and send you off into battle against those Ovon scum.

There are fifty missions to fly, which is an awful lot for this type of game. And while they start out quite easy, they soon become fiendishly challenging and will ensure that this CD stays in your console for weeks to come. The missions are varied, ranging from intercepting enemy craft, escorting ships, clearing asteroid belts, and generally blowing up everything that moves.

Graphically, this is a beautiful game. Perhaps not nearly as stunning as the PC version in SVGA, but still quite gorgeous nevertheless. The only slight disappointment is that there are no cut scenes between the missions, just some ugly text saying congratulations before you view the next briefing.

The gameplay provides only two misgivings - one, you can crash into the hyperspace "wormholes", which is annoying, and, two, the radar doesn't quite extend far enough, which had me lost on several occasions. Despite that, however, Darklight Conflict is far and away the best space combat game on the Playstation and one that I recommend very highly indeed.

DAVID WILDBGOOSE

VISUALS	88
SOUND	80
GAMEPLAY	90
FREAKYNESS	40
OVERALL	89

Actua Soccer Club Edition PlayStation

AVAILABLE: NOW
CATEGORY: SPORT
PLAYERS: 1-2
DEVELOPER: GREMLIN
PRICE: \$99.95
RATING: G



Actua Soccer didn't exactly grab me by the goolies when it was released, though it played a pretty good game of kick the leather ball - there are simply better soccer games available. However, all the ingredients for a fun time are here, and the game looks very nice indeed. Here is the swanky Club Edition, giving you the chance to play as your fave Premier League team such as Chelsea, Manchester United or Liverpool just to name a few. Humiliating the other clubs is your goal, with the british commentator Barry Davies providing the classic broadcast quality commentary. The game engine is basically the same as Actua Soccer, and it seems they've done nothing to improve the gameplay. This really is just a Club Edition. None of the camera angles felt particularly comfortable, and finding your players can sometimes be tricky, but in Arcade mode with a bit of wiggling you can get one player to take the ball all the way to the goal and score... Which kinda makes passing the ball irrelevant and hence is not very realistic. The animation of the players is really nice though (motion-captured of course) and they all perform cool little sidesteps, body moves and other pieces of tricky footwork. Soccer games really need to be visually smooth though, otherwise it feels like your players are running around with weights tied to their ankles, and Actua Soccer Club Edition didn't have the greatest frame rate around. It's playable though, and if you're enjoying a good rowdy two player game, then you'll be drawn into the game - and that's surely a good sign.

ELIOT FISH

VISUALS	78
SOUND	80
GAMEPLAY	75
FREAKYNESS	30
OVERALL	77

Wing Commander 4

PlayStation

AVAILABLE: NOW
 CATEGORY: FLIGHT SIM/ACTION
 PLAYERS: 1
 PUBLISHER: ORIGIN
 PRICE: \$99.95
 RATING: M15+



Game Boy Gallery 2

Game Boy

AVAILABLE: NOW
 CATEGORY: PUZZLE/ACTION
 PLAYERS: 1
 PUBLISHER: NINTENDO
 PRICE: \$TBA
 RATING: G



Prehistorik Man

SNES

AVAILABLE: NOW
 CATEGORY: PLATFORM
 PLAYERS: 1
 PUBLISHER: TITUS
 PRICE: TBA
 RATING: G 8+



Whilst Origin has been diverting all of their development attention towards Ultima Online, it would seem they've at least got someone making sure that the PlayStation owners out there can indulge in some of Origin's earlier hits. Wing Commander 3 received a very healthy conversion to the PlayStation, but Wing Commander 4 didn't.

How do you sum up Wing Commander 4, without saying, "more of the same"? You don't, because that's what it is! Origin pull Mark Hamill out of the fridge again to take on the role of Colonel Christopher Blair. Luke... I mean Chris, gets called back into service to fight various naughty factions who are opposing all that is good and boring. It turns out that the naughty factions are the good guys, and you end up flying missions against the forces that enlisted you!

Wing Commander 4 has a rather sucky flight engine, which can be made to feel healthier if you've splurged on a dual analogue stick, as a lot of your craft's extra functions can be allocated to various buttons, making the whole thing less confusing in the heat of battle. The game is still playable with a normal controller, but requires getting used to.

The graphics in WC4 are really quite blocky compared to the PC version. Everything's very clear cut, yet doesn't really move smoothly and this could have been remedied with smoother flight controls. In the Wing Commander tradition, you'll be spending half the time staring at the stars, and the other half staring at FMV, as WC4 comes on four CDs, but the PC version had six... so we're looking at a cut down version. Don't expect the four CDs to make the game last forever though, as anyone really into the game (which will be most people) will finish it within a week.

Whilst being a reasonable space combat adventure, there's a couple of titles coming up will seriously outclass WC4. If you really want a game in this genre, you'd be better off with Darklight Conflict.

Dan Toose



The very first reaction you'll probably give or get from Game Boy Gallery 2 is "Way cool! Those Game&Watch thingies from that decades of decades - the eighties!". These are just so fondly remembered. You'll even notice the person playing this compilation trying to hold back a deep smile that emerges and fail to do so. Heck - this is gaming history in a cartridge!

GameBoy Gallery 2 is four of these games on the one cart. The first of the lot is the classic, Manhole. The aim is to move around the screen (in four positions, on two levels) and be the stepping stone for the stupid pedestrians that wander aimlessly by. Octopus is the most fondly remembered one. Dive dive dive! For the sunken treasure whilst avoiding the extending and retracting tentacles of the chunky sea creature. Oil Panic is the one that people will remember the most simply because it was a twin screen Game&Watch. This is the hardest of them all - you have to catch the falling oil drops in your bucket and safely dump these in a waiting bin. Also very frustrating. Fire is pure simplicity - provide a cushion for people jumping from a building on fire, and direct them into a nearby waiting ambulance.

Nintendo have also added a modern version of each classic, using your favourite Mario characters and Yoshi Island-esque graphics. They've tampered with the original gameplay by allowing you, in certain points in the games, to get back that miss (a life) you lost earlier. This hardly changes the original gameplay at all.

This is not the retro experience we had hoped for. While the classics are faithfully reproduced (the sounds too!), after about ten minutes of play you realise that these games are a bit too simple. Frustrating, slow, and extremely limited. If you've played them before, this GameBoy experience may kill your fond memories because you'll realise just how bad they were when you played them as a younger gamer. Sad, because they were AWESOME fun back then. Not worth the purchase unless you want to see where it all began, and just how far we've come from then.

MARCH STEPNIK



"it's not the operating system that counts, it's the quality of the game and the gameplay itself that satisfies gamers needs." Something along these lines is oft mentioned by Nintendo on its position in the gaming market - in relation to the Saturn and the PlayStation. Wise words indeed, for we all know this is the case. We play games not systems. However, when one system is being superseded by another, these words are hardly heartening for owners of the system about to go out of fashion. It's a time when you are pretty much forced to make the upgrade. Let's face it. How many new titles have you seen out for the SNES in the last 9 months? Bugger all. A pattern emerges. New system out, hot new games for it are pushed. Previous system is lavished with maybe one title every couple of months. Generally, title quality is low.

Enter Prehistorik! it's a platformer, and it looks a lot like the old Wonder Boy game. Someone has stolen your food store for the winter and if you don't get it back, the entire village is going to start eying each other with hunger during when it snows. The chief sends you off to get it all back.

Prehistorik is actually a decent platform adventure. You jump your way throughout the levels, collect bonuses, power ups, and extra lives. The levels, while hardly beautifully designed, do contain plenty of secrets to keep yourself busy. The other villagers also play a part in the game, popping up at various points and helping you out and generally providing a laugh.

Overall though, this is a title aimed at the younger console freaks out there. Tis a pity that the only title out for the SNES in ages isn't that impressive, because there should still be some life in it yet. Perhaps it's Nintendo's way of saying "Sorry bud. The SNES is dead, buy our N-6-4 instead".

MARCH STEPNIK



PGA Tour Pro PC

AVAILABLE: NOW
CATEGORY: SPORT
PLAYERS: 1 - MULTI
PUBLISHER: EA SPORTS
PRICE: ?
RATING: G



There's something about Golf on the PC which is strangely appealing. It makes goddamn boring TV, but that little swing-o-meter just tickles my fancy. Nailing the mouse click at precisely the correct moment is one of lifes little joys. Of course, an appreciation for the game helps too, and if you're the kind of gamer who gets off on knowing how far Fuzzy Zoeller can smack a ball, then PGA Tour Pro is your game. There was a time when Links Pro shat on PGA Tour from a great height, but now I'd say they are about even. Here we have realism in spades, with the golfers being actual video of the players performing chips, putts and drives all over the joint. There are movie fly-bys of the holes (three courses are included - Pebble Beach, Bay Hill Club and the TPC of the Scottsdale Stadium - though the game is compatible with all the PGA 96 courses), and little windows on the screen provide you with ball cams and reverse shots of the green. Now you can log into EA Sports Net and play a tournament with other geeks all over the world, which is kinda fun, and certainly where the longevity of a game like PGA Tour Pro lies. As a single player game, you need to be a bit of a golf fan to dig into the guts of the game, but the depths are there if you wish to plunge them. Every aspect of your shot can be fiddled with, and you can play skins, Stroke play, Tournament, Shoot-out or just practice the holes you're failing miserably in. One thing I've never understood with golf games, is why the swing-o-meter doesn't have markers on it for distance. Sure it's all about the power of the shot, and it's possible to figure it out with play, but sometimes if you're chipping uphill out of the rough onto a sloped green, it'd be nice to be able to switch on a "help" feature which shows you roughly where to click on the bar to get the ball where your marker is. It'd just be nice, that's all. For quality golfing, you can't really go past this EA Sports title, as it's got everything you could possibly want. Except for maybe naked caddies.

ELIOT FISH

VISUALS
83
SOUND
74
GAMEPLAY
78
MULTIPLAYER
68
FREAKYNESS
85
OVERALL
78

Duke Nukem 3D Atomic Edition PC

AVAILABLE: NOW
CATEGORY: 3D ACTION
PLAYERS: 1-8
PRICE: ???
RATING: MA
REQ: FAST 486, 8MB RAM, 2XCDROM



If you don't know what Duke Nukem 3D is then you probably still think digital watches are a pretty neat idea. So what the hell is so different about Duke Nukem 3D Atomic Edition? Well for one thing, the box is bigger and is a "negative" of the original (to give it a holocausty/hologramy look or something, I dunno).

What you're really forking out the dosh for, though, is an extra episode entitled "The Birth" (which is tres funky), screen savers, sound clips, images, two Win95 themes, some Aposee/3D Realms shareware and an audio track of the Duke Nukem 3D Theme Song - look out Steve Vai!

Technically, Atomic is a rather pissy attempt at a sequel just like Doom II and "Return to the Blue Lagoon". The gameplay and 3D engine are identical and the only differences are a couple of new monsters and a new weapon. The new monsters are the Protector Drone which is an alien that can shrink you, run fast, jump high and claw the crap outta you at close range (yes, this guy sucks hard); and the Pig Cop Tank, which is self-explanatory and also bites fairly hard. Weapons wise, you've got the Microwave Expander which is the opposite of the shrinker which causes your enemies to double in size until they explode like the fat guy in "The Meaning of Life". Duke has also been funned-up a little with some new samples (my favourites are "yipee kiy-ay mutherf**er" and "I'm gonna get medieval on your asses") and some not-so obscure references to "Mission Impossible" and Beavis and Butthead.

There's no denying Duke Nukem 3D is one of the most enjoyable 1st-person blow-em-ups so far, but would you really pay for it all again? The redeeming quality of this title is that it's more than a CD-ROM full of extra levels (let's face it who played every level on one of those monster Doom level ROM's like D!Zone?). At least with all the added extras, Atomic doesn't feel so much like you're forking out your hard earned bucks for an extra episode, a 2 minute 7 second guitar jam and some foam padding to rest your head against when you're tired from too much Dukeins.

