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Hehen II



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HYPER»

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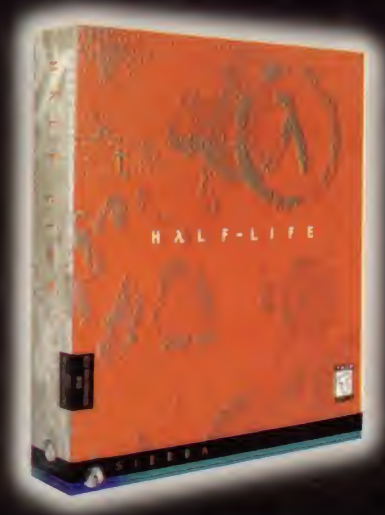


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GET A LIFE
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Hype It Up

We're still confused about whether or not it's our birthday this issue, but we celebrated that last issue anyway. There's still cause to celebrate though, because this is the biggest Hyper ever! The PlayStation REALLY kicked in this issue, with eleven (woah Nelly!) big reviews. The pick of the crop were **FINAL FANTASY VII** (no surprises there), **RAPID RACER**, **STREET FIGHTER EX PLUS ALPHA**, and **G-POLICE**. This really does pose an interesting question though... "Is the market there to support all these games?". We truly hope so, but with so many games available, surely some titles must be making lower sales figures than they deserve, purely because no-one can afford to buy all the good games coming out.

Whilst the Saturn had another quiet month, we did hear a bit more news on the next Sega console. We're still yet to hear Sega make a formal announcement yet, so who knows what'll happen. **DISCWORLD 2** was a great game... but may not be released here now! We were hoping to see Last Bronx in this issue, but it didn't show up.

Bit of the usual story with Nintendo... Only one game this month, but god it was good! **LYLAT WARS** had us all ribbing each other as we dogfought to our hearts content.

Only two of the hotly anticipated PC titles turned up in time this issue, being **G-POLICE** and **HEXEN 2**. The good news is that all the other PC titles were of a fairly high standard too. Just missing out on our deadline was *Total Annihilation*, which should be a huge 'un next month.

First entries for the Quake comp were arriving around our deadline, and we were seeing some great times. We'll do a special on the winning entries net issue.

I've been gaming for 18 years now, and just when I thought I couldn't be amazed anymore, an entourage of stupidly impressive games arrive. Last month was great... this month was fantastic... and next month is looking like it could be even better!

Now is a good time to be a gamer...

DAN



128 Bits Of Fury

Sega have bitten the bullet and started making moves on their new super console which we've all been speculating about! One minute it's called Black Belt, then it's called Dural and now it's being referred to as the Dragon project. Although Sega are currently being sued by 3Dfx for terminating their hardware development contract, it hasn't stopped them reportedly showing a demo of it's next PowerVR based system behind closed doors to several key developers! The system was running an arcade perfect translation of either Super GT (the Model 3 based racer) or some other unknown Model 3 based game. The Hitachi SH-4 CPU that drives Dural is 128bit but is limited to a 64bit bus, so yes you could sort of say that this next Sega console will be 128bit! Yikes! As far as the graphics hardware goes, it will contain the NEC PowerVR ARC technology which can handle maximum texture resolutions of 512 X 512 (compared to the Nintendo 64's 64 X 64). Dural also reportedly has eight megs of SDRAM and four megs of VRAM, which is way, way more than any other current console. Not only will it also have an inbuilt modem, but the console's OS will be based on Microsoft's Windows CE utilising DirectX, meaning that potentially you could play any current DirectX PC title on your new console from day one. Awesome. But what would this mean to the PC industry? Because of the PC compatibility, why would everyone pay thousands on a new PC, when they could pick up a beast of a console that not only can run all the latest PC titles, but you can plug it into your big fat TV! Sega surely realise that this machine is their last chance to dominate the home gaming market, and after their problems with the 32X and the Saturn being the first of the next-gen consoles to lose support from developers, this machine is going to have to be something quite incredible to win back the gamers. From looking at the specs... incredible is exactly what it is shaping up to be.

EF

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ALL OR NOTHING

COMING ON
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NOVEMBER '97



G

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ECTS - E3 Euro Style

One of our old contributors, Mark Lingane was fortunate enough to be over in the Old World around the time of ECTS...

The ECTS is the final trade show before Christmas. For several years it was THE trade show to attend, but with the success of E3 some of the shine has been dulled. But in the spirit of competition, this year saw the best ECTS to date. All the major publishing houses were there and some of the obscure European ones.

The ECTS this year was popular for one main reason - Britsoft. The name comes from a derivative of Britpop (Oasis, Blur etc) and its sudden worldwide popularity. Britsoft is much the same. European developers at the forefront of new technology and coding, bringing the best to the world. If not the best then certainly something unique.

Over 200 developers with at least three titles each! There were millions of titles! Covering racing games, third person perspective games, first person perspective games, more racing games, platformers, more racing games, beat-'em-ups, more racing games and racing games. You could say that there was a certain theme running through most of the stands. Racing games are in BIG time. Race on land, water, space, air, imaginary dimensions and movie sets. Race in cars, boats, jetskis, motorbike, go-carts, bicycles, big spaceships, small space ships, big robots, small robots. It was insane. Competition between companies is so hot that the racing genre has - in both quantity and quality - gone through the roof.

Acclaim was pushing Croydon-based Probe new masterpiece, Extreme G (a racing game), for the N64 proving that the Nintendo can play games for adults. Unfortunately, as with most of Acclaim's product it was all of high quality but little innovation. Maybe the US connection's kicking in.

Eidos, Europe's premiere publishing house had its latest titles on display featuring the standout Ninja and Fighting Force. The jewel in the Eidos crown was, of course, Tomb Raider 2. With Lara Croft lookalikes draping over motorcycles it was hard to focus on the game. All in all it looked like more of the same except Lara was more... well rendered.

And that brings me to another point. Thanks to Ms Croft, female heroines are all the rage. And it seems to be drawing the feminine side of gaming in as well. But Lara at the moment is it. She's an icon - the ultimate virtual babe. With a TV show, movie, multiple magazine covers she's bigger than Elle! Or will be when Elle freezes over.

Ocean, last year pontificating that they were focusing on quality rather than quantity, have turned the tables a bit. From releasing a mammoth five titles last year, they have raised it to six this year. Or something. Big news: Falcon



4.0 is due out real soon now (yeah, right!) Originally designed to run on a cutting edge 386 way back in the dark ages, time may be running out for the latest installment of the seminal Falcon series. Ocean also have Worms 2 from Team 17 - a bunch of Amiga weirdos that may possibly be the most creative coding team on the planet. Anyway, Worms 2 is, well, more worms just more colourful and weirder. Looks very good though.

Europress, better known for educational software and the Oasis songbook, released a game last year to such phenomenal success that they are releasing three new ones. Last year's title - Rally Championship (a racing game) has spawned a sequel - International Rally Championship (another racing game) The other two titles are also racing games except "Plane Crazy" involves an Aeroplane. Europress, if not one dimensional, at least stick to what they know.

Obscure French House, Cryo, displayed their unique brand of amazonian warriors, extreme violence, divinity and psychosis in the most lush graphics seen this side of Riven.

Nintendo decided to make a showing, and featured the two standout European titles - Goldeneye and Diddy Kong Racing. Goldeneye looked good, Real good. But not as good as the Bond Grrls. They looked REAL good but were less interactive. Almost two dimensional characters.

SCI featured a Carmageddon update (the Splat Pack) and something involving bald people. Carmageddon was pretty much it with them. Looked very promising.

Gremlin also looked interesting. Big titles included the movie licenses for Men In Black (looks like AITD) and Judge Dredd (looks like a Stallone film - lots of explosions). Gremlin followed up their big Actua Sports titles of last year with sequels and got closer to finishing

some titles that had been promised last year.

What else was big? Peripherals continue to make inroads with force feedback joysticks all the rage. Tactile response through the plastic stick in front of you seems to be important for some reason. I wonder if the Bond Grrrls have one... Anyway ...

Sony was Sony, big and bold as they could be. Sitting on top of the 32 bit heap they showed little excitement this year. Again standout titles came mainly from Liverpool based Psygnosis with its jaw-dropping Colony Wars and G Police. Don't forget Crash Bandicoot 2 which is about as interesting as the first. He's still orange.

This year the PC, with the help of 3D graphic accelerators, has gone through the roof. Many titles looked beyond belief on the PC shaming the PSX and N64 versions. Pity it costs 10 times as much.

I felt quite excited walking away from the show for the first time in years. After several years of stagnation in the market where visual appeal ranked over gameplay it seemed now (mainly through the intense competition) that games workshops are once again spending time in making the games fun. Hot titles such as Grand Theft Auto herald a new era where visual excellence compliment what is in essence a brilliant game, and that's the way it should be. Except for the Bond Grrrls. ML

Editor's Thoughts: A bit of a shame there wasn't much new since E3, with the exception of Diddy Kong Racing. ECTS is important to us, since it essentially is a representation of the PAL market, but we never learn that much there. Still, come to think of it, if I had to go overseas and go to a video game trade show... I'd rather go to Europe...

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overflow

Hot and spicy! Those Spice Girls are moving into the world of videogames, with Sony announcing **Spice World**, an interactive Spice experience for the PlayStation! Featuring video footage, music and interviews of the gals, you'll also get to create your own Spice Girls dance routines. C'mere Posh, let me tell you where to put your legs...

With the arcade machine only just hitting arcades, *Mortal Kombat 4* is already in development for the PlayStation, Nintendo 64 and PC. You probably won't see it until late '98 - but rest assured the work has begun to bring this baby home. As far as fighting games go, there's still no word on *Tekken 3* for the PlayStation though. Boo-hoo.

Activision recently acquired the rights to two old classic Atari 2600 games, *Asteroids* and *Battlezone*. Taking retro-gaming to new heights, they will now remake both games Nineties-style, so that'll be interesting. They have also just released the first new text-only Zork adventure for free over the internet, in anticipation of their new *Zork: Grand Inquisitor* graphic adventure which is on the way. The text adventure, *Zork: Undiscovered Underground*, was even written by one of the original Infocom authors. Cool moves, Activision.

Officials in Vietnam recently seized over 450 Tamagotchi toys from children entering the country - and these were tourists! Ho Chi Minh City's People Committee said that the game was "harmful" and that it "seperates children and even adults from their normal life". This follows the Tamagotchi being banned from schools all around the world! Scary.

If you like the look of *Final Fantasy VII* on PlayStation, but you're a PC owner and are having a bit of a cry, then get a hold of yourself! It's okay! A PC conversion is underway. Not many Japanese RPGs make it to PC, but if ever there was a big epic RPG that should make it to PC, this one is it. We'll have more details once we know who'll be publishing and distributing the PC version.

Real Wild Child

Oz rock! Maaaaattte! It's part of Australian culture, from Molly Meldrum and Countdown to Silverchair and Crowded House, Australian music has really helped shape the Aussie society we exist in now. Roadshow Entertainment have got their hands on an excellent CD-ROM called *Real Wild Child* which carries on from where the exhibition at the Powerhouse Museum in Sydney left off. Thanks to some cool artwork from Reg Mombassa, and an odd genius or two, this is one of the very few "interactive" CD-ROMs to actually be worth your money. Not only is *Real Wild Child* bloody hilarious, but it's a very accurate exploration of Oz music from the 1950s to the 90s. With a bit of help from Triple J, Richard Fidler (from the Doug Anthony Allstars) and some people with some cash, a seriously clever piece of software has been put together solely in the name of entertainment! It features over 100 movies, 2000 images and 200 sound clips and the odd sub-game which was rather Monty Python-esque. Now if they'd have only included *Big Heavy Stuff*... ahem... (and the Telemetry Orchestra ss).



EF

Resident Evil The Movie!

Hey it surprised us too! It seems that Hollywood's latest craze is making movies out of video games instead of the other way around for once. *Resident Evil* was such a huge selling game, that it's no surprise that the movie execs saw dollar signs when the option came up to make this film. So who's been cast? Well it seems that Jason Patric will be Chris, Samantha Mathis will be Jill and the plot will be taken directly from the game. This means Zombies, Zombies, Zombies!! We dug up this teaser poster for the film and a shot of one of the cast in his S.T.A.R. outfit. Stylish!


According to our sources, there are also some other big game/films on the way. *Tomb Raider* is in development and our vote for Lara would have to be Elizabeth Hurley. *Doom* is being scripted and who else but Arnold Schwarzenegger would be perfect to play the space marine! And last but not least, *Duke Nukem* is being made and supposedly, Dolph Lundgren has already signed to play the Duke! Woo! Lots of cool stuff on the way!

EF





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The Fun Never Stops!

This is what we like to see... game companies actually finding the time to improve and add to the cool games that we've coughed up cash for. LucasArts are well known for releasing add-on packs for their Star Wars games in particular, and X-Wing vs TIE Fighter fans are going to simply peak at the news that the add-on pack, Balance Of Power, is on it's way. Not only will this XVT upgrade give us 3D card acceleration (YES!), but the pack contains 2 entirely new single player and multiplayer campaigns with rendered cut-scenes! Not only that but there will be new melee missions and combat engagements too, and wait for it... new craft! Yes, the B-Wing is back and there is also a Super Star Destroyer which will feature as a major battle target! Wow. A patch simply for the 3D support should even already be out as you read this. While we're on the topic of Star Wars, PlayStation owners will be rejoicing that Dark Forces and Rebel Assault 2 have finally arrived, so there will be many happy young Jedi's around Australia at the moment. Word has it that LucasArts have even started on some amazing new games to co-incide with the release of Star Wars: Episode One in 1999. Another LucasArts game, Outlaws, has also recently been upgraded to V2.0, which not only fixes some bugs but adds another 4 single player missions and 5 new multiplayer arenas! And it's free! Blizzard's masterpiece Diablo is yet another game to soon receive a cool add-on pack called Hellfire from Sierra On-Line. Hellfire will include a new character class - the Monk - and 30 new magic items and 5 new spells! It will be a whole new bunch of single player quests based around the demon Na-Krul, which will lead the player into battles with over 20 new monsters and a bunch of other surprises. This will keep us adventuring until late 1998 when Diablo 2 is set to release. Diablo 2 will shower us with 5 new character classes and 4 whole new towns, including all sorts of new weird and wonderful quests. It will also have an advanced combat engine and quite simply we are all hoping here at HYPER that it will rock as hard as Diablo.

EF



NINTENDO 64

1. Lylat Wars
2. Mario Kart 64
3. Super Mario 64
4. Blast Corps
5. Wave Race

SATURN

1. Fighters Megamix
2. Daytona USA
3. Bomberman
4. Pandemonium
5. Virtual On
6. Hexen
7. Virtua Cop 2
8. Tomb Raider
9. Sega Rally
10. Manx TT

PLAYSTATION

1. V-Rally
2. The Lost World
3. Warcraft 2
4. Dark Forces
5. Rebel Assault 2
6. Raystorm
7. Soul Blade
8. Wipeout 2097
9. Crash Bandicoot
10. Tomb Riader

PC

1. Dark Reign
2. Moto Racer
3. Outpost 2.0
4. Dungeon Keeper
5. Warlords 3
6. X-Wing Vs TIE Fighter
7. Red Alert
8. Ecstastica 2
9. Quake
10. MDK

Charts kindly supplied
Kitech World.

Competition Winners

There's only one thing scarier than receiving competition entries from you bunch of freaks, and that's receiving letters from you! If I don't see a glimmer of sanity soon, I'm running for the hills...

Rally Cross

Matthew Smith, Qld
Harrison Jones, Tas

Robotech

Rohan Harrison, WA
Damian Carr, Qld
C. Bowkett, Tas
David Kerr, ACT
Kip Norris, Vic
Josh Hobbs, Qld

Grant Armitage, NSW
Patrick Wyers, SA
Keith Essex, NSW
Adam Jones, NSW
Michael Anderson, NSW
Irwin Wong, Vic
Paul Hodgson, Vic
Luke Tefler, SA
Max Hemmings, NSW
Grant Higgins, Qld
Ryan Garland, NSW

Madura Malwatte, NSW
Ron McCorkill, WA
Brad Tibbetts, Qld

We didn't print the 100 Timezone comp winners for rather obvious reasons.



Q U A K E I I

QUAKE WAS JUST FOREPLAY.

Totally **NEW** game. Totally **NEW** monsters with IQs the size of their **APPETITE** for **FRESH** blood (this time they can evade your **ATTACK**, strategically position themselves for an ambush, and **HUNT** your ass down). Totally new environments with falling rocks to dodge, rockets to duck, shadows to **HIDE** in, narrow shafts to **CRAWL** through, and plenty of room to **SATISFY** your primal urges.



“Quake II, without a doubt, the game of E3.”
— *Computer Gaming World*



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ALL ENTRIES CLOSE NOVEMBER 15TH 1997



Gonad Police?

Due to there being so many ass-whippingly great games around, it only makes sense that HYPER give you some! This way you can carefully choose your next purchase, happily knowing one awesome game is already in the bag. Psygnosis have come to the party with 5 copies of G-Police because they're not only smart, but extremely generous! We have both PlayStation and PC versions to give away, so just indicate which one you would like on your entry. Now, to win a copy, just answer us this question (you can use your imagination here)...

What does the G in G-Police stand for?

Put your answer on the back of an envelope and send it off to: G is for Games!, Hyper, 78 Renwick St, Redfern, NSW 2016.



SFEX+ABlahBlahBlah

Street Fighter EX Plus Alpha is here for PlayStation, and it's all the Street Fighter action you've grown to love in glorious 3D. Virgin are distributing this little beauty, and they've always bestowed great prizes upon HYPER, so it's no real surprise that they said we could give away 5 copies of SFEX+A for all you hardcore fighting game freaks. There's no doubt the Street Fighter series will continue, so the big question on everyone's lips is... What the hell are they going to call the next one?

If you would be so good as to send us your thoughts on the next Street Fighter title, then you will go in the draw for one of the five games.

Write your answer on the back of an envelope and post it to: This is getting silly, Hyper, 78 Renwick St, Redfern, NSW 2016.





Serious Biff Action

There's beat em ups, and then there's beat em ups. Core Design are brining us the very spiffy looking Fighting Force, which looks like it'll be the best game this genre has ever seen! It's one of the games we're hanging to get our grubby little paws on, and no doubt you want it too. Well, thanks to a burst of generosity from Sega Ozisoft, you'll have your chance to own a copy of this fabbo title, if you can just answer this simple question: *How many characters can you select from in Fighting Force?*

Write the answer on the back of an envelope, along with the version you'd prefer (PC or PlayStation) to:

Punching, kicking and uncouth behaviour, Hyper, 78 Renwick St, Redfern, NSW 2016.



Finally It's Here

We're rather fond of Final Fantasy VII in case you hadn't noticed. Dan even took a week off life to play it! Well, no doubt you're all bouncing up and down waiting for Christmas so some generous individual can stuff it in a stocking for you? Well, in case you don't know anyone that generous, we do! Sony Computer Entertainment really want three lucky Hyper readers to score a copy of Final Fantasy VII. It's really quite simple to be in the draw, all you have to do to be in it is answer this simple question:

How many times did Dan use the word "and" in the Final Fantasy VII review? (Now we'll see who's keen eh?)

Write the answer on the back of an envelope and post it to: Finally counted all the "and"s, Hyper, 78 Renwick St, Redfern, NSW 2016.



WAVE

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- Split-screen mode for two-player competitive racing.

- Analogue controller and neGcon compatible.



BY MAX AUTOHEAD

Fatal Fury *The Motion Picture*

What's it all about?

Before Christ, a man named Guadeamus donned himself in power armour and wrecked havoc on the ancient world. The power of the armour made Guadeamus a god, but it also drove him totally insane... such is the price of power. Only the strength of four unknown warriors was able to defeat Guadeamus, and his armour, now known as the "Armour of Mars", was disassembled and scattered and hidden in the farthest reaches of Alexander the Great's empire.

Crash cut to the late Twentieth century, and a descendent of Guadeamus, Laocorn, is gathering up the lost pieces of the Amour of Mars, in hopes of surpassing the genetic flaws that make him human, and to ESTABLISH HIMSELF AS A GOD!!!!

With his vast and powerful minions, he seems unstoppable, since only four individuals stand in the way of stopping Laocorn... they are: Andy and Terry Bogard, Mai and Joe, the star characters of Fatal Fury!

So what's it really all about?

FATAL FURY is the beat em up fight game hit that followed the success of the all time great STREETFIGHTER.

(Man, I still remember when Streetfighter two first hit the arcades... it meant C+ average test results and bye bye pocket money!)

Sadly, I never really picked up on Fatal Fury, but Dan assures me that it's a damn good fighting game.

Fatal Fury the motion picture follows the quiet success of the two OAV releases; the first episode featuring the all time bad guy with my fave name for any character; GEESE HOWARD!!!!

Geese shows his cheesy face again in yet another cameo in this film, threatening to step back into Terry Bogard's life again in some future sequel.

The second episode featured another Mr Bad Guy hailing all the way from Germany... more invincible than Geese Howard.

Both episodes made good appetizers, but then the main meal came along...

"Nice Game, Shame about the Movie"

That's what I felt about the Street Fighter animated series. Sure it sold squillions around the world, but did it capture the raw drama, the pants pounding tension, the speed of the game it was based on? A bit more than the Van Damme live action version, but hey, that's not really saying much, right?

Though the FF Movie makes the OAV's look clumsy in retrospect, the whole series concentrates on what FF fans like to see; FF characters in kick arse animated fight sequences.

As you would expect in a cinema release of FF, everything's better, slicker, faster, with more eye candy and pants pounding action/fight sequences thrown in to boot!

What surprised me though was that the narrative was actually really, really good (excusing the cheesy "cool" sequences we've all come to love in Anime).

A lot of people in the animation industry make the mistake of judging the skill of animation with how many frames are used to make the characters move; "has it been done on one's or fours man?".

However, a good narrative needs to be told well. The strength of Anime is not only the strong concepts and adult themes, but also in the fact that the best anime concentrates on storytelling layouts.

FF Movie pushes this boundary. It is without a doubt the best animated martial arts slug fest movie I have seen.

True beat-em up fans everywhere should see this film.



Fatal Fury

Heavy Metal *The Movie*

Two years ago I had the good fortune to meet one of Australia's greatest poet songwriters Don Walker. To my great delight I discovered that he was a reader of comics, and cited Heavy Metal Magazine as an influence to his work.

Well now, here it is, the Heavy Metal Movie. After hearing so much about the movie for so many years, it's a great pleasure to not only be reviewing Heavy Metal, but to get paid to do it at the same time (heh heh heh).

Heavy Metal Magazine was in the seventies and early eighties one of the leading adult sci-fi comic magazines. It published work from all time legend comic artists from all around the globe, including Moebius, Bernie Wrightson and Richard Corban (just to name a few).

In my opinion the most paramount achievement of Heavy Metal Magazine was that it helped introduce, to audiences outside of Europe, some of the leading and more serious comic creators working in the medium. (Artists such as Katshuhiro Ottomo - of Akira fame - has cited Moebius as a huge influence...check out the Memories graphic novel published by Reed Books if you don't believe me!) It's effect was certainly felt in North America too, and helped encourage a wider diversity of work being produced by publishers and creators alike.

You can still pick up Heavy Metal Magazine, these days with Kevin Eastman of Mutant Ninja Turtle's fame sitting at the helm, and it still retains that soft porn cheesecake quality it had when it was being published in the seventies and eighties.

So what's the movie like?

Weeeeee!!!!... This movie was created and released in the early eighties. Like the magazine that it's based on, it's an anthology of stories side by side, but connected here with a singular theme. Watching the video made me think back to playing pinball machines in greasy fish and chip shops. The years have not been kind, yet surprisingly enough, Heavy Metal the Movie has some occasional moments, such as the beginning of Captain Sternn, or the Flight sequence at the end. What surprised me most was the inclusion of Neverwhere Land, which was dropped from the original cut of the movie, on grounds that the film

was too long. It's here at the end of the tape, but I had to shake my head in disbelief, since It's the best thing in the movie, the only piece which hasn't dated...and it was never in the original release!!!

Doh!

Heavy Metal fans should get what they want from this video. Those of you who like "adult" animation should have a look also. Sex, Drugs and a Rock and Roll soundtrack from bands such as Cheap Trick, Black Sabbath and Devo makes this a retro extravaganza ahead of it's time (there I go with those oxymorons again!)

10/10

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7.5/10

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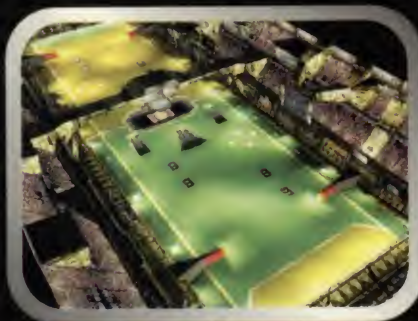
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of like a ball. Except that it totally

disregards the laws of gravity. You can't

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DRAFT RESTRICTIONS AND GHT IS THE FUTURE OF SPORT?

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Earn the title of Master Blazer, and you'll bask in the glory of piloting the Ultimate Rotofoil.



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Scoping the bottom of the pool is what **Ehot Fish** does best...

Warlords 3

Broderbund are the publishers behind Warlords 3, the latest in SSI's awesome D&D style strategy series. Warlords 2 was an absolute classic so if you are new to this game - go and take a look at the Warlords 3 website. That'll get your saliva glands flowing. Simple, elegant but incredibly addictive stuff. If you'd like to see what other games Broderbund have up their sleeve (another Loderunner game perchance?) then visit the Broderbund site for maximum info. It's all here!

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

<http://www.warlords3.com/>

Microprose

Aliens are taking over the earth! Stuff diplomacy - kill them all!! That's XCOM Apocalypse for ya. The latest in the series is the most intense XCOM of all. You can thank Microprose for this, as well as for a host of other cool games. GrandPrix2, Masters of Orion 2, Civilization 2, and the hot flight sim Falcon 4.0 which is still in development. Their website is a tasty showcase of what's been, what's here and what's coming, so trawl for all it's worth.

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

Aliens Online

Game over man, game over! Fox Interactive is on the verge of unveiling their online gib-fest, Aliens Online. You can choose to be either a space marine or one of the Aliens, and fight it out in your chosen team. The marines have specific mission goals, as do the aliens, so there's room here for some strategy as well. Regardless of how good this game is, you know it's going to have a cult following of some sort - so check it out. With the new Aliens 4 movie on the way, a whole new era of Aliens-related games is dawning.

<http://www.ariesgames.com/games/aliens/>

Square

Hey, now it really IS hip to be Square! Final Fantasy VII has taken us all by the nads here at HYPER, and it only seems right that we point you to Square's Los Angeles website so you can enrich yourself with FFVII stuff. Of course, Square are based in Japan, but there's no point in visiting the Japanese site unless you can read Japanese (and so can your browser), so the USA site is what we've got for you here. But it's just as cool!

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

3D Gaming

1st person perspective games have totally dominated the gaming industry over the last few years, so it's no surprise that there's a crap load of them around. If you've had any problems with ANY of them, then visit 3D Gaming for a comprehensive list of cheats for every 3D action game that's ever been released. Or so they say. The index sure is huge, so go and grab a couple of codes - there's enough for everyone! I've listed the no-frames URL, but you can always change this once you get there.

http://www.3dgaming.se/3d/index_nfr.html



Warlords 3



Aliens Online

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BY TIM LEVY

TIMEZONE *Darius* Taito

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!

In 1986, the arcade world was content living in a 'sprite' infested world. Sprites were conglomerations of pixels which could be moved independently from a background. To use the adage 'history repeats itself, but in a different wardrobe' seems apt and if something worked before then maybe it will work again. Fastforward a decade. As I have killed off the cells containing information about the decade between 1986-96, I can't tell you much about the original space shootemup Darius. BUT I can warn you - get your dodging skills ready cause Darius has just been re-released.

Prologue: A fierce battle in space has decimated the entire planet. Evolving life forms unleashed from the destroyed planet have decided to go on the rampage (who can blame them) in their vast array of ships and (of course) take out the human race.

Your mission: Stop the mysterious evolving life forms dead in their tracks before they have time to wreak revenge on the peace loving human race.

Beginning in 'Alpha Zone' you pilot your puny space ship towards your obvious annihilation. But fear not the latest, cutting edge, state of the art weaponry is now in control of your deft little fingers. Not only is your machine highly manoeuvrable and has massive amounts of firepower, but you are now able to capture enemy ships and ho ho, use them against their former masters ha ha.

To capture an enemy ship, press button B facing the enemy ship of your choice to launch a 'capture ball'. Enemy ships have their own 'signature' weapon/shooting style to suit any occasion. Once facing insurmountable odds, the power from a captured ship may be utilized as a massively powerful death ray by depressing the A buttons for a short duration. To discard the captured ship press button B.

As you continue your scroll horizontally onwards, you will face a factory full of enemy ships, each with their own individual attack formations. After decimating the opposing forces, it's time to face the traditional 'end of stage boss. A lot of thought has been put into this section. Ginormous polygon space battleships in the form of mutoid animals go through their paces and unleash a series of sequential attacks. So if you're into the Japanese Robot genre, you'll dig this scene immeasurably.

Lasers, heat seeking photons, missiles, space mines, bullets, force fields and every projectile short of the kitchen insinkerator will be launched against you. At times the whole screen will be choked with projectiles and 'bad' guys. But fear not, most of the time the computer is quite sporting in the fact that, although seemingly impossible, there IS a way through the veritable minefield of death.

There are five stages to complete, though a choice can be made as to which stages you choose (there are 10 courses overall) Choosing to play in two player mode could be a major mistake as it is difficult to keep track of your own ship due to the screen being totally choked with missiles, and bad guys.

It is a relief to see that the arcade world has not been completely over run by 3D games, and with minor classics such as Darius, it's good to see that the 2nd dimension is in good hands.

