

HUGE 50TH ISSUE - THE 50 BEST GAMES EVER!

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HYPERT

DECEMBER 1997

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Marvel Super Heroes

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Jedi Knight



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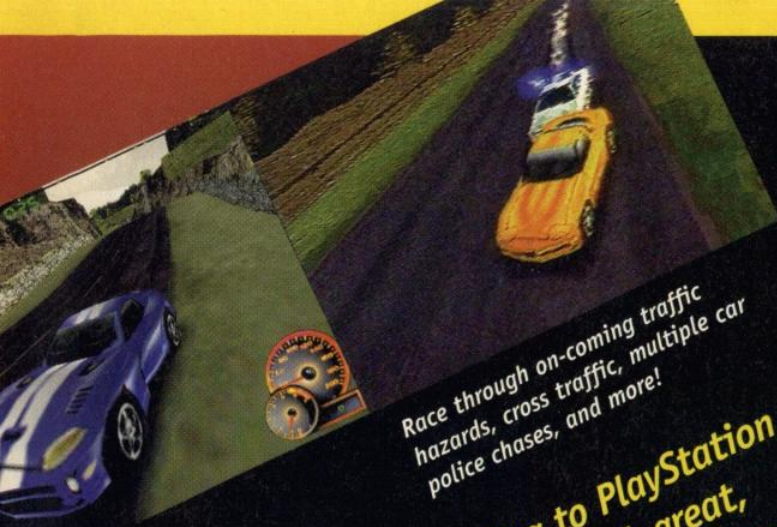
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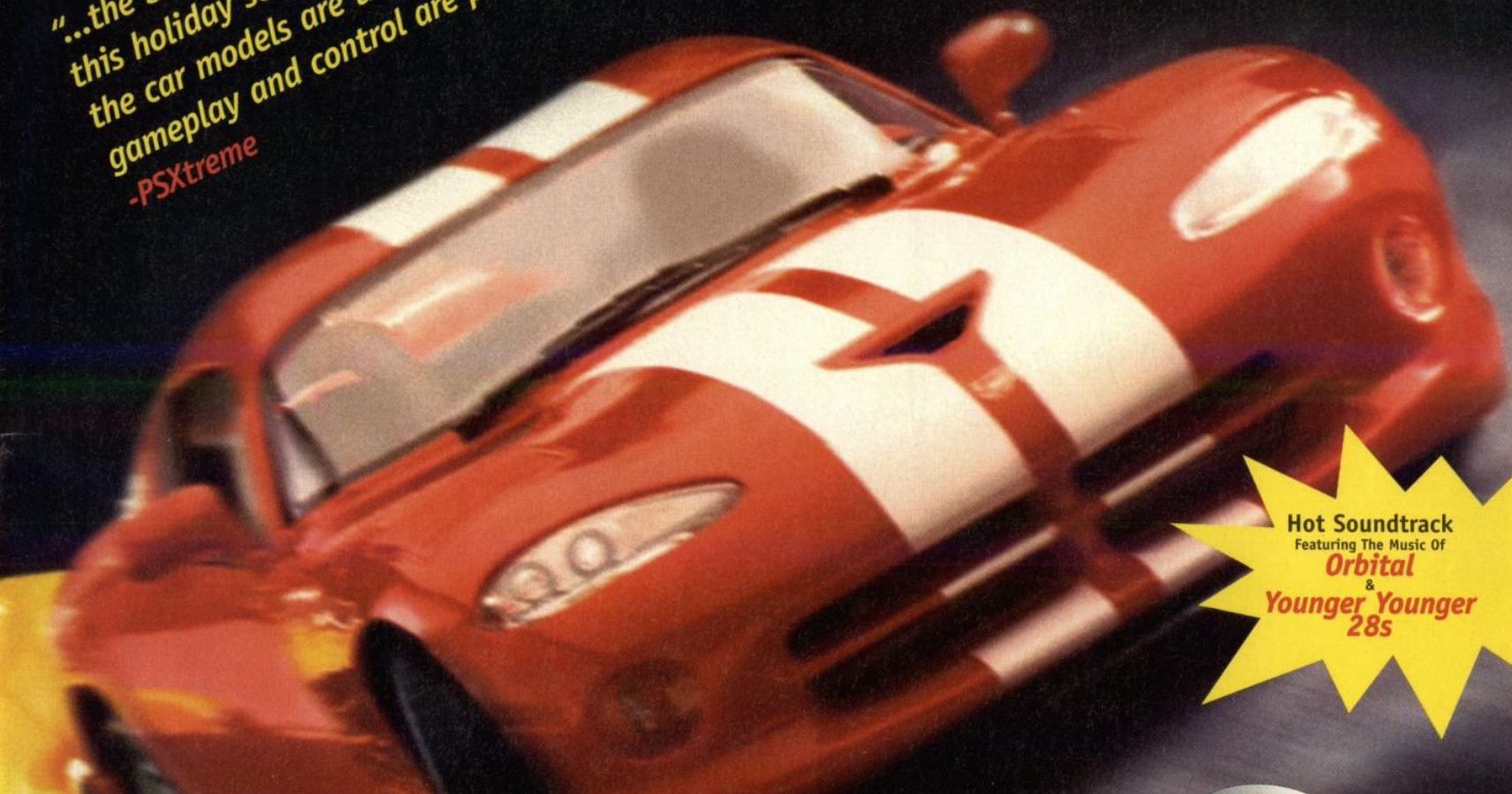


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Our half century at long last! Time to raise the bat to the grandstands and take off this sweaty helmet. In celebration of our fiftieth issue we take a look back at the fifty games that inspired us most over the years. It's not all totally introspective and retrospective though, as we print the results from the Readers Awards as well... so we can see what we liked best, and you liked best too!

By all rights, Eliot should probably be doing this one, as he took the wheel so to speak whilst I was overseas, and did a sterling job. However I came back in time to review three big rubber stamp games, so suffice to say, coming back home wasn't so bad a thing after all. Like last month we were fearful of running out of ink for the stamp, this time around we had a whopping seven games scoring 90% and over!

Big surprises this issue included **GOLDENEYE** which really impressed everyone in the building... Surprising there wasn't a lot more hype from Nintendo on this title before. Psygnosis proved that they're always going to be a force to be reckoned with, as all three Psygnosis titles this issue did very well, especially the gorgeous space action shooter, **COLONY WARS**. Microsoft have finally delivered a title that truly rocks hard (in a very intellectual way of course), with **AGE OF EMPIRES**. The other surprise was **DARK EARTH**, which is one of the most stunning action adventures for quite some time.

In the "No surprises" basket, **JEDI KNIGHT** turned out to be as good as we all thought it would, with everyone here loving it to bits. **TOTAL ANNIHILATION** also turned out to be every bit as good as first impressions had shown, and now sits alongside Dark Reign as the strategy game to have. **CRASH BANDICOOT 2** also came across as an improvement of the first game, and will keep all the PSX platform gamers happy.

It's another one of those big review issues, and it looks like next issue will be the same, with big titles rolling in every couple of days. Apologies in advance about not printing the results of the Quake comp this issue, but it should hopefully be coupled with a Quake 2 review next issue... and you gotta love that.

DAN



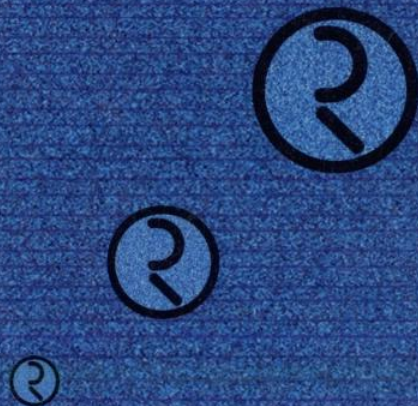
First Tremors....

This will probably not be news to the serious Quake fanatics out there, because the online Quake scene peaked when id and Activision put up the Quake 2 test demo. This was simply a demo designed to let people report on some bugs relating to specific hardware configurations, but of course that's not how we, nor the Quake freaks out there saw it... it was our first real go of the game.

First impressions based on this demo are awesome, with the new Quake 2 engine running like a dream. The most staggering difference, as we expected was the use of coloured lighting in the GL versions of the game. The extra atmosphere created by crawling through an area illuminated only by dull red wall lamps is awesome. Fears of the onscreen weapon and hands can be forgotten, as despite how it may look, the weapon never really seemed to bother us at all. Monster AI was not finished at this stage, but it certainly seemed better than the first Quake game. The test demo did not support multiplayer games, so no news on Deathmatching details. Those after a little more gameplay depth will be pleased to know there will be missions to complete, rather than simply going through that "find the exit" routine. If the game is completed on time, we will have a full review of Quake 2 next issue...

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Aussie Rules Rules!

Amazingly, EA Sports have decided to grace Australian gamers with a cool AFL simulation! EA are renowned for coming up with some of the best sport sims on the planet, so all you Aussie Rules freaks will no doubt be more than a little chuffed with this great news. Tim Ansell, one of the lead programmers at Creative Assembly, the team behind AFL '98, popped in to the HYPER office to have a chat about what looks like an awesome football game...

Hyper: So what made you do an AFL game?

Tim Ansell: AFL is such a good spectator sport, it's such a great game in real life - and such a high scoring game - that it makes sense it would be a fun computer game. It's a much faster game than say... something like ARL, because as opposed to having to work your way down the field, you can kick the ball up the other end and score quickly. It's got all the 16 teams, all the official player stats - you will actually see different player heights on the field - all the moves are in there, even all the Umpire hand signals which was a bit tricky to figure out - it seems like some sort of Black Art which they pass on to one another. Heh heh. We got a bit of biffo in there too, and there may be some amusing cheats if we get time, like shrinking players. We've all been working very hard.

Hyper: What sort of features are there in the game?

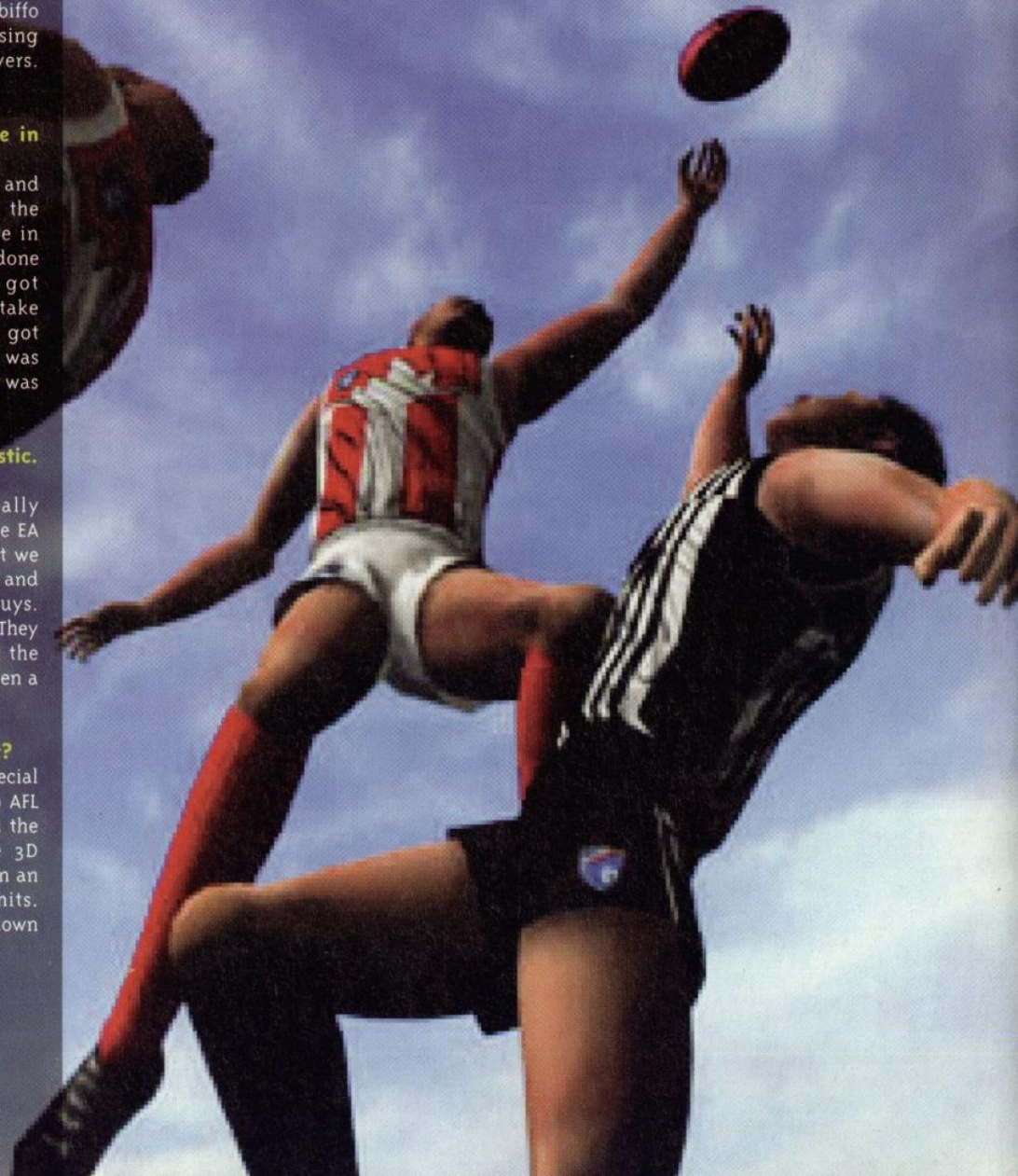
Tim: Well, the engine obviously is unique, and it has Direct3D support, but otherwise all the usual EA Sports features you'd expect are in there. Play by play commentary has been done by Bruce McAvaney... in a morning he got through what we were expecting him to take two days to finish, and he was great. He got really full-on and improvised a bit, so that was great and he put in 110%. On top of that he was a really nice man.

Hyper: The players look extremely realistic. How did you do it?

Tim: It's all motion capture. We actually recorded it at Pinewood Studios because the EA studios were in the process of moving... but we got players from the London Wildcats team and they were really good - both Australian guys. One guy did it with about four cracked ribs! They were very keen. Then actually processing the data to get the game finished in time has been a 24-hour process.

Hyper: So what are you working on next?

Tim: Well, we won't be doing any silly Special Editions or anything, we'll go straight into AFL '99! We've also got a strategy/wargame in the works, which will exist in a realtime 3D environment where you control the armies on an individual person basis as opposed to units. There's also an adventure game somewhere down the track...



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Donkey Kong - The Cartoon!

Donkey, Diddy, Dixie, Grandpa, Funky and the Kremloins have all been transformed into a new cartoon series over in the States. Created entirely on computer, it's a totally rendered Donkey Kong Country in the style of something like Reboot. It's not certain when we'll get to see this in Oz, but I think there's little doubt that it will eventually get here. The trailer we got to have a peek at looked remarkably cool, with all the characters animated realistically and their exploits looking close to what we've seen in the games. Lots of jumping around trees, star barrels, ropes and appearances from all the "sub" characters making this a cartoon all gamers will look forward to seeing. Who knows, the cartoon may even inspire Nintendo to hurry up and bring us Donkey Kong 64... heh heh.

EF



Underwater Console Play?

Mindflux are importing a unit that allows you to play your console without the help of your friendly television. Its made by Phillips and in the States its called Scuba, although they might find a less dicky name for it out here. It's being billed as a Virtual Immersion Visor, but it is not virtual capable at the moment. It fits on your head like virtual reality goggles, and has two speakers basically where your ears should go, unless you have a humugous head or ears in funny places. The speakers will deliver stereo sound, and with the wrap around concept of vision, the user will feel totally immersed in the game they are playing. As if we needed any help in retreating into a world of our own! Scuba's volume, contrast and brightness are all fully adjustable. The box claims that it is intended to withstand extended punishing play, which made us here at Hyper wonder - is it doubled as rugby head gear or a stack hat? They would not let us test this theory. At this stage it looks like a cheaper alternative to getting a TV especially for a console. It would also let you take your console with you wherever you go, which would make boring school camps, and a slow day at work a whole lot more interesting. The version we got was for NTSC and was usable with PlayStation, Saturn, and N64 and if your PC has VGA to NTSC capabilities it will work with that too. There will be a PAL version for Australia, we think, and the price should hopefully be affordable for normal humans.



RC

overflow

Hackers ahoy! Some crazy freak out there on the internet has actually managed to "crack" the PlayStation. No, they haven't smacked it with a large blunt object, they've managed to create a PlayStation emulator for the PC! Essentially this means you could play any PlayStation disc in the CD-ROM drive of your computer! Not only is this absolutely, utterly illegal, but if distributed over the Web, will mean plummeting PlayStation sales... we think Sony will get the big guns out to try and put a stop to it...

Shigeru Miyamoto has piped up about the upcoming Zelda 64. Supposedly there will be secret items in the game that can only be found by those using a rumble pak. As you near the hidden object, the pak will rumble slightly, hinting that you're close. Cool...

The creator of the Game & Watch, Gameboy and Virtual Boy died in a fatal car crash last month. Gumpei Yokoi was his name, and he was a true gaming legend. We're sorry to see clever men like Gumpei bite the dust, it's a loss to the whole world...

The latest on Interstate '76 for the PlayStation is that it's changed its name to Vigilante 8, and is now more of a Twisted Metal-style combat game. Hmm... As to whether Activision have still gone for the Eighties look for this one remains to be seen...

Game Developers have already started debating what they think should be in the next Sony console. Nearly all of them stated that there won't need to be a PlayStation 2 for another few years, but they had ideas anyway. Psygnosis were quoted as wanting it to be "ten times more powerful than the current PlayStation". Dave Perry from Shiny was quoted as saying "It should dim the lights in your house when you turn the sucker on!" Heh heh...

In HYPER #48, our October issue, we said that Abe's Oddysee was selling for \$89.95 - well hey, that's purely a recommended retail price, so if you go to a shop that's selling it a bit higher, like say \$99.95, then that's their business and what you'll have to pay. Hyper is not a pricing catalogue...

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Saturn Frag Fest

Heh. Though some of you may think the Saturn is being left behind for the upcoming Black Belt (which is really a long way off at the moment), there are still some encouraging signs out there that the Saturn has some killer games on the way. You've heard us mention Quake for the Saturn before, but now the game is looking like much more of a reality. Check out these screen shots! They show the Saturn doing some tasty coloured lighting and though the resolution is low, things are looking very impressive. Lobotomy Software are the team doing the conversion and have they've brought us Exhumed, Powerslave and Duke Nukem for Saturn so far... we can't wait to get our hands on this, but the bad news is that there is no multiplayer option planned as of yet. This will most probably be a single player experience only. Awww. Anyhow, it doesn't really make sense that the Saturn can cope with these sorts of graphics and though the screen shots look great, we'll all have to wait and see what happens. No word on a release date yet... On a more exciting note, soon the world will be playing ARCADE QUAKE! Yes, it's true, there will be a single player machine and a multiplayer link-up of four arcade machines. So how will it work? Well, movement will be

through the use of a trackball, with six buttons set up to the left of this for forward, strafe, jump, attack, mlook and start. This control system sounds potentially dodgy to us, so let's hope they figure out a good way to lay out the buttons. As for what you'll see on screen, well... the game will be running 600X800 at about 60 frames per second (wow) with a whole host of sexy graphical trickery all on a 35 inch monitor. In the single player game, experienced Quake players will still have to cope with new surprises in the architecture and the "time" factor where your health ticks down one point per second. The release of these machines is sooner than you think, and we could be arcade quaking early next year.



SATURN

1. Sonic Jam
2. Resident Evil
3. Dragon Force
4. Super Puzzle Fighter 2
5. Fighters Megamix
6. Megaman X 3
7. Bomberman
8. Street Fighter Alpha 2
9. Nights
10. Sega Rally

NINTENDO 64

1. Goldeneye 007
2. Lylat Wars
3. Doom
4. Multi Racing Championships
5. Hexen
6. Int. Superstar Soccer
7. Mario Kart
8. Wave Race
9. Turok
10. War Gods

PLAYSTATION

1. Oddworld
2. Formula 1 '97
3. V-Rally
4. Rapid Racer
5. Croc
6. Hercules
7. Nuclear Strike
8. Tomb Raider
9. Warcraft 2
10. Madden '98

PC

1. Dark Reign
2. Jedi Knight
3. Hexen 2
4. Total Annihilation
5. Age of Empires
6. Dungeon Keeper
7. Flight Sim '98
8. Moto racer
9. Constructor
10. Diablo

Charts kindly supplied by Kitech World.

Kickin' VF Butt

It was just another day... Saturday the 11th of October to be exact... and after another harrowing night on the town, I woke up yet again on a park bench in Darling Harbour. Lucky for me my next assignment was at Sega World, so after finding my pants in some nearby bushes, I strolled on over to see who's who at the Australian Virtua Fighter 3 championship. Even though it was a low key event, the VF3 championship had quite a good crowd, with around 20 contestants from Australia fighting it out in hopes of winning some cool prizes, and a chance to prove themselves against the masters who'd flown in from Japan. There were some really great fights, with both young and old fighters stepping into the ring to have a go... but in the end it came down to just four Aussies who were left to do battle with the Japanese. 1st was Kuo Wei, who used Kage; second was Johnny Cheung, who used Lau; third was 'Iron' Mike Abdon, another Kage player; and fourth was Joe Lee (no relation to Bruce), who used Jacky.

The Masters then came forth to do battle with the Aussie champs... and it looked good for a while when Joe Lee managed to beat one of the Japanese masters (taught him everything I know about VF3!!). Alas, from there it all went downhill fast, as the masters proceeded to wipe the floor with our Aussie asses. No 2 in Japan, 'Mask the Elbow' (still think these guys have trouble translating their names), did very well with a formidable Jeffrey, but the Honours went to the Japan champ who surprisingly chose to use Taka-Arashi the giant sumo, and managed to beat Kuo Wei 3-0. Still, great fun was had by all, and after Kuo Wei walked away with a spiffy new Saturn, we all shook hands and promised to meet same time, same place, next year to kick each other's butts all over again. RH



Competition Winners

Some of you are probably still waiting on your prizes - but fear not - I've sent the vicious attack dogs around to the distributors to "fetch" them for you! Grrrrr...

Dark Reign
Brad Cowan, NSW
Michael Brunner, Qld
Ashley Dillon, WA
Nathan Morazza, NSW.

Formula 1 '97
Dylan Schmidt, SA
Kai Faith, Qld

L. Greaves, Tas
Jarrod Donnarumma, SA
David Henderson, NSW

Sleepers
Lee Jenkinson, NSW
Robin Bell, WA
John Banks, Tas
Brennen White, WA

Gina Hughes, Vic
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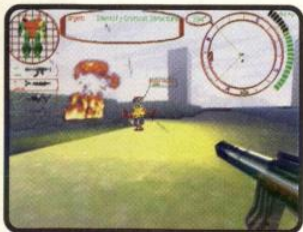
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MORTAL KOMBAT 4

Midway

BY TIM LEVY

And in the left corner - from the stables of the company which brought gore and classification to the arcade; weighing in at over a million polygons per second - the new, the three dimensional... MORTAL KOMBAT 4 (crowd goes wild)!!

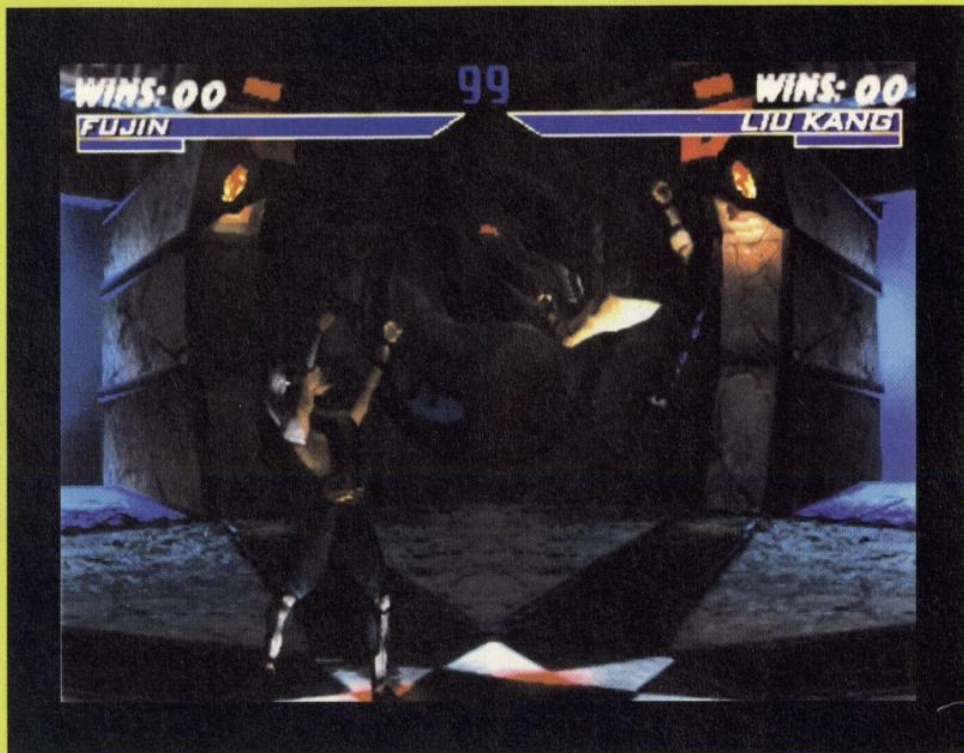
Everyone's going 3D. Midway with their frontline fight sim series Mortal Kombat, were one of the first companies to use motion capture effectively i.e. film real characters performing martial art moves and then digitize them into the computer dimension. Why no company has not combined the basic digital camera technology (see arcade games- 'Face Puncher' and the new mini photo sticker) and the digitized fight sim to equal you and a friends faces on opposing characters must obviously be due to budgetary constraints.

With the gameplay being identical to MK 3, a few optional extras have been added to please the hardcore fans. Each of the 15 characters (including Raiden, Sonya, Subzero, Scorpion, and some new

characters - Shinnok, Fujin and Quan Chi) have their own individual weapon. Characters do NOT enter the battle arena clutching their weapon and are only drawn further into each match. The game is still not to be seen as a weapons based fight sim (such as 'Soul Blade'). Only V. basic maneuvers can be made with the weapons... e.g. chop chop, slash slash, bash bash. Some weapons are a hindrance (Shinnok's sword staff),

TIMEZONE

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while some are too good (e.g. Fujin's crossbow: hint - by shooting bolts diagonally up, it makes your character almost impervious to attack). Weapons can also be knocked from your grip and picked up by the opposing player.

Also new to MK 4 is the inclusion of three grab moves. One being the traditional grab, the second being a graphic limb break and the third being a sort of auto four hit combo.

The friendships and oh-so-cute babe-alities found in MK 2 & 3 are out and MK 4 heralds the return to the dark(er) side. Each character has their own set of fatalities. Most of the fatalities make the 'spinal cord rip' from MK 2 & 3 look Geneva Conventionish. The new fatalities are once again ready to set new standards for arcade violence - hence the curtain surrounding the game cabinet (heh! heh!). The 'fatalities' are definitely not for the squeemish or overly sensitive - so kiddies don't go telling your parents or your local Justice of the Peace or anyone from the Office of Film and Literature Classification Board just yet. For example, for one fatality, Shinnok rips off the opponents leg and proceeds to bash him mercilessly with the bloodied stump (the synchronized bash/scream sounds are also v.funny). In another stage, Shinnok picks up his opponent and throws him into a high RPM giant metal bladed fan, which of course slices the opponent into meaty chunks. It's all outrageous stuff and for comical gore MK 4 definitely receives a double thumbs up.

In the graphics department, each character is composed of over 3000 polygons each. More shading, anti-aliasing and rendering have been used, though to the untrained eye, the overall effect is still in the tradition of the 'organic' (as opposed to poly) characters witnessed in MK 2 & 3. Backgrounds seem to have more depth and are



interactive in the way that fatalities often use objects in the background to slice, dice and to be impaled on.

Sound effects have also been improved, though it still sounds like the dark foreboding soundtrack and effects used in the predecessors.

Although MK 4 can be seen as only a small step into a seemingly 3D like world, it is still a far reach from the multi-camera or first perspective games we will be seeing in the near future. But for now, MK 4 is enough to keep the fight sim fan occupied for a few hours, if only to see the awesomely sicko fatalities.