GEORGE ARGY

VISUALS
82
SOUND
76
GAMEPLAY
88
FREAKYNESS
30
OVERALL
85

Muzzle Velocity PC

AVAILABLE: NOW
CATEGORY: TRY HARD STRATEGY/3D
PLAYERS: 1
PUBLISHER: DIGI4FUN
PRICE: ???
RATING: G
REQ: 486, 16MB RAM, 2XCDROM



"Time to get the IV drip and catheter out of the closet, rip out the phone from its socket and forget about the real world," I thought as I read the blurb on the Muzzle Velocity box. I drooled all over phrases like "combination of real-time strategy and 3D action", "WWII simulation", "play as a tank, plane, soldier or commander". Could it be possible that a game could combine two of the most popular genres of PC gaming? Sadly, the answer is no.

Muzzle Velocity is an excellent idea, but fails dismally due to poor execution. I mean, why the Christ does this game need 16meg of RAM (24 under Win95) and a 486 CPU to run graphics, sounds and colour that make Wolfenstein look like VR?

The gameplay is a combination of Command and Conquer and Z when in overhead view, with a capture-the-flag approach to territory acquisition. At the click of a couple of buttons, you can select one of your units and jump into the fray in 3D mode and see through the eyes of a soldier, a tank commander or a pilot.

The thing that gets me is that little things could have made the difference with this game. Having different voices for the different armies (why do my Weermacht and Yankees have pommie accents?), or even different music in the background would have distracted you from the average gameplay and lacklustre 3D graphics.

To its credit, Muzzle Velocity does have an excellent on-line manual which not only spells out how to play, but gives you tactics and a history lesson on World War II, tank warfare and the Geneva Convention, just in case you want to use that chemical warfare option which you don't have.

Digi4Fun, those crazy, developers from Liechtenstein, have promised us an expansion disk due later this year with more scenarios and equipment. Unless it contains a patch that completely rewrites the game to make it look like it wasn't produced in 1989, you're probably more likely to want a fuzzy mouse cover.

GEORGE ARGY

VISUALS
45
SOUND
48
GAMEPLAY
42
FREAKYNESS
50
OVERALL
45



Pandemonium

Saturn

AVAILABLE: NOW
 CATEGORY: PLATFORMER
 PLAYERS: 1
 PUBLISHER: CRYSTAL DYNAMICS
 PRICE: \$ 59.95
 RATING: G



Pandemonium was a bit of a love/hate title on the PlayStation, some people hating the restrictive 2-D action and others loving the sweeping 3D environment. Here it is now on the Saturn, and whilst the gameplay is identical, the graphics fail to match the impressive PlayStation version. For starters, the backgrounds and even the characters seem blockier and a little fuzzy, and whilst the animation is the same, the game slows down more noticeably than on the PlayStation. Due to the environment not looking quite as smooth, I found it harder on the eyes to pickout what to avoid, but when it comes down to it the game is the same and if you enjoy a good platform game, then Pandemonium may well be up your alley. You can play as one of two characters, Fergus a jester and Nikki an apprentice wizard. Whilst Fergus has a handy attacking roll manuevre, Nikki can jump higher and is easier to complete the game with, as reaching out of the way platforms and obtaining pickups is the key to getting through the levels. Each level is sprawling, with multiple paths to the exit in some cases. General you stick to the one path, with only 2D movement of forward and back - the environment pans around you with the camera angle changing to show you where you're going. The game is quite long, and it'll take a fair amount of effort to find everything in the game, so take a squizz if you feel like a bit of a platforming romp. Sega platforming purists are probably going to be more interested to see the Sonic game coming out in Japan around Christmas though.

VISUALS 78
 SOUND 75
 GAMEPLAY 77
 FREAKYNESS 15
 OVERALL 78

ELIOT FISH

Chaos Control

Saturn

AVAILABLE: NOW
 CATEGORY: SHOOTING
 PLAYERS: 1-2
 DEVELOPER: INFOGRAMMES
 PRICE: \$ 79.95
 RATING: TBA



Created by Infogrammes, those that brought us V-Rally, we were interested to see this one... However, the Saturn could have done without this one. The epitome of bad shooting games, Chaos Control should definitely have been picked up by Sega's Quality Control. We're talking full motion video, on-rails shooter with some of the dodgiest-looking effects I've seen in a 32-bit title. Compatible with the Virtua Gun, the first stages take place in Manhattan, where creepy extraterrestrial-type dudes are laying the city to waste. What's required of the gamer is an itchy trigger-finger and a some ultra-fast reflexes. As the pre-rendered video streams off the CD, you swoop and pan throughout the city plugging the baddies as they dive towards you... Now, if you successfully shoot one, there's this small problem with the footage being pre-rendered... Solution? Hey, just mask what the player has just nailed with a blobby-looking cloud effect. Who cares if the cloud continues to follow it's predetermined path, with little bits of legs and antennae sticking out from the edges. Truly awful. Truly, truly awful. Whilst this pathetically lazy bit of programming sends you into fits of vomitous rage, the action is moving so quickly that you can't help but keep your gun poised for more oncoming brags. If there's anything that will keep you playing Chaos Control it'll be the nicely produced FMV which carries you through the course of the somewhat predictable plot, but looking very spiffy all the way. However, this is one of the most basic and dull light gun shooters available for Saturn owners and potentially fatal for anyone becoming disillusioned with the platform. Fun for a night maybe, but Chaos Control is a sloppy piece of software.

VISUALS 62
 SOUND 60
 GAMEPLAY 55
 FREAKYNESS 10
 OVERALL 57

ELIOT FISH

King of Fighters '95

Saturn

AVAILABLE: NOW
 CATEGORY: FIGHTING
 PLAYERS: 1-2
 PUBLISHER: SNK
 PRICE: \$ 59.95
 RATING: M15+



Last issue we looked at the rather smelly King of Fighters '95 for PlayStation. Now before we reached for the clothes peg, we noticed that the Saturn version also came with a special ROM cartridge to improve the performance of the game.

King of Fighters '95 is a 2D beat 'em up that features characters from a whole stack of SNK games, all rolled into one. The particularly funky feature is that you can opt to either play the game as a standard one on one fighting game, or as a team event. In the team games, you choose three fighters out of the twenty-four that are available, and go up against other teams, with each fighter staying in till they run out of energy, when they are replaced by the next team mate.

Unlike the PlayStation version the visuals for King of Fighters '95 on Saturn, don't suck. Due mostly to the Saturn's superiority in handling 2D fighting games, and also the added bonus of the ROM cart. There are more frames of animation, although nothing to make it look stunning... just arcade perfect instead. This makes the gameplay feel that extra bit responsive, although maybe that's just better visuals playing tricks on me.

One thing that really sucked in the PlayStation version was the god awful loading times, which are forgivable in a great game, but PSX KOF '95 was tres lame. The Saturn version however has very short loading times, and as a result was a lot less tedious to play through.

Another improvement in KOF '95 for Saturn was the increased difficulty, which while it made me question my normally sound fighting game skills (which can get ugly), also made me believe the game would have more life to it, and probably make any fans of the arcade version a lot happier with their purchase too.

All in all the Saturn version of KOF '95 is not a bad title. It still doesn't rival titles like Street Fighter Alpha 2, but at least it's not a complete dog like the PlayStation version.

VISUALS 70
 SOUND 50
 GAMEPLAY 60
 FREAKYNESS 55
 OVERALL 65

DAN TOOSE

IT'S YOUR CITY...



Yobbos



Dodgy Repair Men



Gangsters



Squatters

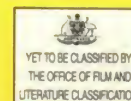
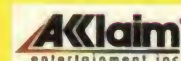
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Mario Kart 64

Part 2



Why is Mario Kart 64 so popular? It's the competitive aspect of racing turned up a few notches with the ability to play as dirty as dirty can be. There's little more enjoyable than watching your friend eat a spinning red shell as he tries to take you on the last stretch before the checkered flag. Using items wisely in Mario Kart 64 is the key to coming out a winner. For each and every power up there are a number of ways to use them to your advantage. However, there are also many instances where a perfectly good item is wasted because it is used at the wrong place or in the wrong manner. Ultimately, while it is the way an item is used that dictates where you're going to finish at the end of the race, it is also the way items are distributed that makes MK64 a beautifully balanced game. One of the most cunning aspects of MK64 is the ability to snap out a victory from the jaws of defeat, often at the very last moment possible, because of what you've been given at the item box pick up area. If you're doing well, you'll most likely get mushrooms, bananas or green shells, while if you're finding it hard to keep up, the game will grace you with more powerful items like stars, lightning bolts or the blue shell.

* Not only will you have more fun by collecting as many power ups as possible, you'll also perform better in the long run. This means the quick and effective use of the item you currently have and the preparation to get a powerup at the next group of item boxes.

* Both in grand prix mode and multiplayer mode, ALL drivers will go for the item boxes, so try to take out as many as possible when passing them. This way you can increase your lead if coming first or give yourself a better

chance of catching up when in the pack.

*The other bonus with the type of items and the way they are distributed is that you can set a sort of handicap for players new to the game. With SMK it wasn't very much fun taking on someone new to the game because you'd consistently whip their rosy red cheeks. With MK64, you can give novices a chance by being less vigilant with item placement and usage, and have a much more closer game than usual. In this way, you are happy and the newer player is encouraged to learn the tricks.

Bananas

Hard to notice in split screen mode and even harder to avoid, running over a banana causes a spin out and a temporary loss of control of your cart (you spin off in the direction you were heading when you hit it - including down a ravine or off a bridge). Single bananas at first glance look the least effective and lethal, but are quite a formidable weapon in your quest for the cup. The most obvious and beneficial way of using these is to litter them in the most inconvenient part of the courses in MK64. Just before bridges, during or after hairpin and blind turns, on narrow parts of the course, in a cluster of other course hazards, etc. will make negotiation of trickier parts of a course that much harder. Another way of using these is when in a tight group of racers. Line yourself up in front of the other driver (remember the helpful wide angle view - c-down button)



and then release the banana on the fly. Also, can be used as a defence from a green, red or blue shell coming from behind - just get the timing right and drop it as you're about to be smuckered.

Banana Bunch

Similar to the banana, the banana bunch gives you five yellow slippers at the cost of power (not as powerful a wipeout as the single banana). Running over a bunch banana will result first in your kart to waver a little, during which you can press the (b)rake button to prevent a spin out. Place strategically as you would the single banana's (see above). Or, when you get this item, ready it immediately. The 'nana's will trail your kart and you can then also pick up more items. In this mode, drive like a pissed fart and swerve as much as possible to prevent anyone passing you - those behind you should spin out on them. Can also be used as a defence from the shells.



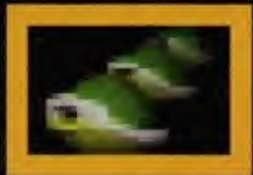
Green Shell

Bog standard and fairly boring, this item can be more trouble than it's worth. The green shell travels in a straight line, and bounces off walls and most other obstructions until it hits another kart. It also travels fairly slowly, so if you launch it ahead of you it is possible to run into it yourself! Best used in close proximity to another kart, either in front of or behind you. You can also use it to clear away a banana that is in front of you.



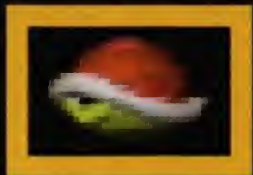
Triple Green Shells

Much more powerful and useful than the single green shell - you get three! Well, that's not the only reason. As SOON as you get this item ready it by hitting the z trigger or the c-down button. The shells will now be circling you, leaving you free to pick up another item at the next item box location. The beauty of the circling shells is that they act like a shield to protect you from almost any form of attack. Other racers that will try and take you on will now eat shell (providing you dart around a bit). You're also protected from banana's and the like.



Red Shell

The much more powerful and convenient version of the green shell. Simply fire these shells and forget about them - they automatically home in on the kart that was closest to you when you launched! The only problem with this shell is that it will often bomb out when hitting certain road surfaces and boundaries, so try to launch it on a straight section of the track. Once it's made it past the first few seconds of launch it's smart enough to follow the track and catch up to that offending driver you want rubbed out. Can't be fired backwards.