Off Road Challenge Midway

'Ivan Stewart is the most winning driver in off road racing history. His name is synonymous with the sport, and now he has teamed up with Midway to create the most exciting off road game yet.'

YET?? Hmmmm Big call indeed.

Although no 'on road' classic Daytona or 'off road' classic Sega Rally, Off Road Challenge does have some bonus thingies that make the game more interesting than it would be if it was just a standard race sim.

The basic driving package is a fairly standard affair. The vehicle you start off in (there are eight to choose from) is VERY bog standard. The aim of the game is (yes you guessed it) to place first in each race. This is no easy feat. The only way to really stand out from the pack is to use the bonus items (nitro, super nitro, invulnerability) To stay competitive in the harder courses, a trip to the 'speed shop' at the end of every race is in order. Depending on your placement in the previous race, you are awarded a cash prize from a bikini wearing buxom beauty (Money is also awarded on the racetrack in the form of treasure box icons). And now, with this cash, you can now customize your truck.

Upgrades include . . .

ACCELERATION: Reach your top speed quicker.

SHOCKS: Faster on rough terrain.

NITROS: A quick burst of power.

TOP SPEED: Increase top speed.

TIRES: Get better handling.

After upgrading your truck, it is if someone has taken off the handbrake as now the vehicle can REALLY perform.

The race tracks are not overly inventive though they do have a few 'short cuts' hidden ramps and jumps. There are six tracks to choose from, with all of them varying widely in terrain and difficulty. Their description reads like a travel brochure (thanks Midway):

- Take a trip through the searing hot MOJAVE DESERT and experience some of the desolate but incredible gorges and canyons.
- Race through the picturesque BAJA PENINSULA in Mexico, from the small town of Ensenada all the way to the beautiful Pacific Ocean.
- Take part in one of the most famous hill climb races in the world. Try your hand at racing to the top amid the frozen tundra of the ROCKY MOUNTAINS. Watch out for the local moose population, they can damage your truck.
- Tour a desolate GHOST TOWN as you race toward the finish. Legends say it's bad luck to break a tombstone.
- Explore the deep south's CAYJUN BACKWATERS at breakneck speeds where at times, the trail is so narrow, there's only room for one truck. Tour the historical meadows where the civil war was fought.
- Race to Las Vegas through the top secret military base known as "AREA 51", then plunge into an abandoned silver mine while battling for position.

With what seems to be a low rate of frames per second, O.R.R is a little behind the times in the graphics department. The vehicles movements also seem a little blocky, though that may be because I neglected to upgrade my suspension.

All up, if you like your vehicles big and tough, grab a couple of baddies and head down to the arcade for a duel in the dust.

*** 1/4

**IF BATTLING THE
CYCLOPS AND THE
FOUR-HEADED HYDRA
ISN'T FUN ENOUGH,
YOU CAN ALWAYS
GO TO HADES.**





← In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.) →



In **HERC'S ADVENTURES™**, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

STRENGTH OF CHARACTER. You'll go

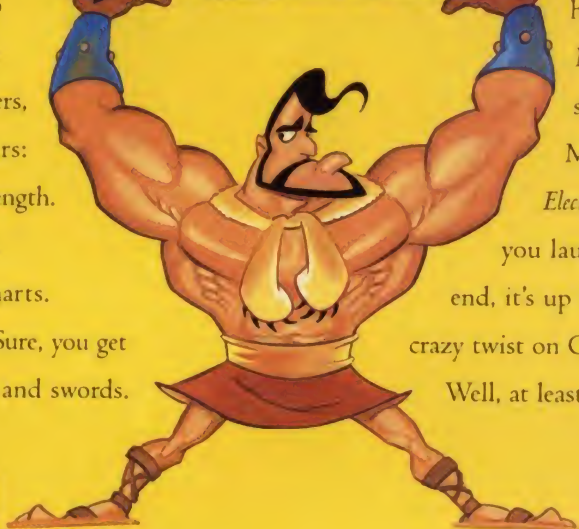
into battle as one of three heroic, mythological characters, each one with unique powers:

Hercules possesses super strength. Atlanta has lightning speed.

And, Jason - savvy street smarts.

WEIRD WEAPONS. Sure, you get the usual arrows, slingshots and swords.

HERC'S ADVENTURES™

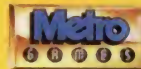
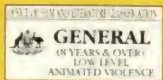


But, you can also arm yourself with ray guns, houses, sheep and inflatable cows. **EVEN WEIRDER BAD GUYS.**

Freaky weapons are perfect for fighting even freakier enemies: A one-eyed Cyclops, the four-headed Hydra, and snake-haired Medusa. Plus sword-swinging skeletons, crazy clowns, nasty

Martians and more. No wonder *Electronic Gaming Monthly* says it "...has

you laughing too hard to fight." In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.



← So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors. →



<http://www.lucasarts.com>



» Diddy Kong Racing

Nintendo 64

AVAILABLE: 1ST QUARTER '98

CATEGORY: RACING

PLAYERS: 1-4

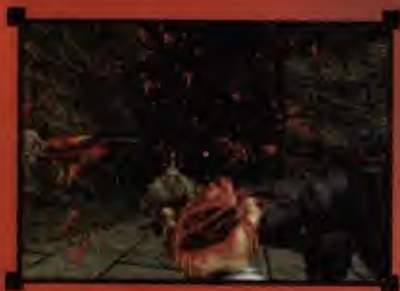
PUBLISHER: NINTENDO

wow-o-meter

Diddy Kong Racing has been a very well kept secret over at Nintendo's hidden laboratories. The game was not mentioned at E3, and developer Rare have not uttered a word about the game even though they've been working on it for two years. All of a sudden, DKR (as we'll affectionally call it) is the N64 game on everyone's lips. At first glance, you'd think you were staring at a sequel to the awesomely good Mario Kart 64. Well, even though there's no Mario here, DKR may very well be the game to fill those shoes. Officially, this is a completely different game, and once you play it for awhile, you'll agree that the gameplay in DKR is utterly different to Mario Kart. The new characters have allowed Rare to cook up a whole new take on the Kart concept, even introducing elements from other genres to make the game much more of a single-player experience, and in turn making the multiplayer game something wicked. Initially, you choose between a bunch of new characters (Diddy Kong from the Donkey Kong games, Conker the squirrel from Conker's Quest, Banjo the bear from Banjo-Kazooie and about five other animals) and take to it on small karts. As you play through the game, you will get to fly a small aeroplane and pilot a cool hovercraft too, with each craft having different abilities. The aeroplane for instance, can fly around the world in complete 3D! Racing isn't the only aim of the game though... Rare have made the world much more explorable with hidden areas and powerups all over the place giving the gameplay more of an adventure feel to it. Some courses have other objectives to just winning the race, such as defeating your opponents or finding special silver coins before your opponents. The courses vary quite dramatically and Rare promise they will be extremely interactive, with short cuts galore, speed tunnels, volcanoes and odd creatures to make your objectives that little bit harder. An exciting new element will be the inclusion of bosses at the end of every five stages, making the single player game more purposeful, with something like 25 levels all up for you to explore. Who knows, there may even be a plot! Graphically, DKR is looking quite superb, with Rare unveiling their new Realtime-Dynamic Animation technology in the game. Basically this means the game is rendered on the fly, providing huger levels than was possible before due to the cart not having to carry as much information on it thanks to the RDA. Drool over these screen shots! DKR will also support the Rumble Pak (yay!) and Memory Carts, so you gotta be happy with that. At this point in time, we can safely assume that DKR is going to be the best multiplayer game on the N64. Lunchtime here at HYPER will never be the same... EF



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ONE SICK NINJA PUPPY



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Judge Dredd

PlayStation

wow-o-meter

AVAILABLE: 1ST QUARTER '98
 CATEGORY: LIGHT GUN SHOOTER
 PLAYERS: 1
 PUBLISHER: GREMLIN

Judge Dredd is the man, though he'd prefer to say that he is the Law. The 2000AD comics are legendary, and Mega-City One has never been faithfully recreated in a computer game to date. Hopefully, Gremlin's attempt to help us forget Sylvester Stallone will be a successful one, and Judge Dredd will once again be able to hold his head high in this upcoming light gun game for the PlayStation. Curious choice for a genre, but I guess a platform game or adventure doesn't really let you enjoy what Judge Dredd is all about, which is Extreme Vengeance with a Big Gun. Over 17 levels, you'll get to blast your way through an extremely tasty-looking collection of techy environments, coming up against bizarre cyborgs and evil weaponry. Hidden powerups will be scattered throughout the levels, so some fancy shooting will be necessary. One thing to remember though, in this game the citizens must be spared ala Virtua Cop, so if someone's in your way you'll have to curb the Judge's lust for Justice and let them through. Visually, the game is looking very special... word is that the game takes a few ideas from Virtua Cop, but let's hope Gremlin modelled the gameplay on Time Crisis and god forbid they even took one look at Area 51. You will agree though, that the light-sourcing and backgrounds are looking cool. The man behind the artwork for the game is none other than Simon Bisley, who was an artist on the actual comic, so this could very well be the Judge Dredd game every fan has been waiting for.

EF



Vampire Saviour

Saturn

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

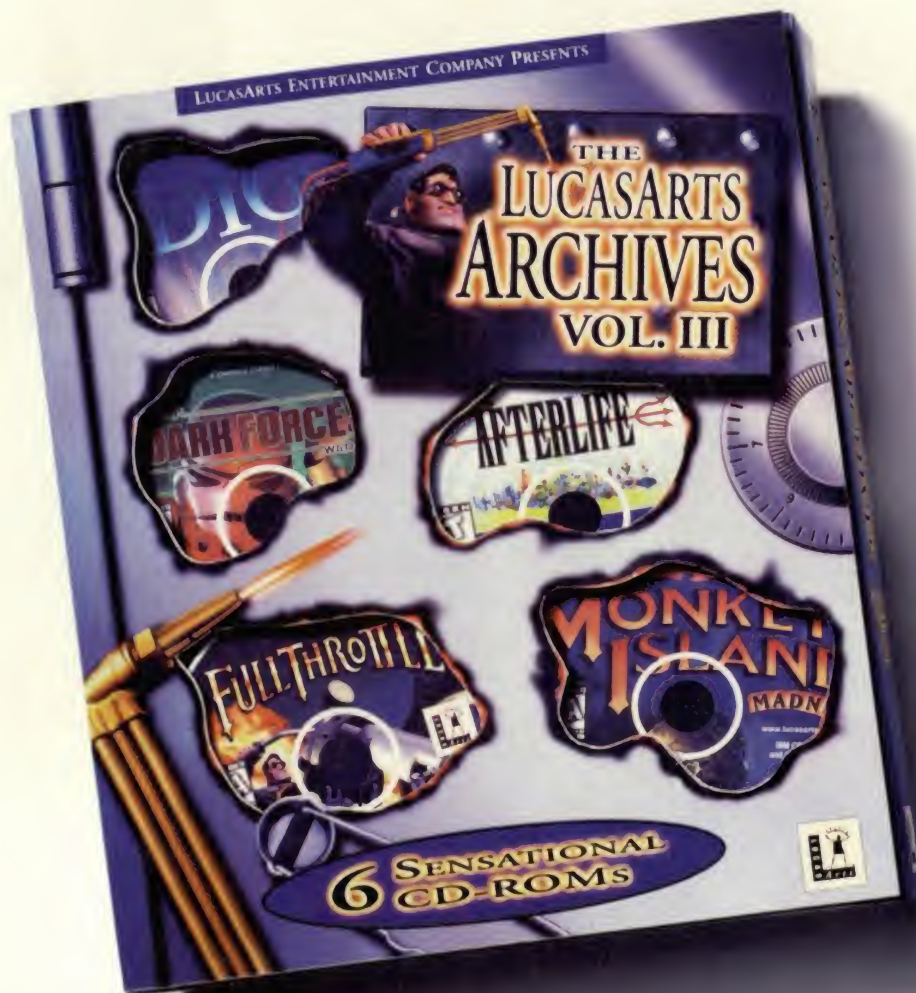
wow-o-meter

Darkstalkers has been a huge hit at the arcades, and it's no wonder, as it's a kick-ass game! With some of the funkiest characters you've ever had the pleasure of beating around (mummies, vampires, Egyptian gods - they're all here), the latest in the series, Vampire Saviour (which is Darkstalkers 3), is going to make it's way to the Saturn! Rejoice! There are 15 playable characters in the game... though Pylon, Fobos and Donovan have been dropped... Sniff! Still, expect some cracking animation and all the sick moves which has made the series the excellent tonkfest that it is today. There is a rumour that the game will make use of a 4MB cart which plugs into your Saturn to give it a bit of extra grunt, though don't bet on this as the Virtua Fighter 3/plugin upgrade rumour turned out to be absolute hooey.

EF



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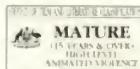
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Burning Rangers

Saturn

AVAILABLE: 2ND QUARTER '98
 CATEGORY: ACTION
 PLAYERS: 1
 PUBLISHER: SEGA

wow-o-meter

Yuji Naka and the Sonic Team have been busy, but not on another Sonic game. In fact this doesn't even remind us vaguely of Sonic or Nights, but rather something new and different. Burning Rangers looks like Rosco McQueen more than anything else we've seen come to think of it, basically because you play the part of a firefighter who battles with robots and saves people. Burning Rangers appears to be a slightly more ambitious title however, with what looks to be a far more interesting gaming environment, and top notch visuals. The graphics engine of Burning Rangers is said to be derived from the Nights engine, and will feature transparency effects and light sourcing, which are traditionally left alone in a lot of Saturn titles, so hopefully we'll be seeing one of the prettiest Saturn games to date. Level sizes are comparable to those found in Tomb Raider, and your performance in these levels will be judged, and scored, like in Nights (the good old A to F system). Burning Rangers was announced and shown for the first time at the Tokyo Game Show and was at that stage was apparently only 10% complete. We'll run another preview on Burning Rangers if some more interesting gameplay information manages to make its way out of the Sonic Team HQ.

DT



Grandia

Saturn

AVAILABLE: TBA
 CATEGORY: RPG
 PLAYERS: 1
 PUBLISHER: GAME ARTS

wow-o-meter

As if Saturn owners didn't already have a whole pile of great RPGs to get stuck into, those Japanese programmers are positively churning them out! Incredibly, the standard of all these RPGs is surprisingly high, and this new one tentatively called Grandia, is looking like a beaut. The game's creators have been planning, writing and generally stressing out over this game for around three long years, so not only will they be relieved to finish it, but we'll be relieved to finally get to play it. The world is a fully rotatable polygon masterpiece, allowing you to view the action from any angle, yet all the characters have been drawn by hand. The gameplay appears to be classic stuff, with overhead perspectives and combat ala the Secret Of Mana series. Skywalker Sound are taking a break from their Hollywood movie schedule to provide the music for the game (wow!) and it will probably ship on two CDs. It's set in the same old semi-futuristic medieval world, like half the other RPGs on the planet, but from the screenshots we see here, it's looks like a lot of work has gone into making this one seriously lush game. If you can't get enough RPG action, then put some bucks away for Grandia...

EF



FINAL FANTASY VII™

OUT NOVEMBER



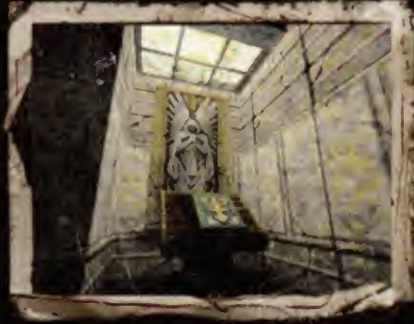
- Storyline crammed onto three dynamic discs in possibly the biggest PlayStation™ game yet!
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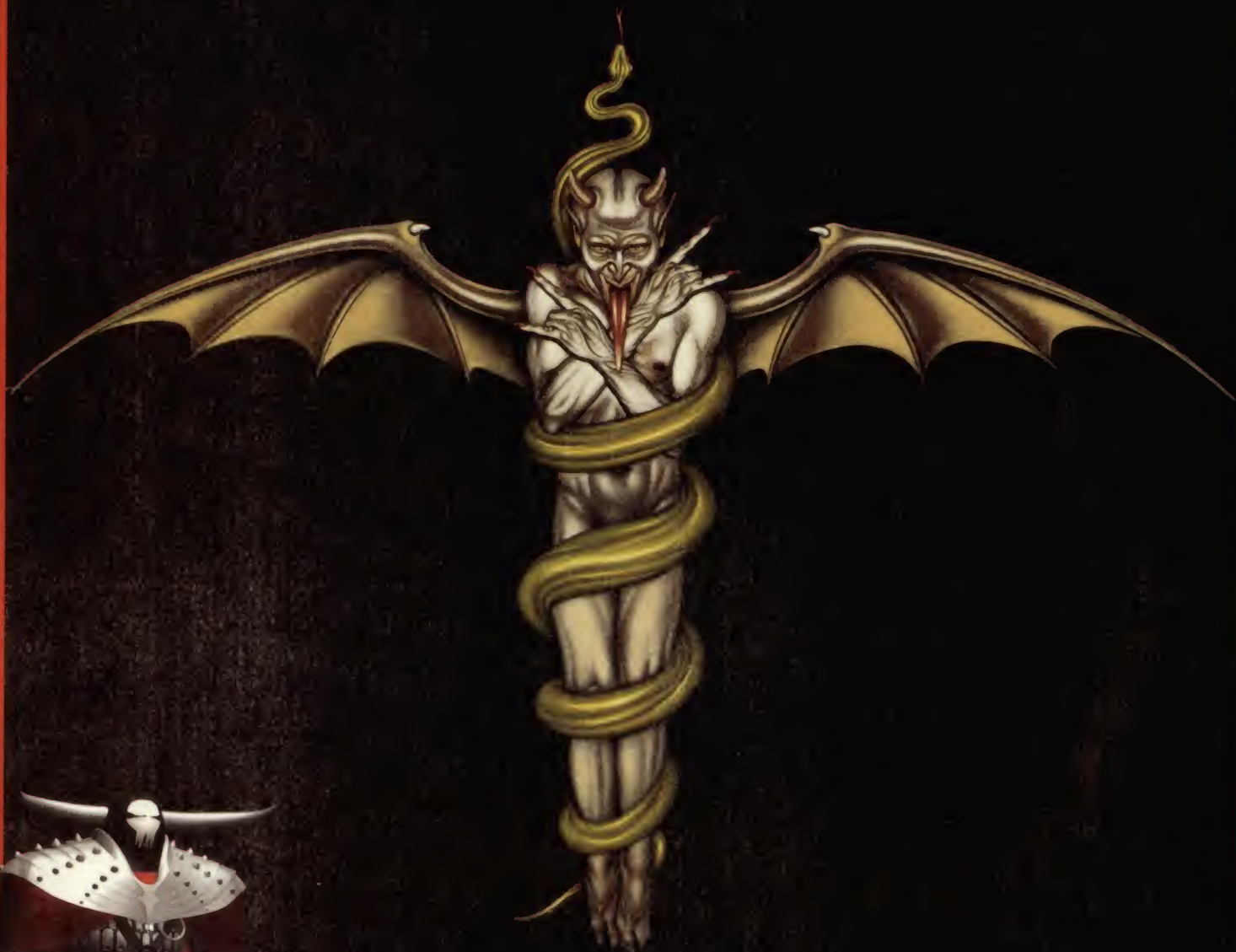
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HEXEN II



Zelda 64

Nintendo 64

AVAILABLE: 1ST QUARTER 1998

CATEGORY: ACTION/ADVENTURE

PLAYERS: 1

PUBLISHER: NINTENDO

Zelda 64 has got to be one of the most heavily anticipated video games of all time, and it's probably responsible for the sale of many a Nintendo 64 already, with the game not due until next year! We're all trembling with excitement here at HYPER because we know that Nintendo know that Zelda 64 simply HAS to be amazing if the Nintendo 64 is going to win it's war against Sony. If Zelda turns out to be a big pile of poo, N64 owners will be outraged and many gamers will lose faith in the system. The money riding on this game really is that big. It's no wonder that the game keeps getting pushed back, as Nintendo want to make sure that it's perfect. There's no doubt that Shigeru Miyamoto (the genius behind Super Mario 64) won't settle for anything less either, as the Zelda games are his babies as much as they are Nintendos... Anyway... Link is back, and this time he's just a little bit older. As opposed to the classic top-down perspective in the older Zelda games, Zelda 64 is of course going to be in gorgeous 3D (much like Super Mario 64) with sweeping camera movements and a true cinematic feel to all aspects of the game. One thing I still haven't figured out - why is this still the Legend of Zelda, when the Hero's name is Link? Zelda is the princess who just gets captured all the time - what's so great about her?! Hmmm. We're happy to hear that the won-



derful game mechanics from the early games is going to remain intact, with Link pretty much getting around and fighting in his familiar way. As you can see in the screen shots, the screen layout and icons up in the top corners are very similar to Zelda on the SNES, so fans of the game should be able to hop right in and play. A startling fact which has come to light, is that the game is still arriving on cartridge, weighing in at an incredible 32 Megabits! To give you an indication of how amazing this is, just consider that Super Mario 64 was only 8 Megabits!! The gaming world in Zelda 64 is set to be huge, sprawling and quite simply massive - every adventure gamer's dream. The land is going to be so big that Link now is going to have to ride a horse around the place, so already a new element to the game is revealed. Another funky new idea, is that the game's designers have abandoned the Status Bar, only to instead have Link's sword, shield and clothes change in colour to indicate their power and strength! A great idea! Even though Zelda 64 is going to be full of surprises (new weapons, objects, enemies) lots of the old favourite beasts will be back looking meaner than ever. Gannon, the evil boss, will of course again be the main troublemaker, probably kidnapping the Princess in an attempt to obtain the Tri-Force, though the plot of the game has been just as secret as any of the other elements, so we won't know for sure till it's released. You can be almost guaranteed, though, that Zelda 64 is going to be something very special indeed.

DON'T WAKE UP...

It starts out a dream.
Will it end a nightmare?
You decide.



DREAMS

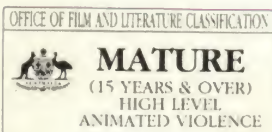
to reality

Available on PC CD-Rom
in November.

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» *Crime Killers*

PlayStation



AVAILABLE: NOVEMBER
 CATEGORY: ACTION/SHOOTER
 PLAYERS: 1-2
 PUBLISHER: INTERPLAY

Crime Killers is like the bastard child of Tron and Blade Runner, putting you in the shoes of a futuristic cop on the back of a pumped up bike on a mission from God. If G-Police was set in the streets, rather than the air and they took out the strategy, then maybe you'd be getting closer. I know, how about a cross between Tunnel B1 and... Oh this is silly. Just take a look at the screen shots will you?! What you can't tell from these images, is that Crime Killers has an insanely fast frame rate. I played it for a little while and developed a nasty headache, so er... I guess that's good. Your bike (and later in the game, your car) is equipped with a standard gun weapon and a big, fat meaty rocket launcher for picking off the scum in the streets. The objective it seems, is to race around the city blowing the living daylight out of various criminals in their funky vehicles. The game plays like an eternal car chase, which is made even the more fun by the ridiculous speed with which you can tear around town. The handling of your bike is ultra sensitive and if you want you can do a U-turn on a dime (or is that 10 cents?), you can. There didn't seem to be much else to the game other than chasing things and shooting at them, but we were playing an early version. Anyhow, Interplay are onto something quite original and fun here, so we look forward to seeing the finished game.

EF



Fighting Force

PlayStation/PC

AVAILABLE: OCTOBER
 CATEGORY: BEAT 'EM UP
 PLAYERS: 1-2
 PUBLISHER: EIDOS



Double Dragon had a rather amazing effect on video arcades, inventing the side scrolling beat em up. This genre eventually evolved into the 3D beat em up, with Die Hard Arcade being the most memorable in recent times. The Core Design team (Yes, the people who did Tomb Raider) are taking the genre further with Fighting Force. You choose to play one of four characters... Just for a change a couple of them are young nubile females with open minds, and PVC outfits that are so form fitting, they had to be sprayed on. The other characters are a couple of guys whose biceps are bigger than their heads... but hey, all cynicism aside, this looks to be one of the best games in the field of beat em ups.

For starters the inclusion of weapons is well thought out. If you smash a hand railing during a fight, you can grab the rail and use it as a weapon. In the event you get belted into a drinks machine, a bottle may well pop out which you can use as a weapon. Each character is said to have around 40 to 50 different moves, although we've heard this before with beat em ups and been let down, so hopefully Core will come through with the goods to add some depth here. The 3D environments in Fighting Force look like they offer a lot more freedom than in Die Hard Arcade, and the environment certainly looks more interactive.

Fighting Force also features an arena mode, so you can play it just like a fighting game, rather than have to play through the twenty five stages over and over. Should be a good 'un.

D1



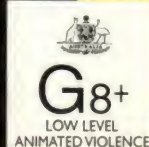
MORTAR COMBAT

You what? Ooh no, the only game I know's the building game. Not much call for computers round here. Unique cinematic interface? More than my job's worth matey. Build an entire city by Monday? Right-o!

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» Half Life

PC

wow-o-meter

AVAILABLE: TBA
 CATEGORY: 1ST PERSON SHOOTER
 PLAYERS: 1-32
 PUBLISHER: SIERRA

Half Life was one of the most impressive games at this year's E3, being one of the few "Quake-killers" that actually looked like it could challenge Quake 2. The 3D environments are simply stunning, with transparent windows and water and coloured lighting in a nice techy sci-fi setting. In fact, you get to explore a decommissioned missile-base where there have been some creepy experiments. Now, those experiments are on the loose, and you have the military and a host of bizarre aliens after your nads. Based on the Quake engine, Half-Life has been created using some fancy new rendering technology so that more textures, transparencies and coloured lighting can be used on a PC in 16-bit mode without 3D acceleration. How considerate! Of course, if you do have a munching 3D accelerator then you can run the game in 24-bit colour and have it looking as smooth as butter in the sun. The character animation and AI should be pretty mean too, with enemy soldiers actually having to crouch and re-load in the midst of fire fights! Whack one full of a few bullets, and watch the arterial spray! If there are more than one monsters in a room, they'll even pack together to gang up on you as opposed to the one-on-one suicide attacks seen in other 1st Person Shooters. On the multiplayer side of things, Half-Life will support up to 32 players simultaneously! Woohoo! The architecture and monsters are both looking like something special, so expect Half-Life to be an immersive gaming experience. EF



» Battlespire

PC

wow-o-meter

AVAILABLE: TBA
 CATEGORY: RPG
 PLAYERS: 1 TO MULTI
 PUBLISHER: BETHESDA

The Elder-Scrolls series is going from strength to strength, with the awesome Daggerfall wowing gamers with it's huge world and 3D engine and now here comes Battlespire which is shaping up to be possibly the greatest Bethesda RPG yet. Though not officially the sequel to Daggerfall (that's in the works), it's still an Elder Scroll game and the story goes like this... Battlespire is a training facility and the ultimate war college for the Emperor's personal guard. You set out to visit the place, determined to

test out your skills. When you arrive at Battlespire, you find all the warriors dead and the place empty. Not good. It's seems that the Daedra Prince Mehrunes Dagon has taken Battlespire as his own dominion, meaning that you've just walked into the midst of an even greater challenge than you had previously thought. As is the usual RPG way, you create and custom make your character and then wander off into a richly textured new 3D world, which looks like the most stunning Elder-Scrolls game to date. With 3Dfx support, the game is not only going to be high-res, high-colour and smooth as a baby's butt but it means that Battlespire is way more action based than it's predecessor, Daggerfall. Hell, they've actually included a multiplayer mode where you can play Team Vs. Computer, Team Vs. Team or Deathmatch! Yeehaw! Imagine being able to use your custom made spells in Deathmatch! The system specs for the game thankfully look very realistic, with the minimum currently standing at a Pentium 90. The game is nowhere near as large as Daggerfall and has a tighter single-player story but Bethesda still project it to be a 40 hour plus game. Phew! As long as Bethesda have retained the depth of gameplay they're now reknowned for, and all goes to plan, Battlespire is going to rock our gaming world. EF





Gran Turismo

PlayStation

AVAILABLE: TBA
 CATEGORY: RACING
 PLAYERS: 1-2
 PUBLISHER: SONY

wow-o-meter

If you've ever thought the replay mode in racing games was useless, dull and trivial, then wait until you wrap your eyes around Gran Turismo. From the early demo we got to play, the replay mode of the race is one of the most realistic and staggeringly watchable in a videogame to date. Never before have we crowded around in the office to bother watching a replay of a race, until we had a go at Gran Turismo. It's bloody good. As for the game, well that too was pretty impressive. It's been a big secret over at Sony up until right now, so as soon as we sniffed it out, we just had to take a look at this polished racer. Just about every street car you can name is selectable in the game, from a Honda Civic to an Aston Martin, you can hoon around in a whole variety of sexy cars. The handling was very smooth, and maybe a tad unrealistic, but the demo only allowed us to drive in Arcade Mode so that could well explain why the car never seemed to really lose it around corners or over the grass. In Gran Turismo mode, you can buy and alter a new or used car from any of the car manufacturers and use it to achieve your petrol-head glory on a huge array of beautifully realistic tracks. The graphics are really solid, with hardly any pop-up and the cars look nice and shiny, reflecting their surroundings as you pull them through the circuits. In fact, in some ways Gran Turismo is reminiscent of Porsche Challenge, both in it's looks and physics. It's too early to really make any judgements about Gran Turismo, safe to say the game is looking very, very good.

