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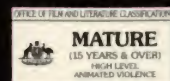


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Hype It Up

WOOHOO! Issue 48, which sort of makes us four years old... at the end of this issue, or the beginning of the next one. In any event, we've decided to have a look at how Hyper got here, and also give you a little more insight on how it gets to you each month.

Things are finally starting to hot up now, as we see some of the big titles we've been waiting on arrive. We had to go buy a new ink pad for the big rubber stamp, as it got put to use enough times for us to be forced to declare this a good month. The PlayStation had a fantastic month, with **ABE'S ODDYSSEY**, **HERCULES**, **TIME CRISIS**, **KURUSHII**, and **FORMULA ONE '97** all proving to be great titles... particularly good to see Abe and Hercules proving that 2D is not dead, and that character and gameplay will always be more important than polygon count and transparency effects.

The Nintendo 64 got sporty this month with **NBA HANGTIME** and **WAYNE GRETSKY'S 3D HOCKEY** helping add to the collection which is making the N64 a good platform for the sports fans. The big question is though, "Where are the Nintendo developed titles?"

Sega proved little more to us this month other than that they've definitely cornered the hard core Japanese RPG gaming scene, with Anime style wargame **DRAGON FORCE**. We also see Sonic show off his new world in **SONIC JAM**. The new bits of this compilation looked like Sega's answer to Super Mario 64, so Sonic R should go off when it's released.

As usual we saw some strong PC stuff coming through (but next month looks even better). **MOTO RACER** poots on most other PC racing games from a great height, even non-cycle heads like me dig it. We finally see another kicking RPG, with **LANDS OF LORE 2** looking like the best thing since Daggerfall. There's also a quirky little nasty called Postal that made its way to the Hyper office, and we're hoping will be left alone by the OFLC, as it's a very amusing title as it is. **DARK REIGN** also gets given an update now that we've finally received final artwork and so forth, and it's fantastic!

For the **QUAKE** freaks out there (and we know you're out there), there's a special on Quake stuff, including a comp to see who's the most efficient level killer in the land! Lastly, pretty please with sugar on top, send in those reader surveys, because it doesn't cost you anything... and it'll help us bring you what you want! There's also your chance to cast your vote on the best games of all time...

Hope you enjoy this one as much as we did...

Dan



De-sex your TV!

Well not exactly. You see, after the Tamagotchi craze, those crazy Japanese programmers have been cooking up more bizarre ways to hook us gamers. Virtual pets have been attempted on the PC (Creatures for example), but now the PlayStation has Pet In TV over in Japan. We checked out a copy here at HYPER HQ and what we discovered was quite scary indeed. Whoever put this title together probably needs either drug counselling or a psychiatrist. Pet In TV is a form of Artificial Intelligence which exists in the form of this odd little robot. You get to choose and name your pet, and then let him explore the worlds which exist on the CD. Somewhere between a puzzle game and a pure artificial world, your little creature - in our case Hypa - waddles around investigating what surrounds him/her. When Hypa came across a tree or egg, animal or food etc. he would respond to it a certain way (by kicking it for example) and then would look to us for approval. If you tell him/her that it's reaction was "bad" it will try another one, and another until you "approve". Later in the game, when your little pet comes across a similar object, it has learnt how to react. Following this simple system, your pet will grow and develop and eventually be able to fend for itself. You'll also have to care, play, feed and wash your pet or like a Tamagotchi, it gets tired, sick, unhappy whatever. Mine was put through such a gauntlet of commands that he fell over backwards and...er... wouldn't get up. Let's hope Pet In TV gets a local release, because not only was this one of the most bizarre and fun looking games, but I had a great time playing it with everything in Japanese, not knowing what the hell it was I was doing - so imagine this with instructions! Wow!

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MK4 Out Of The Closet

Mortal Kombat fans the world over are finally having their prayers answered. The Kombat returns soon to the arcades, and this time in 3D! Mortal Kombat 4 has been on show in the U.S. and the first reports are good. Using a new skin-texturing technology, Midway have made MK more realistic than ever in it's final transition to 3D. Some characters consist of over 3000 polygons, and the old animation from previous MK games will be replaced by motion capture! Woo-hoo! The machine runs using the new Zeus board which is comparable to Sega's Model 3 which runs Virtua Fighter 3, so this will definitely be one sexy looking game (even though they've dropped Kitana - heh), some sources have boasted that the Zeus can hurl 1.2 million polygons around the joint.... Phew! Although there's no confirmation yet of any significantly different gameplay, the pics we've seen of the arcade machine show the characters using weapons for starters. Of course, as you'd expect, the select screen shows a few new characters and the exclusion of some old favourites with 15 characters in all. As for utilising the 3D as far as gameplay is concerned, the informed word is that there will be no 3D moves - the same 2D gameplay will apply, simply the camera perspective will switch and some of the special stage fatalities will have a cinema-like quality. What is said to have been dropped from the game are all the different fatality variations such as Babalities, Animalities, Friendships and the like. In their place will be more hidden features for the hardcore Mortal Kombat fan to discover. Midway are still being extremely cagey, but they do confess that there will be a whole new element to the game, much like the Run button being introduced. This is going to be a darker, more serious Kombat... with lots and lots and lots of blood. And if you've been wondering about Mortal Kombat Mythologies, the MK RPG (yep!) then you'll be pleased to know that John Tobias is still hard at work on it and it will probably incorporate characters from MK4. So rejoice Kombat fans!

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Mortal Kombat Annihilation

Those Hollywood types have been at it again, and Mortal Kombat 2: Annihilation will be hitting Oz cinemas by Christmas. The trailer that's floating around the web shows us that this is pretty much more of the same - so if you thought the first was a turkey then you're outta luck. Cyrax, Jax, Mileena, Sub-Zero, Rayden, Liu Kang, Sonya, Kitana, Scorpion, Shao Kahn, Smoke and Jade will all be along for the ride, as well as some CG creations to make things a little more interesting. Don't expect any Academy Award winning performances, but you can be assured that there will be plenty of ass-kicking action.

EF



***THE WHOLE WORLD
HAS BEEN WAITING
FOR JEDI KNIGHT:
DARK FORCES™ II...***



Redfern Dogs

- lightgun review

Namco's GunCon

Namco have designed a new gun especially for Time Crisis on PlayStation (check out the full review this issue), called the GunCon. Unlike all other gun peripherals to date, the GunCon includes a special cable that runs from the controller port, to the video socket at the back of the PlayStation, which you then plug your video plug (the yellow one) into. We're uncertain as to how much this affects the way the GunCon performs, but regardless, it's amazingly accurate. The calibration session at the beginning of the game helps you see if your gun is set as you'd like by giving you an "X" to mark where it believes you are pointing the gun, which makes the whole process much more reliable. Instead of having a foot switch, there's a button on either side of the barrel that you use to come out from behind cover. The down side to the GunCon is compatibility, as it does not work with any games that haven't been programmed for it (all prior shooting games). Nor do any other guns other than the GunCon work with Time Crisis, so let's hope Namco bring out some more gun games soon to make the purchase of the game and the GunCon at once more worthwhile.

NOTE: The Australian version of the GunCon may look different to this. It will almost certainly be a different colour, and may even have a slightly varied shape. The black one shown here is the Japanese version.

Hyper's Blaster?

No, actually it's Konami's blaster, but it's called the Hyper Blaster. Talk about taking the gun colouring to an extreme, the Hyper Blaster is more conspicuous than an old man in a trench coat in a Catholic girls schoolyard, offering boiled lollies and candycane. Despite the rather cheap appearance, the gun is really quite accurate when lined up, and it's really nice and light, making using it for long periods of time quite easy. A slight problem exists though in that the combination of the gun being so light, and having a trigger that has a bit of play in it means you need to put some effort into keeping your hands steady as you fire, as the gun is usually moved fractionally when you fire. The special button is located where the hammer would be on a revolver, and is non-obtrusive and comfy. Whilst being fractionally more accurate than the HoneyBee as a single shot weapon... when firing volleys of shots, it moves around a bit much. The Konami Hyper Blaster should be retailing for around \$69.95.

Hey Honey Bunny

The name HoneyBee doesn't exactly conjure up images of firearms now does it? Never the less, what looks like a really b-grade peripheral turned out to be a grade-a lightgun. More so than any other PlayStation lightgun to date, the HB crew realized that the most important part of the gun is the trigger. Only the lightest squeeze is needed to register a shot, and that only moves the trigger a couple of millimeters. This means you won't be pulling your aim off target by taking a few quick shots, which has been a problem for most other light guns. Even better is that the rapid fire feature in this gun is activated by simply squeezing the trigger a bit further than normal, giving a second click to register that it's on. The HB Laser Gun is really comfortable, and the extra weapon button at the back of the gun is big enough that you don't need to fumble for it when you need it. For those that want a light gun, but are strapped for cash, this one is definitely the go, as it retails at \$49.95, which is \$20 cheaper than its competitors. Even if you aren't low on dosh, this is definitely up there as one of the best you can buy.

OVERFLOW

Eidos Interactive had big plans on releasing an add-on pack for the PC version of Tomb Raider called Unfinished Business, containing at least three new levels. Instead, they realised that it would much, much cooler to let Tomb Raider owners have the levels for free! They should be available over the web soonish, which should tide us over until Tomb Raider 2.

Sega recently announced that a Saturn version of Virtua Fighter 3 is highly unlikely, putting to rest claims of a cartridge add-on to enhance the Saturn's capabilities. Could they be holding out to launch a new beefy system with VF3 as its first title? Time will tell.

Activision have acquired the rights to the Civilization series, giving them the rights to publish an unlimited amount of Civilization-based games! Woo-hoo! Although they haven't announced any new sequels, there is no doubt something in the works.

Incredibly, a patent issued in 1987 claims the rights to what we commonly refer to now as Full Motion Video. Makers of Duke Nukem, Apogee, are currently being sued by the "inventor" for stacks of money. We think it would have made more sense for this guy to sue someone like Origin and their Wing Commander series, but anyhow this freak will probably have his case overturned as it would mean disaster for the games industry! Hmmm... multi-billion dollar industry and one idiot trying to bring it down... can you spell "Assassination attempt" ladies and gentlemen.

Playmates Interactive and Shiny Entertainment makers of Earthworm Jim and MDK, have decided to turn MDK into a TV series. Earthworm Jim has already become a successful cartoon series and spawned many an action figure, so it makes sense that they would do the same for MDK. David Perry the lead programmer reckons Kurt Hectic, the game's lead character, is perfect for the tube and say that "fans will learn more about his heroic motivation to battle evil and save the Earth in very non-standard ways."



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Commander MK ii

Many people find the standard Sony PlayStation control, shitty to say the least. Mostly due to the stiff control pad which is difficult to perform rolling manoeuvres, and secondly due to a button layout which makes configuring those Street Fighter games (or any other game based on six buttons) a bit of a nightmare. Enter the Commander Mk II, which looks to combat both of these problems head on, and then some. The Commander Mk II feels comfortable in your hands, but once you go to do something like... move, the whole effect is ruined. The direction pad would be good, except that it sits in a bit of recess in the controller, with a somewhat sharp edge over the bottom right hand side making doing the standard Street Fighter moves a pain... literally. The doesn't have a particularly smooth feel either, and in this sense it is worse than the standard Sony controller. The buttons are weird, being very small, and having a very unusual feel to them. As a redeeming feature, the controller has auto and turbo fire controls for each button, but considering they're not often used, it doesn't make up for the controller's general lack of comfort and precision.

Sega terminate 3Dfx contract

When news broke that Sega had invested in 3Dfx and in fact signed a deal to develop their new console with the hot chip makers, the world rejoiced and Sega devotees everywhere wiped tears of joy from their eyes in anticipation of what could potentially have been one super mean machine. But suddenly, in late July, Sega terminated their contract with 3Dfx and will no longer use them for the heart of the next Sega home console. The exact reason is a bit of a mystery, but insiders are saying that Sega have turned to PowerVR for the hardware (PowerVR have some tasty new technology they've dubbed Highlander, which poos all over their previous Rendition chipset from a great height), which could be mostly due to financial reasons, considering NEC need bucks bad, and are no doubt offering a better price than 3DFX. Others say Sega may even be canning the whole idea of another console to concentrate on software development... only time will tell. One thing is for sure though, the three-year console exclusivity clause that Sega held will surely now revert back to 3Dfx, which means that they will no doubt develop a blistering Voodoo-based chip for someone else, and it surely will rock the house.

EF

The Lion Sleeps Tonight

Mac gamers may very well have reason to weep into their pillows tonight, as Lion Entertainment have suddenly closed up shop. Who are Lion Entertainment? Well not only were they responsible for bringing Doom 2 to the Mac, but also Duke Nukem and the upcoming MacQuake and Unreal! So are these games now in Development Hell or what? Well, Mark Adams from Maverick Software (formerly of Lion Entertainment) has been given the go ahead on Unreal, but MacQuake is still to be resolved. The game has been in the Beta stage for months now, and surely a release isn't far away, as long as someone is given the chance to finish it off! Who knows, it may even be out by the time you read this!

EF



Competition Winners

We know you Nascar winners have been waiting a looong time, but it's been totally out of our control. Your substitute prize is Dark Forces for PSX...

Crusader No Remorse
Dennis Segundo (Vic)
Glyn Stanley (NSW)
Samuel Carton (WA)
Oliver Sheridan (Tas)
Simon Hampshire (Vic)
R. Edmonds (Vic)

Blast Corps
Nghi Huynh (Vic)
Irene Sallarov (NSW)

Jarrod Donnarumma (SA)
Adam Norris (WA)
Lee Olsen (Qld)
Michael Bruce (NSW)

Twinsen's Odyssey
Rhys Williams (SA)
Riss Coldman (Qld)
Dennis Myatt (Qld)
Brendon Hawke (Vic)
Tom Fitts (Vic)

Phillip Mayberry (WA)

GNOME

Johnathan Rittmeir-Gibson (Qld)
Annette Kwok (NSW)
Jonathon Gage (NSW)
Richard Czeiger (NSW)



PLAYSTATION

1. V-Rally
2. Soul Blade
3. Lifeforce Tenka
4. Tomb Raider
5. Super Puzzle Fighter 2 Turbo
6. Syndicate Wars
7. Tekken 2
8. Micro Machines V.3
9. Resident Evil
10. Wing Commander 4

SATURN

1. Fighters Megamix
2. Pandemonium
3. Tomb Raider
4. Bomberman
5. Hexen
6. Manx TT
7. Three Dirty Dwarves
8. Sky Target
9. FIFA '97
10. Fighting Vipers

PC

1. Dungeon Keeper
2. X-Wing vs TIE Fighter
3. Birthright
4. Diablo
5. Red Alert
6. Quake
7. X-Com Apocalypse
8. Bomberman
9. Carmageddon
10. Duke Nukem Atomic

NINTENDO 64

1. Lylat Wars
2. Int. Superstar Soccer 64
3. Blast Corps 64
4. Wave Race 64
5. Mario Kart 64

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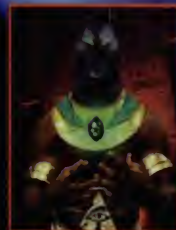
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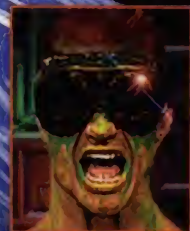
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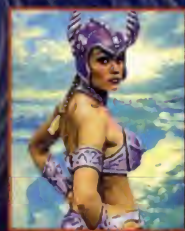
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ALL ENTRIES CLOSE OCTOBER 15TH 1997



Can i have your autograph?

Dark Reign... It goes off! What's even more important is that the developers of Dark Reign, Auran, are an Australian company. To help celebrate the recent launch of Dark Reign, Activision, Auran and Hyper have got together, blown up some balloons, partied hard... and the development team have signed four copies of the game to go out there to four lucky PC owning Hyper readers who can answer this simple question...

Name one of the sides you can play as in Dark Reign.

Any enthusiasts out there should be able to dig up the answers from our earlier coverage of the game... so just send that answer off to

Signed Copy, Hyper, 78 Renwick St, Redfern, NSW 2016.

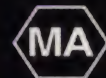
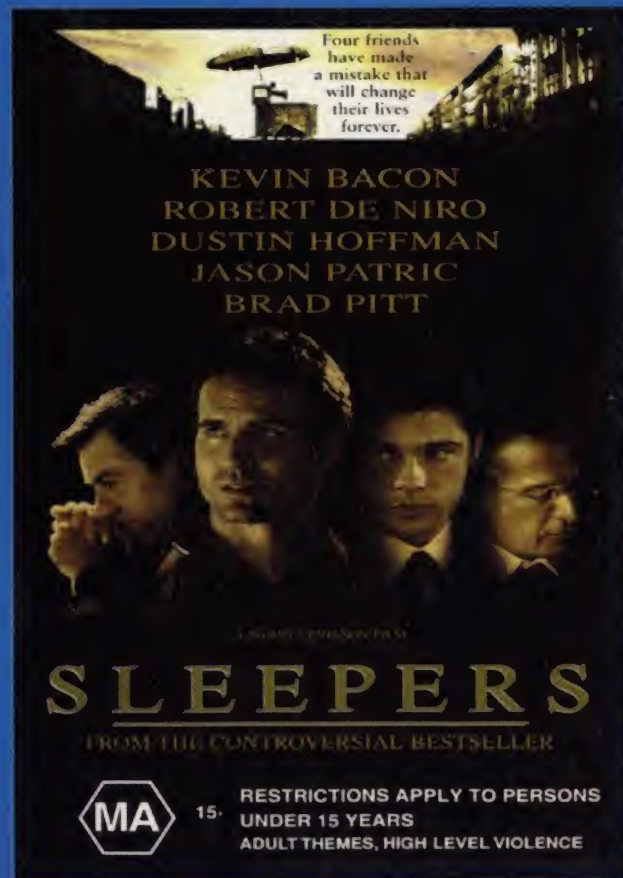
You Are Feeling Sleepy...

After spending hours sitting in front of your TV playing video games, you really should take a break. How about spending hours in front of your TV watching movies instead?! Polygram Video being the beautiful people that they are, have bestowed upon us to bestow upon you 10 copies of Sleepers, the controversial film starring Brad Pitt, Robert De Niro, Kevin Bacon, Dustin Hoffman, Jason Patric and lots of other people who get way less screen time. To win one of these videos, simply...

Name another movie starring Brad Pitt.

Scribe your answer on the back of an envelope and post it to:

Yawn-Fest, Hyper, 78 Renwick St, Redfern, NSW 2016.



15- RESTRICTIONS APPLY TO PERSONS UNDER 15 YEARS ADULT THEMES, HIGH LEVEL VIOLENCE



Stickin' To The Formula

Formula 1 '97 from Psygnosis has finally hit the shelves, and it's pretty spunky. Psygnosis themselves are pretty spunky too, and in fact they said "5 copies of F1 '97 for spunky HYPHER readers!", so how could we refuse?! Well, we didn't, and now you could own a copy of this sexy racer for your PSX, so get out yer leather gloves, whack on a helmet and hop in! Of course, you'll have to answer us one simple question...

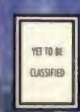
Who provides the commentary in F1 '97?

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BY MAX AUTOHEAD

El-Hazard *The Magnificent World Volume 1*

Politics at school. Don't know about you but I never ran for school prefect or whatever. (I did run the school newspaper though, and that seemed to wield a lot of power! Eh, Heh, Heh.) That's pretty much how El-Hazard starts off, with in-school politics at yet another Japanese High school. The only difference is, that at this school, they've uncovered some pretty cool looking ruins below the basement. The school student president Katshuhiko Jinnai wants to take all the credit. He's as corrupt as a virus ridden hard drive, but Jinnai has two problems. Firstly, his younger sister, reporter for the school's media is dedicated to exposing her brother as the corrupt bastard he is. Secondly, he's got Makoto Mizuhara to worry about; the perfect student that seems to beat Jinnai in about everything he does!

Directed by Tenchi-Muyo's Hiroki Hayashi, El-Hazard is an entertainingly funny romp through the fantasy genre. Four characters from a Japanese high school are mysteriously transported to another dimension, where the dramas they have led as students at their school are magnified to life and death stakes in front of a fantasy backdrop.

The narrative is full of delightful twists and turns as the four characters fight, beg, and con their way through survival in a brave new world.

A great new series and one that I'll be keeping my eye on.

8.5/10

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BY KISEKI FILMS.



Crapston Villas

Imagine an apartment block/share house filled with dropout losers of society, caricatured beyond the point of ugliness and stupidity (no, I'm not talking about Melrose Place or Friends). I'm talking about Crapston Villas SE69, a place where the dark side of Humankind has manifested itself into the ten or so character monsters that live behind the decaying facade of SE69.

Here you'll meet creatures like Jonathan, the dropout loser writer, living off the fat of his wife on drugs and absolute filth. He spends his days sitting around enveloped by his ego, and dreams of winning that first academy award for best screenplay. Perhaps you'll bump into Marge, the Middle-age, crass and scary landlady, or the dizzy blond Flossie, who floats around with a vacuum between her ears; kill her and the world's IQ level rises another three points. Perhaps you'll meet the two delinquent kids, or the camper than hell Robbie and Larrie, maybe Gran who lives upstairs constantly vibrating from prescription drugs and world war 2 flashbacks. And whatever you do, don't pat Fatso the cat, especially when it's licking up it's own vomit.

Brought to you by The Spitting Image team, CRAPSTON VILLAS explores the nastier, filthier side in us all. You'll cringe in fear and loathing as the personalities that we keep suppressed deep in ourselves are accelerated and given shape, form as well as carte blanche to wreck havoc right there on the screen.

I dig nasty Claymation, and Crapston Villas is as downright ugly as you can get.

7.5/10

RATED M15+. DISTRIBUTED
BY SIREN.





Astro Boy

This is the last Astro Boy Review! This is the last Astro Boy review!

With the success of the first five tapes, Siren is geared up on releasing the final five Astro boy tapes to complete the ten tape series.

Siren has been doing sneaky marketing stuff, like when you stack in order all the Astro Boy tapes, the tape ends all make up a single picture....now you'll have to buy all ten tapes!!!

Astro Boy has taken Australia by storm again....If like me you stay up all night to watch advertorials like "Hypnotize yourself to a better life" and the "Zero-G Walker" then you've probably seen the Astro Boy Commercials; they fit right in sandwiched between "Sex Smorgasbord" and "Tele-cafe" ads.

So what's all the fuss about? A boy robot, living in a land where his kind are second class citizens. It's his job to maintain the oppression of robots, yet at the same time slowly start to change attitudes around him to how humans see robots.

But there are all sorts of dangers with Being Astro Boy; evil Aliens will want to suck your power, or human cults destroy you in the name of humanity, or weird computers will take over your world and you along with it!

Lucky you have lasers in your fingers, in your butt! Lucky for your boot jets and arm jets and eye flashlights. Lucky that you can destroy building size robots and survive in outer space!

You've sorta gotta be an Astro freak to collect all ten tapes, but hey, you gotta like something in life!

10/10

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Eliot Fish sticks his hand into the cyber lucky dip...

Lara Croft

For some strange reason, a lot of silly gamers have begun to mistake Lara Croft the star of Tomb Raider with an actual living, breathing human being. Er... I hate to break it to you guys, but she's nothing but a bunch of polygons! Nonetheless, obsessed fans have even started websites, so if you want to check one out, take a peep at the Lara Croft Archive 2001 featuring a picture gallery and a forum for fans to discuss the adventuress. The URL is <http://home4.swipnet.se/w-49837/>

Just remember that falling in love with a computer game character is something you should see a doctor about.



New Sega System

If you're already frothing at the mouth for any little scrap of information about the new Sega games console, then check out this site solely devoted to finding out the goss. The only drawback is that you have to listen to Europe's "The Final Countdown" whilst browsing the pages of info, which is a display of true bad taste. <http://www.mcn.net/taco/ep/index.htm>

NFS Online

For all you autoheads out there, here is a URL for an unofficial Need For Speed website devoted to everything and anything related to the racing sim. There is news on the upcoming 3Dfx version of NFS2 and a host of other crap for you to get into like a World Records list. Visit <http://www.aim4game.com/nfs/> for the stuff. On the other hand, you could check out Electronic Arts' own NFS site at <http://www.ea.com/>

Indy World

Indy World is the WWW counterpart to Indy Magazine a bi-monthly rag packed full of info all to do with alternative comics. The website is very nicely designed and has the low-down on some seriously awesome comics. [Http://www.indyworld.com/](http://www.indyworld.com/) is the simple little URL, so check this one out now! Interviews, news, reviews and the ability to subscribe is enough incentive eh?





House Of The Dead SEGA

"Lets venture into that spooky looking 19th Century gothic mansion and rescue Sophie, the love of our lives."

"Anything for love- Silver Fang."

Take a chunk of Virtua Cop, a slice of Night of the Living Dead, and a pinch of the X Files. Set the blender to dice and presto... Sega's latest polygon adventure shooter - House of the Dead.

By taking control of FBI-esque Agents Thomas Rowgun (code name Eager Eagle) and Agent G (code name Silver Fang) you will explore through a mad scientists huge mansion and estate in search of the traditional Damsel in Distress - Sophie. BUT this is no ordinary mansion, no, it just happens to be a major lounging space for legions of zombies, razor teathed frogs, mallet whirling Frankensteins, families of rabid monkeys, hell dogs, demented hillbillies, parasites, giant spiders, really angry bats, the undead and other assorted freaks. So lock'n'load, smear the garlic and polish off your wooden cross, we're going in.

After making the realization that the only way to 'kill' the undead is by blowing their heads off you venture deeper and deeper in the mansion. Along the way you are faced with forks in the road in which different parts of the mansion can be explored, though if you're looking for an easy way through or a little rest for your trigger finger, forget it. At duller moments, freaks will come swinging from the ceiling with an axe attack, so beware. The end of stage bosses are true horror stories and require accurate shooting at their 'weak points'.

Along the way, stray lab workers are in need of rescuing from the clutches of evil, and if successful, you will receive bonus health. So don't smoke em just for being in the wrong place at the wrong time.

Unfortunately, pistols are your only weapon and because of the lack of firepower, it is recommended that you only attempt this game with a partner.

Overall, HOTD is a refreshing take on the shooter on rails genre. Definitely worth the adventure. And remember, shoot to live.

XXX

Minus half a star for leaving the shotguns in the car.
Add half a star for being able to blow the limbs off the zombies.

TIMEZONE

Top Skater SEGA

THE HYPER CREW CHOOSE TO GAME AT TIMEZONE, WHO HAVE THE LATEST AND GREATEST SELECTION OF ARCADE GAMES IN THE COUNTRY. A BIG THANKS TO TIMEZONE!

BY TIM LEVY

As one grows older and older and older still, you begin to realize certain sacrifices have to be made to master any form of art. In the art of skateboarding, pain is but one of those sacrifices. BUT NOW!! Thanks to SEGA, Skating = No Pain.

Running in the same vein as Alpine Skier and the likes, you play one of six 'rad' characters who take to the tarmac in a battle to win points by skating down one of two amazing courses and pulling off 'wicked' tricks. Characters differ widely in shape, size, gender and each have their own individual set of tricks. Both courses have an array of obstacles, ranging from giant elongated half pipes to rail rides

to standard jump ramps. A 'wheel speed' indicator is located on the bottom left corner of the screen. The idea is to get enough momentum to be able to pull off the biggest stunts (the more air, the better the tricks, the higher the point score). Unfortunately, you are also racing against the clock. To allow you more time to make it to each check point, bonus time icons are distributed, in varying degrees of difficulty ranging from easy (one second) to very hard (ten seconds). Often, the one-second bonuses are located in a row of five or more on the side of a ramp. Getting the exact trajectory is quite difficult and may need some forward planning. The 10-second bonuses are often located in such a way that you have to already know their location, or how to reach it. For example, do a large jump with maximum momentum and then 'deflect' off a giant coke sign and on to the time bonus. Time remaining on completion of the course is converted to points.

Control of your deck is via a slightly wider than normal board which has the tilt and swing of any typical set of trucks. To 'ollie' (jump) just kick back on the boards tail. To do a smaller jump, which is mainly used to ollie on to rails etc, just kick the front of the board down.



Either of the courses (novice/pro) has enough sheer 'vert' to fulfill any ramp skater's wildest fantasy. Riding in the half pipe section (which winds and stretches for a few hundred meters) is worth the price of admission alone. Spectators (in the arcade) synchronistically 'ohhh' and 'argh' with the 'air' obtained from launching off the pipes. As your character is often pulling 360's the view can be slightly, yet realistically disorientating. The trajectories are quite realistic which in turn are what make the game true to street skating. On the other hand, I have never seen anyone grab as much air in real life as in this game.

The whole 'whoa man', 'gnarly dude', 'cool jump' package deal is completed with a PENNYWISE soundtrack, and corporate sponsorship from the big name skate companies.

If you want the physical experience of skateboarding and a visual roller coaster of a ride then you will find Top Skater to be a couple of hours of fun.

P.S. Bet you can't get the highest score.

P.P.S. Can this game be linked for multiplayer? mmm . . .