Triple Red Shells

Again, this item gives you not just one, not just two, but three, yes three! red shells to your disposal. Use much like the triple green shells - by readying them as soon as you get it so as to make room for more powerups. As a defensive device, the triple red shells result in a bigger wipeout when run into so drive aggressively when in a pack of racers. Extremely satisfying is picking up this powerup when trying to break free of cluster of four racers or so and managing to wipe out half of them in one swift swoop! One of the more lethal items in multiplayer.



Spiny Shell

The blue shell is the ultimate slap in the face to those coming first. It homes in on the leader of the race, and will generally take out any others along the way (not guaranteed though), to give that little bit extra to help you catch up. This thing has to be launched mostly on a straight or it can cancel itself out on a wall or boundary of some sort, and to give it enough time to lock on the race leader. Fun and deadly, this can be used anytime, and preferably as soon as possible.

Mushrooms

***Single Mushrooms**

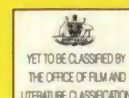
Probably the most underrated item in MK64, probably because most people tend to use these on a straight much like in the SNES version. Giving you a turbo boost of approximately three seconds, the mushroom gives you little advantage over speed when on a flat straight surface so use them on inclines (you do lose some speed climbing hills and jumps and things) or to cut corners. In most courses you can cut across the grass separating parts of the track easily with a mushroom boost, where otherwise you'd be lagged. Also used to perform the "jump the wall, railing or gap" shortcuts in the game.



NATURAL BORN BUILDERS



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***Triple Mushrooms**

Again, three versions of the above item. One of the more common mistakes people make with this powerup is using these in quick succession - rapidly tapping the trigger/c-down button to get the turbo effect. This is a big no-no and a complete waste. The turbo lasts for three seconds counted from the last one you used, so using them all in one go doesn't yield nine seconds of boost, rather three and a bit. So, use sparingly and be patient, and try to save it for the parts of the course where this would be more effective ie. where there are many hills, loops or hairpins in the track.

***Super Mushroom**

This baby is a beaut. Ten seconds of pure turbo mushroom power. This one you can activate as often as possible for the duration, and is in fact the encouraged method. While you are guaranteed a bit of a distance advantage at the end of the ten second boost, it is again wasted in rather plain and non-challenging sections of the track. Then again, it's easier to over shoot sections when boosting like mad, so use it where you most feel comfortable.



Fake Item Box

This one works similar to the banana - you drop it, someone runs into it and goes BOOM. Rather than spinning out, you get a class A wipeout and stop on the spot. In this way it is less powerful than the banana, which also causes momentary lapse of control. The beauty about this one is that it is virtually non-distinguishable from the legit item box. The only difference is that the fake item box has the question mark in the upside down position. For all intents and purposes though, it can be painted red because at high speed you CANNOT notice the fake item box. That is of course, if you placed it amongst other item boxes. Nothing sticks out more than an item box on its lonesome self, and most players will avoid this and remain unscathed. A total waste unless placed amongst other legit item boxes, with the only exception being on very narrow sections of track. If you get the timing right, you can drop the fake item and pick up another one straight away.



Star

The star is one of the most useful items in the game. It essentially makes you one very powerful karter for a limited amount of time. For approx. ten seconds, you drive 20 faster than the other karts, can wipe out other karts by running into them, have much better control of your kart, and best of all, are invincible to many of the obstacles in the course. With the star you can take on the train in Kalimari Desert, the traffic in Toad's Turnpike, the big egg in Yoshi Valley, the snowmen in Frappe Snowland, even the thwomps in Bowser's Castle to name but a few. This item will get you up in the ranks in no-time. Try to use near a set of obstacles or when near other karts.

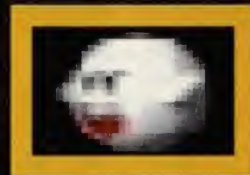
Thunder Bolt

This is the most underhanded item in the game simply because you have control of when to use it. Causing the other karts to spin out and then shrink, affected vehicles will drive a lot slower and be susceptible to a rather tasty flattening by your cart or other obstacles. This is one to take your time with - wait till the offending karts are near a rather nasty area, like the outer and second part of Bowsers castle, just before most jumps, near tricky turns or practically anywhere in Yoshi Valley. The Karts will spin out, lose control and mostly fall off the track. The best and most useful example is the big jump in Wario Stadium - use it just before the karts jump it and they'll pummel to the track below and have a hell of a time of catching up. Just be sure to check where the other Kart is at or what they are using for a kart on a zip (boost section of the road), in the air or under the influence of a star will be unaffected by the attack.



Boo

Useful most in multiplayer mode, the Boo is also very useful in grand prix mode. This power up will "steal" the item from the player closest to you, perfect no matter which position you are coming. Also, it renders your kart invisible to other players, and thus will not be harmed by green or red shells taken from behind or in front. You can also drive through most obstacles when invisible. When using just wait and see what the other player gets to prevent getting a dud item (for your position and situation).



THE DRIVERS

There are three main groups of drivers - the lightweights, the middle of the road (heh) and the heavyweights, however no driver is exactly the same in the handling department. There is "NO" best driver to use or one that has the best technique - they all have strengths and weaknesses and thus appeal more to your playing style than anything else. Find it hard to stay on the road around corners? Choose a lightweight as they lose less speed than a heavy driver of road. Stay on the road easily? Choose a heavyweight and ram other karts out of your way. For a challenge trying mastering Mario Raceway with each of the drivers. Basically, chose a driver that best suits your driving style. Here's the break down:



Peach, Toad and Yoshi - The Lightweights.

Lightweights have the highest top speed, lose little speed when off the track, and have the best acceleration.

However, if you take a corner without powersliding in a lightweight you lose a lot of speed and you also get knocked around much more by the heavy drivers - you'll come off second best if someone like Donkey Kong rams you one. *Peach is the heaviest of the lightweights and thus behaves more like Mario or Luigi's kart. Not the best choice of carts.

* Toad is the better than Peach and a one of the most agile karters if you think you can out run the heavy weights - he has the best speed, acceleration and handling.

* Yoshi seems to be the favourite of many people, and not surprisingly so. He has the benefits of Toad, with the bonus of being the best power slider. If you don't power slide though Yoshi loses the most speed.



Mario and Luigi

Boring and dull, these drivers are primarily for beginners that are yet to slip into the feel of the game.

Nothing special, nothing horrible about them, these are best used for a fair match in versus or battle mode two player.

D.K, Wario and Bowser - The Heavyweights

These karts are for those players that like it rough. Slow acceleration and speed loss off track is rewarded with a steady and fast speed throughout the race. You can also ram other karts and come out a winner. If you run into obstacles a lot avoid these as their acceleration times will really slow you down.

* Wario is the best of the three as he handles much like the other kart classes. * Bowser and DK are the heaviest and slowest of them all, so use them only if you are totally confident you can stay on the track and avoid the obstacles the game throws at you.



BATTLEMODE

Battlemode is a whole lot of fun - pure aggression in a suitably aggressive arena - the more players the better. While most tactics for the general game work here, there are some differences that requires a fresh look at the strategies you use to come out on top. For example, in Skyscraper and Big Donut you also have to worry about falling off the course - a very easy thing to do.

* The driver you chose is critical for the type of BM arena you chose. Generally, it's better to go with the lighter drivers as they offer much better control. While you can ram other players if you chose a heavier racer, chasing the other karts in this manner is rather unproductive and lethal in the Big Donut and Skyscraper stages. Generally, better control is your best weapon in BM.

* Speaking of weapons, most of the grand prix/versus mode items are gone in BM - instead, you get the shells (excluding the blue one), the star, boo, fake items and bananas. Try to launch your green shells directly at another player rather than just launching them as you'll more than likely get hit by them later on. Be more careful when lining up for a red shell launch cause you'll most likely waste it. Again, for the fake item boxes, put them amongst legit ones for best results.



* Use the spin (button A+B together) often. This way you can

quickly catch up with the other players rather than spending ages circling the arena for the other player just because you passed them at full speed in other direction.



* By far the best course is Block Fort. It has coloured sections that helps keep track of where the other player is, and has plenty of areas to plan a surprise ambush. Drop the bananas on the bridges linking the forts, as by the time the player notices it's there, it is often too late.

* Four player BM will make for a much more exciting game. Two player is much more careful and strategic, and due to the size of most of the courses, takes much longer to complete. You're really going to need friends (and extra control pads) to get the most out of MK64.



* If you get three green shells, it can be very dangerous to fire near a wall, as you may bounce the shell into yourself. If you're confident you can get close to your opponent, then simply drive into them and let the shells spin into them.

* Don't think of the star powerup purely as a defensive bonus, as you can slam into opponents and knock them flying. This is particularly handy against those that are constantly sitting behind a ring of shells.



* Bananas don't just cause you to spin out, they cost you a balloon, so be especially careful of them.



If you build it he will come



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Separation Anxiety

PC / MD

Level	Password
4	DCCPMH
8	MDRKJP
12	STSPCC
13	QPMJCV

Star Gladiator

PSX

Big Heads:

After you choose your character immediately press and hold **Right + Start + Circle + Square** until the match starts.

Dark Mode:

At the Vs. screen, press and hold **L2 + R2 + Down** until the fight starts

Play as Bilstein:

Enter arcade mode, then hold **Select**, highlight **Gore**, and press **X, Circle, X, Circle, Square, Square, Square, Triangle, Triangle, Triangle, X+Circle**.

Play as Blood:

Enter arcade mode, then hold **Select**, highlight **Bilstein**, and press **X, Square, X, Square, X, Square**. Now highlight **Kappa** and

press **Circle, Triangle, Circle, Triangle, Circle, Triangle**.

To finish, hold **L1 + R1** and release **Select**.

Play as Kappah:

Enter arcade mode, then highlight **Gore** and hold **Select**. Now go to **Hayato** and press **Circle, Square, Triangle, Square, X, Square, Triangle, Square, Circle, Square**. To finish, press **X + Triangle** and release **Select**.

Reset:

To reset the game while playing, press **L1 + R1 + Select + Start**.

Small Heads:

After you choose your character immediately press and hold **Left + Start + Circle + Square** until the match starts.

Fighters Megamix

SATURN

Choose your Opponent in

Practice Mode:

If you get at least 500 approved moves in the practise mode, you can replace your practice opponent from the Extra Options screen.

Hyper Mode:

To access Hyper Mode, beat 11 targets in Survival Mode.

Mini Game:

Delete all your **Fighters MegaMix** save data. Now beat course **A-H** but not **I**. Then place **O.K.** marks on 1200 moves in training. Now go to course **I** and press the **L** button. You'll enter a screen full of question marks. The object is to find the two matching pictures.

Beat it once to get a picture of Janet. Beat it again to get a picture of Janet without armour.

Beat it again ...

No Damage:

Fight 500 rounds to add a "No Damage" selection to the Options Plus menu.

Options:

At the character select screen press **Left Shift + Start** to bring up an Options screen. From here you can adjust the game's difficulty, fight length, and more!

Play as Niku (Meatloaf):

To play as Niku you must first turn on the Saturn 30 times with the **Fighters Megamix** game loaded (playing counts). This only needs to be done once. Now put the cursor on **Kumachan** and press **X**. Niku's moves are similar to **Sanman's**.

Play as School Girl Honey:

Beat course **A**. Then put the cursor on **Honey** and press **X** to be red, or **Z** to be blue.

Play as the Palm Tree:

To fight as a palm tree, play the game for 84 hours. Now go to **Kumachan** and press **Z**. You'll be the **Palm tree** from the **AM2** logo. Alternatively: Clear all courses with five different characters. Play 1000 games, then play course "I". **Kumachan** turns into the palm tree.

Prizes:

Beat courses **A** thru **I** to get all the hidden characters, more options, bookkeeping, and portraits!

Remove your Armor:

To remove your own armour in normal mode (as opposed to hyper mode) use the following move: **F, B, F, B+P+K+G**. This move is very tricky to work at first because the timing is delicate, but the effect is worth it.