EF



Castlevania 64

Nintendo 64

AVAILABLE: 4TH QUARTER 1998
 CATEGORY: ACTION/ADVENTURE
 PLAYERS: 1
 PUBLISHER: KONAMI

wow-o-meter



In the last issue of HYPER, I stated in my preview of Castlevania for the PlayStation how great it was that Konami had chosen to stick to 2D for the upcoming Symphony Of The Night. Well, tear up those words, stick them in a bun and smother it in tomato sauce, cause I'm having them for lunch! Castlevania is coming to the Nintendo 64, and not only is it going to be in full 3D, but it's going to take the Castlevania series to new heights. In this new installment, you're back as Simon Belmont the cool Vampire hunter and with your trusty whip in hand, you're off again to beat the living daylights out of any foolish undead monster to wander in your path. There will be two other characters to choose from at some stage in the game too, a young girl with magic abilities and a beefy-looking pirate type with a pistol. Castlevania 64 looks similar to Zelda and Super Mario in it's execution, though the Castlevania series has a definite style of it's own, so expect it to stay true to what fans all over the world will be expecting - which is more candle-whipping and lots of platforms! All the characters will be fully-polygonal, with yet more fancy camera perspectives to dip in and out of the action to help and hinder your progress. The game is still a long way off though, so we'll check back on the game when it's getting closer to it's release. For know, sit back and oogle at the pics.

EF

top off your c an award winning



King's Quest 1

King's Quest 2

King's Quest 3

King's Quest 4

King's Quest 5

King's Quest 6

King's Quest 7

Bonus Games
by Roberta Williams



Football Pro '97

Baseball Pro '96

Trophy Bass

You Don't Know
Jack Sports

Golf Demo



Leisure Suit Larry 1

Leisure Suit Larry 2

Leisure Suit Larry 3

Leisure Suit Larry 5

Leisure Suit Larry 6

Leisure Suit Larry 7 demo

Bonus Life of Larry book



QUEST FOR GLORY 1

QUEST FOR GLORY 2

QUEST FOR GLORY 3

QUEST FOR GLORY 4

QUEST FOR GLORY 5
Dragon Fire Demo & Soundtrack

The series that sold 7 million copies and enchanted two generations of gamers is now available in one set. The King's Quest™ series of adventure games began in 1984 with King's Quest™: Quest for the Crown™ and over the years has grown by leaps and bounds both technologically and story-wise. Live the journey and triumphs of Daventry's royal family as you experience the best selling game series of all time.

The Front page Sports All-Pro Collection offers fierce competition on the gridiron, the diamond, the lake and the links. After a tough workout with these acclaimed sims, kick back and laugh with You Don't Know Jack Sports, the trivia game where the questions come fast and furious and even losing is a ton of fun!

When the first Leisure Suit Larry game debuted back in the 80's, stores refused to stick the risqué game on their shelves. Gamers however, fell hard for Larry's hilarious antics and he's grown to be one of the bet-known characters in computer game history.

Over the past decade, award-winning game designers Corey and Lori Cole have created more than a series of best-selling fantasy role-playing games – they've created a legacy. By combining classic puzzle-solving and story-telling with character development, combat and magic – they've made Quest For Glory™ one of the best loved series of all time.

Collection with Series from Sierra.



space Quest 1

Space Quest 2

Space Quest 3

Space Quest 4

Space Quest 5

Space Quest 6

Bonus preview of Space Quest 7

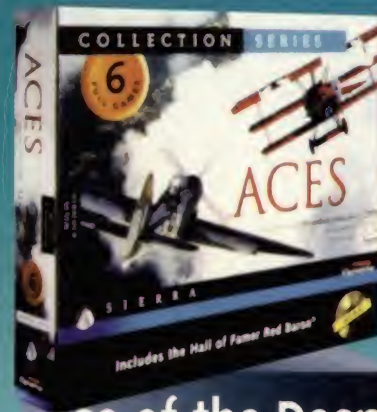


3D Ultra Pinball

The Incredible Machine 3.0

Hoyle Classic Games

Print Artist 3.0



Ace of the Deep

A-10 Silent Thunder

Red Baron I

A-10 Tank Killer

Ace of the Pacific

Ace over Europe



POLICE QUEST 1

POLICE QUEST 2

POLICE QUEST 3

POLICE QUEST 4

POLICE QUEST 5: SWAT

In Space, No One Can Hear You Clean... Combining science fiction and comedy is what has kept the Space Quest™ series at the forefront of the computer game industry for years. This fast-paced, slapstick vision of the future stars Roger Wilco – lowly starship custodian turned hero. Perfect for sci-fi aficionados, adventure gamers and anyone with a “warped” sense of humour.

Like a box of games on a rainy day, Sierra's Family Fun Pack is loaded with quality Games, Puzzles, Arts and Crafts guaranteed to keep your entire family entertained for hours-on-end. Whether they like playing card games, creating greeting cards or jamming with a pinball machine, they'll find an activity to make the dullest day brighter.

This award-winning series takes you on a courageous and hazardous trip through history's great battles. In one mission, you're face-to-face with the Red Barron in his Fokker Triplane – the next you're skirting skud missiles in the Persian Gulf.

Walk the thin blue line in 5 of the most realistic law enforcement games ever created. Learn actual police procedures, then hit the mean streets.

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Herc's Adventures

Noted for his hulking frame and adventurous exploits, who better than David Wildgoose to take on Herc's Adventures?

Good lord, could it be? It seems that LucasArts have released a game that has nothing whatsoever to do with Star Wars. Strange, but true. Nevertheless, Herc's Adventures is a damn fine game based upon the exploits of ancient mythological Greek bloke, Hercules. It doesn't appear to be a license of either the TV series or the new movie, which is odd. But perhaps that explains why they didn't use Herc's full name in the title.

Incorporating a number of Greek gods and legends, the plot behind Herc's Adventures concerns Hades (the God of the Underworld) kidnapping Persephone (the Goddess of Agriculture), causing all the crops, fields and water throughout the land to die and dry up. Zeus (the God of the Gods) calls upon Hercules and his dual sidekicks, Atlanta and Jason, to ask Hades if he would just step outside for a moment. Nah, it's not as simple as that. Herc has to journey around ancient Greece and Egypt, visiting Athens, Crete and the like, to receive assistance from Zeus' fellow gods, Hera, Athena, Poseidon, etc. Eventually, he'll meet up with Hades, give him a good tonk, then make off with Persephone for a nice, happy ending.



You haven't seen Herc in the showers - no-one is his size!



Now which bone is that exactly?



chock full of very silly cutscenes



Eat this you old hag! Er... hold on a second...



Better than going to school!

No really I was born this way

Greek or Japanese?

Structurally, the game is similar to a Japanese RPG like *Zelda* or *Final Fantasy*, and to a limited extent it plays like one, too. You have a fair degree of freedom to wander around the place, back and forth between towns and other areas, and people give you various tasks to complete. But the actual gameplay isn't quite so sophisticated (and, believe me, *Zelda* and *FF* are very clever games). Puzzles are kept to a minimum for the most part, meaning much of your time will instead be spent dispatching Hades' legion of minions back to the Underworld from whence they came. Skeletons are the basic monster, and you'll find them unsparingly littered over the land, often coming at you in groups of ten or more. Soldiers can be a real pain to kill, as can the boars that rush across your path and the carnivorous fish that infest all waterways. The giant cyclops should be avoided at any costs, as they hurl boulders and can crush you between the palms of their great hands. Most amusing, though, are the deranged, toothless old women who keep trying to pull Herc's loincloth off whenever he turns his back. Found at the end of each area are the traditional bosses. These also come from Greek mythology, so Herc will be up against the Minotaur, Medusa, Hydra, and Cereberus, Hades' vicious three-headed dog.

Greek Ninjas?

The game that Herc's Adventures reminds me of most is that old SNES favourite, *Legend Of The Mystical Ninja*. Anyone who enjoyed that excellent little game will find much that is also to their liking in Herc. It's the sense of fun that gets to you - whether it's the piles of garbage you can pick up as a special weapon (so that you're lobbing fish bones and old socks at the enemy), or the "Population" sign in the Underworld that's virtually a blur as it rapidly increases, there's just so much in this game to keep you interested. You can collect hot peppers and then breathe flames at monsters, while animal traps can be dropped to lure the hapless boar. Fat, moustachioed men will sell you kebabs to restore your health, while scribes in each village act as save points. Birds are available to lend a helping claw, as you can get them to circle around you in combat to ward off your foe - or even steal the heads of any skeletons! Inflatable cows can be planted as decoys to further assist in a fight, Muscle Men will help you improve your strength for a price, when you get killed you are sent to the Underworld and have to battle your way back out (a sure incentive not to die if ever there was!), and countless more novel, funny or just barking mad ideas combine to make Herc a thoroughly entertaining romp.

If I had to make a few complaints I would suggest that the save points tend to be too far apart, necessitating some tedious backtracking at times, and the relentless combat can get a bit monotonous - but it's no worse in that respect than something like *Legacy Of Kain* and here you're always guaranteed of finding something of new interest soon after anyway. The lovely, big cartoon graphics compensate very well for these couple of negatives and the successful multiplayer option that allows two people to play at once (as any of the three characters) is a huge bonus. Oh, and an extra two marks for when Jason yells out, "Herc's a wimp!", at seemingly random moments during the game.



Anyone for a milkshake? hardyhar

Ahhhh a post-carnage bath

AVAILABLE: NOV

CATEGORY:

ACTION/ADVENTURE

PLAYERS: 1-2

PUBLISHER: LUCASARTS

PRICE: \$89.95

RATING: G

FREAKOMETER

Have you got two hands? Good, that's all you'll need

MULTIPLAYER

Good. It's the same game, except there's two of you, go figure

VISUALS

82

Huge sprites, great use of colour and top-notch animation. Cute'n'funny too!

SOUND

70

Anthem RPG music is good and so is the speech

GAMEPLAY

84

Plenty to see and do, but the frenetic action gets a tad repetitive

OVERALL

82

Fun - like riding rollercoasters at night

Final Fantasy VII

Dan Toose went on holiday and only took one game with him...
The long awaited Final Fantasy VII.



Every once in a while we get a game that we've been hanging for, for so long that you almost believe it'll never arrive. It happened with games like Quake, and it happened again with Final Fantasy VII. Many console RPGs can be summed up as "cute", and be pretty much left at that, with the appeal being limited to those that have grown to understand and love the genre. Final Fantasy VII is more akin to being an epic fantasy movie as opposed to just being "another Japanese RPG".

Final Fantasy VII is based on a fictional world that is essentially under the rule of a company called Shinra Inc. which have a monopoly on the power source of the planet, Mako energy. The game starts with you working as a mercenary in a terrorist group known as Avalanche which are trying to destroy Shinra's mako reactors which are essentially bleeding the planet dry of energy and life. Within FF7 however, there are countless subplots which all meld together in what can only be described as one of the most amazing RPG experiences the world has ever seen.

Japanese RPGs are traditionally pretty unimpressive visually, with simple little sprites moving through low res environments. We wonder if we'll ever see another one like that again, because Final Fantasy VII destroys any conceptions that Jap RPGs can't be a visual treat. To create a sense that you're in a part of a massive world, a game needs to be non-repetitive, and FF7 has countless background scenes that help make each area you walk into, actually stick out in your mind as being somewhere new. The art department for Final Fantasy VII have done an outstanding job, with each background capturing that feel of a future civilization mixed with archaic magic and natural wonder. The backgrounds also include depth, and the way you move around from scene to scene looks totally natural, and cinematic.

The characters themselves are all made up from polygons, and this has allowed for character animation which includes a lot more humour and charm than sprite based RPGs do. Even the outdoors map mode looks great, and works on a 3D engine, which really helps give you a better idea of your surroundings.

Besides simply getting around, the game also has combat scenes, where you get more detailed versions of the characters, going at it, depending on what orders you give them. The actual attacks of the characters don't look that amazing, but the magic does.

The music in FF7 leaves other games in the genre for dead, and although is probably the least impressive element of the game, it is still of a very high standard. The tempo of music changes when you're fighting boss monsters, etc. The sound effects of various attacks and spells is good. The only possible let down with FF7 is that since the whole thing is on CD, perhaps speech could have been included. Some may argue that this would destroy the sense of character that you make up in your mind, but the rest of the production is so over the top, and polished, that it would have completed the entire package perfectly... Oh well.





WHAT HAPPENS IF THE ENEMY APPROACHES FROM THE SIDE?? DOH!



VERY FUNKY LOOKING SLUMS



SUB-GAME CITY

To break the routine, Squaresoft have included numerous sub games within FF7 to help make you feel like you're really participating in all the action as opposed to just watching it in FMV. Some of the sub games include snowboard riding, riding a motorcycle and taking on other bikers attacking your friends, chocobo racing, administering CPR, and even doing power squats! There's even a sub sub-game (you do underwater sub combat) As silly and off the wall as some of these things may sound, they fit into the game perfectly, and add so much. Coolest of the lot was easily the motorcycle section, which instantly reminded us of Akira, except that instead of chains and clubs, you swing your enormous sword either side of the bike, taking out the goons trying to capture your friends escaping in a ute. What we found even more amusing was that the handling felt better in this sub game than in a lot of the racing games we've seen this past year.



Squaresoft have approached Final Fantasy VII with an open mind, and have really worked on making the game as playable as possible. An example of the cleverly thought out game mechanics can be seen in shopping for items. When you go to buy a new weapon, it shows you who in your party can use it, what their current attack strength is, and what their attack strength would be if they used this new weapon. It's a simple thing to do, but for so many years we've had to stuff around by equipping everything and making mental notes of which gear gave you the best value... Tedious stuff. At all times, menus are easy to use, and once you've played the game for a few minutes, you'll be able to access anything you want in a flash.

Your objectives are always pretty clear, and the puzzles throughout are cool. Rather than stump you on an extremely hard puzzle, Square opted to include hard puzzles so you can earn some extra special secrets.

Combat is handled slightly differently to your average RPG in that time constantly ticks over, yet you still issue commands as you would in a turn based combat system. In other words, if you stuff around too long, you'll miss your turn. Sometimes waiting a few secs can help you better decide your plan of attack, and other times doing everything as quickly as possible will be the key to victory. This is the only aspect of the game which may possibly scare the mainstream away. If you've never played a Jap RPG, don't let this indirect way of handling the action deter you if you haven't given it a go. If you are into this style of game, you'll love the way FF7 combat is set up. The boss monsters are generally perfectly balanced to ensure they'll provide an adequate challenge for your party.

Of course besides combat and travelling there's also diversions like sub-games and gambling to help spice things up. Regardless which way you look at it, Final Fantasy VII has outstanding gameplay throughout, and is easily one of the most comprehensive RPGs to date.

There's around 50 to 55 hours of gameplay from start to finish, which might not sound like much, but that's all progressive gameplay, not just walking through the same environments over and over. Also, you'll never find everything on your first trip through, and there are numerous points where your actions can lead to different outcomes in certain areas.

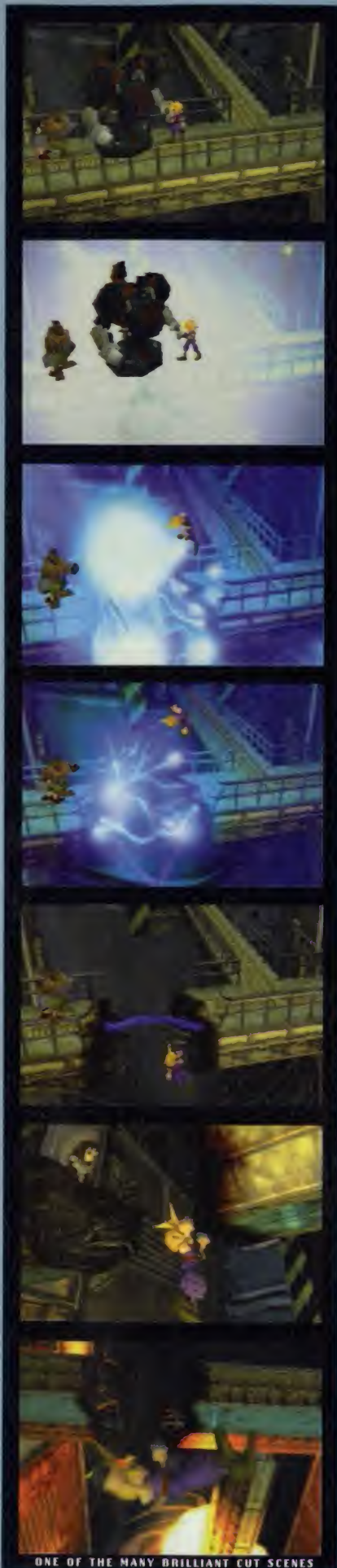




MAGIC, MATERIA AND SUMMONING

As mentioned, the combat in Final Fantasy VII looks great, and whilst the physical combat looks okay, the magic looks fantastic, with cinematic spell sequences that will have you dying to have a need for that spell again. The magic system in Final Fantasy VII works differently to most RPGs, in that rather than your characters developing their personal spell powers, they simply have a rating for magical aptitude, but their real power is determined by Materia. Materia is a crystalline compound of Mako energy, which has a specific focus, that allows the bearer to wield that type of magic. The Materia actually develops simply by having it equipped into the slots in your weapons and armour (yeah, we don't know why you have slots there either, but who cares?). This allows you to experiment with different combinations of spell selection for the different members of your party. Some Materia works in unison with other Materia, like "Enemy-All" Materia which causes the Materia in the coupled slot to affect all your adversaries.

While zapping your opponent with a bolt of lightning might look pretty cool, it's nothing compared to the visual treat of summoning a powerful spirit to attack your foes with some serious firepower. The Summon Materia ranges from calling a fire demon that gives your opponents a brief roasting... through to the ridiculous might of Neo-Bahamut, which tears up the chunk of earth the enemy stands upon, raises it to the heavens, where the granddaddy of all dragons obliterates the baddies, plus the huge mound of earth in one fell breath of destructive energy. Even if you don't like this type of game, no one will be able to deny that the magic in Final Fantasy VII is worth watching on it's own.



What a plot

The best thing about FF7 is the thoroughly engrossing plot, which will suck in anyone who starts playing the game and reads any of the conversation text. Whilst you control a main character, you also control his companions, and as a result end up delving into their personalities, histories, and their general role in the scheme of the whole story. So many RPGs have very stale predictable storylines, where you play the hero who essentially just amasses enough power to take on the forces of nastiness, and then does so. FF7 includes huge elements of mystery, character development, background, with such twists as your main character having a blank space in their memory which seems vital to understanding exactly what's going on in the game. Squaresoft have gone to unheard of lengths to ensure you finish Final Fantasy VII with the same sort of satisfaction that you get when you go and see a really good movie, except only better in that you feel like you really took part in the story. Most games suffer from the lack of reward for your perseverance and devotion to the game, and FF7 sets a shining example of how to make a gamer feel happy with their efforts. None of that "You won, thank you for playing" crap... FF7, has big chunks of FMV and pre-animated cut scenes that tell the story in full, and breathe true life into the world. Most games simply piss you off whenever long cut scenes are introduced, but there's so much you want to learn and find out, and the way FF7's cut scenes slowly reveal new bits of information is nothing short of perfect. I could probably waffle on about the plot for several pages, but I'd be taking away the best part of the game from you... play it through and find out yourself, it's well worth it.

There's no other way to sum up Final Fantasy VII other than to call it the greatest Jap RPG epic of all time. Prior to this game I don't think I could say I ever played a Jap RPG that had that same feeling of being in some huge epic adventure with a totally immersive world like Richard Garriot's Ultima games, but FF7 has definitely fulfilled that wish. The game may be visually impressive enough to pull some newcomers into the genre, but we wouldn't be surprised if those that found Jap RPGs boring before, also find FF7 tedious. It really depends if you can handle the turn based combat or not. Anyone who ever enjoyed an RPG should definitely check this one out. There's around 50 to 55 hours of gameplay from start to finish, which might not sound like much, but that's all progressive gameplay, not just walking through the same environments over and over. Also, you'll never find everything on your first trip through, and there are numerous points where your actions can lead to different outcomes in certain areas

AVAILABLE: NOVEMBER

CATEGORY: RPG

PLAYERS: 1

PUBLISHER: SQUARESOFT

PRICE: \$79.95

RATING: TBA

FREAKOMETER



It may take an open mind to the genre to appreciate FF7

VISUALS

91

The art department at Squaresoft went off!

SOUND

85

Weakest link in the chain, but still pretty good

GAMEPLAY

95

Addictive and playable from the moment the game starts. Immensely deep

OVERALL

95

The greatest Jap RPG ever... a true epic adventure

Croc



Croc looks like he's taken some lessons from a small, fat Italian plumber, so Elot Fish had Penne a la Crocodile for dinner...

Croc has been hyped up to be the PlayStation's answer to Super Mario 64, but there's no point in drawing too many comparisons, because these games are on two separate platforms. However, there's no doubt that Croc should have been sooooo much better, and I can't help but feel Fox Interactive have stuffed this one up. Croc looks great, but it suffers from very poor level design and an annoying control system that makes playing Croc more frustrating than fun. "But it looks great in the screenshots!" I hear you all cry, and yes it does, but we all know that great graphics does not maketh a great game, and I feel that Croc has had too much attention paid to it's looks and not enough to it's overall gameplay.

Did Someone Say Linear?

Croc lives in a truly beautiful 3D world, with a host of colourful, nicely animated creatures. Each level consists of a variety of platforms, crystals and out of reach objects (as is the case in most platformers), requiring Croc to make his way to the exit collecting what he can on the way. What you may expect from the screenshots, is a large, wide-open explorable world - but the reality, is that each level has been constructed in what seems to be a small shoebox, with your path to the exit clearly marked out with either a trail of crystals or a one-way path of platforms suspended over deadly things. The design of these levels is totally disregarding the beauty of a 3D world, in that you can go in, out, through, under and over - exits can be hidden, and puzzles can be introduced. But Croc still feels like a 2D platformer the whole time. There's only ever one proper way to go, and there's no challenge or "requirement" to pass through the level... if you wish you can just walk straight to the exit. Why?! Some areas begin with so much promise and then reveal themselves to be pointless collections of hanging platforms and annoying enemies. The bosses are probably the best bits of the



WHERE'S A BRIDGE WHEN YOU NEED ONE?

SHOULD HAVE LEFT THAT MUSHROOM FOR MARIO



game, as not only do they look really cool, but as you would expect, they're fun to beat and the animation is great. Croc usually just whips them with his tail or jumps on them, but the environments are fun and there's real charm in the characters. I must say, Croc is exceptionally cute and he's been lovingly created, but the little guy is annoying to control. Unlike Mario, who turns and interacts with his environment as a separate entity, Croc can't turn around without the whole world rotating with him and sometimes this can prove to be fatal. The camera is always fixed on Croc, rather than being adjustable for the gamer to position where he or she needs. Jumping platforms sometimes means you can't see the platform you're jumping to when Croc reaches the top of his jump! If the camera was fixed at an angle - you'd be able to not only judge distances between platforms, but you'd actually be able to see where it is that you're falling!!

Amphibious Reptiles Anonymous

As in the Sonic games, when Croc gets hit he drops everything he is carrying (in this case crystals - which are your "health") and if you are then touched again - you die. Unless of course, you manage to pick any of them up again before they vanish. Basically, this means that whether you have 1 or 50 crystals it doesn't make a difference to your vulnerability. Get hit twice in succession and you die. Why? Why can't Croc slowly lose his health when he gets hit, making picking up crystals more purposeful? In most cases you'll want to just walk straight to the exit to finish the level and just ignore all the crystals and any of the challenges just to save you the bother - there's nothing here to encourage the gamer. Another thing here, is that if you do happen to die, you're back at the start of the level and must traverse it's dangers again - rather than just losing a life and continuing on - like in most platformers. The design in this game just let's everything else down - Croc looks and sounds beautiful but the levels are way too simplistic.



SO WHY ISN'T THE LOG BURNING IN THE LAVA?



WELL WHICH WAY'S UP THEN?



MIGHT AS WELL JUMP...



EXCUSE ME MISTER SMALL RED... ER... THING



HMMM SHOULD HAVE PACKED A PARACHUTE



YOU SHALL NOT PASS...

AVAILABLE: NOW
CATEGORY: PLATFORM
PLAYERS: 1
PUBLISHER: FOX
PRICE: \$89.95
RATING: G

FREAKOMETER

Platformers are for everybody

VISUALS
90
 Gorgeous, lovely, stunning

SOUND
87
 Very, very lush and fun

GAMEPLAY
70
 for the younger gamer

OVERALL
77
 Fun boss monsters, with miles of tedium inbetween

Rapid Racer

If you were offered a spin in a fast, sleek, sexy machine would you refuse? Eliot Fish certainly wasn't going to argue...



I'm very proud of my trusty PlayStation. Why? Because it can produce remarkably gorgeous games like Rapid Racer, that's why. Big, solid, colourful, lightning fast polygons flying around my screen like the world is going to end tomorrow and gameplay that gets your butt cheeks clenching. It's enough to make any cynical gamer proud of the hardware they handed over good cash for. Rapid Racer is a fantastically well made game, which pushes the PlayStation to extremes no-one previously thought it could reach. The programmers have unearthed a few tasty tricks to force the PlayStation into achieving impressive visuals at a blisteringly fast frame rate. When you see Rapid Racer for the very first time, you'd swear it was on the Nintendo 64, it really is that pretty. The next thing you'll notice, is that the game looks a bit similar to Wipeout 2097 - and you'd be quite right. But once you actually have a go at racing one of the speedboats in this game, you'll realise that Rapid Racer is quite unique. It really does feel like you're racing through turbulent water, and getting the hang of this will take you a while, but in the end you'll be hooked.

Tearing Through The Foam

It's quite a sickening sensation bouncing around on the water, ripping through hairpin turns, fighting with the swell at 50 frames per second. Yeah, you heard me, 50 frames per second! Hell, the NTSC version plays at 60 fps! There is no other racing game quite like this on the PlayStation to date (bar Wipeout 2097), and no doubt the developers are onto some sort of driving game using the same engine. Rapid Racer also has the most solid, realistic backgrounds I've seen in a PlayStation game, making this one hell of a pleasant experience for the old eyeballs. The boats feel ultra-realistic, and you can feel the water virtually pushing your boat where it doesn't want to go. You're trying to turn into a corner, but depending where you are, the water is simply swelling the other way, so bad luck buddy! The way your chosen craft lurches over lapping waves, and bumps off the odd rock is quite rad and it'll feel bizarre at first, but Sony have done a great job at capturing a water-racing sensation. The default camera view is just above and behind your boat, but by pushing the Select button you can race just above the water, or from the bow of your boat - the latter perspectives giving you the greater sensations of speed. You'll probably barf all over your PlayStation though. My only gripe would be that your boat never leaves the centre of the screen, so at times it looks "stuck on". This and the fact that the water tends to look more solid than liquid, with dips and ridges that seem to be in the same place as you do your laps. These don't





really affect the gameplay though, as Rapid Racer is akin to Wipeout 2097 in the sense that it's a "trance" racing game. You end up spending the race looking ahead at the corner after the corner you're in, lining up your boat, rather than looking at what's happening around you. Once you get into a flow, you really do fall into some sort of racing "trance", and this is when you know that you're having an intense gaming experience.

Lots Of Courses

There are three initial courses in Rapid Racer, but if you race well and finish in the top three, you'll unlock another two cool tracks. If this isn't enough for you, then you'll be happy to know that once you crack those, you get to race all the tracks again at night, which not only looks very tasty, but it makes the turns that little bit harder to see and provides a smidgen of extra challenge. Now, once you polish these off, you have to race mirror versions for each of the five, which is just as good really as a bunch of extra tracks. And if you're still unhappy, then you may want to know that there is also one majorly vicious rapid-crazy course which you can unlock at the end of the game. Sony have also hinted that there's something extra cool for those of you who actually complete every course in the game, which could potentially make Rapid Racer an infinitely fun game (Like a fractal driven random course generator). I didn't get to see it though, so I guess that's something for all you freaky freaks to try and discover. Did I mention split-screen? Yes indeed, Rapid Racer has an awesome two-player mode, and you can't really beat some good two-player action. There's a slight difference in the graphical quality, but all up, the game performs really well - and it's a multi-player win. Some bunch of techno dudes called Apollo 440 have provided the funky soundtrack, and there's the standard crazy american announcer commenting throughout the race, and from every angle, Rapid Racer is a classy product.



AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-2
PUBLISHER: SONY
PRICE: \$69.95
RATING: G

FREAKOMETER

A tricky game to get the hang of. Keep that sick bag handy

MULTIPLAYER
Excellent - The split screen mode doesn't kill the frame rate or detail as much as many other games

VISUALS
92
A beautiful looking game

SOUND
82
The music is repetitive, but the FX are cool

GAMEPLAY
90
Rockin' good gameplay my friends

OVERALL
90
Hand me that big rubber stamp!

The Lost World

*He's been around at Hyper long enough to be called a dinosaur...
David Wildgoose heads into the Lost World.*

As far as I'm concerned, *The Lost World* (the movie) started promisingly enough. My mouth was agape with awe when those brontosaurus (or whatever, I'm not really an expert in dino identification) came crashing out of the jungle and splashing through the creek. Unfortunately, it was all downhill from the time Pete Postlethwaite arrived with his cretinous band of hunters and the film descended into cliched monster movie stodge. The fact that there were dinosaurs seemed purely incidental - they may as well have been aliens, giant vegetables or twenty-foot tall gorillas for all the difference it would have made. And most of the action sequences managed to be remarkable only for how boringly tedious they were.

By comparison, *The Lost World* (the game) also looks promising to begin with. Essentially, it's a platform game in a similar vein to the recent *Pandemonium*, but with sufficient original and interesting ideas to make it different - if not actually better. *Pandemonium*, if you remember, was a 2D side-on platformer that tried to appear 3D thanks to a moving camera view. Here, Dreamworks Interactive have done the same thing for *The Lost World*. When controlling your dino (or human), you move left or right along a fixed path. These will more often than not take you behind rocks, around trees, or even at angles heading into or out of the screen, with your view of the action turning, retreating or zooming depending upon the situation.



ENTREE - ARCHAEOLOGIST SURPRISE...