XXXX.5

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YET TO BE
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Duke Nukem 64

Nintendo 64

AVAILABLE: DECEMBER
CATEGORY: 1ST PERSON SHOOTER
PLAYERS: 1-4
DEVELOPER: GT INTERACTIVE

wow-o-meter

The incredibly un-Politically Correct Duke makes his way to the extremely anal censor-paranoid Nintendo. So how in hell can it work? What about the strippers? The wise-cracks? The beefy weaponry and gore? Heh. Amazingly, a deal has been struck and the Duke is coming to the N64, bigger, badder and better than before. As opposed to Hexen 64 which was just a straight port of the PC hit, Duke 64 comes with a few new weapons, monsters, levels and fancy features not seen in any other Duke release. Though the funky freeze gun has been dropped, you now can party with twin machine guns, a plasma gun and a grenade launcher. Gotta be happy with that. The game is going to look spunkier too, with the N64's mip mapping, anti-aliasing, sexy transparencies and groovy light sourcing making Duke look simply awesome on that big fat TV. What about deathmatch you say? Well, akin to Hexen 64, Duke 64 will have a four-player split-screen deathmatch mode with three deathmatch specific levels to choose from. If you're lacking in actual, physical, real-life friends... Well Duke 64, incredibly comes equipped with Dukebots. That's right, you can play the N64 itself in deathmatch, and that would mean YOU going at it in full screen. As close to hard-rockin' multiplayer action as you can get from the comfort of your living room couch. As far as censorship goes, we won't know until it's finally released, but a change has already been made in that you no longer kill the busty naked femmes bound with vines... you save them! Now why didn't Duke think of that earlier?

EF



Herc's Adventures

PlayStation

AVAILABLE: NOVEMBER
CATEGORY: ACTION/ADVENTURE
PLAYERS: 1-2
DEVELOPER: LUCASARTS

wow-o-meter

LucasArts are well known for injecting a fair amount of silliness into some of their titles (Monkey Island and Sam & Max for instance), well possibly you could now add Herc's Adventures to the list. This action adventure viewed from the classic overhead perspective has a suitably dorky-looking Hercules causing havoc throughout the land, throwing sheep and harrassing the locals. Herc plays fairly closely to other RPGs, though the focus is more on action and quick puzzle-solving in this case. Even so, there's still plenty of discussion to be had with villagers and bizarre objects to sniff around for. Hercules wields his trusty club, which is fine for dispatching the odd skeleton (I like the way you can choose to pick up your enemies if you wish), but later on in the game you'll have to make use of inflatable cows and fish to get your deeds done. The game seems quite large, but unfortunately the playing area seems to follow a fairly linear path which you can't help but follow to get to the next bit. There's stacks of wacky humour though, and you'll get a kick out of the script at least.

EF



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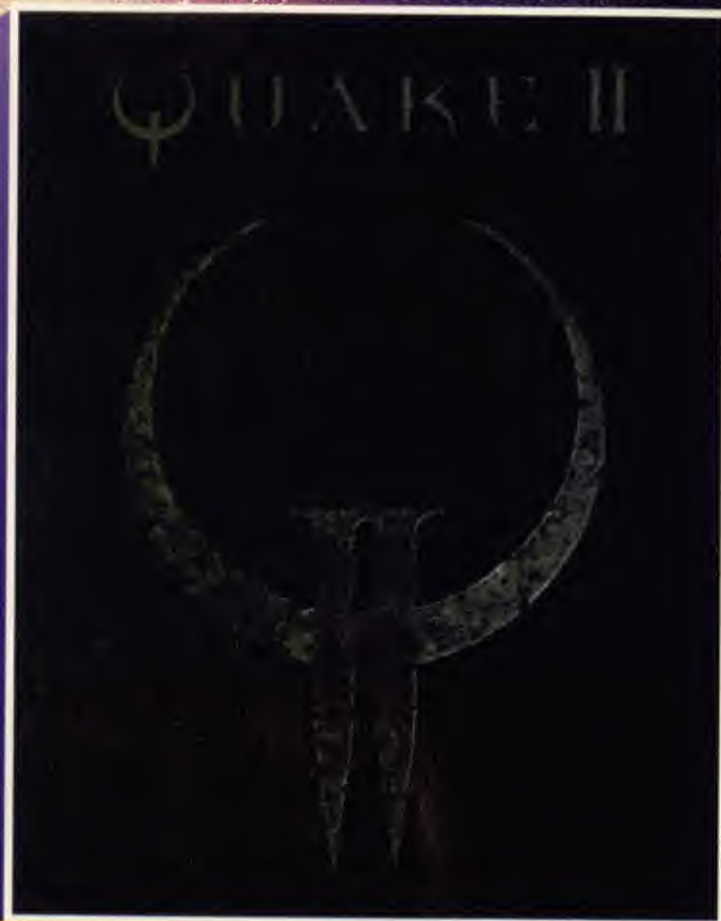
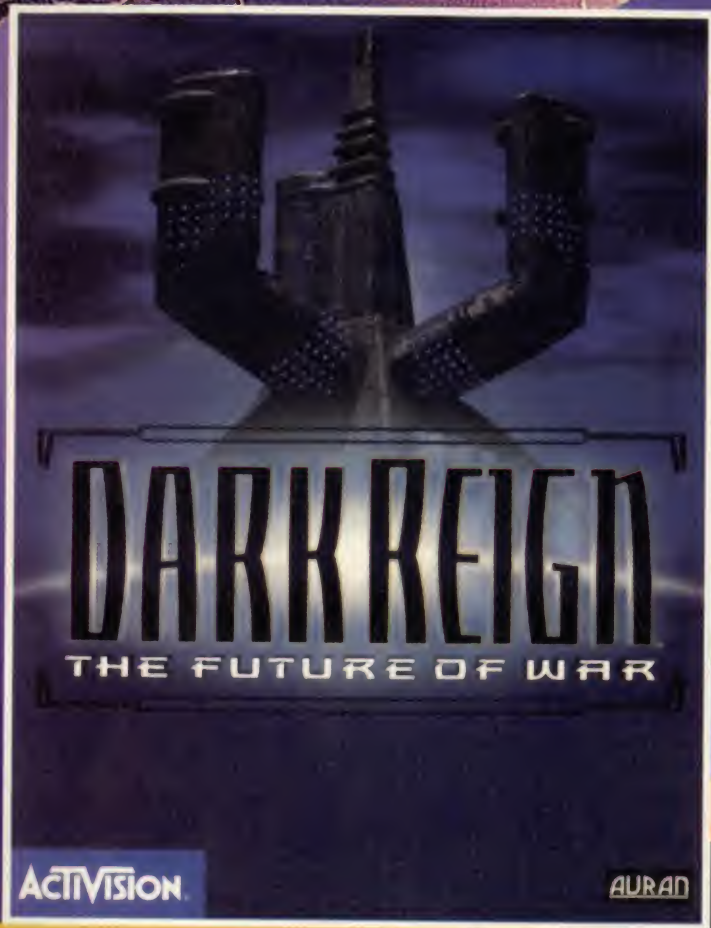
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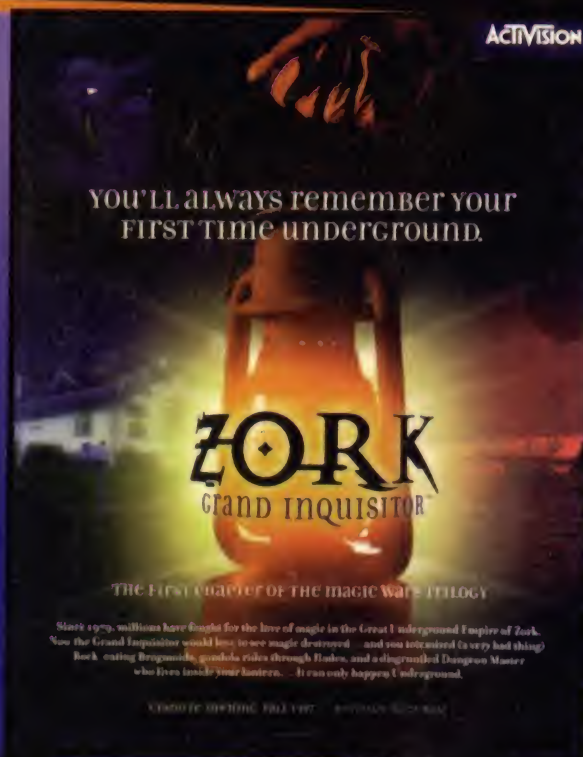
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Bug Riders

Playstation

AVAILABLE: OCTOBER
 CATEGORY: RACING/ACTION
 PLAYERS: 1-2
 DEVELOPER: GT INTERACTIVE

wow-o-meter

If I yell "Step on it!" whilst playing Bug Riders, I certainly don't mean for you to squish my steed under the heel of your sturdy boots. For this is in fact a unique looking racing game in which the bugs are your friends, even though you still hit them with things, and crossing the finish line from atop the insect of your choice is the name of the game. Over six wildly different tracks, you may choose between 22 different combinations of bug and rider and select from about 16 different weapons of biff to take to your opponent's head as you pass them on your path to victory. Sort of like a cross between Road Rash, Wipeout 2097 and...er...Bad Mojo? Bug Riders looks very pretty in motion, with all the swooping, buzzing and fleeting lush landscapes you'd expect and all running at a healthy 30fps in the Playstation's high-res mode. A two-player split-screen mode means you can take to the skies and thrash your prize mozzie to the finish line against the unpredictable flying talents of a friend of your choice. Picking your bug may not sound terribly hygienic, but it's very important indeed, as each insect has different characteristics and temperaments. Original and varied gameplay is making Bug Riders look very promising, but we'll keep a can of Mortein at the ready just in case.

EF



Castlevania: Symphony Of The Night

PlayStation

AVAILABLE: NOVEMBER
 CATEGORY: PLATFORMER
 PLAYERS: 1
 PUBLISHER: KONAMI

wow-o-meter

Is there anything cooler than getting to play as Dracula's son? Alucard is your name, and vampiric duties are your game - the Castlevania series is hitting the Playstation! Fans of the series will be chuffed to find out that Konami have stuck with the 2D perspective and simply enhanced the size and detail of the levels. Comparisons with Super Metroid spring to mind, in an attempt to explain the beautiful design of this game. Primarily an action platformer, Castlevania also has RPG elements (you can enter shops and buy stuff) all tied up in a rich, involving plot that has kept many gamers worldwide in nervous anticipation of this continuation of the series. After defeating Dracula at the end of the last Castlevania game, Alucard has been having a good, well-earned nap in his tomb. Unfortunately, some other evil bloke has come along to piss everyone off, and you must take on the role of Alucard and vanquish your foes. Being a vampire dude, you can change into a bat, wolf and ethereal mist (cool!!!) to make it through some of the levels. Some of the end-of-level bosses are going to be quite astounding too, with some very tasty effects being used to bring us what will surely be some hardcore, evil fun. The finished game should have over 140 different creatures to dispatch, and a host of magical spells! Please, oh please, we want this game now!

EF

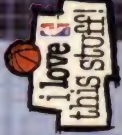
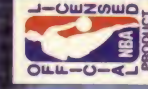


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wow-o-meter

Street Fighter EX Plus Alpha

PlayStation

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

Sure, you'll age several years before you finally manage to say the name of the game, but Street Fighter EX Plus Alpha is worth talking about. Unlike earlier Street Fighter games SF-EX+A shines on the PlayStation, which is able to handle the 3D graphics far much better than the memory hungry 2D versions, which not only usually resulted in slightly less frames in the animations, but also horrid loading times. SF-EX+A is arcade perfect, having all the characters and moves from the original. To add extra to the game, there's an expert training mode, where you can not only learn how to do all the ridiculously powerful combos, but also earn the ability to use the extra/secret characters. Those that are into mastering long combos will take to this one, with the ability to cancel super combos, then launch into another super combo. There are tons of characters, from old faves like Ken and Ryu, with a whole mess of new characters and secret guys and girls. Interestingly, SF-EX+A was not developed by Capcom, but Akira, some bunch of programmers we've never heard of. Not bad for a first effort. Street Fighter's debut onto the 3D fighting scene is a success. DT



Gex 2

PlayStation

AVAILABLE: 1ST QUARTER '98
 CATEGORY: PLATFORM
 PLAYERS: 1
 PUBLISHER: CRYSTAL DYNAMICS

wow-o-meter

Many will remember Gex as the platform game with tons of character that debuted on the 3DO, and wound up appearing on the PlayStation and PC. Well, the lovable lizard is back, in what looks to be another contender for the first successful 3D platform game for the PlayStation, in Gex 2. At first glance, Gex 2 looks more like a Nintendo 64 game, until you take a close look and notice there's no mip mapping, but the use of textures in Gex 2 is awesome and it looks great. Even in the beta we received, it's obvious this one's going to be a hit, with all the elements for a Super Mario 64 equivalent being present. The humour is a little darker than in SM64, with things like headless, knife wielding monsters coming after you, which you can only kill by attacking their fallen head... or zombies that lose limbs and keep trying to have a go at you whilst they hop around. Another cool feature is Gex's ability to walk up certain walls, making the scope for 3D puzzles quite deep. We're real keen to see the final version of this one, and no doubt so are Sony and Nintendo, as it looks like we are starting to see some competition for Super Mario 64. DT

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Broken Sword 2

The Smoking Mirror

PC/PlayStation

AVAILABLE: OCT
 CATEGORY: ADVENTURE
 PLAYERS: 1
 PUBLISHER: VIRGIN

wow-o-meter



Broken Sword: The Shadow Of The Templars was a nice little surprise, weaving a funky plot along with some fun puzzles, crafty animation and chucklesome script. It also had an excellent interface which made the transition to Playstation quite nicely, providing those console owners with some excellent adventuring. Well, charging over the horizon comes Broken Sword 2: The Smoking Mirror, and from the Beta I got to fiddle around with, we're all in for yet more classy puzzle solving with George and Nico. This time around, the game delves into the mysterious Mayan civilization and it's more Indiana Jones-esque than ever. George will take you all around the world, from the streets of Paris to the Jungles of South America. The detail to the graphics in Broken Sword 2 are really quite superb, blending smooth life-like animation with glorious panning backgrounds - interactive and non-interactive elements seamlessly existing in the clickable scenery before you. Passing the pointer over different objects, morphs it into different icons representing what action can be taken, much like in Shadow Of The Templars. BS2 doesn't insult your intelligence though, and this is the sort of involving plot and mix of original puzzles that you crave for from a good adventure game. As far as I can see, LucasArts' Curse Of Monkey Island is going to have to be bloody good to beat Broken Sword 2 as adventure game of the year... E F



wow-o-meter



Take No Prisoners

PC

AVAILABLE: 1ST QUARTER '98
 CATEGORY: ACTION
 PLAYERS: 1-MULTI
 PUBLISHER: RAVEN

For those of you that saw our Mageslayer preview and liked the look of it... here's something else for you to gawk at. Using a similar style of gameplay, Raven's other upcoming title is Take No Prisoners, which you could say is a cross between Doom and Gauntlet. The game is essentially an arcade style shooter which can be played multiplayer or single player. Raven have already included Direct 3D support, and the game looks outstanding with a 3DFX card. If you're a Quake mouse player, you'll be able to quickly adapt to using the same control setup in TNP. You could say the overall effect of the visuals is something like playing Chasescam Quake, except from a higher perspective. There's all manner of weapons to pick up and use, and a host of mutant nasties and enemy soldiers to waste. Naturally there's a multiplayer option which could truly turn this into a "Gauntlet with Guns" style game. We're surprised we hadn't heard more about this one till the download was up on Raven's site, because it really is very cool. D F



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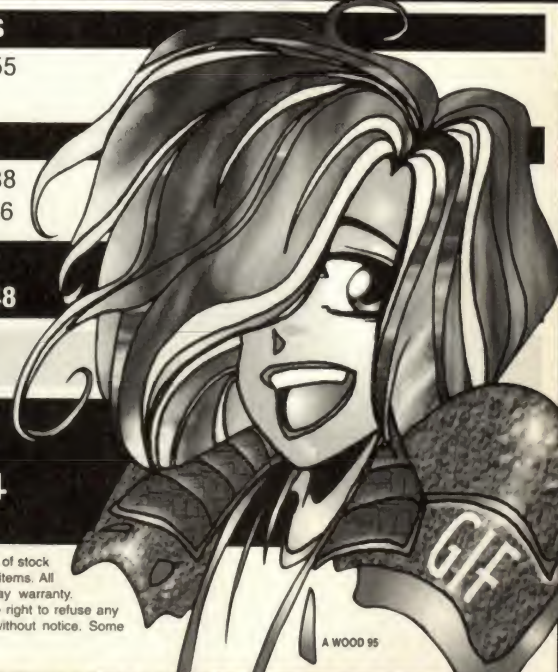
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A WOOD 95

wow-o-meter

Tomb Raider 2

PC/PlayStation

AVAILABLE: DECEMBER
 PLAYERS: 1
 CATEGORY: ACTION/ADVENTURE
 PUBLISHER: EIDOS

So many questions have been flying around about the return of Lara Croft, and there's finally been enough information available to say something. Even though Tomb Raider 2 is shaping up to be yet another incredible adventure, what all the gamers out there really want to know is - what is Lara Croft going to be wearing?! Really, you are all a bunch of freaks, but we're happy to report that Lara is looking more stunning than ever in a whole variety of funky new costumes. For one, there's the wetsuit which Lara slips into to navigate her way through an overturned ocean liner ala the Poseidon Adventure. Cool! Then there's the bomber jacket, the black cat-suit and all the shiny weapons which she gets to wield about violently. In the underwater levels, Lara is now equipped with a speargun to keep those sharks at bay while she swims towards air-pockets in the sinking ship. There is also going to be more atmospheric and dynamic lighting used throughout the game, sometimes requiring Lara to use flares to light her way. In fact, some of the architecture in the new game looks set to be quite amazingly intricate. As opposed to empty caves and temples, this time around Lara is actually going to be exploring more areas out in the open, even the rooftops in Venice and the interior of a few buildings. Core have also thrown in a few new moves, such as a new climbing mode to help you get Lara where you want her... er... did I really say that? Anyhow, this game is shaping up to be an absolute stunner, so bring it on Eidos, we can't wait to see it in action! Saturn owners may shed a tear that they may not see this great game grace their system. Discussions between Eidos and Sega may get the Saturn version back on track, but don't hold your breath.

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go mad in
Redfe

Has it been four years?

Well, almost... technically issue one was a November release, but since we're on issue 48, we thought we'd wave our arms about and celebrate anyway. It's a weird feeling being four years old, considering none of the current Hyper staff have been around long at all. Even weirder is that old Hyper crew members such as Andrew Humphreys, Ben Mansill, and Mark Cowing all still work at Next Media in different jobs. For us at least, this helps really define a sense of belonging to something that's bigger than us all, like we're small parts of a legacy. We've had a lot of requests for things like how we make the magazine, what we look like, and how we got to work for Hyper... so we figured the only time that was really apt for this sort of thing was the magazine's birthday. So here's a look at Hyper, how it got here, how it gets to you, and who makes it.

In the beginning...

There was Next Media, publishers of Australian Rolling Stone. There was also Megazine edited by Stuart Clarke, with Andrew Humphreys along side him. Sega were publishing Megazine, and it was going strong, but they ended up selling it to another publisher, and as a result Stuart and Andrew left the magazine. Phil Keir approached Stuart about starting a new games magazine, and teaming up once again with Andy, and university buddy Aaron Rogers, went about producing the mag that you now read today... Hyper. Through the past four years Hyper has changed dramatically, but then again, so has video gaming. In issue one the 3Do still hadn't had its first games reviewed, and now, it's dead and buried. 16-bit was all the rage, and now we're into the 64-bit era. It'll be interesting to see what the games look like when we hit issue 96!

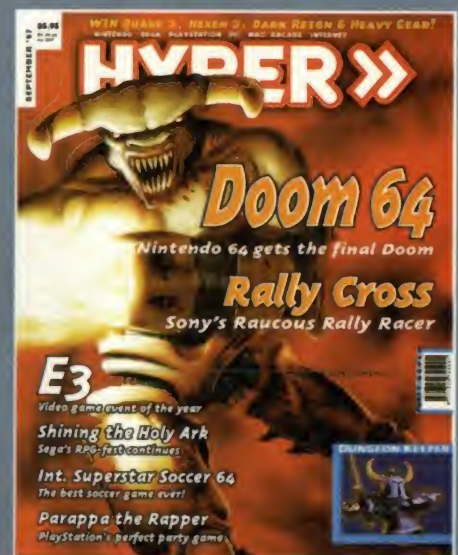
This is how it's done.

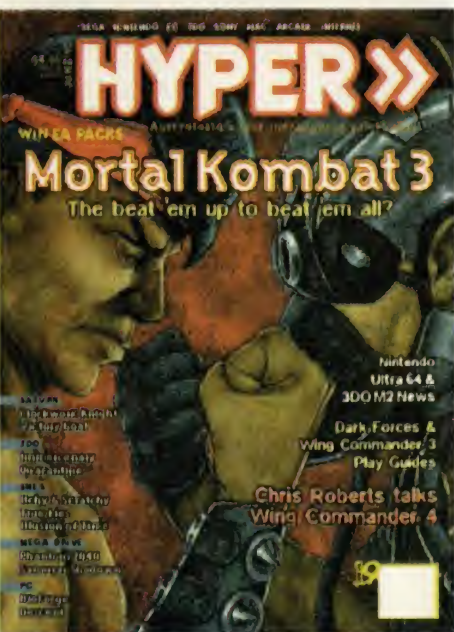
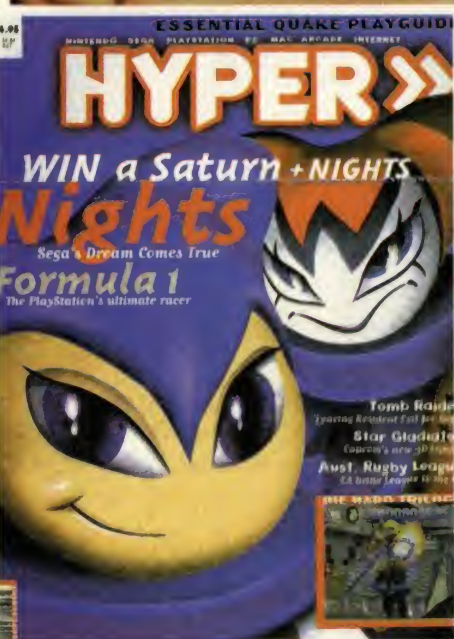
Time to put a few of you through a process of disillusion. Despite all the various captions we do for screen grabs that imply we own half of Sydney, and that we have various suburbs set up purely for use as our out-houses, we really only

take up a few square meters of space in an old building in Redfern. We share the building with all the other Next Media publications, and essentially, work together with them.

At the start of each issue, we contact the companies that distribute games around Australia, and see what we'll be able to get our hands on that month. Some companies are really anal about what and when they hand things out, and others are super helpful. Sometimes we get given a version of the game that we get told is complete, and turns out to be worse (and sometimes better!) than the final version that you end up buying. Once the games come in, the editor figures out who gets to do the review, based on time, what games they like/hate, what systems they own, etc. We also have some overseas contacts, which help get us the information ASAP.

Most of the CDs we get to review games off are gold discs, that require special consoles like our blue (developer) PlayStations, or a Saturn key disc, which money just can't buy. We run our consoles into a Mac (PowerPC) via a video capture card, and record sections of gameplay, and pick the frames we want. In the old days, we just used an AV Centris Mac, where we actually had to hit a key a couple of seconds before we wanted to take the screen shot, which made getting good grabs very time consuming. We usually do the screen shots after we've done the reviews, so we have a better idea what we need. Some PC games just DON'T want to be screen grabbed due to all sorts of compatibility problems with different games and screen grabbing software (since we do our PC grabs on the PCs themselves), and once in a while





we have to resort to using grabs from the developers.

The editor goes through the reviews and edits them (funny that), usually just adjusting a sentence here or there so they make more sense, and also assesses the way all the reviews are scored. If one reviewer loved a game and gave it 85% and another reviewer thought a different game was alright and gave it 87%, then it's up to the editor to try and balance things out... although it would seem making everyone happy is impossible, as everyone has different opinions.

The letters that get printed are only the tip of the iceberg of what gets sent in. We

get TONS of mail, and while the editor reads EVERY single letter, we simply don't have the time to respond to them all, so don't get offended if your letter doesn't get printed. Also, we don't respond to faxes, we simply accept faxes as letters. We especially don't respond to cheat requests, because 1) Our cheats are done by UGH, a company that focuses on cheat codes, and, 2) Finding cheats varies from dead simple, through to impossible, and we may spend hours looking for a cheat, only to discover there's nothing out there, which we can't do since we're having to come up with a magazine every four weeks. Also, Hypermarts that get sent in usually end up in the issue that is on sale three to seven weeks later, so if you need to sell something in a hurry, just remember the time it takes to get the mag printed, etc. Letters that bring up a new issue are much more likely to go in than those that contain stuff we've all heard before. As for artwork, it essentially needs to be on blank paper, and in colour to go in. Pencil sketches don't scan and print well. If you want your art back, please include a stamped self addressed envelope.

The art director takes the copy (written material), and the images, and goes about laying it out with a program called Quark Express. Laying out the magazine is a lot more involved than many would think, as even the simplest changes and alterations can make things look completely different. In actual work terms, the art director is the only person that has to do every bit of the magazine... so spare a thought for poor old Steve now and then!

Once we're all done, we send the Quark files to a company that makes up the film, and then send that film to another company to be printed, and turned into a magazine. From start (day 1 of the issue) to finish (on sale) is around seven to eight weeks, so we're actually getting close to finishing the next issue by the time you get the current one.

The Hyper Crew

Dan Toose
Editor
Age: 23



How he got here: I've been gaming since I was about five, with my first gaming experience being "Pong" on a Hanimex game console, and I've been gaming hard ever since. After doing my HSC in '91, I went to Sydney Uni to do Automotive Engineering, which I dropped out of during the exams of my first year. I didn't know what I wanted to do, but I knew that I certainly didn't want to hang around and finish an engineering degree. Then a friend from UTS got me heavily involved into online gaming with MUDs, which led me to MOOing (online chat stuff). I then just worked part time at Pizza Hut to save up enough to visit all my friends over in America that I made through the internet. Did that, then got back, realized I needed a job. Started work for a company that sold machines that screened dirt and rocks (exciting stuff... was a real draw card with the ladies). That lasted a year and a half, till I moved out of home and into the city and started working for a fashion company that had enough financial hiccups to have to lay me off. Whilst sitting on my bum playing video games, my flatmate who owned an internet service provider suggested I do some game reviews for the company's web page in exchange for my free net access. I accepted, and this turned out to be the best stroke of luck in my life. My other flatmate saw the ad on Hyper@ctive for a new full time writer/reviewer for Hyper, and said, "You should go for that... you'd get it". After forgetting to do so for about three weeks, I finally got off my bum and sent in an email to Stuart Clarke, who called me about thirty minutes later, after looking at my online reviews, and asked me in. About five minutes into the interview (if you could call it that), he pretty much offered me the job, and after a month of me waiting on confirmation, I got it. Why this big rant and rave? Because it really sums up that there's no clear "Road to Hyper". I got here by chance, not by some sort of life long plan. I actually believe the fact I wasn't a big Hyper fan helped me get the job. They knew they were getting someone fresh who didn't have preconceptions about how the mag should be.

Gaming Specialties: 1st person shooters, RPGs, 3D fighting games.

Thoughts on Hyper: The thing I personally like best about our mag is that we're as colloquial as possible. I like to think we write in a fashion that is similar to the way a friend would talk to you... "This game

rocks", "This, quite frankly, sucks", etc. That may not sound hard, but it's amazing how so many magazines out there seem so awfully self-conscious about everything they say, rather than just spitting out what they think like they would face to face. The best bit of the job though of course is getting lots of games.

The down side of Hyper: I see so many new games all the time, that I now find very few games really impress me. Worst of all is the sensation that I'm too busy playing games I have to review, as opposed to games I would most prefer to play. Spending time playing through a 70% game is tedious when you have a dozen 80-95% games sitting there that you haven't had time to play through yet. Don't get me wrong though, I love the job.

Out of work: I make sure I don't spend TOO much time playing games, so I can manage to keep in touch with the rest of the human race that isn't obsessed with gaming. I ensure I keep a decent amount of sex, drugs, and rock and roll in my lifestyle.

All time favourite games: Quake, Doom, Virtua Fighter 3, Samurai Shodown 2, Player Manager, Kick Off 2, Wipeout 2097, and the Ultima series.



Eliot Fish
Deputy Editor
Age: 26

How he got here: Funnily enough, like Dan, my first gaming experience was on the Hanimex console. Perched in front of the family TV, the wonder of Pong got me hooked and before I knew it my soul was sold to the video games demon. I soon graduated to an Atari 2600 and then a Commodore 64, where I played some all-time gaming classics like the Hobbit, Way Of The Exploding Fist and Zork. Then I discovered the guitar and games took a back seat. I started a band, and soon got a job through the CES working at a pop music mag as Office Assistant. After paying my dues opening mail and answering phones, I began reviewing CDs and developed an ability to rip something to shreds with the written word. Rolling Stone magazine soon took me on as Editorial Assistant and then along came a new magazine at the office called HYPER. Suddenly I was surrounded by games again, and I damn near well spontaneously combusted with excitement. Devoted HYPER readers may remember my first review in Issue #9 August 94, it was a Byte Size of Wizardry V for the SNES (though I went on to do a full review of Claymates soon after in the same issue). Since then I've been a regular contributor, finally settling in as Deputy Editor halfway through issue 45. I love HYPER to death, and gaming keeps me alive... though you may be shocked and disgusted to discover that I've only just bought a PC! I'm now well and truly a games addict. Help me.