Nanotech Warrior

PSX

Camera Lock:

This trick will lock the camera behind your ship. To activate, pause the game and press **Circle, Square, Triangle, Triangle, Circle, Square, Triangle, Start**.

Move Enemies and Obstacles:

This code will add some variety to the game by moving the enemies and obstacles in each tube. To enter it, pause the game and press **R1, R1, Up, Circle, Square, Triangle, L2, X**. The change will take effect on the next level.

Passwords:

The following passwords are for the **NORMAL** level of difficulty.

Level 1 - **Square, X, X, X, Square, S, Triangle, X, Square**

Level 2 - **Triangle, Square, Square, X, X, Square, Square, Triangle, X, X**

Level 3 - **O, Square, X, X, X, Square, Triangle, X, X**

Level 4 - **Triangle, X, Square, X, X, X, O, X, Square**

Level 5 - **O, X, Square, X, X, Square, Triangle, X, O**

Level 6 - **Triangle, Square, Square, X, X, X, S, X, Triangle**

Level 7 - **Triangle, X, X, Square, Square, Triangle, Triangle, X, X**

Level 8 - **Square, X, X, Square, Square, Triangle, X, Triangle, Square**

Pseudo First-person:

For an approximation of a cockpit view, pause the game and press **Triangle, Circle, Square, Square, Triangle, Triangle, Select, Start**.

Random Curving Tubes:

For a change of pace, pause the game and press **Circle, Select, Left, Square, Square, Down, Up, X**.

Ultimate Weapon:

To start the game with the



ultimate weapon (a **Lightning Bolt Special** with unlimited use), enter the password **X, Square, Triangle, O, Square, O, X, Triangle**

King of Fighters 95

SATURN

Play as Bosses:

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**.

King of Fighters 96

SATURN

Play as Bosses:

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**.

Play as Chizuru and Goenitz:

At the character selection screen, hold **Start** and press **Up, Y, Right, A, Left, X, Down, B**.

Run Backward:

After your character dashes forward, immediately press **Up-Left**, then **Forward** (don't release). You should see your character run backward.

Command & Conquer

PSX

View Entire Map:

To view the whole map area, press and hold **L1 + L2 + R1 + R2 + Circle + Square** while entering a password or beginning



as "RADARMY". Exit to the game select screen and quickly press **Left, Right, Square, Circle, Triangle, Triangle, Down**. A cheat menu should appear where you can choose all the options.

War Gods

N64

Cheat Menu:
On the title screen, press (on the d-pad) **Right, Right, Right, B, B, A, A**. A new entry will appear in the Options screen. The options are:
Game Timer - Enables/disables the game timer.
Easy Fatalities - Pressing **HP+LP+HK+LK** will trigger any Fatality.
Player 1 Skill - Modify amount of damage player one takes.
Player 2 Skill - Modify amount of damage player two takes.
Level Select - Allows you to always play at the chosen arena.
Play as Exor:
On the Selection Screen, press (on the d-pad) **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down** and choose any character.
Play as Grox:
On the Selection Screen, press (on the d-pad) **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left** then choose any character.
Unlimited Credits:
At the title screen, press **C-Left, C-Left, Right** (on d-pad), **A, B, C-Up, C-Right**.

Battle Arena Toshinden

PC
Enter these codes while playing:
FUNNYHEADS - Gives fighters big heads
LIFEISUNFAIR - Use number keys to

perform special moves
GIMMEJIM - Lets you select bosses
VIRTUALi - Changes perspective to first-person

Guy Spy

PC
Level Skip:
While playing, type "GETVONMAXGUY" to activate the cheat. To use it, press **F1**.

ZZT

PC
Cheat Codes:
While playing, hold **SHIFT** and press **?**. A black box will appear where you enter one of the codes below.
gems - Gain gems
torches - Gain torches
dark - Makes the room dark
-dark - Makes the room light
zap - Clear surrounding four squares
ammo - Gain ammo
+debug - Debug mode
-debug - Disable debug mode
health - Healing

FIFA Soccer 96

PSX
Cheat Codes:
Enter these codes while the game is paused. After you've entered the desired code, exit the Options menu and highlight "Resume Game". Press **Square** and it will appear. You'll need to start a new game to enable the options you've selected.
Invisible Walls: X, X, X, Triangle, Square, Square, Square, Triangle
Curve Ball: Triangle, Square, X, Triangle, X, X
Crazy Ball: X, Square, Triangle, X, X, Triangle, Square, X
Super Power: Triangle, Square, Triangle (x8)
Super Goalie: Square (x5), Triangle (x5)
Super Offense: Square (x5), Triangle, X
Super Defense: Triangle (x5), X, Triangle
Shoot Out: Square, Triangle, Square, X, Square, Triangle
Stupid Team: Square, Triangle, X, Square, Triangle, X
Dream Team: Square, Square,

a new game. Release the buttons when the mission briefing begins.

Independence Day

SATURN
Cheat Menu:
To unlock all the codes at once, go to options menu and enter your name as "RADARMY". Exit to the game select screen and quickly press **Left, Right, Up, Down, X, Z, Y**. A cheat menu should appear where you can choose all the options.

Independence Day

PSX
Unlock All Codes
To unlock all the codes at once, go to options menu and enter your name



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Triangle, Triangle, X, X, Square, Square

Secret Intro: While the introduction is playing, press Square, Triangle to view some bonus intros.

Shadows of the Empire N64

Maximum Firepower

Enter your name as "**_Jabba**" and start a game on the Jedi difficulty setting. On the doom-like levels, you will start with your weapons powered to maximum.

View Designers:

After you see the ending with view credits, press **Start** to return to the title screen. From here, hold **Up-Right** with the control stick and you will see the game's designers.

View Ending:

Start a new game on Hard and enter your name as "**_Credits**". When you start the game you will see the ending credits and a playing tip.

MDK

PC

Enter these codes while playing...

makemefull - Health once per level

masterblaster - Gatt powerup once per level

twistandshout - Twister powerup once per level

biggrenade - Homing sniper grenade once per level

486willbeslow - Allow 486 machines to run

Codes for the patched version:
inedabiggun - Super Chain Gun powerup once per level

holokurtisfun - Dummy powerup once per level

nastysHOTthanks - Homing sniper grenade once per level

tornadoaway - Twister powerup once per level

486ok - Allow 486 machines to run

Redneck Rampage

PC

Enter these codes while playing:

rdall - All items and full health

rdclip - Toggle clipping mode

rdelvis - Toggle God mode

rdguns - All weapons

rdinventory - All inventory

rditems - All items

rdkeys - All keys

rdmonsters - Toggle no monsters mode

showmap - Shows map

rdskill# - Change skill number (1-4)

rdunlock - Toggle locks

There is a Level Select code also, but let's just say it wasn't fit to print!

40074DFf12

TNN Hardcore 4X4

SATURN

Bonus Vehicles:

To access these vehicles, pause the game and enter the desired code.

Black Mother Truck: **B, Left, A, C, C, A, Right.** The announcer will say, "Push it to the max!"

Tank: **A, B, Right, A, C, A, Down, A, B, Right, A.** The announcer will say, "Attack the track!"

To drive a tank you must be in

the "War Zone" circuit.

Pause the game and enter any or all of these...

External Camera View: **Right, A,**

Left, Left, Y, Down, Up, Left, Left.

Make whatever lap you're on the final lap:

Left, Left, Left, A, A,

Left, Left, Left, A, A, A.

Three Turbos: **C, Right, A, Z, Y, C, A, Right.**

SonicCD

PC

Special Stage:

Enter the Sound Test screen, and enter 7 in all the boxes. When you play that sound, a secret stage will appear.

Brahma Force: Beltlogger 9

PSX Game:

At the "Press Start button" screen, hold Upper-Right + X + Square, then press Start. The enemies attack and defense power will be greatly reduced, and you'll get more time to complete a level.

Flight Mode:

Finish the game in less than 1:30:00, then use Controller Two to hold L2 + R2 and press X. While playing, press R2 on Controller 1 to fly up, or L2 to fly down.

Harder Game:

At the title screen, press L1, R1, L2, R2, Square, X, Triangle, Circle.

Sony Demo Disk 3

PSX

Goodies:

Go to the games box and press R1 or L1. The box will spin around and reveal a code. Enter this code to view previews and more codes.

Gunner's Heaven

PSX

Cheat Codes:

To enter the codes below you must watch the entire opening cinema. When the title screen appears, hold L1 + L2 + R1 + R2 and press **Select**. The words "PUSH START" will change to "SECRET CODE" with two letters behind it. From here you can use **Up** and **Down** to change the first letter, or **Triangle**, and **X** to change the second.

Debug Mode: Enable cheat codes, then set the code to **MA** and press **Select**. Change the code to **SV** and



press **Start**. The following commands must be entered using Controller Two:

- Up** - Boosts weapon power to maximum for 10 seconds
- Down** - Toggles voice mode
- Left** - Change gunlock type
- Right** - Skip area and disable invincibility
- Triangle** - Toggles invincibility
- Circle** - Increases bombs
- Square** - Change weapon type
- X** - Increases weapon power-up time by 30 seconds
- Level Select:** To use these codes follow the directions for the "Cheat Codes" trick above.
- 2 - MA
- 3 - UT
- 4 - RH
- 5 - MK
- 6 - HT

Special Codes:

- To use these codes follow the directions for the "Cheat Codes" trick above.
- QB** - Makes player large
- CM** - Makes player small
- MV** - Display smaller buttons by pressing any button on Controller 2
- SS** - Weapon power-up time starts at 999 seconds
- YI** - Start with nine bombs
- TY** - One hit kills player

Mortal Kombat Trilogy
Nintendo64

Menus

During the story screen, press the following buttons very quickly: **HK, LK, RN, LP, HP, HP, HP, LP, LP**. If it is done right you'll hear "OH-MAW" and you'll get BOTH the Red and Blue question marks. These question marks will open up some hidden extra options which are outlined below. Choose either question mark for different options.
Bonus Game of Space Invaders
On the pit stage, if a silhouette

goes over the moon, press the **Z** trigger when it is over the moon.

Exploding Babalities

To do this, you must press **HP, LP, HK, LK**, after you enter your character's babality command, and before he/she turns into the baby.

Fight Kameleon:

If you hear the word "Toasty" on the Star Bridge stage, quickly press **Down + Start** to fight Khamelion.

Harder Game

For a greater challenge in one-player mode, highlight **Kano**, then press **Down + Start**. You will hear Shao Kahn say, "You'll never win." When you start a new tournament, there will be plenty of Endurance matches to go around. The Champion ladder has: fight Kameleon, then Motaro, then A LOT of Endurance matches, then Shao Kahn. Some of the Endurance matches have at least "SIX" guys to fight in the same match!

Level Select

Highlight Sonya and press **Up + Start**

More Options

During the story line, quickly press **Left-C, Up-C, Right-C, Down-C, L, R, R, R, L, L**. If you were quick enough, a tone will sound and two new selections will appear on the Options screen.

Play as Human Smoke

To play as Human Smoke, press and hold **Away, High Punch, High Kick, L, R** before the screen says "Fight".

Play as Kameleon

At the story line, press **Right-C, Up-C, A, B, Down-C, Up-C, Right-C**.

Play as Motaro

This trick only works on the Desert and Wastelands. Choose anyone, but before the match starts press and hold **Away + Low Kick + High Kick**. When the match starts you will morph into Motaro.

Play as Shao Kahn

Select the Rooftop stage, Pit 3, or Kahn's Kave. Before the match starts, hold **Down + High Punch + Low Punch**.

Random Character Select

To select a fighter at random, highlight Saibot and press **Up + Start**.

Ultimate Kombat Kode

To enter Ultimate Kombat Kodes easily, all you do is when the story screen comes up start rotating your control pad in a clockwise direction. After a few rotations the Kombat Kode screen should appear.

Unlimited Credits

For unlimited credits, press **Down, Down, Up, Up, Right, Right, Left, Left** at the attract mode screen.

Killer Instinct Gold
Nintendo64

All Options:

For access to all options, press **Z, B, A, L, A, Z** during the story intro.