2 or 3 D?

Expanding on the Pandemonium formula, though, the levels of *The Lost World* are not always linear. Every now and again, often several times on a level, the path you're following will branch in two, leaving you to decide which way to go. This is a good idea, as it gives just that bit more freedom and keeps you alert for new ways to go. Another good idea is the fact that you get to play as three dinosaurs as well as a human. The first levels have you as a dinky little *Compsognathus* (or *Compy* for short), while later you'll be a *Velociraptor*, one of the human hunters, and then (of course) you are a *T-Rex*. Each one plays in a way vastly different to the last (speed, abilities, modes of attack all change) and go quite some distance to adding the right amount of variety that platform games sorely need. Oddly, the human levels tend to work best, that grappling hook is a thing of great beauty and damn useful in a tight spot as well. It's not quite enough, though, since a lot of the game is basically mediocre platform jumping and dodging.

My! You're handsome...

Compensating at least to some extent, are the graphics. Granted, the first few levels, and the odd ones a bit later, appear to be pretty drab and nondescript - slabs of green or brown for the ground and the occasional tree or log aren't particularly exciting. Wait until about level four, and then almost all of the raptor and human levels, and the visual side of the equation starts looking far more attractive. You'll see vibrant jungles pulsing with life, caves stuffed with waterfalls and contraptions, buildings teeming with crates and tear gas, and underwater bits, too. Spoiling this somewhat is the rather poor collision detection that raises its ugly head at times. I can't even begin to tell you how maddening it is to think you've made a particular jump, only to see your hapless dino fall straight through a perfectly solid floor to his death on the rocks below.

Where *The Lost World* really does fall down and struggles to reach even the Triassic Age of gameplay, is with the controls. They suck, to be brutally honest. You never feel utterly confident that what you think you're doing with the control pad is going to happen on screen. All four characters are just too unwieldy to feel comfortable with. They move either too quickly or too slowly, too far or not quite far enough, and you're never exactly sure what they'll do. Frequently I found myself pressing buttons then waiting for the animation to catch up.

Couple this with the bad collision detection, the surprisingly high level of difficulty, and the way you keep dying when you're the *T-Rex* because he takes too damn long to eat those puny dinos and so doesn't turn around in time to stop those other pesky critters from nibbling at his tail, and you have a game that had the chance to be good, but never quite succeeds. And that game is *The Lost World*.



JUST BEING PLAYFUL...

DINO KARMA SUTRA?



HI DINO... WHAT'S THAT? YOU'RE HUNGRY



QUIT HAVING DELUSIONS ABOUT BEING TARZAN



HMM... SOMETHING'S NOT QUITE RIGHT HERE...

AVAILABLE: NOW
CATEGORY: PLATFORM
PLAYERS: 1
PUBLISHER: ELECTRONIC ARTS
PRICE: \$89.95
RATING: M15

FREAKOMETER

Easy to pick up, but only the platform fan will persist

VISUALS
75

A mixed bag, really. Sometimes superb, sometimes clumsy and repetitive

SOUND
82

The FX are well done, but they do lack variety. Nice slurpy blood noise though

GAMEPLAY
66

Mostly standard platform fare with the occasional moment of inspiration. Controls should have been much better

OVERALL
70

Not great, but not a disaster. About as good as the movie then

Rosco McQueen



We all like a man who can grip his hose with confidence. That's why Ehot Fish got to review this one...



caption



TIME FOR SOME HOT TONKIN'



GREASE?

He may sound like Steve McQueen's long lost brother, but Rosco McQueen is but a quirky new PlayStation hero with a funky haircut. Rosco gets up in the morning, slips on his sturdy boots and grabs his backpack, then spends about five hours in front of the mirror perfecting his quiff. He's a bit like Agent Armstrong, maybe a bit like Duke Nukem, but whatever was his inspiration, one thing's for certain - Rosco is as cheesy as Hell. That's if Hell is filled with vintage dairy produce of course. He's a smug, wise-cracking sock full of polygons in a game full of gratuitous coloured lighting effects. In fact, this is probably the most colourful 3D action title I've seen in ages - maybe due to the fact that the programmers were definitely trying to capture some sort of 1950's cartoon feel to the graphics. I can see elements of everything from Ren & Stimpy to the Jetsons in there, yet sometimes the polygon art can look rather amateurish as well. Rosco's main objective is to stop the building from burning down by travelling from level to level, tonking the evil robots and putting out the fires with his powerful hose. Before you picture some superhero freak with a bladder problem, let me tell you that Rosco is in fact a futuristic firefighter. Thankgoodness for that.

Don't Wizz On The Electric Fence

The 3D engine in Rosco McQueen is kinda like a simplified version of Tomb Raider. Rosco wanders through and hacks at things with his axe, and can also climb up onto ledges, jump gaps and operate switches and things. The camera is positioned behind Rosco the whole time, but the camera perspective zooms in and out depending on where you're standing in the room. The game moves quite fast, and I actually developed quite a bad feeling of motion sickness from the constant



rotation of the camera when Roscoe turns left or right. But then, I've been getting a lot of headaches playing games lately... maybe it's a symptom of late 90's 3D polygon overload. Anyway... take Roscoe into a room and you'll notice there's some pink robot putting firebombs near piles of boxes, which promptly explode and set the goods alight. Bastard! You now have to not only put out the fire before the temperature gauge gets too hot and the building explodes, but that pesky robot is still hanging around making life difficult. A quick axe swipe to its chrome dome will soon fix that. Throughout the game, Roscoe comes across stronger axes (for chopping down steel doors etc.) and more versatile axes (like the throwing axe which can take down a robot from across a room). There are also a variety of powerups and helpful objects to find too. Most things are hidden in lockers, which can be opened with the graceful swing of your axe, but some are hidden away on high ledges or in secret rooms. Scattered around the joint are innocent people to save too. Everyone from Japanese schoolgirls to hippies and mechanics have been stupid enough to get stuck in the burning building, so you have to "beam" them to safety with the aid of your little robot pal who buzzes around your head like a mozzie.

Hi Ho Hi Ho... It's Off To Work We Go

At the end of each level, you'll be rated on how many people you saved, how many goods you saved from the flames and be given an overall score. The levels are a bit repetitive in the objective stakes (open the door, put out this fire, hit this robot), but the later levels become a bit more puzzle orientated and the variety is paced rather well. You'll be particularly amused by Roscoe's fearless comments, and his robot's funny remarks which just add that little bit of extra fun to keep your attention. The gameplay is simple, and it seems that Sony have aimed at a younger market for this one, but the gameplay is still quite addictive, and I enjoyed my adventures with the whacky Roscoe and Co. If you dig 3D platformers and don't mind pointing a hose at some burning boxes, then give Roscoe McQueen a look in... it just might do it for you.

AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1
PUBLISHER: SONY
PRICE: \$69.95
RATING: G

FREAKOMETER

Aimed at the less-skilled gamer

VISUALS
78
Good enough, a bit over the top

SOUND
75
Fine, it's all there

GAMEPLAY
75
Yeah, it's fun, not amazing

OVERALL
78
Hey Roscoe! Good Job!

Nightmare Creatures



Fighting moves and gothic stuff all in one... surely Dan Toose is destined to love Nightmare Creatures?

Sony boasted a very strong lineup for the rest of this year, with grade A titles coming out their proverbial ears. One of those titles that sparked a lot of interest was Nightmare Creatures, developed by Kalisto, a French company that is also working on an PC RPG that is looking outstanding. Nightmare Creatures is set in the 18th century, where you play either Ignatious (a bloke), or Nadja (a femme), who are attempting to thwart the rather unpleasant plans of the seriously disturbed Adam Crowley, who is essentially making monsters and setting them loose in the streets of London.

First impressions with games are always visual, and Nightmare Creatures does look very pretty (in a macabre sort of way). The game is entirely made up of texture mapped polygons, bringing you a 3D environment, with 3D characters and monsters. Assuming Kalisto were after that H.P. Lovecraft style of horror setting, they really hit the nail on the head. The night time setting in the streets of 18th century London is the epitome of creepy, with things in the distance being obscured by darkness, and fog lingering around to emphasis the damp cold. Whilst being perfectly in theme, the dull colours can make for a somewhat dull setting once you've been wandering around in it for a while. Whilst never a major problem, there was just something about some of the walls and structures that looks like they were suffering from thin polygon syndrome. Sometimes this was apt, since it might be a breakable structure, but you may get the feeling you're in balsa wood central. Character and monster animation seemed to vary in quality. Some moves were quite smooth and clear, while others really could have done with a few inbetween frames. The viewpoint moves around to suit the situation, although this occasionally might differ with what you want to see.





THAT MYST LOOKS AWFULLY MENACING IGNATIUS, BE CAREFUL...

The sounds of silence...

Nightmare Creatures is also one of those games where the lack of music (there is a tiny bit of ambient murmur), actually serves the game well... giving way to the eerie silence of the environment. This makes you listen for the monsters lurking about, just as you would in your character's shoes. The sound effects are all very good, with nice effects like echoing footsteps, monster groans, the works.

A few flaws...

It can be argued that an action game should have simple gameplay to move the focus to intuitive controller skills, however Nightmare Creatures has a bit of a flaw that sort of negates those sorts of skills. Some monsters are awfully predictable, and whilst that doesn't render them defenceless, it does make them next to no challenge for someone who's played the game a bit. The fourth stage, set in a sewer is significantly harder than the sixth stage, sheerly because the attack patterns of the monsters aren't really readable. You may as well look away from the screen when you attack, because whether or you or they get their attack in seems almost entirely up to chance. I tried for ages to pick a pattern that nullified a particular opponent, at varying time in relation to their attacks and everything, yet it seemed nothing existed that worked regularly. Combat is controlled with a swing button, which launches an attack with your weapon, and a kick button. There's actually quite a limited number of moves to pull off with only a few basic combos being available to both characters. Besides that batch of amazingly lethal monsters in level four, the rest of the combat was in the other end of the spectrum, where you simply pick a basic combo attack as you near your opponent, and watch their limbs fly off. Another odd thing about Nightmare Creatures is that if a monster is not on screen, it does not advance upon you or attack you. This means by turning your back to an opponent, you can actually just move past them... which is pretty stupid. It would seem this was included so you don't have the crud beaten out of you when you get surrounded, but it does essentially let you cheat your way around things. Naturally, there are things to collect like health powerups, weapon upgrades, pistols, mines, and some magic goodies to help you overcome those particularly nasty adversaries.



WINGED DEMON... QUESTING FOR A BRA...



DON'T CANCEL YOUR SUBSCRIPTION OR ELSE...

The most annoying thing about Nightmare Creatures is that if you even so much as step into water that is more than ankle deep, you lose a life instantly. With the somewhat fiddly controls, this means you'll be screaming in frustration as you lose a life because your right foot was a few centimetres over the edge of that plank you were standing on. Also, if you were trying to tap in the opposite direction when you fall in, this will usually make you leap away off the other side of the plank/bridge and you'll lose another life. We thought the days of losing a life because your undies got wet were over... what a shame we were wrong.

If you're after a game with lots of limbs flying off, gothic settings, and monsters with huge tentacles, then you'll no doubt have a blast with Nightmare Creatures. If you're after something with complex combat, or you can't stand games where fiddly controls get you killed when you're just trying to do the most mundane tasks, then you may shove your controller through your TV after playing Nightmare Creatures for a while. A great game concept, with a few annoying flaws in the execution.

AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS: 1

PUBLISHER: SCEE

PRICE: \$69.95

RATING: M15+

FREAKOMETER



You can master the combos in seconds, so anyone can play

VISUALS

BB

Great gothic environments. A rather attractive game

SOUND

BB

The near silent music effects, groans and squelches make for grade-A audio effects

GAMEPLAY

BS

Even games like Double Dragon had more moves and variety in gameplay

OVERALL

7B

Good gory fun, but a lack of depth and fiddly controls stop it from being great



HOW CAN YOU MISS SOMETHING THAT DIG?



YOUR TURN TO BAT IGNATIUS...

Street Fighter Ex Plus Alpha



Starved for a good fighting game, Dan Toose gnawed uncontrollably on Street Fighter EX Plus Alpha.

Before we get into the review, Hyper would like to give Capcom the "Most ridiculous game naming system in the universe" award, for their perpetually stupid use of "alpha", "plus", and combinations of letters like "EX" which have absolutely nothing to do with the game. All that aside, we think that Capcom's first venture into the world of 3D fighting games was really cool. Street Fighter has managed to reign supreme as the number one 2D fighting game ever since the release of Street Fighter 2, and there have been more versions of SF than any other arcade game to date.

3D or not 3D?

It was an easy task for the PlayStation to handle the conversion of SFEX+A due to the game being polygon based with a 2D background. It all looks pretty much arcade perfect, which will no doubt frustrate many an arcade owner. Whilst everything looks 3D, don't be fooled into thinking this is a true 3D fighting game, as all the moves you perform are not affected by where you are in relation to your opponent. For example, Akuma can move into the foreground or background, but all this does is change the axis along which the battle is fought. On the up side this means old Street Fighter enthusiasts will be able to pick it up immediately. On the down side, it would have been cool to have dodging as an option. Funky effects such as transparent fireballs, light-sourcing and shadows are all included in SFEX+A, and as a whole, the game looks great.



THE ART OF THE GLOWING NOOGIE!



LET'S GIVE 'IM A BIG HANDS LADIES & GENTS



YOU LOOK REAL TOUGH BEATING UP A SCHOOLGIRL IN YOUR YELLOW PYJAMAS KEN...



Street Fighter games have always had amusing battle cries, and SFEX+A is no exception. We here at Hyper have just as much fun coming up with stupid variations of "Hado-Ken" as we do actually playing the game. Every character in the game has their collection of speech samples, screams and grunts. The music, whilst not being something you'd bug a DJ to play in a nightclub, is well suited to the game, and you're more likely to go nuts from repetitive "Hado-Ken" screams than you are from the tunes.

It might be a bit of a cop out to say so, but SFEX+A is really just like SF Alpha with 3D polygons and no Alpha counters. There is one new move that adds a little scope to the game, and that's the guard break, which stuns your opponent, regardless of whether or not they're defending themselves. Whilst being easy to avoid by simply hitting the person using it, we sometimes found it a little cheap. The motions for special moves are the old faithful quarter circles, semi circles, dragon punch pattern, back-forth, and down-up moves we're all familiar with. The only real difference is that stringing together super specials is now possible, so there's scope to do some ridiculously long combos if your timing is up to scratch. If your timing isn't quite up to scratch, there's a training mode, which includes standard training, plus an expert mode which gives you set moves to practise, which not only makes you a better player, but also goes towards unlocking extra characters.

As for other game modes, it would seem Capcom were quite happy to go with the current trend and include vs mode, time attack mode, team battle mode, arcade mode, watch mode (which includes the ability to view from the character's perspective). The good news is there are plenty of new characters

although most of the new ones are really Ken/Ryu derivatives. A couple of the new ones include Hakuto (looks like Aoi from VF3), Skullomania (a freak in a skull suit), Pullum (an arabian dancer), C.Jack (a burly boxer in a hat), Darun (a Turkish wrestler), and Blair (a kick crazy femme).

For those that got crabby over the loading time of Street Fighter Alpha 2, you'll be pleased to know the loading time in SFEX+A are quite short. This is due to the PlayStation's ability to handle polygons far easier than a variety of large sprites.

To say that Street Fighter EX Plus Alpha has the depth of other 3D fighting games such as Tekken 3 or Virtua Fighter 3 would be incorrect. However, this is one of those few games which go to prove that simply being playable and fun are just as important as being diverse and deep. Anyone who enjoyed any of the Street Fighter games should have a blast with this one.



AVAILABLE: DEC
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: CAPCOM
PRICE: \$89.95
RATING: G8+

FREAKOMETER

Plays like a 2D fighter, so anyone can pick it up

MULTIPLAYER

As long as your opponent is around your level, this rocks multiplayer.

VISUALS

88

Nice animated polygon characters make this one real purty

SOUND

86

All those silly screams and "Hello-Ken"'s are great

GAMEPLAY

90

Not real deep, but very playable and fun

OVERALL

89

Not particularly original, but damn good fun

Felony 11-79



Taking out trucks with a Vespa isn't incredibly realistic but it's a crap load of fun. Elot Fish gets set for carnage...

When Felony 11-79 boots up in your PlayStation, the first thing you see is a little warning message just letting you know that what you see in the game could be dangerous to your health! I'm not sure if they were taking the piss, or if this is some new legal device to cover their asses if some kid decides to hijack a truck and take out Westfield shopping centre, but it was pretty funny nonetheless. Next it will be Mario - "jumping on people's heads is considered a dangerous exercise" or Mortal Kombat - "picking a fight with some dude with six arms is not recommended", and this is coming from the Australian distributor who got Carmageddon past the censors! Anyway, I was then a little perplexed as to what the 11-79 tag stood for... possibly this is one of those police codes for a felony being committed or maybe they're cashing in on the funky date idea like Interstate '76 or Wipeout 2097. What significance November 1979 could possibly have is anyone's guess - maybe it's the birthdate of their target audience. But really, who cares? Felony 11-79 is a fun romp, and although it falls short of being great... it's worth checking out.

Legend In A Lunchtime

I finished the game in about half an hour. I hate to be blunt, but three levels is not going to make many gamers very happy. The game's designers insist that the depth to the game is the huge selection of vehicles that you get to unlock as you play, and all the hidden shortcuts to discover. Well, that's really great, but once you've finished the main objectives and polished off the game before your PlayStation is even warm - secret cars and alternate routes to an ending you've already witnessed is absolutely no concession. The three levels that are there though, are awesomely good fun. If only they had packed in another 5 levels, Felony 11-79 would be a Must Play game.

From the screen shots, you probably think this is just a racing game with a bit of carnageddon-esque gameplay thrown in for good measure. Well, you'd be partly right, but what you don't see from these screen grabs, is that each level has a bunch of objectives for you to meet in order to successfully progress. You play a mercenary who is hired to steal some ancient artifacts some creepy old guy needs to open a magically sealed egyptian casket. In the first level for instance, you begin the game by driving your car through the window of a shop and grabbing the first artifact. To then escape town, you have to pick up all the dynamite placed around the streets, so you can blow up a gate which is blocking your exit from town. On the second level, you have to track down a white stretch limo and put it out of action, then find your way past a police roadblock. This is all a great deal of fun - but it's not at all difficult, and this is where Felony 11-79 suffers.



An Expensive Holiday

The element of variety is in which vehicle you choose to use to complete the level. At first, you can choose from a red BMW-type car or a yellow pickup. As you play through the game, and depending on the secret areas you find and the speed in which you complete the level, you'll unlock some hilarious pieces of machinery. Try completing the game on a Vespa bike, in a huge garbage truck, a tourist bus or a black limo... It's a good laugh, and pretty good fun seeing what sort of damage you can cause in these vehicles, but this is no concession for a meagre 3 levels of gameplay. The bus for instance, is impossible to drive, and though you can actually set-up each vehicles suspension, brakes and grip and then test them out on a test track, actually getting around town in anything other than a fast car is purely for laughs.

In the corner of the screen you have a map of your surroundings, and as you drive about, you'll notice that there are multiple turnoffs and streets not marked on the map. This is because there are a number of ways to get from A to B and if you feel like it, there are some outrageous places to drive your chosen transportation. Off bridges, through train tunnels, through shopping centres - it's up to you. You're not only trying to get to the exit within the timelimit, but everything you destroy gets tallied up in dollars, so there's usually a whopping damages bill at the end of the level. But this is good. There's even a black list to show which players have caused the most damage! Careful though, as each car (depending on it's build) can only withstand so much negligent driving, and you may find that you've wrecked your car and the stage is unfinishable. A minor disappointment, is that pedestrians seem invulnerable to your bumper bar, and they just bounce unharmed out of the way - screaming happily. Inanimate objects aren't so lucky though, and everything from shop windows and mannequins to flower boxes and police cars are totally smashable. Mmmmmmm..... Felony 11-79 is good fun, and exploring the maps will keep you happy for a while, but it's criminal the game is so short. Buy at your own risk.



AVAILABLE: NOV
 CATEGORY: RACING/ACTION
 PLAYERS: 1
 PUBLISHER: ASCII
 PRICE: TBA
 RATING: TBA

FREAKOMETER

Drive as badly as you want

VISUALS

84
 Pretty nice - loads of pop up though

SOUND

79
 Veh. It's A-OK

GAMEPLAY

84
 Good silly fun that ends too soon

OVERALL

79
 Doesn't go the distance

Ace Combat 2



He's not our resident Goose, but Steve O'Leary clambered into the cockpit of Ace Combat 2.

If there is one thing that is always immediately obvious with all Namco games its the quality of their presentation and wealth of options, and this rule applies to their latest effort Ace Combat 2. A FMV intro that rivals that in Tekken 2 starts the experience and then with each mission your treated to an impressive high res mapped display of all targets and surface topography, with a regal military sounding narrator giving you the background on all mission objectives. From here you can select the type of aircraft you will fly in the mission, with each plane drawn in high res with full detail and decals that would accompany their real life counterparts. Further adding to the games initial impression is the substantial improved graphics engine and over ten different delectable planes, each with different handling characteristics.

Indeed with all this superficial gloss that covers Ace Combat 2, the game could be forgiven for retailing many of the gameplay traits that the original had.....or can it?

Searching... Seek & Destroy...

As with the original Ace Combat, the games missions consist of search and destroy, escort and ground target missions. New to Ace Combat 2, though, are the missions flying through narrow canyons and having to land your aircraft safely after certain missions. These different missions certainly ensure variety in the 20 available for play in Ace Combat 2 and combined with three difficulty levels a the game should theoretically keep game players happy for some time.

Graphically the engine in Ace 2 is a big improvement over the original. Gone is the bothersome pop-up, now replaced by a fading-in effect of the polygons, and this is only evi-



JUST LOCK ON TO FIX THE TRAFFIC PROBLEM...



FLYING IN A DITCH... ALRIGHT!

DO I GET AN IN FLIGHT MEAL?

dent in the far distance, with most of the screen constantly covered with scenery. The terrain is now very mountainous at times, replacing the mostly flat and barren surfaces present in the original, and these mountains set the screen for some adrenalin pumping dog-fighting whilst flying at low altitude between the mountains peaks. The city landscapes are a site to behold, and are littered with huge, well detailed skyscrapers and various smaller buildings. Many maps also contain large bay areas that have docks and large bridges that the cocky pilots out there will want to fly their plane under. The texture maps that make up the games scenery have good detail considering the amount of polygons on screen, with everything from buildings to aircraft landing strips receiving good attention to detail from the programming team at Namco. A replay mode now accompanies all successful missions, with a three to five second replay showing successful strikes when in battle, that although cool, can become rather silly and dangerous on higher difficulty levels as you are vulnerable to crashes/missiles at this time. Extra details like the cloud cover that can be flown through to reveal clear sky and a attractive bed of clouds lined up to the horizon; the moving ailerons and flaps visible on the external view of your craft; and the stars visible in the night missions, all show the effort Namco have put into the titles graphical facelift.

Rock on...

Sound is also quite impressive and suitable for this type of game providing rocking tracks that set the mood for some frantic dog-fighting and explosions and gunfire that is just as satisfying. A cockpit voice accompanies your moves, providing warning signals for incoming missiles as well as a queue for the right time to fire upon the unsuspecting enemy.

Improvements aside the gameplay of Ace Combat 2's gameplay



unfortunately doesn't differ that much from the originals formula. Even though all the missions offer different targets, landscape and surroundings the still suffer from the same methods of achieving your goal. This usually involves applying the afterburner to reach the required target and then firing off a few missiles after getting a missile lock. Sadly the aircraft's cannons rarely play a part in the dog-fights and this isn't helped by the excess amount of missiles you have(over 50) when you start the mission. Further adding to the game's problems is the lack of manoeuvrability of the aircraft, with turns still taking too long to initiate and the controls seeming all too sluggish even on the best of the aircraft available. Also given the ease of the overly successful 'search and destroy' tactic it doesn't take one long to complete Ace Combat 2, with most, if not all, missions being seen in a day or two.

Even with all of the graphical additions to the sequel, Ace Combat 2 still fails to fully capture an audience with its overall simplicity in its gameplay and slow control system leaving it with little to offer for those after a long term challenge. Still, if flying games are your thing Ace Combat 2 could make you a happy person, just don't go expecting gameplay to match the adrenalin rush the movie 'Top Gun' gave you.

AVAILABLE: NOW
CATEGORY: FLIGHT
SIM/SHOOTER
PLAYERS: 1
PUBLISHER: NAMCO
PRICE: \$69.95
RATING: G

FREAKOMETER

its not hard to shoot and kill!

VISUALS
79
Pretty good for this type of game

SOUND
80
great tunes will have you shootin' em to the beat

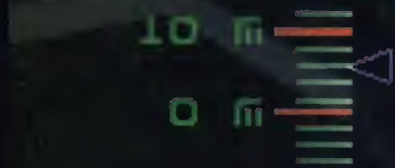
GAMEPLAY
73
falls down a little here

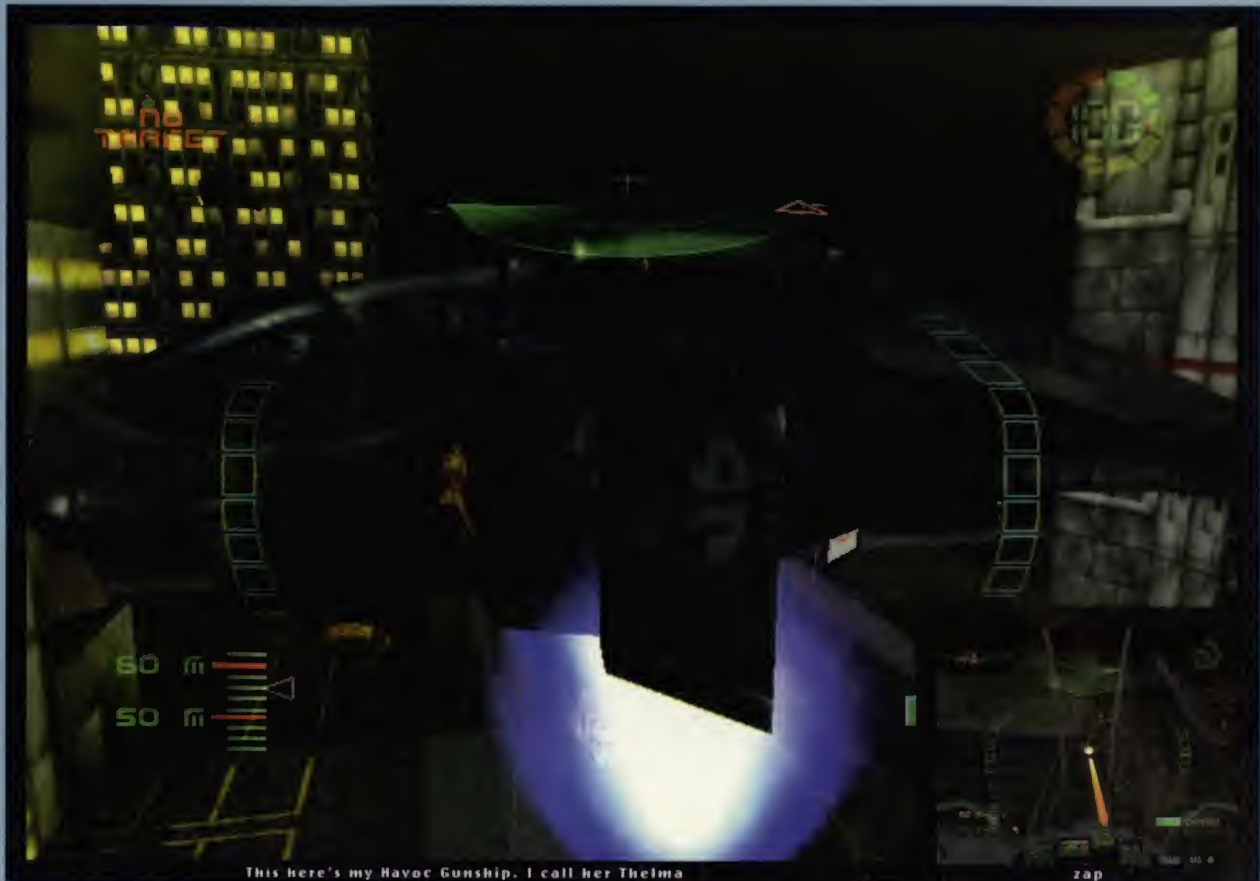
OVERALL
75
make sure flight games are your thing before buying

G-Police

Anyone caught wearing a G-string will be terminated, so say the G-Police. Well, that's not really true, but Eliot Fish put some boxers on to be sure...