XXXX

(a bonus X for the 3D fatalities)

P.S. Also for the MK fans, soon to be released on PlayStation and N64, is a RPG/action/adventure/fightsim called Mortal Kombat Mythologies - SUBZERO. The game will take you on an 8 level quest with none other than the coldest of the coldhearted ninjas... (you guessed it) Subzero. The game actually takes place before the MK series and helps to fill in the who, why and when's of the whole MK series.

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Yes, you can believe what you're reading! This month, being our 50th issue and all, we sat down with Timezone and came up with this amazing offer... Subscribe to **HYPER** today, and go in the draw to have the Arcade machine of your choice - in your house for a whole month! You'll get to choose between some of the hottest machines out, like **MORTAL KOMBAT 4** for instance! Peakage! All you have to do to win... is subscribe! So not only will you be getting **HYPER 37% CHEAPER** and earlier than you usually do, you'll go in the draw for a Timezone Arcade Machine and become the most popular person on the planet!

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Ahhhh, I still remember the days of crashing my friend Howie's place to watch a Chinese translated version of Akira. Back then I was thinking "Surely this kinda stuff should be made available in OZ!" Ten years later, Anime is now widely available in this country. During my time at Hyper, I've been fortunate to review over a hundred animes, all the good, the bad, and the down-right ugly. By now, anime should be seen as an artistic medium in it's own right, and not solely as a genre, yet sadly the perception remains that all Anime is hard core "Violent Demon Rape". Anime in general has been important to those of us in the west in helping to change our perceptions. It has accompanied high profile animation successes such as the Simpsons, Beavis and Buttthead, Ren and Stimpy and Duckman in taking animation into a wider audience and therefore a wider context in our society. Gradually, the mainstream is coming around to thinking of Animation as a medium that is not only solely created for kiddies, but as enjoyable time based narrative for all ages. In other words, animation ain't just for kids! But for animation to grow in this country, it has to break from the perception that it is still a violent genre; that in fact it's a valid medium that encompasses many genres. provided here is a short list of recommended animes that are now available here in OZ. Next time you're out shopping, or looking for some pants creaming entertainment, keep these beauties in mind...

This month, we take a look back and see how far we've come...



Cyberpunk

There are scads of Cyberpunk based anime's out. Still the best in my books is Katshuhiro Ottomo's Akira, with Shirow's Ghost in the Shell coming in at a close second. Anime series such as Angel Cop, Bubblegum Crisis, AD Police, Armatige and CyberCity Odeo 808 are worth a good look into, providing lots of action and the latest in sci-fi ideas.

Fantasy

Two of my all time faves reside in this category. Many of you have already seen the awesome Ninja Scroll, which swept the nation with it's fantastic character

designs and compelling narrative. However, few of you would have seen the newly released Hakenden; Legend of the Dog Warriors series, which is by far one of the greatest anime series to have reached our shores.

Japanese Mythology is heavily grounded in the supernatural, and often at times the fantasy genres are instant classics, able to reach into our deepest fears and desires.

Comedy

My two fave comedy series are You're Under Arrest, a four part series of two police women trying to maintain law and order in Tokyo Japan, and Ranma 1/2, an action comedy of a boy that turns into a girl when splashed with hot water!

For anime comedy movies, you cannot go past The Lupin series, which in my books are some of the funniest movies I have seen! There are currently three Lupin titles available at the moment, including Castle Of Cagliostro, Goodbye Lady Liberty and The Secret of Mamo.

Mech Sci-fi

The giant of Mech Sci-Fi has got to be Macross. The current Macross Plus series has left anime fans stunned and gasping for more. Macross Plus is without a doubt a prized series in my video collection, and I never tire of watching it over and over again.

The Patlabor movies are a must see if you like strong narrative and superb quality animation. The level of detail of each movie in every area is astounding; Patlabor 2 rivals Ghost in the Shell, and is also one of my most prized animes.

Horror

Currently there are several horror titles available, including Doomed Megalopolis, Wicked City amongst others. I've still yet to see a horror anime that's grabbed me by the balls, but hey, I'm sure there's one on it's way.

Beat 'Em Up

There are a few anime's based on fight games available here. Streetfighter the movie made a huge impact with it's release almost two years ago, with the OAV series able to be released by the close of the year. My fave beat-em up movie is Fatal Fury, which is an excellent punch and kick fest; a fantastic adaptation of the game.

Retro

Gotta love Astro Boy, the child robot who will "Right every wrong". Rave icon for many years, Astro Boy is now available throughout OZ to an overwhelming mainstream response.

Though Giant Robo is a new production, it's style is heavily grounded in the cool sixties. It is an absolute must see... act one of the first episode is absolutely amazing, and Giant Robo is without a doubt the coolest anime ever to be produced.

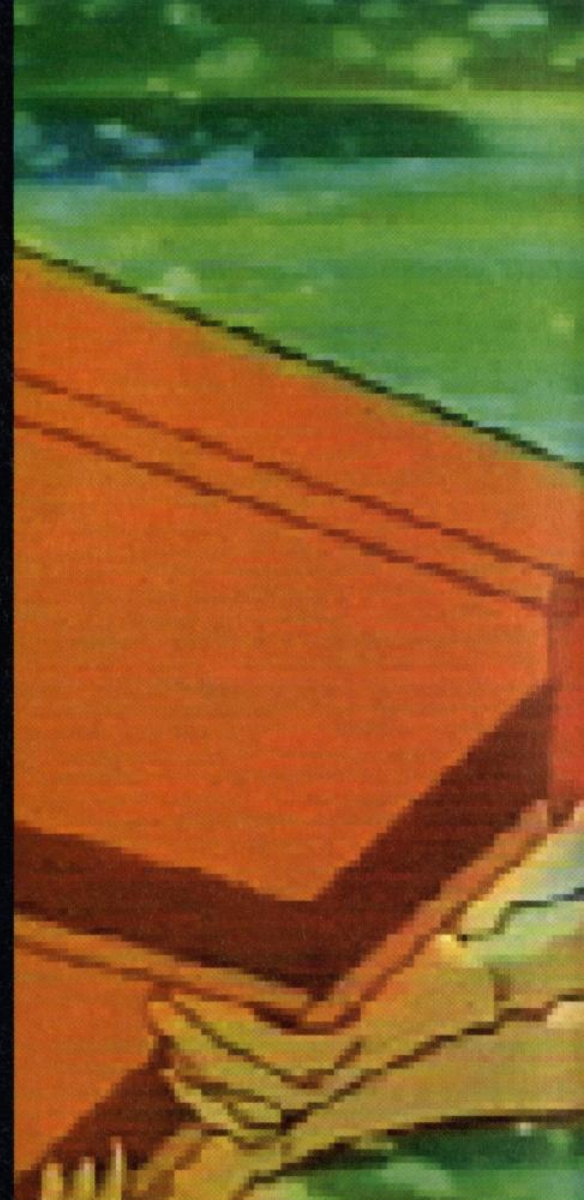
Pot Luck

There's a grab bag of stuff which sorta doesn't fit into any given Genre... take Genesis Survivor Giath for example; a highly entertaining, stunning series which combines elements of fantasy and hi-tech cyberpunk.

Then there's Robot Carnival, kinda like the Japanese version of Disney's Fantasia... a total must see video. Rojin Z is another fantastic Ottomo movie, a timeless classic about a hospital bed that comes alive!

Try Before You Buy

There's a lot of video stores hiring anime for you to take home and watch (though for the price of a CD, you could own your own tape!). Keep your eyes peeled on SBS, since Animes will sometimes make an appearance on Saturday nights; Animes televised there so far include Ghost in the Shell, Patlabor and Ninja Scroll.



Tenchi Muyo

This is weird arse. Totally.

We're talking major synapse rewiring here, when you sit and watch the strangest, weirdest anime that I have ever seen... TENCHI MUYO.

There's like, a group of these beautiful girls living with this traditional Joe Blow named Tenchi. It all seems normal, until the women start doing weird things, like teleporting in a wink of an eye; flying through the air... all that jazz.

There's the 13 year-old-looking mother of the girls that can conjure a hologram style keyboard connected to a processor from god knows where and can analyse and create super baby formula.

Ever notice how in some of the weirder animes it's always ever so quiet... short conversations break the silence followed by characters laughing or getting embarrassed? Tenchi is very, very quiet... FREAK SHOW!

Tenchi Muyo is one of the higher profile animes happening overseas. It apparently has a cult following amongst some of the hard core anime fans, and is slowly but surely building itself a solid fanbase here in OZ.

The level of animation is fairly generic and standard, but what will probably hook you in is the general weirdness of it all... don't get me wrong, I like weird and strange, combined with good narrative ability and direction of course, all of which Tenchi has.

A different anime for those looking for something different with a capital D. If you like Ranma 1/2 then you'll love Tenchi Muyo.

8.5/10

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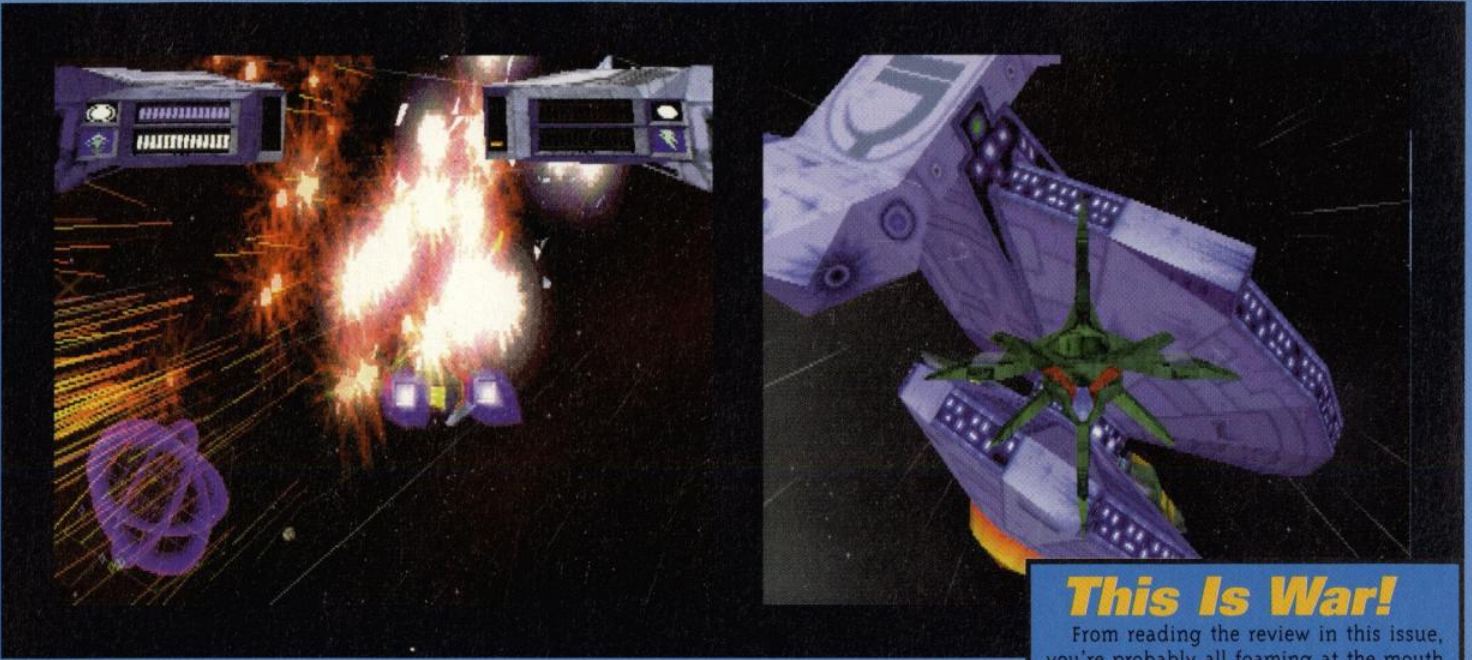


- Split-screen mode for two-player competitive racing.

- Analogue controller and neGcon compatible.



ALL ENTRIES CLOSE DECEMBER 10TH 1997



This Is War!

From reading the review in this issue, you're probably all foaming at the mouth to pop this baby into your PlayStation and head off into the stars for some dog fighting action... well, Psygnosis are always calling up wanting to give stuff to you guys, because they understand the plight of the strapped-for-cash gamer! Can you believe that we have 10 copies of Colony Wars on offer?! Woo-hoo! To grab yourself a copy, you'll have to write in on the back of an envelope and tell us...

What's another Psygnosis game reviewed in this issue?

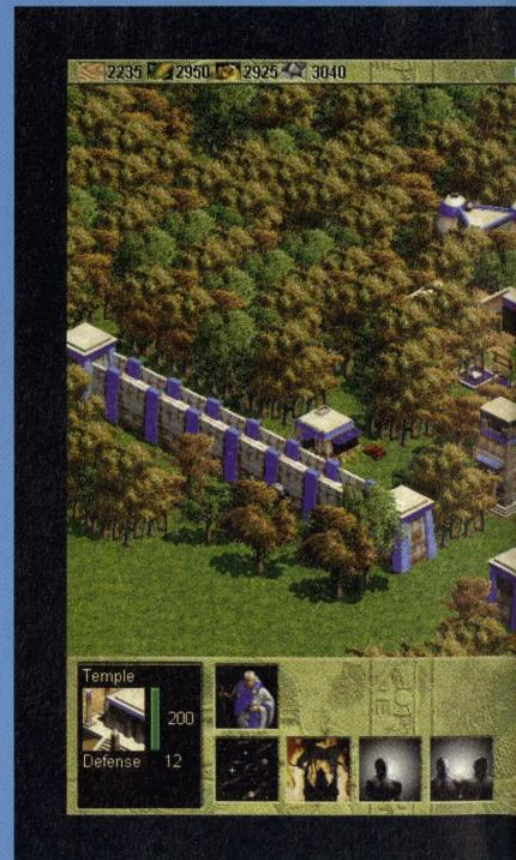
Address your entry to: War in my Colon, HYPER, 78 Renwick St, Redfern 2016.



Sorry Sir, It's Fatal

Fatal Fury! Flying limbs of death! CEL have generously flung 10 copies of the crazy Fatal Fury video into the Hyper competition barrel, so all you fighting game freaks enter now and complete your training. To win one, do us a drawing of a new fighting game character of your own design. Ok? And make it good!! Winners will be called "Tops" by the Hyper crew at regular intervals for a month, and your love life is no doubt going to take a turn for the better if your artwork rocks... No shit!

Post it to: Artwork Fury, Hyper, 78 Renwick St, Redfern 2016.



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Golden Game

Yes, it really is something special. So good in fact, that it'll have kids everywhere joining the army, the secret police or trying very hard to become school prefect. Goldeneye on the Nintendo 64 is quite a remarkable piece of software - we dig it. Nintendo Australia have been very cool indeed in offering 10 big copies of this great game for you N64 owners to fight over, so show your gratitude and enter this comp!

Answer this simple question:

One of the bad guys in Goldeneye is called: A) Oddball, B) Handjob, C) Oddworld, D) Nosejob or E) Oddjob.

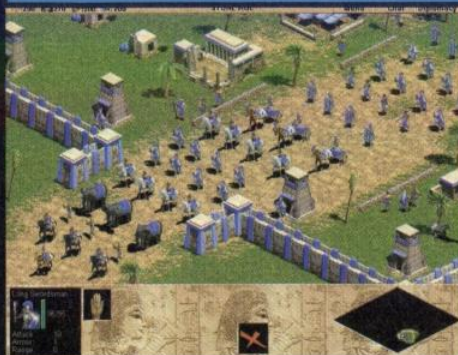
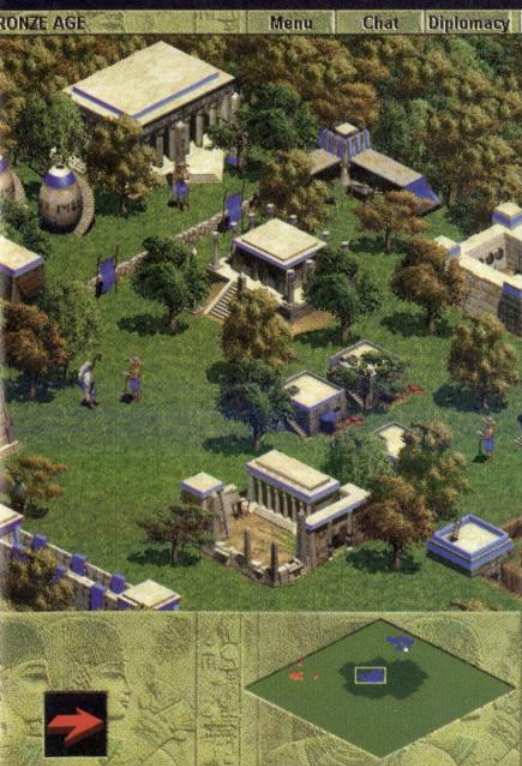
Put your answer on the back of an envelope and post it to: Oh James you were wonderful!, Hyper, 78 Renwick St, Redfern 2016.

Build An Empire

Age Of Empires is one of those classic games, eh? The sorta thing that will keep you glued to your PC until you're developing arthritis, and various internal organ disorders. Happens to the best of us. Well, Microsoft were gracious enough to bestow upon the Hyper office, 10 copies of Age Of Empires for all you hardcore gamers to waste some time on. Want one? Answer this...

How many gerbils does Bill Gates own?
A) 1, B) 24, C) 666 or D) None.

Scribe your answer on the back of an envelope and post it to: Emperor Gates, Hyper, 78 Renwick St, Redfern 2016.



NET TRAWLIN'

Quake Player Pics

Ever had a strange desire to see what your online Quake opponents really look like? Believe me, it's not a pretty sight! Well there are entire Quake Web Rings devoted to Clan members' homepages, one for the female players and one for the male players! A good starting point is Siren's Pic Page where you can start indulging in your voyeuristic tendencies. You can take comfort in the fact that they're all as freaky as YOU.

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

Shadow Warrior

3D Realms and GT Interactive have put up an official Shadow Warrior homepage done in the style of a classic movie poster. Clicking on the "credits" takes you to other pages showing off the game's creatures, weapons, the programmers and lots of other cool stuff on the game like a Shadow Warrior Forum and Fan Club. You can download the shareware version from the site too, so go there straight away if you haven't yet played this game - it rocks!

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



It's time for **Eliot Fish** to perform his World Wide Web biopsy...

Godzilla Lives!

Godzilla has been re-made in Hollywood using all the latest greatest computer graphics effects and Sony have now started the official Godzilla website to co-incide with the film. This should be absolutely huge and you can check out the website now before the movie's release to see some sneak pics and hear Godzilla's new 90's roar. It's quite an extensive site and well worth a visit if you're a special effects fan of any sort.

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

But for absolute Godzilla freakyness, visit...

<http://www.microlink.net/conniegn/musem.html>

Star Wars Gaming

Now that there are more Star Wars games out there than you can count on your two hands, some fans have gone and created an entire web space devoted to every single one of them. There are links to all sorts of related Star Wars games sites, including FAQs, walkthroughs, screen shots and hot news on games still in development. This site is a must for any self-respecting Star Wars fan to bookmark. Now that Jedi Knight is here, you can expect SWGamers to be hotter than ever.

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

Voodoo Extreme

If you own a fancy 3DFX card, then you'll be more than hungry on some info on the clever Voodoo chipset. This website will keep you up to date with all the latest 3DFX-enhanced games, patches, news, info and troubleshooting questions you may have to do with the card's performance. It's updated daily, and is one of the best resources for anything 3DFX related on the WWW.

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



Jedi Knight



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»» *Blade Runner*

PC

AVAILABLE: NOW
 CATEGORY: ACTION/ADVENTURE
 PLAYERS: 1
 PUBLISHER: VIRGIN INTERACTIVE

The legendary film by Ridley Scott is due to be a game, and by all accounts it will probably be just as legendary. Those of you who have seen the movie can stop jumping up and down and skip the next little bit and read about the game, if you've never heard of Blade Runner - then visit your local video shop RIGHT NOW... and read on. A Blade Runner is a detective who tracks down replicants. Replicants are androids who look like humans, but have a really short life span. They were originally made to do hazardous jobs and were not allowed to join society, or something like that anyway, it does not really matter, main thing is they're here and they're bad. Well they were sorta bad in the movie, but in the game the player decides if they are bad or not. In the game, players are a Blade Runner who is searching for replicants, much like in the film. During the game, players will be able to decide whether the replicants are worth helping in their quest for DNA information which will extend their lives, or whether they should be exposed as part of a giant conspiracy, hunted down as rogues, and blown to replicant hell. To aid the Blade Runner in sorting out who is human and who is a plastic look-alike, there are a whole bunch of gadgets that would make James Bond weep with envy. The game is a real time 3D adventure, with gob loads of footage, so much so that they had to write a new compression code of their own to fit it all in. There are 140 sets that have been digitally recreated from the movie, with wicked visual effects like flickering neon lights reflecting off wet cars. Each character you meet has been created with between 15,000 and 40,000 polygons, which coupled with up to the minute video capturing techniques gives a life-like appearance. As well as looking ultra-realistic, the characters will all have their own goals, ideas and free will, which besides making them damned unpredictable, also gives them personality. Depending on how you deal with these people, they could be an ally or an enemy. By all accounts this game is going to be a visual feast for the eyes, and if the programming lives up to the boasts of Westwood Studios then the whole package is bound for stardom and dare I say Classic status.



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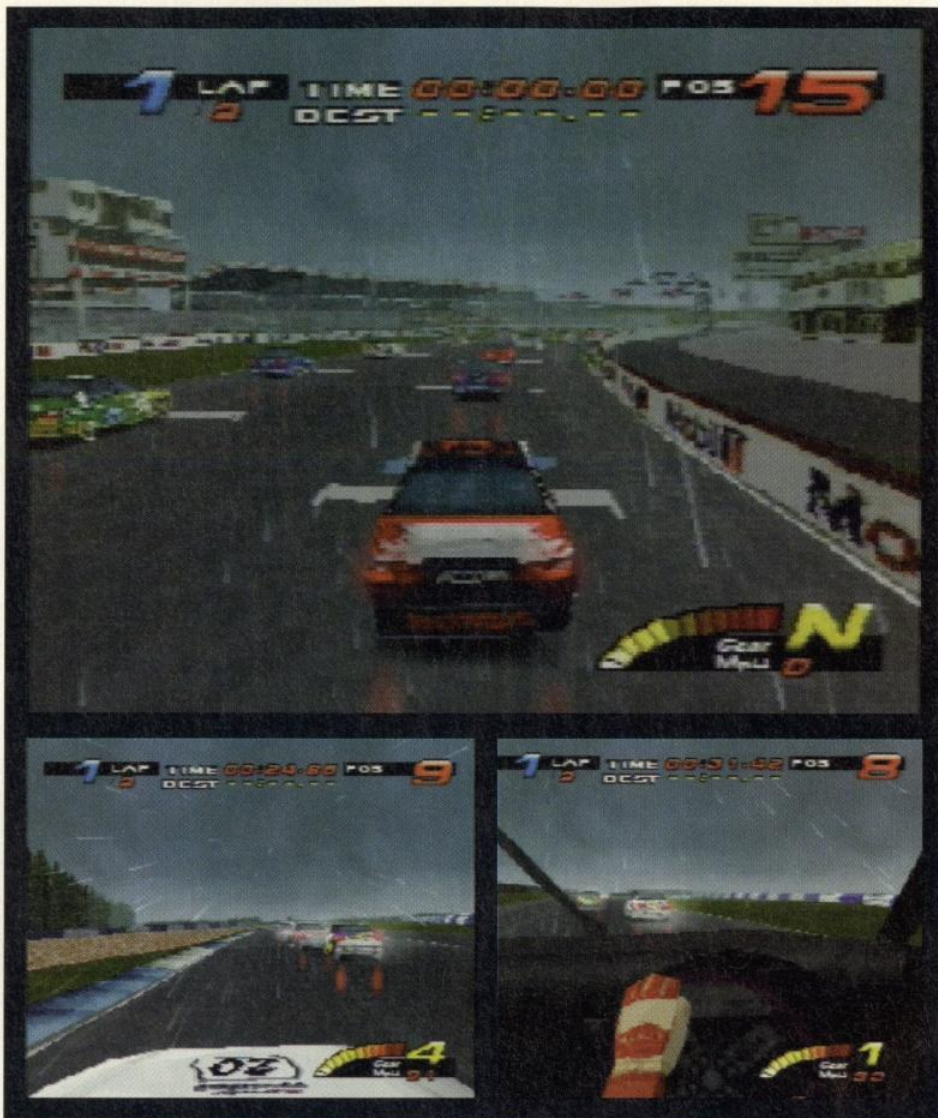
» Touring Car Championship

wow-o-meter

PlayStation

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

Get in, Sit down, buckle up, and hang on because Touring Car Championship is going to transport you to a new dimension if the preview is any indication. The touring car class has heaps of fans all over the world and the game could be headed the same way. There are good range of cars to drive, 8 at the moment including the Vauxhaul Vectra, Renault Laguna, Peugeot 405, Nissan Primera, and Ford Mondeo. All the cars are fully kitted out in their racing colours, have different handling characteristics, and come in a manual or auto configuration. The race feel is pretty good at the moment, but there still needs to be a bit of work to get it right. The extra bits that give a game personality are well in effect. Break lights that come on, wipers that work when its raining, and witches hats getting knocked onto the road all add a touch of realism. There is a full range of weather patterns from sunny, through raining, to snowing, which alter the performance and handling of the cars accordingly. There are loads of views including two from the driver's perspective. Every view also has a rear view option that feels just like flicking your head around for a quick squiz. At this stage the game is looking similar to Formula 1 '97 graphically with a better frame rate and more solid looking polygons. Look for this one if you're hanging for a game with a solid racing feel. RC



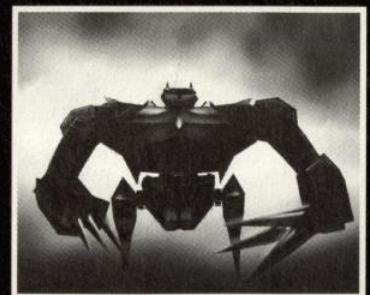
» Coolboarders 2

PlayStation

AVAILABLE: JAN '98
 CATEGORY: RACING
 PLAYERS: 1-2
 PUBLISHER: SONY

wow-o-meter

Snowboarding is really quite exciting that's for sure. Anything which requires you to risk life and limb whilst wearing sunglasses is sure to impress members of the opposite sex. As for how it translates into a videogame, well Coolboarders on the PlayStation was a bit hit and miss. Whilst the game had real potential, it was let down by some bad physics and yucky controls. As for that American voice-over... well, let's just hope that fellow is currently unemployed. Sony have taken all these criticisms and gone away to bring us a much-improved sequel. We hope. From the screenshots, Coolboarders 2 is looking very nice but it's the additions in the gameplay department which sound most cool. There are now 16 new downhill courses to shred, as well as a half-pipe to practice in. You can also now choose from 7 different boarders and something like 18 different boards! Gamers with friends will be pleased to know that there is a split-screen two player mode as well as a Championship and Slalom course. If you also think all the funky new clothes you can choose from is important, then woo-hoo there's plenty of rad streetwear to tackle the mountain in. Looks like fun. EF



MURDER... DEATH... KILL?