Out of work: If you're at all into Oz music and maybe listen to JJJ, then you may have noticed that I'm the same Eliot Fish who plays Bass in Big Heavy Stuff. We just toured all around Australia and it was bloody good fun, so if you happen to read HYPER and own one of our CDs - come say hi at a show. I won't scare

the crap out of you. I promise!

All time favourite games: Zelda series, Lolo series, Monkey Island 1 & 2, X-Wing, Quake, Wipeout 2097.



Steve Scott
Art Director
Age: 27

Ahh... my first gaming experience. I remember spending the early part of the eighties hunched over a spectrum 48k, rapidly bashing rubber keys in an effort to get small sprites to kill other small sprites whilst listening to the high pitched scream of data being loaded. In between these moments I drew comics about stupid people with large guns killing other stupid people with even larger guns. At some point I ended up at art school where for three years I took to hitting guitars and making strange noises with pieces of machinery. Upon finishing uni the shock and realisation that I had to get a JOB and WORK hit me like an obese cow dropped from a large building. I started working at an animation studio, moved onto newspapers, designing boring ads for local butchers, then onto a surf company. At some point early in the year Max Autohead (your friendly anime reviewer) told me that the job of art director was available, I jumped up and down with glee, screaming "I have the answer to my job woes" applied and got the job much to my stunned amazement.

Out of Work: I keep sane by writing music, i'm a member of Clan Analogue, in a group called the Telemetry Orchestra and I still write and draw comics, and have had various weird stories published through Issue One Comics.

All time favourite games: Quake (multiplayer), Wipeout 2097, Micro Machines 3, Tomb Raider.

Where are they now?

Stuart Clarke: Stu's working as freelance journalist and is basically enjoying life to the fullest. He still pops in once in a while to say hi and stuff.

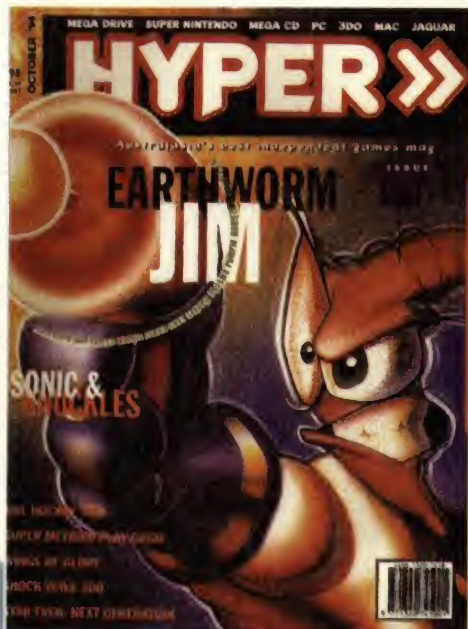
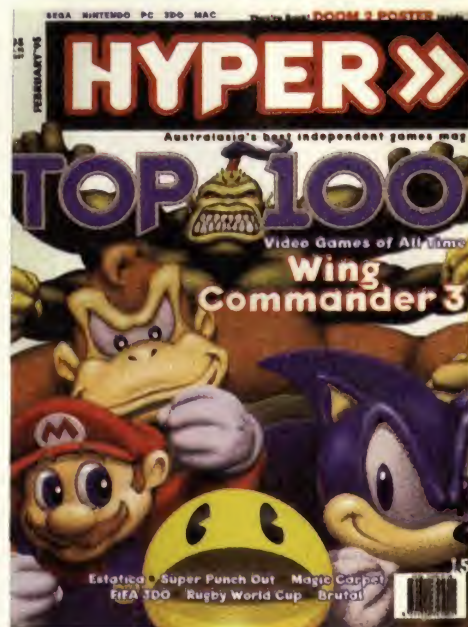
Andrew Humphreys: Andy's just across the hallway, now working as the editor of Rolling Stone. He still puts in his gaming hours, especially in the after hours Quake sessions here at Hyper.

Aaron Rogers: The man responsible for Hyper's original look is currently doing freelance stuff here and there. The world is still not safe...

Ben Mansill: Another guy who's just across the hallway, Ben's now editor of PC Powerplay, and still comes and games with the Hyper crew. A nasty Mario Kart player if ever there was one.

Mark Gowing: Mark has had the greatest influence on how Hyper looks nowadays. He headed upstairs to work on Max magazine, and like Andy, Quakes and bakes with us still.

George Soropos: You could say our brother George is still with the Hyper crew, since he now takes care of Hyper@ctive... The online side of Hyper

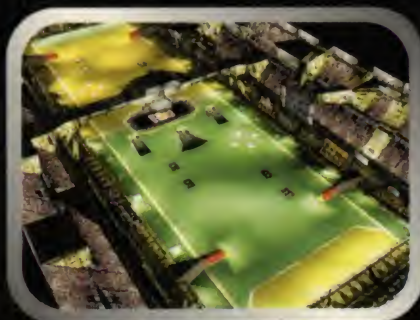


WITH CONTRACT DISPUTES, SALARY CAPS, JUST HOW BRI

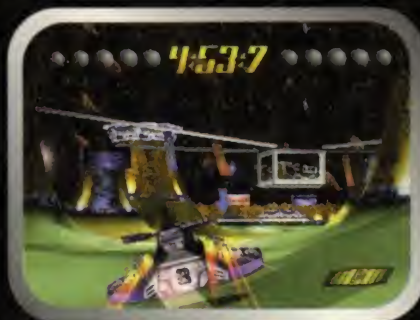
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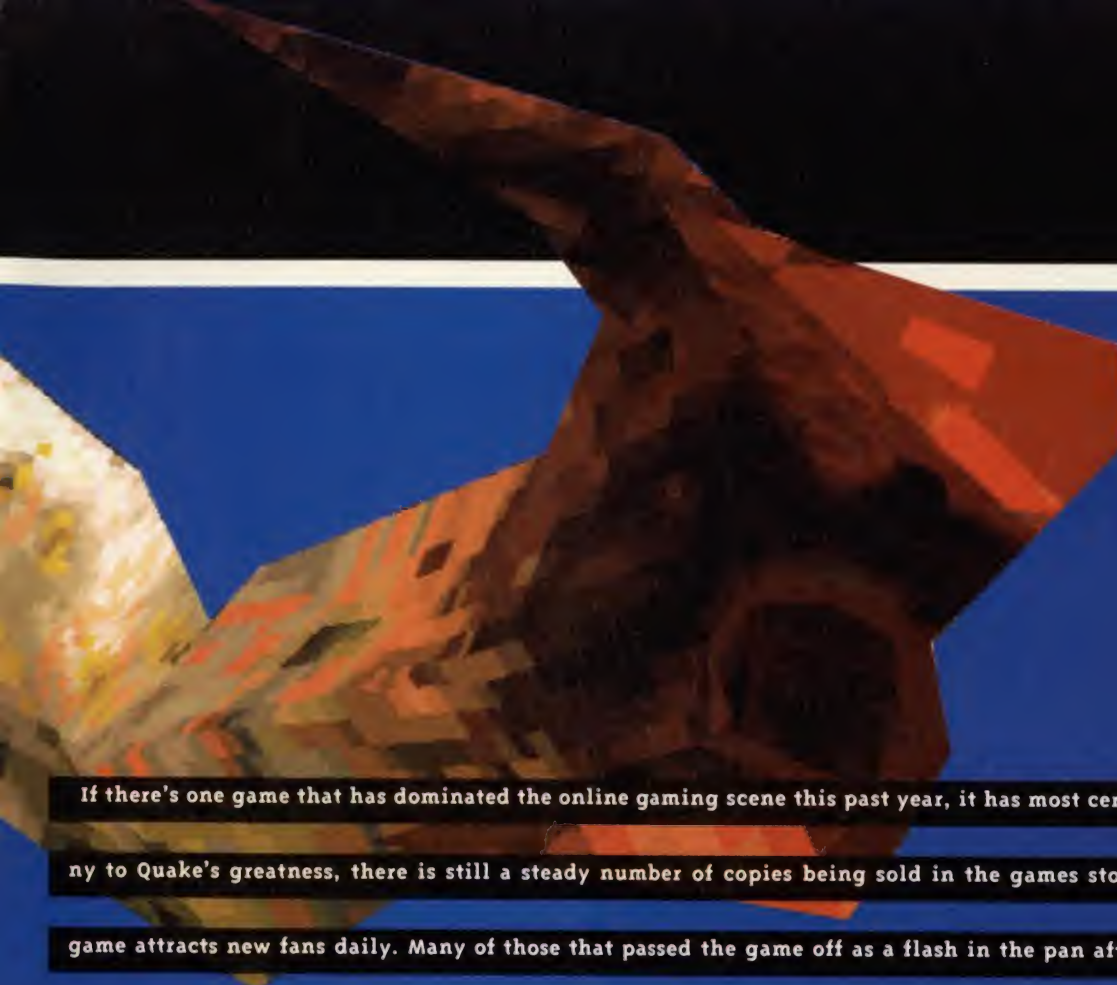
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The **O** *Factor*



If there's one game that has dominated the online gaming scene this past year, it has most certainly been Quake. In testimony to Quake's greatness, there is still a steady number of copies being sold in the games stores around the globe, and the game attracts new fans daily. Many of those that passed the game off as a flash in the pan after playing through the single player mode have later gone on to "Give deathmatching a go", only to find themselves addicts with a very busy phonenumber. We take a look at some of the bits of Quake you may not have seen, simply because the game has been growing ever since it was first release... and also have a look at how Quake 2 is shaping up, which is a very strong contender for game of the year.

The State of Q2 Quake

Quake is mostly played now as Quakeworld, which was a client released by id software designed to cater for online TCP/IP Quake death-matching. Quakeworld affects the way networking is handled in such a way as to reduce lag (game slowdown) significantly. This also allows for games of up to 32 people in at once. If you've tried online Quake a while back, and were not happy with the performance, give it another go with Quakeworld and see if it fixes things for you. Quakeworld runs in conjunction with a program called QSpy, which lets you see what servers you can connect to, who's on there, what their score is... even what colours they're wearing! If you tire of personal glory, you may wish to join a clan, teaming up with other Quakers to do battle against other teams. If you're interested in finding out which clans are in your area, check out <http://www.vision.net.au/chuck/quake/qclans.htm> for a complete list of all Australian Quake clans.

Quake Map Editing

After you've spent some time mastering the game, you eventually become a real critic as to what bits of the game you do and don't like, particularly the levels. The beauty of Quake map editing is that you

don't need to have any programming experience to learn how to churn out a Quake level. There are quite a few Quake editors out there, most of which are more of a headache than a help. We spent some time using the Worldcraft, Deathmatch Maker, and Stoneless (made in Australia) map editors. Deathmatch Maker is the only one of the three to have a standard commercial release, although it did not have an Australian distributor at the time of publication. A plus for the Deathmatch Maker was the inclusion of a manual, which always beats looking at an online help window while you're actually trying to do it. On the downside though, the interface is no where near as user friendly as you'd expect from an off the shelf product. So it's probably not a great purchase for the nonintuitive.

Stoneless is an Australian developed editor, with lots of good features, and a fairly friendly interface. The personal favourite of the Hyper crew was Worldcraft, which simply had the best support and the easiest interface to deal with of any of the Quake editors we found (<http://www.gamecraft.com/>). Warning, getting into Quake map editing can take up copious amounts of time! Just to prove we took this one seriously, Dan's put together a Quake level of the Next Media building, which you should be able to download from the HyperActive web site <http://hyperactive.com.au/>



Total Conversions - Neverending Quake

Quake's main strength is the fact it was designed to enable others to be able to expand on the existing game by building new levels, weapons, and practically anything else you could think of to go in a 3D world. Some TCs die rather quickly, like the Aliens and Mortal Kombat TCs, which sent the owners of the original games reaching for their lawyer's phone number. Heck, who knows, some of these TCs may be pulled off the Internet by the time you're reading this. In any event, keep an eye out for them, as they really do help bring the game to new heights.

Quake Rally

Using the Quake engine to make another first person shooter is one thing, but to use it to make a rally game!? Surprisingly, it really works, and whilst the game kinda sucks in the standard levels, if you play with levels made especially for Quake Rally, then it's very cool. Quake Rally was designed by Impact, an Australian group, who have come up with a very spiffy front end menu that lets you launch into the game effortlessly. You steer by looking where you want to go, which is weird at first, but once you get used to it, ends up feeling like the right way to play. The game can be played as deathmatch or a race, as the cars can pick up weapons, which turn the game into something not dissimilar to Interstate 76. Definitely more of a multiplayer fix than anything else, but a damn good one.

Latest updates and info at <http://impact.frag.com/>



Mario Quake

Quake and Mario in the one game the stuff dreams are made of. Well, some people with too much time on their hands have been working on it, and the results are pretty funny. Looks pretty good, and they've managed to capture the Nintendo feel. As for how the big N will react when they find out about the project, who knows? They would certainly be immensely unpopular if they tried to pull it.

The Mario Quake page is at <http://mario.telefragged.com/>

Quake Soccer

Now we don't quite understand why anyone would want to use Quake to play soccer, but if you're dead set keen there's a mob in England that have put together a Quake mod that comes with a soccer field map, and some alterations to turn a multiplayer game into a rather comical soccer game. Last we looked they'd stopped working on Quake Soccer, but hopefully they'll continue to develop it in their spare time.

The Quake Soccer home page is at <http://www.planetquake.com/qca/qs/index2.htm>

Quess

Definitely one for those obsessed with Quake that are looking for a new medium with which to play chess. It is turn based, and doesn't support single player play, but hey, if you're a Quake fanatic who is trying to prove you play a game that's widely accepted as being a bit more cerebral, then maybe Quess is for you.

You can find Quess at <http://impact.frag.com/>

Other Total Conversions

There are tons of TCs in the works, and the best site to find them all is Nakedman's Total Conversion page. Fortunately Nakedman hasn't included a self portrait.

<http://nakedman.telefragged.com/>

Cool Quake web pages

General Quake stuff

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

<http://redwood.stomped.com/>

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

Quake levels

<http://www.site24.com/talon48/>

GL Quake pages

The first time you see GL Quake you'll peak... After getting the latest patches off these pages, you'll be doubly impressed with the performance.

<http://dd.networx.net.au/glquake/>

<http://www.idi.ntnu.no/bjoernst/quake/glqplus/main.html>



Quess



Final Fantasy Quake



Mario Quake

Quake 2

By the looks of things, Quake 2 is not going to be a minor upgrade, like Doom 2 was to Doom. Anyone who was a Quake critic will have very little to complain about if Quake 2 meets expectations.

Features & Improvements: (Anything here could change by final release, but this information is all pretty much taken from id's comments)

Monster AI is said to have been improved dramatically from Quake. Rather than being slow moving targets that care little for their own safety, the monsters in Quake 2 will behave with an intelligence that makes them far more dangerous and realistic. For starters many of the monsters can duck, meaning you'll actually need to pay attention to where you're firing, rather than just letting off a rocket and forgetting about it. Apparently at least one of them can dive to the ground too, which could prove interesting. The AI also caters for general evasion so expect to see some monsters strafing out of the way.

Monsters will also wander about the level by themselves. When you run off monsters will no longer pester after you, bumping into door frames and

such, as the id team have been working on making them far more intelligent when in pursuit. Something that make the monsters less dangerous, but is a cool function, are the fact that monsters can be affected by poor lighting, so running into the shadows can actually serve as a benefit.

Players will be able to duck which should make deathmatching a lot more interesting than in Quake. Maybe we'll be seeing battles that are something not dissimilar to Time Crisis.

The current list of weapons at time of publication included: the blaster, machine gun, assault shotgun, double-barreled shotgun, hyper blaster, disintegrator, rail gun, chain gun, bfg, grenade launcher, rocket launcher, hand grenade, and the flare gun. Apparently the blaster does not run out of ammo, meaning you'll always have a ranged weapon, which will hopefully get rid of that annoying phenomenon in deathmatch games with a lack of ammo being a problem. Not only will you be able to see the gun you're wielding, but id are also working on making the weapon visible to others, which may prove invaluable for deathmatchers.

Quake 2's current minimum requirements are a Pentium 90, with 16 MB of RAM. It is our guess that you'll really want a high end machine with 3DFX to have the game run at a speed that shows off the engine, although MMX owners will be unchuffed to know that Quake 2 is not coded to take advantage of MMX technology.

Expect more interesting puzzles than any of the previous id games, as there will be movable objects which you'll need to utilize to complete some areas/levels.



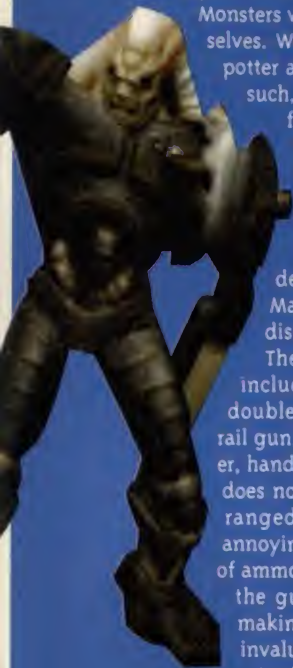
Visually Quake 2 will be a much better for those with a 3DFX card, as those without one will not be able to get the coloured lighting effects, which are what make the lighting in these grabs look so amazing. The 3D accelerators may also be necessary to get the creatures with the optimal amount of polygons if you want to play the game at a decent speed. Expect the monsters to be much more detailed, with more animation, more fluid movement, and a bit more character about them. John Carmack has been awfully thoughtful about these things, and is included a function to modify the detail level. So if you've got a P2-300 MHz with a 3DFX card, you'll be able to crank everything up. If you have a low end PC, you won't have to play a game that chugs.

Due to some clever coding, Quake 2 levels can now be much larger than in Quake. According to the level designers the levels they've been designing are about three times as large as those we saw in Quake, and there's also the feature from Hexen which sends you back and forth between levels. All reports from the id staff suggest Quake 2 actually has a bit of a storyline and plot. E-gad!

Quake 2 will require the CD to begin play. Whether or not you will be able to put in your own CDs for ingame music after you've started playing is not confirmed as yet. The main music celebrity this time around is Ozzy Osbourne... whom we're amazed is still alive.

When will it happen??? Our somewhat informed guess is mid October to early November. Apparently id have been right on schedule. Don't blame us if the game isn't out till late November, or early December but our guess is to have your pennies saved up by late October just in case the rumour we heard was true.

This really does look like being the game that will be hard to fault as a first person shooter. Let's hope it meets expectations.



THE HYPER QUAKE CHALLENGE

The Hyper Quake Challenge

Do you rock at Quake? Tired of simply blowing other people up? Looking for a new challenge? Well, we thought it might make a nice change to have you the gamer actually playing a game as part of a comp as opposed to simply sending an entry in and hoping you get picked.

Hyper got together with GT Interactive to provide you with a chance to win an iD Anthology pack, an essential collectors item for any Doom or Quake freaks out there. Quake's one of the few games you can actually prove exactly what you did by recording your game. GT have been with id Software since Wolfenstein, and the id Anthology is the perfect way to make any Doom or Quake fan's collection complete. You could say there are really three challenges here... three different ways you can win yourself an iD Anthology, as we have one to give away for each of these three levels -

- 1) E1M6 (The Door to Cthton)
- 2) E2M4 (The Ebon Fortress)
- 3) E2M7 (The Underearth)

This is how the challenge will work:

The aim of the challenge is to be able to complete the selected levels in the shortest possible time.

- 1) Start a new single player game, then go to the console (hit the "" key)
- 2) Type "skill 0" (this is important, otherwise you'll be at a disadvantage)
- 3) Type "record nameZ LEVEL (Where name is your last name (max 7 letters), Z is either 1, 2, or 3 - depending on which of the three challenges you want the recording for. LEVEL is the level code - E1M6, etc) This sets up a key to start recording a demo of your game.
- 4) As soon as you appear complete the level as fast as you can.
- 5) Type "stop" at the console. This will end the recording of your demo.
- 6) Type "playdemo nameZ" (where nameZ is as you entered above) to see your demo played back.

It's highly advised you record every attempt at completing the levels, otherwise you will go insane with frustration if you can't repeat your best time. Naturally, any use of console commands to give you any bonuses or cheats is not allowed. To give you an idea of what sort of times you'll need to be getting, here's Armand's best times for the three levels.

E1M6 - 0 min 43 seconds

E2M4 - 1 min 20 seconds

E2M7 - 0 min 56 seconds

Note: You don't have to beat these to enter, as Hyper staff times don't count (boo-hoo!)

To enter, write the level(s) you've entered for, with the time(s), on the back of an envelope addressed to:

Hyper Quake Champion
78 Renwick St
Redfern NSW 2016

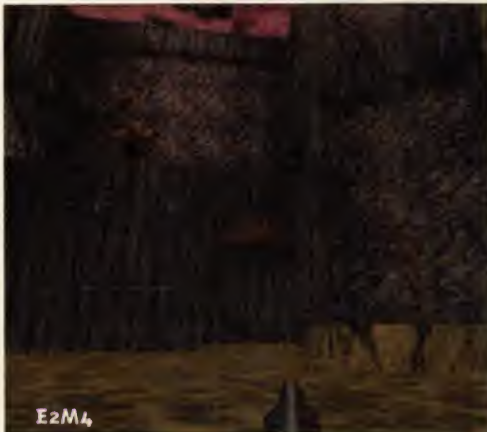
Important

- You **MUST** include the demo file(s) on a floppy disc. Please also include a contact phone number in the event your demo file corrupts and we can't view it.
- You can enter entries for all three levels, but you can only win one prize (the other prizes will go to the 2nd place entries), although you will receive credit if you win on more than one level.
- In the event of a tie for first place on any level, the prize will go to the entry that arrived first, so get cracking! If they both arrived the same day... it will go down to kills. If the kills are the same, then we'll organize a quick challenge to decide the winner.

May the fastest frag freak win!



E1M6



E2M4



E2M7



THE HYPER READER'S AWARDS

A few months back we did the PC/32 bit collectors guide, giving you our views on what titles we felt were must haves. Well now here's your chance to cast your vote as to what the top games have been this past couple of years. Simply choose from the titles nominated by the Hyper crew, or add your own suggestion in the event we didn't nominate it. Sometimes the original is still the best, so if you think there's an old game that's not in the list that is better, put it in! Only include titles that have had an Australian release. The winners will be printed in the December issue (issue 50).

▣ BEST ROLE PLAYING GAME:

1. Daggerfall *pc*
2. Suikoden *PlayStation*
3. Shining the Holy Ark *Saturn*
4. Story of Thor 2 *Saturn*
5. Diablo *pc*
6. Ultima 7 *pc*
7. Other _____

▣ BEST 1ST PERSON SHOOTER

1. Quake *pc*
2. Duke Nukem 3D *pc*
3. Lifeorce Tenka *PlayStation*
4. Doom 64 *Nintendo 64*
5. Turok - Dinosaur Hunter *Nintendo 64*
6. Final Doom *PC/PlayStation*
7. Other _____

▣ BEST PLATFORM GAME

1. Super Mario 64 *Nintendo 64*
2. Crash Bandicoot *PlayStation*
3. Nights *Saturn*
4. Pandemonium *PlayStation/Saturn*
5. Lomax in Lemmingland *PlayStation*
6. Jumping Flash 2 *PlayStation*
7. Other _____

▣ BEST STRATEGY GAME

1. Red Alert *pc*
2. Warcraft 2 *pc*
3. KKnD *pc*
4. Masters Of Orion 2 *pc*
5. Civilization 2 *pc*
6. Dark Reign *pc*
7. Total Annihilation *pc*
8. Other _____

▣ BEST 3D FIGHTING GAME

1. Virtua Fighter 3 *Arcade*
2. Soul Blade/Edge *Arcade/PlayStation*
3. Tekken 3 *Arcade*
4. Tekken 2 *Arcade/PlayStation*
5. Street Fighter EX *Arcade*
6. Dead or Alive *Arcade*
7. Other _____

▣ BEST 2D FIGHTING GAME

1. Street Fighter 3 *Arcade*
2. Street Fighter Alpha 2 *Arcade/PlayStation/Saturn*
3. X-Men vs Street Fighter *Arcade*
4. Mortal Kombat 3 *Arcade*
5. Mortal Kombat Trilogy *PlayStation/N64/Saturn*
6. Vampire Saviour *Arcade*
7. Samurai Shodown 2 *Arcade*
8. Other _____





G BEST DRIVING GAME car/motorbike sims

1. Sega Rally Arcade/Saturn
2. Porsche Challenge PlayStation
3. Formula One PlayStation/PC
4. Grand Prix 2 PC
5. V-Rally PlayStation
6. Need For Speed PC/PlayStation
7. SCUD Racer Arcade
8. Manx TT Arcade/Saturn
9. Other _____

H BEST RACING GAME non sims

1. Mario Kart 64 Nintendo 64
2. Wipeout 2097 PlayStation/PC
3. POD PC
4. Wave Race Nintendo 64
5. Jet Rider PlayStation
6. Carmageddon PC
7. Road Rash PC/PSX/Saturn/3DO
8. Other _____

I BEST SPORTS GAME

1. Int. Superstar Soccer 64/PRO Nintendo 64/PlayStation
2. FIFA '97 PC/PlayStation/Saturn
3. Cricket '97 PC
4. Total NBA '97 PlayStation
5. Worldwide Soccer '97 Saturn
6. Other _____

J BEST ACTION ADVENTURE:

1. Tomb Raider PC/PlayStation/Saturn
2. Resident Evil PlayStation
3. Ecstatica 2 PC
4. Crusader : No Remorse/Regret PC/PlayStation
5. Twinsens' Odyssey PC
6. Other _____

K BEST ADVENTURE

1. Sam and Max PC
2. Broken Sword PC/PlayStation
3. Zork Nemesis PC
4. Noctropolis PC
5. Myst PC/PlayStation
6. Other _____

L BEST FLIGHT GAME

1. X Wing vs TIE Fighter PC
2. Wing Commander 4 PC/PlayStation
3. Elite PC
4. Falcon 3 PC
5. Tornado PC
6. Aces over the Pacific PC
7. Other _____

M BEST SHOOT EM UP

1. Raiden 2/DX Arcade/PlayStation
2. Ray Storm Arcade/PlayStation
3. Parodius Arcade
4. R-Type Arcade/Mega Drive/GBES
5. Twin Cobra Arcade
6. Galaga Arcade
7. Other _____

N BEST GUN GAME

1. Time Crisis Arcade
2. Gun Blade Arcade
3. Virtua Cop 2 Arcade/Saturn
4. Crypt Killers Arcade
5. Point Blank Arcade
6. Other _____

O BEST PLAYSTATION GAME '96-'97

1. Wipeout 2097
2. Tomb Raider
3. Tekken 2
4. Soul Blade
5. Resident Evil
6. Crash Bandicoot
7. Other _____

P BEST SATURN GAME '96-'97

1. Virtual On
2. Tomb Raider
3. Sega Rally
4. Virtua Fighter 2
5. Fighters Megamix
6. Nights
7. Other _____

Q BEST NINTENDO 64 GAME

1. Super Mario 64
2. Mario Kart 64
3. Int. Superstar Soccer 64
4. Wave Race 64
5. Doom 64
6. Other _____

R BEST PC GAME '96-'97

1. Diablo
2. Quake
3. Red Alert
4. X Wing vs TIE fighter
5. Duke Nukem 3D
6. Other _____

S BEST GAME OF '96-'97

1. Quake
2. Super Mario 64
3. Tomb Raider
4. Tekken 2
5. Mario Kart 64
6. Wipeout 2097
7. Other _____



Just cut out (or photocopy) this page, make your votes, and send it off to:
The Hyper Reader's Awards
 78 Renwick St
 Redfern NSW 2016







Dungeon Keeper

HYPERR





THE HYPER READER'S SURVEY

As the world of video gaming changes, so too do the wants and needs of gamers like yourself. We want to help make the mag more suited to what you the readers want, so have your thoughts on Hyper count, fill in this survey and you'll also go in the draw to win the game of your choice! Five lucky survey-filler-inners will receive a copy of the game of their choice. The game must have been released in Australia, or you must be prepared to wait for the Australian release.