87%
CIVILIAN
CONTAINER

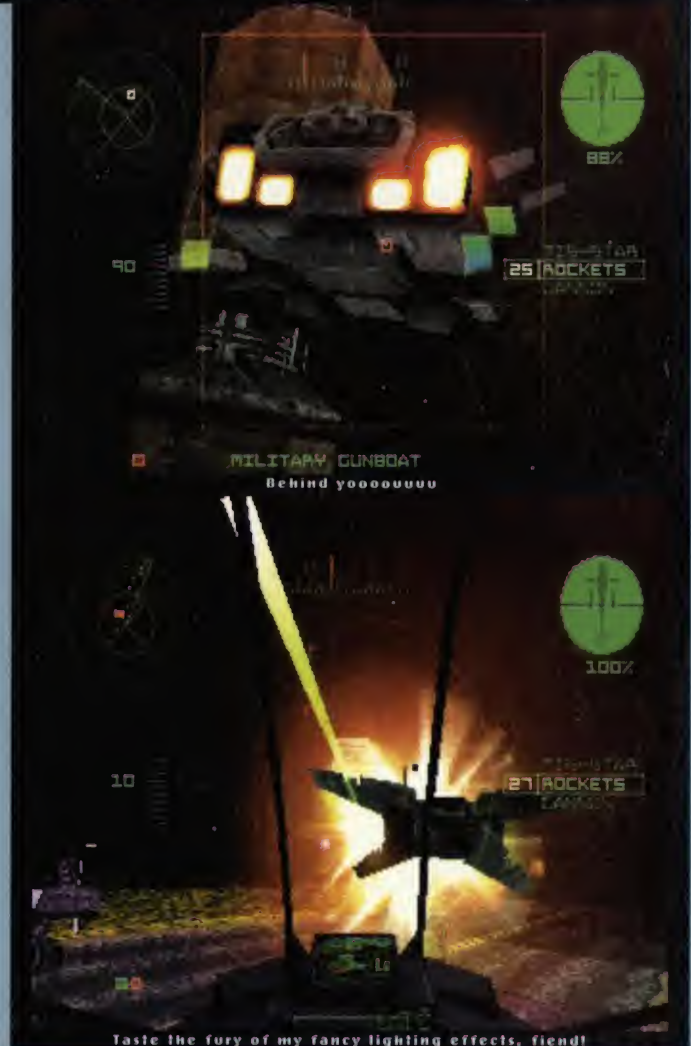




Take the dark, futuristic world of Syndicate Wars, elements of gameplay from TIE Fighter, some hardcore sound effects and stunning graphics to boot and throw it all in a blender. Now puree to perfection, pour it into a long, tall glass and sip on it slowly. You've just had a taste of G-Police, the latest from Psygnosis and maybe one of the best games to come from them this year. We received the PlayStation version and the PC 3Dfx version, so I'll fill you in on the merits of both - safe to say that they're both spankingly great for their respective platforms.

Heavy On Plot

G-Police whirls you away in its first seconds of screen time with a beautifully rendered intro that sets up the story behind the game. I won't repeat it all for you here, because these things are meant to be experienced first hand from the comfort of your own chair in the dark with the sound turned up nice and loud... and besides, the intro goes for about five minutes! Rest assured, G-Police is heavy on plot. Conspiracies, murder, intrigue, corruption - it's all here and you're right in the middle of it. As you might have guessed, you are one of the G-Police, and from the cockpit of your Havoc gunship (a bit like a futuristic Hind helicopter) you watch over the inhabitants of a series of bio-domes in the year 2097. Yes, the year of the big Wipeout tournament. Heh, nice one Psygnosis! At first, you'll be carrying out standard cop duties like inspecting mysterious cargo, scanning freighters and refilling the donut jar, but things aren't always what they seem... the world's governments have all but crumbled leaving only the giant "Corporations" to keep things running. As far as law and order goes, only the G-Police are around to keep things in check, and none of you are exactly model citizens either. There are enough wildcards in the G-Police force to win ten hands of Poker in a row. As long as you carry out your duties though, the rest of the G-Police will turn a blind





eye to the odd bit of "road rage" — that is, if you obliterate a few innocent civilians whilst trying to take out some drug smugglers, it's OK... you're just doing your job! In fact, you can just decide to blow the crap out of anyone in your way if you feel like it. As you delve deeper into the game's plot, though, it will become clearer who your enemies really are.

High Tech Killing Machine

Your Havoc gunship has the same sort of manoeuvrability as the craft in *Descent*, so there's a bit of training to be done before you head off on your first mission. Due to the fact that the crowded dome cities in *G-Police* are full of tight corners, tall buildings and traffic flows not only in the streets, but up around the buildings ala the *Fifth Element* or *Bladerunner*, you're going to need to be quick and nimble with your controls. You can hover up and down, turbo forward and reverse and tilt your craft on an X and Y axis giving you the sort of performance that's needed from a pursuit vehicle. In the PC version, this is a dream with any good joystick, and you'll really feel like your flying a good heli-sim. On the PlayStation things feel a little trickier due to the digital pad, but the response is fast and you'll soon get used to using the shoulder buttons for your vertical manoeuvres. *G-Police* also supports the analogue controller (woo-hoo) and any force-feedback devices you may have for your PC. The Havoc also carries some tasty weaponry, which are matched with some equally delicious sound effects. You have your basic rapid-fire "cannons", dumbfire rockets, various bombs, plasma and electromagnetic weapons - all which look stunning on both the PC and the PlayStation. The lighting effects in this game are really quite amazing, for instance your missiles light up surrounding objects with their purple trails and explosions and fire look incredibly realistic. When you first hop into your Havoc, you'll fly around blowing up all the innocent hover cars, just to marvel at all the beautiful visuals. For instance, if you manage to nail someone with your cannons, but don't finish them off mid-air, their engines will catch on fire, and you can follow them down as the plummet out of the sky, only to watch them explode on impact with the street below. Bombing is exceptionally cool too, with your handy HUD and radar helping you target various buildings and other punishable objects. The detail in the cities must be noted too, with flashing billboards, industrial chimneys and even small street details like traffic lights, all helping to create the living world that exists within *G-Police*. Later in the game, you even get to fly around in some more "open" environments, and if you play well, in different craft, like one of the hover cars on the street, so there's a bit of variety here too.



Stay On Target...

The missions in G-Police are not simple pursue and kill type affairs, though thankfully there are quite a few of those. Akin to something like TIE Fighter, you'll be escorting vehicles, inspecting suspicious trucks, going on bombing runs and carrying out objectives on the fly. Your HQ buzzes you with info as you are flying your mission and sometimes circumstances can change quite suddenly. This can depend on how well you're completing your objectives too, as failing to achieve your primary objectives in time will totally alter what happens next. Everything you do in G-Police ties in with the story, and the game is interspersed with cool cutscenes which introduce characters and generally keep you glued to the screen. Both the PC and PlayStation versions have all the funky FMV bits, so don't worry console owners, the story is so important to the game that you'll get every little bit... the PlayStation version comes on two CDs! In fact, the only real difference between the two platforms, is that the PC naturally has spunkier graphics. The polygons are more solid, the draw-in is disguised with more fogging and as you can imagine with 3D card acceleration - everything is mip-mapped and filtered, making G-Police one of the most jaw-droppingly fantastic 3D games I've seen on a PC to date. The minimum requirements are around the Pentium 133 mark, so you really do need a 3Dfx card to get the most out of this game. Surprisingly, the PlayStation version had an option to lower the framerate in place of spunkier graphics or vice versa, which was a nice touch. But the most important thing about G-Police is that it's a heluva ride, and incredibly good fun to play. The complex missions, interactive environments, wonderful controls and interesting story make this a game you'll be addicted to till the very end. There are a lot of big games coming out this Christmas, and it's a hard decision as to where to spend your money - that's for sure. But if you can only get a few games, or even only one, then you can't go wrong with G-Police. Get it.



AVAILABLE: NOW
CATEGORY: ACTION/SIM
PLAYERS: 1
PUBLISHER: PSYGNOSIS
PLAYSTATION PRICE: \$89.95
PC PRICE: \$99.95
RATING: G8+

FREAKOMETER

It's a bit sim-like in the controls, and the missions get complex

VISUALS
94
Wow oh wow. Immersive

SOUND
90
Great FX, great music, good voice acting!

GAMEPLAY
90
Addictive, involving and depth, depth, depth

OVERALL
92
Another ridiculously good game! I can't take it! Arghghgh!!

Discworld 2

Even though he's not known for his love of adventure games, Steve O'Leary had erect thumbs with this one.



Thanks to the utter stupidity of the local comic and part time wizard, Rincewind, the city of AnkhMorpork is in utter turmoil. Its previously deceased occupants now wander the streets in a state of perpetual undead. Rincewind thought himself knowledgeable enough to defuse a makeshift bomb placed on a street cart, but when he naturally failed, the resulting explosion caught the unsuspecting hooded character Death in the middle of his daily chores. Now Death, the seemingly immortal character whose task it is to collect all the souls of the recently dead, was rather befuddled due to his exposure to the explosion, and has now taken off to some far away place leaving his potential clients to just linger about in the streets not knowing quite what to do with themselves. Of course the dead are quite boring, and with so many of them about the situation needs amending, so it's up to you as Rincewind to find good old Death and try and coax him back into the workforce in the latest adventure game to hit the Saturn, Discworld 2.



MERLIN AND HIS HOME BREW...



GET YOUR BONY ARSE OFF MY BACK!



Starting in the city of AnkhMorpork, you have to guide Rincewind, together with his immense powers of deduction and wit (cough, cough...), through the various streets and buildings in an effort to solve the various puzzles and somehow locate Death. Discworld 2 is basically a point and click affair, where you control the large cartoonish animated character, Rincewind, and are able to interact in the game mostly through speech and the old "use A with B" method of gameplay. Speech, for the most part, takes the major role in the game, where you have to constantly talk to the other occupants of AnkhMorpork and question them to find possible clues to guide you in your quest. Given that Discworlds' characters are based on Terry Pratchetts original characters designed and made in England, it helps to be somewhat familiar with his writings and humour to get the most out of this game, as all too often you can miss the intended pun lines that are meant to create some laughs.

You talk too much...

As mentioned, most of the game revolves around your speech with other characters, and the clues they give you. The way Discworld 2's programmers have gone about this has its good and bad sides. You have four icons to use on the point and click speech bar. They are; the smile for conversation starting; the jesters head for a little sarcasm; the question mark for general questions; the candle for a personal reflection where you state your opinion on the person you are talking to; and the waving hand to terminate the conversation. This is quite a simple arrangement and it also allows the skipping of speech for the many times you have to enter the same conversation with characters to find out new clues. Other icons pop up from time to time, especially when you have to take an item, or ask for an item from someone in the game. Unfortunately speech can sometimes be very drawn out and long winded, with some relief given with the skipping button, but all too often this can be an annoying factor in the game.

The game's speech, though, can be quite entertaining at times with Rincewind always trying to sneak in the odd sarcastic quote in an effort to ridicule those around him. At all times the speech is clear, with excellent samples and sound effects providing the perfect atmosphere for the games many environments. The music also is very atmospheric, from the eerie tunes that accompany the graveyard and side alley scenes to the music that softly plays inside the local pub, it never fails to make you feel a part of the games surroundings.



Rather attractive...

Graphically at most times the game looks a lot like an animated cartoon, with large characters drawn with a great amount of detail, often displaying very humorous animations as they walk and/or talk. The backgrounds are both varied and interesting, containing lots of colour and style in their appearance and this combined with the characters appearance and animations easily put the original Discworld to shame.

Apart from the graphical and audio improvements from the original game, Discworld 2 offers better puzzles that seem more balanced and logical in their solution, together with plenty of clues provided by the people you meet in the game for those who become stuck from time to time. The whole game spans over four acts together with an epilogue and it's claimed that over one hundred hours of playing time are guaranteed by Discworlds' programmers, although experienced puzzle solvers may find themselves completing it long before that time.

The only complaint that can be levelled at Discworld 2 is that it does contain a large amount of dialogue and at times this can become quite frustrating. Given that there is the speech skip button to avoid this, the characters do seem to waffle on for quite some time before they get to the point.

Aside from this, Discworld 2 could prove to be a very enjoyable game for those who love this type of adventure/puzzle solving game. Eric Idle, the famous English comedian, helps the plot along with his frequent sarcastic and witty comments that make this title attractive for those who would not usually bother with this game genre. Combine this with the game's length, content and overall polish, Discworld 2 does come well recommended.



AVAILABLE: TBA
CATEGORY: PUZZLE/ADVENTURE
PLAYERS: 1
PUBLISHER: PERFECT
PRICE: TBA
RATING: G
FREAKOMETER
You gotta love puzzle adventure games
VISUALS
78
Nice large, well animated characters and good backgrounds
SOUND
85
Excellent speech, great music
GAMEPLAY
79
A bit dated, but still very good
OVERALL
82
Great if you love this type of game!

Lylat Wars

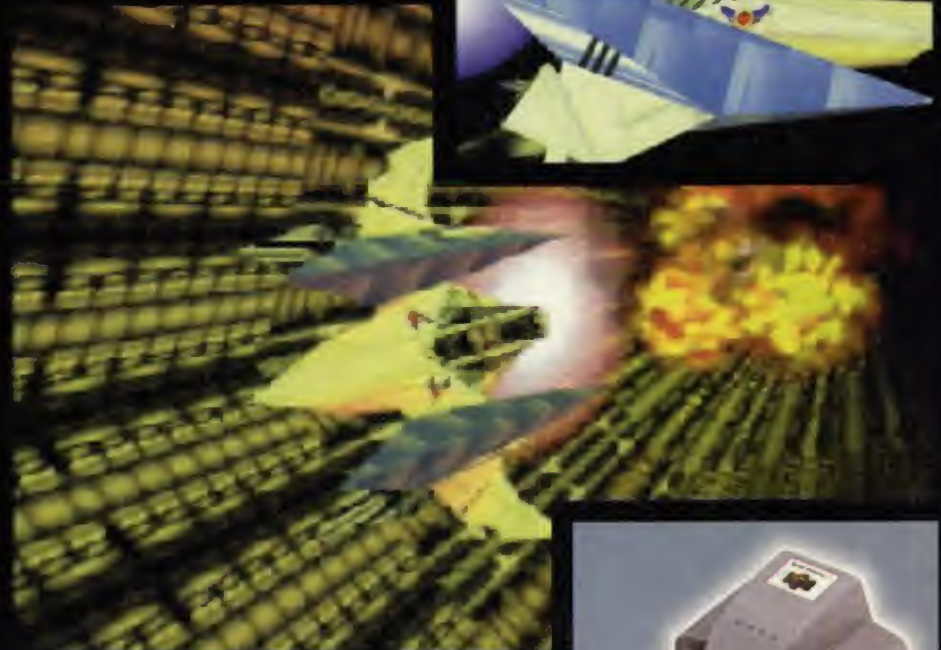


Starfox 64... er... we mean Lylat Wars is making the Nintendo 64 look stronger than ever. Eliot Fish did his best to send Slippy home in a box...

Lylat Wars has been on everyone's Most Wanted lists for some time now, being one of the first titles that Nintendo announced would be heading to the N64. Screen shots have been haunting the web for months and everyone was holding out to see how a great game on the SNES (Starfox), would make it's transition to the world of 64-bit gaming. I guess one of the reasons this game has been so heavily anticipated, is that none other than Shigeru Miyamoto is the man behind it. He of Super Mario 64 fame, is simply a game genius, and his games never fail to be quite incredible. Another reason people have been hanging to play Lylat Wars, is that it would be the first N64 game to use the new Nintendo Rumble Pak. This new fangled force-feedback device, plugs into the bottom of your controller and true to it's name - rumbles everytime you get hit or crash into something. It even vibrates when you use your turbo thrust, and although it's nothing groundbreaking, it's pretty funky and makes Sony's Japanese PlayStation control pad (not available here) feel like a bee in a sock.

Cocky Little Freaks

If you never got the chance to play Starfox on the Super Nintendo, then you missed out on what was an excellent mixture of space combat shoot 'em up and clever hidden tricks and puzzles. Most SNES owners played it to death,



GOOD VIBRATIONS

The Rumble Pak doesn't make or break Lylat Wars, but it bodes well for future games (like fighting games!) and when you consider that you're getting the Rumble Pak and Lylat Wars together for only \$99.95 (cheaper than most N64 games) - then it's an absolute BARGAIN! I'm serious.





FOX FORCE FOUR...



THE INDEPENDENCE DAY ANYONE?



FOX... YOU'RE GROUNDED!

and it still stands as one of the nicest looking carts the machine ever saw. So here we have the long-awaited Lylat Wars, and from the moment it pops onto your TV screen - you know this is going to be one classy piece of game design. Well thankfully, the charm and basic game mechanics from the first game are still present in Lylat Wars, but the game has been enhanced in so many areas, it's simply a far superior product from every angle. Which is what everyone expected it to be. You play the role of Star Fox, the coolest mercenary pilot fox in the galaxy (probably 'cause you're the only one), and you only accept missions which can include your animal co-pilots - Falco, the hardcore ace pilot who takes no crap from anyone; Peppy, the sensible Hare who plays it safe; and Slippy Toad the... Well let me tell you about Slippy. Slippy's the sort of guy who was probably beaten up every day at school, and now he's a pilot in the Star Fox team, he probably gets beaten up in the changerooms after every mission. As our friend Craig here at the office said, "He's like Ralph Wiggum in Platoon!". Thankyou Craig. Slippy is always getting into trouble, and you're always having to save his sorry arse. But he

makes the team complete, and it'd be mixed emotions to not see Slippy turn up in the next game. It's fun seeing if you can shoot him down during the missions though. These dudes do have a purpose, and if they successfully make it through the mission with you, each co-pilot has different skills to aid you in the game. Falco can show you hidden areas; Peppy gives you hints on the bosses weaknesses; and Slippy can give you a gauge showing a bosses shield level. So they're not completely useless.

Eat Laser Monkey Boy

Again you're up against the dreaded Andross and his monkey goons, and much like the first Starfox game, you start things out defending the peaceful planet Corneria. If you take a look at the star map, you'll notice that there are three paths to the enemy planet of Venom. The bottom (blue) line is Easy, the middle (yellow) path is Medium and the top (red) line is Hard. You cannot select the difficulty level though. In an inspired piece of game design, it actually depends on how you fly your missions as to which path you get to take next. In the first stage, there are a few requirements you must meet to proceed down the hard path. Halfway through the mission, Falcon buzzes you for help as he flies by with four enemies on his tail. You can either concentrate on the blast-fest around you, or turbo forward and pick the baddies off. Falco then tells you to follow him, and lo and behold the missions changes and you actually get to attack a completely different boss than if you'd not helped him out. Other stages have completely different requirements, such as shooting down 100 enemies, saving a base before it gets destroyed and shooting certain targets which in turn will effect the outcome of your mission. Either you will "complete" your mission, which means that you pretty much did it the normal way - or you will get "mission accomplished" which will then take you to a harder stage. If you include all the different missions, plus the fact that missions can completely change mid-way, and then factor in a few secret levels, there are probably about upwards of 18 stages in the game - or even more.



VERY CONVENIENT SOLAR SYSTEM SETUP...



OH CHRIST!



THE BOSS IN BITS!



PEACE, LOVE, AND MUNG BEANS BABY... OVER AND OUT



IF HE GETS YOU... YOU'LL END UP BECOMING APE SHIT...

Sexy Hardware

Your Starwing is a very clever craft. You begin with a simple one shot green laser, which can be charged by holding down the A button. Once charged, it will lock on to an enemy within your crosshair. Along the way you can pick up laser upgrades which give you double shot and then a more powerful blue laser. Bombs are also at your disposal, which you fire ahead of you and then trigger if you wish with the B button - these will also home in on targets that you lock onto with your charged laser. Handy. Your charged laser burst can take out quite a few enemies at once, which you may need to do during the game, as I've never seen quite so many enemy craft on screen at one time in any other 3D shoot 'em up I've ever played. Probably one of the coolest levels in the game is the one on Katina which is actually quite a funny piss-take on Independence Day. This is dogfighting heaven, with something like 40 enemy craft and then another 20 or so friendly craft, shooting it out over a pyramid-shaped base at sunset. Then along comes the enemy mothership - which you have to take out if you want to progress to a harder mission. This is really quite a spectacular mission, and one you'll want to play over and over again. The sky is just packed with dogfighting craft and you can pretty much shoot anywhere to take something down, though, you can take out friendly craft too!! The game simply looks stunning all over. Loads of textures, colours, fancy effects and big, fat, chunky, mean-looking bosses! In fact, some of the coolest looking bosses you'll ever get to blow to crap are in this game.



Stay On Target...

In some missions, the game will actually change from the standard 3D scrolling mode, to All-Range Mode which is essentially a 360 degree arena. This means you can perform some tricky manoeuvres in your craft to get the job done. Pulling back on the analog stick and using your turbo will make your ship do a corkscrew/U-turn which is handy for turning around after an attack run. The same technique with your brake button will make your Starwing do a somersault which can get you out of trouble when you're dogfighting. If you fly recklessly, you can even lose your wings, though there are repair powerups hidden around the place. It's in the Multiplayer Mode where you'll really need to use your fancy flying techniques. Lylat Wars has a four-player deathmatch mode, which is really quite good fun. It's nothing on the single player game - and the windows that you play in are rather small - but it's still a fun experience. What was disappointing, was that the 2-player deathmatch didn't split the screen... You still play with the screen divided up into four sections, with the other two windows being used as roving cameras. This doesn't matter much though, because you'll be buying Lylat Wars for the amazing single player game that it is. There are so many hidden things to find and the missions are so varied, that you'll be inspired to find everything.

Braving The Elements

Not all missions require you to shoot around in your Starwing. There are some ground missions where you drive the Landmaster, a tank which can hover, roll and make things go boom; and a submarine level which isn't mentioned in the booklet that comes with the game. In the underwater level, the game is quite graphically breathtaking (hoho), with your sub submerged so deep underwater that it gets extremely hard to see. You light the way by firing off torpedoes which illuminate the objects around them as they trail off into the distance. Beautiful stuff. This game has just been so lovingly created, that you can't help but "ooh" and "ahh" during some levels. Lylat Wars is right up there with Super Mario 64 as a Nintendo 64 game you have to have. It's a little bloody masterpiece.



AVAILABLE: NOW
CATEGORY: 3D SHOOTER
PLAYERS: 1 - 4
PUBLISHER: NINTENDO
PRICE: \$99.95
RATING: G

FREAKOMETER

The game can get quite hard, and is confusing at first

MULTIPLAYER
Good fun but lacking in depth

VISUALS
93
Incredible scenery and top-class animation

SOUND
90
Your co-pilots and the enemy characters are a laugh

GAMEPLAY
94
Lylat Wars rocks hard

OVERALL
94
You've just gotta get this game!

Birthright



After admitting he was an old RPG freaky boy, George Argy promptly had Birthright stuffed into his in tray.

RPG's are increasing in popularity and that can only be a good thing. Most of them are usually overhead or 1st-person perspective action games which try to give you D&D in your face in real-time, or let you manage kingdoms and the like. Sierra have tried to do something slightly different with Birthright by combining action and strategy and by Jove, I think they've almost got it.

The storyline (which is as relevant in this game as it is in an Arnie flick) is that you are a regent, or emperor, of a domain in the land of Anuire. You are imbued with certain "blood-abilities" due to your lineage, and your objective is to build a great empire. Oh, and you may like to kill the evil gorgon and make most of the citizens of Anuire a little happier. The game is non-linear like most RPG's giving you freedom to do what you want, but where this game really stands out from the pack is it's three very different game modes which make it feel like three different games that just so happen to be linked: "realms", "adventures" and "battlefields". Realms is the most complex aspect of the game, and unfortunately may be enough to turn off many people. You start the game here, and basically pick the realm you wish to rule over with an iron fist. You can choose basic gameplay which handles all the boring stuff for you like tax collection and building roads, advanced play which gives you some more control, and expert play where you manage every aspect of your realm - Bachelor of Business Degree required.



Target Archers
Shoot units highlighted red.
Move to grids highlighted blue.

Reserves Cancel

Reserves Status Retreat Command View

TELL THE SMALL DOT ON THE RIGHT TO ATTACK THE DOT ON THE LEFT...

Reserves

Chamberlain	General	Magus	King/Queen
Enable Strength	Star Award	Adventure Bonus	Alliances
Learn the Report	Learn the Secret	Learn the Secret	

Battlefields

Scenario 29 of 30
Battle Difficulty: Hard
Battle Speed: Fast

Units

Warrior	1000	1000	1000
Wizard	1000	1000	1000
Elf	1000	1000	1000
Dragon	1000	1000	1000

Skills

Attack	1000	1000	1000
Defence	1000	1000	1000
Speed	1000	1000	1000

MEDIAEVIL FANTASY FASHION SHOOT...

EXCITING COMBAT SCREENS...

Quest for nads...

Adventuring is the 1st-person aspect of the game where you and three other non-player characters go off on a quest to find the Sacred Pickled Dragon's Scrotum, or whatever other artefact takes your fancy and it comes in two flavours: real-time or turn-based. I found this aspect of the game to be the most disappointing. Listen up developers - gamers are used to 3D graphics being shit-hot, and will not tolerate any sub-standard Catacombs Abyss type visuals! Oh yeah - and it really, really shits me in any 3D game when you can't configure the keys - why should I get used to keys that don't come naturally after years of my own set-up? This frustrated me no end, and the fact that you also have to use mouse/keyboard combos to choose attack types, spells and inventory items means that you almost always get your ass kicked in real-time mode.

For all those strategy heads out there, the game also has a turn-based battlefield mode where you get to slug it out with the enemy troops, legion versus legion. You are the commander of platoons which you move around on a small screen much like chess pieces, and then watch the action unfold in the main display. You can choose from various units ranging from archers and infantry to cavalry and knights. Throw in a mage or a priest for the fireworks display (and pure genocidal power) and you have yourself one helluva blood-bath. The battles are heaps of fun, but you are



very limited in what your troops can do - you can move them one square at a time, or you can sling arrows or cast a spell, but that's about it. They also aren't very challenging - even on the hardest difficulty I finished all the training battles in under about half an hour.

Bit of a complex...

If all this sounds like too much complexity for one game, you'd almost be right but Birthright saves itself from completely overwhelming you by incorporating a number of features that allow you to get up to speed at your own pace. The manual is all of 48 pages and is essentially an install guide and spell reference tome - all the help you will need is laid out very logically online, and the game tutorials and training missions give you a much better way to learn a game of this complexity. There is even a 'non-D&D' option for those not familiar with the game which removes all the jargon and lets you get on with the game. Sierra have also put a lot of thought into varying the difficulty settings instead of just making the game harder. You choose from three difficulty setting (basic, advanced, expert) that not only makes the game more difficult, but removes most of the complex management options in realms mode and lets you get on with forging strategic alliances or declaring war on some trees.

For all it's good points, Birthright is really let down by it's graphics and sound engines. The sub-standard graphics in the 3D mode are more suited to a game made five years earlier, and the overhead view lacks the visual richness of strategy games like Warcraft. The absolutely pathetic sound makes this aspect of the game seem like an afterthought - the voices sound like B-grade American actors and the music is repetitive and anachronistic. Wise up Sierra; if we're playing a fantasy game we want to hear flutes and lutes, not some Jimmy Page try-hard strangling his strat.



AVAILABLE: NOW

CATEGORY: ACTION/STRATEGY RPG

PLAYERS: 1-8

PUBLISHER: SIERRA

PRICE: \$59.95

RATING: M15+

REQUIREMENTS: P75, 8MB RAM, 4XCD-ROM

FREAKOMETER

For D&D heads or people with plenty of spare time

MULTIPLAYER

Not too shabby. Not quite Warcraft 2 though

VISUALS

55

Could have been much better

SOUND

41

Music, voices and sound effects sucked

GAMEPLAY

84

Well thought-out

OVERALL

68

Graphics and music impair a potential killer RPG

Extreme Assault

Despite the inclusion of the E word Dan Toose was quite keen to review Blue Byte's latest action title.



CHOPPERS AT TWELVE O'CLOCK...



THEY'RE FALLIN' OUT OF THE SKY



JUST TAKE OUT THAT ALIEN CITY TO THE RIGHT OKAY?



HOW ABOUT A GRAB OF MY BETTER SIDE?



THAT'S MORE LIKE IT... TANKS.



TEST TURE BABIES FROM HELL...

When the word "extreme" is tacked into the title of a video game, it usually has dire consequences. This time however, the use of this most overused word is not a kiss of death, and instead Blue Byte have delivered a rather funky little game. The general gist of Extreme Assault is that you're the idio... I mean dauntless hero who's going to save Earth from alien forces that have been setting up base here, and are about to make their move.

Being a rather simplistic action game, a key factor to the success of the title lies in the visuals, and Blue Byte have delivered. Not only have they managed to include all the gorgeous visual effects that we've come to expect in a 3DFX supported title, but also managed to include all these effects for those that don't own a 3D accelerator. Sure, it doesn't look quite as good, but the fact remains that Extreme Assault looks great, regardless of whether you have a 3DFX card or not. Everything is polygon based, except for the trees, which look kind of funny being the only non polygon thing around, but they don't spoil things at all.

As you get further into the game the visual rewards increase as you discover cool alien stuff (who doesn't love aliens in jars?).

The weapon sound effects are cool, with satisfying zap, bang and kapow sounds abundant. The speech briefing at the beginning of each mission is a nice touch. The music, whilst not inspiring, does not grate on one's nerves, and is the generic action game music and otherwise nondescript.

Blue Byte had the nouse to include lots of "destroyables" which always adds to the enjoyment of an action/shooting game. If there's a bunch of large canisters in the corner of the room, chances are you can blow them to bits. If you want to offend someone from Greenpeace who's watching you play... toast that tree! In terms of variety and lastability, Extreme Assault does have quite a bit to offer. There are fifty-seven single player missions to play through, although most of them are really quite short/small. The missions take place in varying terrains, including jungle, caverns, snow, volcano, and man/alien made tunnels. There's also some specific multiplayer maps, and the game works really well multiplayer, in fact it's probably got far much more potential this way. It would have been better if you could play with more than four players in a LAN game though.

There are two craft to control, a helicopter and a tank. Besides the tank's inability to go up and down, both vehicles handle exactly the same. A definite down side of the game is the way the chopper handles so slowly. A little bit more open air and speed would have been a nice addition for the chopper levels. There also was the inability to turn and strafe at once with a Thrustmaster controller, which sucked, as getting around your opponents with ease is the best thing about a chopper. You do get used to how to deal with this, but it shouldn't be necessary. If there was a game that Extreme Assault felt most similar too, it would have to be Descent.

Enemies range from being dull little gun turrets, through to cool mech nasties that phase in and out of a solid state, which adds a bit of variety into the combat scenarios. While most enemies are derivatives of each other, there are over forty different types of craft to take on, so the repetitive factor is pretty low.