All Uniforms:

To enable all colours without training, press **Z, B, A, Z, A, L**.

Change Colours:

When selecting your character keep pressing **Up** or **Down** to cycle through all that character's colours.

Level Select:

In two-player mode you can select your starting level as follows. While selecting your character, hold any of the following button pairs. Hint: If you'd prefer to play alone simply let the other player's timer run out.

- Up+QP** - Wolf Castle
- Down+QK** - Bridge
- Up+QK** - Stonehenge
- Down+QK** - Dojo
- Up+MP** - Jungle
- Down+MP** - Dungeon
- Up+MK** - Museum
- Down+MK** - Spinal Ship
- Up+FP** - Space Ship
- Down+FP** - Street
- Up+FK** - Helipad
- Down+Z** - Sky Stage

Play as Gargos:

To play as Gargos, press **Z, A, R, Z, A, B** during the story intro.

View Ending Credits:

To view the ending credits, press **Z, L, A, Z, A, R** during Story Mode.



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HYPERR

Just to make you all insanely jealous... we're going to show you another screenshot of **Final Fantasy 7**. Why should this make you jealous? Because it's the English version... which you won't be able to get your grubby little paws on till November. We imagine we'll be finished the game by then somehow. We'll keep throwing in teaser grabs as we find cool stuff in the game...



RANDOM ACCESS

FLIGHT LIEUTENANT **TAG** FIGHTS VALIANTLY AGAINST THE MIGHT OF THE EMPIRE - BUT, ALAS IT IS A LOST CAUSE AS WE KNOW THE EMPIRE IS A LOT COOLER



HYPER Letters
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Strawberry Hills, NSW 2012
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EGO OF THE MONTH

Dear Hyper,
I'm challenging all your staff to a game of SFAII, I believe I am the best in the country. Let me get one thing straight though, I'm no run of the mill player. I'm the ultimate, I'm the unbeatable. I've beaten everyone at my arcade! My nickname is Akuma ya know. This challenge is open to you and also the most dedicated fans of Hyper and Street Fighter. If you don't print my letter, I guess I'll know then I am a champion!!!!!! If you do decide to fight, print a number I can ring to contact you. I'll be awaiting a challenge.

AKUMA

P.S This is no joke, I'm full on serious Akuma,
Well aren't we full of ourselves? You know what's worse than a sore loser? A bad winner. There were several games I beat everyone at in my local arcade too (back in the good old days when I had time), but I didn't get any stupid delusions about being the best player in the country.

For starters, none of the Hyper crew (all three of us) are SFA2 junkies, so there's no point in challenging us. You may as well challenge some random person wandering through an arcade. As much as we like the game, we don't have time to spend mastering every game we like, and I openly admit you'd no doubt beat me if I played you. Secondly, stop shooting your mouth off and go do something constructive like take a trip to the big arcades in the city (like the George St arcades in Sydney), and hang around long enough to see the best regulars coming in. If you can beat the best at the biggest arcades (the best players make an effort to go there), then you'll know you're the shit. Thirdly, if you do go to the big arcades, and end up beating the best players there, then you'll KNOW you're the best, and so will those that you beat... You'll lose all the respect and praise you earned as soon as you start mouthing off, and you may find that some of the top players will refuse to play you if you mouth off too much in the first place.

We did print your letter... you're not a champion, and you won't be till you just go out and beat the best. Go enter a comp or something.

GAMIN' GIRL

Dear Hyperpeople,
I have now been a regular devotee to Hyper for a long time now and consider

myself a gaming guru, owning a PC, Playstation and N64 (no cheap task I might add). There is one thing however that has always made gaming difficult for me, and that is the fact that I am female of the species.

Now, I don't mind the fact that games are basically made for and by men (the thought of a Barbie N64 game makes me shudder in fear), but I know there are more gaming sistas out there that feel intimidated by the big bad world of gaming when they needn't be.

Anyway, enough of my raving, now some questions,

- 1) That amazing Chiaroscuro pic by Mr Mat Brady was incredible! Any chance of it being made into a full size poster?
- 2) Being an absolute Star Wars buff, I bought Shadows of the Empire and love it like a brother. Any news of a sequel?
- 3) Please, please tell me if you have any news on Final Fantasy VII or Zelda 64?
- 4) I second Mr Ecs call for a little photo of you guys in the mag. How can us gals think you are cute if we don't know what you look like?

May the force be with you.

PRINCESS LEIA

Leia, Gaming is becoming more popular among women as time goes on. Sure, games are still mostly male orientated, but given time, I think we can expect to see the whole gaming scene being far more androgenous.

- 1) Hmm, we're going to be doing a poster issue of Hyper soon, so maybe we'll put it that... maybe we'll ask Mat and see.
- 2) Nothing has been shown by Lucasarts to suggest so, although there was a rumour going around about one.
- 3) Well, FF7 is scheduled for a November release, and Zelda 64 is probably not out on PAL format till Feb-March next year.
- 4) We've had enough mail in recent months asking for photos of us and the office to make it obvious that it's what the readers want, so next issue we're going to do a bit of a feature on Hyper... Who does Hyper, how it started, how the magazine gets made, why we do some things the way we do, etc. We hadn't really considered using the magazine as a vehicle to make women think we're cute. Someone actually asked for pictures of our homes and stuff... that's a bit too scary.

64 HYPE AT HYPER?

Dear Chaps at Hyper,
I was building a nest out of Hyper magazines when I stumbled across a feedback address, since my eggs are laid and my belly is full of worms, I decided to drop you a line.

I don't like the idea of the "Freak-o-meter". Can't someone just look at the type of game being reviewed and decide if the game is to their liking or not? Also there is no indication of how

difficult a game is in your reviews. Such a crucial factor Oh well.

Me thinks there is too much hype surrounding the Nintendo 64, sure the Machine and the games are good (excluding Cruisin USA) but they're not SPECTACULAR! Heck slap a 64 on the end of something and everyone goes berko! What about when the standard of gaming will be 64 bit, heh, these games are going to look pretty silly. Just imagine Mario 16 or Metal Gear 8, ...ha ha! I can't wait to see it happen! Eventually it's going to get up to 128 bits and Nintendo's going to look ridiculous. Why doesn't Hyper review bitchin' games like Panzer Dragon 2? And don't give me all that bird shit about you only review stuff that gets sent to you! I'm telling ya, us birds have to get up off our tails and go look for grubs and twigs.

Hyper entitles Sega's new machine as "Black Belt", my source says it's called "Eclipse" ... One of us is wrong. I won't comment on how good your magazine is, as I know you hate that.

Thanks

THE HYPER BIRD

Birdy, Some people can't "just look at a game". Screen shots don't always tell the whole story, and readers in remote areas may make all their purchases by mail, so the indicator as to whether or not it is a niche title is important to them. As for a difficult factor, that's usually not applicable, since most games have built in difficulty adjusters, and thus there's only a handful of games that it becomes an issue with. Also, what one person may find hard, another person may find easy, simply because they have a natural aptitude at that sort of game... so I encourage the reviewers to just say in their review if the game was WAY too easy or WAY too hard.

Sorry if it seems we're berko about Nintendo lately (we're not doing it consciously), but this is pretty natural that when a system is still in its infancy, everything is examined, since how it goes now is crucial as to it's future. Looking at the lineup of upcoming console games for the rest of this year, we're probably going to be accused of being pro Sony if anything, and it'll simply be because the PlayStation will have lots of stuff coming out compared to all the other consoles.

We did review Panzer Dragoon 2... in fact I did it when I first started for Hyper... and it got a big rubber stamp. We can't review stuff that doesn't get sent to us... but don't think that means we don't ask for the titles we didn't get. We were going to review Vandal Heart for PlayStation this issue, but the company that are distributing it didn't seem to want to part with a final copy of the game, since they figure they'd be



LETTER OF THE MONTH

DO YOU GUYS LIKE... WORK?

Dear Hyper,
Great Mag! Keep up the good work. I have a few questions and I hope will get a reply soon.

- 1) what kind of Qualifications do I need to work in a computer mag. Such as Hyper?
- 2) Is there much competition for jobs in computer magazines?
- 3) Do "Art Editors" put much of their own work in the magazine? Do they decide on the layout?
- 4) Could working on a computer magazine lead onwards & upwards or is it a one way street?
- 5) What is a normal day like in Hyper?
- 6) Is the pay any good?

Thank you for taking your busy time in reading this fax. I hope to hear your answers soon.

D. STRUCTOR

Mr Structor,

Sorry this wasn't as prompt as you might have hoped, but we don't have enough time to answer all the faxes... so we add them to the letters pile.

- 1) A comminations degree would help, and a sound knowledge of video games (old and new) is essential. The main hurdle is the lack of positions. More on this next issue's feature.
- 2) Sort of, the positions don't tend to be strongly advertised, as the mags usually ask people they know could do the job, rather than let sobs of people just apply.
- 3) This one had us in hysterics... Yes, Steve does all the layouts (except ads)... he also does things like the Hyperactive illustrations, choose images. I might offer my opinion, but the visual representation of the mag is his responsibility.
- 4) Ask me in ten years time...
- 5) Fun, but it's not all just playing games. Imagine you HAD to look at games all the time... imagine you couldn't play your favourite game this week, because you were too busy having to review other games that you weren't so interested in...
- 6) To tell you the truth it's... Oh, Hi Phil...



losing a sale. Of course us doing a double page review on the game would probably help them sell a shitload of copies, but we're not responsible for their lack of logic. We won't pay for a copy when other companies are supporting us, and you, the readers, by simply giving us the product to review. That would be giving favouritism to the companies that DIDN'T support us. Black Belt is the title the overseas media gave to the next Sega console. Until we hear of the actual title that Sega are giving to the system (one that is confirmed by Sega), we'll keep calling it the Black Belt. I hope your source is wrong... Eclipse is a nice word, but an awful name for a games console.

NO QUESTIONS ABOUT GAMES

Hi,
Just a suggestion, I think you should put your competitions on coupons so you can send in the comps you want in one envelope! A vast improvement. How much Hyper mags do you distribute every issue. Must be shitloads?

Random access cartoon looks neat, but hard to follow, what the hell is it about? What's that guy doing?

Now some, uh, um more questions.

- 1) What music does the team at Hyper like?
- 2) Could you have a page or two on new music that you guys like just for something different? A breather from games, the strange OUTSIDE world and what their doing you know just other stuff!
- 3) I really, really, very much love 26 Red'. So what are you going to do about it?
- 4) Can you print this or I'll cut my fingers off with a spoon.

Thanks a lot
ZENIDITH
Zen,
Comp entries on coupons... so we can waste half our time opening envelopes and sorting all the coupons into different groups? No thanks. Also, this means cutting up mags would be compulsory. As for how many issues we distribute, we circulate around 35,000 copies each month, varying a little depending on the time of year. Random Access is about two guys who are getting zapped

from "game to game" within a computer as part of an experiment. It's up to Ollie (the artist) to let it go where he pleases... one might be abstract, the next might be really coherent.

- 1) My current favourite is a band called Built To Spill. We'll ask Eliot and Steve in the feature next issue.
- 2) I've said this before, I'd like to, but that means less room for games stuff, and people buy Hyper for games info. People buy music mags for music info... get the idea?
- 3) Suggest you save up and buy their stuff.
- 4) Take it easy...

Wipe me
Dear Hyper
Congratulations on the great magazine. I only have a short letter a couple of questions.

- 1) Will there be a Wipeout 3, if there is when will it be coming out?
- 2) How come there are not as many Mac games as I.B.M games being reviewed? Congratulations again.

From **TIM D**
Tim,

1) God I hope so. However, Psynosis didn't suggest there was going to be one at E3, and when Andrew Iredale was visiting the Psynosis office in the UK, he asked if they were going to do one, and they said no (that was a while back though).
2) Well, for starters, there are no where near as many Mac games being released. Most Mac games are ports of PC versions, and are so similar to the point where there's no point in printing another review. No bias against Mac... Eliot and Steve are proud Mac owners, and we all work on them in the office.