1 HOW OLD ARE YOU?

- a) Under 10
- b) 10 - 14
- c) 15 - 18
- d) 19 - 24
- e) 25 - 30
- f) Over 30

2 ARE YOU

- a) Male
- b) Female

3 OCCUPATION

- a) School student
- b) University, TAFE, College student
- c) full time work
- d) part time work
- e) unemployed
- f) other

4 WHAT DO YOU EARN A WEEK?

- (AFTER TAX)
- a) Under \$100
 - b) \$101 - \$200
 - c) \$201 - \$300
 - d) \$301 - \$400
 - e) \$401 - \$600
 - f) Over \$600

5 HOW MANY GAMES DO YOU OWN?

- a) Under 5
- b) 5 - 10
- c) 11 - 20
- d) 20 - 40
- e) over 40

6 WHAT GAME SYSTEMS DO YOU OWN

(CIRCLE MORE THAN ONE IF APPLICABLE)

- a) SNES
 - b) Nintendo 64
 - c) Mega Drive 2
 - d) 32X
 - e) Sega Saturn
 - f) Sony PlayStation
 - g) PC
 - h) Macintosh
 - i) Other (Please specify)
-
-

7 WHAT SYSTEM WOULD YOU LIKE TO BUY NEXT?

- a) Sony PlayStation
- b) Nintendo 64
- c) Sega Saturn
- d) PC
- e) Other (Please specify)

8 HOW MUCH WOULD SPEND ON VIDEO AND COMPUTER GAMES A YEAR? (APPROXIMATELY)

9 HOW MUCH WOULD YOU SPEND ON ARCADE GAMES IN A YEAR? (APPROXIMATELY)

10 WHAT ARE YOUR FAVOURITE TYPES OF GAME

(CIRCLE MORE THAN ONE IF APPLICABLE)

- a) 1st person shooters (Quake, Duke 3D)
- b) 2D Fighting (Street Fighter, Mortal Kombat)
- c) 3D Fighting (Soul Blade, Virtua Fighter)
- d) Adventure (Broken Sword, Dogday)
- e) Strategy (Red Alert, Warcraft)
- f) Role Playing (Ultima, Daggerfall)
- g) Japanese Role Playing (Suikoden, Shining the Holy Ark)
- h) Flight games (Flacon 3.0, X Wing vs TIE)
- i) Sports (Int. Superstar Soccer, Total NBA)
- j) Car racing sims (Sega Rally, V-Rally)
- k) Racing (Wipeout 2097, Mario Kart)
- l) Shooting (Time Crisis, Virtua Cop)
- m) Puzzle (Tetris, Bomberman)
- n) Shoot em up (Ray Storm, Raiden)
- o) Sim games (Sim City, Civilization)
- p) Platform (Super Mario 64, Crash Bandicoot)
- q) Action Adventure (Tomb Raider, Crusader)



11 HOW OFTEN DO YOU PLAY GAMES?

- a) At every spare moment
- b) At least once a day
- c) Every second day
- d) At least once a week
- e) A few times a month
- f) Not much at all, I just like reading Hyper

12 DO YOU EVER RENT GAMES?

- a) Yes
- b) No

13 WHERE DO YOU BUY YOUR GAMES?

- a) Specialist games store
 - b) Department Store (Grace Bros, K Mart)
 - c) Mail Order
 - d) Through Hypermart or other classifieds
 - e) Other (please specify)
-

14 RATE THESE SECTIONS OF HYPER OUT OF 10

- a) Reviews _____
- b) Previews _____
- c) Anime _____
- d) Arcade _____
- e) Cheats _____
- f) Playguides _____
- g) News _____
- h) Letters _____
- i) Byte Size _____
- j) Hypermart _____
- k) Net Trawlin' _____
- l) Feature Articles _____

15 IS THERE SOMETHING THAT ISN'T IN HYPER THAT YOU'D LIKE TO SEE IN THE MAGAZINE?

16 IS THERE ANYTHING YOU DON'T LIKE ABOUT HYPER, OR WOULD CHANGE?

17 HOW MANY PEOPLE SEE/READ YOUR COPY OF HYPER?

- a) only me
- b) 1-2
- c) 3-4
- d) 5-7
- e) 7-10
- f) I show it to everyone I see

18 DO THE RATINGS IN HYPER INFLUENCE YOU WHEN IT COMES TO PURCHASING A GAME?

- a) yes
- b) no

19 WHAT OTHER GAMES MAGAZINES DO YOU BUY, IF ANY?

20 WHAT NON-GAMING MAGAZINES DO YOU BUY, IF ANY?

21 DO YOU HAVE INTERNET ACCESS?

- a) yes
- b) no

IF SO, HAVE YOU VISITED OUR HYPER@CTIVE WEB SITE?

- a) yes
- b) no

22 WHAT WOULD YOU MOST LIKE POSTERS OF?

23 WHAT TYPES OF GAMES WOULD YOU MOST LIKE PLAYGUIDES FOR?

24 DO YOU ENTER THE COMPS?

- a) all of them
- b) some of them
- c) never

25 HOW MANY HOURS A WEEK DO YOU SPEND...

- a) Watching TV
- b) Playing sport
- c) Studying
- d) Reading
- e) Listening to music
- f) On the Internet

26 WHAT IS YOUR FAVOURITE MOVIE GENRE?

- a) Action
 - b) Sci-Fi
 - c) Thriller
 - d) Comedy
 - e) Other (please specify)
-
-

27 WHAT IS YOUR FAVOURITE

- a) Soft Drink
- b) Clothing
- c) Chocolate - confectionary
- d) Shoes

28 WHAT IS YOUR FAVOURITE STYLE OF MUSIC?

- a) Rock
 - b) Dance
 - c) Rap/Hip-Hop
 - d) Metal
 - e) Pop
 - f) other (please specify)
-

29 WHAT IS YOUR FAVOURITE HOBBY OTHER THAN PLAYING GAMES?

SEND IN YOUR COMPLETED SURVEY TO:

Hyper Readers Survey '97
 Reply Paid 634
 78 Renwick St
 Redfern NSW 2016

and you'll go in the draw for those spiffy prizes!

Dark Reign update



As we pointed out in *Overflow*, we misprinted the review score for *Dark Reign* when we did the review, so we thought we'd take this opportunity to take another look at what has to be the best game ever to be developed in this country, since we finally got our hands on a version with the final artwork, and the interface all sorted out. We normally wouldn't take another look at reviewing a game, but since *Dark Reign* got delayed so new improvements could be added, we thought it best to show you what the final product looked like... since it looks better!

As you can see from the grabs, *Dark Reign* ended up being a very pretty game, and the score we gave for visuals in our July issue needed to be upped. All the buildings, units, and even the terrain casts shadows, which helps add that extra visual depth most games in this genre have lacked. The actual interface of the game has also had a facelift since we last saw it, and now is all as clear and polished as you could possibly want. Of course the final art for the units and buildings is also greatly improved from the version we reviewed, looking much nicer than *Red Alert* or *Warcraft 2* ever did, although these stills may not make that obvious, you've really got to see it running.

The map/mission editor also looks much better than it once did, and we thought it was good back then! Whipping up a level that actually looks good is really simple, which will help add more scope to the game as you can create all sorts of interesting scenarios and challenges for you (and others) to battle your way through. Maybe we just got better at playing, but it feels like the two main sides to play as (Imperium and the Freedom Guard) are more balanced than when we reviewed the game, so it would seem Activision's QA department has done a sterling job.

We don't want to spoil things for you, but the progression of the single player campaigns takes a very cool twist, and the storyline is quite compelling. So rather than just getting harder, you'll also be coming across a plot that ends up affecting gameplay. There's more than just two sides to this story.

In summary, *Dark Reign* has ended up being everything we'd hoped for, and any real time strategy enthusiast will love it.

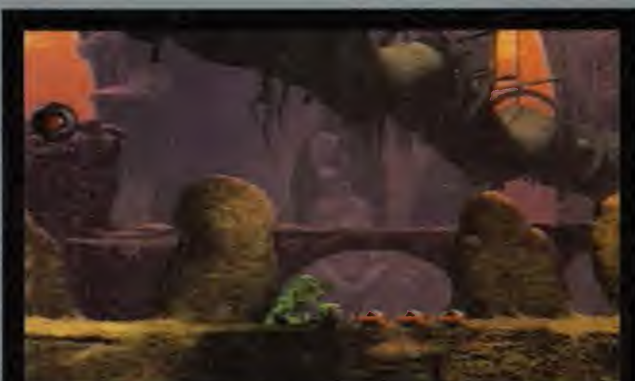


AVAILABLE: NOW
CATEGORY: REAL TIME STRATEGY
PLAYERS: 1-8
PUBLISHER: ACTIVISION
PRICE: \$89.95
RATING: G8+
REQUIREMENTS: WIN 95, P60, 16MB RAM
FREAKOMETER
VISUALS 90
SOUND 90
GAMEPLAY 97
OVERALL 96
Taking the real time strategy game to new heights

Oddworld - Abe's Oddysee



Not known for his love of platform games, why did Dan Toose want to review Abe's Oddysee?



PLAYING WITH DETONATORS... GOOD ONE ABE



PLAYING WITH SLING SHOTS... IT'LL ALL END IN TEARS

I've had the extreme pleasure of reviewing two games this issue that are good to the point that you really don't need to be a fan of the genre. I recall back to my Amiga days when I first saw *Another World*, Delphine's awesome platform, action adventure, and couldn't help but play it through from start to finish before I could move out of my seat. Cavedog, an American development team has followed the footsteps of those greats such as *Another World* and *Flashback*, to produce a game in the same vein, except with much more character, and 1997 quality visuals.

The storyline to Abe is quite simple, yet like a Disney movie, sucks you in heavily. The plot will remind film buffs of *Soylent Green*, where you (Abe) stumble upon a plan to turn your race into the latest food product from Rupture Farms, Oddworld's biggest meat processing plant. Abe does the bolt, and the rest of the game is spent finding out about the history of Oddworld, and how you can save your people from becoming lunch.

Abe's Oddysee looks fantastic. The game begins with a beautifully animated cut-scene, which runs seamlessly into gameplay. Everything is quite cartoon-like, and the overall visual impression of the game is constantly a good one. The effort that has gone into the backgrounds looks painstaking, but what will really have you sold is the character animation, which is not only very smooth, but also oozing character and charm. An example of this charm is that if you're making Abe sneak past a guard, he gingerly tip-toes by, which each step looking careful and precarious. There's even lighting taken into consideration, with creatures walking in and out of light and dark areas of the game, which is done with far more flair than any 2D platform game we've ever seen. The visuals also contribute to gameplay, with clever implementations, such as shadows enabling



you to hide as guards walk by, or rocks between you, and guards in the background, serving as a visual barrier... protecting you.

The sound is top notch, with everything from footsteps, through to character speech being of an amazing standard. Even the various creatures you come across making cool noises in response to your verbal actions. The music also adjusts to the situation, so if you're being pursued by a guard... You'll know it.

Perfect puzzles...

The gameplay is mostly focused upon puzzle solving, where you have to figure out how to talk, run, jump, duck, and psychically possess your way out of various situations. Yes, Abe has psychic powers which enable him to manipulate various things in the game, ranging from ringing some bells, through to completely taking over the body of an enemy guard, and using him to cause some havoc with his assault rifle. Whilst many situations require some very precise timing, the game never presents a situation where you're discouraged from trying something due to difficulty, as you have an unlimited number of continues. When you come up to a puzzle you can't figure out at first, you can try as many different approaches as you'd like. There's enough humour involved in some of the puzzles to make failing quite funny and enjoyable. Not only do you get unlimited continues, but the game also offers help and instructions as how to overcome certain situations, or to do certain things, so there's never a situation of you not knowing what all your options are.

As the game progresses, the puzzles and features get funkier. You do things like find a faithful steed to ride, acquire mystic powers which enable you to do sections of the game you otherwise couldn't, etc.

Abe's Oddysee doesn't have the jaw dropping 3D world effect that Tomb Raider and Mario 64 did, yet at the same time, this game is of a comparable size, has tons of good puzzles, looks beautiful, plays really well, and has character and good humour oozing from every pore... And would make a great addition to anyone's game collection.



SPEAK UP!

Abe includes a very cool gameplay element in that you can speak to creatures, which will have varying effects, depending on what you say or do. There are four basic speech commands, "Hello", "Follow me", "Wait", and an angry growl, which you use to communicate with most creatures. There are also controls to make you laugh, whistle (2 types), and fart, which you may need to use for sound puzzles, or simply to distract the guards. You can also use speech when you possess an enemy guard, which comes out a little differently. Using speech correctly can often be the key to getting past certain puzzles.



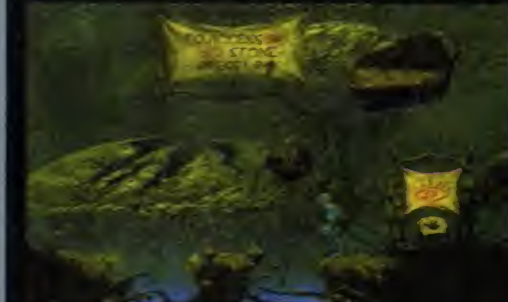
MINEFIELD CLEARING... THE WRONG WAY



LASER MOTION DETECTORS... TRES COOL



BLIP... BLIP...



IT'S RAINING ROCKS... HALLELUAH!



LOVELY LIGHTING



DON'T BE DEAD DUDE...

AVAILABLE: SEPTEMBER

CATEGORY:

PLATFORM/ACTION

PLAYERS: 1-2

DEVELOPER: GTI

PRICE: \$89.95

RATING: M

FREAKOMETER



Puzzle solving that will appeal to all.

VISUALS

91

While just being 2D, it's done with style, character, and flair

SOUND

89

Excellent use of alien voices to add tons of character to the game

GAMEPLAY

93

Thoroughly addictive puzzle solving makes this game rock

OVERALL

92

An utterly fantastic game that anyone will appreciate

Formula 1 '97

"He's off on the green stuff again!"... now what could Murray Walker possibly mean? Ehot Fish slaps on the helmet to find out.



TRYING TO ESCAPE THE TRACK ARE WE?

Some of you may remember my review of Formula 1 from Psygnosis way back in an issue of HYPER long ago - I gave it a very big score indeed, and now it's been given the tweak. Formula 1 '97 is the new beast and a copy has been plonked in front of me, so let's take it for a spin and check out it's new duds. What Psygnosis have promised is advanced AI, high-res graphics, a more punishing physics model, more options than you can eat, more viewpoints, let me just stop for breath, analogue support, faster loading times and Murray Walker back behind the mike. Have they delivered? Is Formula 1 '97 an even greater racing experience than it's predecessor or just a few extra knobs to twiddle with?

Shut Up Murray Or I'll Kill You

On first inspection the game appears quite different. Everything looks a lot richer, with more depth in the colours and detail of the cars, though the sense of realism is duller this time around. Certainly there was a higher frame rate than in the first F1, so this is good, and there are a few more camera angles to choose from as well. An interesting new addition is the driver's perspective



which actually shows your gangly, polygon arms gripping the wheel! It's a little hard to follow the track from this angle, but it's quite funky. My preference is still the high, rear chase cam which allows you to see the corners and surrounding cars at the sacrifice of a bit of realism. I was certainly expecting F1 '97 to look better than it does though, and it's really only a few notches up above its predecessor - there's more colour, detail and a smoother engine, but it's not a huge leap. It's safe to say the PC version of this game looks a million dollars better with its Direct 3D support - mmmmmm 3Dfx.

As you would expect from an update, there's lots of extra features to fiddle with before you hit the circuit. Adjust your brakes, downforce, suspension, fuel loading and other race options such as the the inclusion of flags (if you drive badly and hit things, you get flagged and possibly disqualified) and you can even edit your driver's name - good if you think Ralf Schumacher sounds really knobby. I do like the pit crew radio, which pipes in every so often to check if you're OK after a collision, this just adds to the experience being that little bit more tense.

Donuts!

The car handling is quite realistic (though it's not like I drive a Formula 1 to HYPER HQ every morning), but you really have to know the circuits to know how to use your gears and brakes effectively. The tracks draw-in quite late from most of the perspectives, so learning the corners on each circuit really helps to keep you up there with the other drivers. The other drivers... Well this time around, they do seem more "aware" of your presence. They actually brake if they think they're going to hit you, unlike the previous F1, though all the other cars still seem to be of the same ability... There are never stragglers down the back, or cars crashing into walls which would have made the game seem more involving. It feels a little lonely out there - so I guess it's a real sim in that sense. You really are just racing against your own times and perfecting your driving line throughout the race. The analogue control works quite nicely in Formula 1 '97, however, there's no option to configure the controller which was very annoying as the stick thinks you're pushing back when you're turning a corner, thus the rear view flashes up and more often than not you hurtle into the barrier. Hopefully a controller configuration option will be implemented into the final release, however, maybe it'd be wise to try it out in the shop first - because plain old digital mode ain't too grand. F1 '97 offers a two-player split screen option in both Arcade and Grand Prix modes, however in the Grand Prix mode you still only race each other rather than both being amongst a pack of 22 cars. Arcade mode just seems a tad silly, as Formula 1 cars aren't meant to powerslide and the circuits aren't terribly exciting for a two-player race.

All up, F1 '97 is really only a healthy update of the original rather than a stunning leap forward and there are now other PlayStation games which look and play as good, if not better. When F1 debuted it was unlike anything the PlayStation had previously seen, F1 '97 now just doesn't have the same impact. The game is still solid, though, and even though the two-player mode is a bit dull, the single player Grand Prix will keep you at it for ages.

17:40'274

14

LAP/TIME 17:47'099

POSITION 1/2

LAP 2/5

17:40'274

14

LAP/TIME 17:02'394

POSITION 2/2

SPOT THE CRAPPY DRIVER...

21

447.856 (+13.911)

ALEX 22

TAG HEUER Official Timing

STACKS ON THE MILL!

17:55

8:07

3:07

21

+1:15.229 (+110.254)

M SCHUMACHER 22

TAG HEUER Official Timing

WHERE'S THE WINDSCREEN WIPERS?

17:55

21

17:55 (+1:25)

HELL 22

TAG HEUER Official Timing

THIS ISN'T V-RALLY MB FISH...

AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-2

PUBLISHER: PSYGNOSIS

PRICE: TBA

RATING: G

FREAKOMETER

This is definitely for F1 freaks

VISUALS 84

Nice but no longer a shining example

SOUND 79

Murray gets a bit repetitive and the engines...

GAMEPLAY 84

The single player sim will keep you going

OVERALL 83

A solid racing experience for lovers of the genre

Hercules



After stripping off and greasing up, the HYPER crew took part in some muscle flexing and Eliot Fish won the job with his perky pees...

Not since the 16-bit machines bit the dust have we seen some truly great 2D platformers. Aladdin on the Megadrive stunned everyone at the time with its luscious animation and graceful controls, and after loading up Hercules I couldn't help but be struck with exactly the same warm fuzzy feeling that possessed me back then. Disney have done it again and delivered a top notch product which is not only a superb film to game conversion, but an excellent platformer in its own right. You can't help but be impressed with the lush detail of the animation and the hilarious cutscenes taken directly from the film (which play full screen no less), everything from the menu screen to the awesome boss levels just simply burst with quality and there's no doubting that you'll want to play this to the very end.

Herc ain't no jerk

This is classic stuff. Herc jumps, swings, ducks, climbs and twirls his sword like he's been snatched straight from a Saturday morning cartoon. The character animation is truly lovely to watch, with just the right dash of humour and realism to give you the sensation of actually taking



BEWARE THE GIANT FAT DUDE WITH THE STICK...



SHIT HOT FMY!

part in a slice of the movie. In the initial training stage, you're accompanied by the maniacal Danny De Vito voiced character, Phil, who hurls hints and criticisms at you whilst you battle your way through the obstacle course, showing off the fine voice-acting which you can expect throughout the game. Here you learn all of Herc's different abilities which you need to employ in later levels, such as lifting rocks and using the power punch to knock down big annoying things blocking your way. The sword is also a handy tool for dispatching the pesky stymphalian birds amongst other things, and if you collect the right powerups it can also shoot fireballs, a burst of lightning or a powerful shock-wave. The 2D action is all fairly standard, but Herc controls so well and everything looks so darn pretty that it's a pleasure to play. The entire game isn't just side-scrolling jump and slash though. On some levels you can walk into and back out of the screen to reach powerups and pathways obscured by trees and scrub, giving the scenery that added sense of depth. But the real icing are the levels which require Herc to run continuously into the screen in a sort of pseudo-3D, jumping and dodging oncoming boulders, citizens, falling columns and the like, picking up the odd powerup along the way. Not a great technical achievement by any means, but the screen is just littered with so much life and colour that you can't help but be engrossed in the action.

Herc's hard helmet

As far as powerups go, you can pick up sandals of speed, Herculade for energy, extra Hercs which increase your energy bar and a helmet of invincibility. There are also four urns hidden about the place which when collected give you a password for saving your game. For extra continues, you must collect all the letters to spell Hercules - most of these are stashed away on seemingly out of reach ledges or in secret areas. For instance, in the city streets, some of the paths look slightly cracked... If you get Herc to do his jumping stomp, he'll eventually break through the floor and fall into a secret room or two. There are small touches like this throughout the game which make Hercules a cut above your average platformer and something a little greater than just a kiddies game. It's quite obvious that Hercules is going to be huge with younger gamers though, as it's not a terrifically hard game and yet it's entertaining all the way through. There's is enough in here to stir up the old brain cells, though so don't expect a walk through the park. Make it to the bosses and you'll have to figure out how to defeat each one, as each requires a special approach. They look damn cool too. Especially after the glut of bad 3D shooters that have been doing the rounds, a quality platforming classic like this is simply a breath of fresh air and a joy to play. Yay Herc!



YOU SMELL HORSE BOY!



GOODNESS GRACIOUS



THE R-TYPE STAGE



CLEAVING HERC IN TWAIN



THE WAY YOU LOVE ME IT'S FRIGHTENING...

EVER HEARD OF A TROLLY HERC?

AVAILABLE: NOW

CATEGORY: PLATFORMER

PLAYERS: 1

DEVELOPER: DISNEY

INTERACTIVE

PRICE: \$89.95

RATING: G8+

FREAKOMETER

Fun for the whole family

VISUALS

89

Seriously good animation and lotsa lush scenery

SOUND

88

Great voice-acting from some of the best

GAMEPLAY

82

Excellent fun though fairly simplistic

OVERALL

84

Hercules is truly mighty

Time Crisis



Any excuse to get his hands on a firearm...
 Dan Toose ironically reviews Time Crisis right on deadline.



WHO YOU LOOKIN' AT PUNK?!

You don't even have to be a gamer to appreciate the fun of the shooting game. Real simple scenario: You point a gun at targets on a screen, and pull the trigger to watch em die. There's been a legacy of arcade gun games, the king of which was Virtua Cop for some time, which was then challenged by Namco's Time Crisis. Now Time Crisis comes to the PlayStation, giving Sony's console that decent gun game that it has lacked compared to the Sega Saturn.

Namco's arcade board, the System 22, is beefier than the PlayStation, so when you see Time Crisis on a PlayStation, you'll notice it doesn't look quite as good as the arcade machine, however, the difference is slight, and as a conversion, the job is first rate. For those that haven't seen the arcade game, Time Crisis includes 3D polygon targets, in a 3D world. The animation is fast and smooth, and the whole game is awfully pretty to look at.

Time Crisis has that cheesy "Oh no, you have 17 seconds to save the Earth!" music, which in any other context would suck, but here, it's spot on. The game also features an excellent sound effect for the firing of your gun, which really adds to the satisfaction you get when you toast someone. To complete the audio experience, all the bad guys groan and cry out in a very pleasing way when you plug em full'o'lead.



YOUR PIECE

As featured in news this issue, the gun you use with Time Crisis is called the GunCon. It is amazingly accurate, and due to the spiffy calibration programs, you'll never be cursing about how you swore you were aiming at the target when the PlayStation says otherwise. Due to the extra cable that runs from the control plug to the video output of the PlayStation, there's no room for a two player option (although in this case it's irrelevant due to the ducking back and forth behind cover, which wouldn't work with two players.) NOTE: The Australian version of the GunCon will not be this colour, and there's a chance it may even be a slightly different shape.



THAT'S WHAT HAPPENS IF YOU DON'T TIP THE GUY WHO CARRIES YOUR BAGS

A gun game off rails?

Most gun games suffer from being completely "on rails". In other words, the game goes by, and you have to shoot things, and that's it. Time Crisis gets around this lack of input by use of a "cover" button. By default, you hide behind cover, but while you're pressing the cover button on your gun, you pop out. Whilst unrealistic, you can actually see the bullets that are fired at you, which adds the element of dodging into the game, which is a good thing. If you see some guy pop a shot off, and the projectile is coming in, you just release the button, and you're out of harms way. Ducking behind cover also reloads your weapon, so you get that "move, unload, hide, reload, move..." pattern happening, which feels great. The same function can, however, lead to huge amounts of frustration when you step out of cover right into the path of a bullet/grenade/knife. It is possible to learn all the timing of the attacks in the game, but it's a long drawn out process.

Time Crisis also has interactive backgrounds, which simply means, if you shoot some things, it has an affect on visuals and the gameplay. In one particular spot you're in a weapons factory, and you can shoot a box of explosives to help clear the area a lot faster than you normally could. You also interact with the environment non directly too. For example, if you shoot a guy running towards a big cannon, then that's it... but if he makes it there, then you've got something extra to worry about.

To make sure that those who had conquered the arcade game still had reason to want to check out the PlayStation version, Namco have included an extra episode, which sees you battling your way through a hotel which is really a front for a terrorist organisation. What's particularly cool about this bit is that how well you perform affects which route you take to the finish. This episode was easy to finish, but hard to finish on a different tangent, so only the sharpest shooters will make it to the rooftop of the hotel for a more interesting finale.



Needs more guns

There's only one way that Time Crisis falls short and that is a lack of variety in weapons. Games such as Virtua Cop included that ability for you to pick up new weapons, and there seems little reason Time Crisis had to go without.

Anyone who enjoyed the arcade game will love this, and anyone seeking to try a different type of game on their PlayStation would probably consider it a pretty good investment. Although it may be a while before you get to use that GunCon peripheral with anything else. Not recommended for people with really tiny television screens.

AVAILABLE: NOVEMBER

CATEGORY: SHOOTING

PLAYERS: 1

PUBLISHER: NAMCO

PRICE: \$109.95 (WITH GUNCON)

RATING: TBA (MA15+)

FREAKOMETER

Fun with a gun... anyone can love it

VISUALS

89

A visual treat to say the least...

SOUND

89

Nice chunky gun sound makes it sound grand

GAMEPLAY

91

The gun's accurate and the game is top fun!

OVERALL

91

A first class conversion of the arcade classic

Kurushii

"Doing your block" takes on a whole new meaning with this PlayStation puzzle-fest, and Eliot Fish certainly lost his block playing it...

SELECT PLAYER

Eliot



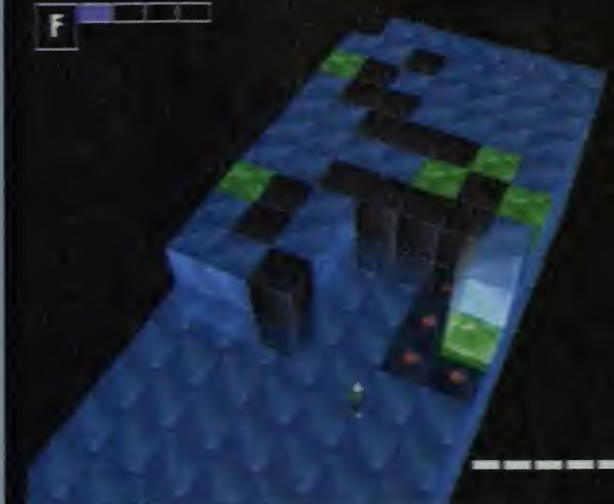
DEAR GOD! IT'S MR FISH!

Thanks to Kurushii (or Intelligent Qube in Japan), I'm going to be having horrible nightmares for weeks... big grey shiny blocks are going to be tumbling towards me and I'll suddenly lose the ability to run, crushed by the huge textured objects! Noooooo!

Really, Kurushii is frighten-

ingly addictive, and from the moment I loaded it up to review I found myself hooked for about four hours straight. Anyone who plays Kurushii will find themselves falling prone to the old "one more try" syndrome, as the elegantly simple yet monstrously clever gameplay hooks them by the nads and twirls them about... and for female gamers, it's even worse. You would never think such a simple puzzle game could be successful on a 32-bit powerhouse like the PlayStation, as games like this are usually more suited to the Nintendo GameBoy and the like. The very cool thing though, is that Kurushii rocks hard and although not perfect, it's an extremely funky addition to any gamer's collection.

F



I LOVE CAPTIONING GRABS LIKE THIS ONE... AHEM



Like A Rolling... Cube?

The first thing that freaked the living crap out of me had absolutely nothing to do with the actual game... Before I'd even tried a level, I was messing around with the available options to discover that the default player name is Eliot. They even spelled it correctly! I knew that this was a game for me. Once equipped with my little virtual Eliot, I ventured forth into the world of Kurushii. The basic idea is to select and then vaporise the grey blocks as they roll towards you. Sounds easy enough, eh? Well, the green blocks leave behind a green marker which when detonated, vaporise anything within a one block radius. Now, enter the black block. These things unfortunately, you do not want to vaporise. See how the playing area is made up of rows of blocks? Well, if you accidentally destroy a black cube, then you lose a row off the end of the playing area giving you less room to move and thus less time to achieve your goal of destroying all the grey and green blocks. Now maybe you're getting a picture of how this game works. As you're destroying blocks, you're also making a path for your little dude to get out the other end, and depending on how the cubes are laid out, you may just find yourself trapped by black cubes. I played Kurushii through to the end in my four hour stint, with the final few levels being quite crazed affairs. Then Dan pointed out that the game was only set on difficulty "0". It goes up to "4"! What happens if you increase this difficulty setting? Well, the blocks suddenly become insanely fast, and the game becomes more frightening than I actually thought it was.



Chicken Stock Cube

Kurushii isn't the perfect puzzle game though, and it's not exactly a Tetris beater. What was sadly lacking in the later levels, was more variation in the type of blocks which you encounter. What about blocks that have other weird abilities or dangers? And how about maybe twice as many levels? If Kurushii was more unpredictable and "infinite" in the sense that the levels just keep going until you just can't hack it - like Tetris - then the gamer would keep playing simply to see just how far it is humanly possible to get. But Kurushii consists of only nine levels, and once you're finished these, bar playing on a higher speed setting, there's not much incentive to play it again. Possibly this game was such a bastard to design, that the programmer lost his marbles and they simply had to package it up and make some money back, I don't know. However, an incredibly cool addition, is an Original Mode where you can actually design your own levels and save them to your memory card! Now that's a bloody good idea. There is also a two player mode, but it's turn based as opposed to a split-screen playoff, and it's not very exciting at all. Kurushii is a great single player game, and one of the most original PlayStation games I've seen in quite a while, which will no doubt spawn many a cult following.