The best way to describe Extreme Assault is an action shooter for those that like the idea of playing out military style missions, without the need to refer to a map, or a set of mission objectives while they play the game. The missions are generally short and straight forward enough to ensure you won't get too confused. The game looks great, and is definitely a lot of fun. Those who like their action games very fast and furious may find getting into Extreme Assault a bit tedious, as your craft don't exactly enable you to whiz by enemies, taking them out in a quick attack. It's the perfect game for someone after the future military sim game, without the need for a manual, a photographic memory, and a confusing control system.



AVAILABLE: NOW

CATEGORY: ACTION/SIM

PLAYERS: 1-MULTI

PUBLISHER: BLUE BYTE

PRICE: \$89.95

RATING: G

FREAKOMETER



Controls may feel awkward to the casual gamer, but it's not hard to grasp

MULTIPLAYER

This is the best way to play the game, although a little limited

VISUALS

91

Making this game pretty was priority No*1... success!

SOUND

80

Good, but not memorable

GAMEPLAY

82

Pure simple blasting fun, but could have been a bit faster

OVERALL

85

A good fun action shooter, that's better with friends

Shadow Warrior



Just when you thought he'd sodded off forever George Soropos is... the Shadow Warrior.

Ah little grasshopper, wise man say those who mess with Wang will soon go blind, but those who treat Wang with care will have many many children. Of course I'm talking about Lo Wang, the protagonist in 3D Realms' latest shooter Shadow Warrior.

The story, for what it's worth, begins with Lo Wang searching for his Ninja master. Eventually Wang catches up with him, impaled on a big stick by Zilla's evil minions, and swears death upon those that would interfere with the way of Wang! It's an old story but 3D Realms have used it to good effect, especially in the way in which the levels all flow thematically from one to the next. The other thing that 3D Realms have done well is use the strengths of this now aging engine to produce a game that is still up there on the top shelf.

An act of bravery?

Some may say that 3D Realms are brave to release another title based on the trusty old Duke Nukem engine with so many high tech first person shooters on the way (Quake 2, Unreal, Half-Life etc.) But those who downloaded the four level demo all those months ago will know that this is not true! Shadow Warrior would have to be a contender for 'the funniest game ever' title and that in itself makes it worth a look. The other element of the Duke engine which fans of that game love so much is the interactivity with the game environment and Shadow Warrior certainly doesn't disappoint in that regard either. Just wait 'till you start deathmatching in the tank levels!

Aha! Yes tanks, and forklifts, turrets and machine gun nests are peppered throughout the game and when you see one you know that there's going to be a lot of fun goin' down. Somewhere nearby there'll be a switch or a door or a pick up that triggers the sudden appearance of twenty or so monsters. Hightail it back to your tank/turret and go ballistic... 'Who wantsa some Wang?' As for the 'normal' weapons in the game 3D have done a good job in terms of balance and enjoyability and there are certainly more useable multi-player weapons in Shadow Warrior than there was in Duke or Blood. The beating heart weapon that creates a shadow Wang ally and the rocket launcher with heat seeker card being my particular favourites. There's also a UZI that can be doubled up, Ninja stars, sticky bombs, a fire breathing severed head, grenade launcher, rail gun and an awesome gatling shotgun with two modes of operation: single four barrell shot or automatic!





Funny Shit...

The other important element of Shadow Warrior is its sense of humour! I know, so many games have tried to be funny but for my money this really is the funniest game ever. What other first person shooter allows you to breed rabbits in the comfort of your own home or cracks every conceivable Wang joke in a genuinely funny way? The quality of the voice acting is a large part why these old lines are so funny, Wang is a crack up. Whoever did the voice over is a treasure that 3D Realms should hang on to at all costs.

The other way a company can make a good game from an old engine is to design great levels and Shadow Warrior has 'em. It's been a long time since the first demo was released and 3D Realms obviously spent that time working on the levels. You'll trek through lofty mountain passes, subterranean sewers, floating fortresses and steamy bathhouses searching for your masters assassins. And, while the puzzles are challenging they are not impossible to the point where your enjoyment of the game will be interrupted for very long.

On the negative side though I finished the game too early. While the levels were good, the fact that there are only 18 new ones in the retail version might aggravate players who mostly or always play single player. The fun stops too soon! Other than that though I think this is the best Duke engine game to date (and probably the last) and fans of that title will lap it up.



MIGHTY MOUSE

Duke games have always been the poorer cousins of Quake when it comes to death-matching (to most people anyway) because of the game engine's poor 'mouse look' performance and the lack of really useable weapons. 3D Realms, the original developers of the 'build' engine, have tweaked Shadow Warrior a bit to make it run a little smoother when playing with 'mouse look' on and they have also created a range of weapons which are all useable and fun in deathmatch situations. Therefore I can say in confidence that this is not only the funniest but the best multiplayer Duke engine game to date too.



AVAILABLE: NOW
CATEGORY: 1ST PERSON SHOOTER
PLAYERS: 1 - MULTI
PUBLISHER: 3D REALMS
PRICE: \$89.95
RATING: M15+
REQUIREMENTS: 486DX4100, 8MB RAM, 2X CD
FREAKOMETER
<p>Everyone will find it funny, but Duke fans most of all</p>
MULTIPLAYER
Very cool. Tanks, better mouse control... it's great
VISUALS
82
This is as sexy as the Duke engine will ever get
SOUND
86
You can't get the jokes if you don't got the sound!
GAMEPLAY
85
Addictive, lighthearted fun
OVERALL
85
The last of a generation, going out in style...

Warlords III: Reign of Heroes

In an age of real time strategy adventures, Warlords III could be called a brave release... Ross Clarksmith thought otherwise.



Warlords II is one of those games that is an old favourite of strategy gamers. They pull it out when they are having a hard time getting past a scenario in another game. Yeah, even though it is a classic game, it is easy to beat which helps to boost the fragile ego of strategy gamers stuck in the depths of despair. Well that wont be happening with its bigger brother. Warlords III: Reign of Heroes is crammed to the gills with new features, most of which are behind the scenes. Of course this makes the game almost exactly the same in appearance, with the added bonus of making you the player have to crank up your brain a few notches.

For those of you who are unfamiliar with the Warlords game, the idea is pretty simple. It's a strategy based conquest game, with area being held and taken over by the possession of cities. Each city produces armies of differing types, and these armies romp around the countryside attacking your enemies (or allies). Of course these armies can also defend your cities and they will have to if you expect to do any good at all against the AI.

What's the difference?

That's where the main difference lies in Warlords III, the AI. In the old version you could get away with moves against a computer player, if you tried it against a real person, your butt would be whooped from here to tomorrow's breakfast. This is due to a ground up rewrite of all the code in the game including the diplomatic option, which for my money was the only glaring omission in the last version. Now if you attack another player, you are likely to have that player's ally declared war on you.

The other thing is that each unit re-evaluates its options at the beginning of each turn, so there will no longer be those



FEMALE PLATE ARMOUR, RIGHT THIGH NOT INCLUDED LOOK MR ED, A CHICK SHOWING HER THIGH!



suicide missions, from the AI players, yours real life friends still have a programming fault. Which brings us to the idea of a player game. If you are looking for a strategy game to play with friends that won't take days to finish, you don't have to look further. Warlords III has almost too many multiplayer options to list here's serial link, modem, local IPX network, and internet connection. Included in the whole package are two third party areas to play with other players online.

The basic look of the game and the controls have been kept the same as the last version, a great idea. The biggest immediately visible difference is the shift from a flat view to an isometric one. Recently those programming gurus at SSG have modelled the terrain off real aerial photos, but apart from the perspective change there is not that much obvious difference. All the units have been updated in new detail and fully animated. They also have their own cool sound effects when selected, horses whinny, Pegasus flap their wings.

Can take your money and...

There are a couple of other things you can do with your gold. Now and then a group of mercenaries will offer their services to you for a price. They are usually in an out of the way place, but a feature of the game allows you to move any unit between any cities you own in only two turns. The other benefit of gold is that you can hire mercenaries, who will also offer swear allegiance to you for a certain amount of money. They sometimes bring with them special units like air elementals or dragons, and when grouped together with your own units, can provide all sorts of bonuses in combat. The combat system has been totally revamped, and with the introduction of new units like elven archers, and spiders, there are a lot of new factors, including poison, assassination, spells, and missiles. So grouping different unit types together for combat has never been more effective.

The inclusion of a campaign was a welcome addition to Warlords III. The campaign is basically a group of scenarios that link together to form a story. This is a pretty basic idea, but it allows you to see the development of your heroes beyond the basic few levels. Normally the scenario is all but over by the time your heroes reach third level, and as there are ten levels to advance through, a campaign is really the only option to your heroes and heroines become top notch.

The one beef that I had about the changes was the way a city produced different unit type. In the original game when you took over a city that produced spiders, you could then make spiders in that city. In Warlords III you can only ever build units that are generic to your nation. For example, the knights can only produce knight-related units, horsemen, cavalry and Pegasus. So if you conquer a city that is producing ghosts, you can't build them and will most likely have to pay for another production option.

The background music in this game is incredible, it sounds as if they guy who did the score for "Braveheart" worked on this project as well. The music is kept well in line with the feeling of the game, rising and falling in intensity, but not enough to be overtly noticeable. The best thing is that the music never became repetitive or boring, even in a long playing session.

On the whole those clever folks have taken a classic, dusted it off, found out what was wrong with it, twiddled a tweaked it, given it a new coat of paint brought it into the nineties, and ended up with a damned fine product well worth checking out.



AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-8
PUBLISHER: STRATEGIC
PRICE: \$89.95
RATING: G8+

FREAKOMETER

Not a bad entry-level strategy game with enough for the hard core nuts

MULTIPLAYER
Don't bother. Waiting for your friends to finish their moves... *snore*

VISUALS
80
Huge attention to detail

SOUND
90
It doesn't come much better than this!

GAMEPLAY
92
Finally you can undo those mistaken moves

OVERALL
90
The AI could still use some work, but a challenge never the less

Atlantis



Atlantis, a city ruled by women... we send infamous gigolo David Wildgoose in to take care of things.

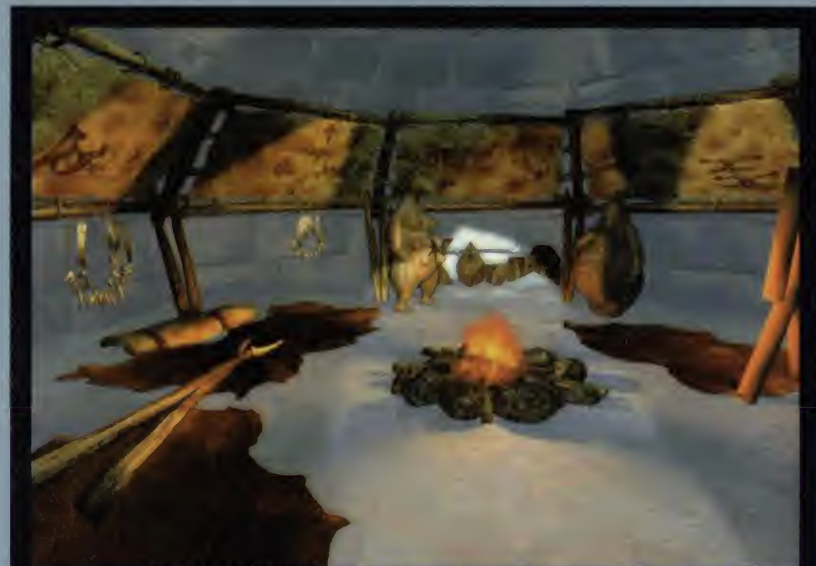
Once upon a time there was a game called *Myst*. When people saw it they marvelled with their eyes wide at the beauty of its still, flick-screen graphics. So bedazzled were they that, instead of noticing how boring *Myst* was, they merely said - "Ooh, ain't it pretty!". The trouble with the slideshow-style graphics was that the game felt strangely uninvolving.

Next was *Zork Nemesis*. It was just as visually wondrous and bonkers surreal as *Myst*, but had the added advantage of letting you turn around on the spot at each still location. This improved matters to some degree, but playing remained an empty and detached experience.

The Natural Progression...

Now we have *Atlantis*, an adventure in the above tradition from genius French blokes, Cryo Interactive. *Atlantis*, then, looks even prettier than both *Myst* and *Zork*; is set in an equally bizarre world where the women are in charge (although, to be honest, I've always found that quite appealing) and ships with magical sails fly through the sky; not only lets you turn around on the spot at each still location, but look up and down as well; and also smoothly moves you from one location to the next in pant-wettingly fantastic 3D. What we have with *Atlantis* is an adventure that draws you inside the game world more than any other title before it. You really will believe, my brothers, that you are in the legendary city of Atlantis.

So what are you doing there in the first place? Okay, you're Seth, a recent initiate into the Queen's Companions. But, the thing is, the Queen has been kidnapped by a rival for her power, the evil Consort. You have to rescue her and then stop the Consort from unleashing the potentially terrible Hidden Knowledge. This quest will take you from the palace at Atlantis



NOW ALL YOU NEED IS MARSHMALLOWS AND AN ACOUSTIC GUITAR

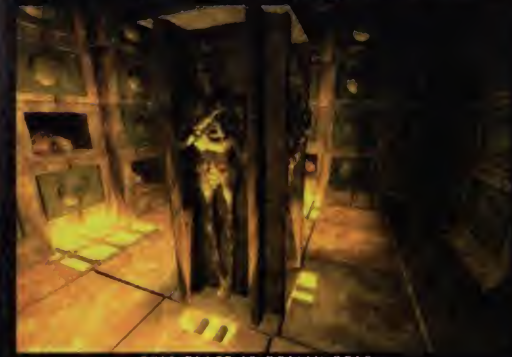


DON'T FART...

STUNNED MULLET



HALL FULL OF EMPTY PEOPLE...



THIS PLACE IS REALLY DEAD...



NICE VIEW... HOW MUCH IS THE RENT?



MY GOD... PEOPLE!



HOW I LOVE CAPTIONING ADVENTURE GAMES...



OOOOR! GLOWING STUFF...

to a small fishing village, arctic lands inhabited by Eskimo types, a verdant forest full of witches and boars, several strange islands, and the Very Depths of Hell, too. Probably.

Along the way you'll come across plenty of obstacles hindering your progress. Unlike the consistently stunning graphics, the puzzles in Atlantis do vary quite radically in quality. Some are quite good - I'm thinking of the highly amusing crab race to decide who's telling the truth, and the occasional dramatic dialogue where a couple of misplaced words could get you killed. The average ones usually involve asking someone about something, turning up at the pub to meet someone, or using an object in a fairly obvious way. Worse are the occasional jigsaw puzzles, tangrams and sliding block rubbish. In a similar vein, but slightly better, are the weird contraptions set by the even weirder Rat Catcher - but these sort of make sense in context, so I'll excuse them this time.

Grade-A Puzzles

Thankfully, though, there are loads more puzzles that are simply brilliant. A list of the best examples would include creeping through the forest as Seth tracks down the rare White Boar, armed with only a bow and arrow, and keenly listening for the smallest rustle in the bushes. The heart-thumping tension created here wouldn't be possible without Cryo's superb Omni 3D graphics engine. Likewise, no other game could manage a scene like the scintillating chase through the very same forest, or the clever combat sequences (especially the one in which you don't even have to fight - very sneaky!), or the bits where you tip-toe around the palace so as not to alert the treacherous guards.

This is precisely why Atlantis succeeds. Sure the 3D is truly immersive, that helps a hell of a lot. More importantly, the designers have created situations and puzzles that realise this engine's potential, taking full advantage of all that it offers. If I had to pick one moment that shows just how excellent this game is, however, it would be the scene where you first find the Queen imprisoned. To rescue her you need to get her to wear a priestess robe (that you yourself had only recently taken off!). When I told her this she asked me to politely turn around to let her undress. So, with a brief swing of the mouse I faced the other way. While looking at the cell door I could actually hear her changing and, obviously, I couldn't resist a quick peek - just to see what would happen, of course. I discovered soon enough, as she slapped me hard across the face and, before I was able to see anything, my view swiftly swung back around to that dull, grey cell door. Ouch!

Atlantis, then. I like it a lot.

AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: CRYO
PRICE: \$89.95
RATING: G
REQUIREMENTS: P90, 16MB RAM, 4X CD-ROM

FREAKOMETER
Veterans like me will love it, and non-adventurers might just be converted

VISUALS
94
Utterly gob-smackingly fantastic. Look up "beautiful" in your thesaurus

SOUND
70
Evocative music and surprisingly fine voice acting

GAMEPLAY
82
Varied, but there are too many good bits to worry about the bad

OVERALL
85
Certainly one of the best adventure games this year

Hexen 2

Being a noted Hexen junkie... Dan Toose ran to his PC, mouth foaming when Hexen 2 arrived.



Doom was responsible for many clones, most of which left something to be desired. There was however one clone which shone, due in no small part to the fact it was actually made in conjunction with id software. Raven brought us Heretic, which took Doom that extra step further with usable items and an inventory system, giving a much more versatile single player game. It also gave all the fantasy freaks who had no interest in space marines the chance to get in some quality first person action. Just as Doom was sequelled by Doom 2, Heretic was sequelled by Hexen, which added even more variety with multiple character classes, and features like breakable glass. After the release of Quake, all other first person shooters were pretty much put to shame, and it was obvious that true 3D engines were the way to go. It's been a long wait, but the fans of the serpent rider games can now rejoice as Hexen 2 arrives at last.

So pretty you'll make a pass at it...

If you're after a game that looks pretty, Hexen 2 is it... as long as you have a 3D effects card. You can bump the res up with standard Hexen, but naturally this hurts your frame rate, and when you're trying to weave inbetween enemy attacks to swing your sword at your opponent and then duck out again, this is a problem. One thing that Hexen 2 does do is offer transparency effects, even for those that don't own a 3D accelerator! This makes structures like buildings with windows seem that much more true to life, when you can actually see the bad guys getting ready to attack you through a window. The monsters in Hexen 2 look amazing, with superb modelling and more frames of animation than Quake, to really help bring life to your adversaries. While a fair bit of the scenery is grey, all of these bits are in context, and in terms of colour and richness, Hexen 2 has the goods. This is really played up with all the domestic decorations, so a bedroom actually has a bed, a table (with candles), a book-





shelf, chairs, and other things you'd expect to see.

Hexen 2 offers a selection of either CD music, Midi music, or for those that don't like to be distracted, no music. The actual music is perfectly in theme, oozing medieval fantasy vibes out at you. The sound effects can lend a major hand in your efforts to guess what's going on around a corner, or when you're being attacked from behind, so a lack of music helps in Hexen 2. The sound effects are of the same sort of standard as Quake.

A lot of class...

There are four character classes to play as in Hexen 2: the Paladin, the Crusader, the Necromancer, and the Assassin. Each has their own strengths and weaknesses, and more importantly, special abilities, which you actually develop as your character gains experience from battles. These abilities all suit the characters perfectly. For example, the assassin learns how to hide in shadows and backstab. The execution is natural, with the assassin simply having to stand still and let themselves blend in.

Hexen 2 has a four main weapons for each character, and the use of a Tome of Power (a magic item) can turn each of these weapons into even better variants. So technically, there are thirty-two weapons in the game. Whilst thirty-two is an adequate number, the reality of the situation is that you as a character only actually has four weapons. The Tome of Power does make them look and perform better, but it doesn't feel like you have a wide variety of attack options.

To make up for this, Hexen 2 more than compensates with a vast variety of items to collect that you can use to aid you in your quest. Every angle you'd want is covered, from healing potions (weak and strong), trap devices (the assassin's tripwire glyph is extremely cool), defensive items (including armour and magical protection), offensive items (Tome of Power to upgrade weapons, through to device that turns your target into a sheep!), and miscellaneous items (imp summoning, teleportation, flying, etc).

The monsters in Hexen 2 look cool, and are considerably more intelligent than in games like Quake. For example, an archer will not chase you around a corner, he'll just wait for you to come back into view where he can nail you. Maybe I've just played too much Quake, but I found all the monsters (with the exception of the Werejaguar) to be slow enough to deal with at my own pace. If you have plenty of ammo, then combat is generally quite easy, the issue is more one of your ammo reserves as opposed to your opponents being difficult to kill. When you have to resort to melee combat against a monster with a ranged attack, it's easy to get worn down. The monsters include archers, spiders, skull wizards, golems, scorpions, mummies,imps, werejaguars, medusae, hydras, angels of death, and the boss monsters.



HEXEN 2 VS QUAKE

It may seem an odd idea to compare these two, but it does serve well to see what improvements have been made over time. Visually Hexen 2 is a bit two faced. If you have a 3DFX card, the game is utterly gorgeous, with textures, 3D models, animation and transparency effects that really put Quake to shame. If you don't have a 3D accelerator, Hexen 2 suffers badly by the nature of all the complex textures and models, which once pixelated, are harder to distinguish.

As a single player game, Hexen 2 simply has far more depth than Quake ever did, with the hub system making for bigger and better puzzles, and a real sense of "completing a world". Hexen 2 is also far more difficult than Quake as a single player game. This is not so obvious in the lower difficulty levels, but on hard or nightmare, the lack of ammo will require you to end up going hand to hand far more often, making the whole thing much tougher.

Hexen 2 is great co-operative, but as a deathmatch game, Quake still reigns supreme. Hexen 2 does allow for a greater variety of tactics compared to Quake, yet most of them seem like real cheap shot attacks as opposed to a greater variety of balanced play. Turning your opponent into a sheep, then summoning an imp, and making yourself invisible and invulnerable all at once may sound cool, but it ends up detracting from the fun of just using raw skill to take down your opponent.

Hexen 2 is definitely a technical advancement on Quake, but will not have the same impact on the PC gaming community.





YEAH... RISK LIFE AND LIMB TO GET A METAL CUP... SOUNDS GREAT!



A COUPLE OF SNAPSHOTS FROM THE HYPER BASEMENT...

YOU HAVE THE DAMNED HAND YOU HAVE ACQUIRED THE QUARTZ FLAG

SKITCH YER BLACK DEATH BUDGIES ONTO THE ENEMY! WOHOHO!



YOU HAVE THE MAJORITY OF PROTECTION

HII WANNA COME SEE MY NEW BOOK I GOT?



SOME SERIOUS MEDIEVAL TONK ACTION...



COME ON AND SQUEAL LIKE A PIG!

So who's the boss? Well the story includes the four horsemen of the Apocalypse, and you have to take all four of them down to make it through to the last episode (there are five), where you track down Eidolon, last of the Serpent Riders. Unlike Korax, Eidolon is a damn site nastier than Korax was in the first Hexen game, and by jove he looks pretty damn cool too.

Break stuff... it's fun!

What we have here is a shining example on how to take a step forward in a gaming genre that has been done to death. Hexen 2 features destroyable objects, which means you can bash furniture to bits, or even break through weak sections of wall. This may not sound like much, but the effect is fantastic. I found the classic example to be when I was attacking a wizard, who promptly teleported out of the way as my sword was being swung at his neck. Rather than that just be the end of it, my sword hit a bookshelf in front of me, and I took out half the books in the process. It felt right!

Hexen 2 also allows for crouching, which has been done before, but now some of the monsters duck out of the way as well.

All up Hexen 2 is pretty much as we expected... An outstanding use of the latest id 1st person gaming engine. Like the first game Hexen 2 was a very strong single player game, and a decent, yet not as addictive multiplayer game. If you're fussy about your visuals, Hexen 2 really shines, although without a 3D accelerator, it really doesn't look even remotely as good. If you liked Heretic and Hexen, you won't be disappointed. If you thought Quake wasn't good enough as a single player game, then maybe this was what you were after...

AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1-NETWORK
PUBLISHER:
RAVENSOFT/ACTIVISION
PRICE: \$89.95
RATING: MA15+

FREAKOMETER

Melee combat isn't easy, and managing all your gear takes some effort

MULTIPLAYER

Good. Tons of items to use, but perhaps overdone too much

VISUALS

94

I'm stupidly impressed. Needs 3DFX to be done justice

SOUND

88

Everything sounds about how you'd expect and want

GAMEPLAY

91

A ton of variety, with cool puzzles and a good feel

OVERALL

91

Heck... we'd buy it!

» **Beasts & Bumpkins**

PC

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1
 PUBLISHER: EA
 PRICE: \$89.95
 RATING: G8



Crap name, I know, but don't let it put you off. Beasts & Bumpkins proves to be quite an adept and addictive little strategy game.

Comparisons may be odious, but christ they're useful when you need to describe a game in 300 words. B&B is a resource management, town building, real-time combat strategy game that's part Settlers, part Warcraft, part The Horde. The Horde bit is obvious, as these two games look remarkably similar with their quaint medieval settings and top-down isometric graphics. But B&B does find more in common with the other two titles. The most important task at the start of each mission - of which there are 30 - is to begin housing and feeding your peasants. Huts and chicken coops will do these jobs nicely. Later on you'll have to construct bakeries, farms, wells, guilds, breweries, a town hall, church, etc. Meanwhile the female half of your population ought to be busy milking cows or picking apples and mushrooms. During the night, however, everyone will retire to their cosy huts for some, and I'm quoting here, "nookie". This is accompanied by lewd propositions of "Do you want some rough and tumble?" and all manner of suggestive giggles. If you're lucky you'll also hear the bloke yelling "Wa-hey!", followed three seasons later by the heartening cries of a newborn baby. I swear this is all true.

The sound in B&B is one of its strong points. In fact, it can get quite eerie when your town is failing, the population is decreasing, and you can hear only the occasional voice or door opening and closing. Combat is very Warcraft-esque. You train peasants as footmen (or even wizards) and, barely two mouse-clicks later, send them out into the countryside to pick on wolves and giant wasps. B&B looks good, has a mostly friendly interface, and a difficulty curve pitched well enough to gradually introduce you to the basics while still providing a challenge right from the start. In a word - infectious.

VISUALS
74

SOUND
86

GAMEPLAY
83

FREAKYNESS
25

OVERALL
84

DAVID WILDGOOSE

Roland Garros

PC

AVAILABLE: NOW
 CATEGORY: SPORT
 PLAYERS: 1-4
 PUBLISHER: INTERPLAY
 PRICE: \$79.95
 RATING: G



Ten things to bear in mind while you consider purchasing Roland Garros French Open Tennis:

1. It's a tennis game, and tennis is great.
2. It's a tennis game, but every tennis game - at least on the PC - has sucked big time.
3. Compared to its rivals, Roland Garros has come closest to simulating the actual physics of a tennis match. Sure, it's not perfect, but often the ball does give a good impression of realistic movement. Volleys?
4. Yeah, but Smash Tennis (on SNES and PSX) was never the most accurate sim and it was wonderful anyway. That's true, but sadly Roland Garros lacks all the cute and amusing touches that made Smash such a joy to play. This is meant to be serious.
5. Consequently the graphics are pretty realistic too. The animation of each polygonal player performing a shot is peerless. There's plenty of variety as well, since they make minor adjustments depending on how close you are to the ball. Running around the court, however, isn't quite so hot. Glide is perhaps a more appropriate term.
6. The ball has a shadow, but the players do not. This is annoying.
7. Disconcertingly, the umpire calls "Fault!" for faults AND for when the ball goes out during a rally. This is even more annoying.
8. There are tournament and multiplayer (including iPX) options. And the replay is rewarding and immensely, er....replayable.
9. You will need a 2-button gamepad to play properly. Sorry, but the keyboard just ain't up to the task.
10. It might be stating the bleeding obvious, but you have to actually like tennis to get much out of this game. If you do enjoy the feeling of graphite and grass, then the PC at last has a decent tennis game to boast about.

VISUALS
74

SOUND
57

GAMEPLAY
72

FREAKYNESS
50

OVERALL
71

DAVID WILDGOOSE

Resident Evil

Saturn

AVAILABLE: TBA
 CATEGORY: STRATEGY/ACTION
 PLAYERS: 1
 PUBLISHER: CAPCOM
 PRICE: TBA
 RATING: MA 15+



The long wait is over and finally Saturn owners can get their hands on arguably one of the best Playstation titles ever, the gory and gruesome Resident Evil. Taking control of either Jill or Chris, who are members of the Special Tactic and Rescue Services Team, it's your task to solve the mystery surrounding the disappearance of over 20 people on an estate in the middle of nowhere. The majority of the game takes place in a huge mansion and its surrounding areas, where you must solve puzzles, try and locate the rest of the members of your team, and kill as many zombies and satanic creatures as you can.

As a conversion from the Playstation, this version is remarkably similar, with all original features and graphics ported faithfully to the Saturn. The character graphics are slightly grainer in this version, with a noticeable absence of the gourd shading that smoothed out the Playstation, but nonetheless the games graphics are more than adequate with special mention to the fact that the game has remained uncensored with all blood effects still present.

The games degree of graphic violence is how it gained its reputation, as blood is frequently splashed across the screen, with zombies heads exploding from repeated blast from shotguns, giants snakes who endeavour to eat you whole, and hounds of hell that pounce on you and proceed to rip your throat out. No doubt the game will find an audience here, as it did with the original Playstation version, but the game to some may be rather sedate in its pace and irritating in its control scheme.

Unfortunately, even giving the lengthy conversion time, there seems to be no improvements or modifications in the original's gameplay and plot. There could have been more save points and a slightly different storyline to accompany the Saturn release, but alas no such effort seems to have been injected into the game. Nevertheless Resident Evil is a game that will no doubt provide Saturn owners with many hours of suspense filled gameplay.