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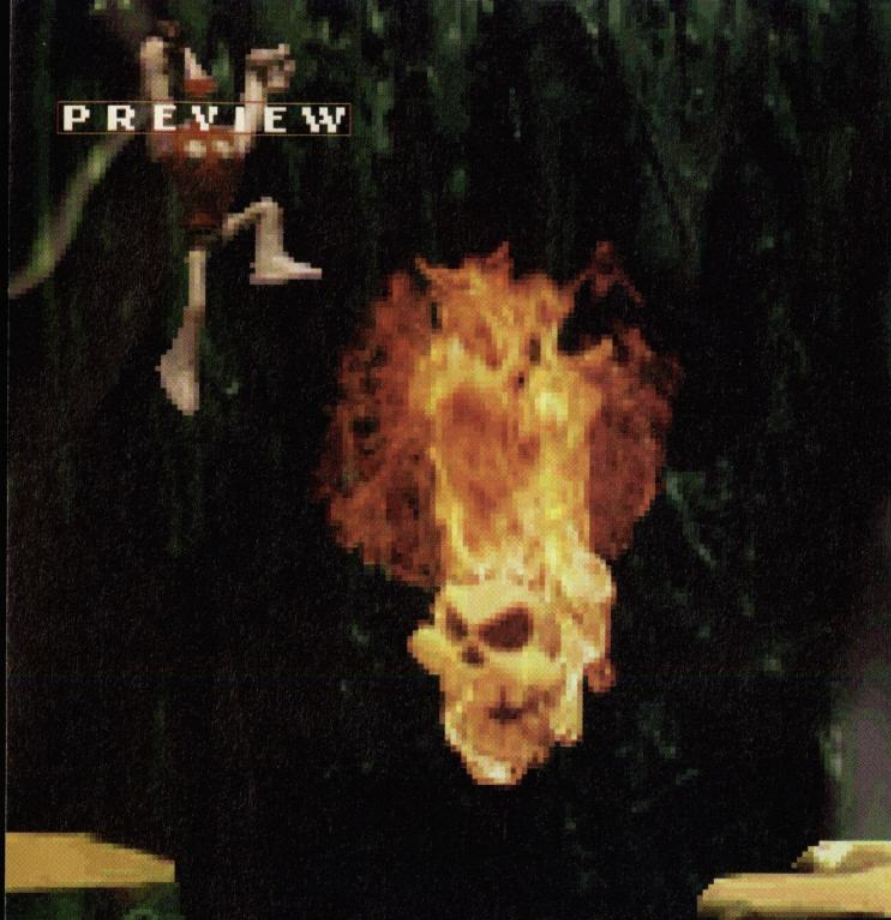


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Skullmonkeys

PlayStation

AVAILABLE: DECEMBER
 CATEGORY: PUZZLE/PLATFORMING
 PLAYERS: 1
 PUBLISHER: ELECTRONIC ARTS

Not long ago, there was a clever adventure/puzzle game called the Neverhood using digitised clay animation to represent the characters and environments in the game. The developers of the game, the Neverhood, are now bringing a kind of sequel to the PlayStation - and it's looking good. Skullmonkeys is its name, and it's possible that the wonderful Abe's Oddysee has been a bit of an influence here, as this is currently looking very similar. It's a 2D platformer with the same sort of adventure/puzzle approach that Abe does so well, but with the same digitised clay effect seen in the Neverhood. Certainly, the claymotion looks unreal and it should set this apart from all the other Abe's Oddysee clones that will undoubtedly be popping up everywhere. The Neverhood was a very clever game, so if Skullmonkeys is anything remotely as challenging, then it has serious potential to be something special. Incredibly there are something like 120 levels in the game, spanning 20 different worlds set in jungles, factories and snow landscapes. The clay hero goes by the name of Klayman, and the evil dude threatening to spoil your fun is Kogg with his henchmen cronies the Skullmonkeys from the planet Idznak being your main headache. You'd think that with all these silly names, we'd be in for one crazy story. Well, we'll do a full review when we get our hands on something final.

EF



Space Circus

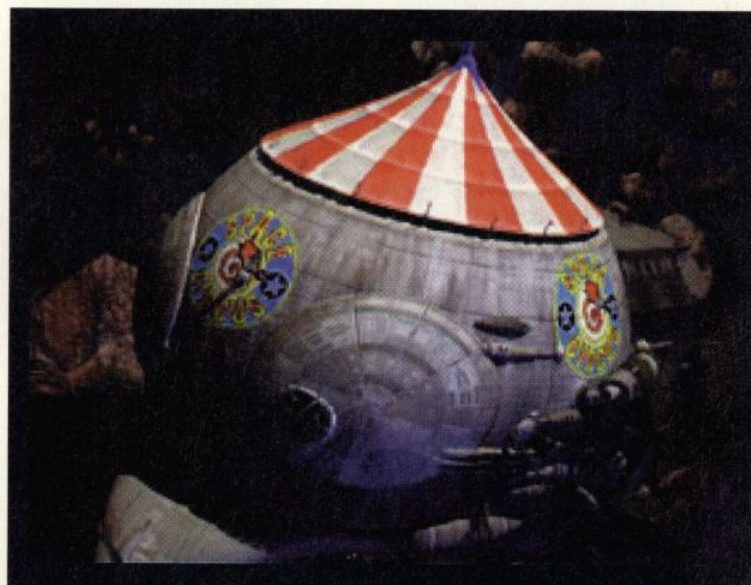
Nintendo 64

AVAILABLE: TBA
 CATEGORY: 3D PLATFORMER
 PLAYERS: 1
 PUBLISHERS: OCEAN

wow-o-meter

"The Greatest Show on Earth" or any other planet for that matter, travels around the galaxy looking for new cultures to entertain and/or terrorize. Space Circus has all this and more. The story so far is that every time the circus lands on a planet and sets up shop, one of the acts gets blown to kingdom come. Eventually one of the clowns and his two robot buddies decide to investigate what is happening, and this is where you step in. The animation is meant to be realistic even though it is constructed in polygons, so maybe there has been some motion capture used here to bring the characters in Space Circus to life. Extensive use of psychedelic colours is guaranteed to bring on a 60's flashback, though it probably will not seem that strange with all the other weird and whacky things in the game. Space Circus is certainly a 3D platformer, though there seems to be more to this game than meets the eye. A version will hit the humble PC too, so possibly this isn't an out and out platformer. Super Mario 64 has no doubt been an influence, but Infogrames have injected a whole lotta unique character into this one, so things are looking good...

RC



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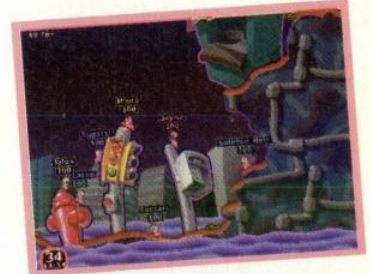


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TEAM 17

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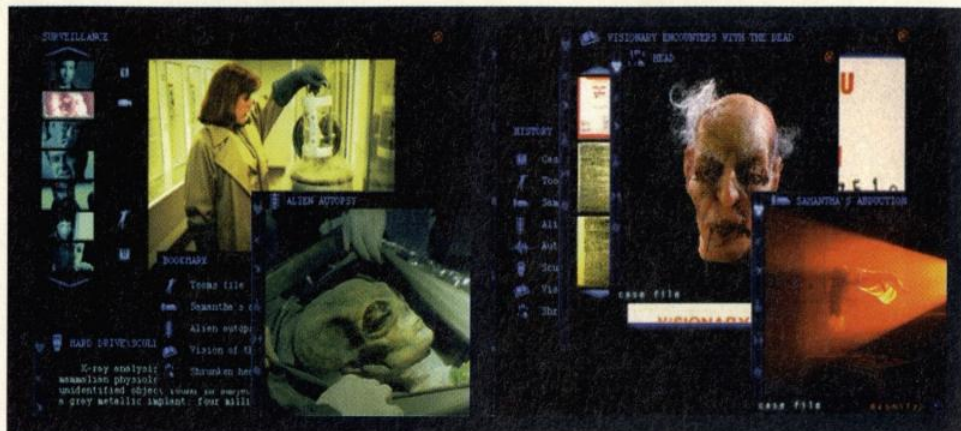
X-Files: Unrestricted Access



PlayStation/Saturn/
PC/Mac

AVAILABLE: 1ST QUARTER '98
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: FOX INTERACTIVE

Cash-in alert! OK, maybe we shouldn't be so cynical, but there is an X-Files game on the way from Fox Interactive. Being an "Interactive" X-Files experience, they've included lots of footage from the TV show, including character dossiers, Scully's case reports and heaps of cool ultra-techy electronic gadgets used for modern forensic work. Both Fox Mulder and Dana Scully will appear in the game as your co-agents, in footage shot especially for the game - so that's a good start. All the other major characters will make appearances too, so Skinner and even Cancer Man will be popping in every now and then. At this stage the game appears to be a type of point and click adventure utilising a variety of "multimedia" - an unfortunate word to use. The game is played as if your computer



or console is plugged into some sort of FBI network, where you can access information and receive strange e-mails from unknown sources. Your screen will look like an internet browser, and it's from here that you will do the most of your investigation. If you feel like it, the game will allow you to take a squizz at info on every single X-Files case, which includes short videoclips from those episodes. You will also be able to spy on some of the characters as part of your investigations, but somehow I think your chances of catching Fox watching his porno collection or Scully deciding on what to wear are a bit slim. But the game isn't just a compilation of X-Files media, there is a definite mystery to be solved, and success will totally rely on your sleuthing abilities. If you will be playing the PC version and have

Internet Explorer 4, then you will actually be able to download additional stuff for the game from the web. A brand new storyline has been created in conjunction with the show's creator, Chris Carter, especially for the game and no doubt it will have lots of aliens and creepy shit. Hey, that's why we watch the show, right?! Even though Fox have reported that the game will appear on just about every platform, we get the feeling that the console versions will be quite different to the PC and Mac version, as cursor based games don't translate terribly well to joy-pad control. Anyhow, X-Files: Unrestricted Access is currently looking a bit like the excellent Spycraft, so as long as Chris Carter casts his clever eye over the project - this could be great.

EF

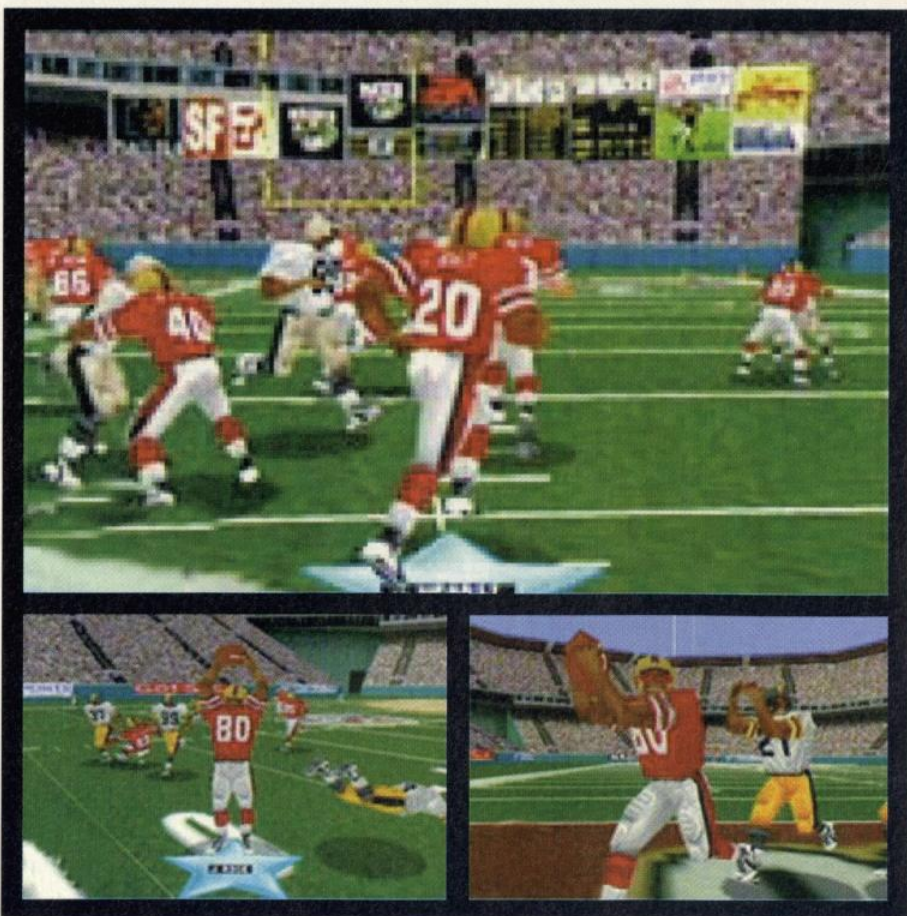
Madden NFL



Nintendo 64

AVAILABLE: DECEMBER
CATEGORY: SPORT
PLAYERS: 1-4
PUBLISHER: ELECTRONIC ARTS

The Madden football games were immensely popular on the Super Nintendo and Megadrive. Even if you didn't know much about the inner workings of a game of American Football, they were pretty easy to figure out and very enjoyable to play with a couple of friends. A lot of you have been asking about Madden 64, and you'll be chuffed to hear that it's here for Christmas. So what new improvements can we expect in the 64-bit version? Well this Madden will use a full 3D polygon engine, which will even allow you to play out the game from a "helmet cam", meaning it may well be the first football game to have a 1st-person perspective mode. If you're into football statistics and all those freaky-boy things, you'll be more than pleased with what's on offer here. You can create, trade and draft your players as well as play multiple seasons, all in real stadiums, with the full 1997 NFLPA rosters and there's commentary too, which is nice to see on the cartridge format. Madden NFL is certainly looking like one of the best football games yet seen on a console, and hopefully it will be one of the most realistic NFL games to play too. The Nintendo 64 has the hardware, so let's hope that EA have come up with the software.



EF



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PREVIEW

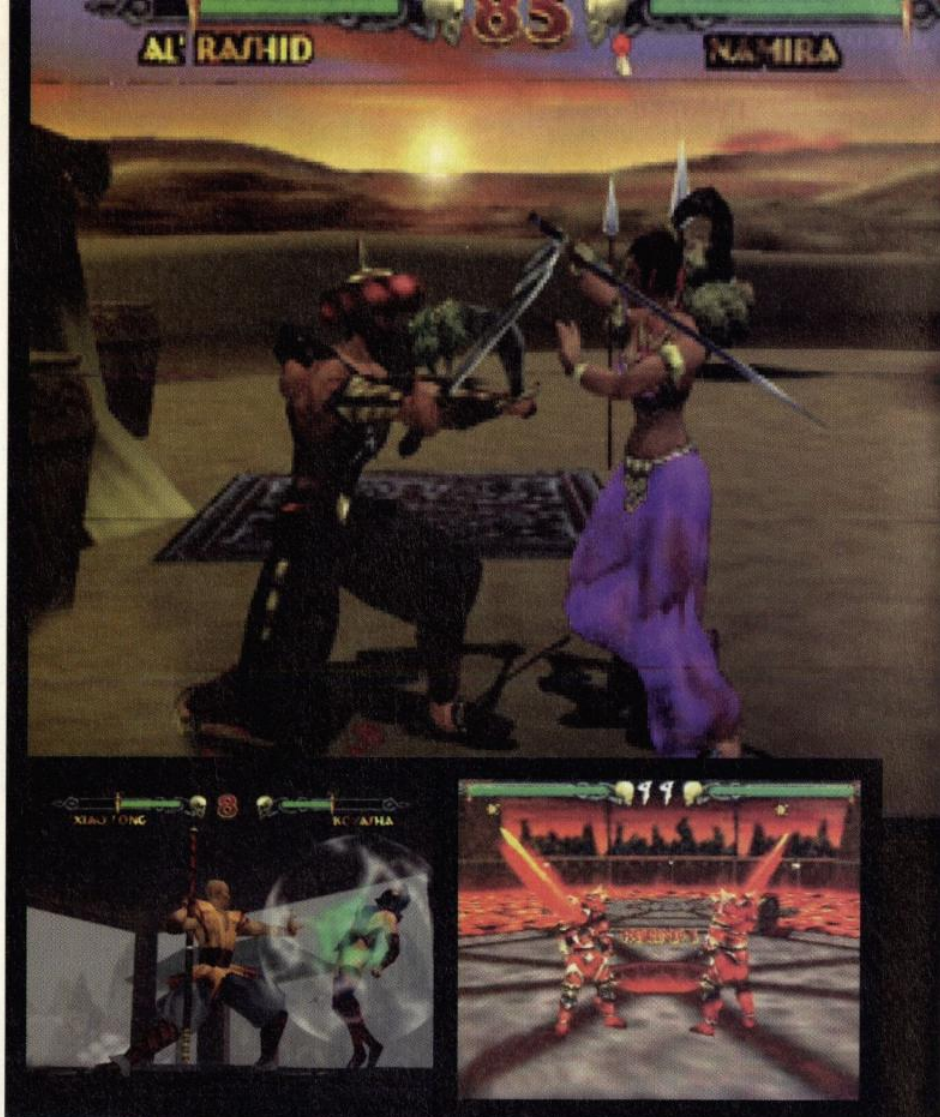
Mace

Nintendo 64

AVAILABLE: DECEMBER
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: GT INTERACTIVE

wow-o-meter

The Nintendo 64 needs a good fighting game - no one would argue with that. The arcade killer, Mace, looks like it could be the big fighting title that Nintendo are looking for. Sporting some of the tastiest looking 3D graphics yet seen on a home console, Mace has been quite a long time in development for the N64. As long as the engine is running smoothly, then I don't see how a game like this could fail. Packed with combinations, throws, counters and special weapon attacks, the gameplay is solid enough to cream all the current N64 fighting game competition. Using four buttons, the 3D arena allows you true 3D attacks and side-stepping moves, which is the sort of gameplay we had expected but not received in War Gods. Word has it that it's just about arcade perfect, with all the regular characters plus the secret characters included in the game making a total of 11 nasty looking characters to choose from. As for the gruesome violence, well, as far as we can tell, decapitations will be seen in the game - but who knows what the censors will say? The Nintendo 64 is meant to be a family machine after all! Mace: The Dark Age is certainly a dark, moody fighter - and if all goes well you'll be hacking and biffing with the best of 'em. EF

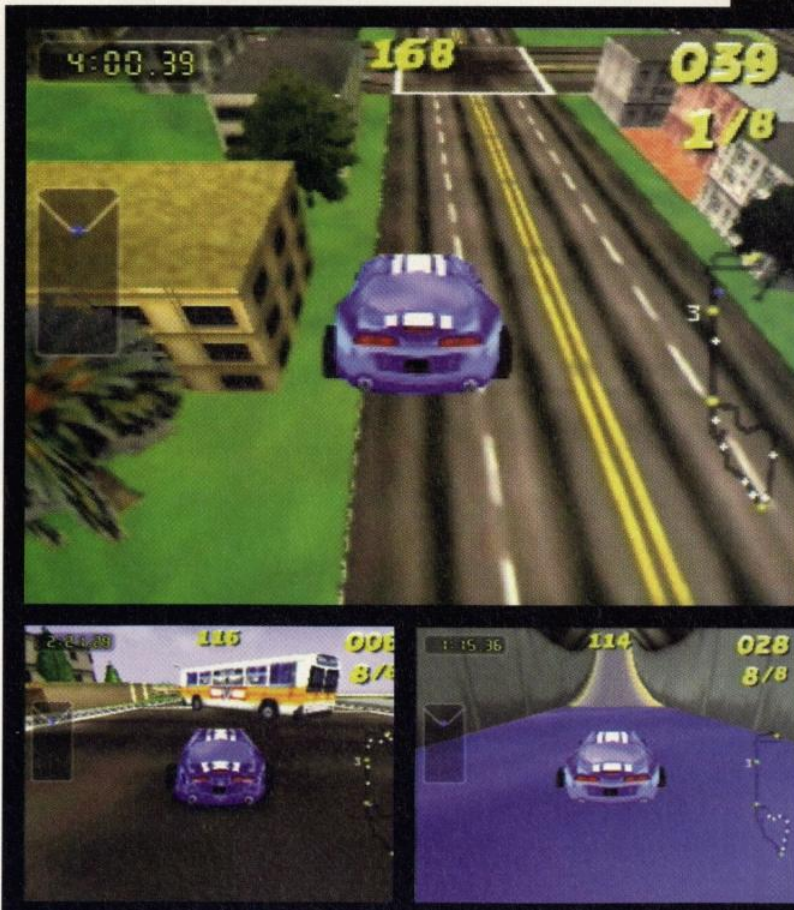


San Francisco Rush

Nintendo 64

AVAILABLE: DECEMBER
CATEGORY: RACING
PLAYERS: 1-2
PUBLISHER: GT INTERACTIVE

wow-o-meter



If you're looking for a super realistic racing game, look elsewhere. San Francisco Rush promises to be the most innovative and crazy race of your life. The streets of San Francisco will never be the same again, with drivers fanging round all over the place like mad men. Yep, we do mean all over the place, if you hit a bump in the road that happens to launch the car high enough to land on a building, then just keep on driving across the top, off the other side, and keep on going. Apparently the whole city and surrounds are fully explorable. Off roading? No problem, and if the car goes off a cliff and you spot a cave on the way down, drive in for more jumps, bumps and even driving on the walls. There are eight cars to choose from, with the normal range of choice - Vw, slick sports coupe and Four Wheel Drive. The physical characteristics of the cars are meant to be pretty lifelike... well as lifelike as you can get with this sort of game, although there is still a bit of skill needed to avoid crashes, flips and rolls. The game has six enormous tracks to race on, and each track has its own secret areas, jumps, and hidden routes, all of which extend the playability of the game. On each track there is a hidden key, collect all six keys and word is it opens up a secret option. Could be a schmick new car or even a new track, we will just have to wait and see. RC

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63 1/3



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»» *Medievil*

PlayStation

AVAILABLE: FEB '98
 CATEGORY: ACTION/ADVENTURE
 PLAYERS: 1
 PUBLISHER: SONY

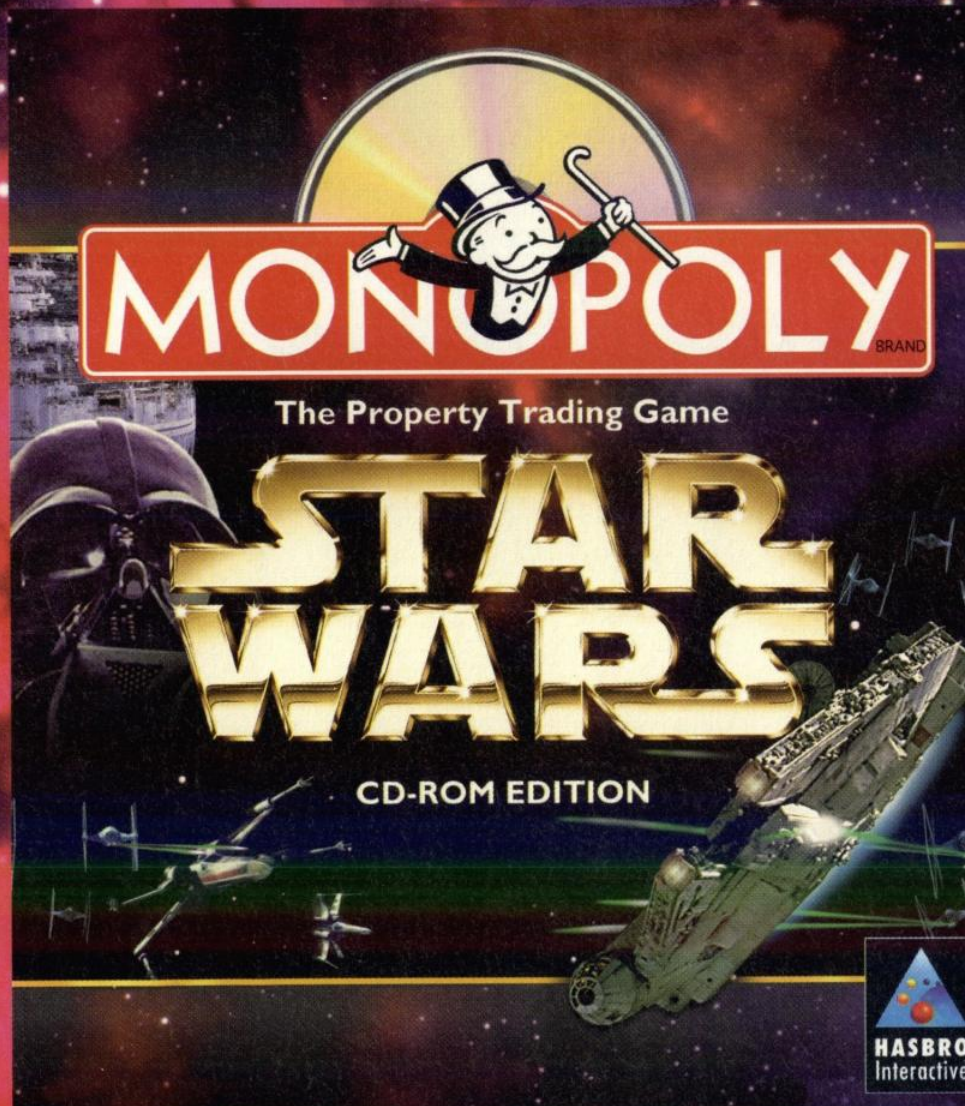
Medievil is one of those games that instantly grabs your attention through sheer originality. Looking like a cross between the old arcade fave *Chosts & Goblins* and the more recent *Pandemonium*, this is a 3D action/adventure game packed with magic, the undead and big shiny weapons. What more can you ask for? Nudity? Well maybe that... but anyhow, the unfinished version we had a play with was looking really, really good. You play some sort of dead knight who has been brought back to life through some otherworldly magic, and from the moment you leap up from your slab, the adventure is on! You guide your lanky character around with the strange control method of walking and running by pushing the shoulder buttons. The D-pad is purely used for guarding with your shield and turning your character in the appropriate direction. It's hard to get the hang of, but you can see why they've had to implement this control method into the game, as the world is in complex 3D and you can explore more accurately this way. Sneaking behind tombs, across bridges, through creepy looking tunnels - it all looks pretty spectacular thanks to a variety of lighting effects and silky animation, and the detail in some of the backgrounds is really lovely. The frames of animation in your boney-looking character have been lovingly put together and all the other creatures are bursting with colour and personality too. There are also some great weapons on show here, from a humongous broadsword sword to throwing axes (very cool) and an awesome crossbow - and that's just for starters, as it looks like there will be way more than these in the final. The way your character flings his sword around is hilarious and there are some great moments where zombie limbs are flying and green gunk is spurting and it's a good laugh I tell ya! The design of the levels is interesting too, with dark, ominous tombs, graveyards, caverns and other settings perfect for this sort of gothic action game. The layout of each level is quite open and sprawling, so there are lots of hidden areas and special items which will only be unlocked with some snooping around and clever thinking. *Medievil* is looking like a lot of fun, so we're all looking forward to a good hack and slash with this spooky little number.

EF

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galaxies are
bought and sold,
fleets built,
and old friends
come to life...*

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» Pandemonium 2

PlayStation



AVAILABLE: TBA
 CATEGORY: PLATFORMING
 PLAYERS: 1
 PUBLISHER: BMG

Pandemonium on the PlayStation was a strange coupling of 3D graphics and 2D gameplay that was hated by some, but loved by even more - hence the sequel. Your choice between the girly wizard and the boofy jester remains, though some new character moves have been included to make getting around the bizarre new levels a tad more interesting. Now your character can hang onto ledges and use a variety of hanging and suspended ropes to hurl yourself around. Even though there are some new elements to spice up the characters' respective abilities, such as Fargus now being able to throw his jester head at enemies, the gameplay is pretty much the same, so there are no real surprises here - just big spunky new levels and some crazy new monsters to jump on. I don't know if it was just a dodgy beta we received, but graphically the game seemed to chug a bit and the environments didn't look quite as clean or precise as they did in the first Pandemonium, maybe this is due to there being more textures on screen, who knows? However, we reserve any real criticism until we get a final copy in our hands, because games these days get fiddled with until virtually the day before release. If you loved the first game and get excited by fancy new graphical tweaks, plus a whole bunch of new challenging levels, then keep an eye on Pandemonium 2. We certainly will. EF

» Armoured Core

PlayStation



AVAILABLE: FEB '98
 CATEGORY: 3D ACTION
 PLAYERS: 1
 PUBLISHER: BMG

The name of the game has you thinking about tanks, except the tanks in this game have a strangely humanoid shape to them. That's right, it's really another mech game. There is a squad of freelance mechs that call themselves Ravens. All sorts of people offer them jobs to do, like breaking strikes for companies, clearing out squatters for ruthless developers, and taking on the crims that are too hot for the cops to handle. There are a whole range of places that the missions take place, with old factories, oil platforms, and highway flyovers all providing interesting challenges. The mech's movement is super smooth and with the added advantage of limited flight, there are loads of ways to duck and weave through the definitely unfriendly fire. Of course there are the usual array of other mechs trying to turn your mech into a pile of slag. The game has quite a bit of character and humour thrown into it through the different mission briefings. There is nothing like being told by a corporate bigwig that he does not have time to deal with pesky strikers and if you could go in, and not so gently persuade them to get back to work, he would be very happy. The harder the missions are, the more moolah there is for completing them. The mech can then go into the garage to be souped up, although this was not available on the preview version, it will be interesting to see how powerful the mech can get. RC



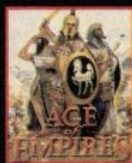
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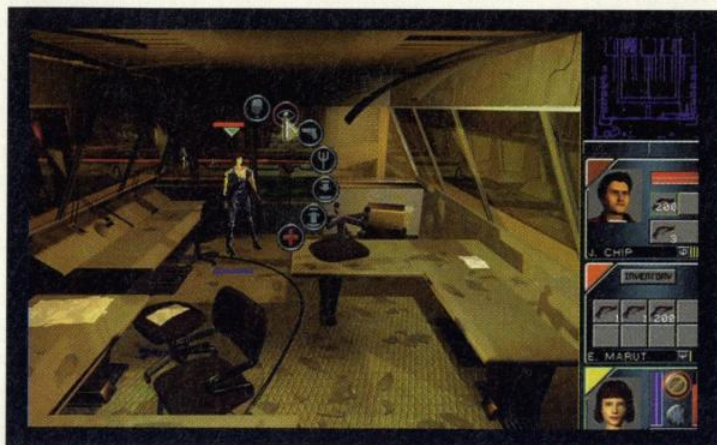
PC/PlayStation



AVAILABLE: PC-NOW/PS1-FEB '98
 CATEGORY: ACTION/ADVENTURE
 PLAYERS: 1 - MULTI
 PUBLISHER: CRYO

Guns, psychic powers, crash-hot graphics, all in the future, Fabbo! If the dark future genre grabs you, then this is one game to look forward to. Ubik is based on the book by the same name. The author, Phillip K. Dick, also wrote Blade Runner and Total Recall. So now you should be getting a mental picture of the sort of story line in the game. It's set in 2019 in New York, where the character has to stay alive in the megacorporation's dastardly manipulations for money and information. Cryo and Interplay have teamed up to produce Ubik and if the screen shots are any indication the game will look fantastic, but we have come to expect that top quality from Cryo. There are 60 characters fully animated in realtime 3D using motion capture. 60 types of psychic powers are available to the character to use in their exploration of the 15 levels in the game as well as the usually assortment of weapons and explosives. A variety of camera angles provide heaps of different perspectives, and the viewing position is changeable at any stage in the game. As the game progresses the enemies get smarter, so there's some muscley AI at work here. At this stage there is talk of some sort of multiplayer option but stay tuned for more info...