AVAILABLE: NOW
 CATEGORY: PUZZLE
 PLAYERS: 1-2
 PUBLISHER: SONY
 PRICE: \$79.95
 RATING: G

FREAKOMETER
 [Progress bar with 10 segments, 4 are filled]
 Very addictive, frustrating for some

VISUALS
75
 Sleek, simple and sexy

SOUND
80
 Great effects and incredibly grand music

GAMEPLAY
82
 Very clever, deserves to make someone rich

OVERALL
80
 Pretty damn good

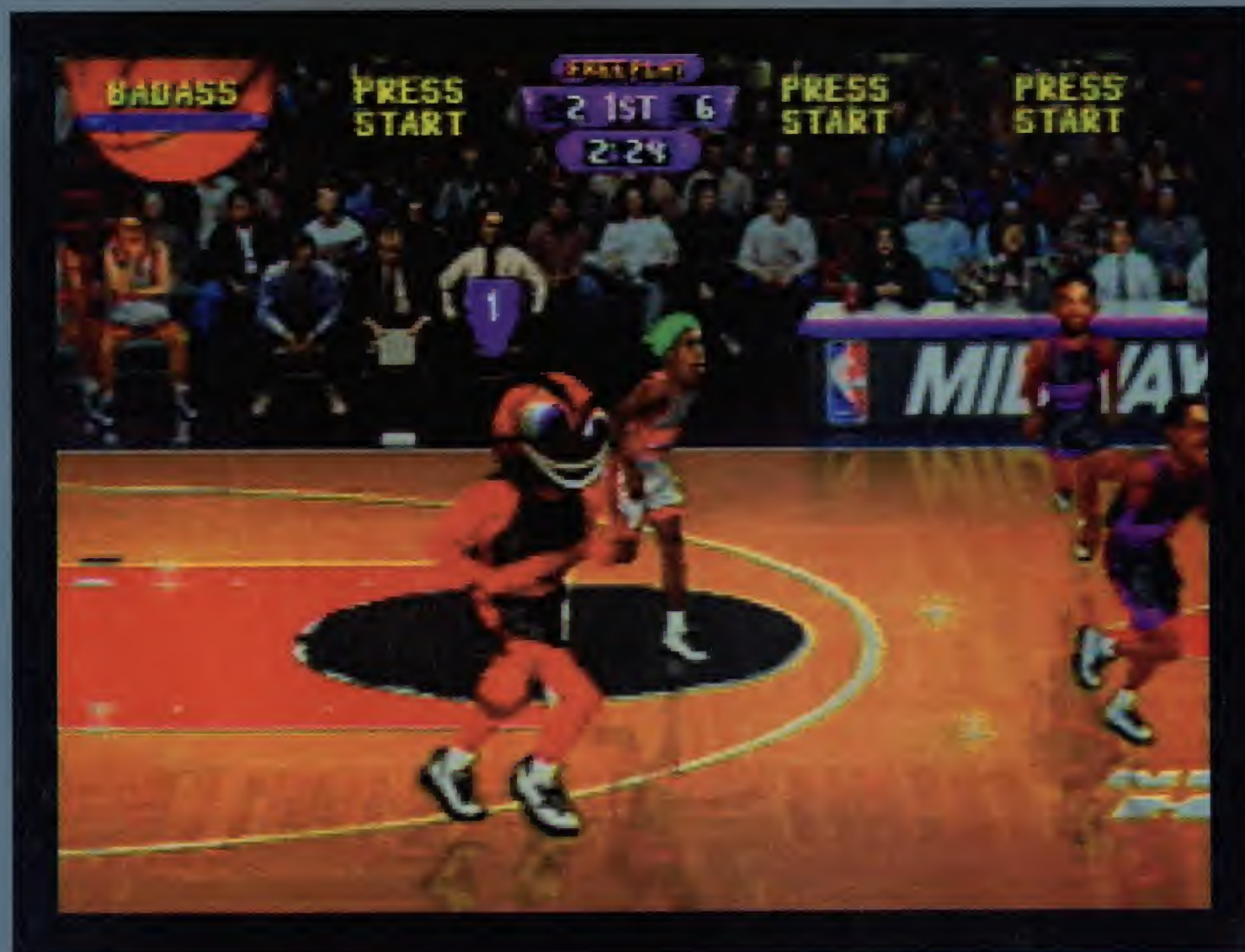
NBA Hangtime

Steve O'Leary's dribble duct was spasming today, so we made him take it out on NBA Hangtime.

The first basketball game has finally arrived on the Nintendo 64, and to many peoples dismay it is only two dimensional and doesn't take advantage of any of the Nintendo 64's infamous 3D graphic abilities. NBA Hangtime, the latest in the NBA series, remains a traditional 2D sprite-based basketball game, but as an arcade conversion it is sure to contain solid, engrossing gameplay.

As in previous NBA games, like NBA Jam etc, NBA Hangtime offers two on two basketball with players selected from a wide range of teams realistically copied from the current world basketball association.

Twenty nine teams are available for selection, with such players as the formidable Denis Rodman, complete with his trademark green hair, as well as a new option to create your own player that can be saved to the N64's memory card. The player creation option is probably the best feature of NBA Hangtime as it allows construction of your player from the ground up, selecting all his attributes like height, weight, skill as well as his physical looks. Funnily enough you can even choose from a range of heads including chicken heads, Santa Claus' head, alien heads, pig heads and so on. Although initially a novelty, the player creation function becomes quite effective with you being able to customize players to suite your own playing skills.





Doin' it with friends...

A four-player option has also been added to NBA Hangtime which takes advantage of the four ports available on the N64 console. In one-player mode the computer takes control of the spare player, and this turns out to be an especially good feature when you're a beginner at the game, as the computer player will shoot, steal and score with a high degree of accuracy. The computer player will vault himself up to the basket and simply await your pass, making scoring baskets quite simple for the beginner, although, the AI is quite high and some games can be very difficult to win.

Player control remains fairly simple with only three buttons - turbo, shoot and pass - and combinations of these buttons will result in the many spectacular slams and dunks that are present in the game. In fact, considering the simple control system, the variety of moves available is impressive, with all manner of tactics available from blocks to alley oops to hook shots, but still NBA hangtime falls short of basketball games in the 3D genre like Total NBA '97.

The game's graphics are pretty close to arcade perfect in their quality and speed. The size of the players are marginally increased over previous NBA Jam games, and each player is quite well detailed with nice fluid animations despite the game coming on a cartridge. The frame rate is very smooth with no noticeable slowdown at any time, even with four players competing at once, although this would be no mean feat for the N64's hardware, especially considering the game is only 2D.



SEE WHAT'S ON THE SLAB...

The option to create your character from scratch is quite cool. You can change the name of your character (there's bound to be some fun had here!), and give them a head from a choice of over 60, including some bloody weird ones like aliens and pigs heads. Your height, weight and build can be changed and all effect your speed and performance on the court. All of these players made can be saved to memory card for later use, and even require a pin number so your friends can use your favourite character!

Bickety bam!

Upbeat techno music that can be almost labelled as 'rap' is atmospheric and surprisingly good in quality and will have you slammin' the baskets to the beat in no time. Equally good is the amount of speech inside the game, with nearly all actions being labelled by sideline commentary that varies from complementary to downright insulting.

There's no doubt that NBA Hangtime made a great arcade game and on the Nintendo 64 it's a great conversion. The problem, is that it's rather limited in its overall depth, and while sure to satisfy those who want a quick game with a few friends, will disappoint those out for a simulation of the sport. Furthermore, the game as a whole is a poor example of the N64's superior capabilities and would look quite at home on the Playstation or Saturn. It's a shame that some effects or more 'N64 only' options were added to spice up interest in the game. Overall though, if the NBA games are your thing and you've got a N64 then NBA Hangtime comes recommended, especially for its player creation and multiplayer options. Just don't go expecting the impact of games like International Superstar Soccer 64.



AVAILABLE: NOW
CATEGORY: SPORTS
PLAYERS: 1-4
PUBLISHER: MIDWAY
PRICE: TBA
RATING: G

FREAKOMETER

Tough computer AI makes it hard for beginners

MULTIPLAYER

10% better when played with a few friends... especially with created characters

VISUALS

74

Good for 2D, but it ain't no ISS64

SOUND

76

Catchy tunes, reasonable speech

GAMEPLAY

75

Okay, but not ultra deep...

OVERALL

74

Good if ya like basketball... If not...

Wayne Gretsky's 3D Hockey



Dan Toose once again laces up his skates, and slams his hockey stick into Wayne Gretsky's face.



It's not that I'm predisposed towards violence, it's just that this is one of those games where the whole, "Violence never solves anything" theory falls to pieces fast. Ice Hockey is one of those sports that in Australia, unless you live near a rink, and unless you make an active effort to check it out, you're really not likely to have much contact with the game. Put all your disinterest in ice hockey aside however, because whether or not you like the sport, it often makes for a good video game, and Wayne Gretsky's 3D Hockey is no exception.

WG, yer lookin' good...

The important prerequisite for a sports game nowadays is how good it looks, and WG's 3D Hockey, does indeed look spiffy. Midway have made use of the mip mapping and transparency features of the Nintendo 64, creating a beautiful playing environment. One thing that was missing though was reflections off the ice, which seems like a weird thing to miss, since it has been done before in other ice hockey titles, on systems that should if anything be less able to handle them. WG's 3D Hockey may not have the same sort of fluid animation that ISS64 does, but the player movement is still very good, even if a bit comical. You really begin to appreciate how thoughtful some of the animation is when you look back at replays and realize the realism in the way the players skate around, and take shots whilst leaning, etc. Most of the animation has gone into trips, shoulder charges, and the results of these defensive (I use the word loosely) moves. Like most sports games, there are multiple camera angles, and as usual, about two of them are of any use, the rest are just there because they can be. One thing that helps gameplay immensely is the option to have the puck leave a streak as it is passed and shot at goal, otherwise you'd never have an idea where it was going (like some Hockey games in the past).

The commentary is really quite good, and while you'll exhaust the announcer's vocabulary within half an hour, it will still serve to add some genuine atmosphere to the game. Other than that, there's really not much to WG's 3D Hockey as an aural experience, but everything that's needed is there.



Gameplay on the rocks...

What makes Wayne Gretsky's 3D Hockey a good game is not the visuals, but the gameplay, which although quite simplistic, is hard and fast enough to keep you interested. For starters there are two styles of gameplay: simulation and arcade. The change is quite drastic, with arcade being 3 on 3 on a small rink, with no rules... and simulation allowing up to 5 a side, on a full size rink (although this slows things down a little), with all the rules from the real game. Arcade mode is really quite cheesy, with shoulder charges sending victims sailing through the air (which happens to be the easiest way to get control of the puck), and power shots catching on fire and burning the goal net to cinders. The game is somewhat challenging at "easy" difficulty, leaving three higher difficulty settings to ensure the game is not conquered in an evening. The main reason the gameplay feels right is that you generally have to do something vaguely fast and tricky to score a goal, with the goalie's rarely failing when faced with a straight one on one challenge. To further help add to the game's longevity, all the players come with stats, which will be updated if you have a controller memory pak. The real players are in there, mullet cuts and all. All the usual playoff, full season, friendly match, etc, options are present... and of course there's a practise mode so you can really hone your skills.

Wayne Gretsky's 3D Hockey may not be amazingly deep, but it is very playable, has a good feel, is fast, and is by all rights, a good sports game. Not quite as jaw droppingly good as ISS64, but if you like ice hockey at all, you'll definitely enjoy this.



FISTS OF FURY

Having a game within a game never hurt now did it? Well it does when it's a bit of fisty cuff action, and of course that's what the crowd is hoping for half the time anyway. This is hardly a replacement for Tekken 2 or anything like that, but it'll no doubt get you just as enthused. Just a few simple punches are available, and it really serves no purpose other than to amuse... works like a charm. There's even an "angry-o-meter" to help you guess at how many more heavy fouls you need to do to get the gloves off.



AVAILABLE: NOW
CATEGORY: SPORTS
PLAYERS: 1-4
PUBLISHER: MIDWAY
PRICE: \$79.95
RATING: G

FREAKOMETER

Liking ice hockey will help, but easy to pick up

MULTIPLAYER
Great as a 2 player game, but more than that is just frustrating, trying to share a team

VISUALS
87
Fast, clear, and smooth as ice

SOUND
82
It's like there was an ESPN radio station

GAMEPLAY
84
Not real deep, but fast and fun... what it should be

OVERALL
84
A really good ice Hockey game... that simple

Dragon Force



A Saturn strategy game is a rare thing... Dan Toose checks out Sega's latest animesque wargame, *Dragon Force*.



The power it draws on is far too strong... too... wicked.

WICKED? THE GODDESS OF BAY-VALLEY GIRLS?



Rather than being another Japanese RPG, *Dragon Force* is a wargame, with RPG elements such as stat building, anime style character design, and a plot which involves saving the world from nasty entities from hell. You play as one of eight rulers of the land of Legendra, and follow that character's role in the story of the struggle between the ancient forces of good and evil, etc.

Dragon Force uses that tried and tested anime art style to good effect, like we've seen in practically every other Saturn RPG. The only point where there's any real action though is the combat element of the game, where large numbers of troops are pitted against one another. The overall style is very nice, and some of the spell effects are very cool (although not quite as good as *Final Fantasy 7*, *Suikoden*, or *Shining the Holy Ark*). The rest of the visuals are really just functional, as this is a strategy game after all.

Tonk Tactics...

The crux of any wargame is the combat, and *Dragon Force* uses a sort of real time strategy approach, that is interrupted only when you actually issue a command. You don't control individual units, instead you issue general commands like disperse, regroup, melee, advance,

retreat, etc. When you amass enough troops and experience you can perform extra manoeuvres like splitting the troops into separate groups, although funnily enough the best tactic seemed to be to just make sure you pick the right troop type to take on the enemy, then have your troops just get in there and melee.

In one sense the game is very playable in that getting your way around the controls is not fiddly, and you can very easily do what you want to with your troops. Dragon Force does however suffer from a lack of variety in tactical combat, which probably won't bother anyone who's an anime fan who's playing a strategy game for a change of scenery... but anyone who's spent any time playing decent strategy games on PC will be suitably unimpressed. For starters, you can see your enemies armies coming on the main map screen, and check out how strong they are etc, before you're anywhere near them. This makes it very simple to amass the force needed to counter them. This is handy, but sort of detracts from the need to do any real planning. Whilst there are many types of unit that you can use, you can only assign one type of unit to each general at any one time, so you never have the opportunity to have a balanced attack force. Imagine if when playing Command and Conquer, that you could only ever attack with one type of unit at any one time. One other annoying thing about combat is that when you've polished off all your enemy's troops, you have to wait for your troops to subdue him/her. This tends to result in you losing another dozen or so troops, which wouldn't happen if you had the option to personally intervene with your general. Don't get me wrong, the combat has its own way about it... and it works, but it could have been made a lot deeper with just a few really simple tweaks.



Domesticated Wargame

Between battles you organize your troops on a map screen, which runs in real time, so you can see where the various armies are moving about. Honourless as it may seem, the general idea of the game is to simply conquer whatever opponents you can so as to take their castles and amass more power.

Once a week (a week in game time) you have to attend to domestic affairs, which rather than being a drag, is where you receive powerups in the form of awards for your generals, allowing them to bring more troops into battle, and thus be more effective. You can also do things like attempt to convince your captives to join your cause, search for items and extra generals, and fortify your castles. The best bit about Dragon Force though is the ongoing plot, and sense of genuine character that all the generals bring to the game. You'll probably find though that mastery of the game mechanics will not take long, and you may soon find the process of maintaining your armies and entering combat quite dull, as you simply perform the same old menu processes over and over, wading through battles to get on with the story of the game, which comes in dribs and drabs.

If you're one of those gamers that loves any Japanese RPG style games (even though this isn't really a RPG), then you'll no doubt get a kick out of Dragon Force. If you're after a serious strategy game though, you may be better off pursuing something with a little less plot, and more of a focus on game mechanics, like Command & Conquer. With eight sides to play as in total (two must be earned), there's plenty of scope for replay value, and that's probably the most essential element in any strategy game.

AVAILABLE: NOW

CATEGORY: STRATEGY

PLAYERS: 1

PUBLISHER: WORKING

DESIGNS

PRICE: TBA

RATING: G

FREAKOMETER

You gotta like those Jap RPGs to appreciate this!

VISUALS

78

Nice effects and style, but the Saturn can do better

SOUND

75

Not bad, but not amazing either

GAMEPLAY

81

Good fun, good story, but a little extra depth would be nice

OVERALL

80

A simple, fun strategy game for the Japanese RPG fans

Sonic Jam

I wonder if Sonic Jam is anything like Pearl Jam? Steve O'Leary took it upon himself to find out...

Sonic the Hedgehog single handedly shot the Megadrive games system into over 10 million homes worldwide with its fast and furious gameplay that set standards for many other games to follow. The Sonic series set itself up as a video-game classic in the era of the 16 bit game systems which now have nearly all faded away due to the rise of the Playstation, Saturn and Nintendo 64. Thankfully for us old time gamers compilation games are all the rage these days, and after the mild success of titles like Sega Ages and the PlayStation's Namco Arcade classics, Sega have decided to make a compilation of Sonic 1, 2, 3 and Sonic and Knuckles, which is suitably titled Sonic Jam.



Pixel perfect porting...

All of the four Sonic titles are faithfully replicated (Sonic CD and Sonic 3D Blast are not included as they were not made by the original Sonic team), with pixel perfect accuracy and all the original music and sound effects, that although dated, still manage to get caught up in your head and have you whistling or humming along in no time. The gameplay in each of the Sonic games is also accurately ported and to the young or inexperienced player, is highly enjoyable and stands to show why the Sonic series was so successful in the past. The graphics still convey an impressive sensation of speed, even by today's 32-bit standards, with Sonic requiring a good level of skill to control at high speed throughout the games many levels. But those who have previously experienced the Sonic games might find their attention span wearing a little thin after a few hours play in these sections of Sonic Jam, especially after all the fond memories of our childhood gaming seem to vanish.

On the plus side, Sega have made a top class effort in the presentation. Options allow the player to access the original mode or Saturn mode, where the original is exactly like the Megadrive game, and Saturn is a shortened version with a lot of the levels removed, which is good as many of the games original levels suffer from a





repetitive nature. Time attack is also allowed where the player can seek to improve upon completion times of each level, finding new paths and secret areas, putting an emphasis on the players speed, much like the Saturn game Nights does. The special stages that accompanied the Sonic games can also be accessed, although some of them try pseudo 3D effects and the result is quite disastrous especially when compared to the graphics available on todays consoles.

The new bit!

What will be of most interest to gamers in Sonic Jam is the new 3D world that Sonic can be moved around in, much like Mario does in Mario 64. The 3D world is more of a museum than a world, where Sonic can explore and roam freely, but mainly it serves to enable the player to enter the various buildings that contain Sonic related memorabilia. These include; an art gallery, where you can look at various pictures of Sonic on his adventures; a music shop, where you can listen to all the music from all the Sonic games; a movie theatre where you can view video from Sonic CD and various Sonic animations; a hall of fame where you can look at all the release dates and stuff related to sales for the Sonic games. Whether or not these additions to the game are useful and enjoyable is purely up to the individual and their interest in the Sonic series, but I personally found them a lot like the junk mail you receive in your letterbox. What is of interest in the 3D world is the various missions that Sonic can complete, from collecting a certain number of rings to touching markers in hard to get to places, and catching Knuckles who is constantly flying around the world.

The graphics in the 3D world are very detailed, and although not as polished as Mario 64, show that the Saturn does indeed perform well when programmed efficiently. Pop up is no longer evident and texture warping is kept to a bare minimum as Sonic moves about the world. The graphic engine is so impressive that it heightens the feeling of depression Saturn owners must be feeling, knowing they have to wait longer for a 'real' 3D Sonic game to come to their system. Nevertheless, Sonic world is a welcome addition to what is basically a compilation disc for the Sonic series and is sure to amuse many for quite some time.

Overall it must be said that Sonic Jam goes about as far as you can go with this type of 'classic compilation' game. The Sonic games themselves are enough to keep those who are new to the series busy for quite some time, but be warned if you have previously played the Sonic games and weren't that fussed, the 3D world wont tide you over for as long as you might hope and you could end up a tad disappointed.



AVAILABLE: SEPTEMBER

CATEGORY: PLATFORM

PLAYERS: 1

PUBLISHER: SEGA

PRICE: \$69.99

RATING: G

FREAKOMETER



Easy to play, but you gotta love Sonic!

VISUALS

78

The main games are dated, but the Sonic 3D world is very good

SOUND

75

Some sounds are dated, but the Sonic 3D music is good

GAMEPLAY

78

Tried and tested, but again dated...

OVERALL

75

Good... if ya like Sonic then its ya dream come true..



Lands of Lore 2: Guardians of Destiny

Often found deep in his own fantasy land, we gave Ross Clarksmith a whole New World to explore



"Ah that ole promise", I hear you cry. No it is no longer a promise of some game designer, long trotted out to wow and tease us, but with no actual sign of anything concrete. The mythical 'vapourware' has now taken on a body and boy what a body. (Insert picture of your favourite supermodel here). Just judging by the sheer number of CDs that this game arrived on it was going to be something real special. I was not disappointed!

LOLz is a role playing game in the truest sense of the genre. After an opening background sequence in which you can get a vague outline of what miscellaneous bad thing is out to get you, we first run into the hero, Luther. Luther is locked up in a dungeon, but while still in full motion video he transforms into a huge hideous beast and kicks some serious Gaoler ass and escapes. Hoorah! Yes that is right the hero has a tragic flaw. Don't they all? Without warning he can transform from a semi normal human being, albeit with a seedy beard, into an awesomely tough beast, or more disappointingly into a namby pamby little lizard that your baby sister would think was kinda cute. Now don't get me wrong the lizard has its uses, especially in small tunnels, but it is next to useless if you have to fight anything.

In the beginning

You start the game having just escaped from the dungeon into some tunnels under a castle. This area is basically there so you can get used to the controls. Each time you need to learn a different series of controls a menu conveniently pops up with all the helpful hints. It also lets you have a bit of a practise in combat with wimpy guards and tons of annoying little spiders as well as a few that are not so little. You will also change form here a number of times. The people at Westwood reckon that a change in form can happen at any time, but there was not really much evidence of this. A change normally occurred when you needed it to solve a puzzle, or when you were talking to another character in the game, just to get Luther into more trouble.

Quite a few RPGs have an extreme linear feeling to them, and the player feels that they have little control over the storyline. *LOL2* has avoided this by making only a few actions compulsory to finish a level. There are many other things the character can do that will obviously aid in the quest. There are many puzzles to be solved in the game, ranging from easy to hard they are mostly not needed to finish a level, but more likely to put a wicked magic item or new spell component in Luther's possession. At first a lot of the puzzles are not obvious. Once you realize that there is a room with no real purpose, it was generally a puzzle, and half the puzzle was finding it. The magic system is really similar to the later *Ultimas* with spell components being found round the place, and experimentally mixed in order to cast them. Some of the people you interact with will help Luther out by telling him some specific components to mix, and what they will do.

Naft Non-linear stuff!

Depending on what things Luther does, there are many scripted cut scenes. To get away from the linear feeling those clever people at Westwood have put a few options in for most scenes. For example early in the game you come across the Draracle who from his name is meant to be a cross between a dragon and an oracle. He is a huge red guy with an unfortunate horn in the middle of his head that would have been the source of loads of teasing by the other kids at his school. That is if big red dudes go to school, but this guy probably did 'cus he is really smart. Anyway when you first meet him, depending on who you have killed in the tunnels, there are three different cut scenes. One where you are chased by a group of guards, one where you are chased by the captain of the guards, and one where you are a walking slaughterhouse and there is no one left to chase you.

Luther builds a sort of a reputation as he trundles along on his quest. Interactions with people in the game are ruled by the actions of Luther earlier on so it is a good idea to consider some things before doing them, especially if they are just for the sake of being mischievous.

The interface is really easy to get the hang of, with all the different command keys can be fully customised. The game is played in first person perspective a la *doom*, which is a welcome change from the typical isometric layout of many RPGs. The world can be totally explored, and often it is necessary to use the lookup/lookdown functions to solve puzzles. The size of the world, or worlds is immense, and this game is definitely not one that can be finished on the first week-end you have it.

The game has a wicked soundtrack, but be prepared to have loads of room on your hard drive if you want the best results. The full installation needs over 120 Meg of space. If you are limited in space there is no need for panic as the designers have put in a midi only option which requires heaps less space.

The only potential weak point in the game is that if you don't have a 3DFX card, or a high end PC the graphics won't impress like games like *Daggerfall*. It just would have been nice to see the low res mode, less low res. If you do have a decent PC, or a 3DFX card though... you're in for a treat.



AVAILABLE: NOW
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: WESTWOOD
PRICE: \$89.95
RATING: M15+

FREAKOMETER

It's a RPG but the styling may pull a few converts from *doom*

VISUALS
87
Better if you have 3DFX. A lot worse if you have an old PC.

SOUND
92
REALLY cool soundtrack, chews HDD space though

GAMEPLAY
95
Fully configurable controls

OVERALL
90
A huge world that can be fully explored



Postal

Dan Toose *played one too many games, finally lost it, and went Postal!*



If you want politically incorrect, you really gotta love this one... Perhaps the funniest name for a publishing company to date, is "Running With Scissors", which implies nothing other than irresponsible behaviour, and so it is appropriate that the first game of theirs that we've come across is Postal, the seemingly plotless epic of a guy who's just gone over the edge, and is taking as many people as he can with him. If you want you could equate this to being like Doom, except with a different perspective, and some less sinister enemies than the demonic hordes. It's a bit of a cross between a strategy game and an action game.

A View to a Kill

Postal looks good, and that's due to the way the levels are structured. Each level is a battlefield which is made up of a hand drawn picture, which is given some 3D qualities via the use of a map editor (which comes with the game). Everything is pretty much as you see it, with the only downfall to the visual element being that you can't see opponents that are behind buildings, even though they would normally be in your line of sight (unless you run right up to them and the transparency bubble around you includes them). Since the engine itself is very simple, it allows for good performance on most systems, and the animation of the various combatants running around is quite nice. Even better are the animations of the various weapons, like the trails of smoke that follow missiles, which then

Population 17

Hostiles 13 Killed 22 (62%)



Population 14

Hostiles 14 Killed 5 (26%)

Population 26

Hostiles 26 Killed 5 (16%)



86% Health 1 Cocktails
YOU LIKE COCKTAILS? YES, TELL ME ONE...



100% Health Launcher - 20 Napalm Canisters

I LOVE THE SMELL OF NAPALM IN THE MORNING



THE EVIL OSTRICHES MUST DIE!

Population 30 Hostiles 30 Killed 1 (3%)



JUST A MINOR DOMESTIC DISPUTE...

Population 31 Hostiles 31 Killed 2 (6%)



12% Health Launcher - 20 Napalm Canisters

LOVE AND ROCKETS...

realistically get carried gently to one side by the wind. Weapons such as Molotov cocktails, or napalm canisters spread fire over an area, which looks great, and looks even better when it connects, sending your victims flailing about in agony before they fall to the ground in a charred heap. As a visual experience there's nothing particularly politically incorrect, as you simply see yourself fighting off hostile enemies... oh, and watch them leave pools of blood as they try to crawl away.

The sound in Postal is however a different story, with your character showing his true colours with comments like, "Only my weapon understands me". Perhaps a little more disturbing (and I ashamedly admit, enjoyable) is the comments from your fallen opponents that haven't quite died. "Kill me now", and the woman's voice gasping, "I can't breathe" are sampled with such passion as to make you feel that extra bit evil about what you've just done. It is quite possible that these samples may be adjusted for an Australian release, which would suck, since the game is really based around black humour. Besides the amusing speech samples, the actual weapon sound effects are cool, and the game gets a big thumbs up in the audio department.

Thoughtfully murdering the masses...

Postal is not all just kill and be killed, there's also elements such as capture the flag, etc, for those that want to make this a long lasting multiplayer experience. The interface isn't exactly legendary, and sometimes you'll be having hassles getting off a shot at the angle you're after, but if you were good with keyboard controls for Doom, then you'll soon feel at home here. One extra control thrown in however that may cause some OFLC folk to um and ah is the execute command, which simply puts a wounded opponent out of their misery.

Different weapons work in different situations, and some tactics are actually required at various points if you don't want your body to be a receptacle for lots of lead. The most common mistake you can make, usually is very funny, when you throw a Molotov cocktail or a napalm canister into a wall or tree and it bounces back towards you. Even more amusing is that whilst you're on fire, you can run into your opponents and set them on fire too!

All up, Postal is a really violent, really fun action game with a good lump of black humour, and a slice of strategy. It possibly could have been better with a little more emphasis on a storyline or something for a single player game, but if you're after a game where toting a shotgun is part of the business, and you're sick of the 1st person shooters, then maybe this one's for you.

AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS: 1 - MULTI (NETWORK)

PUBLISHER: RUNNING WITH SCISSORS

PRICE: TBA

RATING: TBA (MA15+)

FREAKOMETER



interface in the world to deal with, but should have broad appeal

MULTIPLAYER

Not great one on one, but with four or more players it makes for a great game

VISUALS

78

All up to the artist of each level really. Simple, yet functional

SOUND

89

Funny stuff. Tres amusant speech and weapon effects

GAMEPLAY

80

Not ground breaking, but it's fun, and that's what counts

OVERALL

80

Evil, nasty, morally wrong... It's great!