VISUALS
84

SOUND
70

GAMEPLAY
78

FREAKYNESS
40

OVERALL
78

STEVE O'LEARY

Outpost 2

PC

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-6
 PUBLISHER: SIERRA
 PRICE: \$89.95
 RATING: G
 REQ: P60, 16 MB RAM, WIN 95

Blood Omen: Legacy of Kain

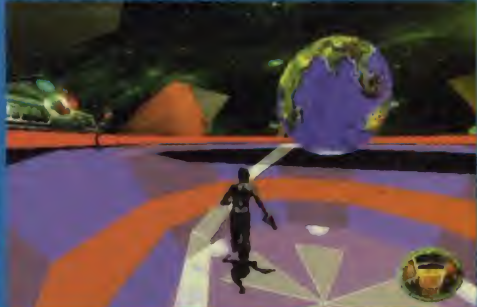
PC

AVAILABLE: NOW
 CATEGORY: ACTION/RPG
 PLAYERS: 1
 PUBLISHER: ACTIVISION
 PRICE: TBA
 RATING: M15+

MDK

PlayStation

AVAILABLE: NOW
 CATEGORY: ACTION
 PLAYERS: 1
 PUBLISHER: SHINY
 PRICE: \$89.95
 RATING: M15+



The biggest problem with the original Outpost was that all you really did was build, there was no time limit and no one came to try and wipe you out. All in all it made for fairly flashy but boring game play. Outpost 2 has retained a lot of the flashiness but has given players a will to play.

The story goes that two separate factions evolved in the first colony, those who wanted to terraform and those who went for the minimalist adaptation approach. When push came to shove, the colony split and the minimalist greenies got booted out to start their own colony. Now all of a sudden you have two forces that want to whoop each others butt right off the planet. Hehehe, now that is a reason for playing more than one scenario and hoping that rip off merchant in the games shop will exchange the dud game he recommended.

Basically Outpost 2 is a Command and Conquer clone that takes place in space. It is produced by Sierra, and as such is a well-polished bit of product. They have come up with some really cool ideas that are genuine innovations in this type of game. One of these is the way you build your vehicles for war. You have several types of weapons to choose from to mount on different styles of chassis. So there are light medium and heavy chassis', that have differing levels of armour and different speeds, and you choose what type of weapon turret mount on the body. The turrets are all really cool and have awesome sounding names like Thor's Hammer, Starflare and Supernova. All the weapons have individual graphics for their effects and cool sounds to boot.

The tutorial was a bit of a let down in that it required a lot of reading which could have been incorporated electronically. If you like reading, Outpost 2 has a small story to go with every mission, which builds the game into something with a real storyline instead of a few loosely associated scenarios.

VISUALS	82
SOUND	81
GAMEPLAY	88
FREAKYNESS	70
OVERALL	86

ROSS CLARKSMITH

Face it: if a game starts with you being thrown out of Ye Olde Village Tavern by a broken bottle-wielding publican, after which you're mercilessly impaled by the friendly townspeople, you'd figure its going to be a seriously fun ride. Sadly, Blood Omen doesn't quite match up to what you'd hope for. As fledgling vampire Kain, you navigate through countrysides, castles and underground passageways, casting a variety of spells at mutants, fire-demons and assorted undead in typical RPG style. You can morph into several forms (bat, wolf, mist and human) as well as suck your victims blood by telekinetically ripping it from their throats straight into your gullet. Yummy! The story's fairly basic: having been 'made' by the necromancer Mortanius, you discover that to save the mystical Pillars that protect the land, you must not only kill your maker, but also his eight buddies. On the way, you pick up armour, spells, power-ups, etc. One of the discouraging aspects is that the creatures you come up against have set patterns of attack that are easily countered after the first couple of skirmishes. Also, the nine end-of-level bosses aren't as difficult as actually getting to them, making the thrill of putting their severed heads in your knapsack not as much fun as it should be.

On the technical side, you get the best graphics at high res but, alongside a dramatic decrease in speed, you also get the inability to zoom-in (a must when you've got a character that looks as cool as Kain and feeds in such a grisly way). The controls are effective and easy to use, so that you can change spells or weapons several times during an attack by multiple opponents.

In the end though, its the kind of game where you can either laugh or cry when your ghostly spirit guide tries to get away with saying: "But Kain, i'm only a shadow of my former self!"

VISUALS	80
SOUND	81
GAMEPLAY	76
FREAKYNESS	20
OVERALL	78

RICHARD CZEIGER

Maybe Don Knows? More Drinks Kevin! Murder Death Kill! This baby rolled in a while ago on PC, and we liked it. Since then it was made even better by a 3DFX patch available on the Internet, and a save game feature (now that was a clever thing to leave out wasn't it boys?). When MDK arrived on the PC, we were quite amazed at how you could zoom in on a target in the distance, and instantly get all that "up close and personal" detail. One would have figured a lot of RAM was necessary for this to happen, but that was disproved once we saw the PlayStation version of MDK, which handled it all just fine for a machine with 2 MB of RAM!

For the uninitiated, MDK is a action shooter which plays with a very similar feel to Doom, yet takes a 3rd person perspective. Whilst games like Doom don't have the same sort of control as on the PC (where the mouse/keyboard combination reigns supreme), for some reason MDK felt just right on the PlayStation, with the control pad suiting this game to a T. Most of the game is spent progressing through futuristic techy battlefields, facing the hordes of alien robots that have taken our planet and bent it over in one hell swoop. Besides having some interesting puzzle elements and gobs of humour thrown in, MDK features a special sniper mode which adds a new element to gameplay, and as mentioned above, works just fine on the PlayStation.

In comparison to the PC version, the frame rate was better, but the resolution was lower, with the overall effect being about the same.

If you want to run around blowing things up in a 3D environment, and Doom style games don't cut your mustard... Go take a good look at MDK.

VISUALS	84
SOUND	70
GAMEPLAY	89
FREAKYNESS	20
OVERALL	85

DAN TOOSE



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Daytona Championship Edition SATURN

Drive a Hovercraft:

Hold **Up + R** at the "Gentlemen, Start Your Engines" screen.

Extra Lightning Choices:

When the "Gentlemen, Start your Engines" screen, hold any of the combinations below.

Morning **X + Z**
Dusk **X**
Night **Y**
Streetlight **X + Y**
Summer **Z**

Make Jeffrey Spin:

In the Expert course, press **X** while driving backwards near the Jeffrey statue.

Mirror Mode:

To play any track in reverse, hold **X + Y + Z** while selecting a track.

Play as Daytona Super Car:

At the main menu, hold **X + Y + Z + R** and then press **C** to select your game mode.

Play as Uma:

Enter the Play as Daytona code, then return to the main menu and hold **X + Z + L** and press **C** to select your game mode.

If you'd prefer to earn this vehicle, place first on all five tracks in Hard mode.

Play as Umaz:

Enter the Play as Uma code, then return to the main menu and hold **L + R + Y + Z** and press **C** to select your game mode.

If you'd prefer to earn this vehicle, use the Uma to finish the game in Normal mode.

Slot Machine:

When you see the slot machine on

Three 7 Speedway, press **X** to stop the slots. If you score three 7's or three bars you'll gain extra time.

Marvel Super Heroes SATURN

Play as Dr. Doom:

At the character select screen, highlight any character, then press **Down, Down** and hold **A + B + C** (in order.) Your character should change to Dr. Doom.

Play as Thanatos:

At the character select screen, highlight any character, then press **Up, Up** and hold **Z + Y + X** (in order.) Your character should change to Thanos.

Exhumed SATURN

Bonus Game:

To access the hidden game without finding the Team Dolls, do this. Go to the "controller config" option at the main menu, then swap **X** and **Z**, then **A** and **C**, then **L** and **R**. Return to the main menu and you'll have the option "DEATH TANK."

Refill Health and Ammo:

At the map screen (the screen you use to travel around the valley) press **Down, Right, Left, Up, Down, Right, Left, Up, Down, Right, Left, Down, Up, Left**. If entered it correctly, a voice will shout, "Yeah!" To use this code, pause the game at any time and press **X** to refill your health and ammo for all your weapons.

Super Jump:

You can use the Horus Feather to jump high in the air. To do so, jump and hover just above the ground. Now look down and throw a

grenade. The resulting explosion will hurl you high into the air. You can also do this by standing near a wall and using your Cobra Staff.

Soviet Strike SATURN

ALBATROSS 1/2 fuel consumption

FREEBIE 1 extra life

VOODOO 4 extra lives

GABRIEL More powerful weapons

COLDPIZZA Unlimited fuel

Level Passwords

KRAZHA Black Sea

VERBLUD Caspian

YADRO Dracula

PERIWOROT Kremlin

Worldwide Soccer 97 SATURN

Special Moves:

Execute these moves while playing.

Back Flip: When running, press **back, forward**, then **B**

Side Step: When running, double tap to the **right** or **left**

Rainbow Kick: **Left, diagonal left, down, diagonal right, right + B**

TNN Hardcore 4X4 SATURN

Bonus Vehicles:

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

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

Tank: To drive a tank you must be in the "War Zone" circuit. Then, after pausing the game, press **A, B, Right, A, C, A, Down, A, B, Right, A**. The announcer will say, "Attack the track!"

Camera View:

To watch the race through external



cameras, pause the game and press **Right, A, Left, Left, Y, Down, Up, Left, Left**.

Final Lap:
To make whatever lap you're on the final lap, pause the game and press **Left, Left, Left, A, A, Left, Left, Left, A, A, A**.

Three Turbos:
To gain three turbos, pause the game and press **C, Right, A, Z, Y, C, A, Right**.

Buster Bros. Collection

PSX
Bonus Levels:
In Buster Buddies, start a **NORMAL** game by pressing **X** on both **1P** and **2P** controllers. If done correctly, you will get 10 extra stages.

Level Select:
In Super Buster Bros. and Buster Buddies, press **Down + X** when choosing a **NORMAL** game.

Lifeforce Tenka

PSX
All Weapons:
Pause the game and hold **L1** and press **Triangle, R1, Triangle,**

Square, R1, Circle, Square, Square. Then release **L1**.
Level Warp:
Pause the game and hold **L2** and press **Circle, Circle, Square, Triangle, R1, Square, Triangle, Circle.** Then release **L2**.

The Lost World

PSX
Play as a Hunter:
Enter the password - **Square, X, Circle, Triangle, X, Circle, Square, Triangle, Square, X, Circle, X.** The game will start but sound effects will be off. Now exit the game, fix the sounds (in Options) and re-enter the code.

Play as Human Prey:
Enter the password **Triangle, X, Triangle, X, Circle, X, Square, Triangle, Triangle, Square, Circle, X.**

Play as the Raptor:
Enter the password **Square, X, Circle, Triangle, X, Circle, Square, Triangle, X, Square, Circle, X.**

Play as the Tyrannosaurus Rex:
Enter the password **Triangle, Square, Circle, Square, X,**

Triangle, Triangle, Circle, Square, Triangle, Triangle, X. The game will start but sound effects will be off. Now exit the game, fix the sounds (in Options) and re-enter the code.

Start with 59 Lives:
At the "Press Start" screen press **Triangle, X, Square, Triangle, Circle, X, Square, Circle, Square, Triangle, X, Circle.** The game will start but sound effects will be off. Now exit the game, fix the sounds (in Options) and re-enter the code.

View Compy Gallery:
Enter the password **X, Triangle, Triangle, Square, X, Circle, Triangle, Square, Triangle, Circle, X, Circle.**

View Hunter Gallery:
Enter the password **Triangle, X, Square, Triangle, Circle, X, Square, Circle, Triangle, Square, X, C.**

View Prey Gallery:
Enter the password **Triangle, Square, Circle, Square, X, Triangle, Triangle, Circle, X, Square, Triangle, Triangle.**

View Raptor Gallery:
Enter the password **Circle,**

Square, Triangle, X, Circle, Triangle, Square, X, Circle, Square, X, Triangle.
View T-Rex Gallery:
Enter the password **Triangle, Triangle, Circle, Square, Triangle, X, Triangle, Square, Square, X, Triangle, Circle.**

Xevious 3D/G+

PSX
Unlimited Continues:
At the game selection screen hold **L1 + R1 + L2 + R2** and press **Circle**.

Thunder Truck Rally

PSX
Big Trucks:
At the main menu press **L1, R2, L2, R1, Up.** You will hear a burp to confirm it.
Super Car:
At the main menu press **L2, Left, Right, Up, Down, R2.** You will hear a burp to confirm it. Start the race and zoom ahead to first position!
Take No Damage:
At the main menu press **Left, Left, Left, Left, Up, Down, L1, R2.**

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ACTIVISION



Hexen64

N64

Cheat Mode

While playing, pause the game and press **C-Up, C-Down, C-Left, C-Right**. A CHEAT option will appear on screen. Enter this menu, then quickly enter one of the codes below.

God Mode: C-Left, C-Right, C-Down

Full Health: C-Left, C-Up, C-Down, C-Down

Level Select: C-Left, C-Left, C-Right, C-Right, C-Down, C-Up

Butcher: C-Down, C-Up, C-Left, C-Left

No Clipping: C-Up 20 times, C-Down

Collect Mode Cheats

Enter these codes on the Collect Mode screen. See your manual for details.

All Artifacts: C-Up, C-Right, C-Down, C-Up

All Keys: C-Down, C-Up, C-Left, C-Right

All Puzzle Items: C-Up, C-Left, C-Left, C-Left, C-Right, C-Down, C-Down

All Weapons: C-Right, C-Up, C-Down, C-Down

Wayne Gretzky's 3D Hockey

N64

Bonus Teams:

At the Options screen hold **L** and press **C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Right, C-Left, C-Left**. If you did the code correctly a "1" should appear on the 10th spot from the left. This will give you the extra teams: Williams, Canada, USA, and Northeast.

Choose Your Opponent:

To choose your opponent, highlight the team you wish to play against, then press **C-Right** three times. If you did it right, you'll hear a click.

Debug Mode:

At the Options screen press **C-Down + R, C-Left + R** or **C-Up + R**. A screen will appear where you can modify a 16-bit register. You can only alter the first 6 bits, but

that's enough to change the game's appearance.

To alter the bits, use these controls:

C-Down + R: changes head size

C-Left + R: changes body size

C-Up + R: changes height

Here are a few examples:

100000: Stocky Players.

010000: Stocky Players, Big Heads.

110000: Stocky Players, Small Heads.

001000: Small Players, Small

Announcer.

000100: Large Players, Large

Announcer.

000010: Crunched Players, Small

Announcer.

000001: Elongated Players, Large

Announcer.

110110: Large Players, Small Heads,

Large Announcer

010010: Crunched Players, Large

Heads, Small Announcer

010101: Large Players, Large Heads,

Large Announcer

010001: Elongated Players, Large

Heads, Large Announcer

Forfeit Game:

To forfeit a game, press **pause** and enter the **OPTIONS** screen. Hold **L** and press **C-Left** nine times. Resume play and you will lose 1 - 0.

Invisible Players:

During the opening face off, pause the game and select **Replay**. Make a player flash by pressing **L** or **R**, and while he's still flashing, press the **Z** trigger button to make the player invisible. You can repeat this trick until the entire team has vanished!

Non-stop Fighting:

At the Options screen, hold **L** and

press **C-Right, C-Left, C-Left, C-Right, C-Down, C-Up, C-Up, C-Down, C-Left, C-Right, C-Right, C-Left, C-Right, C-Left**. If you did this right you should get into a fight every 5 to 20 seconds!

Note: This code must be re-entered each period.

Sure-fire Goal:

For a goal every time, skate between the two face-off circles, then perform a Flaming Net shot by pressing **Shoot** and **Turbo** simultaneously.

Trade Players:

At the Options screen hold **L** and press **C-Down, C-Down, C-Up, C-Up, C-Down, C-Down, C-Right, C-Right, C-Down**. Return to the main menu, choose **Records** and enter the **Team Stats** screen. When it appears, press **C-Up** 10 times. To trade players, highlight a team and press **A**, then select a second team and press **A** again. Press **Start** to enter the **Trade** screen.

Two-player Practice Mode:

You need two or more controllers to do this one. When you get to the main menu, move the joystick onto **Practice** mode and **A** on one controller. Then at the same time, hold **A** on another controller. It will let two-players in the practice mode.

Carmaggeddon

PC

While playing, enter one of the following codes quickly.

bigbottom: Bodywork trashed

superhoops: Explosive pedestrians

igloofun: Hot rod

goggleplex: Drive under water

spamsforrest: Instant hand

intheloft: Drugs (?)

buyounextgame: Jelly suspension

chickenfodder: People bounce when hit

funnyjam: Turbo pedestrians

tramaresuper: Extra pedestrians

islandrules: Vesuvian cops

smalludders: Giant pedestrians

US Navy Fighters

PC

Atomic Moth:

Before you select a new mission (whether it's a quick misson, single mission, or campaign), hold the right **Alt + Ctrl + Shift** buttons and select the mission. DON'T RELEASE ANY KEYS. The Atomic Moth will be added to your available aircraft. Select this plane, start flying and release everything.

Sonic & Knuckles Collection

PC

To take a screenshot, press **F9** while playing.

Tunnel B1

PSX

All Weapons & full energy:

Press **L1+R1+R2+L2+Triangle+O+X+Square** at the same during the game.

Hell never looked this good.

DOOM

Designed exclusively for the N64

"...prepare to
kiss your social
life goodbye!"

- TOTAL 64 MAGAZINE

BUY IT NOW...

From where all the latest
and greatest games are sold.



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CHEAT MODE



Blood Omen: Legacy of Kain

PC

Try these combinations during the game:

Full Health: Up, Right, Attack, Action, Up, Down, Right, Left
Full Magic: Right, Right, Attack, Action, Up, Down, Right, Left
Preview Dark Diary: Left, Right, Attack, Action, Up, Down, Right, Left

Meat Puppet

PC

Type these codes in during gameplay:

Full health: ingesth
Full ammo: ingesta

Full ammo: ingestw
Full energy: ingetste

Wipeout 2097

PC

Try these cheats:

Type at the title screen:
RUSH - Silly ships
 Type at the main menu:
XTEAM - Enable Piranha team
XCLASS - Enable Phantom class
XTRACK - All tracks
 Pause the game during a race and type:
PSYMEGA - Infinite weapons
PSYPROTECT - Infinite energy
PSYTICKER - Infinite time
PSYRAPID - Machine gun
FRAMERATE - Display frame rate

KIROV Infinite ammunition
KURSK Invulnerability
LENIN Don't get shot at
MINSK Reset all cheats
ROGOV Random-colored terrain polygons
RUBLE Improved weapons
RUSSI "Clean" pause
SNEEG Bonus Sea Hunter game
SOYUZ Minimal gravity
VOLGA Random-colored terrain boxes

Warcraft II

SATURN

Cheat Codes

Press Start while playing, then go to the ENTER PASSWORD screen and enter these passwords using the C button.

TSGDDYTD Invincibility and 255 damage weak against magic

DCKMT Full upgrades
VRYLTL All spells and renewal of mana with each spell cast

NSCRN Show entire map
GLTRNG 10,000 gold 5000 lumber and oil

MKTS Fast building and upgrade

NTTHCLNS Level skip
NGLS Disable magical traps (runes, ect.)

HTCHT Two chops to harvest lumber

THRCNBNLYN Quick ending

NTPRF Laser show

YPTFLWRM Instant defeat

Twisted Metal World Tour

PSX

God Mode:

For invincibility and unlimited weapons at the same time, hold L1 + R1 + L2 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up.

Homing Napalm:

Obtain three Napalm. Shoot one off, but don't release the fire button. While holding the fire button, press Up, Down, Down, Left, Left, Left, Right, Right. If done correctly, you will receive 12+ napalm, and in 1-player mode you will see the words "Homing Napalm" at the top of the screen.

Mega Guns:

While playing, hold R2 and press Up, Down, Left, Right, Right, Left, Down, Up. Your machine gun now has the power of a missile!

Tiger Shark

PSX

Try out these passwords:

BUGGY Bug riders preview movie
BURAN No collisions
DNEPR Collision boxes
KAMOV Sound test menu
KIEV Movie menu

Three Dirty Dwarves

SATURN

Password Screen:

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

Level Select:

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

Outlaws

PC

Freeze Enemies:

To freeze your enemies, type **OLREDLITE** while playing.

Unlimited Ammo:

For unlimited ammo, type **OLASH** while playing. You'll need to reenter this code on each level.

CLAY FIGHTER

63 1/3



Appearance By
Earthworm Jim™

CLAY COMBATS IN 3D WORLDS

- FEATURES 3D BREAKTHROUGH ENVIRONMENTS
- CHOOSE FROM 12 WICKEDLY COOL CLAY CHARACTERS WITH UNIQUE PERSONALITIES, FIGHTING ABILITIES AND SPECIAL MOVES



COMING ON THE

NOVEMBER '97



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SNIFFERS

Dear Hyper,
 No, I haven't wrote to tell you your mag rules (though it does). I have just written to ask you a couple of questions (seeing my last letter didn't get replied by you measly little butt sniffers!!!!)

1. What will Dark Reign 2 be like and what price?
2. How come I can get games like Hexen and Bedlam here in a 3rd world country (yes that's Fiji for ya). for only \$40.00 to \$50.00 when they are \$80.00 to \$90.00 in Australia.
3. Regarding a letter in issue 46. Asswipe, Why the hell didn't you just use leaves??
4. What games do you know that are M15+ but not extremely violent (mum hates 'em). That's all for now.

PHILLIP LEWIS

Phil,
 We can't reply to all the letters we get dude... And it's not due to a quest for unsavoury odours.
 1. Oh come on... At the time we received this, Dark Reign wasn't even out. Auran have plans, but it's too far off to give any details, as none are concrete as yet.

2. Games like Hexen and Bedlam don't cost that much here, budget titles now.
3. Good to see some Hyper readers are practical thinkers. Maybe there wasn't a tree in the toilet though...
4. Hmm. M15+ is pretty much reserved for violent games.

THRASHING LIKE A MANIAC

To Hyper,
 Filth mag (Love the cover artwork!). I've got a couple of questions that I'm sure you legends can answer for a dude down on his luck. But first I'd like to say a big "Seeya" to George Soropos. George, you and your humour will be surely missed from the pages of this cool mag.

- Now to the questions....
1. I just recently bought an analogue controller and a copy of V-Rally for the Playstation. Now, both you and the Aussie Playstation Mag said the controller works with the game, but mine doesn't. I have since been told that the analogue controller only works with Porsche Challenge and Rally Cross. What's the deal?
 2. Don't you think 85% is a little too low for V-Rally? You only had the beta to review it, so would you still give it 85% after playing the finished product?
 3. Could you please name some other games the analogue

controller will be used on.
 4. Dan (or anyone else for that matter), could you name your most eagerly anticipated playstation releases scheduled for the rest of the year.
 Gotta Go,
WIPLASH,
 Queensland

Wiplash,
 You'll be chuffed to see that George is still around, as he managed to get enough time to do a review on Shadow Warrior for us this issue. He's very busy with Hyperactive, but he misses doing stuff for the mag, so you'll probably see the odd review from George once in while.

1. Infogrammes pulled the feature from the game before it went to the factories for the final CD press. Sony didn't know about this, and suffice to say, it left a lot of people very pissed off...
2. As much as we thought the game was technically brilliant, it wasn't quite as fun as we'd hoped. Don't get us wrong, we thought it was great, but it didn't have us coming back for more quite like some other games around at the time. If it had the track editor like Infogrammes had proposed, then it would have been a slightly better game. The final product played a tiny fraction better than the version we used (which we were told by Infogrammes was final), but considering they pulled the analogue controller support, that has to count as a minus.
3. Most games developed from now on will support the controller. Even fighting games like Bushido Blade, etc.
4. Geez... um... Final Fantasy VII was my big one. Can't wait to get my hands on a PAL copy of Time Crisis, Castlevania, and Metal Gear. There's a lot of PlayStation stuff that we've just covered that I really like (Street Fighter EX Plus Alpha, Oddworld, G-Police), but personally, the stuff I'm really dying for is mostly on PC (Quake 2 being the big 'un), as I really love network gaming.

N64 QUERIES...

To the LEGENDS that are Hyper,
 I am 14 years old and own a N64. Since I bought this legendary system in January I have every edition of Hyper and I must say that you guys do a terrific job. I really enjoyed all the hints for MK64 which you

The Force is strong with this one... We had a sneak look at Jedi Knight: Dark Forces 2 whilst working on this issue, and it was most impressive. The architecture was simply incredible, the cutscenes were amazing and hopefully we'll have a big fat review of this cool 1st person shooter next issue...





LETTER OF THE MONTH

STAR FARTER

To the crew at hyper,
Do I have to suck you or something to get my letter printed? F@#\$ that!! If you don't print this letter I'm going to pray to the devil and put a curse on you stupid pricks. Your mag is still very cool, it's just you haven't printed any of my letters and I'm getting pissed off. OK!! Anyway I had this side scrolling shooter called Parodius on my SNES and NES. it is so spun out.

I sold my SNES and now even though I'm in 64 bit land I still pull at my crusty old NES just to play Parodius. Its so cool. Its just the craziest shit I've seen in a video game. I mean the games designers must be f@#\$ on acid or something while they were making the game. I mean what other game has dancing girls and Easter island heads for enemies: octopus thingies for ships and punching gloves as weapons. I could go on for ages about how tripped this game is. It's that coolly bizarre. Oh yeah, my point is I was just wondering if there are any planned versions for N64, PSX etc, even if only on import. Please I'm desperate. and desperate men do desperate things. I'd like to say my bit about Mario 64. I think its utterly brilliant... until you finish it in a few weeks and never play it again. The ending makes me want to puke and punch Mario in the head. I mean what a dodgy ending. "Yay lets go bake a cake and have a f@#\$n tea party". What kind of shit is that. Then Mario gets a cute little kiss from the princess. F@#\$ that off. After saving the castle and the princess' life he deserves a good root!!! I laughed at how gay it all was and I thought maybe if i get 120 stars I see a decent ending. But noooo. You see Yoshi and then he just pisses off. I might have played it again if you could ride him or something. Instead you get 100 lives and Mario farts stars when he jumps, What's the point?

See you in hell if you don't print my letter otherwise many thanks

PATRICK SA

P.S Don't worry about that devil shit. I don't have any of your personal items. Not much we can say to this one, other than we laughed. You're right though... the ending was a little understated considering the effort required to get there.



included. By the end of this August I should have enough money to get Mortal Kombat Trilogy. Is this game worth buying? I would also like to ask whether or not there is going to be any good car racing games coming out on N64 and for my last question I would like to ask whether Carmageddon is coming to N64.

This letter is a reminder of how you guys are the biggest legends there are. Keep up the good work!!

Yours Sincerely,

SCOTT FINLAYSON.

Scott,

MK Trilogy is, in our opinion, not one of the better N64 games available. If you love MK then you'll probably enjoy the game, but considering the N64's capabilities, we expected more from this one.

There's several in the works, with Multi Racing Championship, Rev Limit, and Lamborghini 64 all springing to mind. Interestingly, Rev Limit will have a link up mode, with a cable coming out of the top of the cart, which is a first for the N64. Haven't heard confirmation of Carmageddon for the N64, only for PlayStation.

GET IT RIGHT SONY!!!

On the day of the release of the awesome V-RALLY, I had saved \$150 and bought a copy of V-RALLY and one of Sony's trendy new double analogue controllers BUT when I went to play it the controller didn't work. The game didn't support it, no worries I had read in a magazine, my new controller was Negcon compatible "NOT". The Negcon is endorsed by Sony so why was their new controller not made compatible? I realize you guys were reviewing a Beta copy (unfinished version) of the game V-RALLY but isn't the final game supposed to be better. Why did Infogrammes drop support for the new controller and what happened to the link-up?

PISSED OFF P.S.X. OWNER

Dear POPSXO,

Okay, the report we were given on the matter was that Infogrammes said they didn't have the code required to implement the analogue controller support from Sony, and thus withdrew the feature from the final version they sent to be manufactured. The things we don't understand here are 1) Why on earth they didn't tell Sony about the absence of this support in the final version, as Sony were using the game as a way to promote their new analogue controller. 2) The version we had seemed to have good analogue controller gameplay. We figure leaving what they had in would have been fine. You're right... the final version is supposed to be better, but like I said in our "3 Go Mad in Redfern" feature last issue, sometimes things just come out

different. We asked details about ANY changes we could expect from the final beta version of V-Rally... and guess what, there were more than what they said.

Something for all of you to remember, as this is something that happens with all systems... Don't just blame the company behind the system. Most of the time, it's the 3rd party that is at fault. Sony for example, were just as surprised and pissed off as you with the V-Rally situation. Another example is people blaming Nintendo for some of the releases on the N64 being "crappy", and all of the titles complained about tend to be titles developed by other companies. If you can't get your copy of a PC game to work properly on your Pentium... Do you blame Intel?

WHO Y'ALL CALL'N A REDNECK?

Dear all you rednecks at HYPER,

First I must congratulate you on your awesome mag, it kicks ass!!

Questions:

1. Does the Saturn Steering Wheel come with pedals?
2. What is the best racing game on Saturn?
3. Do you have any news on Wipeout 2097 on Saturn?
4. Is there going to be a sequel to Sega Rally?
5. Is Daytona USA CE any good?
6. What % did Sonic 3D Blast on Megadrive get?

hope you can answer all my questions.

REDNECK

Mr Neck,

Your answers.

1. Not the standard one, no. Apparently there's a steering wheel available that is compatible with Saturn, N64, and PlayStation that has pedals, although it's only available on import. Steve O'Leary said he saw them available at Games Infinity in Haymarket (Sydney), so you could try approaching them.
2. We all tend to think it's Sega Rally.
3. It should be out around the time you're reading this. We're keen to see how the conversion went, because Wipeout on the Saturn was disappointing.
4. Not that we've heard of. Sega have done other racing games since, and we guess that's the way they'll keep doing it... Making new racing games as opposed to sequels.
5. It's alright, but not up to Sega Rally standard.
6. We'd stopped reviewing Megadrive games before it came out. We did it on Saturn, and gave it 63%. The original Sonic games were fast and fun, this one wasn't.

WHAT HAVE YOU DONE TO SEGA?

Here's two letters getting at the same point...