RC



Rascal

PlayStation

AVAILABLE: MARCH '98
 CATEGORY: PLATFORMER
 PLAYERS: 1
 PUBLISHER: PSYGNOSIS



Another 3D platform game is about to hit the market. Rascal is in search of his father, who disappeared into a time machine and has not been seen since. The game is played over seven huge levels, but here is the twist, each level can be totally explored in the past present and future, effectively tripling the play area. Rascal was created by the crew at Jim Henson's creature workshop, this combined with the cartoon style graphics gives the game a certain level of cutesyness, even if the kid has a big head. The game is totally non-linear with real time playing a major part. Rascal is expected to jump backwards and forwards in the time machine, and as he does, you will notice differences in each of the levels. For example, a pirate ship you find in the past may have sunk in the present and be in the middle of a desert in the future. All the levels are totally explorable with "go anywhere" possibilities and a variety of locations including a castle and the lost city of Atlantis. A whole bucket load of puzzles will have players scratching their scones in bewilderment. Solving puzzles will apparently lead to new levels, bonus games and hidden time bubbles, although they could lead to traps and monsters too.

RC

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In celebration of our big 50th issue, we thought it would be cool to take a look back at the games which have brought us happiness, joy and simultaneously destroyed our social lives... so we bring you...

THE



MOST SHIT HOT GAMES E

Quake

PC/Mac - id Software

When you have a game like Doom which has caused enough mass hysteria to worry God fearing Christians everywhere, you know the follow up game is going to be big. Id Software did not disappoint with Quake being the first true 3D first person shooter the world has seen. Whilst Quake did not satisfy everyone in the single player department, with most claiming the game was too easy... Quake rocked harder than any network game before it! The customizable nature of Quake allowed enthusiasts to make their own levels, adjust playing conditions, and essentially do whatever they wanted with the engine to make their mul-



tiplayer action dreams come true. Drooling in anticipation of Quake 2.

Doom

PC/Mac - id Software

After they turned a lot of heads with 3D Wolfenstein, id Software took the idea that extra step further, and with an improved gaming engine, and a much more horrifying setting (not trying to belittle Nazi Germany), came up with perhaps the most influential PC action game of all time... Doom. Doom combined frantic action, gore, exploration, puzzle solving and demonic nastiness to create the most addictive action shooter to date. The first person perspective was at



the time of an unprecedented standard, and this inspired many who previously found video games too hard to relate to, to "give gaming a go". This was also one of the first action games to inspire LAN gaming to cult status levels.

Wipeout Series

PlayStation - Psygnosis

With the popularity of the British techno scene escalating, and an appreciation for all things futuristic and techy coming to the fore, Psygnosis caught on and produced the most revolutionary racing game in ages, Wipeout.





Quake

Wipeout included punky music from bands such as the Chemical Brothers and Orbital, which once added to the absolute breakneck speed anti-gravity racing, helped produce the ultimate techy racing experience. Wipeout 2097 took the game to new heights, with vastly improved visuals, and a variety of new weapons, tracks and ships, which helped make it the best racing game to date for anyone who doesn't like racing cars or motorbikes.

Ultima Series

C64/Apple/PC - Origin

When Richard Garriot was a young budding computer dweeb he created Ultima, little did he know that he was on the way to creating the most popular RPG series the world would ever see (at least in the next twenty years). The first three Ultima games were very basic, with game mechanics that didn't really allow for much freedom. Ultima IV however, introduced the idea of interactive conversations with the inhabitants of Britannia, the Ultima gaming world, and ever since, all of the Ultima games have been chock full of character, storyline, and charm. The engines improved from game to game, and the current example of this is Ultima Online which looks like it offers more depth of gameplay than all Ultima games before it, plus the nifty element of online multiplayer gaming... gotta love that.



Diablo

PC/Mac - Blizzard

Whilst RPGs do have a cult following, many gamers find them hopelessly impossible to relate to. Blizzard took away the daunting "stat factor" from RPGs with Diablo, which combined beautiful graphics, and standard RPG elements, with an interface that anyone could come to grips with instantly. If you wanted to pick it up, you clicked on it, if you wanted to walk



somewhere, you clicked there, and if you wanted to attack something... you get the idea. Diablo didn't have the deepest plot, but it was extremely addictive and atmospheric, and this helped draw huge crowds for multiplayer gaming. Online multiplayer gaming had previously been either text based, or using graphics that were rather lacklustre to say the least. Many will remember Diablo for the hordes of online cheaters rather than the great game it is, which is a shame... because it brought so many into a rather scary genre.

Final Fantasy series

SNES/PSX - Squaresoft

After Final Fantasy one to six, the series had already established itself as a truly successful Japanese RPG (although acquiring all these titles in Australia would have been tricky). The true epic masterpiece of the lot that really forced this series into our top 50 list was Final Fantasy VII, which not only set new standards in RPG gaming, but also satisfied all those PlayStation owners dying for an RPG that actually utilises some of the machine's capabilities. The storyline is gripping, and to call the experience of playing the game anything other than "epic" would be an injustice. If you aren't a fan of RPGs you may fail to pick up on what makes this one so great, but anyone who has enjoyed any Jap RPG will appreciate Final Fantasy VII.

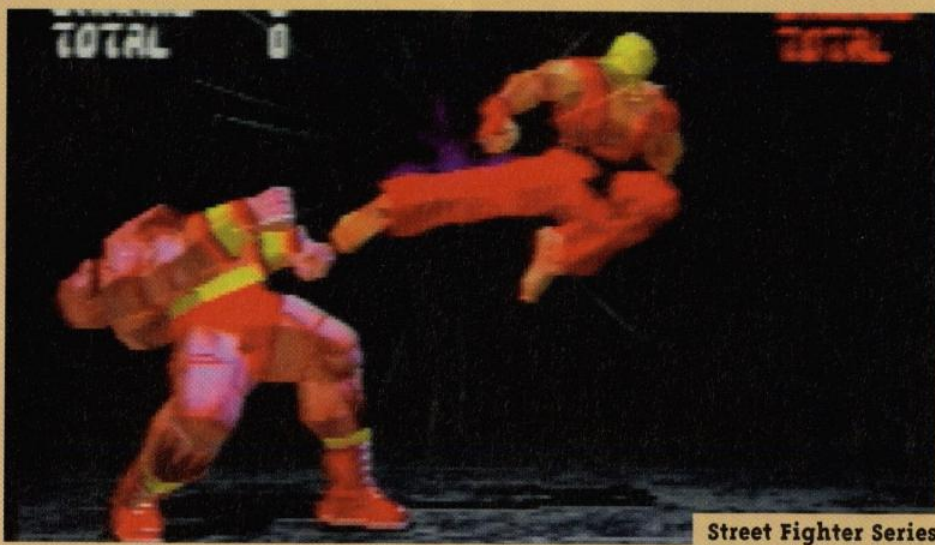


Virtua Fighter series

Arcade/Saturn - Sega

Amidst the roaring hype of Street Fighter and Mortal Kombat, Sega took a very quiet, yet very large step forward with the introduction of Virtua Fighter. This was the first true 3D fighting game, with both polygonal characters and 3D arenas. The gameplay also took the emphasis off huge combos and ridiculous moves that defied the laws of physics. For this reason VF





Street Fighter Series

didn't cause the impact it deserved to, and even the subsequent Virtua Fighter 2 and 3 have never really drawn the crowds like Street Fighter or Mortal Kombat have, despite the amazing depth in gameplay, and the cutting edge visuals. Virtua Fighter 3 to this day remains the unanimous number #1 fighting game in the eyes of the Hyper crew.

Street Fighter Series

Arcade/Various - Capcom

No one would be stupid enough to dispute that the Street Fighter games have been the most successful 2D fighting games of all time. The first Street Fighter game didn't cause a phenomenon, but SF2 saw the gamers heading to the arcades in droves. Subsequently there have been many versions of Street Fighter since SF2, including the turbo editions, the alpha editions, Street Fighter 3 (which disappointed many with the lack of innovation), and the very popular venture into 3D, the Street Fighter EX series. SF games have always allowed for the user to really develop their skills to the nth degree, and this has seen the competition remaining fierce in arcades a long time after each version's release. No doubt we'll still be hearing "Hado-Ken!" emanating from our arcades for many years to come.

Tekken Series

Arcade/PSX - Namco

Many didn't take to the Virtua Fighter games due to the lack of combos and "extreme" moves, which they were so used to in the 2D fighting games. Namco saw this opportunity to enter



the 3D fighting genre with Tekken, which introduced the 10 hit combo, and multi-part throws for some serious tonking power. The other major difference about the Tekken series is the control method which designates a button for each limb, which was a far cry from everything before it. Tekken and its sequels have turned out to be very successful, with Tekken 2 being an enormous hit on the PlayStation. The only question the Tekken series leaves us with is, "Where is Tekken 3 for the PlayStation?"

Barbarian

C64/Amiga - Palace

It took some hormonal young gamers three weeks to actually play Barbarian before they could get their eyes off Maria Whittaker, who graced the cover in a pair of bootlaces, and little else. Gamers eyes continued to bulge after gaming commenced though, as one hearty hack to the neck with a broadsword sent the slower of the two combatants' head filing a divorce from its body and hitting the floor nearby. Barbarian was a very simplistic 2D fighting game that took direct influences from Conan the Barbarian. Although the gameplay was quite limited, it was thoroughly addictive, and the novelty of beheading your opponent with one very well time slash never really seemed to wear off.



Gauntlet series

Arcade/Various

"The elf needs food... Badly". This was perhaps the most clever arcade multiplayer concept of all time, with four players all getting to play at the same time, working as a team, battling



through hordes of medieval nasties. Gauntlet was essentially an action game, set in maze like environments, with players simply attempting to find the exit to the next level. What made this idea so clever (from an arcade owner's perspective) was that to gain extra health (which you lost at a steady rate), you could put more money in. Despite that obviously heinous ploy to get kids to waste all of their lunch money in one fell swoop, Gauntlet rocked very hard, and was one of the most addictive games of its time. Perhaps Mageslayer will bring this same magic back for the modern day gamer.

Samurai Shodown series

Arcade/Neo-Geo - SNK

With Street Fighter and Mortal Kombat being heavily fisty cuff orientated, it was only a matter of time before someone would try the same idea with weapons, and the arrival of Samurai



Shodown proved that there was room for new ideas in the genre. For those that loved their combat meaty, there was the most amusing inclusion of the ability to cleave your opponent in two (in a most dramatic cinematic fashion) at the end of your victory bout. The gameplay was freakishly fast, with running moves being a great addition to gameplay. Combat was also very intense, with a quick turn around being possible due to the enormous amounts of damage you could inflict with a few well timed flashes of the blade. Samurai Shodown 2 goes down as Dan's personal favourite 2D fighter of all time... shame you can't find it anywhere anymore.

Int. Superstar Soccer series

SNES/N64/PSX - Konami

ISS rocked the SNES sporting world with superb gameplay that had never been seen before in a console soccer game. Today the ISS games have once again established themselves as the

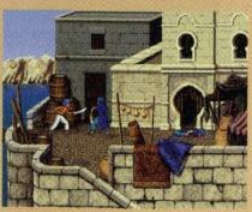


king of the hill, with ISS 64 (N64) and ISS Pro (PlayStation). ISS 64 gives pretty much perfect control, with virtually every move you'd want to perform being available at your fingertips, rather than involving a complex control method. ISS 64/Pro also had the unique quality of being one of the only soccer games ever to have any realism in the way goals are scored, with no cheap shot technique working every time unlike most other soccer games.

Prince of Persia series

Amiga/PC/Mac - Broderbund

Long before Lara Croft was even a twinkle in the eye, there was a game from Broderbund that gave birth to the action adventure game that involved running through corridors,



taking running leaps to far off ledges and grabbing on for dear life. Prince of Persia was quite simply the coolest action adventure title to date back then, and to this day remains a decent title. The game also spawned a sequel which was more of the same, except with a colourful environment and greatly improved graphics. Prince of Persia handled combat with a very cool sword-fighting which allowed for a hell of a lot more skill than

today's flavour of the month, Tomb Raider. Probably a bit of an influence for the recent side scrolling Abe's Odyssey as well...

Bomberman series

SNES/MD/Saturn - Hudson

With the entourage of bizarre puzzle games that started to appear on the 8 & 16 bit consoles, it was inevitable that you'd get some stand out titles, and Bomberman was one of the best. The concept was simple... place bombs to blow up your opponents, without blowing yourself up, or giving them the opportunity to hurt you. A simple concept often leads to a brilliant game, and this was certainly the case with Bomberman, where the action got truly frantic, and thoroughly addictive. Bomberman's real strength lay in the multiplayer gaming with Saturn Bomberman having an option for a 10 player game if you had enough controllers! A classic example of the "It's the gameplay not the graphics that count" theory.



Virtual On

Arcade/Saturn - Sega

The 3D fighting game started to suffer from the same curse that 2D fighting games did... a lack of variety and innovation. We guess someone at Sega saw an old Macross (Robotech) episode where Max Sterling played this amazing 3D mech fighting game which played at the same furious pace all the mechs in the cartoon fought at. Even if they



didn't see this, Virtual On stood out as a truly different sort of 3D fighter, with controls more similar to a tank than anything else. Any fan of Anime can instantly appreciate the attention to detail in Virtual On, with the combat having that perfect cinematic edge to it, making the game as beautiful to watch as it is to play. One of those few games which blends strategy, ultra fast action, and a really balanced game design.

Command & Conquer

PC/PSX/Saturn - Westwood

Very few games have aroused a huge multiplayer following, but Command & Conquer was one of them. At the time Command & Conquer took real time strategy gaming to new heights, with a rather simple gameplay structure that allowed for players to really get nitty gritty and devise their own strategies. C&C resulted in the later launch of Red Alert, which although it did amazingly well in terms of sales, didn't end up converting all the C&C fans, and as a result C&C for Windows 95 ended up being the game they all went back to. With new leaders in the real time strategy genre, everyone is dying to see what C&C 2: Tiberium Sun, will be like.



Warcraft series

PC/PSX - Blizzard

For those that required a bit of charm and character in their strategy games, Warcraft was a godsend. Warcraft helped build a simple, yet effective storyline as to the



struggle between Orcs and Humans, as you progressed through the various missions. Besides having gameplay that rocked hard, Warcraft was brought to life by hilarious speech samples which genuinely helped you get a grasp of what was going on without you needing to look. The sequel saw improved graphics, more units and options, and inspired a cult following on the Internet for some awesome multiplayer gaming. A true masterpiece in every sense of the word.

Another World/Flashback

Various - Delphine

I recall one day when a friend brought around a copy of the latest game out of France, I wasn't overly excited... Until I saw it running. Another World on the Amiga was just an enormous leap forward for action adventure games. The SNES and Megadrive versions of Flashback, the sequel, utilised motion captured animation which was smooth and realistic, making it a dream to control, and the combination of action and puzzles kept you playing till all hours of the morning. Both games were leading 2D platformers for their time, and there's no hesitation in rewarding them with "classic" status.

Virtua Cop 1 & 2

Arcade/Saturn - Sega

Put a gun in a gamer's hand, and they'll be happy for life. Virtua Cop arrived at the arcades and gamers went nuts for it's ultra realistic polygon animation on the big screen, making it feel like you really were pelting those Men In Black with lead. The original targeting concept was an instant hit with gamers, allowing super fast relentless shooting action. Virtua Cop 2 was even more visually solid, and sucked back the coins like arcades the world over were closing the next day. The Saturn fared exceptionally well with it's version, and Sega could happily notch this one up as another instant winner.



Dark Reign

PC - Auran

After the boom of real time strategy games, gamers and the game industry alike were looking for the next step up. Auran delivered with the most configurable, exciting, visually splendid strategy game to date with gameplay that is sexy as hell. Using the Tactics engine, Dark Reign is easily the most technically advanced RTS game to have been unleashed upon the innocent masses to date, with AI that rips the fecal matter and a multiplayer game which can become so immersive and intense that you be happy not playing any other strategy game ever again. With the option to alter the game to your own needs and wants, with a cool map and scenario editor, Dark Reign will be Reigning for a long time yet.



Flashback

THE 50 MOST SHIT HOT GAMES EVER

Tobal 1 & 2

PlayStation - Squaresoft

Tobal surprised console owners with its unique "true" 3D fighting engine, which seemed to be based more on realistic hand to hand combat than over the top fighting moves like those in Tekken. The level of realism in the animation was unmatched, and the incredibly cool fighting style the game offered was new, refreshing and a serious challenge to the real fighting game nuts. The game also had a funky adventure mode, which was previously unseen in any other games in this genre. You could actually lurk around a dungeon and fight your way to unlock secret characters! Unfortunately, we'll never get to buy Tobal 2 here in Australia, because the first didn't sell terribly well which is a great shame as we all lose out on a great sequel.



Nights

Saturn - Sega

Sega were under great pressure to release a game which showcased the true power of their 32-bit Saturn, and they hit the nail on the head with the stunning Nights. The surreal gorgeous visuals helped garner attention to what was essentially a clever, well-designed platforming game. Akin to Sonic in some respects, the gameplay was fast, addictive and fun requiring gamers to navigate a semi-real 3D world collecting magical balls in the allotted time limit using the excellent analog control pad which came with the game. A fun two-player mode helped to prolong the game's lifespan too, so performing all the aerial tricks could be admired by close friends and relatives. If only more developers took note of the excellent game design, the Saturn may be in a stronger position than it is today.



Legend Of Zelda series

NES/SNES/Game Boy - Nintendo

From its birth on the NES, to its re-birth on the SNES and its upcoming resurrection on the Nintendo 64, the Zelda games are widely renowned as being the finest console action/adventures in existence. Combining role-playing elements with fiendish puzzles and excellent platform-style action, these Shigeru Miyamoto creations have gameplay to knock your socks off and story lines to match. Boasting literally weeks (or months!) of adventuring on each cart, guiding Link through the endless dungeons will have you utterly addicted till the Zelda legacy is finally laid to rest. A must have for any gamer's collection.



X-Wing/TIE Fighter series

PC/Mac - LucasArts

There's no denying that LucasArts are strong with the Force. X-Wing was one of the finest space sims of its time, and it was a Star Wars game to boot! Then came TIE Fighter which not only allowed you to fly for the Empire, but it was considered by many to be a stronger game. Finally, the multiplayer masterpiece, X-Wing Vs TIE Fighter was unleashed upon the public, proving to be not only the most challenging game in the series, but probably the most engaging Star Wars game LucasArts have released to date. The add-on pack Balance Of Power should enhance the single-player experience too, so X-Wing Vs TIE Fighter is right in there.



Donkey Kong series

Arcade/NES/SNES/Game Boy - Nintendo

Donkey Kong is famous for not only being one of the most popular arcade platformers of its time, but for being the game which introduced that little fat plumber, Mario, to the world - and the world was never the same again. Donkey Kong himself has gone on to great heights too, with the awesome SNES platformer Donkey Kong Country which spawned two great sequels of its own, Diddy Kong's Quest and Dixie Kong In Double Trouble. Soon we will all have our grubby hands on the potential classic Diddy Kong Racing for the Nintendo 64, and the Kongs will go down in videogame history.

Shadowrun

SNES - Beam

Our very own Beam Software in Melbourne came up with this videogame of the dice-flinging RPG, Shadowrun, and it was an absolute killer. One of the first truly cool, isometric view action/RPGs which provided fantastic replay value thanks to the clever game design. Exploring the cyber-inflicted futuristic world, hiring Orc mercenaries and learning fear-some magic was incredibly addictive, and unravelling the bizarre plot was half the fun. An extremely underrated game which should have been hugely popular. If you see a copy around and still own a SNES - buy it and pray that Beam get around to doing a 32-bit sequel.



Metroid series

NES/SNES/Game Boy - Nintendo

Metroid has now appeared on the NES, the SNES, the Gameboy and if we pray to the almighty Shigeru Miyamoto god, it will be on the Nintendo 64 within the next year, which is testament to its 'flippin' great gameplay. This is as hardcore as platforming can get, with gut-munching powerups, hidden areas you'll never find and scary-ass alien creatures for Samus (the coolest female game character around - Lara Croft eat your heart out) to blow the crap out of. The sort of game

which prevents you from functioning as a normal human being until you finish it with all 100 percent of secrets found.



Castlevania series

NES/SNES - Konami

Simon Belmont, Dracula hunter and platforming legend. Here's another great 2D platforming game which has made it to a number of platforms, due to its immense popularity. Action and adventuring again going hand in hand, with a great gothic setting and some nice original gameplay elements making the Castlevania games the unique experience they are. The whip hasn't been as cool as this since Indiana Jones, and who would ever have thought of combining RPG elements in a scrolling platformer? It's just crazy enough to work! The Nintendo 64 will be hosting the new 3D version of the game, so we're all shivering in anticipation.



Tomb Raider

Saturn/PSX/PC - Eidos

Lara Croft is now virtually a household name, thanks to this stunning 3D action game from Eidos. Blowing us away with its awesome architecture, smooth controls and gorgeous graphics, Tomb Raider has been designed by some genius brains and it's no surprise that it's become one of the hugest selling games of all time. With Tomb Raider 2 just around the corner, and a Tomb Raider movie in the works, you could safely say that it's become an instant classic, so invest in a copy and find out for yourself why the world has gone bonkers for Lara and her big... guns.



Monkey Island series

PC/Mac - LucasArts

LucasArts turned the world of graphic adventures upside down with a hilarious yet fiendishly clever point and click adventure called Monkey Island. The puzzles required serious lateral thinking and a silly sense of humour, making the adventures of Guybrush Threepwood an entertaining experience which almost defined "fun". Monkey Island 2 continued the series with even more laughs and even trickier



puzzles, perfectly paving the way for the upcoming Monkey Island 3 which will hopefully make this a winning trifecta from the games wizards at LucasArts.

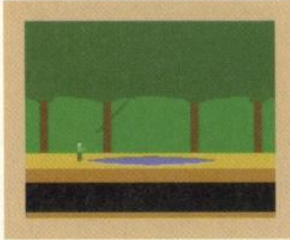
SimCity series

Various - Maxis

Maxis released SimCity unaware of the effect it would have on the future of PC gaming. Allowing the player to create and mould a bustling metropolis of their own design, whilst balancing resources and economic troubles translated into one of the most addictive and satisfying games around. SimCity 2000 added a few bells and whistles, and SimCity in the meantime made the journey to everything from the SNES to the Macintosh. It's debatable whether SimCity actually influenced the current state of real time strategy gaming, but SimCity still deserves its status as a true gaming "classic". SimCity 3000 is shaping up to take the series to new heights, so put away a few spare months...



hands are needed to succeed in a good platform game. Pitfall made it to the SNES and was a mild success, but there's promise of a new, bigger, better Pitfall coming to the Nintendo 64, so Harry ain't dead yet.



Spy Vs Spy

Commodore 64

The Commodore 64, one of the first true home computers, had enough amazingly great games to fill an entire top 50 of its own, so it's no great surprise that C-64 emulators abound on the internet. One of its coolest moments, and one of the first truly exciting multiplayer games was Spy Vs Spy, based on the Mad magazine comic. The object was to set devilish traps around a series of connected rooms for your opponent to stumble into as you both searched for the money-packed safe. From bombs and trip-wires to buckets over doorways, if you've seen the comic, then you know exactly what the game was all about. Stupid fun!



Super Mario 64

Nintendo 64 - Nintendo

Though the Mario series on the NES and SNES is close to many gamers' hearts, the genius of game designer Shigeru Miyamoto truly shines in this Nintendo 64 masterpiece. The beautiful 3D world of Super Mario 64 is undeniable, and Mario himself is in his most powerful incarnation in this game. Everything that makes gamers wobble at the knees is packed onto this cart... amazing visuals, clever sound, great level design and tons of secrets and challenging puzzles mean gameplaying heaven. Super Mario 64 truly stands as possibly one of the greatest games of the latter part of this century - and if you think I'm crapping on, just play it and see.

Descent

PC/Mac/PSX - Interplay

After Doom and Dark Forces blitzed the 3D gaming scene, the hunt was on for new and original 1st person gaming concepts. Parallax software nailed it with this true 3D action shooter, allowing the gamer to pilot their craft in absolutely any direction, at any angle. Descent featured some of the most amazingly complex levels seen in a 3D game, with the gamer being treated to a serious challenge of concentration, persistence and sharp shootin'. Whilst Descent 2 introduced some new elements to the game, it was really just more of the same, and the true sequel is yet to come...



Ghosts & Goblins

Arcade/Various - Elite

If you have a look around your local arcade, you might be lucky enough to still find one of these great machines hidden away in the corner. Ghosts & Goblins stole money from the pockets of arcade gamers like it was cursed with black magic, but the truth was that the gameplay in this platformer was



astoundingly great. Zombies clawed their way out of the ground, vampire bats swirled around your head, and your brave little knight bounced along to glory, grabbing powerups for his weapon and sticking it to beastly dragons. Platforming genius.

Tetris

Various

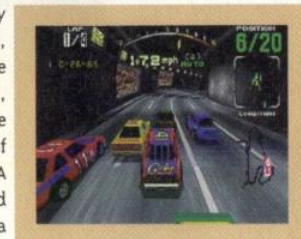
If ever there was a reason to own a Gameboy, this is it. There's a very good reason why Tetris is stupidly popular... it's an incredibly simple, yet beautifully designed puzzle game which pushes the boundaries of human mental endurance. Heh. Well it's a great little game anyhow. That's why it's appeared on absolutely every platform, and has attracted a truly freaky cult status around the world. Many programmers have attempted variations on the theme, or tried to beat Tetris at its own game, but the fact remains that the first Tetris was the best Tetris.



Daytona USA

Arcade/Saturn - Sega

In nearly every arcade, nightclub, pub or venue around Australia, chances are there will be a couple of Daytona USA machines linked together against a wall. It's become one of the most popular racing games in the world due to its great handling, force-feedback wheel and solid graphics which stunned arcade gamers when it first appeared on the scene. But the beauty of the game lies in the excellent multiplayer experiences which it can deliver. It's not just a racing game, it's an all out race to see who can trash whoever else first, with your cars damage slowly accruing until the bonnet looks like Jeff Fenech's face.