Moto Racer

A chance to pull on leathers and indulge in the beast between his legs... Dan Toose was there.

Delphine are famous for their outstanding efforts in the field of platform/action/adventure games, where their titles like *Fade to Black*, *Flashback*, and *Another World* have set standards in excellence. They're one of the companies that gives French game development such a good name, and they're doing it again, but this time in a completely different genre. Racing games have always been quite popular on the PC, but very few have had anywhere near the immediate playability and feel to them that console racing games have had (unless you go the whole hog and buy steering wheels and the like). Delphine have broken into the rarely trodden ground of PC motorcycle games with *Moto Racer*, which is one of the most approachable racing games I've ever seen.

Simply gorgeous...

Why so approachable? Well the graphics are simply dreamy if you own a 3DFX card. To get the same sort of visual feast with a non-3D accelerated machine, you'll need a Pentium 200 MMX with a good video card, but one glance at the 3DFX version of this game, and you'll go out and buy a 3D card in a hurry. For those with less grunty PCs, there are options to adjust the resolution and detail levels, but that will greatly detract from the whole feel of the game. The visuals aren't good simply due to some pretty 3D models of bikes and some realistic racing physics. The background graphics are stunning, and very well thought out, in such a way as to ensure they're interesting the whole course through. It's good to the point where your first races will have you coming off your bike due to paying too much attention to the scenery.

The sound was the weakest element of *Moto Racer*, and even that was first rate! There's commentary to let you know on how you're going, without having so much as to drive you up the wall. The bike sound effects are cool, and there's even ambient effects for when you're driving through tunnels, etc.





Handles like a dream...

Not only does it look great, but Moto Racer also plays like a dream. Any half decent analogue joystick is all you need to get the perfect racing experience with this game, as the level of responsiveness is just about right. So many racing games leave you cursing at the inept controls, or lack of feel that you get through the interface... but with Moto Racer you'll never get that feeling of being ripped off by game mechanics. If you come off your bike, it's because you were pushing too hard, and you'll know it. There are multiple bikes to choose from, each having different ratings for acceleration, top speed, grip and handling. Unlike most racing games, Moto Racer has two styles of racing with the addition of Motor Cross dirt bike racing, which is a lot more comical to watch, yet no less serious as a racing challenge. Whilst not overly realistic, there's a turbo/stunt button, which you can use to get extra speed whilst on the ground, or to show off whilst in the air. Naturally, using the turbo affects your handling drastically, and collisions whilst on one wheel always end in tears. The game comes with an option to load extra tracks, which assuming it is supported is a sign that the game will have good replay value in the future. We had ten tracks when we reviewed Moto Racer, and that was easily enough to keep us entertained.

This review may seem very simplistic, and that's because there's nothing complex about Moto Racer... it's just a damn fine racing game that will instantly appeal to anyone who has even the most vague appreciation of racing games. One thing though, it's nowhere near as fun if you don't have a 3DFX card, which I can't advise you strongly enough to go out and purchase to be able to get the most out of games like this.

Lovely Links

If you've got a network you can play over, Moto Racer makes for a fantastic multiplayer game. There's nothing extra special added to gameplay or anything, but somehow seeing the little name tag above your opponent's head as he lurks just 20 metres ahead of you is extremely cool. Easy to set up, and a joy to play.



AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-MULTI (NETWORK)
PUBLISHER: DELPHINE
PRICE: \$89.95
RATING: G

FREAKOMETER

You don't even have to like motorcycles to enjoy this

VISUALS
94
 Utterly gorgeous, assuming you have a 3DFX card

SOUND
86
 Lotsa good broom effects, and some spiffy speech

GAMEPLAY
90
 Excellent fun though fairly simplistic

OVERALL
90
 One of the best arcade racing games on the PC ever!

»» **Descent 2**

PlayStation

AVAILABLE: NOW
 CATEGORY: 1ST PERSON SHOOTER
 PLAYERS: 1
 PUBLISHER: INTERPLAY
 PRICE: \$99.95
 RATING: G



Descent was quite stomach churning on the PlayStation, taking the old 3D shooter genre to new depths of twisted action - and geewiz, I played it to death. The control pad adapts really well to this sort of game, and the shoulder buttons are perfect for strafing and rolling your ship. Descent 2 is pretty identical to the first Descent on the PlayStation, however at times the framerate seemed to drop more noticeably than in the original. There are some new features in D2 and possibly this is the cause of the engine not running quite as smoothly this time around. Finding your way through the complex, fully interwoven 3D maps of Descent was never pleasant - but addictive and challenging nonetheless and Descent 2 introduces us to the Guide-Bot who's quite happy to sniff out the keys, generator and exit for you. You can choose to switch it off, if you prefer the more hardcore approach, but in some of these evil levels, you'll be following your little Guide-Bot like a lost puppy. I'm not sure if the level design in Descent 2 is quite as elegant as in the original Descent. At times the textures were messy and the general design of the levels sometimes seemed a bit pointless, but I guess that's what happens when you're pushed to create bigger and more complex levels a second time around. The AI in Descent has always been good though, and the enemy bots will really give you a run for your money. The firefights you can get yourself into in Descent 2 will surely knock your socks off, or confuse the hell out of you, or both. Either way, this is good solid, rockin' 3D action that goes the distance.

VISUALS	80
SOUND	82
GAMEPLAY	84
FREAKYNESS	40
OVERALL	80

ELIOT FISH

F-16 Fighting Falcon

PC

AVAILABLE: NOW
 CATEGORY: FLIGHT SIM
 PLAYERS: 1-16
 PRICE: \$89.95
 RATING: G
 PUBLISHER: DIGITAL INTEGRATION
 REQUIREMENTS: 486 DX2-66, 16MB RAM, 2HCD-ROM.



Taking to the skies to blow the crap out of another friend over a network or via the wonders of a modem, is always a thrill. Dogfighting in F-16 Fighting Falcon is an absolute blast, and the thought of this game multiplayer gives me goosebumps. The engine is smooth, visuals colourful and detailed and the sound is everything you could ask for in a flight sim. Definitely towards the arcade end of flight sims. Fighting Falcon is extremely user-friendly and before you've even felt the glossy manual's pages between your fingers, you can jump straight into the action and duke it out. Akin to iF22, F-16 FF has an Instant Action option where you can choose the conditions and just go for the jugular. This is a nice change to having to spend days reading the manual just to learn how to get your plane off the ground. Of course, to enjoy a sim to the fullest the aim is to read the entire manual and learn how to truly pilot the thing - this is where the depth of the game lies. The action can take place over three different war-zones - Korea, Israel and Cyprus - and each area is based on actual map data, with the campaigns based upon "predicted" invasions. Let's hope they're wrong. If you do your sums, the game has something like 100 missions all up, that's including the training missions, so there's plenty here to keep you absorbed. There is also a specific two-player option where you can fly together as Ace and Wingman to complete a variety of missions. Cool.

VISUALS	80
SOUND	79
GAMEPLAY	79
FREAKYNESS	50
OVERALL	79

ELIOT FISH

Links LS 1998 EDITION

PC

AVAILABLE: NOW
 CATEGORY: SPORTS
 PLAYERS: 1-8
 PUBLISHER: ACCESS
 PRICE: \$79.95
 RATING: G
 REQUIREMENTS: P90, WIN95, 16MB RAM, 4X CD-ROM



Hey swingers. If Arnold Palmer is married to Mrs Palmer (and maybe they have five daughters) what sort of sex life does the old guy have? What sort of shaft does he prefer and are his balls regulation size? The new Links LS '98 arrives in the form of Arnold Palmer at the Latrobe Country Club, precursor to a series of Tour Player add-ons that already includes Davis Love III - the greatest golfer to have never won a major title with the coolest name to have never graced a disco record, and as well as the improved Links LS with 4 new championship courses you are treated to an assortment of Arnie related multimedia. Take a tour of his workshop and you will soon forget all those questions about the great man's flute work.

Now a native 32-bit Windows application, Links LS '98 represents a stellar advancement in course rendering and environmental realism while maintaining the gameplay that has long established golf as one of the most engrossing and intuitive of sports simulations. As well as Arnie's beloved Latrobe and three Hawaiian courses the game comes with updated Links courses that may be installed after verifying ownership of the SVGA version. I converted 36 holes from Microsoft Golf and the result is stunning. In addition to the requisite graphics enhancements - reflecting water hazards, new cameras, 30 fps player animations and the like, Links now allows you to play with up to seven other stokers on the Internet.

So do you need Links LS '98? Like Tiger Woods needs a good rogering and Ian Baker-Finch needs a day job! Its support of all your old Links 386 courses and Internet play make it a must for any PC golf enthusiast. That it is an intelligently designed and beautifully executed golf sim at a time when the game is enjoying renewed popularity makes it of interest to many more.

VISUALS	40
SOUND	86
GAMEPLAY	76
FREAKYNESS	82
OVERALL	82

CRAIG WHITE

ONLY GOD CAN TAKE LIFE FROM ABOVE. UNTIL NOW.

A new perspective on 3D action gaming from the creators of Heretic and Hexen. Coming this October.

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» Enemy Nations

PC

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-MULTI
 PRICE: \$79.95
 RATING: G
 PUBLISHER: WINWARD STUDIOS
 REQ: WIN 95/3.1/MT, 486/80, 8MB RAM, 2HDD-ROM



it's going to be hard for any strategy title to compete soon, with an incredible game like Dark Reign entering the genre. Most other titles are simply going to appear as mere entrees before the main course. Enemy Nations has something going for it though, as a lot of your in-game time is going to be spent on actually developing your own small colony. Sure, biff comes into it once things are going strong, but there's plenty of fun to be had here just building stuff and bleeding the surrounding land dry of resources. The story goes something like this... Space is teeming with life, and all the planets have been taken, bar one. it's on this virgin soil that you and a host of alien races are going to battle it out to establish and maintain your own colony, eventually performing military strikes on your opponents so as to claim the planet. Much like SimCity, you have to keep your populace housed, supplied with power and food, all the while keeping up your defenses and maybe even mixing in a bit of diplomacy with neighboring colonies - until you're strong enough to nuke the crap out of them of course. The Crane is one of your most important vehicles, as it builds everything from Farms to Military Installations. Each building project may require different resources though, and if you run out, then production will cease and you'll be left with but the mere framework. Enemy Nations also requires you to keep the economy balanced and neglecting the simplest thing can totally screw up your colony's potential. The game's simple presentation, with neat sizeable windows, makes operating things a breeze and all the menus are simple and easy to understand. All up, Enemy Nations will keep most gamers pretty happy... interesting, but not nearly the best of it's kind.

ELIOT FISH

VISUALS	80
SOUND	78
GAMEPLAY	79
FREAKYNESS	55
OVERALL	79

if22

PC

AVAILABLE: NOW
 CATEGORY: FLIGHT SIM
 PLAYERS: 1-MULTI
 PRICE: \$89.95
 RATING: G
 PUBLISHER: INTERACTIVE MAGIC
 REQUIREMENTS: P90, WIN 95, 16MB RAM



I've been told that being a good pilot is much like being a good cook, you just have to know what to use when and what the result will be. Well, in my case, you're either going to land on the ground safely or you're going to die eating the best pavlova you've ever tasted, cause no matter how well I can stir a pot - I sure can't fly a goddamn plane. Thankfully, if22 is extremely user-friendly, and the game is designed in such a way that a flight sim novice such as myself can be thrown into the cockpit and actually accomplish a variety of flight manoeuvres without plummeting from the sky. Of course, one reason for this, is that the modern technology in jets such as the F22 make it easy for you. If something goes wrong, switch on the autopilot! Of course, if you're after the job of operating every system yourself, then you'll be happy to know that the F22 cockpit is totally interactive - meaning you can click every button and dial with your mouse to get it to operate!

Dogfighting in modern military aircraft is quite far removed from the in-your-face tailchasing of WW2, usually it's a case of listening out for the beep of your computer to acknowledge a lock-on and then a push of a button to fire at a target you'll probably never see. There's the whoosh of smoke trailing from one of your missiles and then seconds later, your wingsman reports that you've scratched one bogey. It's really quite fascinating, and when a flight-sim looks (3D card support) and sounds as realistic as if22, it's a lot of fun. The manual that comes with if22 is big, but it's also presented in an easy to read manner, with step-by-step tutorials on how to take-off, land and engage in combat. The in-game menu also lets you configure training missions, instant-action scenarios and fly full-on campaigns. Incredibly, the terrain that you're flying over in if22 is a complete replication of Bosnia and the Ukraine - the game is even boxed with a map of Southern Europe for you to study. This is a thorough and enjoyable sim that should keep many virtual pilots very happy indeed.

ELIOT FISH

VISUALS	85
SOUND	82
GAMEPLAY	80
FREAKYNESS	80
OVERALL	83

War Gods

PC

AVAILABLE: NOW
 CATEGORY: FIGHTING
 PLAYERS: 1-2
 PRICE: \$79.95
 RATING: M
 PUBLISHER: MIDWAY



Midway are the folk behind War Gods and it ain't half obvious - this is straight outta the Mortal Kombat school of fighting games. Essentially, this is 2D fighting with 3D graphics, though it is possible to perform simple 3D moves such as side-stepping around your opponent. The game is popping up on many platforms, originally from the arcades and now appearing on the Nintendo 64, Playstation and PC. On a PC with a 3Dfx card the game looks quite spunky, the animation is fast and smooth and the camera angle pans around the action with great ease. The characters are blocks of polygons which have been texture-mapped with scans of real people giving them a pseudo photo-realistic look. However, there's no motion capture here, and the characters are animated as poorly as those in Mortal Kombat. It looked good a few years back, but now they come across a little too jerky and stiff. Most of the moves are straight out of MK too (High/Low Punch/Kick, Block and Fatalities), making these fighters looking more like MK rejects than awesome War Gods. There's the skimpily-clad Pagan, the scantily-clad Vallah and a lot of big beefy blokes in funny clothes. Certainly the coolest character has to be Anubis the Egyptian god, who's quite prone to pulling out his big stick and using it. All the characters are way too similar with their moves though, which is a great shame. Each has a few special attacks, but they are all roughly as effective as each other and it's really only the fatalities which separate them. Even with all my gripes about War Gods being a second-rate MK, the game plays well and the controls are fast and responsive. It's no pushover either, and you can't bluff your way through more than two bouts by button-bashing until you get your ass well and truly kicked. If you're a big MK fan, then certainly look into War Gods as it will be right up your alley.

ELIOT FISH

VISUALS	79
SOUND	70
GAMEPLAY	70
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Twinsens Odyssey



Besides the fact that Twinsen desperately needs a new hairdresser, this is one funky-ass action adventure, and you all should have a copy. However, due to its sprawling worlds and plethora of bizarre characters, we thought it would only be right to supply our dear readers with a solution, so here it is...

To begin with, just remember that all potted plants, cupboards and seemingly innocent objects hide hearts, magic, coins and other useful things that will make life much easier, so search away. Also, never forget that hitting the Enter key will change your perspective, so if Twinsen is getting far away, keep up with the action in one simple keystroke. Now...

1. Grab the key hidden in the chest by the door, and enter the room. Get the Holomap, ball and darts. Next, go outside and wander about, talk to the citizens and make your way to the pharmacy. Talk to the shopkeeper, and chase the thief who steals the umbrella. Once outside again, switch to Discreet Mode and sneak up on the thief and ask him to return the umbrella. Give this to the small woman. Next, sneak into the museum through the upper window. Press the red button on the desk, then pull the right lever and switch to Sporty Mode and run down to the Tunic.

2. Go to the Weather Wizard's home in the cliffs and talk, then enter the caves. In the second cave, to unlock the gate, stand up against the barrels and throw your ball at the switch. Enter the next cave and jump onto the ladder in the upper left. Next, walk to the ledge and jump onto the top of the wall. Throw the ball over the small fence at the switch. Go to the next cave, and fight the first creature for a key. Jump across the gap to get to the next area. Kill the second creature for another key. Jump across the spikes and holes to proceed. Unlock both doors and enter. Kill the big monster and get a key. Talk to the lighthouse keeper and leave. Walk to the lighthouse, buy a ferry ticket and go to Desert Island.

3. Go to the Healer's house and talk to the housekeeper. Take the Gallic Acid from the top shelf. Go to Temple Park and play the duck shoot, the balloons drop you into a shaft where you can collect Kashes. Collect 120 Kashes. Go to the cemetery and enter via the side entrance in the rock, enter the school and run the Ghost Gauntlet. Get Key from chest. Go through the locked gate. Talk to Rector and join the school. Walk to the first door and complete the first test by throwing your ball at the targets (timing!). When done, leave room and get the Blowgun. Go to Baldino's (in the village) and get the car part. Buy a ferry ticket to Citadel Island. Give car part to Zoe. Buy a ferry ticket back to Desert Island. Go back to Baldino's and talk to him to get the radio. Leave Baldino's, Zoe will tell you the car is ready so go pick it up near the ferry. Go to get the Balsam plant which is atop a rock in the desert, (jump the ramp in the car). Go to the wizard school and give the plant to the Rector, he'll give you the Horn of the Blue Triton. Buy ferry ticket and go back to Citadel Island. Use the Horn on Dino-Fly six times to heal him.

4. Take Dino-Fly to Slate Island. Enter the maze and find your way to the exit. As you inch along, you can see the floor appearing, so keep an eye out for paths. Rector appears and gives you the slate. Walk around the dome to the ladder. Take Dino-Fly to Desert Island, go to the Wizard school and talk to Rector. Get the diploma and collect 50 Kashes.

5. Talk to the guy on the magic carpet, show him the diploma to get the wizard's tunic & beard. Go to the Hacienda and talk to Esmer the alien near the Men's steam room. After you are on the ship, grab the translator from the floor.

6. The ship lands on Planet Zeelich, follow the soldiers to the doors and enter the right door and you'll be captured. When the guard

opens the cell door, kill him to escape. Throw the switch and free the dissident. Hit the big red buttons to turn the shields off. Go out the bottom door and destroy the mech to blow a hole in the fence. Run through the dog training yard (Sporty mode) and enter the small building. Run to the lift and drop down the shaft to Twinsen's right. Run into the tower, switch to Agressive mode and kill the baddies to steal the travel token. Go to the shuttle and use token in slot.

7. Back on Planet Twinsen, crash land and go to Zoe's house. Talk and then leave for the warehouse. You can pay the worker 102 Kashes and he'll push the crate through the maze of lifts and conveyor belts or do it yourself. Get the proto pack near the warehouse entrance. Take Dino-fly to Desert Island. Go to the Wizard School and talk to Rector. Go to the ferry dock, pass the boxes on the right of the dock to get to the small pier with the bell. Ring the bell and ride the turtle into the cave. Use the proto-pack to fly over the spikes and grab the pearl. Ride the turtle back and then take Dino-Fly to Citadel Island.

8. Go to the Weather Wizard's home and use the pearl in the big pot, this will give you the Lightning spell. Go to the house next door to Zoe's and give the Gallic Acid to the man. This gives you the pyramid key. Go to Chez Luc and search the keg to get the key. Unlock door and enter celler. Drop down the hole in the sewer and place the pyramid key into the slot. Use the lightning spell to get Sendell's Ball. Take Dino-Fly back to Desert Island.

9. Go to the Temple of Bu and jump onto the cart. Hit the second switch you pass, then the fifth switch. After you go down the stairs, hit every switch you pass. Soon you will come into jumping distance of a box, jump here and get the key. Climb down the ladder in the same room and enter the doors. Kill the sleeping guards and search their clothes for the key. Unlock the door and fight the guard for another key, go through the next door and take the elevator up. Use



the proto pack to cross the electric bridge and turn off the switch. Kill the guard and get key. Get the travel token from the orange container. Go to the shuttle and use the token in slot.

10. Once on Emerald Moon, the password is: Code Operation Green Moon. Enter building and turn the three switches to green. Enter middle and go through the door at the top of the room. Kill guard for key, go through the door and talk to Baldino. Turn the big wheel to open door and follow Baldino, then turn the big wheel again to open

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the door. Throw the red switch on pipe to open the next door, put on the suit and follow Baldino.

11. Planet Zeelich. Jump across the rocks and fight the monster. Go through the dog training yard, enter the tall building and use the lift to go up. Talk to the Gazogem station attendant and collect 100 zlitos. Talk to the one-legged man on the dock, get on his ship and go to Celebration Island. Talk to the souvenir vendor and take the air ferry to Otringal.

12. Go to the bar and get up on stage. Go through the door at the back and flick the switches in order - middle, left, right. Position the pillars to allow you to reach the open grate. Talk to Rick, then take the air ferry to the Island of Franco's. Enter the first building and buy the pick axe. Go behind the bar and dig in the grass for Franco's fragment. Use the pipes next to the fence to get inside the refinery. Enter the building which has only one guard. Kill the mechanic working on the pipes, throw the far right switch and jump across the two steam vents. Go up in the elevator and throw the switch, go back down and get the key. Go back up and throw the switch again, then go through door. Throw both switches and do a running jump over

the steam, go up the elevator and throw the switch. Do a running jump over the gap. Climb the stairway of jets to get the key. Go through the door and kill the guard for a key. Throw the switch, get through the steam vents and throw both switches. Ride the platform across the gap and go through the doors, again throw both switches. Stand on the vent and throw the ball at the Tech for a key. Open the gate, kill the guard and get a key then throw the switch. Go through the gate, grab the Gazogem and the key. Go through the doors and jump over the gate using the barrels. Take the air ferry to Otringal.

13. Take the Gem to Baldino and receive the super Proto. Jump over the rocks and go through the dog training yard. Kill the guard and get a key, then enter the tall building. Behind the casino, find the small waterfall. Use the Super Proto to get to the path on the other side of the water. Follow the path to the Imperial Hotel. Enter the Hotel and fight the bellboy for a key. Talk to Johnny Rocket and follow him. Here you get the Dissidents key. Go to the souvenir shop and show the ring to the shopkeeper. Talk to all the Dissidents and receive the laser-pistol. Then take the air-ferry to the Island of Celebration.

14. Walk along the path to the lava flow to the left of the statue. Jump over the lava

using the floating platforms and then use the Super Proto to get to the crystals. Use the pick axe to get a crystal, and now the Laser-pistol will work. Take the air-ferry to the Island of Francos. Jump over the fence and enter the building with two guards. Use the laser to shoot the guards and trigger the switches. Four switches control the doors, number them 1-4 left to right. To open the first door, switches 1-3-4 must be down. To open the second door, switches 2 & 3 must be down and to open both doors, switches 2 & 4 must be down. Go through the door and get onto the air tanker. Kill the assassin and get a key. Then enter the elevator.

15. Jump on top of the trash can and shoot the Tech, now shoot again to hit the switch to turn off the shield. Go outside and go to the Village of Wannies. Visit the family of Wannies and take the glove from the coat rack. When the mother Wannie calls dinner, sit in the upper right chair and get the tart. Give the tart to the old man in the cave and receive a key. Go to the chapel and talk to the monk. Next, go to his home and talk to his housekeeper to receive the ferryman's song. Go to the cave next to the warehouse and collect all the gems you can (you need at least four). The second room inside the cave,



near the small animal, jump the gap and enter another cave. Take the path inbetween the working Wannies. Jump the gap and kill the Wannie guard for a key. Enter the room and grab the fragment. Now leave the mine and go to the ferryman pickup location. Play the song in the little gazebo. Take the ferryman to the Island of Mosquibee.

16. Talk to the Mosquibee and visit the Queen. Throw the ball at the rocks to get the key, open the middle door and get the Blowtron. Fight your way to the hexagonal exit and go to the upper exit in the next room. Run around the mountain and across the suspension bridge. Go up the elevator and use the Wannie glove to fight the flying walrus for a key. Use the key in the box for the Wannie fragment. Take the ferryman to Volcano Island.

17. Collect some gems and enter the cave. Talk to the Mosquibee and then take the ferryman back to the Wannies. Go to the cave next to the warehouse and go across the tracks onto the conveyor belt. Kill the switch operator and put both switches in the right portion. Jump into the box and onto the ladder. Jump over to the next building and drop through the hole. Talk to the Queen and get the CX key. Throw the ball at the switch to open the gate, then take the ferryman to the Island of Mosquibees.

18. Go to the throne room and use the CX key on the back of the throne. Kill the guards and get a key. Get to the shuttle landing area and kill a guard for a key. Enter the middle building and turn the wheel to open the door. Go to the next room and turn the upper wheel to open the door. Go through here and get a key. You must follow Franco over the wall! Use the key in the locked door and go down in the elevator. Talk to the emperor and fight him to get the key. Use the key in the chest and get the emperor's sword. Go back up in the elevator. Go to the room with the two Hussons and kill the first one with the sword for a key. Go through the upper locked door and climb the stairs. Go up the ladder and grab the token. Go to the shuttle and put the token in the slot. Once you have landed, kill the guards for a key and enter the gate. Enter the door and proceed through by searching or fighting for keys in each room. Keep going all the way North, then all the way West, then all the way North again. Kill the guards and then fight the two-headed monster who gives you a key. Use the key in the chest for the Sup's fragment. Take the air ferry to the Island of Celebration.

19. Enter the Temple base and place the Monk's key into the center lava section. Go outside and listen to the fake monk babble. Go around the right of the statue and use the pillars to get on top of the book. Jump onto the hand, then arm and enter the statue. Kill the elephant that fires rockets and go to the four machines. Trigger the machines in this order, 2-1-4-3 then throw the switch on the right of the Wizards. Go through the hole in the gate and ride the elevator up. Talk to the fake monk and then go down in the elevator. Drop down the hole behind the tin elephant and kill the rocket elephant for a key. Go through the locked gate, kill the two elephants that transport in, and drop into the hole. Kill another rocket throwing elephant for a key and go through the gate.

20. Kill Funrock!!



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Command & Conquer

PSX

Special Ops Mission Password:
0305M0802

Shop Map Cheat:

Hold R1 + R2 + L1 + L2 + CIRCLE + SQUARE then select "Start a new game" or select the password option (and type in your password). Released the buttons when the game starts. You should see the entire map. Holding it while entering the password is fingerbreaking, but worth the pain.



Command & Conquer

SATURN

NOD

Level	Password
2	K8SYV8WJK
3	oGKU3ZLOB
4	CNZMEVfV1
5	K8SYEVZDH
6	KQ2786501
7	QT9EBG2MB
8	KQWQ2EFDG
9	UVA3FWGEX
10	WW43E37YN
11	oGERC3ANJ
12	WWDU3KJNG

GDI

Level	Password
Estonia	WW4M7VVGd
Latvia	OYHY8IUyL
Poland	17DKOR825
Germany	WW44HWIA3
Czech Republic	WWPFOW8VP
Czech Republic 2	WWMVVNVXP
Austria	6JGTNXL2
Hungary	33SLFSOU2
Slovenia	H75J2SVTK
Greece	ENXDYDIFP
Albania	84ZWOTZ27
Yugoslavia	WwoHHS3BO
Yugoslavia 2	4L29BWIDO
Bosnia	K8APUGMOX

Mortal Kombat 3

PSX

More Options:

At the trademark screen, press **Square, X, Circle, Triangle, R1, R1, R2, R2, R1, R1**. You should hear Shao Kahn say, "You will never win." Press **Up** when the screen with the spinning MK3 logo on the cube that says: "Kombat" is on-screen. A question mark will appear. Use this option for a swag of cheats, including playing as



Smoke and unlimited credits.

Options Screen:

When a 'story' screen appears, press **X, L1, L2**. Press Start to go to the Kombat Kode screen, then press **Up** to reveal a question mark. Select this for some special options.

Play as Smoke:

Use kombat kode code "010-696" on the Kombat Kode screen.

Ultimate Kombat Screen:

To get to the Ultimate Kombat Kode screen easily, rotate the controller anticlockwise twice during a 'story'

Unlimited Continues:

During a 'story' press **Up, Up, Right, Right, Left, Left, Down, Down**.

Carmageddon

PC

In the scene where you choose to go to map select, vehicle select, start race etc... type

ENABLE(quickly) to be given access to all tracks and vehicles. You can now use all of the other cheats in the game...

First of all, when the race starts, use **F4** to cycle through the modes until CHEAT MODE appears. The following cheats will become available:

- F5** -Total repair (free).
- F6** -Toggle Invulnerability on/off.
- F7** -Adds 30 seconds to the timer.
- F8** -Freeze/Unfreeze timer
- F10** -Increment lap counter
- F11** -Earn 5000 credits instantly
- F12** -Switch between each opponents camera and your own. External view only.
- SHIFT-F6** -Show opponents on map.
- SHIFT-F7** -Adds 300 seconds to timer.
- SHIFT-F8** -Toggle shadow between none/your car only/all cars.

SHIFT-F10 -Increment checkpoint counter

SHIFT-F11 -Lose 5000 credits instantly

CTRL-F8 -Toggle shadow between solid(faster)/translucent.

CTRL-KEYPAD 1 -Toggle fly mode -Use normal movement keys.

Keypad 5 places you on the ground(still flying). Keypad 9 and 6 changes the cars pitch.

Power-ups(still in cheat mode)

- 0** -Bonus
- 1** -Mega bonus
- 2** -Pedestrians glued to ground.
- 3** -Giant pedestrians.
- 4** -Explosive pedestrians.
- 5** -Hot rod.
- 6** -Turbo pedestrians.
- 7** -Invulnerability.
- 8** -Free repairs.
- 9** -Instant repairs.