I'M A LOSER BABY

Dear Hyper
In the July 97 issue I have noticed in your picture advertising Mario Kart 64 where Scott no-mates said "I can race against 3 friends what use is that". One of the pictures has a feather as the item although the item is not in the game. I wondered if it was a cheat that you guys figured out or whether it's some special version or what! Please print my question or else!!

From **MR LOSER**
You loser,

It's an ad, we don't make them.

GRRR GEORGE

Dear Hyper,
This is a GREAT magazine don't get me wrong, BUT I was angered, that for the first time, I have noticed, one of your reviews was biased! I am, of course, talking about the Need For Speed II review (#45 July). I thought this game was excellent when I bought it, about one month before the review was published mind you! The reviewer George Soropos (glad to see the back of him!), started off with the review claiming he didn't like the original and down right and bluntly insulted it, then why in hell was he given the job to review this?? Perhaps you should have given it to someone who had played the original and didn't dislike it so the review wouldn't reflect these biased opinions which are WRONG. I and millions of others across the world, bought the original and thoroughly enjoyed it and I suspect a similar result with NFS2.

Another complaint, (not at Hyper though), is that why are people so hell bent on getting an R' category?? People must be VERY sick individuals if they must see peoples' guts being cut up or someone shot dead! Some games even show people getting shot in an MA' category, so I can't even begin to imagine what they might show in an R' category! The R' category would only cut out scenes of violence. A game can quite easily imply violence to fit into a MA or M category and still have the same story!

Throughout this debate people are often saying the people in Canberra made this law etc. Bull!!! 99% of the politicians that stay in Canberra are from everywhere BUT Canberra so get your facts straight! And leave Canberra alone!! We don't want YOUR POLITICIANS!

A couple of questions:

- 1) What version of NFS2 did you review?? The map shot looks heaps different to my version.
 - 2) Why did you write the price was: \$89.95 when, a few pages later, Toys R Us has an ad for: \$68.99??
 - 3) When do you actually write the magazine? As in how long before it gets released?
- One more thing: Bradley, I

agree, to some people Quake is life! Maybe that's why they want to ban 'R', imagine people being obsessed with an 'R' category game!

Yours,

ANGRY, ACT

Angry one,
We don't hold grudges against old games to the point where it affects the way we look at the sequels. I don't expect that to be obvious to a reader out there that doesn't know us, see us working, etc, but it's true. For example, George's review of Rage Racer was in the positive, yet he didn't like Ridge Racer or RR Revolution. To be honest, you wouldn't have been any happier with anyone else from Hyper reviewing it, because none of us thought much of it. The driving and physics model was terrible (which is important when you're trying to control a car at high speeds), and we're not going to "leave to popular opinion" and say otherwise. We're quite certain other games mags give high scores to games that due to an anticipation of public approval. We essentially feel that giving our honest opinion is of the utmost importance, and if that means disagreeing with the public, that's too bad. At least you know we're not buttering any of our reviews up to score brownie points with readers...

George doesn't do reviews in Hyper anymore, so I guess you've got nothing to worry about with his racing reviews. I'm going to shock a lot of you by saying this, but we're getting kind of tired of all the fuss that people make about game censorship. To this day there have only ever been a couple of titles refused classification in Australia, and it's REALLY simple to order them from overseas. Prove to the politicians that their attempts at banning stuff are futile by ordering anything you can't buy here, from overseas.
Carmageddon got through, and that's about as offensive as it gets. Yes, it's not as good as it should be, but don't let a situation you really don't have to let affect you get you down.
1) PC version... final.
2) We ask the distributor for their RRP. If a retailer wants to sell it at a different price, that's their business.
3) We work on each issue for

four weeks. It takes around three weeks after deadline for the mag to go through the processes required to get copies of the magazine printed and available. So some bits are seven weeks after we wrote them, others only three. Some games we get pre-releases of, others we don't. It depends on how secretive/stingy/helpful the developers and publishers are.

WHO'S AN ASSHOLE?

To Those assholes at Hyper,
I'm not writing this letter to tell you guys at Hyper how mighty you are, but to express my opinions on the soul blade "censorship". Now can you tell me why the Fu*k Namco had to censor Li Long's Numchuks. Now I know they are very dangerous weapons, but in many other games there are weapons. Such as Rocket Launches, Machine Guns etc, I mean Turok Dinosaur Hunter even has Nuclear weapons, much more dangerous than 2 numchuks. So I hope you (Dan) can give me your views and opinions on this subject.

P.S I also heard that some other weapons in the Pal version of Soul Blade were censored, can you give me a full report on this.

YOURS FAITHFULLY
DAN KILLER
Dear shitface,

My views... Firstly, I personally don't care. I'm far more concerned with the gameplay than whether or not Li Long is using a weapon that looks exactly like the arcade version or not... I'm more worried about other things. I don't think this censorship achieves anything, but it doesn't bother me either. Since you're obviously dying for an explanation, I'll give you one. Numchuks are something anyone can make with a bit of chain and two bits of pipe, and thus a readily available weapon to the general public. You can quite easily kill someone with a set, and video games that "promote" use of these street weapons are often viewed upon harshly by censorship committees. Rocket launchers cost most than your parents probably make in a year, and as a result are inaccessible to the general public, so using them in a game is considered "an unrealistic fantasy situation".

P.S I didn't notice any other weapons being any different, and I played through in every mode with every character in both the PAL and NTSC versions.

DIMBO DAN

Dear Dan Toose

I have a question for a truly great mind to ponder, But I'll ask you instead: If, as Hyper constantly maintains, video games do not cause kids to become violent or aggressive, why on earth are they always beating the shit out of each other at my local video arcade?

JULIE

Julie,

Heh, I understand completely Julie. I think what you've got there is a case of adolescent males being adolescent males. They could be hanging out at the beach, the local shopping centre, or anywhere else, and still just be beating the crap out of one another. Some teenage guys act this way, others don't. I can't actually say that in all my years of hanging out at arcades I ever saw a fight break out... maybe there's something in the water round your area.

GET A GRIP...

I'm in a bit of a dilemma.

Here's my story. I was eagerly waiting for my new Hyper (#43) when I got bored and decided to play with my "Stick Of Joy". I played with it for so long that by the time my issue of Hyper arrived my "Stick Of Joy" was more like a "Stick Of Sadness", as it was red and shrivelled. Anyway a bit sad and concerned I started reading my new Hyper and when I got to about page 8 I saw the magnificent FreeD. I thought great! I can play video games and have the feel of a "Stick Of Joy" in my hand. However then I saw the price tag, \$150. That's ridiculous.

What should I do? Should I ask someone else if I can use their "Stick Of Joy"? Should I buy the FreeD just for the fun of it? Or should I wait until my "Stick Of Joy" goes back to normal? PLEASE help me!

THE "JOY" MAN

Erm, the FreeD ain't what you'd call the most useful controller in the world. Other than that I don't know what to tell you... all I know is I don't want to shake your hand.

STREET FIGHTING FANATIC

Dear Hyper

Up until now I've grown to like your mag. I've overlooked the fact that although other magazines albeit better magazines had 17 page specials on SF II with official capcom art and in depth coverage on the backgrounds of each character. I've thought Hyper "yeah! Kinda cool mag! But you obviously don't give a stuff about us 2D Fighting Fans.

I mean SF vs X men? Where is your page telling me how great it is, while "other" mags had story lines, Gouci cheat and ending screens compared to your "it's a saturn exclusive!" Five centimetre snippet.

"Oh Shoce!" I read that exact thing in EGM a month before (which is actually a month behind.) Making you 2 months behind the rest of the world.

Game Fan has its mag chock full of the artwork from it's games reviewed as well as heaps of coverage!

Cyberbots? SF vs Marvel Super Heroes? Samurai showdown RPG? Darkstalkers 3? SF compilation? Where is your "Guess what games are about to come out?" Nooooooo, we don't hear about it till we've been playing it already for 3 months. Anyhow here are some questions I doubt you'll be able to answer for me.

1) Super Puzzle Fighter II. 62? What do you know that the rest of the world doesn't? It's way up in the 90's in everyone else's 100's!

2) Street Fighter V (animated), When do I get to see it?

3) Street Fighter animated (the game), I have screen shots of this game from about a year ago and was slated for the 3DO and playstation. So what happened to it?

4) Are there any places in Australia where I can get Jap Music CD's? (Game Music)

5) Special Sakura, what's so special about her?

6) Blair, Allen etc.. From SF ex, how do I play them?

7) As you can tell I am the last of the dying 2D Fighting Fanatics. Pleas tell me there are others that own every single version of SF? I can't be the only one. Write to: Mat, 137 Aberdore Road, Cessnock NSW 2325.

Thanks for your time.

MAT

Mat,

There's a very simple answer as

to why we don't do 17 page specials on Street Fighter... That's the sort of stuff that we find boring, and frankly, so do most people. Street Fighter storylines.... Come on, they're about as important as Quake storylines. I'm not going to sit here and crap to you that we do as an extensive coverage in games like SF2 as some other overseas mags do, because we'd rather divert attention to new titles coming up that people aren't familiar with, than try and tell people the useless details about the 78th version of SF. In 1991 SF2 came out, and SF3 came out this year, six years later... Besides some minor alterations for things like counters, combos, and the special art meters, it's really still the same game with a few (read FEW) extra moves, and some different characters. Now let's look at what your average console game was like six years ago, and what new console games look like today... there's a difference worth talking about. We LOVE SF, but the game has in essence, and in terms of gameplay, changed so little through the versions that we don't consider storylines to be "gaming news" anymore. At some stage soon, we'll probably do a feature on the history of 2D fighting games, and naturally we'll look at all the versions of SF that have appeared through the years. As for us doing previews/release dates on SF games for console. We tend not to bother till there's confirmation of an Australian release. Right now, there are scheduled release dates for Super SF Collection, Marvel Super Heroes, Street Fighter 3, and Darkstalkers 3 for PlayStation and Saturn (although word is SF3 is not going to come to PlayStation due to the machine not being able to handle the game - due to the RAM and graphics chips). We've known about Samurai Shodown RPG for a while, but Samurai Shodown 3 was so unsuccessful on the PlayStation in the PAL market, that there's a very strong chance it will result in SS RPG being Japan only. SF EX Plus is also coming to PlayStation. Capcom release dates almost ALWAYS fall back, so while we can expect SF EX Plus and SSF Collection soon, the rest may not be available in

Australia for another six months. Yes, our previews will be short, because anyone even vaguely interested in SF games will have played the arcade versions, so the only news we can tell people is any extra features that Capcom have announced.

1) It was just another Tetris clone with the Street Fighter label tacked onto it. It was no better than any other Tetris/Columns clone, and got scored appropriately. We reserve 90's for games that break some new ground in some way.

2) No official distributor in Australia as yet (this will hopefully change), Only likely way of getting one is going to Chinatown and getting a copy, which will probably be NTSC, so make sure you have access to a NTSC video before you hand over the bucks.

3) Capcom no longer seem to acknowledge the game's existence... Looks like it got canned.

4) Gawd, you'd really have to ask the import games stores that are in the Chinatowns around the country. Or possibly record stores in Chinatown too. The game distributors don't get anything like that imported in.

5) That seems to remain a mystery. Probably some obscure special move added in.

6) All sources we found suggested the machine had to be installed (running) for 460 hours, and the characters would then be available. This may be affected by machines being turned off in some cases, so if they're never available at your arcade, see if the owner will leave the machine on for you to find out (although that's 19 days, so don't expect a yes).

7) I hope someone does Mat, because you're obviously passionate about SF, and you'll need someone who's just as freaky (in a good way) to share your enthusiasm about the intricate details of all things SF.

IT'S - A - M E . . .

Dear oh mighty ones,

Your mag rules! (I am a happy subscriber), no more butt sucking Please answer my Questions!

1) I have played Mario Kart 64 and it rules, but a Brit mag said it was a terrible game. What do you think?

2) What exactly is this "Black

Playstation" what does it do? Is it 64 bit?

3) Are any good SF games coming out on the N64?