Pitfall series

Atari 2600/Various - Activision

Pitfall Harry is most familiar with any gamer who once had access to an Atari 2600. Pitfall Harry could swing on ropes, jump on the heads of crocodiles, dance around scorpions and leap huge gaps in true platform adventuring style. At the time, this was ground breaking stuff, and it still stands as a great example of how precise timing and dextrous



Super Mario 64

NBA Jam series

Arcade/Various - Midway

There have been basketball games and there have been basketball games, but none more popular than the legendary NBA Jam. This was a huge arcade smash which gave 1-4 players the chance to indulge in some superfast, superhuman basketball action. This was pure arcade fun which not only had all the official teams and digitised faces, but a host of silly secret characters which had gamers coming back for more. Even though NBA Jam has appeared on all the consoles, probably the most arcade perfect version is NBA Hangtime on the Nintendo 64. Cool as.



Abe's Oddysee

PlayStation - GT Interactive

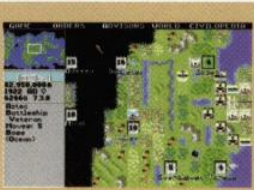
An unusual choice you may think, but as far as the 32-bit consoles go, not many 2D platformers have been created as beautifully as Oddworld: Abe's Oddysee. Derived from the ashes of the awesome Flashback, the game is similar graphically but the unique language-based control system behind a lot of the game's puzzles was truly original and a breath of fresh gaming air. The story, sound and visuals all scream quality, but the guts to the game - the puzzles - are truly what makes the game fun and addictive as hell.



Civilization series

PC/Mac

Sid Meier has gone down in gaming history as being the creative genius behind this great "sim", Civilization. Nurturing and spawning a civilization out of a couple of farmers to the point where you're making diplomatic treaties, starting war or trading technology with other distant cultures, all developing independently to yours, is only just skimming the surface to what lies in the depths of this great engrossing piece of software. The game has taken on a true cult following and now the rights to further Civilization based games have been bought by Activision ensuring many more happy days for all.



Mario Kart 64

SNES/Nintendo 64 - Nintendo

Even though Mario Kart was born on the SNES, it wasn't until its release on the Nintendo 64 that Mario Kart fever really hit an all time high. Not really



noted for its single-player racing experience, it's the four-player mayhem in Mario Kart 64 which has kept gamer coming back for more. The visuals are clean and simple, the sound competent, but the gameplay is absolutely sterling gold. As far as console multiplayer games go - nothing else can get quite so competitive or damn satisfying as Mario Kart 64.

Elite

PC/Various

Another classic from the past that simply cannot be forgotten. Elite is a truly astounding game for the simple fact that I don't know anyone alive who has played it and ever "finished" it. Before any other space sim, or space adventure game like Privateer or Spaceward Ho, there was Elite. Most famous for its appearance on the Commodore 64, the aim of the game was to simply travel the universe trading in spice and other rare goods, make money, upgrade your ship and shoot down other pirates. Totally non-linear and totally brilliant.



Sega Rally

Arcade/Saturn - Sega

No-one will deny the brilliance of Sega Rally at the arcades. As a single player racing game, it's pretty damn good, with the keen handling of the cars and the outrageous circuits providing coin after coin of hilarious fun. But link a few of these babies together and you have a truly dangerous multiplayer experience. Racing your buddies through the mud, colliding mid-air and perfecting your gear-shifting had never been this fun or realistic. The Saturn conversion was exceptionally well done too, solidifying Sega Rally's status as Hot Shit Game.



Time Crisis

Arcade/PlayStation - Namco

Namco blew quite a few people away with its challenge to Sega's Virtua Cop arcade machines, Time Crisis. Visually, the game was better and the addition of the funky footpedal was a nice step up in the interactivity department. Whilst some hated this new device, preferring Virtua Cop's relentless action, Time Crisis is heavy on plot and heavy on bitchin' gameplay. The satisfying recoil of the arcade gun was a particular favourite too, and whilst the PlayStation gun lacks this feature, it's still the best gun and gun game available on the system.



Sonic series

Game Gear/Master System/MD - Sega

Sega really hit the bigtime on the Megadrive with this little spikey-haired hedgehog. The Sonic games have always given us fast, fun, adrenalin-pumped gameplay

with enough quality in the sound and graphics to keep the masses happy. Even though the best Sonic games are still the Megadrive-era games, the Saturn has had its share of solid Sonic action. Again, the game was original enough at the time to turn gamers' heads and it's still a classic piece of gaming history. Go Sonic go!



Way Of The Exploding Fist

Commodore 64 - Beam

This one is probably responsible for the legion of 20-something fighting game freaks all around the world. Hunched over the keyboards of their Commodore 64s, gamers were hooked on the amazing one on one fighting game that was The Way Of The Exploding Fist. Not only was this programmed in Australia, but it has become one of the most legendary home computer games of all time. Maybe not so hot when you try and hold it up to the incredible fighting games we have now, but certainly a piece of gaming history.



Lemmings

Various - Psygnosis

What a great concept. Little green lemmings rushing to their death, and it's up to you to utilise their skills to manipulate their environment and save their sad little lives. This is a puzzle game with fantastic design, and gameplay so addictive it keeps you up until dawn, just having "one more go". There have been sequels, extra levels, Lemmings 3D and on and on, but the original is certainly the best. Not many puzzle games make it into our Hot 50, but how can you resist the wonderfully original Lemmings?



The Elder Scrolls series

PC - Bethesda

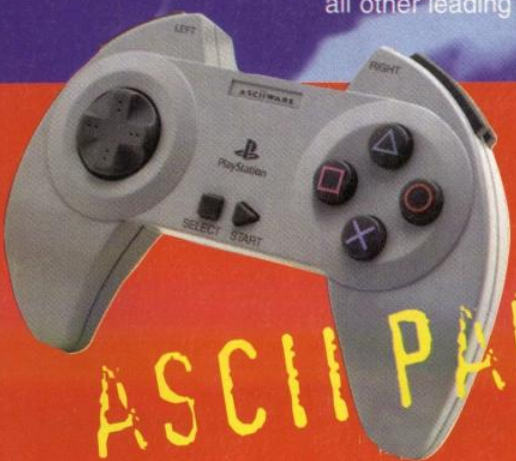
The Elder Scrolls RPGs hit their peak with the sprawling world of Daggerfall, a very buggy but immense adventure which has developed a serious hardcore following. There are a variety of Elder Scrolls spin-offs such as the upcoming Battlespire and Redguard, but it remains to be seen if they are any good. Certainly, Daggerfall rates as one of the best RPGs of all time, with customizable spells, classes, magical items and a world that's big enough to adventure in for as long as you want to play.



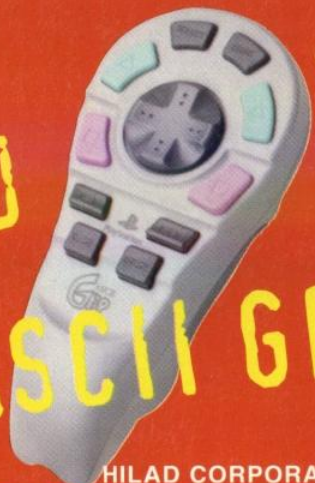
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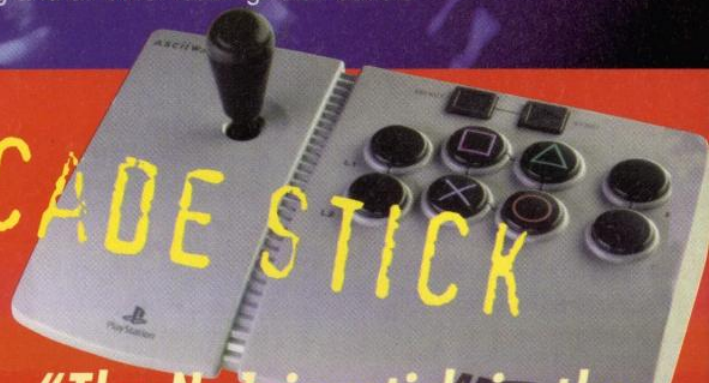
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THE HYPER READER'S AWARDS RESULTS

After hours of mind numbing boring data entry we started to realize that some of the categories for our Readers Awards were going to be really close, and in the end some games won by a handful of votes. We've listed the top three games in each category, and the percentage of the votes that they took.

BEST ROLE PLAYING GAME

1. **Diablo** 51%
2. **Ultima VII** 12%
3. **Shining The Holy Ark** 10%

No real surprise here, as Diablo was the RPG that was destined to bring non-RPG gamers into the genre... And it did. Thank god the Ultima game we listed came in second!

BEST 1ST PERSON SHOOTER

1. **Quake** 38%
2. **Turok Dinosaur Hunter** 20%
3. **Duke Nukem 3D** 12%

A predictable result, although Turok's strong second place would suggest that there's more of a 1st person shooter following amongst the console gamers than many would have thought.

BEST PLATFORM GAME

1. **Super Mario 64** 56%
2. **Nights** 17%
3. **Crash Bandicoot** 15%

Super Mario 64 was the game designed to sell the N64, and it wowed audiences worldwide. Undoubtedly the best platform game to date.

BEST STRATEGY GAME

1. **Dark Reign** 36%
2. **Red Alert** 31%
3. **Warcraft 2** 13%

Good to see that the first of the next generation of real time strategy games was out in front. Perhaps another month or so and Total Annihilation would have been known enough to have made a place.

BEST 3D FIGHTING GAME

1. **Tekken 3** 32%
2. **Virtua Fighter 3** 23%
3. **Soul Blade/Edge** 19%

We find it a tad disturbing that the world's most advanced fighting game wasn't the top choice amongst the readers, but we guess it may come down to the huge Tekken following from the PlayStation gaming legions.

BEST 2D FIGHTING GAME

1. **Street Fighter Alpha 2** 25%
2. **Mortal Kombat Trilogy** 23%
3. **X-Men Versus Street Fighter** 14%

Street Fighter reigns supreme in the 2D arena, with Street Fighter III placing just outside the top three as well. Hado-Ken! Will Mortal Kombat 4 take the crown?

BEST DRIVING GAME

1. **Sega Rally** 23%
2. **Need For Speed** 16%
3. **V-Rally** 13%

We were a little stunned here, with the huge success of V-Rally in recent months, we expected a slightly tighter contest here, but to have Sega Rally come out on top was a great victory for Sega.

BEST RACING GAME

1. **Mario Kart 64** 31%
2. **Wipeout 2097** 27%
3. **Carmageddon** 8%

The votes for best racing game saw a neck and neck vote count, with MK64 edging in front at the end much to the dismay of Dan who started yelling at entry forms as the last votes put WO2097 into second. C'est la vie.

BEST SPORTS GAME

1. **International Superstar Soccer 64** 38%
2. **Total NBA '97** 22%
3. **FIFA '97** 16%

Proving soccer sims are the favourite sports game known to man, ISS 64/Pro won easily, with FIFA '97 also taking many a vote. Cricket '97 was not far behind FIFA.

BEST ACTION ADVENTURE

1. **Tomb Raider** 58%
2. **Resident Evil** 7%
3. **Ecstatica 2** 8%

Talk about an easy victory, Tomb Raider was clearly the most popular game in its genre, with a cult following across both the console and PC gaming circuits. Will Lara do it again for next year's awards?

BEST ADVENTURE

1. **Sam And Max** 25%
2. **Broken Sword** 24%
3. **Myst** 21%

Proof that the originals can still be the best. Sam and Max is one of the oldest suggested titles we listed in the entire survey, yet it came out on top over both the huge selling Myst, and the more recent Broken Sword... only just though.

BEST FLIGHT GAME

1. **X-Wing Vs TIE Fighter** 63%
2. **Wing Commander 4** 18%
3. **Falcon 3** 7%

The largest winning margin throughout the whole survey, it's obvious that Star Wars mania will live on forever. Maybe Wing Commander Prophecy will come back and take the crown next year.

BEST SHOOT EM UP

1. **Raiden 2/DX** 30%
2. **Raystorm** 28%
3. **R-Type** 14%

Another one of those "won by a nose" categories. We suspect a few more coins have

dropped into Raiden machines over the years, and that might have been the edge.

BEST GUN GAME

1. **Virtua Cop 2** 45%
2. **Time Crisis** 31%
3. **Crypt Killers** 9%

Another victory for Sega, Virtua Cop obviously secured a strong fan base by being the first of the new wave of gun games out these past couple of years.

BEST PLAYSTATION GAME '96-'97

1. **Tomb Raider** 28%
2. **Wipeout 2097** 26%
3. **Resident Evil** 14%

Lara proved to be the most popular entity with PlayStation owners, although Psygnosis were only a few votes behind with their futurist racing masterpiece. Another result that had Dan in tears.

BEST SATURN GAME '96-'97

1. **Sega Rally** 26%
2. **Tomb Raider** 23%
3. **Fighters Megamix** 14%

Hailed by many as the best racing game of all time, it's no surprise that it was the most popular Saturn game as well. With the exception of all but Tomb Raider, almost all votes went to Sega titles.

BEST NINTENDO 64 GAME

1. **Super Mario 64** 33%
2. **Mario Kart 64** 24%
3. **Doom 64** 12%

Even PC gamers that have no urge to buy a console all tend to agree that Super Mario 64 is an astounding piece of software and it sent many people buying the N64 on that one game's strength alone.

BEST PC GAME '96-'97

1. **Quake** 36%
2. **Red Alert** 21%
3. **Diablo** 17%

All you have to do is get online and check out the Quake servers to understand why id's 1st person masterpiece is the most popular PC game around.

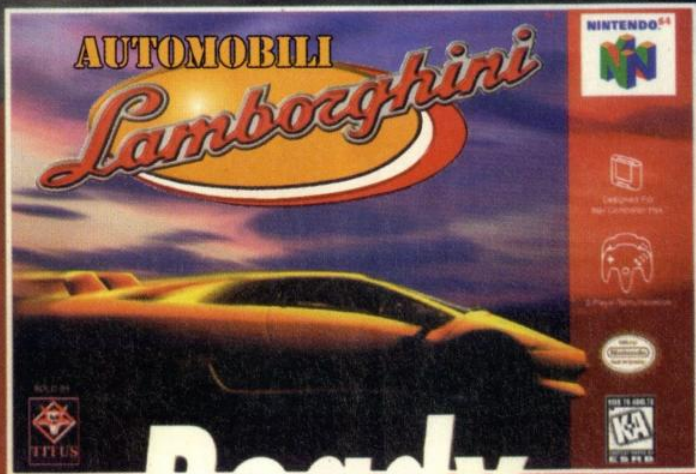
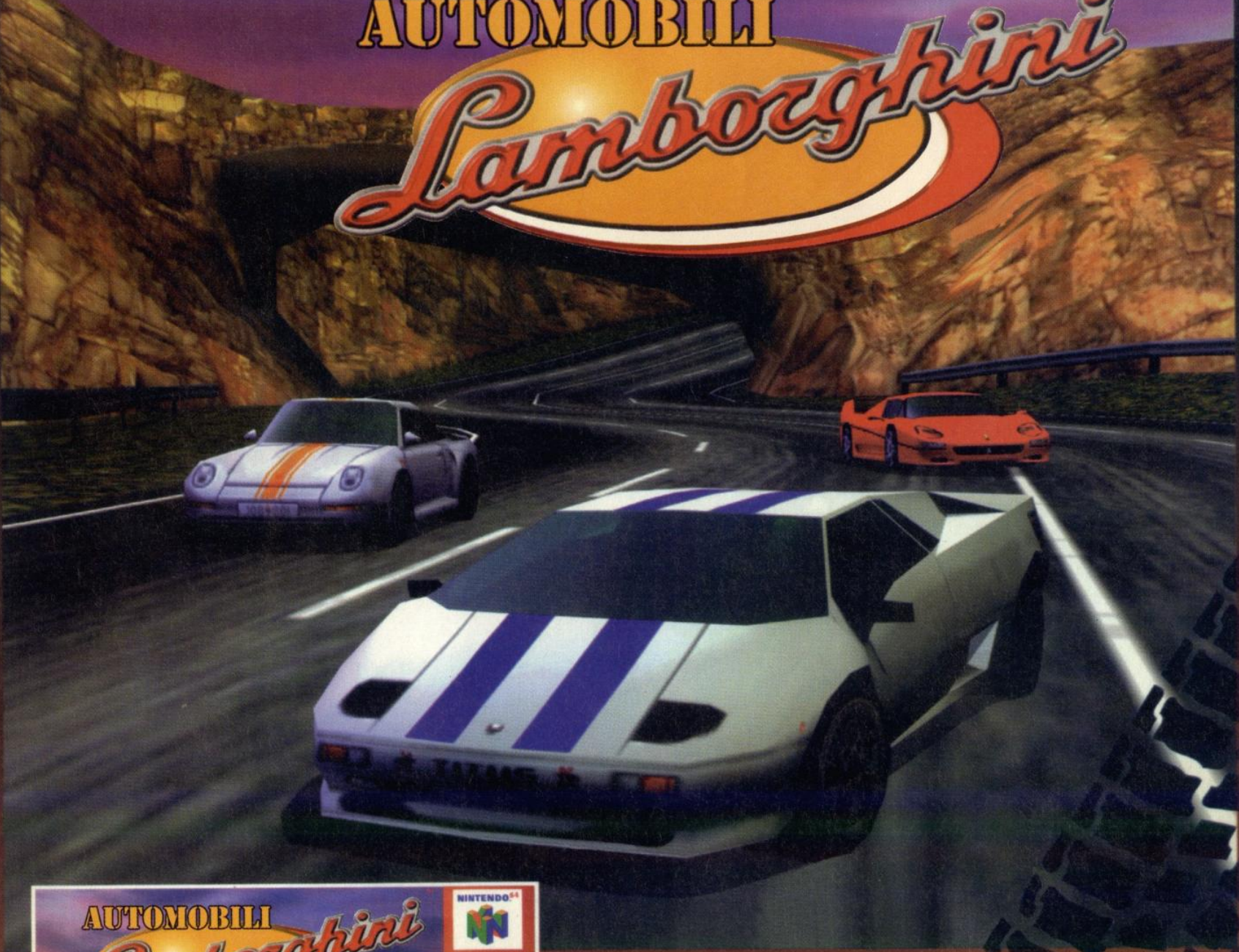
BEST GAME OF '96-'97

1. **Quake** 26%
2. **Tomb Raider** 24%
3. **Super Mario 64** 23%

Talk about tight! The votes for the best game of the year were too close for comfort. It would seem that even many of the console gamers that don't own a PC must have voted for Quake on the strength of either a brief go or just a glance alone.

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NINTENDO 64



Crash Bandicoot 2: Cortex Strikes Back

Crash is back, but the question is... did we want him back? Eliot Fish gets to know the radical bandicoot a bit better...



CRASH, HOT FOOTIN' IT AGAIN



TRIPPY

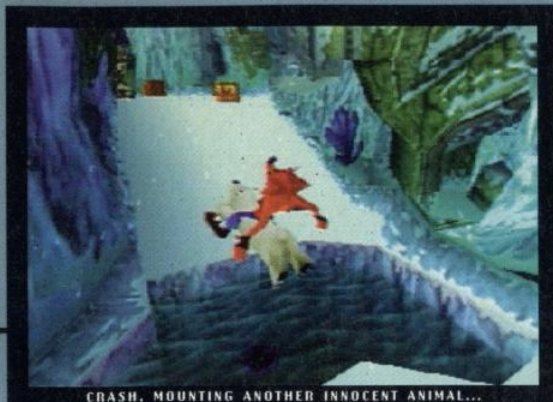
When gamers got to take a peek at Crash Bandicoot 2 at this year's E3, the word was going around that things were much improved and that this sequel was going to rock a lot harder than the original Crash ever did. Well, we here at HYPHER have been giving Crash Bandicoot 2 a good flogging. We've sent him off on a strenuous workout and he's come back puffing a lot, but altogether looking pretty healthy. Crash 2 has been improved graphically and there are quite a few new elements thrown in there to change the feel of the gameplay and make Crash 2 an improved sequel. If you're a hardcore gamer, then you may think Crash 2 is too easy, or too repetitive and maybe you're right - but the fact is, Crash Bandicoot has always been aimed at a "family" audience, not Quake freaks or fighting game nuts with blistering skills. This is a good, all-round, wholesome, entertaining, fun, family game. And what's wrong with that?

Bandicoot Blues

Crash Bandicoot 2 really is a big, juicy feast for the eyes. The game looks great. It's got to be the most colourful PlayStation game ever, with loads of cartoon-quality environments and excellent animation. Crash is just brimming with life and character. I mean, how many different death animations are there? There's a chucklesome "death" for every single creative way you can make Crash die in this game!



TIME TO PUT ON THOSE PERIL SENSITIVE SUNGLASSES...



CRASH, MOUNTING ANOTHER INNOCENT ANIMAL...

Things kicks off with a lovely polygon intro too, the evil Dr. Neo Cortex looking decidedly sinister. This time around, the Doctor has set himself up in orbit and is threatening the world with his Cortex Vortex and the Evolve Ray. To power both of these evil pieces of technology, Cortex needs crystals which are scattered through the levels... and this is where the Bandicoot steps in. You'll need to collect these to progress onto the harder levels, but there are also gems hidden on each level to add a bit more depth to the gameplay. You'll be exploring and searching for these for weeks...

The levels in Crash Bandicoot 2 have been designed with a new kind of Hub system. The first handful of levels can be played in any order from a series of warp holes in a small circular chamber, making it easy for you to move on if one particular stage is giving you the heebiegeebees. Once you collect the crystal from each stage, you can ride the elevator up to the next floor and attack the next bundle of levels from yet another small circular starting room. However, you can always travel back and repeat any earlier stage if you'd like, to try and stock up on lives or something - so that's a nice addition to the game. When you get in there and start throwing the badicoot about, you'll notice that the game does feel a bit different, and as you get deeper into the levels you'll be surprised at all the cool new stuff that the Sony folk have squeezed in there. All the standard platforming stuff is here - like ice stages and precarious platforms, but every now and then you'll be required to do stuff which hasn't really been asked of you before. Riding down a river on the back of a motorised turtle for one is a nifty idea. It's hard getting the controls right (better with the analog pad), but you'll tear through scattered mines and jump ramps, and have a ball. I also loved the new stages in which Crash runs at you, away from an oncoming boulder. Because you can't see what's ahead of you, it can be quite tricky making jumps across large pits or suddenly having to avoid deviously placed mines or electric fences. Very Indiana Jones, but what the heck, it's fun!

Grab Your Stick

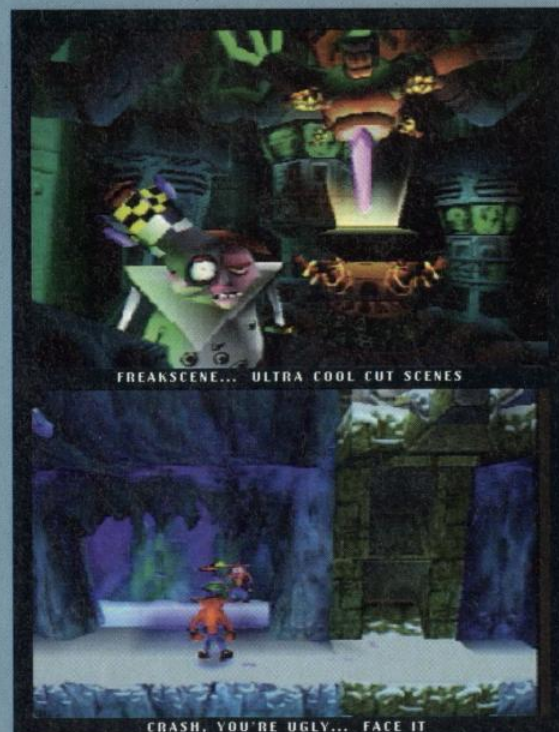
Yes, Crash Bandicoot 2 supports analog control! I guess you could say that Crash's movements feel a bit touchy, but in some levels you'll find the Analog pad can actually provide a more useful control system than the D-Pad. Though there aren't that many moments where you won't want Crash to be running at full tilt, it's nice to have the option for that smooth analog feeling - once you get the hang of it, it's hard to go back. Crash can do his usual jumping, hurricane attack and crawling and he can also now dive, wade through water, slide on his butt, climb and would you believe fly around the place with the use of a swanky jet-pack! A lot of the levels still have that tight-pathway design as in the first Crash, so if you were looking forward to big, new wide-open levels then you will be a bit disappointed. However, to breathe a bit more adventure into the levels, there is the odd branching path to force you



ORCA YOU BASTARD...



into a bit of decision making and the bonus levels are longer and more involving. Generally, there is a bit more skill needed this time around. You'll be taken from the jungles that we know and love to water levels and even outer space! With all the added variety, spunky-looking visuals and greater depth to the level design, Crash 2 is definitely a superior game to the first. Fans will be stoked, and if you've never tried him out then you're in for a fun platformer.



FREAKSCENE... ULTRA COOL CUT SCENES

CRASH, YOU'RE UGLY... FACE IT

AVAILABLE: DECEMBER

CATEGORY: PLATFORMER

PLAYERS: 1

PUBLISHER: SONY

PLAYSTATION PRICE: \$69.95

RATING: G

FREAKOMETER

Good, easy, fun for everyone

VISUALS

92

A lot of work has gone into making you drool

SOUND

84

Top quality stuff

GAMEPLAY

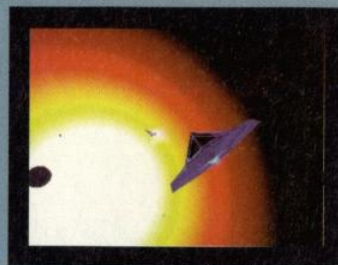
86

Much like the first with a few new bits

OVERALL

88

Crash 2 comes through



Colony Wars

Seasoned space ace Dan Toose slips on the gloves, pulls on his helmet and jumps into the cockpit of Colony Wars

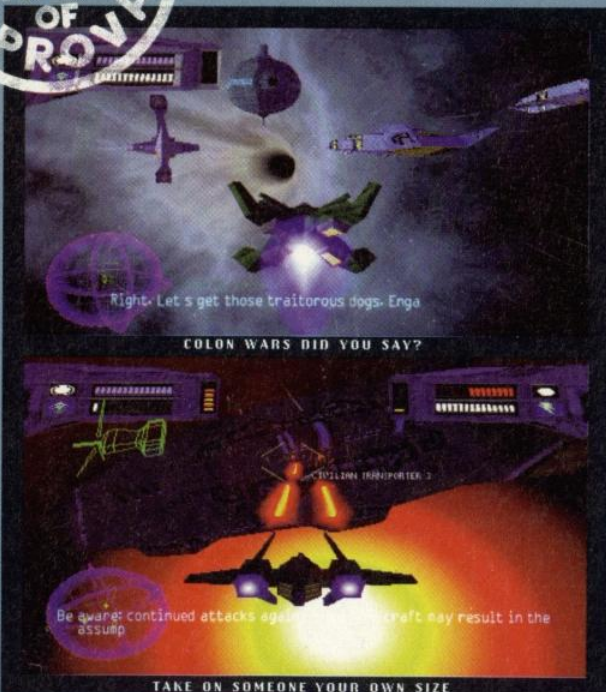
Okay, the space combat game is one of those things that we all really want to love, but end up being a little disappointed with. Only a few titles like Privateer 2 and X-Wing vs TIE fighter have really cut the mustard this past year, with Darklight Conflict being the only decent game of this style on the PlayStation. Surely PlayStation gamers crave a bit of space action? Psygnosis to the rescue.

Psygnosis have essentially taken the Wing Commander idea, except rather than focus on a series of long FMV sequences, the game is more of an action fest, where you simply fly missions, and the only FMV you get is to indicate how your progress through the game is going.

Looks familiar?

We get numerous questions about another Wipeout game, and the answer is that no plans for one yet, but the folks behind Wipeout are still around, and Colony Wars really lets it show, with the lead artist, Lee Marus having worked on both titles. There's the same techy feel, iced with an array of visual special effects that will send your dribble ducts into a frenzy. Still screen shots do not do this game any justice whatsoever, as the effect of the game running in hi-res with a frame rate that rocks with bits of space debris and lasers flying around must be seen to be truly appreciated. Psygnosis have clearly been able to squeeze more out of the PlayStation than pretty much anyone before them, with the possible exception of SCE's Rapid Racer team.