Dear Hyper,

I am writing in about the lack of Sega Saturn games in your magazine. Over the last couple of issues, there have been one or two or even none Saturn reviews and previews. Some stores have stopped selling Saturn games and other mags are saying Saturn will probably be the first one to drop out of the 32/64-bit console war due to lack of sales and increasing interest of the 64-bit Saturn, which I say won't be around for a while like 1999/2000. So my question is THE SATURN DONE FOR?

Please print and reply my letter, for I am a concerned owner of a Sega Saturn, and purchase a Saturn because of it's games range and it's strong games line-up in the future and I don't want a great console to go in an early grave

Thankyou

MONEYMAN

Yo fellas,

I don't mean to be rude or be an asshole or anything, but I think you have virtually booted the Saturn out of the door. Admit it, there is no way near as many previews or reviews or even news for the Saturn. All it is, is N64, N64 or PC, PC and maybe a bit of PlayStation. Also, don't give us that bullshit that they haven't made that many games that month or you only print the games that bring interest. I mean how do the Saturn mags produce business every month. What good is a cool game, on PC going to do for a Saturn owner. Hyper was my favourite mag, until I saw the light. I feel as if I have wasted my Subscription money so please give a good explanation for this.

BRAD HIPPER

Doshdude & Brad,

We are sent very few Saturn games for review compared to other systems. We considered doing more reviews of import versions that our contributors own, yet there seems little point when we have no idea if the games will ever be released out here. To further emphasize this, Sega Europe sent us Discworld 2, yet upon speaking to Sega Ozisoft (just after we finished reviewing the game and laying it out), we were told the game won't be released in Australia (which is a big shame considering how good it is). We could do some more Saturn previews than we do, but of all the Saturn games we hear about that are coming out overseas, several of them will not be released here, so we tend to hold back a little till we get some confirmation about a release. For those wondering why we only do Byte Size reviews of games like Resident Evil for Saturn, it's generally our policy to only do a small review on a game we've already reviewed on another system. We wouldn't say the Saturn is done for, with great looking games like Grandia, Burning Rangers,

Ninja, and the possibility of Virtua Fighter 3, all ensuring the system will have a decent lineup for some time yet. The Saturn is looking worse than it is, simply because the PlayStation is getting so much support from all the developers, and there are literally more PlayStation games around than you could possibly hope to collect. The Saturn is a good machine, with a light, slow trickle of titles. As for the Saturn mags, there are none made in this country, because there isn't a big enough Saturn market to support it. The Saturn has done amazingly well in Japan, alright in America (yet no longer is drawing the interest it once did),

DEFENDER OF THE GEORGE

Dear Hyper,
I've been buying your mag since issue 32 and the other day I was looking through the old ones and I noticed the vast improvement. It's great!! Keep up the good work!! Now I just wanted to note that I'm a N64 freak and I'm f@#\$%n disappointed as shit! Some games for the 64 are OK- but they lack in Graphics ie. Mario-Kart, then Turok - there's slowdown in the damn game!! then K.I Gold - the characters stances and movements are jerky! Then to that load of shit "Star Wars" it's one of the craziest games!! in issue 46 there was a wanker who called himself Lukeskywalker!! Listen dickhead- Star Wars is crap.

George Soropos is a f@#\$n weed smoker so leave him alone or I'll kick your ass punk!! George is right so leave him alone you stupid bastard!
Now I've had my damn say and print the letter OK!!

P.S Make a Turok playguide (I hate puzzle games!!)
from **WU-TANG**
W.T.

Wahay! Who had too much coffee this morning? George is truly touched by your defense of his review. The visuals of N64 games is often debated. Some say the blurry mip-mapping effect is great, others find it overly surreal. One thing is for certain, the N64 is definitely great at holding a bunch of polygons together to give a really solid effect. Take one look at Super Mario 64 or Lylat

Wars... everything looks rock solid. The constant complaint however is that most of the games developed have not utilised the power of the machine at all. Mario Kart 64 is an example, with sprite based characters being adequate, yet still not anywhere near as good as they could be.

YOU CHEAT!

To Hyper,
Although I didn't enter the Soul Glo drawing comp I am writing to complain about the extra winner in issue 46 because the drawing is a copy of an X-man trading card and it is a breach of copyright to copy another artists work and win prizes for it. Enclosed is the card and it will prove that the artwork is exactly the same and I would like it if it would be printed along with this letter and take the prize off the prick, Geoff Wilton for an unfair entry.

Yours Sincerely

JOEL CURRIE

A devoted X man collector. We've had a whole mess of X-Men fans writing in about this one. The sad truth is, unless Geoff Wilton decides to send the stuff back, there's little we can do about it. For future reference, all competition artwork entries must be original (unless stated otherwise), and we'll be checking our winners with Max Autohead (who's probably read more comics than anyone else in the country), just to make sure this sort of thing doesn't happen again. Apologies to whoever would have won the prize in Geoff's absence.

F FOR FOULMOUTHED

To the Editor of Hyper,
I am a widowed mother of 3 sons (14,11,9). I got the boys a PlayStation last XMAS after a year or so of scrimping and saving and every birthday I get them a new game for it. I'm working full time so we're not exactly poor (but struggling). You see, one of the few treats I can manage for my boys is a copy of Hyper for them every month, and I'm always talked into buying the Playstation magazine as well. Over the last 6 months or so, Hyper mag has been more and more foul mouthed, and in the August issue you people went all the

way and used the "F" word. Now I'm not a prude and I'm well aware that my kids could hear such language just about anywhere but that doesn't give you the right to swear willy-nilly. I used to find Hyper quite a funny read, now it's just too juvenile and vulgar!! or are you a kid as well Mr Toose??

My sons begged me not to stop buying Hyper, so I've relented. But if you cretins keep this up I'll stop putting \$5.95 in your pocket every month. Also, don't think the drug references you've slipped in recently went unnoticed!! They may have gone over my sons heads but not mine! When my sons swear I smack them with a wooden spoon.. I won't offer to smack you people, you'd enjoy it very likely!! But maybe I could distend your bowels with it!! If us parents stop buying Hyper, you people would starve!!

MRS PRICE

Mrs Price,
Congratulations on being one of two people to complain about the use of the "F word" that issue out of the hundreds (thousands?) of letters we received that month. The truth is it wasn't a conscious decision to print the "F word", as I usually do a string search to find the word and adjust it, but that month I forgot to. You seem to be talking about the sex and drug references as though they were a recent addition to Hyper... when in truth, they've been there since issue 1. Hyper became the most successful video game magazine in the country due to its colloquial nature. We don't seek to teach children ethics, we simply seek to give them what they want... an entertaining games magazine.

We've got a near cult following with our readers, and it's because we don't sit around stressing about how politically correct we are, we just say what we want. We could cut out all of our expletives, puerile toilet humour, and whatever other irresponsible prattle we write... but we'd lose more of our readers doing that, than we would lose people such as yourself (remembering that you are not the target audience) who find the magazine offensive. The only thing we're conscious of avoiding is objectifying women (which we believe is done far too much in



JOSH THEODORSEN SENT IN CHARCOAL BYU RECENTLY, AND NOW HE'S GONE ANIME ON US...
KEEP UP THE GOOD WORK JOSHI

video games).
 Something for you to consider, playing Quake doesn't make people pick up shotguns and kill people, Carmageddon doesn't make people run over pedestrians... Do you really think out of all the social and media input your children come in contact with, that Hyper is what would cause them to swear? If the drug references go over their heads... then why does it bother you? If it didn't go over their heads, that means they're already aware of drugs, and we wouldn't have told them anything they don't already know.

We understand your concerns for your children, but considering that swearing exists in media everywhere (The "F word" is allowed on television in Australia after 9:00 PM), and in the classrooms, playground, and wherever else you care to mention, do you honestly believe Hyper encourages your sons to swear? If you want to remove the swearing forcibly, cut out the letters section before letting them have the magazine, as that's where the vast majority of all expletives reside in Hyper.

BRING ME A DREAM...

Dear Brian,
 You wrote in issue 46 some advice to you: go f@#\$ yourself! Okay now Dear Hyper, I have a couple of favours to ask you

1. could you please do a review on UltimaIX
 2. Do any of you guys know whether Michael Moorcock was involved in the making of UltimaVII because the black sword from it sounds very much like Elric's sword?
- thanks for your time

SANDMAN

the land of Dreams
 Mr Sandman,
 Keep that prozac handy...
 1. Maybe we should wait for Origin to make the game first...
 2. Very doubtful it had anything to do with Stormbringer... let's face it, it's a cliché fantasy storyline element.

MORTALLY OFFENDED

Dear Hyper,
 thanks for printing my last letter (It's me Mario) you guys rule!! I decided to write in about all the pathetic HYPE

about Mortal Kombat. I think your review on MKT was spot on. I mean half the people out there don't listen to your legendary reviews and go and buy the game which is stupid cause it sucks. Like my friend, Luigi, he bought it and was, well, mortally offended!
 well off the chat and on to my questions :-

1. Are there any wrestling games coming out on the N64?
 2. Will there be a D64?
- Thanks a lot Dan,
 yours faithfully **MARIO**
 P.S. I love Random Access, What is the artists name? He rules too!

Mario,
 We're glad we're not the only people who aren't MK fanatics (we thought we were for a while), but we're quite interested in MK4, which does look rather attractive on first impressions.

1. Not that we've heard of.
 2. D... as in the adventure game? We hope not... as we'd then have to deal with the squillions of letters complaining about how the game is over in 2 hours.
- P.S. Oliver Errington... He does rule, when we can get in contact with him! Where are you Ollie?!

CAN YOU BELIEVE IT MON?

To the legends at Hyper,
 Gasp...choke...cough.. Can you believe that F***%d up show Today Tonight? Yesterday they were doing a story on the game Carmageddon. They were going on about how it shows kids that it is alright to run over innocent pedestrians. One wanka even said "kids will go out in cars and see pedestrians and think that if they run them over they will get points and they will be a hero". Oh yes, this is very common. After I played Quake I went down to the local mall with my rocket launcher and went crazy on the innocent shoppers. And after I played Red Alert I went and got my army and took over Russia and after I played Interstate '76, I put a bazooka and a chaingun under my hood and relieved some built up road rage. I totally agree with Phil from the letters section of July. Anyway here are my Q'S.

1. What are your first impressions of the N64 game



THIS ONE WAS ONLY MISSING ROCK AND ROLL (IT'S GOT THE OTHER TWO).
 SOME SPIFFY ARTWORK BY JENNIFER LEE!

Rev Limit?

2. What is the Hyper best time for Luigi Raceway and Koopa Troopa Beach
- from your faithful reader

BEN HARTNEY

Ben,
 It's a sad state of affairs, but often the people who pass judgement and laws on censorship of various things in this world have absolutely no practical experience or knowledge in that field. This is particularly heinous in the field of video games, where some of the older generation can't relate to today's youth, and their ability to see fictional violence as a form of entertainment.

1. It looks really good. We haven't received a beta or anything yet, so we can't really pass much comment.
2. We don't really pay attention

to lap times in Mario Kart... we're more concerned with beating one another in four player games.

AFL FAN

Howdy Hyperios,
 On the 27 of august I was looking in Hyperactive and I saw pics for an AFL 98. I was wondering what consoles this game is on (I own an N64, SNES and PC) and when it is released. It looks bloody good (are EA sports making it?) Ahh well, here's some questions

- 1) Is C&C2: Tiberium Sun out this year?
- 2) Do you guys like Diablo? I only like Battle.net on it.
- 3) Do you sell mags in the US?
- 4) How do you, Dan, put up with the same line at the start of each letter? I can't stand it anymore! I go insane after reading things like "You are the

best mag in the world" or that letter in the September issue that said "good work, but don't keep ya hopes up". I HATE BUTT SUCKERS.

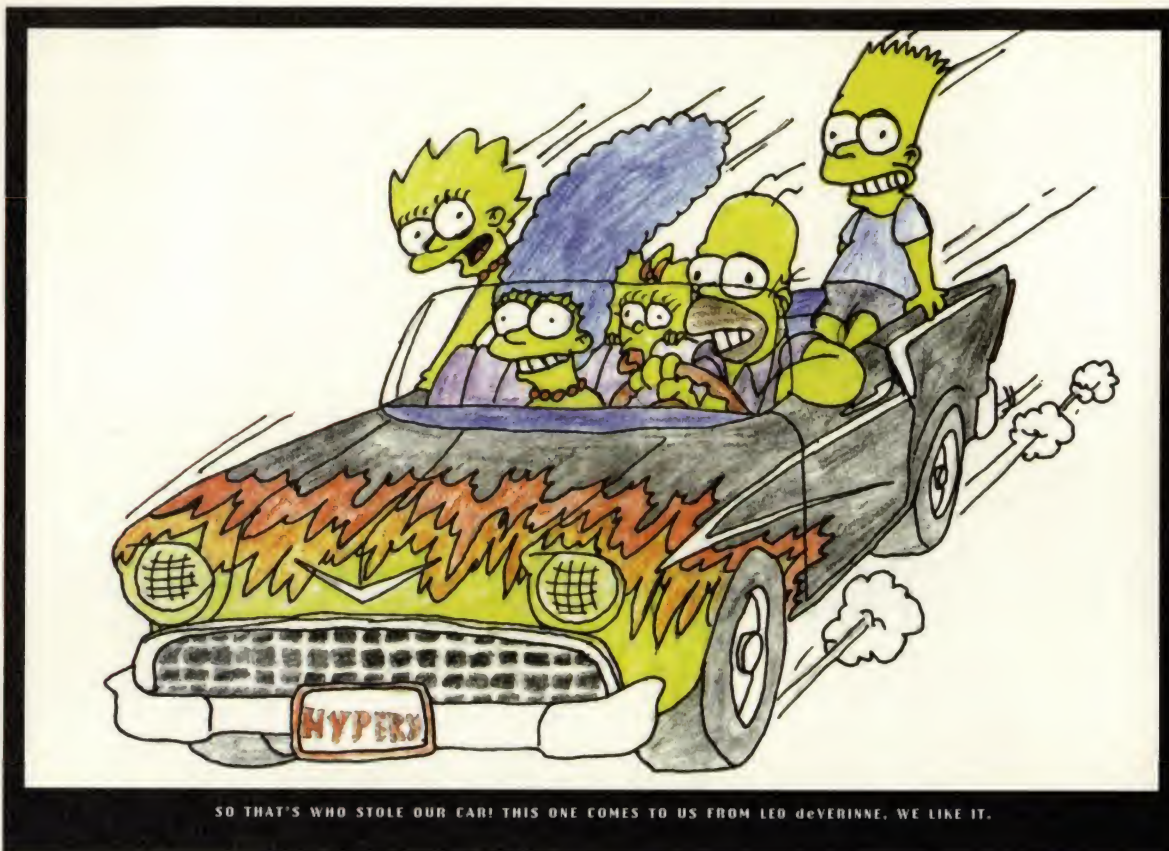
5) How come the Hyper mag comes out in the middle of the month that is before the month on the front cover (I'll subscribe soon).

See ya guys

CHUCKSTER, melbourne
 Chuck,

It does look good doesn't it? We'll be doing stuff on it next issue. It is only scheduled for PC and PlayStation release at this stage.

- 1) No, unless Westwood are keeping it secret... which would be really stupid.
- 2) Yeah, but we're not playing it anymore... so many new games to play.
- 3) No
- 4) My eyes just sorta skim over



SO THAT'S WHO STOLE OUR CAR! THIS ONE COMES TO US FROM LEO DEVERINNE. WE LIKE IT.

it without thinking... you get used to it.
 5) The answer is actually kinda long and involved, regarding publishing strategies and the like, and would probably bore you to tears.

FEELING OKAY DAN?

Hiya there Hyper
 I have a comment and a few questions for you to ponder over if your not too busy.
 First. Hey Dan... erm... did you have a headache while you were answering questions in issue 46???... because... Well, it looked like you were really tired, pissed off, or just bored (in your responses)... I say this because your replies to most of the letters were kinda banal... no offence "smile"
 Though I do agree to your responses to mista Akuma and the shitface that called you guys assholes... who does he think he is??? Well... now the part you all know of... the questions... :)
 1) I heard you were doin' a poster issue....any chance of including a big picture of Lara Croft??? (if you can... Here's some suggestions.....the one that she is leaning on her bike with an uzi, the one that says "hold me, thrill me, kiss me, kill me)

2) I dont know if this is for real or not... but I heard a rumour that Diablo will be able to support 8 player multiplayer game on b-net... They say this is gonna happen when Blizzard release the V 1.05 patch update for b-net... is this real????
 3) I read your console Quake news on Hyperactive... it said only N64 & Saturn versions....does this mean no PSX version???
 4) Will Quake 2 take as long to come to console as Quake 1 or will it be a fast conversion???... if it is coming to a console... Which ones??...when???
 Well... thanks for your time and keep up the great work... HyPER rUlZ ""
 from **AKURA**
 voodoo7@quantum.net.au
 I often get a headache answering letters, as most of the Questions are simply asking how much something costs, when it will come out, and if it will be available on a certain console. Half the time the distributors here can't even answer the questions, and it's about as fun as hitting yourself with a cricket bat trying to get the answers for people. I really love the letters that talk or ask about something that isn't a price, release date, etc. Sorry if I "sounded" uninspired... I

bounced while I typed... really! I didn't mind the letter from "Shitface". I just called him that since he started off by calling us assholes... Which really doesn't get an emotional response out of us at all. I think I sniggered twice (which took about 1.5 seconds).
 1) You heard right... We'll be trying to get the best Lara image we can. Naturally we can only print what the publishers give us to print, so we'll see what we get eh?
 2) Just keep an eye out at <http://diablo.scorchd.com.au/> Blizzard don't send that sort of info out to the press, they just do the updates and maybe tell the people at scorched.
 3) At this stage, yes.
 4) I wouldn't expect to see Quake 2 on any of the current consoles, with the possible exception of the Nintendo 64. Main reason being, Quake 2 is going to require a powerful PC to run the game efficiently, and none of the consoles will be anywhere near as efficient at running a game like Quake 2 due to the RAM required to play the huge levels. Quake 2 is pushing the limits of high end PC gaming, and those limits exceed the current line of consoles.

PIRACY PANIC

Say one day... ya on butt bored outta ya brain waiting for 18meg demo of Monkey Island 3 to download... and you think gee why don't I go see what this pirated software business is all about. So you type warez at the net search prompt and low and behold THE TOP 50 WAREZ SITES. So ya sitting there waiting for it to connect and up pops several directories: apps, games, and uploads... and o-day warez list at the top of the site hmmm... Monkey Island only up to 9 meg now... so ya click on games... takes a while to load... The first directory comes up your eyes widened... Hexen 2 beta... you start to drool... Tomraider 2 beta... you're starting to hyperventilate at this point... and there it is DarkReign_Final...I guess the question is what do you... WHAT DO YOU DO?
 Basically I ain't a pirate, I was once a while ago, but I don't agree with it now. This pirating issue is a big one really something's gotta be done. I just think there is so much more to it than what poeple realize i could go for ages about whats going on in the underground net... its an issue which dosen't get enough attention. I hate the

feeling that hundreds of people across the world are sitting there playing Quake2 before me (now every man and his dog seems to have a t3 in the US). Thanx for letting me have my say in the mag (that is if you print it). Keep the issues roilin out.
 ThanX **ALPHAD**
 AlphaD,
 Software piracy is a problem, and anyone who wonders why on earth games cost so much should look no further than software piracy. The other thing is, you can be assured that unless you're downloading it within a week or two before release, the version you get is NOT the final version of the game. Dark Reign final... when you sent us this email, we were talking to Activision, and they were telling us which day the final version was going to code... in other words, the game wasn't finished. Maybe my lack of excitement of pirate software comes from the fact I'll see it all eventually anyway, but as someone who sees lots of beta versions, they're generally far inferior to what the final game is. So to those idiots out there pirating stuff, why not just sit back and wait that extra month so you can get the real thing, without bugs, without breaking the law, and without forcing software companies to keep their prices up.
SIZE IS IMPORTANT?
 To you animals at Hyper, Just writing to annoy you and ask questions that you can hopefully answer, please publish our letter or else we would be wasting money on half a stamp. (we had to take out a loan for the other half). Reading the letters each month since #40 it seems more and more people seem to be complaining about the size of some N64 titles... to the people behind those letters, WHAT THE #% DO YOU WANT? Stupidly long and boring games with no valid reason to play them apart from "If you collect more than 100 cobwebs while playing this game you'll get a mickey Badge" Maybe some people expected so much more from the N64 because of the long wait it really got to their heads, take Vince and Josie T, "we played Mario 64 it's one of the

easiest games we have ever played", read "EVER", is that meant to be exaggerated because if so you haven't played many games. Mario 64 is a good solid and fairly challenging game, and it's well worth a look at, now read played, what is your definition of "played", maybe looking around with a dumb ass look on your face saying "where's the keyboard?", or even doing unspeakable things with the controller, either way your criticism over Nintendo's successful attempt to make a kick-ass game was uncalled for and plain ridiculous. GET A LIFE GUYS!!

Now for some questions.

1. Will Pandemonium be on the N64?
 2. Will programs like Mario Paint and a good word processor come to the N64 along with a Keyboard and mouse.
 3. How soggy and heavy was the Kart meisters Bikini after his first sitting (please no big numbers-they give me a rash)
- Well thanks for replenishing our thirst for Knowledge and listening to us scream in anger, now our souls are free to wander and we are at inner peace and understanding with ourselves and each other (my ass).

SKIPPY AND JONES INC.
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SEK Inc.
 We found the "I finished Mario in a day" comment particularly hilarious. Guess that'd be like me saying I didn't die once in Quake when I played through it, the first time I loaded the game up.

Answer time:
 1. No news of it, and we doubt it, considering Super Mario 64 was so much better than it.

2. Maybe applications like that might appear once the 64DD arrives, but seriously... you emailed this letter in... just use your PC.
 3. Very.

I KNOW, IT'S ONLY A GAME.

Dear Hyper,
 Referring to David Wildgoose's Regression Session in your sister mag, PC Powerplay #14, I thought it was a shame that he plucked only the PC games from his favourite gaming memories. Understandable really when you consider that it IS a PC mag, after all, but I can't help recalling some of my favourite game moments were from many different formats and I thought that Hyper may like to hear them.

Possibly my first real Computer Game moment was when I had finally collected the anti-gravity boots and hopped into the robot suit of the Commodore 64 game The Sacred Armour of Antiriad. Wow... I could fly.

What a buzz that game was and so beautifully done. Some other computer game moments for me have been: Picking up that awesome three-in-one gun from the ground of the alien prison in Another World (Amiga). Even today Another World is my favourite game I have ever played. Seeing my friend Travers reach a state of oneness with himself and the game of Tetris (Mega-Drive) for an hour. Those shapes were coming down faster than I could see and Trav still kept playing. Eventually he had to pass the game on to me. He just couldn't be beaten. Naturally I screwed it up in the first five seconds that the controls were

in my hands. Getting past the dragon to the beautiful tunes of The Last Ninja (C64). Finally getting into the secret laboratory in Maniac Mansion (C64 + disc drive). Outwitting an entire 12 level security building and back again, all from the surreal confines of cyberspace in Intephase (Amiga). Meeting the Berserker as one of the Fist Of Earth space pilots in the terrific game Warcraft (Amiga). Hooking up my flatmate's amp to my computer and going ballistic at full volume in Doom (PC). Being surrounded by an ocean on top of a rocky plateau as an angel fires yellow beams from her eyes. They luckily pass over my head as I crouch low performing a power punch that creates glowing blue orbs around my body. I successfully knock her backwards and send her rolling along the ground, winning the bout. Yes, Wang vs Angel in Tekken2 (PSX). Roaring through the air on my 2000cc motorbike as the flames of the explosion lick the back of my leather jacket in what has to be the finale of all finales, the macho-istic mega-game Full Throttle (PC). Running under an overpass as I am being fired upon above. I keep running. I start to hear terrible groaning and carving noises as I make some distance from me and the danger. I turn and look back at the two figures fighting each other on the overpass. I use the zoom to take a closer look at the action. The gruesome choreography takes up my entire screen.

In front of a torch lit wall are two silhouettes going hard at it. Taking chunks out of each other and doing my grisly work for

me. A deathknight and a fiend go head to head for my personal amusement in the sickness that is Quake (PC). (Thanks Hyper).

Of course the list could go on for a very long time and I am aware that my Computer Game Moments are accurate only to me. Not only may some people flat-out hate some of these games I have mentioned but I have only to comment on the games I have played, since I have not played every game out there. (Thank God). I always wanted to play Sam and Max, Bioforge and Myst but never got around to buying them even though I know there are some great moments to be had in them. And then there are the games that I never quite finished but got teeth grindingly close. Games like D-Generation, Cauldron (C64), Warcraft (Amiga), Barbarian (C64). That @#%ing wizard!! But what really shits me is the games that I have always wanted to play but never could, only because the game developers never released them. Judge Dredd for the C64. Another world 2. (No, not Flashback. There was a proper sequel to Another world), Heart of Darkness. This looks incredible!!! Oh the tragedy. The anticipation!!

Well, now I seem to be rambling on, but I guess that's what the letters section is all

about, eh?
MATT BRADY
 Matt,
 E-gad... you spend even more time on your letters than your artwork! Good to see someone getting retrospective about gaming. If it's any consolation, you didn't miss anything by not finishing Cauldron or Barbarian... their endings sucked.



MATHEW STACEY SENT IN SEVERAL BITS OF PHUNKY ARTWORK... THIS IS THE ONE WE STILL HAD SPACE FOR! THANKS MATT!



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SWAP

Attention: N64 Gamers!! I have 2 copies of Turok: Dinosaur Hunter that I wish to swap for 2 copies of Mario Kart 64. If u want a copy of Turok look no further! Contact Carl on (02)9534 1159 or 0416 014 559.

Will someone please swap their Nintendo 64 + Mario Kart 64 for Mortal Kombat 1, 2 and 3, Killer Instinct, Plok, Donkey Kong Country, Itchy and Scratchy and Super Mario Kart plus Super Nintendo with two controllers. Please call Ashton (08) 82443959

I will swap my Sony Playstation with demo CD and Doom, 2 controls and a memory card all still in the box + a Super Nintendo with games. Plok, Mario World, Super Metroid, Allstars, Simcity, Yoshi's island, DKC, Battle Toads and two controls + a Nintendo with 5 games - Mario's 1, 2 and 3, Pool and Wrecking Crew. All for a 64 with one control, Mario 64 and Wave Race 64. If you want to swap for this, do so and if you do and Pickup and deliver I will throw in a GameBoy with Wario Land (Mario3) Peter Sabados Ph: 02 9725 7918

I've got Broken Sword for Playstation (PAL) or Earthworm Jim 1, Doom 2, Simpsons Doom 1, Simpsons Doom 2 and Deathmatch 2, Doom 2 for (PC CD-ROM)... That I'll swap for Donkey Kong Country 3 (Dixie Kong's Double Trouble) with box and booklet for SNES (PAL) or Worms for SNES (PAL), has to be in good condition. PH: Peter after School hours on: (03) 54503714 or Email me: roesta@kerangths.vic.edu.au

I will swap Mario 64 or Wave Race 64 for other good N64 games. Call Paul on (02) 9918 3362.

Hi my name is Rakesh, I am willing to swap Batman or Kirby's Dreamland (on gameboy) for

Worms (on gameboy). So ring anytime you want on (077) 436712.

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PENPALS

Hi there all, My Name is Dusan Kosovic and I'm a 16 year old male and I am looking for penpals aged 12-16 male or female. Write to me about anything. I promise to reply to everyone who writes.

Dusan Kosovic
10 Studio Drive
Studio Village
Oxenford QLD 4210

Wild Walrus? Sexy Seal here. Make sure you're male, 17-19, creative and willing to write. As says, I'm a sexy seal and I'm looking for some interesting guys. Replies guaranteed, but hurry my offers about to run out. Seal, 6 Dore Court, Tully QLD 4854

Hi! My name is Brendan and I am 13 years old. I am Looking for a Male or Female Penpal between the ages of 12 and 15. I have a PC and a Playstation. I promise I will write back to whoever writes to me. If you are interested write to: Brendan Van Der Vust - 18 Proctor Street, Chisholm ACT 2905

Hey! I'm a 17 year old girl looking for a penpal aged between 17-19 who is interested in computers. Please write to - Susan, PO Box 5148, Mordialloc VIC 3195.

Howdo. My name is Kris, I am 12 yrs old. I'm looking for a penpal (male/female) age open. I have a PSX, N64 and PC. I like playing

and watching many different sports and collecting things and I really love Star Trek and spacey things. I will reply to all of your letters. Kris Butler, Po Box 164, Wahroonga NSW 2076.

To anyone looking for a friend or penpal, I'm female 40's and I own a SNES and N64. I like RPG & Platform games. I get tired and fed up with one or 2 letters then I hear no more, I like keen writers who write long letters. I prefer mature people but younger people also welcome if keen writers. Write to Frances, PO Box 1195, Penrith NSW 2751.

Hi! My name is Fluffy and I'm looking for a male or female penpal aged between 11-14, who is f!%ing tired of getting no mail. (Apart from the odd cheque from granny.) I love C&C Red Alert. Pleeeeeaaase write to me at 89 Hows Rd, Toombul, QLD 4012. P.S Address letters to Fluffy "Confidential".

I am looking for a penpal. My name is Aron Wilkinson & I am 12 in September. I really like the Power Rangers, Mortal Kombat video games, & I own a PC-CD ROM. I don't like sports. Wanted male or female pen-pal between the age of 10 to 13. My address is PO Box 180, Loveday SA 5345.

Hi, PC lovers! I'm Marshall, and I'm looking for a penpal, male or female, around 15 years old, who is into the latest PC games. We could exchange cheats! All letters sent to me WILL be answered. If you're not really into PC games, we could talk about anything you want to talk about. Send your letters to: PO Box 357, Yeppoon, QLD 4703.

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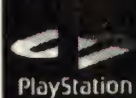
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