SHIFT-0 -Timer frozen.

SHIFT-1 -Underwater ability.

SHIFT-2 -Time bonus.

SHIFT-3 -Oh dear, body work trashed

SHIFT-4 -Blow yourself up

SHIFT-5 -Frozen opponents

SHIFT-6 -Frozen cops

SHIFT-7 -Turbo opponents

SHIFT-8 -Turbo cops

SHIFT-9 -Gravity has gone strange???

ALT-0 -Pinball mode

ALT-1 -Wall climber

ALT-2 -Bouncey-Bouncey

ALT-3 -Oh dear, jelly suspension!

ALT-4 -Pedestrians shown on map.

ALT-5 -Pedestrian extro-bastard ray.

ALT-6 -Creased tyres

ALT-7 -Acme damage magnifier

SHIFT-ALT-2 -Instant handbrake

SHIFT-ALT-4 -Turbo!

SHIFT-ALT-5 -Mega-Turbo!!

SHIFT-ALT-6 -Blind pedestrians (to be used in conjunction with horn for a laugh)

SHIFT-ALT-7 -Pedestrian respawn

SHIFT-ALT-8 -5 free recovery vouchers.

SHIFT-ALT-9 -Solid granite car!
CTRL-o -Rock springs!
CTRL-1 -Drugs!
CTRL-2 -Grip-o-matic tyres
CTRL-3 -Pedestrian Harvest

Crow:
City of Angels

PC
Press any of the function keys during the game:
F6 - unlimited energy
FB - next level part
F9 - no enemies

Cheats for Darklight Conflict

PC
During gameplay, press TAB and the page-up key simultaneously. Let go and press the letter P. At the bottom of the screen it will say "cheat enabled." This will make you indestructible. This won't help on missions where you have to keep other things, like the War Drum, from blowing up, but it will help in those nightmarish combat situations.

Interstate 76

PC
During any mission, hold down CTRL and SHIFT and type "getdown". You'll hear Groove say "get down!" then you'll be attacked by every single car in the mission. Don't stress. Once your toast, you'll be magically transported to the next mission. You'll even get to keep the goodies you had going into the last mission.

Exhumed

PC
Type these in DOOM style while playing
LOBOPICK - all keys

LOBOSWAG - all items
LOBOSPHERE - reveal map

Quake Pack No. 1 - Scourge of Armagon

PC
Wetsuit cheat: impulse 200

Road Rash

During gameplay, type XZZY to enable the cheat mode. Try some of these:
YES,OCCIFER kill cop
BRIBE kill cop
SPOON! nitro
THWACK! get chain
K'THUNK! get club
PLUGH disable cheats

Night Strike

PSX
Secret Options:
At the title screen, quickly press **Up, Up, Left, Left, Down, Down, Right**.
Now try these..
Triangle + Select: Increases scrolling speed (2x)
Square + Select: Removes the select menu
X + Select: Score Attack Mode

Syndicate Wars

PSX
Access all Weapons:
During the intro screen press **Up, Up, Down, Down, Left, Right, Cross, Circle**
You should hear a gunshot.

Colonization

PSX
More Money:
To get 50,000 gold and reveal the map, name one of your cities Charlotte.

Burning Road

PSX
Mirror mode
Select practice mode and select your vehicle, track and transmission. As soon as the race begins, spin your car around and go the other way. When you pass a check point you will be placed first and the other cars will turn and follow you. This allows access to three new tracks.

Contra: Legacy of War SATURN

Bonus Game:
In stage 2 go to a little house at the end of the stage and enter it. Stand in front of the game machines to play an older version of Contra.
Hidden Game #1:
At the title screen press **Y, Down, Up, L, R, Left**.
Hidden Game #2:
At the title screen press **Y, Down, Up, L, R, Right**.
Level Select:
At the title screen press **Y, Down,**

Up, R, L, L, R.
Movie Test:
At the title screen press **Y, Down, Up, L, R, Down**.
Unlimited Continues:
At the title screen press **Y, Down, Up, L, R, R, L**.

NHL '97

PSX
Cheat Mode #1
During any face-off, while waiting for the puck to drop, press **L1, L2, L1, R1**, followed by one of the buttons below. If you entered the cheat correctly, the word "Entered" is displayed on the screen.
Add extra cameras to instant replay: Square
X: Speeds up gameplay
L1: Increased penalties
R1: Increased penalty shots
L2: Shots have more accuracy
R2: Easy goals
Cheat Mode #2
During any face-off while waiting for the puck to drop, press **L2, L2, L1+R2, R1** followed by one of the



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buttons below. If entered correctly, the word "Entered" is displayed on the screen:

X: Turn off all collisions

O: Home team more powerful

Rz: 20-second periods (you must abort and restart to take effect)

Net Teams:

At the name entry screen enter the name **NETHOCKEY** to turn every player into a net.

Strange Flyby:

After entering any of the CHEAT 1 codes, abort the game, then choose any team and start a new game.

Waverace 64

N64

Dolphin Ride:

Select Stunt Mode and enter Dolphin Park. Next go through all the rings and perform the following tricks:

Handstand

Backwards spin

Stand with backflip

Single backflip off ramp

Dive off ramp

Barrel roll off ramp in both directions

If you did the trick correctly a dolphin will squeak when you cross the finish line. To ride your dolphin, select Dolphin Park in a Championship Race and hold Down while selecting your racer.

Need for Speed 2

PC

Play at Night:

Hold N while the game is loading to play your favorite day levels at night.

Slippery Roads:

For a greater challenge, type "SLIP" at the car selection screen.

Rebel Assault 2

PSX

Level Select:

Enter the password **X, Square, X, X, X, Triangle** then enter the CHAPTER SELECT menu.

Spider

PSX

Play as a Flea:

Pause the game and press **Triangle, Square, Circle, Triangle**. The flea jumps better than the spider, but he's very hard to see. To return to normal, just enter the code again.

Refill Weapons and Power:

Pause the game and press **Triangle, X, X, X, Circle, X, Square, Triangle, X, Triangle, Circle**.

Star Gladiators

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 **Lz + Rz + Down** until the fight starts.

Invisible Walls:

If you beat the game on Level 4 difficulty or above, you'll find a WALL option in the options menu. If you turn it on, an invisible wall will surround the arena.

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 **Li + Ri** 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 **Li + Ri + Select + Start**.

Small Heads:

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

Cave Wars

PC

God Mode:

When you start the game, type "cave godmode". This will give you all spells, technology plus 25,000 of everything (food, bronze, etc).

Crusader: No Remorse

SATURN

Health and Weapons:

At the level pass code screen, type "LoSR". You will see an invalid code message. Start a new game or reload a saved game. While playing, press **A + B**



+ C to get full health and energy. Press X + Y + Z to get all weapons and reload the RP-22 or RP-32.

Passwords:
A complete set of passwords for the Easy setting.

Level Password

- 2 FWQP
- 3 PLRQ
- 4 SZNF
- 5 TD5S
- 6 JIBT
- 7 K2CV
- 8 N3DW
- 9 M4FX
- 10 X5GZ
- 11 C6HO
- 12 D7JI
- 13 FBK2
- 14 FGL3
- 15 JFM4

Special Board:

Enter the password "LRTN" for a peak at the game developers.

Three Dirty Dwarves

SATURN

Level Select

Access the password screen as shown below, then enter the password "MOSHOLU".

Password Screen:

To access the password screen, go to the OPTIONS menu and press L + R simultaneously.

Ultimate Mortal Kombat 3

SATURN

Kombat Codes:

Here are three Kombat Codes to let you play as a boss.

Mileena: 700 723

Classic Sub Zero: 760 520

Ermac: 964 240

Shining Wisdom

SATURN

Buried Treasures:

Once you have the mole claw in Shining Wisdom, go to the Hobbit village. It seems the hobbits have buried coins and life refill bubbles all over the place. Just walk around and dig up the ground. Coins will start popping out of the ground. You can do this indefinitely.

Bubsy 3D

PSX

Cheat Codes:

To use these codes, select the LOAD/SAVE option, then enter one of these passwords.

All codes: XALLBUGCR

Level select: XLVLCHTMSB

Bonus Round: XBNSCHTMMM

Coordinates: XDBUGLOCNC

All Rockets: XTOOROCKER

Fade to Black

PSX

Cheat Codes:

To enable these codes, enter the password Square, Triangle, O, X, O, Triangle. You will receive an "Invalid Code" message. Ignore it and exit the screen. Then go back into the Password screen and enter one of the following codes.

Unlimited Shield:

Square, O, O, Square, Triangle, X.

Invincibility:

Triangle, X, Triangle, Triangle,

Square, O.

Cinema Test:

Square, X, O, Triangle, O, X.

Iron & Blood

PSX

Lord of Chaos:

At the character select screen press

Up, Up/Left, Left, Down/Left, Down, Triangle + X.

Minion of Chaos:

At the character select screen press L1 + L2 + R1 + R2 + Up + X.

Play as Minion of Order:

At the character select screen press Left + Square, Right + Circle.

Play as Strahd:

At the character select screen press Up, Right, Down, Left, R1, R2, L2, L1.

Slamscape

PSX

Enter these in during the game.

Full Weapons or Recharge:

Hold Select and press Left, Square, Right, O, Up, Triangle.

Invincibility:

Hold Select and press Square, Square, O, O, Square, Square, Triangle.

Kill Danger Ranger and Queen Snagger:

To take out these annoying villains, hold Select + L1 + L2 and press Left, Square, Left, Square, Left, Square.

Movies:

To view any of the game's movies, enter one of these passwords.

HIDDEN : S,S,X,S,S,T,C,S

URANIUMANIA: C,C,C,T,T,T,S,T

REPSYCHLER: C,C,C,X,T,X,T,S

ENDLESS BUMMER: C,C,C,S,S,T,T,X

VIVA LOS VAGRANTES: C,C,C,X,X,X,S,S

GAME OVER/WIN: C,C,C,T,X,X,T,C

GAME OVER/LOSE: C,C,C,C,T,C,X,O

Level Passwords

URANIUMANIA : X,X,X,T,O,X,S,T

REPSYCHLER: S,C,S,S,T,C,T,T

ENDLESS BUMMER: S,C,S,X,T,T,S,X

VIVA LOS VAGRANTES: O,T,X,T,X,S,S,T

ART LEVEL: T,C,X,T,X,X,T,C

View Credits:

For a list of credits, enter the password "C,C,C,S,C,X,X,T".

Last Gladiators Digital Pinball

SATURN

Alternate Intro:

If you play between 8 and 11 AM (by the Saturn's clock time) instead of the animated FMV sequence it will show a different one which has some pictures of the production process.

Bonus Game:

For a friendly game of Staff Ball, go to the title screen and press X, Y, Z, X, Y, Z, C, B, A, Up, Down, Start.

Debug Mode:

At the title screen press Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, Start. Start playing at any table. While playing, press X + Up. Four numbers will appear in the lower right corner. Use the d-pad to choose a number, then press Z. These numbers control the round and number of balls on the table. You can also cause the game by pressing Up + Z. To return to normal, press Down + X.

Display Test:

At the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, X, Start. When the screen changes, press Start again.

Sound Test:

On the title screen, press X, X, Y, Y, Z, Z, A, A, B, B, C, C, Start. Press Left or Right to choose a sound.

View Credits:

On the title screen, press C, B, A, A, B, C, Y, Z, X, Down, Down, Start.



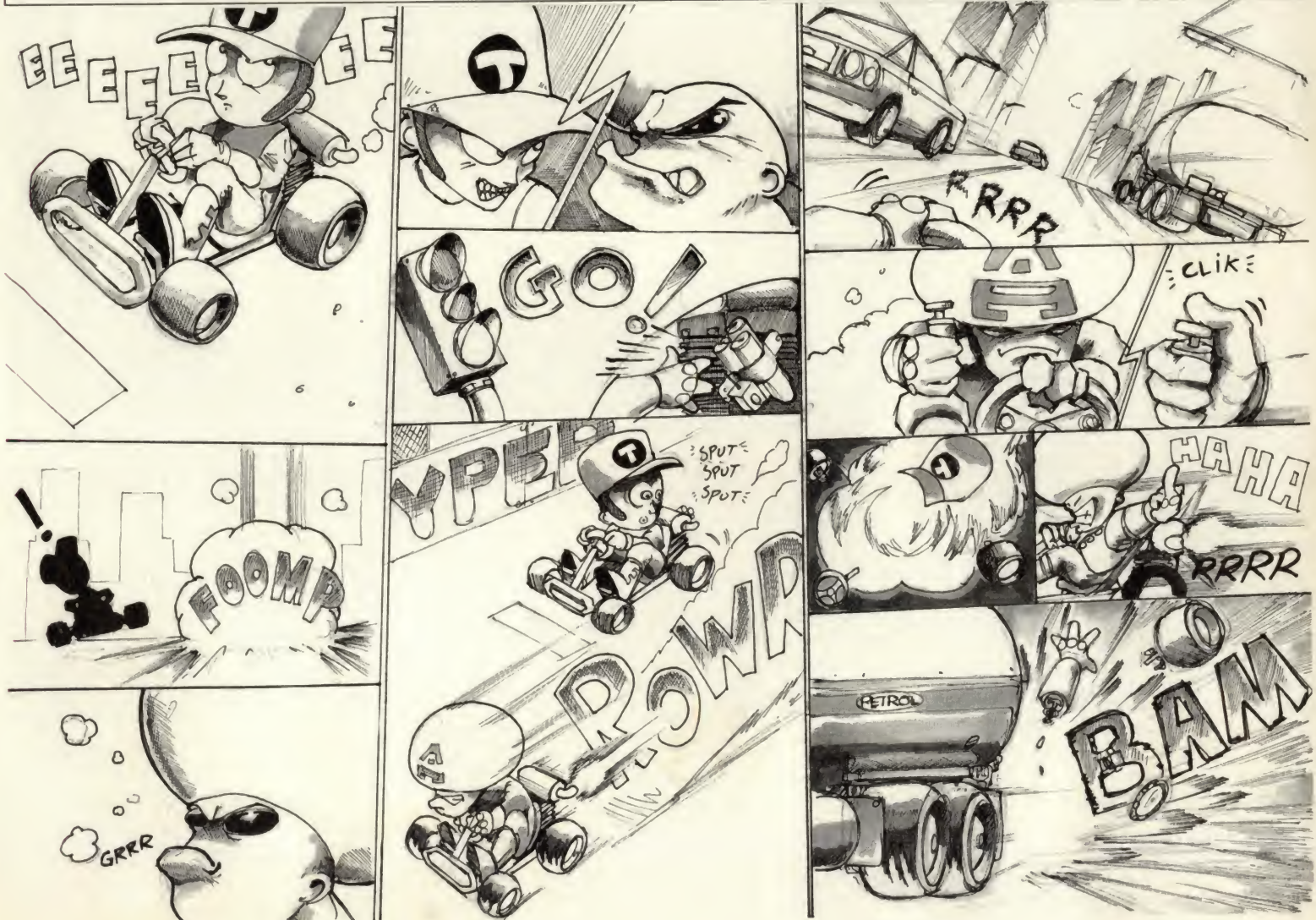
HYPER

Psygnosis came into the office and showed us **G-POLICE** running on a 3DFX PC. It was quite simply the most visually impressive game we've ever seen... Hopefully we'll have a full review next issue...



RANDOM ACCESS

CART MEISTER RAM DISPLAYS HIS SPEED DEMON QUALITIES ON TAG'S TURNPIKE - AND GETS VERY INTIMATE WITH A TRUCK DIFFERENTIAL





LETTER OF THE MONTH

OL' TIMER ...

G'day, it's Mitchell Rogers here your oldest gamer and fan. I have just recently sold my Playstation for a N64. I'm happy with the quality of the games but not the quantity. Now I've got a few questions:

1. Is there going to be a Street Fighter game coming out on N64?
2. Personally what are your favourite games on N64?

3. Do you have any idea when Zelda 64 is coming out?

Well I'm 63 and love gaming, it provides hours of fun filled entertainment. Mario 64 was great, I got all 120 stars but it took many of frustrating hours. That boy who wrote in on issue of July should try and get all 120, it's not easy. Turok also took me 2 months to finish but it was worth it.

Your magazine is Top notch but I feel a few more pages on reviews wouldn't go astray. I've been hearing a lot about the internet lately and I am very interested, will Nintendo bring out an internet device so we can go online through our consoles.

Well thanks a lot I really enjoy gaming in my retirement years, it's great to pass the time. I'm getting sick of waiting for games to come to NZ, so could you please send me a copy of an old discarded game from an N64 even an old preview cart that isn't even finished I'd be ever so grateful.

Yours faithfully

MITCHELL S ROGERS

Wayhay the Mitch!

In answer to your queries...

1. Not at this stage. If any do come out in the near future, our guess is it will be Street Fighter EX, as the system can handle 3D stuff much easier than sprite based stuff.
2. Personally I love ISS64 and Super Mario 64 the best. I haven't even finished Mario yet though, as I have way too many games to play to get time to... Maybe when I go on holiday.

3. The last release schedule Nintendo Australia sent us said 1996, and since the game is meant to be out before the 64DD overseas, I'd guess Feb or March here. We'd love to do a few more pages on reviews, as it's loads more fun, and loads easier to do than anything else in the magazine. We're kind of limited by how many games we get sent though, so do think we're just reviewing half of what we get sent. As for games sitting around, no such thing.

HYPER Letters
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SEGA ON DA BRAIN

Dear Hyper,

I am a proud Saturn owner but I'm becoming disgruntled with the availability of titles for rental. After inquiring at local video stores about renting new release Saturn titles, only one out of six stores had any Saturn games for rental at all. The common response by store owners was, "Sorry, we don't stock Saturn but we do have Playstation games." ALL OF THESE STORES HAD PLAYSTATION GAMES FOR RENTAL AND ONLY ONE HAD SATURN GAMES!!

I then decided to ring a certain video game specialist store "Funtronics" and asked if they had Saturn games for rental. The owner says "No", I then proceed to ask why, and he says that the Saturn is dying and that by the end of the year Sega plan to market their new console the "Blackbelt".

A week later I read in the papers that because of the loss Sega had made with the Saturn are not planning to make another console but stick with what they do best - making software. So how can there be a Blackbelt if Sega themselves don't even know about it?

Now down to some questions.

1. Why is it that there is a lack of Saturn games but tons of Playstation games for rental?
2. I read in the official Saturn magazine that third party of support for the Saturn has dropped. Is this true?
3. Are Sega planning to make another console?
4. I haven't seen a Saturn ad in ages, is this a sign that Sega have given up on the Saturn or insufficient funds?
5. What are the current statistics of the console war?
6. What do you think of the Saturn's future? How long do you think it will be around for? (Don't say you can't see the future!)

GAZ

WA

Of course Sega know about it... it's a case of whether or not it's the right move for them to make. They've not had a good couple of years, and investing heavily into a new venture has to be done carefully.

Your answers:

1. Because there's a much bigger market for Playstation rental games, so it's more cost effective for the stores to buy Playstation games to rent, rather than Saturn games, which may not be rented enough for the store to make money on them.
2. Isn't that obvious? How many titles do you see coming out on Saturn first now?

3. Yes, but when, and with what hardware are still undecided.

4. Only Sega can answer that question with any authority.

5. It's not like there's a man who collects all the figures and can tell you who's winning. There are so many varying reports of sales figures that to give an accurate answer is pretty much impossible.

6. Why shouldn't we say we can't see the future? It's like asking us when we think Quake 3 will be out. There are too many variables to give you an answer. If Sega get cracking on a new system, public interest in the Saturn will die down a bit in anticipation of the new system. Only one thing is certain and that is that the Saturn will not have the same support in this country as the PlayStation and Nintendo 64.

HOW TO SETTLE THINGS...

Hi Hyper,

Hey I've got a solution to the console war (Sort of) I'm not going to sprout fairy-wings and don a halo and tell everyone to shut up, be happy and respect others (like you Dan) but rather encourage everyone to fight it out to your hearts content. Not with words (or with anything else,) but with PC's. You console guys must have chums who have PC's (or own one yourselves) so why not arrange a Quake death match comp between all parties of the war. Clan64?! Clan Sony?! Clan Saturn?? Or Clan 3DO!!! Hell this could be awesome with Hyper Sponsoring the event and seeing the likes of Shigeru Miyamoto to come down and lead Clan 64 against the sheer numbers of Clan Sony himself! This would finally decide the highest quality console (since it helped Clan whatever kicked ass) and shut everyone up. It may also tell you a few things about consoles compared to PC's (HeHe).....

Yours in jest

LETRAN

LT,

I don't think they'll buy it... but if they do... I want in!

ARE YOU BLIND?

Dear Hyper,

In the last issue which was 46, I read Luke Skywalker's letter who was sticking up for the Star Wars game on the N64. I own a N64 and I think the game is shit. There are much better games than Star Wars. The real reason I wrote in was because I wrote in to your letters, issue 45 Benn Hansen. You guys said I was complaining about Mario 64 only getting 95% and Quake getting 96% instead of 95. Then you write in your overflow that Dark Reign should have got 96% instead of 95. You said it was only 1 lousy percent, then you make a paragraph about 1 percent. HYPER ARE A BUNCH OF HYPOCRITES AND I WILL NOT BUY YOUR MAG UNLESS YOU PRINT MY

LETTER.

You guys are legends.

Benn Hansen.

Benn,

Before you send in a complaint READ THE MAG CAREFULLY. We gave Dark Reign 91% in the review, which is 5% lower than 96%, not 1% (unless my maths are ultra shoddy). That's the difference between just scraping in as a Big Rubber Stamp or receiving the highest mark ever given in Hyper. We guess this means you'll still be buying the mag, although we don't know why, as you obviously don't pay much attention to what you're reading.

RPG-MANIA

Dear Hyper,

I own a PC and am an RPG lover. I'm getting a N64 as soon as Zelda 64 is released but I need a couple of good RPG's to tide me over since it's gonna be a while since Zelda 64 reaches our shores. So could you kindly answer my questions.

1. What are your favourite 3 RPG's for PC at the moment? (Except Diablo and the ones with the 1st person interface)
2. I know about the 64DD's internal modem and is that going to be just for multiplayer games and downloading patches or will it also have browsing capabilities?
3. Square are one of the best when it comes to RPG's and do you know of any good Square RPG's on PC or on the way?
4. Are there any good RPG's on PC that are similar to Zelda or Crono Trigger if so could you name a few?

Thanks.

LUCAS KOMER-SMITH

NSW

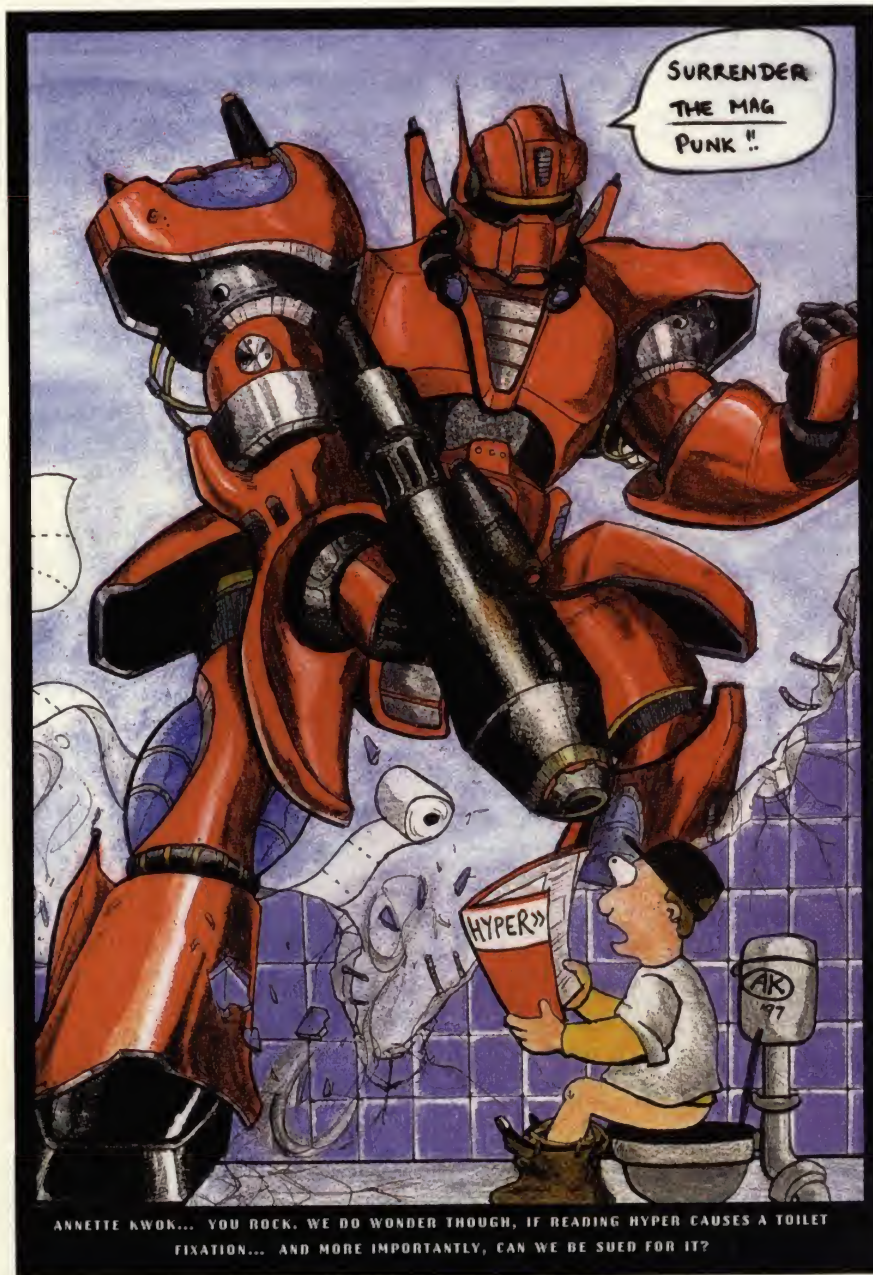
LKS,

1. Well, you've just ruled out everything recent... The only other RPGs that I really recall loving that weren't 1st person were the Ultima games.
2. We imagine Nintendo will include browsing software, but that remains to be seen as they've made no announcements on what online software they'll include.
3. Square hinted to Andrew Iredale at E3 that they may do some PC stuff, but no confirmation or promises were made.
4. PC RPGs and console RPGs are traditionally very different games. If you like console RPGs that much, you may have to look in investing in a console, as PC gamers don't tend to go for "cute", which is the RPG way.

MISINFORMED

Dear Hyper,

I usually don't like to be negative about things, but I do believe the video games industry in this country is totally up the crapper at the moment. For starters, PAL games are a complete rip-off, and I for one intend doing something about it - I'll be getting my Playstation converted to NTSC very



ANNETTE KWON... YOU ROCK. WE DO WONDER THOUGH, IF READING HYPER CAUSES A TOILET FIXATION... AND MORE IMPORTANTLY, CAN WE BE SUED FOR IT?

shortly by a top company which has guaranteed to back it up should anything ever go wrong in the future. This will then allow me to get 6 NTSC games for the price of one Australian. PAL game - months before the same games are released here. And being NTSC means the game will run faster and be full screen - you can't get a much better deal than that in my opinion. They have also assured me I won't be doing anything illegal unless I try to resell the games in Australia.

I also read a headline in a U.S. Mag saying: "Something is Wrong with Nintendo 64" - and this seems pretty true. For starters: the games are all designed for 5-10 year olds; there's bugged all games

available anyway; and the cartridges are an even bigger rip-off than Playstation games. I think it's about time Nintendo woke-up and realized that there are a hell of a lot of people above the age of 10 who play console games.

Thanks, and God bless.

CHRIS

Firstly... bad news about your Playstation running faster... as that won't happen. You will of course be able to play both NTSC and PAL, which opens the scope for you a lot. Secondly, 6 NTSC games for the price on one PAL game... that means they're pirate games, and they lied to you about the legalities. If you're in possession of pirate software, you're breaking the

law. Ignorance isn't an excuse if you get caught either. As for Nintendo's games... don't assume that their cute appearance is aimed specifically at young gamers. Most women in their mid twenties don't have an interest in video games, but most of them really take a liking to games like Super Mario 64, because "he's cute", and they find the whole thing amusing. Making things less cute would push the games towards being techier, and this generally appeals to a much smaller market.

A GAMER WITH A JOB... AMAZING!

Dear Hyper,
Excellent Rag!

I bought a Playstation approximately 18 months ago, I'm upgrading from a Sega Mega Drive. As soon as I found out that several of my favourite games at the arcades were available on a console, I had to have it. Being a basic factory worker and maybe still a big kid at heart I find nothing better than escaping reality for a short time to help me wind down from a days work.

I'm not writing to slag on certain consoles because as far as I'm concerned it brings a smile to your dial, play it for awhile, all games are great but if you don't like it, move on and try something else. No point crying about it.

Then being a person who thought that buying a more expensive magazine with a disk on it would get more for his money, it was refreshing to find a magazine that covers every console, PC games with detailed and interesting information for a more reasonable price. You guessed it I got a smile on my dial again.

I play games, my wife plays games and my family and friends plays games, so for a little bit of an outlay these games and consoles have brought a lot of joy and fun so I thank you and people like you for bringing & designing those games and keeping us up to date for a reasonable price.

V Rally got me very excited when I heard about it, and I realize people must ask you for things all the time but if you have any discarded demo discs or know where I could get one you know, my now that would make me smile. If not, I understand.