The game has three viewpoints, which for a change are all useful and playable. There are two cockpit views (one with cockpit framework, one without) which are best for dogfighting, giving a





steady screen enabling you to keep a track of where your target is going. The external view (traditionally the very pretty view which is about as useful as a sunroof in a submarine) is actually quite easy to play in, and against the larger ships, actually works best, since you can see lasers coming in from the sides, which often happens when getting near a ship that's about a hundred times larger than yourself.

The almost indifferent speech samples for your mission briefing are perfect to add that bleak futuristic feel to the game, and the occasional praise on your last kill from your wingman is always a nice touch. To judge sound effects on weapons that don't exist is always ify... but suffice to say, Colony Wars sounds about right.

Colony Wars is not intended to be a flight sim, but by jove it handles like one. The default controls are set to make it more of a "point the pad where you want to go" affair, but you can alter them to suit yourself, and those old die hard Elite fans will peak once they find the setting to let them relive their glory days again. Psygnosis have also been kind enough to include support for both the analogue joystick and joysticks, so your peripheral budget was worth it after all.

Multiple endings

The difference between the mission structure of Colony Wars and lets say Wing Commander 4 for example is that Colony Wars has six different endings, and at no stage is there a case of you failing a mission and having to do it again. Your performance in the game simply steers you towards a different ending. Those that are terrible at the game will still get several missions in before they come to their "Things went REAL bad" ending, while the space aces out there will have many more missions to complete before they reach the best ending possible. Once you finish, you get shown the mission path you took, and can go back to any old mission you played to try and get a different (better or worse) outcome than before.

Mission difficulty varies greatly, and although some-

times frustrating, the thrill of having to take down an enemy capital ship in a limited time is awesome. Trying to weave through the myriad of lasers coming at you from a ship that fills up your screen is never dull.

There are multiple craft to fly, although each mission has a craft already chosen for you to help ensure the mission difficulty is balanced as it should be. From into guns, there are a variety of beam weapons and missiles for all occasions. Like most space games, there are shields to blast through and different weapons work differently on shields, hulls, and electrical systems.

There's no clear technical reason as to why Colony Wars is such a good game, but put simply, it's just great fun. Psygnosis have continued to prove their outstanding ability to get spectacular visual results out of the PlayStation, and since the game has so much replay value to offer for those wanting to see all the different endings and fly all the missions available, the game ends up being the ideal action shooter for PlayStation this Christmas.



AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1
PUBLISHER: PSYGNOSIS
PRICE: \$89.95
RATING: G

FREAKOMETER
Some novice gamers may find the dogfighting hard to get used to

VISUALS
95
Ignore the screen shots... it looks dreamy when it's running

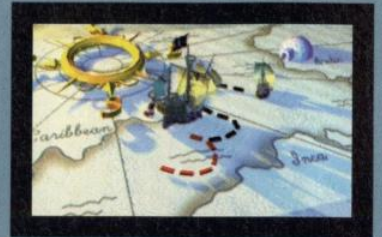
SOUND
80
Zap, kapow... great shot Cap'n. The usual professional production

GAMEPLAY
90
Perfectly weighed up space combat action that will keep you going for ages

OVERALL
92
The best action shooter for the PlayStation without a doubt...

Overboard

He's into extortion, murder, and jaywalking, so we figured Dan Toose may be up for a little piracy.

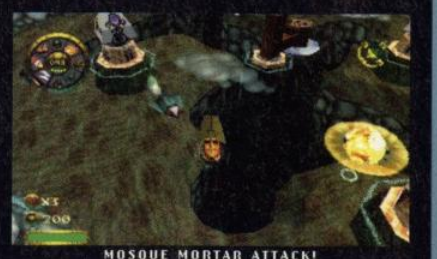


Psygnosis have been releasing very serious, techy games these past couple of months, with F1 '97, G-Police and Colony Wars all oozing realism and cutting edge crispness. So when we heard their next release was going to be an action puzzle game that involved cute little pirate ships blowing each other up, we wondered if this was going to be a little too out of character for the modern day Psygnosis. Regardless, Overboard is a humorous puzzle/shooter with a very "ahoy there matey" front end.

Picturesque Piracy

Whilst being somewhat cute, the visuals are by no means primitive here, with Overboard featuring transparent water, top notch explosions, and 3DFX support for those PC owners with the fabled card. The game actually undergoes subtle lighting changes from day to night and back again, although it's subtle to a point you probably won't notice.

There are four views from which to control the action - a) a





fixed, raised perspective that lets you see the furthest, despite some objects becoming blocked by foreground scenery, b) a fixed, overhead view that limits your range of vision but avoids the blocking out of the first view, c) a rotating, overhead perspective which proves fractionally slower than the others, but means you're never trying to control your ship upside-down (that is, your bow is always pointing at the top of the screen), and d) a fixed top-down view that zooms in and out so as to keep all ships on screen in a multiplayer game. All three one-player views are certainly playable, but you'll find yourself switching between them from time to time with the fixed views being better for doing battle with enemy ships and the rotating view when you want to see what's out ahead of you.

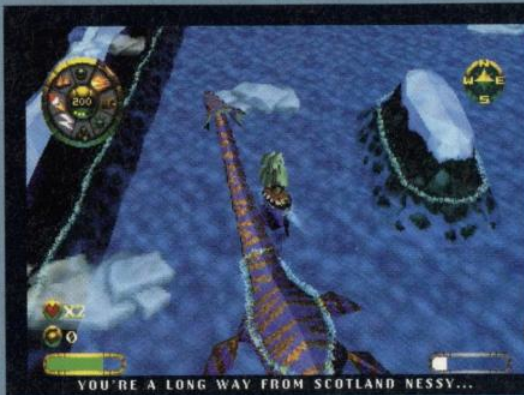
Have you got my better side?

The general gist of Overboard as a single player game is that you progress through mazelike channels and lakes in an effort to collect treasure, capture towns, and like so many puzzle games... reach the exit. In your way are enemy ships, land based defence posts, avian adversaries, and underwater nasties. Overboard really plays on the idea that a galleon directs most of its attacks to the side, but Psygnosis also saw this as an opportunity to go one step further including weapons that you dump behind you, rockets that you fire upwards, and a forward firing cannon, meaning you can attack in any direction, given the right weapon. Weapons include front canon, broadside cannons, depth charges, mines, flame throwers, oil slicks, rockets, and a lightning gun. All of these weapons can be upgraded in power by finding various powerups.

Not only do you deal with your own weapons, but as you progress through the game you come across powerups that either shield your vessel, strap a blimp onto it to turn it into an avian vessel, and more.

HIGH SEA HAVOC - MULTIPLAYER ACTION

Multiplayer mode in Overboard is essentially just a deathmatch affair with the players duking it out in small arenas with a bunch of powerups, tricks and traps. It is quite obvious that this is where the long term appeal of Overboard lies, and while it may not rival Bomberman, Quake or Mario Kart as all time classic multiplayer titles, it is immediately approachable and



Various levels require adjusting various switches to adjust the course of mazes, making the whole affair more cerebral than action based. The level path takes you from the Caribbean, Incan areas, Arctic waters, an industrial zone, and finally the Middle East. Each zone has an end boss (which all look great), each of which require a different tactic to overcome. Throughout Overboard, what at first just seems like a situation that requires overly deft control, soon reveals a pattern that lets you come up with a winning tactic. There are twenty single player maps, and ten deathmatch maps to play through... gobs of gaming.

Overboard is not one of those "Oh my god that's amazing!" titles, but it does tend to suck people in, especially as a multiplayer title, particularly on the PlayStation, which lacks a lineup of decent multiplayer titles. A good learning curve, introduction of new bits once in a while, and a whole mess of things you can do with your little galleon make Overboard a nifty game indeed.



AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS: 1-5

(MULTIPLAY ON PSX)

PUBLISHER: PSYGNOSIS

PRICE: \$89.95

RATING: G

FREAKOMETER



Whilst being simple in nature, the controls may be tricky for the novice gamer

MULTIPLAYER

Great stuff. Clever game design levels the playing field for some really tight battles

VISUALS

85

Crisp clear graphics, with water transparencies, pretty explosions, and a humorous finish

SOUND

79

Caribbean beats and quirky little effects suit the game well..

GAMEPLAY

86

A nice blend of puzzle solving and action. Better as a multiplayer affair than anything else

OVERALL

86

A spiffy action-puzzle game that will suit a gamer after a more quirky, less "extreme" title

thoroughly addictive as a multiplayer challenge. One good thing though is the game seems designed to really level the playing field, so putting a few gamers of varying levels of experience will always offer an unpredictable outcome. Tactics will vary depending on the state of your opponent Near death - go for the lightning gun (no, it's not Quake), chasing you - dump a mine or two in their path. You can also be set on fire, which sends your crew (and thus your energy level) overboard. The crew can be picked up, providing a way of stealing your enemy's energy... Although coming in contact with a burning enemy ship puts you in the same situation.

One complaint only for multiplayer mode, and that is the lack of the option to have computer opponents, which would have been nice on those days you want a quick deathmatch game when your friends can't come over.

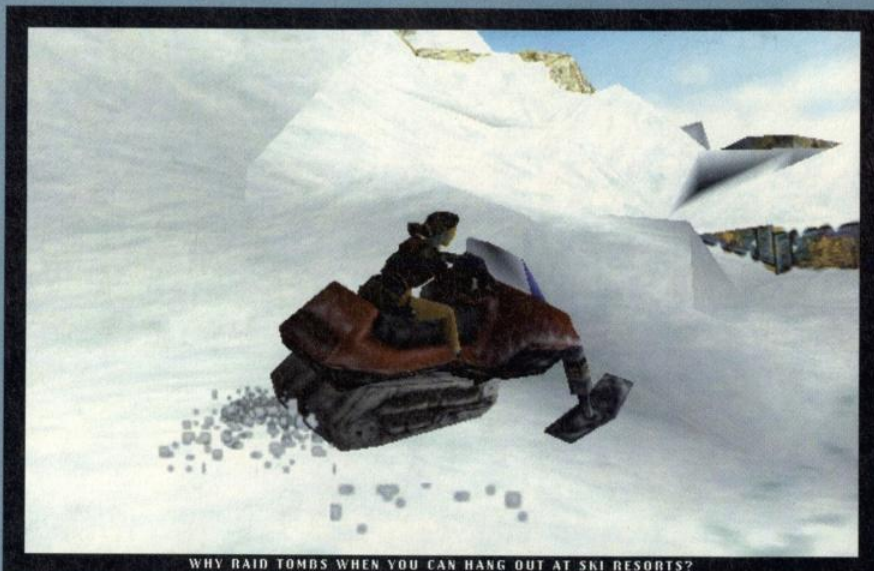
Tomb Raider 2

Dagger of Xian

Poor old Dan Toose really has to suffer at times... this month he had to be the first person in the country to play Tomb Raider 2.

I recall last year taking a visit to Sega Ozisoft to take an early look at their latest upcoming title from Eidos. They talked about the game, and then put it on and handed me the controller. About three minutes into it I was immediately hooked, and put this game, at the top of my wish list. Tomb Raider was a bit of an out of nowhere title, definitely being the strongest showing from Core Design by a very long shot. Over the past year the game has sold by the truckload, and the main character Lara Croft has pretty much become a household name.

This time around, Lara is questing for the Dagger of Xian, which is said to offer the bearer the powers of a dragon if they are to plunge the dagger into their own heart. Also after this Dagger are two other factions, whom Lara comes across during the course of the game, with all plot being revealed at the beginning and end of each group of levels, just like in the first Tomb Raider game. Lara is now mostly making her way through modern day environments, even if they are somewhat eccentric. Lara's quest will take her from the Great Wall of China, to Venice, to an oil rig, a ship-



WHY RAID TOMBS WHEN YOU CAN HANG OUT AT SKI RESORTS?





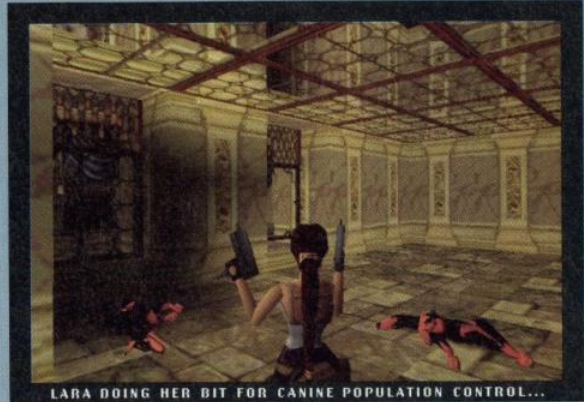
wrecked ocean liner on the bottom of the sea, and Tibet.

Deflated??

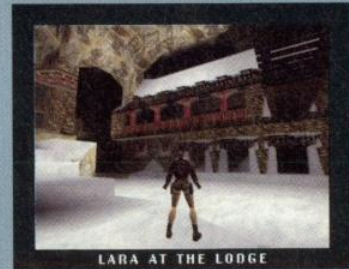
The visuals in Tomb Raider 2 are, as we all expected, of a high standard. Naturally, the PC version with 3DFX offers a far better visual treat than the PlayStation version. Fans of Lara's vital statistics (you really need to get out more) will be saddened to hear that she has slimmed to the point of looking almost sickly, and her gravity defying breasts have disappeared, with much more realistic glands being put in their place. Lara's long pony tail also whips about realistically in accordance to what she is doing at the time, even to the point of it floating on the surface of the water when she is wading about

For those unfamiliar with the first game (all three of you), the game is set in a 3D environment, with the view moving around to help show the most advantageous view of Lara and her environment, or being controlled by the user to help them decide on their course of action. The particularly clever element in making the environments so good is Core Design's ability to combine textures and block based polygon levels. Texture design has been improved in Tomb Raider 2, with more use of colour and "specialised" textures helping to make things look a little more detailed. The major new inclusion to Tomb Raider 2 is the use of windows, some of which Lara can shoot away with her guns. Windows don't make things any more spectacular, but they do make them seem more realistic. Even Lara undergoes a texture mapping experience or two, with costume changes including a wetsuit, and a jacket for the nippy conditions in Tibet. Tomb Raider 2 also features dynamic light sourcing, with flares and the light from Lara's guns sometimes becoming a necessity to be able to find your way through darker regions of the game. Lara can also throw the flares down into holes in the floor to see what is down a chasm, etc.

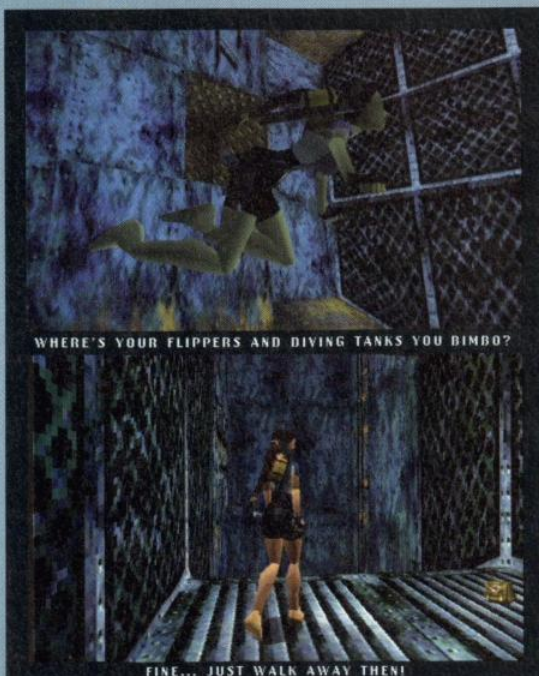
Tomb Raider 2 is mostly a quiet game, with Lara's footsteps being the only consistent sound during the game. As you approach machinery, the sounds of engines grow louder, and of course enemy footsteps also help indicate how close you are. Like the original, you only get music once in a blue moon, like upon discovering some special area of a level. Other than that, you get Lara's grunts and screams from the first game, which simply help to emphasize how much punishment you put the poor woman through.



LARA DOING HER BIT FOR CANINE POPULATION CONTROL...



LARA AT THE LODGE



WHERE'S YOUR FLIPPERS AND DIVING TANKS YOU BIMBO?

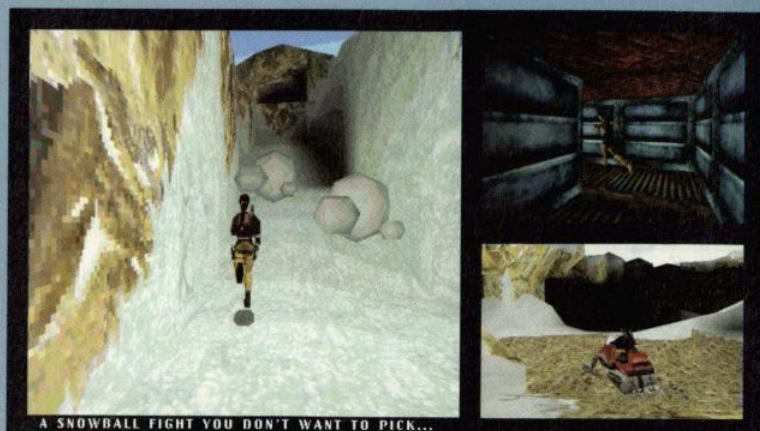
FINE... JUST WALK AWAY THEN!



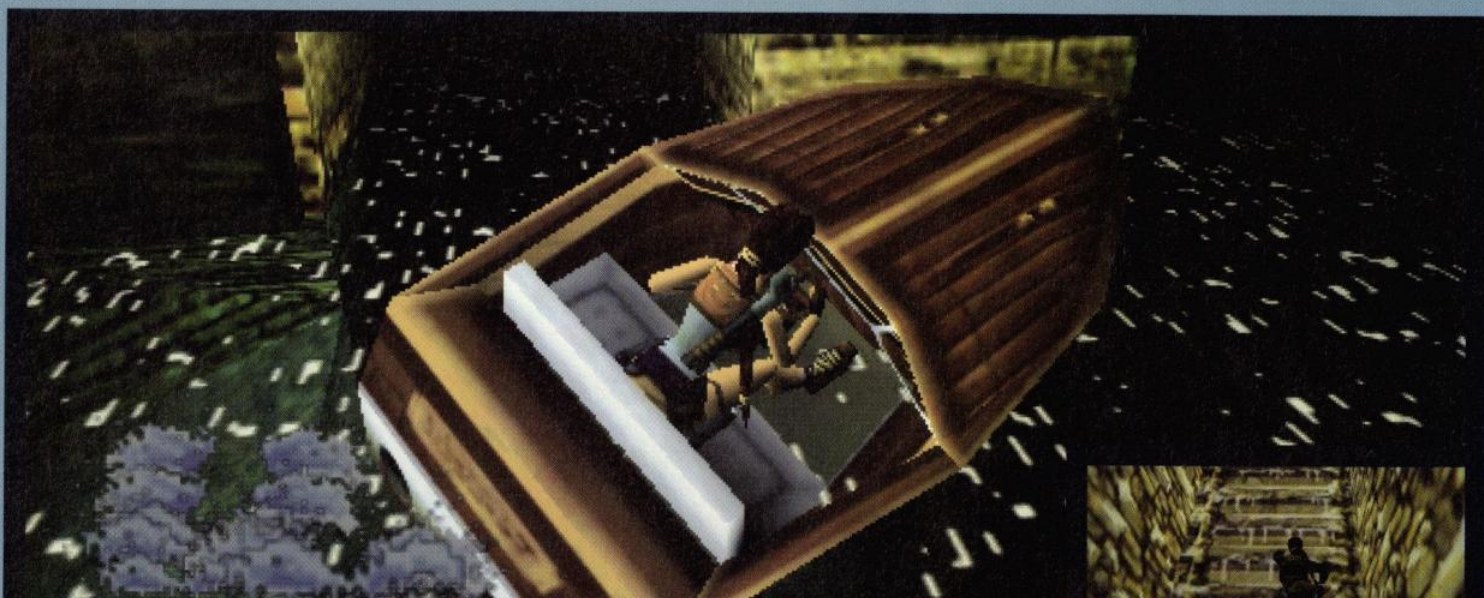
IT'S UPSIDE DOWN MISS JANE...



NOT UNDERWATER LOVE... HARPOON DUEL TO THE DEATH!



A SNOWBALL FIGHT YOU DON'T WANT TO PICK...



SO WHAT'S NEW?

When you make a sequel, naturally you are expected to make improvements over the last title, and this is perhaps the main area where you can fault Tomb Raider 2... it really is much of the same. Now don't get the impression that Tomb Raider 2 is by any means a bad game... it's fantastic. However, those of you that played through the first game, and are expecting something that will blow your mind as much as the first game did, then you may be a little disappointed with TR2. Basically the only real gameplay changes from the first game to the second are Lara's ability to climb sheer surfaces that have suitable handholds, the need to light up dark areas to see what you're doing, and the ability to spin around during a backwards somersault or whilst underwater. Visually Lara's subtle facelift, and the amazing lift in quality of textures are the only real differences you will see at a glance.

The game still revolves around jumping from ledge to ledge, finding keys or other items to unlock doors or activate certain devices, and generally progressing towards an exit. Personally, after having played through the first game twice, when I found myself performing a time consuming mundane task like dragging a block across a room so I could jump to what was obviously the only exit I could take...

I couldn't help but wonder why this sort of thing still occurred with such frequency in the sequel. Surely it would be obvious that most of those buying TR2 would already have played through TR1, and thus would not be entertained by performing the "old routines". The implementation of the vehicles serve as more of a novelty rather than a

new dimension to the game. Yes, the speedboat does handle well, and the fact you can dive out of it on the go is great...

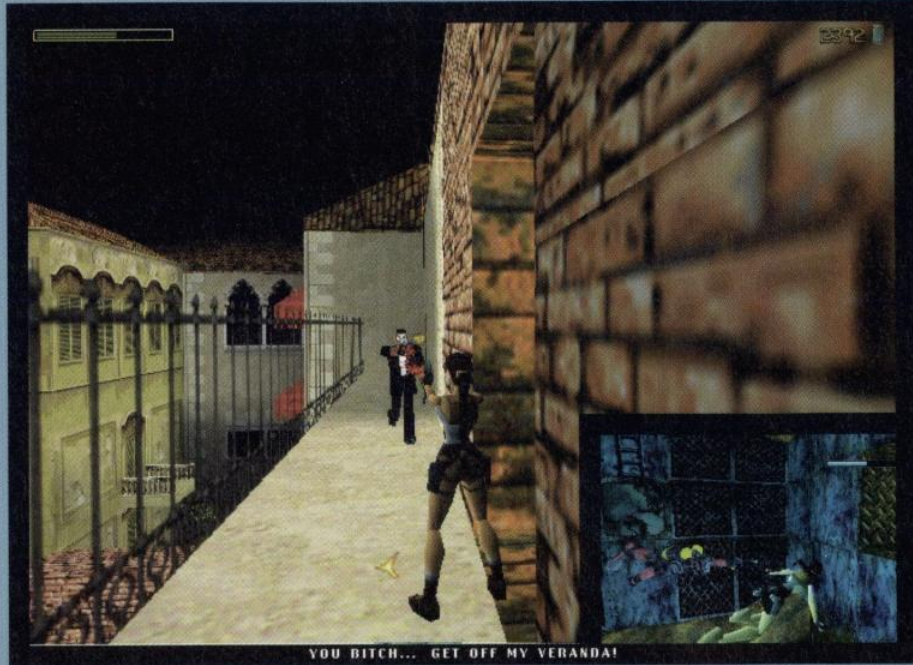
but you only need to use it very briefly, and it serves only one practical purpose in the whole game. There is one major step forward for the PlayStation version of the game, and that is the inclusion of the ability to save your game wherever you please, which makes the act of puzzle solving that much less infuriating.

The main focus in terms of challenge seemed now to arise more from the human adversaries, who pose far more of a threat than any of the creatures did in TR1. It is not uncommon to have three thugs converging on you at once, where two will have a melee weapon, and one will be taking pot shots with some sort of firearm. Some of the humans can also climb ledges in an effort to close in on you, so you can't just sit on a ledge and take them out. Whilst naturally there will be a few people that disagree, the majority of gamers took to TR1 because of the puzzles that required a truly death defying feat of acrobatics to offer a solution, rather than because you got to shoot a few aliens and an assortment of wildlife. TR2 is definitely more difficult than the original, but mostly due to the lack of available health packs or ammo, making the need to conserve your equipment essential. TR2 does offer those situations where you need to plan a complex series of jumps, slides and other manoeuvres to get across a room, but it seems not as often as the original game. The easiest way to sum up the difference (or lack there of) between TR1 and TR2 is to say that those who played the first game will enjoy it, but not be so stunned as they were last time around. Those who have not played the first game will find TR2 to be an outstandingly well thought out game, with very little to complain about at all (except maybe the infuriating lack of health packs at some points in the game).

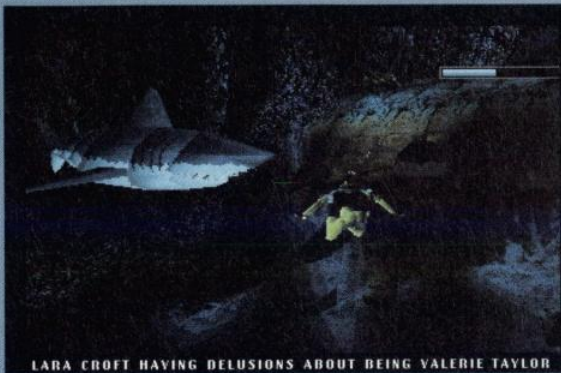


Tomb Raider won over many gamers with Lara's array of acrobatic manoeuvres that she uses to get around through the gaming environment. Core added a couple of new moves to the run-jump-shimmy routine, most importantly, the ability to climb up vertical surfaces that have suitable hand holds. The game desperately could have used a crawl move which would have enabled Lara to get through some situations in the game with ease, which for a woman who can catch onto a ledge and bring herself up into a perfect handstand in one smooth movement, is not asking too much. Nothing is more frustrating than being forced to try and come up with a long winded way of getting around an obstacle that is only made difficult by game mechanics. Core did make a couple of things easier this time around though, like the ability to turn around quickly in the water (really handy when fighting underwater with the new harpoon gun), and allowing you to turn around in mid air during a backflip so you can retreat from a situation very quickly.

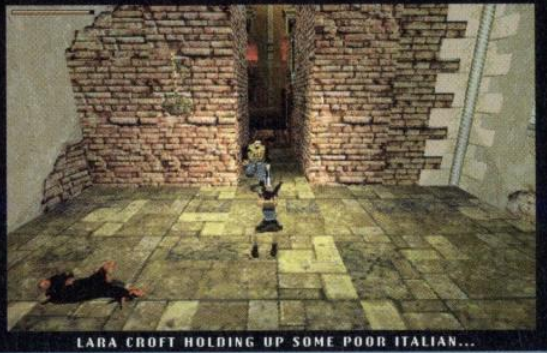
There are a couple of "one off" additions to the game, like a flying fox swing, skidoo, and a speedboat. These are essentially just extra elements to the game to make things a bit more interesting, rather



YOU BITCH... GET OFF MY VERANDA!



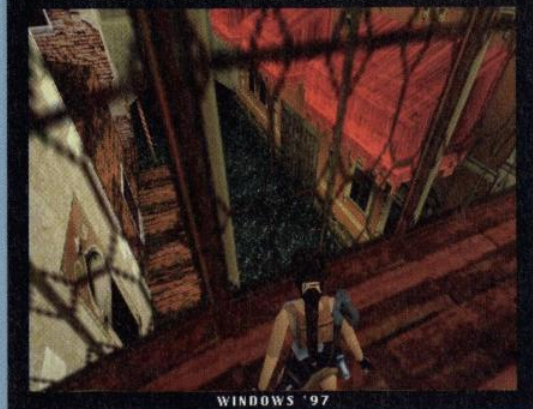
LARA CROFT HAVING DELUSIONS ABOUT BEING VALERIE TAYLOR



LARA CROFT HOLDING UP SOME POOR ITALIAN...



WEAR SHORTS AND CATCH PNEUMONIA... CLEVER GIRL



WINDOWS '97

than serve as a focus of the game... Great for breaking the routine of jumping and climbing all over the place though.

Are we there yet?

There are a grand total of sixteen levels in Tomb Raider 2, but to be honest, we received the game a couple of days before deadline, and progressed only to the tenth level, which we believe to be the last of the underwater levels before heading to Tibet. What we can tell you is that the average level size in Tomb Raider 2 is huge and the game is larger as a whole than TR1 by quite a significant amount. The tenth level "the Deck" was sapping our time up to deadline by nature of how large the chamber that the majority of the level is set in is. I guess you could say that the fact I wasn't able to finish the game in two days was a good thing, although I wish I had, in case there was some astounding bit of info to tell you from the last levels of the game (though one should not have to wait to the end of a game like this to be wowed).