Thanks a lot guys, your the best. Yours faithfully

MARIO

P.S Who Answers the letters?

P.P.S The slot part in the letters "Random Access" is cool! Keep stuff like it up!

Thanks

Dear Mozza,

1) I think the guys who work for the Brit mag must either be thick, or be playing it single player.

2) You could always back order issue 44 and read our feature on it. In short, it is a development tool for use by those who want to code PlayStation games. It requires a PC and some programming skills to be of use.

3) No SF games scheduled for the N64 yet! Pretty amazing. Maybe now's the time to spread some sort of rumour about Sega and Sony paying off Capcom to keep them from bringing SF to the N64. Why not? Everyone else spreads rumours.

P.S. Dan

P.P.S. Ollie says "Thanks!"

AXE, THE DEMORALIZED

Hey Hyper,

I gotta bone to pick with you, I have just read you're latest issue, a couple of Playstation and Saturn owners are upset that they have to take a back seat i'm the mag to the N64, what the hell do they have to complain about at least they have a place i'm the mag at all, unlike the Super NES and the Megadrive, which you just stopped printing anything about, no reviews, no previews, no news updates and worst of all no more cheats. I actually thought you're mag was great, looked forward to it coming each month, but not now, now all I can think of when it arrives each month is how much money I'll get out of my friend who actually bets you'll print anything at all about his megadrive. Just because a system is a couple of years old does not mean you can forget about it, their are still people playing and having fun with these systems, even the Nintendo, Sega Master System and the Atari Lynx version I and II. After all this I do have one question, is there a hope in Hell that Duke Nukem 3D will be coming to the Super NES. As you

can tell I'm not very happy, so answering my question might restore some of my lost faith.

Your demoralized reader

AXE

Axe,
While there are still thousands of SNES and Mega Drives floating around out there, it'd be a brave (or stupid) gamer that would declare they'd rather stick with their 16 bit machine than get a 32 or 64 bit console. No one talked about the SNES or Mega Drive at E3, and why do you think that is? They're not up to scratch anymore. Due to several requests like yours, I've asked Nintendo and Sega to send us SNES and MegaDrive releases for Byte Size reviews, and have asked UGH to include any cheats for new releases of these games, but don't expect much Axe, because you're clinging onto the past, when everyone else is enjoying the present, and looking forward to the future.

DVD YET?

Hey Hyper... I know it may be a little early to ask the questions but you'll answer them anyway. The D.V.D...

- 1) When is it looking like the DVD will be released?
- 2) How much does you reckon they'll be for the P.C?

Stay cool chuffed Duffers...

STUART VAN EYSDEN
Stuart,

Sorry I cut most of your questions, but the first answers made the rest obsolete.

- 1) There was next to no DVD presence at E3, and it is probably safe to say that we won't see much in the way of PC DVD support for at least a year.
- 2) There is a DVD drive available now, and it is costs several thousand dollars. This is part of the reason there's no support for the thing yet.

NOT AN ELEPHANT

Dear Hyper,
... Damn, I can't remember.
Julian Cap.
You paid \$0.45 to tell us that?

BUGGY BETHESDA

Dear Hyper,
Do you know why Daggerfall (Bethesda Softworks) on my PC/CDROM keeps having errors in the middle of the game. I even gave it to my friend to try and it did the same thing. The errors were Invalid Quest

Objective' and all this other shit.

Also, is C&C: Tiberian Sun coming out?

Thanks for your time

JOSH CURRIE

Josh,
I can truly sympathize with you, because I got right near the end of the game, but due to a bug, the game would not advance me into the last couple of quests, and thus all the time I had spent on the game was wasted (although I did have fun getting there). All I can advise, is that you download the latest patches from <http://www.honesty.com/jackel/dagger/espda3.html>

This site will also provide a complete walkthrough, which will help you figure out if you're stuck due to a bug, or due to you simply not figuring it out. That may sound like cheating, but if you're doing the right thing, and it's not working, you really deserve to know.

We hope Tiberian Sun is coming out, but Westwood didn't mention it at E3. The fact that there are billions of C&C clones appearing now might be forcing Westwood to make sure they make Tiberian Sun a lot better than the rest.

STILL CONCERNED...

Dear Hyper,
It's me again, concerned PSX owner' from the April issue. Just thought I'd voice my opinion again.

Firstly I'd like to have a go at Sony. What the heck was that letter? Some sort of explanation? Pretty shit actually. This Sav reckons 2% die. Every PSX owner except one that I know have had their PSX die. I'm a lucky one, I flogged mine off and got a N64. I'm sure many others have done the same. This Sav also said, "The warranty of PSX is for 12 months, which is on par with other high-end consumer electronic products in Australia". Has he not heard of Nintendo? Life time warranty me believes. Oh, well I don't have to worry, especially about that hermaphroditic necrophiliac.

- Now the inevitable.
- 1) How much will the 64DD be?
- 2) When will Zelda 64 be out?
- 3) Why does my brother insist that my dog's bumhole smells like his dick?

Thanks for your time and precious magazine space.

Yours sincerely

FUNKY MUDGE MAN.

FMM,

Once again, if Sony want to reply, I'll let them.

- 1) The US launch price was speculated at US\$199, but that was a while ago, and considering the actual console costs \$149 in the US, we can't imagine the unit costing more than US\$120. That would probably mean an Australian price of around \$200. This is all unconfirmed though.
- 2) Early next year
- 3) Why do jokes like this grow tiresome?

NUDE RAIDER FANATIC

Dear Hyper,

Could you please confirm or deny a few rumours which I read in a pommy magazine called "Computer and Video Games". I am suspicious of these rumours because they appeared in the April issue, and these guys have been known to print April fools jokes in the past.

1) The first rumour stated that "There will be a fighting game coming to N64, PSX and Saturn called Ultimate fighters, this game is supposed to feature characters from Tekken, Fighting Vipers, Virtua Fighter and Tohshinden." The article also contained screenshots from the game.

2) There was also an article on a cheat for Tomb Raider which state "If you press certain buttons on PSX, Saturn or on the PC Version move the joystick left and right, if this is done to a certain rhythm Lara will become naked. Once again they had screenshots featuring a fully naked Lara.

3) Is there any chance that you could put in a poster featuring the woman who Eidos have hired to be Lara Croft. (Preferably naked)

Thank you for your time and can you please print my letter.

ANDREW

Andrew,
1) Namco, Sega and Takara all working together... you had good reason to be suspicious of the April fool.

- 2) That one was a joke, however, Ben (PC Powerplay) told me he was getting a patch next week (after our deadline) for the PC version of Tomb Raider that makes Lara nude. Not that we're overly excited... really, if you wanna see naked

women, go get a girlfriend, or watch SBS.

3) No. However, if Elizabeth Hurley ends up taking the role of Lara Croft for the proposed Tomb Raider movie, I'd be lying if I said I wouldn't be tempted to do a self indulgent special on her... erm, I mean the movie... umm.

FEEL THE NEED...

To Hyper

Firstly, just to be like everyone else, I'm gonna tell you how much I love your magazine. Everything about it is cool except for 1 thing. On the page where you have all your competitions why do you feel the need to put in such ridiculous questions. An example of this is in issue 43- May where you put "how many squirrels have won the noble prize for literature" and you had to send it to Arnie's biceps are bigger than my volvo comp"! I mean if this is supposed to be funny HA-HA, you guys must be the funniest people on Earth. Anyway now that I have that healthy bit of criticism out of the way I have some questions.

- 1) I'm a bit of a sim-freak and when reading the Review section of your wicked magazine I noticed that Theme Hospital is only on PC but since I don't own a PC do you know if Bullfrog are bringing out a Playstation version?
- 2) I know that Twisted Metal 2 was only just released, but owning both the TM & TM 2 and loving them dearly I was wondering if there was any news of a Twisted Metal 3?
- 3) Can you use Mad Catz steering wheel for Twisted Metal 1 & 2 on Playstation?
- 4) Now that the N64 is out in Australia will Sony slow down on the release of new games, to put work into the Playstation 2 or won't it affect it?

Thanks
LUKE PALMER, WA
Luke,
The questions for comps are just whatever ridiculous crap we think of at the time. The object is not to make the comps hard to guess the answer... get the idea?

1) The going story was that the Japanese market wouldn't take to it as "hospitals are taken very seriously in Japan". I know that's the stupidest reason in the history of the world for not

porting a PC game to console, but that was the response we got.

- 2) No sign of a third game as yet.
- 3) Yes.
- 4) Other way around. Sony is pushing to get more titles out, to try and keep well ahead in terms of choice of games. The folks responsible for designing the 2nd PlayStation will be a research and development team, rather than a game design team. So this won't affect Sony developing games.

ALL KARTED OUT

Dear Hyper,
Having read your May edition and just bought Mario Kart 64, I feel compelled to contribute some unmentioned facts, and personal opinion, for the sake of Hyper readers' perception of the game. Firstly, the game's too damn easy! I finished it the day I bought it on 150cc and extra mode. All the tracks are very easy, except one: Toad's Turnpike i'm extra mode, which is annoyingly hard. The only challenge in the game occurs when you get screwed by opposition drivers with half a lap to go. Second, in multi-player games, the winner is decided far too arbitrarily. Items play way too big a part in winning matches, and no matter how well you drive, people behind you always drive faster. Thirdly, the tracks are over and over again. I'm fact, I have grown quite bored of the game in less than a week. In my opinion, Mario Kart 64 doesn't even count as a racing game, it is almost exclusively for multi-player action. In this aspect at least, the game can be played for hours on end. My rating: Graphics - 80%, Sound - 65%, Gameplay - 75% (single-player) 91%, (multi-player) overall - 83%.

Questions: What overall rating did you give W02097? Will there be a Metroid 64? Which is best of Turok, Doom 64, Hexen 64 (with four player action) or should I wait for Quake 64?

Yours sincerely
SEAMUS BARKER
Seamus.

This is why we've just added a multiplayer section to the score column. The review scores are now mostly a reflection of single player gamings. The multiplayer section is to indicate if the game is

better/worse/the same as a multiplayer experience. Scoring multiplayer is tricky considering some games are a chore to get working multiplayer, and in the end are no different. We may well change the way we "score" them in future. We gave WC2097 95%. Yes there will... So we're told anyway. I'd say Turok... Simply because it offers something new and has 3D monsters that look real. Quake 64 is probably a fair way off yet.

CHEATING SIBLINGS

Hear Hyper,
Firstly, I'd just like to say that I've been reading your mag for ages now, and I get as much joy from each issue as I do from a brand new game.

But the reason I wrote in, is to complain to you about something that gets me real angry. My brother sees, when I buy a new game for about \$100, (ie. Mario 64), I expect to get a full life, and a lot of enjoyment from the game. Then along comes my brother (while I'm not there), with his Super Mario 64 Playguide, and gets halfway through the game. And it's not like it's just Mario he cheats on, every time we get a new game, he searches through all our mags to find a cheat or a playguide for it.

And it's not like I don't appreciate your cheats and playguides, it's just that I always believed that cheats were for when you were finished with a game, and/or totally bored of it.

I really can't afford to keep forking out cash for new games, then having them spoiled by him. Please give us some words of wisdom. I'm sure if he'll listen to anyone, it would be you guys.

Your biggest fan
Ernak
Ernak,
Tell your brother to use a different save file to you. If he wants to cheat because he's incapable of getting through the games on his own, then let him. Really man, just stand up for yourself and take the games away if he insists on screwing up your saved games.

PLEASE PULLETH THE FINGER...

Dear Hyper
We aren't going to rave on

about how good your mag is so don't get your hopes up. We just wrote to complain about the crappy selection of current N64 games. Nintendo gave its high quality machine a huge launch with a whole 3 games which all were S*ithouse (with the exception of Mario64), but Wave Race and Pilotwings were so poxy, wave race was good for about the whole hour, then it was pathetic and I wouldn't even fart on Pilotwings, what did it sell??? 2 or 3 copies?. Then came the cream of the crop Crusin USA and Killer Instinct gold.... boy they were so great.... NOT, I've seen better race games on my old Atari 2600. Shadows of the Empire was brilliant.... The first level I was jumping with excitement then that excitement went down the dunny with the rest of the game. Turok was ok for a Doom clone except

for all the crazy jumping and I can't comment FIFA '97 (but it does look good). Mario Kart 64 is the only real exception its a riot, although a few more battle mode tracks would have been great. The point we are trying to get across is that Nintendo needs to pull their finger out, Sony probably had 3 times the amount of games available at the same time after its release. Well that's what we have to say on the subject.