RC, Vic

RC,

Good to see someone writing in who challenges the image of the stereotypical gamer being a teenage male, and we're glad you like the mag. It's also nice to have a request for demo discs as opposed to "can I have a copy of this game?". Unfortunately all our demos are sent on gold discs which you need a special blue Playstation for (which you can't buy).

A 3DFX BELIEVER!

G'day Guys,

About 2 months ago I bought a 3DFX for my PC, to go with the Playstation I've had for about a

year. I'll be the first one to admit it, the 3DFX kicks. The things it does to Mechwarrior 2 are amazing, and Tomb Raider looks bloody sensational! However, a couple of things are kinda bugging me. Firstly, I know the card has just been released, but besides Quake, POD, and Fi, what other games come with native 3DFX support?

Ok, now that I've had my whinge, here are a couple of questions:

1. What other games are available for 3DFX (with native support)?
2. Is Carmageddon able to use the 3DFX once a patch is installed?
3. When is the patch for Interstate 76 coming out? (That would be awesome!)
4. Will there be a patch for X-Wing Vs T. Fighter.
5. When I was at my local games shop the other day I saw a game called Shrak. I know this was built around the Quake engine, but do you need Quake to play it? Is it any good?

Thanks guys, and keep up the great work.

BRETT.

Brett,

Not many games at this stage actually come with the support, you generally have to download it. This is changing with time though, and within a year or so, most games that could benefit from 3D support will come with it.

1 Go keep an eye on the web site <http://www.3dfx.com/> all new stuff gets put there.

2. Yes.
3. It's out now.
4. We were told yes, but have not seen or heard any news about it for months.
5. Yes you need Quake, and our overall assessment of it was... it sucked.

PROOF READER

To Hyper

I could say how good your mag is but you already know that and I'd be wasting your time so I'll get to the point and ask you my questions.

1. My friend said that the Japanese version of Resident Evil was gorier and had bits that the Aussie version didn't. Is this true and if so how much Australian would it cost?

2. In issue 46, there are a lot of words that instead of being "in" ended up like "I'm. Is this a misprint or can't anybody spell up there at Hyper?

3. Who writes the captions underneath the pictures of

games in the Reviews section? The guy who reviews the game or you Dan?

4. What does BETA stand for?
5. When will you review Tobal 2 on PSX.
6. Will there be a KKND 2 or a Dark Reign 2? I know it's a little harsh, but I can't wait for the sequels.
7. What's the address of Auran and Beam Software?
Thanks heaps for your time.

BRAD

P.S It's good to see some adults getting into the "video games world". Now they can see how bloody stupid the OFLC are!

Ok I'm going now

Brad,

1. He's right. There is however a directors cut coming out soon which is gorier, that should also come with the Jap version of the game. The details aren't finalised for the Australian release, so we'll let you know once they are.
2. For some reason going through a text conversion, a lot of the "in"s changed into "I'm"s... We don't know why, since it never used to happen. Probably gremlins in the systems.
3. Me Dan... U5!
4. Beta means not final... In other words, a beta version is one that is not complete. Sometimes they are 99.9% complete, other times they're a long way off.
5. We didn't... it's not being released in Australia.
6. Yes and yes...
7. Why don't you call directory assistance and ask them for the number, then call the company, and ask them? That goes for anyone else asking us for addresses.

QUESTION CITY...

Dear Hyper

The masterminds of game magazines and the professors of review and preview writing, I would like to ask the following questions and it would be an honour for me if you legends to answer them for me.

1. I am a Quake fan, and I have Quake, Quake Mission Pack 1 and 2 and like them all especially when you blow your enemy into little bits of shit. What is wrong with Quake Mission Pack 2 Dissolution of Eternity? Why didn't you give it a rating from 80%-90%? I don't see any problem with it.
2. Also, when will Quake-Dark

Ages and Quake 2 be out?

3. Do you guys like Sega better or do you like Nintendo? (I bet you're gonna say Nintendo because of N64, and its wondrous games)
4. Personally, what/who do you like Quake or Duke Nukem?
5. Can you guys make a Big Stamp of disapproval for games that suck like bullshit?
6. Why did you call your E-mail address freakscene@next.com.au?
7. And finally as you have letter of the month can you have game of the month?

I'd be happy to receive a reply from you legends! Well, thanks guys.

LOUIS HO WONG

Lou,

1. But it's not as good as Mission Pack 1. These things are scaled, just because something's good doesn't mean it should get an really high mark. When I took over as editor I found the scores seemed too bunched up, like everything was between 80 and 95, which is stupid when you're dealing with a scale of 1-100. This month most of the scores are pretty high, but that's because most of the games are quite exceptional. Things are looking up!
2. The Dark-Ages TC page has been down for a while, so we can't keep track of the progress on it. Quake 2 should be out in the next couple of months (You'll have it by the end of November)
3. We don't sit around and ponder these sorts of things. We're interested in individual games... not the companies that make the consoles. No preference, but naturally the Nintendo 64 is a much more powerful machine, and allows greater potential for games than the Saturn, but it also came out a long time after the Saturn, so it's to be expected that the machine would be technically superior. We still play Saturn games though, so don't think we take sides like so many of you seem to do.
4. We Quake here at Hyper.
5. We get enough grief from the companies that release these games when we give them bad reviews, since it affects how many people buy their stuff. Using such a stamp might be funny, but it'd be very unlikely that the distributors would continue to support us with their software after we gave

them a "Smells bad" stamp.

6. Because we're freaks!
7. The review scores tell that story...

EMPTY?

My name is Matthew Tucker and I'm 10 1/2 years old. I live in Condell Park which is a suburb of Bankstown. I own a Master System 2, a Mega Drive 2, a GameBoy, a SNES, a Super GameBoy and I share a PC with my brother. The PC is only a 386 with 5 megs of ram.

I think you mag is cool because it reviews games for all systems. I only started reading your mag in the July 97 edition and found it a lot of fun. Unlike Sega or Nintendo mags, you don't crap on other game companies. Sega say that Nintendo are crap then Nintendo say that Sega are craper, then Sega say that Nintendo are crapest. All together you crap on them.

**MATTHEW TUCKER
MT,**

Thanks for your letter Matt, hopefully you'll be able to get your hands on a more up to date system soon so you can start playing the stuff we review in Hyper.

WOOHOO!

Ooo-yah! Ooo-yah!

Now that the worshipping session is over lets get down to business. We own a Playstation & Computer (Woo-hoo) and were wondering if the legends at Hyper could possibly answer these questions.

1. Back in issue 38 there was an EXCELLENT looking game called "The Fallen." We got very excited and started saving eagerly awaiting its scheduled February release.
 2. Can you please tell us the release dates for Final Fantasy VII and Bushido Blade?
 3. Will there be a sequel to the great game Diablo or do the gods demand a sacrifice (say our little brother?)
 4. I read in another magazine (please forgive us) that Tobal 2 may not bless the shores of Australia. Say it's not true. Please.
- Please print our letter as we will be very grateful and because we have links with the MAFIA. (Heheh)
- Yours sincerely
**PAT & SHAUN
P & S,**
1. We got excited too... but it

wasn't even in this year's E3 report from Paygnosis, so we assume it got canned... or maybe the work in progress got sold to another developer.

2. Sony keep saying Bushido Blade will come out here, but don't have a release date. FF7 is out November...woohoo!

3. We heard there was going to be one... We'd guess it'll be

called Mephisto or Baal, as those were the other two lords of demonic nastiness.

4. Actually you could have read that in this mag too (shame on you). We did a preview a while back, and said it may not come out here. Sadly, this is true, it is not getting a PAL release, and that really sucks, because we've got a copy of the Japanese



JONATHAN RITTEIR-GIBSON SENT THIS ONE IN... AND WE LIKED IT!



GOOD TO SEE SOMEONE DOING SOME COOL COMPUTER ART... THIS ONE'S FROM JONATHAN CAGE

version, and it rocks.
The Mafia... Elliot, didn't we buy them last week?

ANOTHER RPG NUT...

Hello Hyper Crew,
 My name is alan Peck and I am a big fan of your mag. I own a PCIBM E a Playstation. I have a few questions for you fellas to answer.

1. What RPG's are there for the Playstation now and soon?
2. When will Ultima IX (9 for you Dummies out there) be released?
3. If it is already out could you give me a copy because I have Ultima 1,2,3,4,5,6,7,8. ?
4. When will Resident Evil 2 be out?
5. Why will Final Fantasy be missing parts from the game?
6. Any news on Duke Nukem Forever Yet?

Well I better go. I hope you continue to do your work in this mag forever.

Yours faithfully
ALAN PECK
 Alan,
 1. Suikoden, Vandal Hearts, are out now (plus lots of Japanese RPGs that don't make it to the PAL format). The next one coming up is Final Fantasy 7, and it would be surprising if any company is brave enough to release another Jap RPG out here till FF7's been out for a

- while.
2. We'd guess late next year, as there's virtually no-one working on it till Ultima Online is done.
 3. What's this? My god! The magical Origin fairy just went into the future and has come back to give me a copy of Ultima 9. Wow... I've also just had this really stupid urge to give it to someone else, rather than enjoy it myself...
 4. Every time we hear a release date, it's 2 months later than the last time... so we're afraid to ask again in case we cause the game to be put off further! Last we heard, the answer was March '98.
 5. Sony informed us that the PAL version would have some different bits in it, as opposed to simply be missing bits. So there will be stuff in the Australian release that the Japanese buyers didn't see... So I wouldn't get too upset about it. The game rules!
 6. Not a lot, other than it's running on the Quake engine, which is really funny, considering how much petty arguing there was between Duke fans and Quake fans.

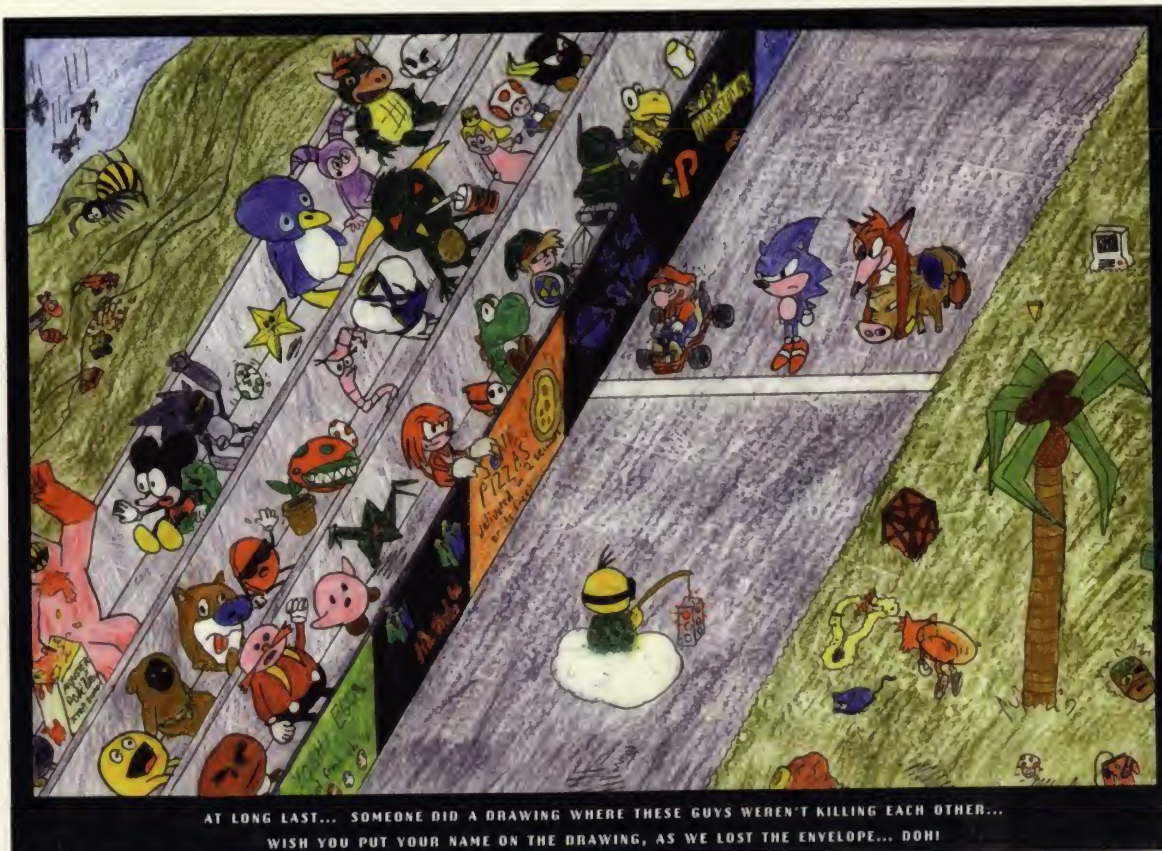
Dear Hyper,
 Keep up the good work, your giving news which is relevant to

us. What's the point in Buying American mags when what there talking about won't be anywhere around us for ages.
 Anyway, I thought I'd tell you I'm enjoying my Nintendo 64 very much at the moment, but I'm a little concerned. I owned a Playstation with all the Killer games on it, but then I sold it to a friend so I could get a Nintendo 64. I mainly did it because of the thought of Mario Kart 64, which sent shivers down my spine, every time I heard the name. I am now having Resident Evil withdrawal symptoms, as well as Wipeout, Wipeout 2 and Tomb Raider withdrawals. What's happened to Quality over Quantity? I own Mario, Mario Kart, Fifa64, Waverace, Cruisin, Pilotwings & International Superstar Soccer. Mario is the best game, than Mario Kart, Pilot wings and ISS. The rest are crap. FIFA 64 is one bad piece of software! I am not having a whinge, because the future is looking bright with much more variety coming. I now have some questions which I want you to answer please.
 1. What exactly is the ram used for in a cartridge based system like the N64, because I have heard of memory packs to be available later on which slot into the front of the N64?

2. Any basketball games coming out this year besides Hangtime?
 3. When is Starfox coming out? Is it with the rumble Pak?
 4. Is it true that Resident Evil is coming out on N64? And Tomb Raider?
 5. Can you do a Cheats Book? Thank you very much for answering my letter.
- DENNIS KOUSTOUBARDIS**
 Dennis,
 1. RAM is needed to handle information used by the processor. If you take all the RAM out of a PC, it doesn't work at all, and consoles are exactly the same.
 2. Doesn't look that way... NBA In the Zone '98 will be out next year though.
 3. Lylat Wars is due out anytime now... hassle your local dealer! Yes, the Rumble Pak will be included.
 4. We heard word of a variation to RE for the N64, but that was a while ago, and no new news seems to have popped up about it. But Tomb Raider is for sure.
 5. We've already done two, and are working on a 3rd... Please buy them... we want more money.
- MARIO IN A DAY...**
 Dear Hyper
 How's it going?
 I own a Playstation and a

Nintendo 64. I like the PSX a bit more. Everyone seems to be asking about Quake on the PSX. I hold in my hands screenshots and info on it. It looks awesome, every bit as good as the PC version. It uses a new data transferral system, similar to what being used for Rapid Racer. Hexen 2 for Playstation will run on the same engine as PSX Quake.
 And while I'm here I'd just like to say that the N64 is no where near as good as people make out, If I'd seen shots of Rapid Racer, Soul Blade or that Star Wars fighting game, no way would I have bought a N64. And how could Nintendo be so stupid as to make the damn thing cartridge? I finished mario in a day! and just and just look at MK Trilogy on the N64 compared to the excellent Playstation version.
 I'm going to sell the thing as soon as I can and buy lots of better PSX games.
 Anyway, that's all from me.
M. SLADE, Sydney
 M.Slade
 I wouldn't trust those screen shots if I were you, as no reputable source anywhere seems to be able to confirm them. That, and the fact that GTI seem to have no knowledge of the existence of such a game (and they are the publishers). The other thing is, Quake will never run as well on a console as it will on a PC, as Quake is quite a RAM hungry game. You'll probably see a good frame rate and texture effects in the N64 version, but otherwise it'll be like Doom 64... Not quite as good as Quake on a good PC.
 Finished Mario in a day? You're full of it...

We got way too many letters to print this issue (and the last dozen issues for that matter), so please try and keep your letters brief and to the point, and that way we'll hopefully be able to squeeze more of you in...
 Thanks!
HYPER



AT LONG LAST... SOMEONE DID A DRAWING WHERE THESE GUYS WEREN'T KILLING EACH OTHER... WISH YOU PUT YOUR NAME ON THE DRAWING, AS WE LOST THE ENVELOPE... DOHI

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For Sale GameBoy (clear) with 5 games including Kirby's dream land 2, Zelda Links Awakening, Dr Franken, Dragons Lair and Mega Man Dr Willy's revenge. \$100 ono. Ph: 03 62238047 or write to: 3 Wentworth st, South Hobart TAS 7004

HYPER ISSUES 15-46 (Feb 95-June 97) except Sep 95(22). Plus Geameston June 94-May 95(1-12). \$4.50-\$5.00 ea neg. Call Sheridan after 5pm (07) 3202 7640

56 Computer game magazines - Hyper from Apr 94-97, Pc Format, Next Gen, Ultimate Future Games, Super Play, Games Master, etc. Paid over \$440, now \$60 ono. Phone Nick (03) 9859 6544

Gameboy games - WWF Superstars 2, Fortress of Fear, Jordan Vs bird, T2, Battletoads, Wario Blast and Tetris 2 all \$30 each, Or \$180 the lot. Also 32 games in 1 \$80, Game Boy \$40 and Magnifier with light \$20. Phone Troy on (08) 9418 4119.

RED ALERT \$40. Command & Conquer \$25 Ultima 8, Wing Commander 2, Syndicate Plus & Strike Commander CD \$40, F-117A \$15. The lot \$100, all manuals included. Nick (03) 9859 6544

PC GAMES FOR SALE:

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Mechwarrior 2 + Expansion \$55 or sell all for \$250 (066) 834188

N64 Games, Mario 64, Pilotwings 64 and Wave Race. All as new (PAL). \$60. Each or all for \$150. Ph: Aaron on (08) 8336 3488

For sale, Duke Nukem 3D and Cricket97, \$60 each. Phone (03) 63912385 (must be in TAS)

Mega Drive with 5 games + action replay 2 (including M.K.3) + master system adaptor with master games (6). Will sell the lot for \$150-\$200 or swap for almost any Playstation games. Ph. Adam on (047) 571125 after 4pm on Weekdays.

Adidas Power Soccer, Battle Arena Toshinder 3, Tobal noi, Final Doom, NBA in The Zone 2 and The Crow City Of Angels. I will sell for

\$30 each and I can post it anywhere i'm Australia. Please Contact Yowono on 042 275861

Playstation Games for sale, all in new condition: Tomb Raider-\$45, Formula One-\$40, Resident Evil-\$40, Need For Speed Two-\$50, Soviet Strike-\$35, Gunship-\$30, Descent-\$25, Susruptor-\$30, Wing Commander Three-\$20, or the lot for \$250. Brian Ph: 03 9776 6968, Frankston, Vic

Nintendo 64 games: Turok plus memory card \$85; Mario Kart 64 \$70; WaveRace 64 \$70. All for \$210. Call Craig (02) 9498 2992

Playstation Games: Formula 1 - \$60, Criticom - \$25 or I will swap them both for V-Rally on PSX. Both in excellent condition with manuals. Ring (03) 5427 1754 after 4.00pm and ask for Matthew.

Mint conditon, SNES, 2 controls, Games: DK2, DK3, Super Mario Kart, UMK3, boxed & instructions. All \$400. Also 3 GB games: Gargoyles Quest, and Metroid 2, boxed and instructions. + Double Dragon 2. All for \$30. Phone Rathany on (02) 9610 9907, after 5pm.

N64 Games, Wave Race 64 \$70 or will swap for Pilotwings. Cruis'n USA for \$50. Will swap both for Pilotwings and memory pack. Call Benn on (03) 9589 0205 please leave a message and I will ring back. Melbourne area only.

Playstation Games: Area 51 \$50, Disruptor \$50, Destruction Derby 1&2 \$60, "D" \$30, Ridge Racer \$30, Project Overkill \$40, Crash Bandicoot \$40, Kray Ivan \$30, Mad Catz steering wheel \$80. Ring Robert (03) 9359 0464

Sega Saturn Games: Nights \$60, Daytona USA \$30, Virtua Fighter \$30, High Octane \$30 Phone (079) 466 934 after 5pm

For Sale: Kings Quest Collection \$45, C&C - Covert Op's \$25, Two Towers \$15, Mad dog McCree \$18, Lost Secret of The Rainforest \$18, Star Control Collection \$14, Jammit \$12, Who Shot Johnny Rock? \$16, Pitfall \$18. Call Tom on (03) 9890 3880 Will swap Covert Op's for Red Alert - Counterstrike.

Nintendo 64 with Mario 64. Unwanted gift. Sell for \$250 ono.

Will swap for a Sony Playstation with good game. Ph: Michael on (049) 771 893.

Sony Playstation (PAL) with Tekken 2, Resident Evil, 7 demo disks and 6 Playstation Magazines and 1 memory card for \$400 ono. Call Craig on (065) 627008.

Gameboy with 6 games including MK3, Double Dragon, Shadow Warriors, World Champion Raving, Fall of the Foot Clan and Back from the Sewers. Plus gameguide and link up, the lot for \$100. Call Nick on 55774721

N64 + 1 controller, 2 games - Super Mario 64, Turok D.H, 1 controller/memory pack, 1 R.F. modulator. 4 months old - mint condition. Unwanted Gift. \$480 o.n.o Ph (07) 5444 0435.

Gameboy with Boosterboy, Nightsight, Network Cable, Case, Books for games and Technical Manuals. Games: Battletoads in Raganorks world, Choplifter 2, Ghostbusters 2, Mortal Kombat 2, Navy Seals, Tetris and Wario Land. \$300. Phone Trent on (043) 852437 or Fax on (043) 852385.

For Sale: Playstation games - Doom \$35, JVC Victory Boxing \$55. Will swap for Total NBA 96,96, Sould Blade, Streefighter, Alpha 1,2. Will consider others. Ph (047) 842569

Playstation for sale-with 1 control, mouse, memory card, heaps of demos and 6 games including - Crash Bandicoot, Final Doom and Total NBA '96. All boxed with instructions, perfect condition \$425. Call Luke on (02) 9528 4684.

JPN, PSX games for sale: Toge Max, Pointer's Point, Sim Town, Critz & Final Fantasy 4. \$25 each or \$100 for all. Will swap. Sydney City area only. Ph: 99052415 ask for Addy. (WARNING: Work with JPN System only)

SWAPS

SWAP/SELL - Sony PSX (PAL) 2 mths old. Total NBA '97, Tekken 2 & Soul Blade with 4 demo disks for Sega Saturn (PAL) with or without game. Also sell. Price Negotiable. Call (02) 9750 3319 after 5.30pm Weekdays, Only Sydney.

I will swap my Gameboy with DK land 1 for a N64 with Turok and Mario 64. Call Chein-Soon

Ang on (02) 0055 1396 on Weekdays only. (Sydney only)

I will swap Nights for any good Saturn game. Call Rick on (02) 99755515 after 4.30pm, Mosman

I want to swap either Wipeout 2097 or Jumping Flash 2 (HYP 94%) for a Twisted Metal World Tour or MicroMachines V3. Call (03) 64255723 after hours.

SWAP: Playstation with Soul Blade, King of Fighters 95', demos, memory card, and two control pads for N64 with two control pads and any 4 games. Please contact Danny on (02) 9579 5083.

WANTED

Gameboy games: Ninja Boy, Final Fantasy (don't mind which), Revenge of The Gator, Motorcross Maniacs, WWF Super Stars 1 or 2. To buy or swap for Ducktales, Gremlins, Supermario Land, Balloon Kid. Will pay \$10-\$15 ring Adam on (02) 9430 6772

I desperatley need a copy of Savage Empire for IBM. Call Sarah on (03) 6229 6537 or write to: 33 Beach Road, Kingston Beach, Tas 7050.

WANTED

Someone to kill, I want to play multiplayer with people in Sydney, I have the following games; Red Alert, Doom 2, Hexen, Terminal Velocity, Mech Warrior 2, Need for Speed. If you are interested, call Ran on (02) 9907 9980.

PENPALS

If your letter box is empty and you have the urge to write to someone, well here is your answer. My name is Larisa and I'm 16 and I love Dance and Techno music, I also love to write letters!! Drawing is another fav past time of mine, I draw Manga animations like Sailormoon or create my own. If there is anyone out there who is interested in the things I am interested in drop me a line on: 10 May Drive, Nollamara WA 6061 or email me on: spring8_rocketmail.com, I hope to hear from you's!!

Hi, I'm Matthew, I'm searching for a penpal aged 11-14, boy or girl who enjoys PC CD ROM's and is not boring. Write to, Matthew,

22 Stanmoore St, Toowoomba QLD 4350. P.S. Please send a photo if possible, will swap games.

Hi! My name is Luke Thelning and I'm looking for a penpal between 12-15 years. I enjoy listening to grunge music or anything played loud. I own a N64 and GB. So if you don't have anything to do, write to me!!!!!! 6 Wilgabar Way, Queanbeyan, NSW 2620.

Hi, I'm John and I'm looking for a penpal, male or female, 11-16 years old. If you have a PC and are feeling lonely please write to: 50 Abalone Ave, Paradise Point QLD 4216. (07) 557 74601

Yo peoples! I'm 11 1/2 years old and looking for a penpal around my age. (Preferably a boy) I have a Pentium & NES. I like Snoop Doggy, The Simpsons & action games. If your interested write to: 14 Elder st, Clarinda VIC 3269. My name is Mike!

Hi! My name is Blake. I'm 14 years old. Only write to me if your human, and open enough to talk about anything, video games, TV and movies. Please write if your between the ages of 12 and 1300000! Write to: Blake, 18 Munja Way, Nollamara, WA 6061. P.S. I'm looking for a female Taurus but males are OK too.

Bored after reading Hyper cover to cover 10 times? Love Playing video games and listening to music? Between the ages 14-16? Then get off your butts and write to:- Jared Gillard, 24 Brandon St, Argenton, NSW 2284.

Hi all, my name is Ray. I am 15yrs old, in Yr10 and looking for a penpal aged between 14-16. I'm not one of those desperate losers who want's a girlfriend, so anyone write to me, I have a PC, SNES and a Sony Playstation. Drop me a line at: 421 Sydney Road, Balgowlah NSW 2093. Or email me at: adra@oxemail.com.au

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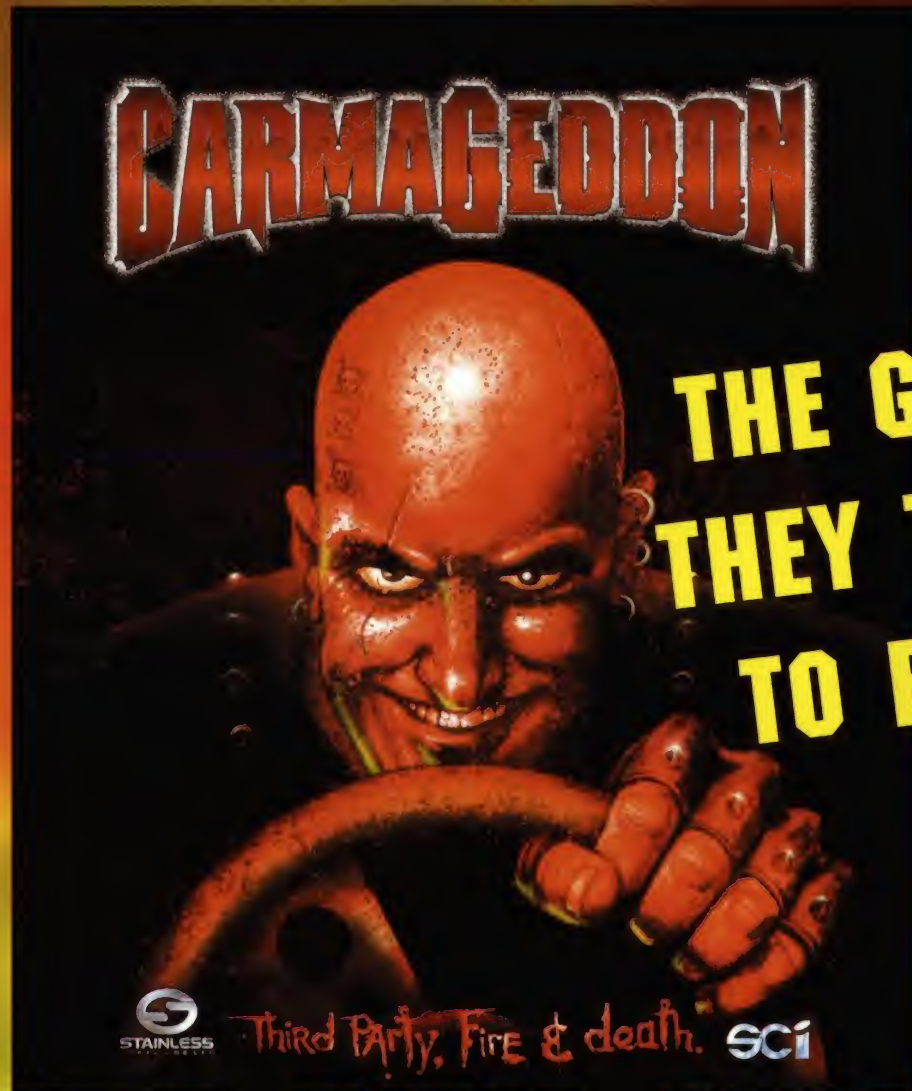
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