The common phrase would be "the same, only better", though in this case I felt it was "better, only the same" as the improvements and additions to this game did not overshadow the almost total similarity to the original. If you're a die hard fan of the first game, this will not be a problem, and if you didn't play the first game, then this is one seriously good game to invest your money in. Whilst not having a fatal flaw in TR2, those of you that were getting tired of the game mechanics by the end of the first Tomb Raider may not get the same level of enjoyment this time around. Regardless, there's enough action adventure here to challenge most everyone here for at least a few days, and the game as a stand alone product is pretty hard to fault.

AVAILABLE: DECEMBER
 CATEGORY: ACTION
 ADVENTURE
 PLAYERS: 1
 PUBLISHER: EIDOS
 PRICE: \$89.95
 RATING: G8+

FREAKOMETER

Lara can be a little fiddly to control at times, and may freak novice gamers out

VISUALS

90

Like the first game, it's very pretty to look at

SOUND

80

Good, but it would have to be said it is the weakest element of the game

GAMEPLAY

91

Excellent level design and a few more moves make it a winner

OVERALL

91

Another great game, but it won't provide many new treats

Marvel Super Heroes

Hulk smash! Wolverine slice you into sushi! Ren Hoek write you a review...

I'll set the record straight and say there's nothing quite like punchin' the crap out of someone... and what better way to do it than in a great fighting game. With 3D graphic games, I easily satisfied my sadistic urges with Tekken 2 and Soul Edge, but with 2D graphics there was little to keep me happy. Titles like Street Fighter Alpha did a reasonable job, but it lacked the impact that makes a sicko like me feel at home. Well that's all going to change now with the release of Marvel Super Heroes... a game where you can really smash your friends to buggery and you get to use some mega cool comic book heroes as well.

I want shit-hot graphics!

The graphics in this game are bloody brilliant to say the least. The characters are beautifully animated and some, like Juggernaut, are so big they almost fill the entire screen. All of the game's twelve characters are incredibly well detailed and look like they have just jumped out of the pages of your favourite comic book. From Spiderman, the Hulk and Dr Doom, to the immense Juggernaut and Blackheart, all of the game's characters have special moves and supers that are so graphically impressive that they equal some of the best 3D fighters in terms of visual impressiveness. Moves like Iron Man's Proton cannon and Magneto's Shockwave fill the entire screen, giving you a real sense of impact and damage to your opponent... and in most cases it makes you laugh your ass off at the person you just did it to. The backgrounds are also a sight to marvel at (sick joke!!). Most have objects



constantly moving in them... like the merry-go-round in Hulk's background, and Psylocke's background where you fight on top of a moving train with building and other scenery constantly moving by. Some backgrounds like Wolverine's and Dr Doom's constantly change their appearance as well. Wolverine's starts out on a bridge on the top of a ravine over a river, and when enough damage is caused by the fighting the bridge falls into the river and continues to float downstream. Dr Doom's takes place on his ship that starts travelling underwater and ends up gliding across the surface of the ocean... impressive and innovative stuff! In fact, the visuals are so good that this game kills the rumours that the Playstation can't do great 2D graphics, and it makes me wonder what game programmers will do when they get even better.

Killer combos eh?

Well, what's a fighting game without combos? Mortal Kombat I suppose... but there is no need to worry about that in Marvel Heroes, as most characters are able to pull off over 20 hit combos in the hands of skilled players (like me!). Using the same fighting system found in X-Men: children of the atom, Marvel heroes has chain combos (linking light to heavy punches or kicks) that can be linked into special moves, as well as more of an emphasis on air combos, with every character having at least one air juggle punch or kick that launches your opponent into the air. Supers are also quite easily comboed, with all supers executed by performing a normal special move movement with two buttons held down, allowing beginners to pick up the game quickly and perform large combos easily. A new addition to this game are the infinity gems. These gems can be used during a fight to increase energy/power etc, with each gem having a specific ability. Once activated, the increased power lasts for a short time only, but is still often responsible for turning the tides in a battle in its last moments. These gems can also be stolen from your opponent before they are used, by simply hitting them with a special move, and with only one useable at any one time, this stealing ability ensures that no-one can hog all the gems extra abilities.

Overall Marvel Super Heroes is a great 2D fighting game that is easily as good as the best 3D fighters on the system. It comes especially recommended for fans of the comic series, and those who love the Streetfighter series as well. Most of all it's recommended for it's great graphics which show the PlayStation can kick butt in 2D as well as 3D.



AVAILABLE: DECEMBER

CATEGORY: FIGHTING

PLAYERS: 1-2

PUBLISHER: VIRGIN

PRICE: \$89.95

RATING: TBA

FREAKOMETER



The great graphics make this an easy game to get into

VISUALS

89

Huge, well detailed characters, great backgrounds

SOUND

85

You'll think your fave comic character has come alive!

GAMEPLAY

85

Without a doubt the best 2D fighter available

OVERALL

88

Fighting game fans should love this game



INFINITY GEMS

Perform a QCB and hit all three punches to activate your chosen Gem. Here's what they do for every character...

Power (RED): This will increase your fighter's offensive power, allowing all of their attacks to do more damage.

Mind (BLUE): This will cause your Infinity Bar to refill itself rapidly for a period of time!

Soul (GREEN): This will cause your fighter's health to gradually refill for a period of

time. If you're hit while regenerating, the meter will still go down, but will then continue to rise. Try and save this for when you really need it.

Time (PINK): This will speed you up considerably for a period of time.

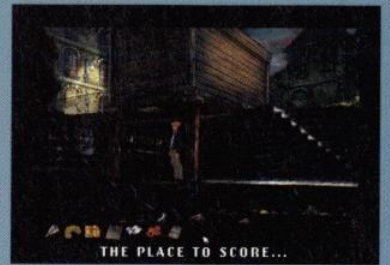
Space (PURPLE): This will give you "Super Armour" that will raise your character's defense considerably and make them nearly impossible to knock down, except with Throws.

Broken Sword 2

Owning a whole dungeon of broken weapons, Ross Clarksmitth was the obvious person to check this out...



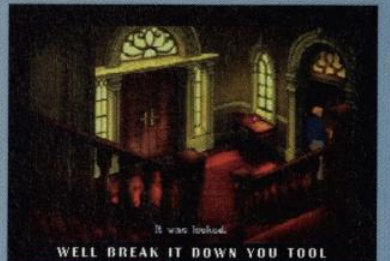
WHAT A HUGE LANTERN...



THE PLACE TO SCORE...



A VERY GLASSY PLACE

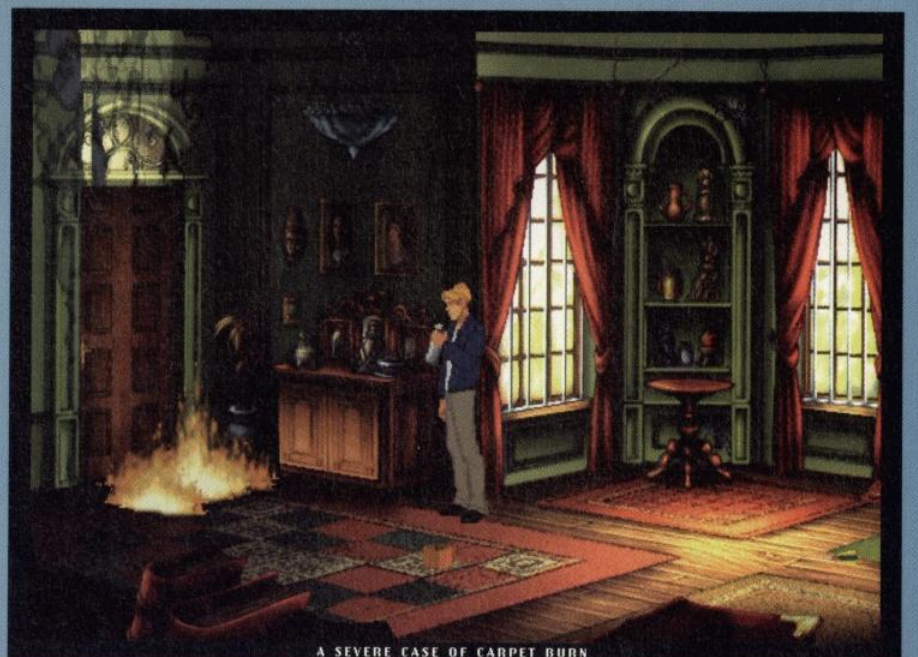


It was looked.
WELL BREAK IT DOWN YOU TOOL

If the title conjures up images of orc hordes decimating humanity, and an age where men got around in tin can suits then one look at the screen shots should change your mind. This game has no hordes of anything, except maybe frustration, and the only thing wearing a metal suit was the reviewer, and that is just cause he is new to the Hyper office. That little 2 at the end of the title makes this game a sequel, surprise, surprise, and it is very likely to be the last game in the series unless the developers, Revolution, give it a major rethink.

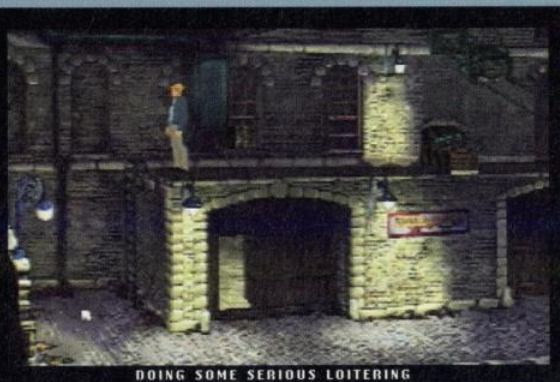
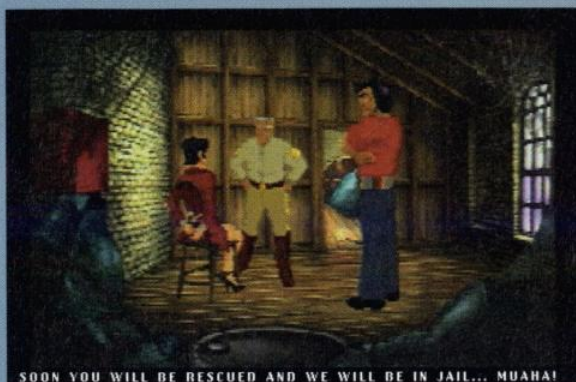
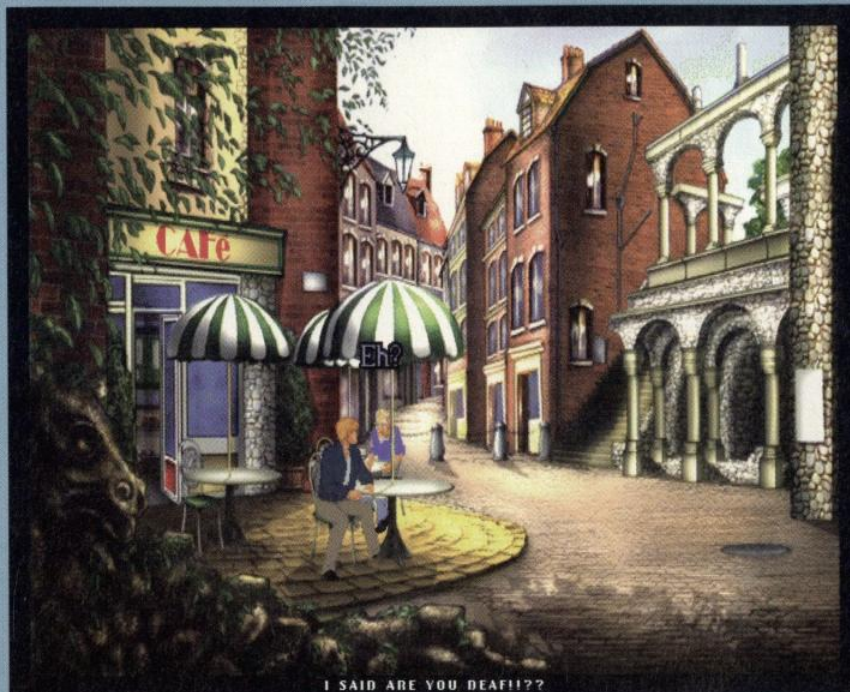
Point & Click

The game starts as the hero, George, struggles to escape a poisonous spider while tied to a chair in a burning room. Sounds pretty exciting so far, huh? Do not burst into tears with worry yet, because as always the hero escapes to survive during the whole game, more is the pity. Just for once, it would be good to find a nambly pamby hero type getting his butt a fierce whopping and die halfway through a linear adventure, especially in the slow parts. Slow parts are something that this game definitely does not lack. The game is one of those point and click, find just the right object for some loopy task adventure type things. The best example of these is of



A SEVERE CASE OF CARPET BURN

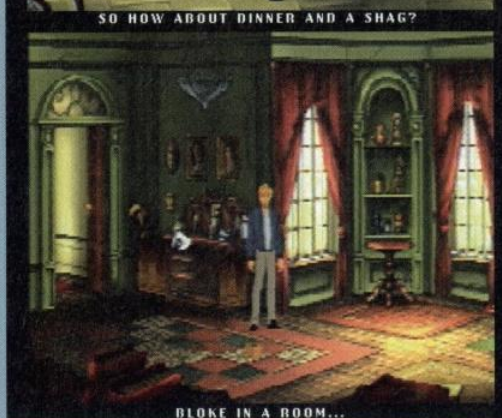
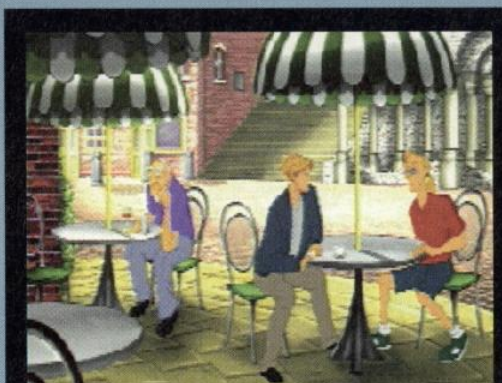
course the Kings Quest series, but Broken Sword far outstrips these aeons old titles. The unfortunate deal with these games is that they are very very linear in play. This does not allow the player much scope in playing, apart from becoming frustrated when they can't find the right item, or the right place to use the right item. Broken Sword 2 has found a few ways to get round these boredom bits, one is with the classic use of humour. The humour in the game is broken up into two main types. One is by using funny characters, and the other is through smutty bottom humour. There are not piles of smutty bottom jokes, but when they do pop up every now and then, the surprise element adds to their wit... and it's roll on the ground type stuff. The funny characters are all wicked stereotypes, and appear right throughout the game. It starts with the arrogant cafe waiter who has to be asked three times before he takes an order. There is the posh owner of the art gallery who looks like he stepped right out of the eighties, complete with pastel coloured suit and pony tail. Then there is the overweight snooty art critic in the gallery, who breaks your stuff and is totally unrepentant until George pushes him through a glass display cabinet. Yay Georgie! Also in the gallery, George comes across two Japanese girls who when spoken to, just giggle at him. That seems to be the story of George's life, no luck with the girls. The story behind the game is that George's girlfriend has been kidnapped, and it is Hero-boy's job to get her back all safe and sound. Of course if the player sticks with the game for long enough this will hap-



pen, but it is the sort of game that might need to be left for three days while a way round the big bad Mexican dude is figured out.

Puzzles Puzzles Puzzles

The problem with this game on the PlayStation is that the resolution of the graphics is not high enough. When you are searching for something to open a door, and the draw that has the key in it is practically invisible, it can get damned infuriating. Having said this, the backgrounds are all pretty cool, and remind me in some ways of old Scooby Doo cartoons, especially down on the docks, where Shaggy or Selma could step out any minute and hand George a clue. The developers have done themselves proud with the puzzles in Broken Sword 2. Some of them are a bit on the obvious side, but there are more than enough to have the player beating their head on their console in despair for days. Any animal lovers should steer clear of this game, because there is a really distressing scene in which a cute little doggy gets a drenching. Well it is not that disturbing really, and was in fact one of the funniest parts of the whole game. The other cool bit was a conversation between George and a dumb security guard who was convinced that a man could live on beans and beer alone. Our kinda guy! The interface is dead simple to use, if George can speak to someone, then the cursor changes to a pair of lips, if he can do something then the cursor becomes a set of cogs, and so on. Your inventory of handy items, like a lump of coal and a pair of lacy knickers with a heart on the front, are easily accessible by moving the cursor to the top of the screen. If you are a total adventure game freak, and you only have a PlayStation, then Broken Sword 2 would definitely be able to fix your craving.



AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: SONY
PRICE: \$69.95
RATING: TBA

FREAKOMETER

If adventure games are your thing! Go 4 it

VISUALS
77
 Nice backgrounds but details are lost on a TV

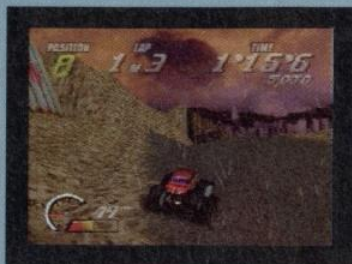
SOUND
80
 Nice music but it kills the speech, so it has to be turned way down. Great accents!

GAMEPLAY
75
 Quite a few dull bits and tear-your-hair-out annoying in other areas

OVERALL
79
 Adventure gamers eat your heart out, the rest of us are getting back to our racing games

Monster Trucks

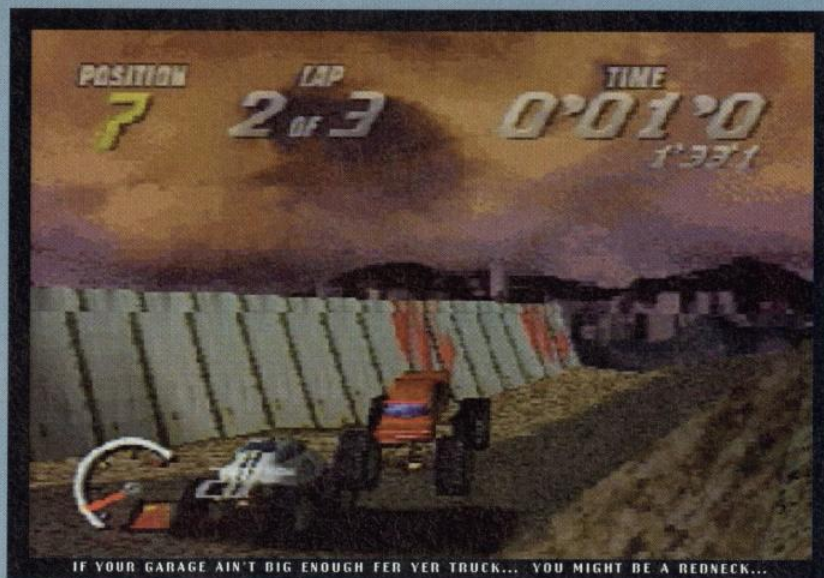
Is bigger better? An age old question that we had to ask Eliot Fish to answer of course...

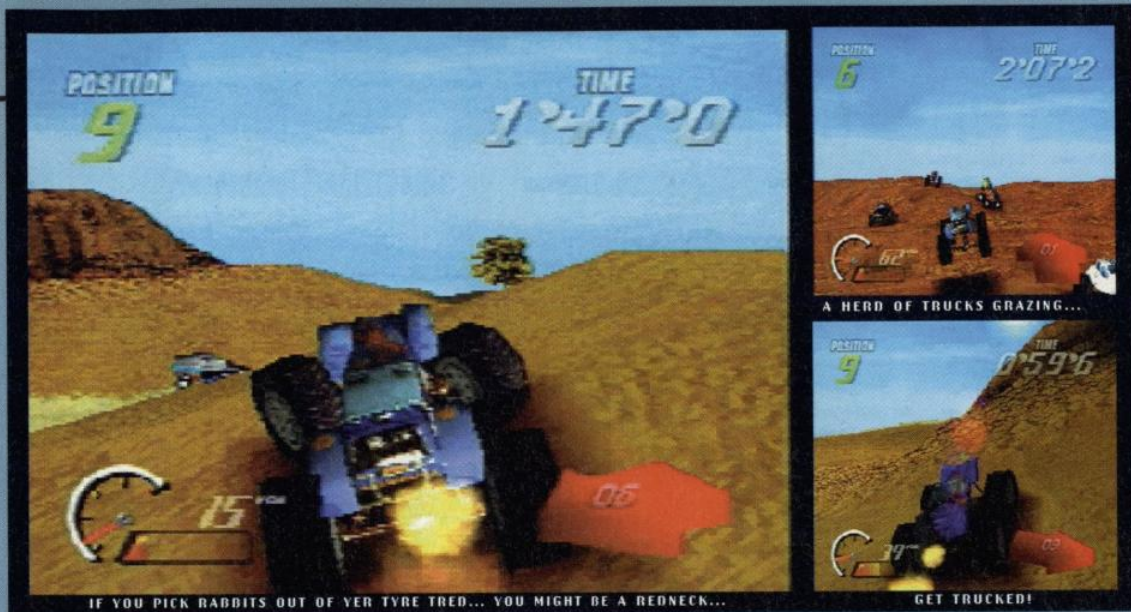


I can't believe how long it's taken for this game to get released. Psygnosis have been fiddling about with this one for aeons! I remember when Destruction Derby 2 was released, we had a look at Monster Trucks which way back then seemed just around the corner. Now, like a year later, it's finally here! Has it been worth such a long wait? Is Monster Trucks the most amazing racing game you're ever going to play? Well... of course it's not! Frankly, I don't know what stopped this being released yonks ago. Anyhow, the good news is that Monster Trucks is a laugh and although it's not the astounding piece of software the long delay would lead you to believe... it's still pretty good.

Mutha Trucker

Monster Trucks is simple, cool, silly fun. Steering your crazy-looking truck over sheer cliffs, across lava and into the snow is a thrill thanks to a good graphics engine, a healthy frame-rate, neat physics and enough options to keep the most easily-bored gamers happy for weeks. There are a variety of ways to tackle the game - from circuit racing to endurance and car crushing. Circuit racing is played in the style of a Rally game, with the benefit of a Monster Truck being that you can take corners with a lot more bravado than you would in a smaller vehicle. It's pretty standard racing, but the tracks are designed with thrills and spills in mind, so you'll be entertained the whole time. The other trucks drive with varying degrees of skill - from the asshole who corners perfectly to the mung-bean brain who you'll find overturned in the middle of the track when you come around a corner! This makes racing in Monster Trucks more of a hair-raising experience, because the AI feels a lot more unpredictable than in other more conservative racing games... you just don't know when a massive pile up is going to occur - of course with your huge mutha of a truck, there will always be a way around it!

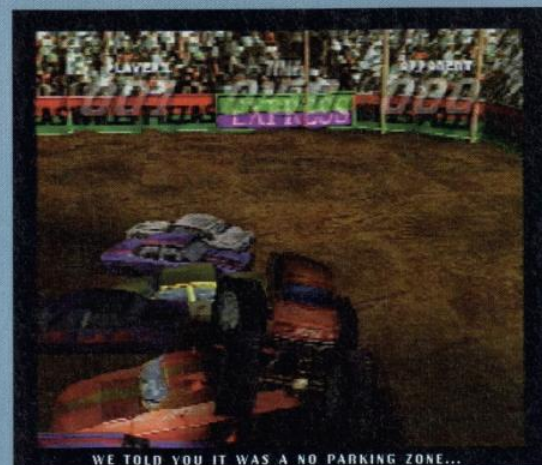




Going The Distance

Endurance is probably the coolest mode though. It's similar to the circuit racing, except you can "drive anywhere" - and it's encouraged. The aim is to reach a bundle of checkpoints in the correct order, with a directional arrow at the bottom of the screen pointing the way to the next one. What happens, is that the trucks simply take the path they deem to be either the safest, quickest or craziest - and it's up to you as to how you complete the race. This is great. Hmmmm, that arrow is pointing at a big mountain, so the checkpoint is on the other side... should I go around it, or over it?! Heh heh. Of course, if you take the most hair-raising route over massive drops and ridiculously rocky terrain, your truck is going to suffer - it's absolutely possible to totally bugger your suspension and be stranded, unable to finish the race. Like Monster Truck Madness on the PC, there's a helicopter button which you'll need to get you out of the odd pickle. Sometimes you'll somehow manage to get your truck into a place where it's simply impossible to get out - and you need to call the 'copter to winch you out, wasting valuable time... Of course, there's some serious car crushing to be done and of course you'll be required to cause the odd bout of carnage during the game - this usually just requires you to continually jump a ramp and land your beast onto a pile of innocent cars to rack up the most points within the time limit - a simple but fun addition, and the real heart of monster trucking. There are a variety of trucks to take for a spin, each with their own distinctive chassis design, speed, acceleration, handling

etc. When you're out there burning the rubber, the trucks handle unrealistically but it's obvious this is more of an arcade experience as opposed to a simulation. My only gripe is that it felt more like driving one of those small remote-control buggies at times, with your truck accelerating way too fast for what should be big, lumbering beasts. Still, this means a faster more entertaining game, I guess. Multiplayer unfortunately is just you and your friends taking turns for league placings, rather than a split-screen mode or link-cable, so here lies Monster Trucks' monster flaw. Single player mode can get boring quickly and the lack of an actual split-screen mode is strange. However, Monster Trucks is pure arcadey fun, looks good and has enough to keep you going all night...



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

FREAKOMETER

All out rampaging fun

VISUALS
84
 Good resolution and silky frame rate

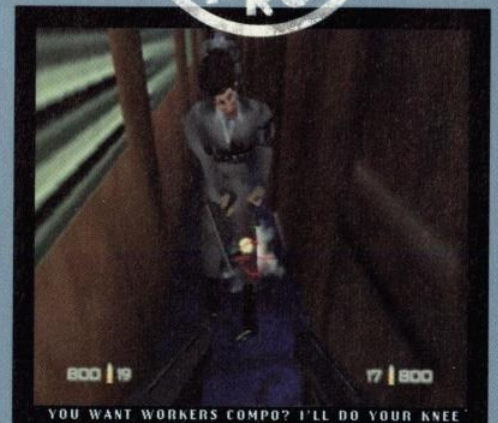
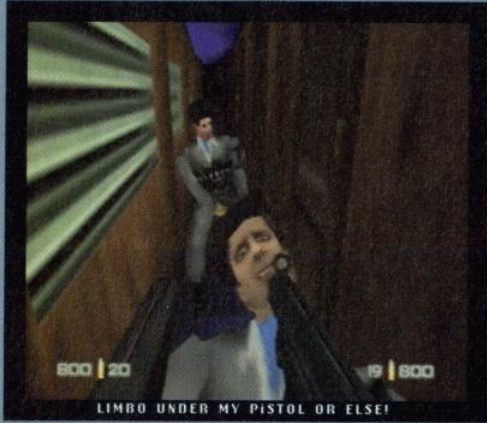
SOUND
79
 Crunching suspension is good, but bee-like engines

GAMEPLAY
82
 You'll have fun, fun, fun till daddy takes the joypad away

OVERALL
80
 Keep on truckin'

Goldeneye

Yes, he is a dirtbag... but he's also a highly trained killing machine... so we only thought it right that Ren Hoek should be the man for this one...