DAVE, DREW, KEV, BRAD, WA, D, D, K, & B,
Get my hopes up? You make it sound like reading the default praises at the beginning of each letter has the same impact every time. The answer here is simple, you don't seem to like the system much yet, so don't buy one. If however, you've already bought one and are hanging for new games, it looks like the titles are about to start rolling in, so you should have a bigger range of games to choose from soon.

QUESTIONING THE BIG N

First of let me say that I own both a PSX and an N64, and would own a Saturn if I didn't spend so much on games for the other two. Having said that I hope there will be no accusations of 'pro-this' or 'anti-that'. When I first bought my N64 it was because some of the games looked to be 'beyond' what the playstation could manage; Wave Race 64

and Mario 64 in particular. When I first played these games my first thought was 'my God look at those graphics', then 'my God marvel at this gameplay' and then 'my Playstation, much as I love it, could never do this'. I obviously never thought that my playstation would be forced into early retirement, but I did think that the N64 would be opening doors previously unreachable by my little grey box.

It's now only three short months later. I've finished Turok. I was disappointed by SOTE, KIGold (obviously, but I was desperate for games). The only 'new' games since I bought the N64 that have been anticipated by me and have turned out cool are ISS64 and SMK64. Meanwhile, there has been the ongoing shotgun-like onslaught of PSX titles - many of them miss but there is still quite a few hits. This makes me question Nintendo's 'quality, not quantity' policy. Personally I am quite happy to have 10 new titles released a month with only 3 of them being worth buying, as opposed to 1 or 2 new games a month that may be brilliant. 30% of 10 games is a better 'kill-count' than 100% of 2 games. (And as I've said above, I don't think all the N64 games have lived up to their promise)"Still", I told myself, "at least I've got Mario64, Wave Race 64 and Rapid Racer, which doesn't look quite as sexy as Wave Race64 but looks set to feature the cool physics that make Wave Race as cool as it is. Although I'm sure that the PSX titles aren't likely to blow away the N64 titles, I'm sure the gameplay will be at least comparable and at the end of the day that's what I bought my N64 for - gameplay that the PSX couldn't match.

I still believe that the N64 can and will reach the parts that the PSX can't. However, as things stand now every month extra we have to wait for the new N64 titles is a month that programmers have to learn new techniques to push the PSX. While comparing third and fourth gen. PSX titles to first

gen. N64 titles may seem a bit unfair, that's life and at the end of the day, when the PSX is completely maxed and is being fully coded in assembly, it will be time for a new version which is likely to match whatever level the N64 has reached at that time.

I know that you can't just say 'give me the games quicker' and expect it to happen. What I expect though is that Nintendo start taking an active role in getting games on shelves quicker - give developers more support and when games are finished don't delay releases for 'marketing' purposes. We need the games!!

DAREN QUINLIVAN
Very valid point Daz. Naturally it is imperative to ensure that your system has some top quality titles that the gamers will always be able to go back to, or look back on with fond memories. However, all you need to do is get one hundred gamers, and ask them, "Do you really like Super Mario 64?". Now most of them will say yes, but a few will say no, and that then prompts the question, "Well, what do you like?". Sony may not have a platform game that rivals Super Mario 64 in terms of depth, graphics, and gameplay... However, they do offer so many titles that you're bound to like some of them. Some game that might not have impressed anyone you know, may turn out to be perfectly suited to you. Sony are riding high now since Nintendo's lack of titles make them look like they've got heaps. You'll find that N64 games will soon start to become second generation, like Banjo Kazooie for example, which looks to be Super Mario 64 number 2. The third party support will start rolling out more now, and the lack of games will become less of an issue over time. The battle between Sony and Nintendo will change over time, and it will be interesting to see what Sony's next move will be once Nintendo have enough games to cater for everyone's needs.

NOT TALL

To Hyper,
I have read every single issue (1-46) and I think that the magazine is great. At first I started reading for the cheats, but as time went on, I started reading the reviews, news and letters.

With the news I think that it shows a lot of people what's happening around the world. Reviews show people what games you yourselves like - not what we like - so to all those morons asking Hyper for advice for the best beat 'em ups, shoot 'em ups, racing or sims, don't bother as Hyper have no idea as to what your personality is and how you may react. At the time of writing this I do not have a console system or a PC. I just recently sold my SNES as my local games shop allows me to play N64 whenever I want. My point being that it doesn't matter what system or games you've got but to just be happy because it really annoys me when people write in and place their own opinions on to how Hyper should rate the games they review.

Alas, my letter would be incomplete without some questions I would like answered :1) I recently started playing Warcraft II on my friends PC and I love it. Soon I'll be buying a N64 and I was wondering if you knew of any plans for this to be released on the N64? And if so, when?

2) Do you think Dark Reign will come out on N64? If so, when?

3) When the N64 becomes linked to the net will we be able to play multiplayer games against someone with a PC?

See ya,
SHORTY
Shorty,

Sometimes being told that the readers didn't agree with a review scores is a good thing, because it lets us explain why we gave it the score we did, or it simply breaks the routine of letters that just ask questions we've already answered before. We're never going to get EVERYONE to agree with us, so we don't stress when someone sends in a letter saying they disagree with us, since let's face it, a whole bunch of other people did agree with us. 1) It will be coming out on the PlayStation, and quite possibly the Saturn too. No news of an N64 release. 2) This is very much a PC thing, and I wouldn't expect to see Dark Reign on any console.

3) That remains to be seen, as it all depends on what sort of protocol the DD64 will use with its modem capabilities. We doubt it.

FOR SALE

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Super Nintendo in mint

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TOP PC Games: Red Alert with add-on disk \$50, Yoda Stories \$15, Onside Soccer \$30. \$80 for the lot or swap for N64 games. Call Jason (043) 882766 out of school hours.

Nintendo 64, with 1 controller, RF and AU cables, no games for \$150 or will swap for Sony Playstation (no games) Phone Jamie on 08 341 5171. Scarborough Boxed with instructions (N64) Perth only

Sony Playstation, NTSC Games: Porsche Challenge, Soul Bdg, Motor Gp2, Coolboarders, Street Fighter Alpha and Wipeout 2097. \$30 each (03) 9800 2074 Knoxfield, victoria

WANTED

Phantasy Star 4 on MegaDrive. If not, number 3 if possible. Does not have to be in 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

HYPER™ magazines, all issues from 34-45 including "Cheat Guide #2" except 37, 38 and 39. All have posters. Call Ashley on (02) 9869 3929 after 5pm on weekdays.

For Sale: 2 Windows 95 upgrades-one 3.5 inch disk the other CD-rom and Hellbender CD-rom game. Price Negotiable Phone (07) 3818 0307

Wanted Someone to play multiplayer games with in (02) area, games include Quake, Duke 3d, Doom 1&2, Terminal Velocity, Descent, Warcraft 2, Hexen (demo) Heretic (demo) and more. Ring (02) 9488 9834 and ask for James.

Final Fantasy Legend 3 for the GameBoy. Will pay money for swap for Terminator 2 and Pop-up. Must have instruction booklet. Phone Simon on 03 54967223 after 7.00pm.

Official UK Playstation Magazine Demo CD's, 1 to 16, cover CD's from UK Mags and any demo CD's sent by Sony. For an offer write details of what you've got to: Stven Ryan, 7 Mawson Close, Caves Beach NSW 2281. Magic Candle, 1 wanted for IBM. Will pay \$50. Call evenings or on weekends. Peter Gauci (07) 3865 3094.

Anyone in the Newcastle area interested in linking up occasionally on games like Final Doom, Formula 1, Destruction Derby and Wipeout 2097. Phone Sam on (049) 675644

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

IBM CD-ROM: Toonstruck, Broken Sword, Power Fi will swap for Privateer 2 - The Darkening or Wing Commander 4 (choose separately). All games must be in good cond. Please call (02) 9796 8103 for other offers.

Will swap my Sony Playstation: 1 controller, 4 games including coolborders for a Nintendo 64 with a game or games. Including wave racer 64 if possible. Call Greg on (08) 85838275.

I will swap Formula 1 or total NBA 96 (boxed/manual/top

condition) on PSX for Wipeout 2097. Other good PSX games considered e.g (Fifa 97, Tekken 2, Soul Blade, Micro Machines V3). Phone Kurt on (065) 681924.

I will swap my Mad Catz steering wheel for a Negcon controller and a driving game. Phone Sam on (049) 675644

Will swap my ntsc Playstation with 5 games, two controllers, 1 memory card and heaps of demos for a megadrive and mega CD with games preferably phantasy star 4. Or will swap for a saturn with game. Or will sell for \$450 o.n.o. Call Craig on (08) 86426288.

Will swap or sell my Super Nintendo with 11 games. The games included are, Battletoads in battlemaniacs, Killer Instinct, Donkey Kong country, Sf2 turbo, Empire Strikes Back, Joe and Mac caveman ninja, Street Racer, Mario Kart, Turtles tournament fighters, Superman, Mario all Starts and Mario World (most boxed and booked) for \$500 or a Playstation with 2 games, 2 pads, memory card and demo disc (demo disc not really important). Please phone on - (02) 9524 5117 (after 3 on weekdays) ask for Gary.

I will swap my Super Mario 64 (boxed with instructions) and Turok (boxed with instructions) for Wave Race 64, another control pad + \$30. I will also swap my Wipeout 2097. (good condition, with manual) and Crash Bandicoot (broken case and dented CD, with manual, works fine), for your Porsche challenge another playstation control pad and memory card.

PENPALS

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 am, 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!

Death Man 69 is looking for a penpal Mork. I promise all mail I receive will get a reply. 15-18 is the age group. I have a PSX and a Super Nes. So write to 13 Swales st, Mundingburra, Townsville QLD 4812.

Hey Ladies, where you at? Where you at? Hi my name's David an i'm looking for some o' you hip, happenin' gals (17-19) to be my penpal. Whatever you want to talk about. Write to me at, PO Box 1481, LAE 411, Papua New Guinea.

Hi! My name's Dennis Myatt. I'm 14 years old and looking for a sexy female pen pal between 13-16 years old. I have a PC-Cd Rom and a playstation. I like listening to grunge and techno, so please write to me at 81 Joan st, MT ISA, QLD 4825.

Hi! I live i'm Tasmania and am really bored, as you can guess, but luckily we have access to the internet (172 terminals). So I can get near civilisation, and I have just got an e-mail address. Anyway, my name is Shane Lowe, i'm looking for a pen pal between the ages of 11-13, who like Playstations and RPG's. Use E-mail only. My address is: s-lowe@postoffice.stpatricks.tas.edu.au

Hi! My name is Jason and I'm 10 years old. I'm looking for a pen pal, M/F I don't care. Any age. I promise I will write back to whoever writes to me. Not like some other "pen pals". I like RPG's and beat'em'ups. (For any system) We can exchange cheats. If your interested write to: Jason He, 10/55 St Ann street, Merrylands, Nsw, 2160.

Attention all Guys & Gals, I am a 14 year old male looking for a pen pal between the ages of 13-16, male or female. I own a Saturn, like playing sport and listening to most alternative music (especially Silverchair). So if your interested write to Adam Eadie, 6 Bundarra drive, Port Sorell, TAS 7307.

Hello, my name is Alex. I am 12 years old and love playing sport. I am looking for a male or female pen pal between the ages of (12-14). Please Please write back if you are interested in Sport, Computers, T.V and movies. Alex Johnston, PO Box 7, Port Sorell, Tas 7307.

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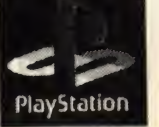
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