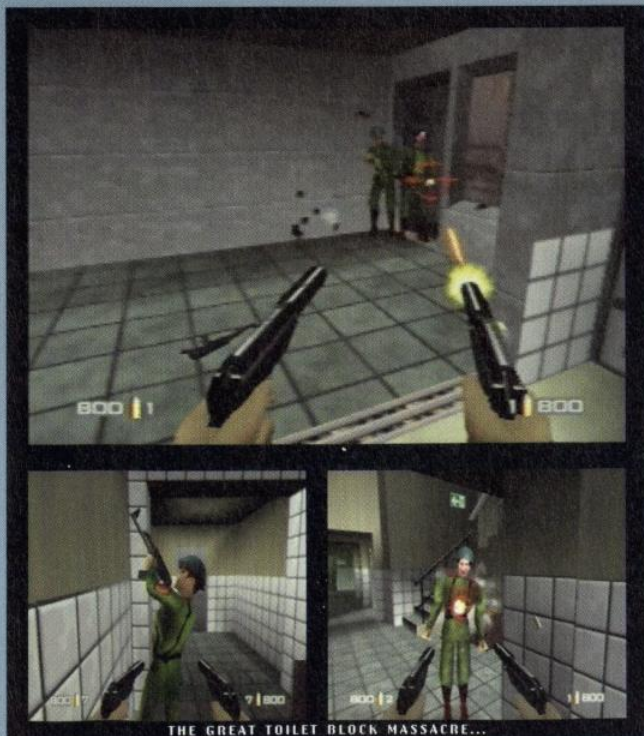
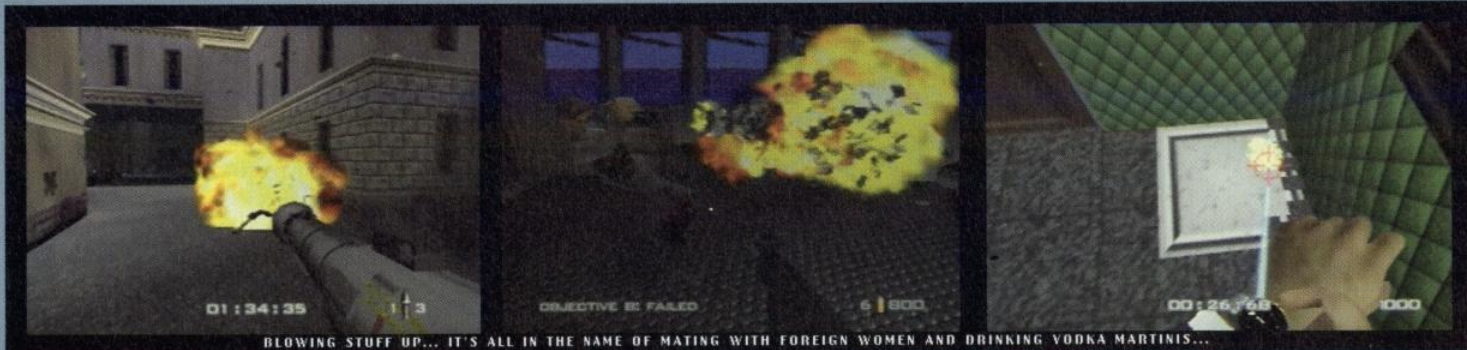
The name is Hoek... Ren Hoek... secret agent 69, on day release from Her Majesty's Detox clinic and looking for a new assignment. As if I had spoken too soon, M quickly handed me the Goldeneye brief and asked if I could use my somewhat limited abilities to help out on this case. Luckily for me, Goldeneye is only a videogame, as I'm rather cowardly and lame at the real secret agent stuff... so I eagerly sat down and started play on Nintendo's new N64 game, Goldeneye.

Not another bodgee movie licence!?

Most movie licensed games in the past have been lame and have sucked to say the least, but after starting the first level of Goldeneye I felt that this game was finally a title to do a movie its named after some real justice. I started my mission at the Dam in Arkangelsk, USSR, where my objective is to infiltrate a hidden military post where data is being intercepted from satellite, and downloaded via modem. Sounds pretty much like most other spy type games doesn't it? But to my surprise and to Nintendo's credit, Goldeneye succeeds in totally immersing the player inside the game.

Using a Doom style engine for the games graphics and adopting the 1st person perspective, I proceeded to cover the distance between myself and the guard as quickly and quietly as I could. Taking out the two guards with my silenced PP7 handgun, I grabbed the Sniper rifle and then used it to zoom in on another two guards, who were then dead before they knew what hit 'em. Using stealth tactics, as my advanced training had taught me (cough,

cough), I quickly polished off another few guards and placed the modem on the satellite cable before finally bungee jumping safely to the bottom of the dam... all this without anyone knowing I was there... anyone who was still alive that is... This is the type of experience you can expect when playing Goldeneye's twenty missions, each

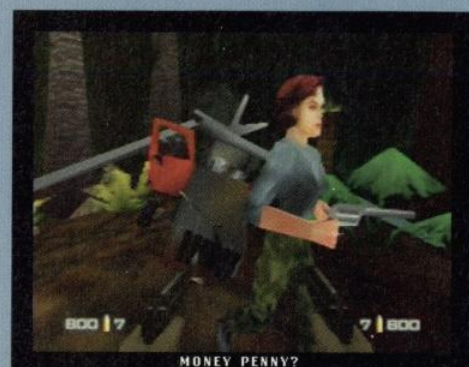
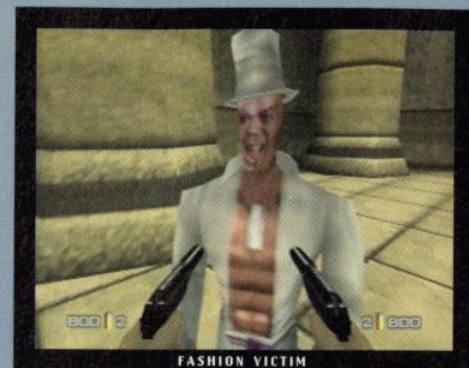
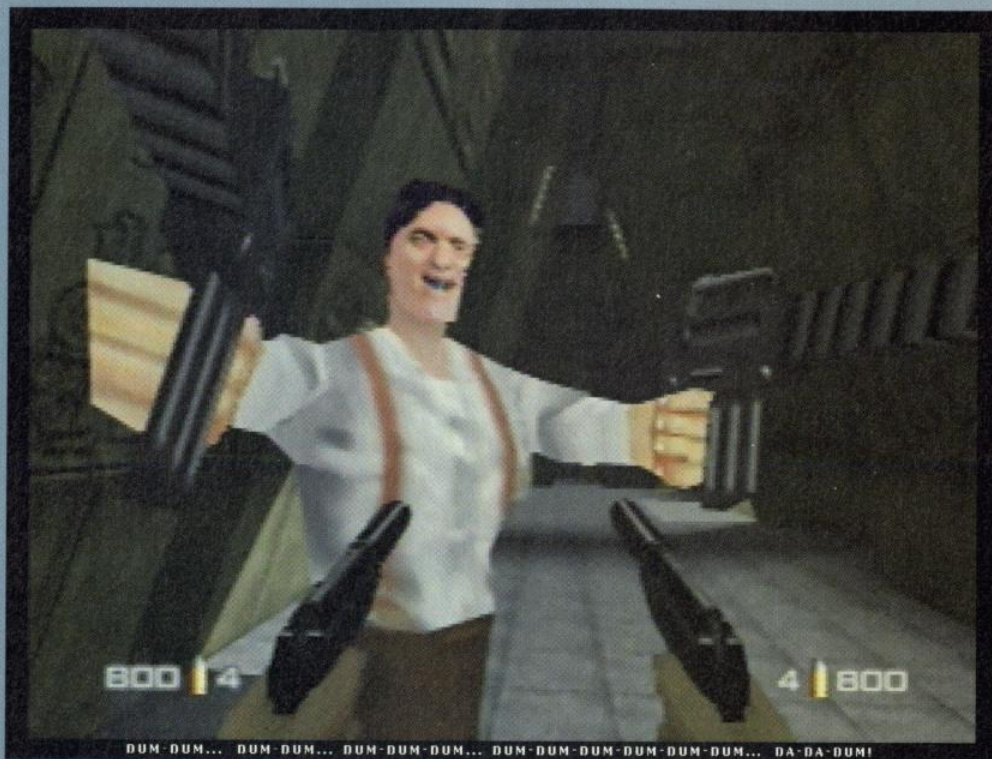


offering different objectives that range from search and destroy, to collecting objects and protecting helpless civilians and accomplices who get caught in the line of fire. The missions in the game follow the movie closely, with the arch villain being the 006 Agent Trevelyan, who fakes his own death early in the game to throw James off the trail of the real issues and threats at hand. Trevelyan has stolen the Goldeneye key, which, when used with satellites orbiting the earth, can destroy huge cities with the high energy laser beam it creates. You, as James Bond, must complete each mission and finally recover the Goldeneye key,

and off course you get to kick Trevelyan's ass in the process. In some missions you must escape from jail with your only weapon being your magnetic watch, calling for a good deal of thought to be put into the

situation, where others have you wandering through huge yachts trying to rescue hostages and defuse bombs, all the while fending off incoming fire from enemy soldiers. Indeed, it's the theme of stealth that is promoted so much in Goldeneye that makes it such a great game. Aside from the usual shoot and kill all enemies with the biggest weapons you can find missions, you will often find yourself outnumbered and outgunned in many of the missions in Goldeneye. It is here that you must use stealth to get through the

level, which often involves destroying all surveillance cameras, sneaking up behind unsuspecting enemy guards and using weapons that don't make sounds like the silenced PP7 and throwing knives. As James Bond you can't just go around in an enemy's military complex firing an automatic machine gun, as this will alert security and in no time you'll be surrounded by an endless stream of hostile guards.

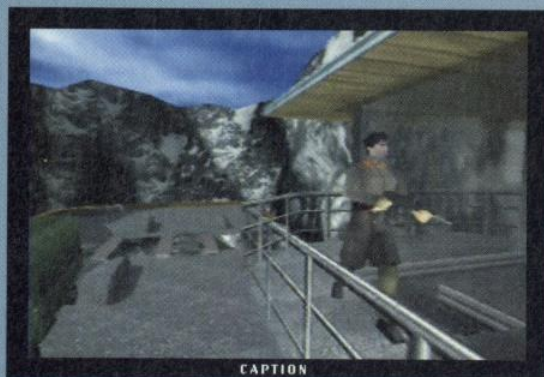
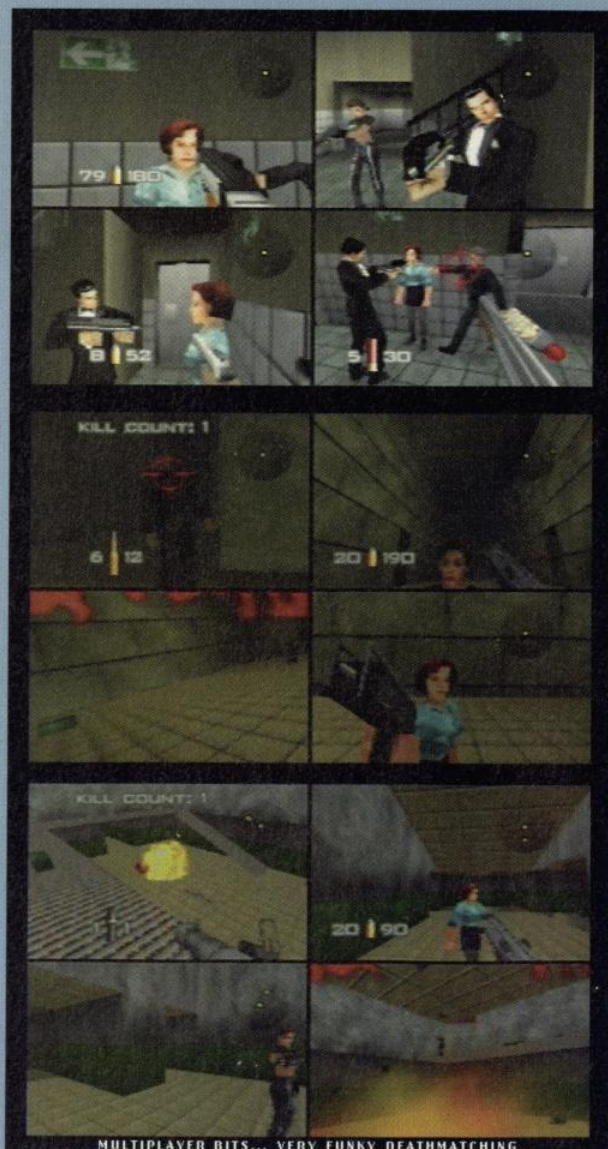


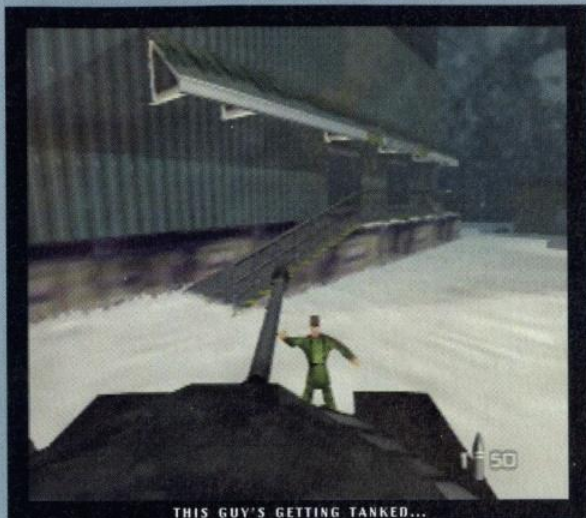
Sneak up on 'em

Stealth is also a necessity in GoldenEye due to the artificial intelligence of the enemies you meet throughout the game. It's true that you'll often meet guards that just stand there and scratch their arse (its true), making it easy to pop a cap in their head, but often you'll find guards patrolling areas looking for trouble, ready to shoot with the slightest provocation. Enemy guards will also follow you for great distances if you run from them; they can see through glass windows into other rooms; and often if one has seen you he will set off the security alarm bringing even more soldiers. There are even times when you will come across guards who unexpectedly just stop shooting at you... only to see the mongrels pull out a grenade and lob it at you... which unfortunately only leaves one course of action... RUN LIKE HELL! Another problem you'll encounter is the various machine guns that are positioned through the game's levels. These automatic guns, or cannons, blast the shit out of you as soon as you come in sight of them, and must be approached with great caution. Of course, all of these great innovations to the Doom style game would mean nothing if they weren't matched with the best looking graphics engine yet seen in this type of game... and fortunately GoldenEye delivers big time here as well. As you'd expect all of the game environments benefit from the N64's graphical abilities like mip mapping, anti-aliasing etc, providing seamless and smooth surroundings that are almost photo-realistic in quality. But it's not here that the graphics really excel... it's in the attention to detail that GoldenEye really impresses. Shoot at any bad guy and he'll twist and contort, with different reactions shown depending on where you shoot him. Get him in the foot and he'll hop around on his other... shoot him in the hand and he'll wave it about like mad... shoot him in the butt and he'll grab it and jump in pain... get in a head shot and he'll drop to his knees and then collapse on the floor... it's really great stuff. Nearly everything in GoldenEye's environment can be destroyed too... crates, barrels, windows, computers, the Bond Girl... Whoops, I didn't mean that! Shoot at the walls and the marks stay there, all while pieces of debris fly all over the place... I spent 10 minutes the other day writing my name on the wall with an

automatic machine gun. Excellent looking explosions, faultless transparency effects for the glass in windows etc, and the incredible lifelike detailed faces on the game characters put the icing on a already brilliant looking game that stands above all others on the Nintendo 64, and is second only to Mario 64.

The graphics are matched by the great sound effects that accompany all weapons





THIS GUY'S GETTING TANKED...

and explosions in the game. You'll really think you're being shot at, blown up, and you'll get a kick out of the noise a million bullets make when they hit the body of your enemies in the game. The music is also quite atmospheric, and although not the best the N64 has produced, it suits the game very well and will have you humming along to the Bond theme in no time.

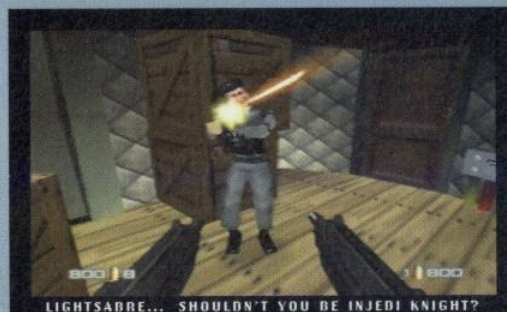
Bond vs The World

But just when you thought you've seen all this large game has to offer (including the two bonus missions with Jaws and the Golden gun), along comes the best damn multiplayer game yet to hit the N64. Up to four players can shoot the shit out of each other to your heart's content. With over 30 different weapons (yes that's right THIRTY) available for use, tag team and kill the man with the flag options, Goldeneye's multiplayer option really sets it above other games on the machine, especially where longterm playability is concerned. The level design for multiplayer allows the use of all weapons and tactics, whether it be picking your friend off from a distance with the sniper rifle or blasting their heads off at close range with the automatic shotgun. Mines also play a great role in multiplayer action, and will instill fear as you are constantly watching each step you make, all while looking out for the dirty player who constantly shoots people in the back (like Me!!). Goldeneye will cause many a sleepless night for those with three friends with N64 pads and this multiplayer option alone is enough reason to purchase the game.

Overall, Goldeneye is a game that sets standards for other games to follow and is recommended as a game that any non-Nintendo owner should purchase the machine for, especially if you have a few friends that already own one. Another job well done Mr Bond... time for a few well deserved martinis Nintendo!



HOW CAN I FIGHT WITH THESE KNIVES STUCK IN MY HANDS?



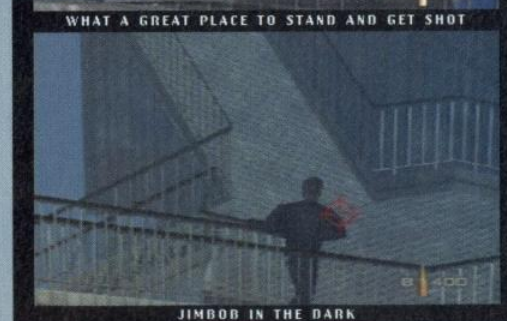
LIGHTSABRE... SHOULDN'T YOU BE IN JEDI KNIGHT?



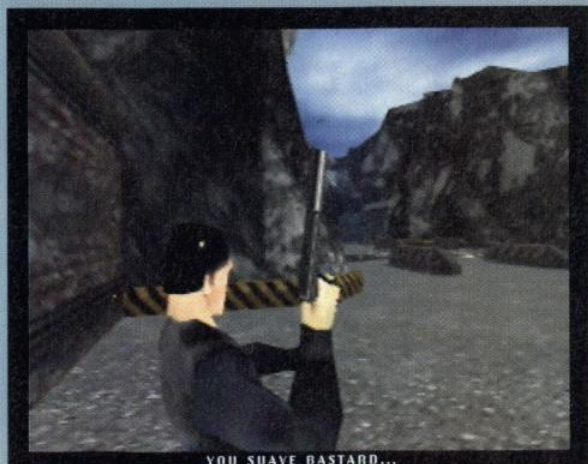
EAT THIS FROSTY...



WHAT A GREAT PLACE TO STAND AND GET SHOT



JIMBOB IN THE DARK



YOU SUAVE BASTARD...

AVAILABLE: NOW

CATEGORY: 1ST PERSON SHOOTER

PLAYERS: 1-4

PUBLISHER: RARE

PRICE: \$79.95

RATING: M

FREAKOMETER



Easy to play and very accessible

MULTIPLAYER
Surpasses the single player game in terms of fun. Unbelievable with some mates!!!

VISUALS
94

Detail and visuals are top notch

SOUND
93

Brilliant effects, great music

GAMEPLAY
95

Sets new standards

OVERALL
95

If you own a N64, get it!

Lamborghini 64

Since he used to steal sports cars for a living, George Soropos seemed to be the only authority on Lamborghinis in the office...



Ok Nintendo racing freaks you can finally put Mario Kart away for a while 'cause some real horse power has finally arrived. It's been a long time between drinks for French developers Titus and they've hit

the ground running with this great N64 racer.

Normally reserved for oil barons, real estate tycoons and drug dealers the world's super cars are now at every Nintendo owners disposal thanks to Lamborghini 64. Mmm super cars. Yes, strangely enough Lamborghini 64 actually only has 2 Lambo's in it. There are also two Ferrari's, a Porsche, the Dodge Viper and what looks like a McLaren Fi. At the time of writing only the Lamborghini Diablo had been officially licensed so we're still not sure what the other cars will be called in the game. This isn't to say that the other cars are just fillers though, in fact the McLaren Fi lookalike is actually the best car in the game - not the Lamborghini!

Rally drive your McLaren...

The cars do all handle quite differently so you can choose whichever one suits your driving style the most. I like to powerslide around corners whenever I can so I used the McLaren Fi lookalike most of the time (it's also about 50 k/ph faster than most of the other cars) Not that the McLaren is known for it's powersliding or rallying abilities but hey, if that's the game designers view of reality, who am I to argue. The differences in car performance are also pretty obvious



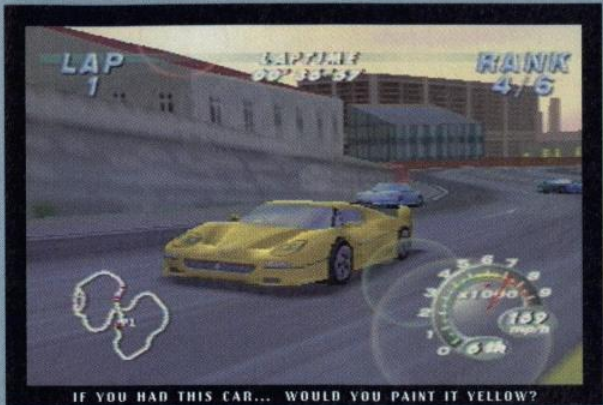
LET'S SEE... BIG WALLET... SMALL KNOB



199 MPH... IS THAT ALL?



THE RICH BOYS CLUB OUT AND ABOUT...



IF YOU HAD THIS CAR... WOULD YOU PAINT IT YELLOW?



PREPARE TO CALL YOUR PANEL BEATER...

when it comes to things like top speed. The McLaren just blows every other car off the road, it's a good 100 kp/h faster than some of the other cars on offer, which kind of makes choosing one of the slower cars a complete waste of time as far

as being competitive is concerned. And you do need to be competitive, this is a hard game to beat! I couldn't get any further than third last on the simplest track... maybe I'm losing my touch. You also have to remember to take the game off the novice difficulty level as in this mode the cars have no handling at all, I first played the game like this and got a very rude shock indeed.

The N64's analogue controller is much better for racing games than other console's digital pads and makes Lambo play more like a PC title than a console game. If anything it's a touch too responsive and it takes a little while to get the hang of it. A sensitivity adjustment is sorely missed here (as it is on a lot of Nintendo titles) Lambo 64 will also support the Rumble Pak which will let you feel every bump and skid as you hurtle around the track. It will make a difference too as it helps by giving you a tactile feel of the road.

Phat Donut!

The racing is street circuit based, with six different tracks available at the start. They range from the almost oval beginners track to some pretty tricky circuits which require a good touch on the brakes instead of just the accelerator and gear shift, which is normally how I like to drive a console! Total realism freaks will also be pleased to know that Lambo64 allows you to drop the clutch and do donuts all over the place. But you



WOULD YOU INSURE THIS DRIVER?

won't be pleased to hear that there is no weather implementation in the game - it's always bright and sunny!

Graphically this is a very pretty game, but sort of gritty and realistic as well. The road textures are particularly convincing and give a reasonable impression of speed when you're moving, while the tyre smoke is very nice. There isn't very much track side detail though, which is an obvious trade off to keep the frame rate high. No grand stands, few trees and buildings and certainly no cows! But unfortunately even with this sacrifice to the gods of gameplay the two player mode is dreadfully slow. It's more like racing ride on lawnmowers.

If you were grossly disappointed in Cruisin' USA and MRC then Lamborghini 64 is what you've been waiting for. It isn't a classic driving game but has enough playability, variety and consistency to keep us happy, and we're very fussy racing game players! The two player mode is a bit slow and the controls a bit touchy but it really doesn't have any flaws apart from that. The reason it didn't score in the 90's is something that's hard to define. Games like Sega Rally and Porsche Challenge have a character to them that Lambo lacks, it doesn't have a lot of personality but hey, it's still fun.



AN EXPENSIVE ROAD BLOCK



IF ONLY IT HAD WINGS...

AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-4

PUBLISHER: ACTIVISION

PRICE: \$99.95

RATING: G

FREAKOMETER



It's a racing game!

MULTIPLAYER

Not great. The more players you use, the slower it gets

VISUALS

90

A new grittier look for the N64

SOUND

80

Considering this is coming off a cartridge it's not bad at all

GAMEPLAY

86

Difficult but fun

OVERALL

85

A nice racing sim that should keep N64 petrol heads satisfied for quite a while

Dark Earth

He's locked in a dark room playing games all day, so Ross Clarksmit knew all about *Dark Earth* from personal experience.



The Darkness, Great Sunseer, the Darkness that threatens to engulf us all.

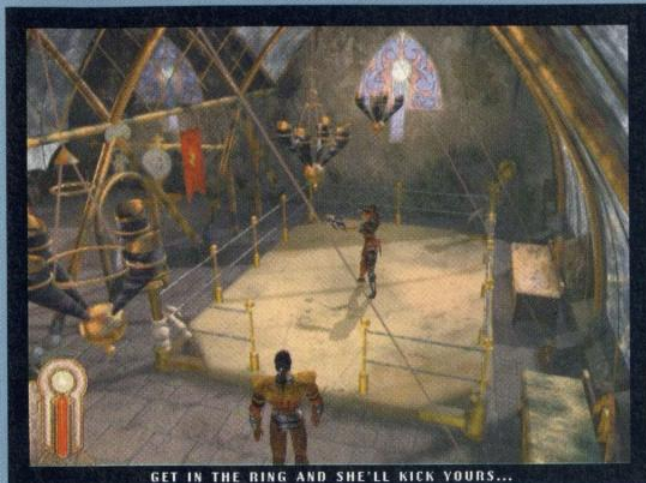
Certain game companies become well known for a special reason, it could be that their background's are highly detailed, or that their AI's are especially smart, Microprose has developed a name for itself by producing games that are a sheer pleasure to play. *Dark Earth* is going to reinforce Microprose's position as a company who has never produced a bad game.

Dark Earth is a place in the future of our world where, due to a comet crash all technology has been lost, and the world has been turned into an icy place of perpetual twilight. A few outposts of humanity remain in fortified cities basking in columns of sunlight that miraculously manage to pierce the murky atmosphere. *Dark Earth* takes place in one such city.

A highly detailed idea of the *Dark Earth* world and its inhabitants was created before actual work on the game began. This extensive pre-production may be the reason for the games feeling of total absorption. The intro gives the player the history of humanity on *Dark Earth*, and the manual almost reads like a reference book on all different aspects of culture, inhabitants and climate of the world. This large amount of information has already been expanded into several books, a role playing game and, wait for it, a sequel due in 1998.



BIG EMPTY ROOM WITH DRAPES... WOHHOO!



GET IN THE RING AND SHE'LL KICK YOURS...

You can go your own way...

As far as 3D Role-playing games go Dark Earth would have to be one of the least linear ones around. There is a specific story line, in which the hero Arkhan, the protector of the city must find a cure for the contamination that threatens to turn him into a hideous monster, and to stop an evil darkness enveloping the city. The character is free to wander about as they wish, and the storyline will pick them up when they eventually get where they are meant to be. Expect the people the character meets to remind him what he is supposed to be doing. If playing games is a way of escaping nagging mums then this game may not be as effective as others, stray from the story too long and people nag at you like the worst mothers.

Kalisto Entertainment the game's developers have proven that if you want a game to look superb then a French company is the place to look. From the first room the game has a beautiful natural look that draws the player in and firmly places them at the side of Arkhan while he plays. The whole city is ready to be explored, with 250 locations stunningly pre-rendered in SVGA of either 256 or 32,000 colours. There are other great effects that make the characters come alive including, real-time texture mapping, light sourcing, gouraud shading and realistic shadow management.

It's got character...

As Arkhan wanders around the city he will eventually come across 98 other characters and monsters who come to life in 5,000 separate animations. The personalities of these people are conveyed with over five hours of spoken dialogue. Any one can be fought, and the game keeps track of player's choices and alters the game accordingly. So even though you would like to kill Arkhan's boss, in the long term it is not a good idea, because there will be no one to sign his pay cheque. Three modes of game play allow players to control Arkhan. The first is "light" mode in which the player controls every move, the second is dark mode in which Arkhan does things more out of instinct, and the third is good old combat. The game will provide 40 different weapons all up and depending on which weapon is selected, there are 6 different fighting styles and four moves for each style. The combat style satisfies the need for bloodshed well, although there could be a few more monsters to hack into, especially as the game does not like players to kill other characters. While wandering around in the city it is important to keep an eye out for the symbol of the Sun God. Just like in Tomb Raider, it is not possible to save a game just anywhere, a Sun God symbol location is needed. This can become a bit annoying but adds to the challenge of the game.

A soundtrack that follows the mood of the game and alters accordingly provides nearly an hour's worth of non-invasive music. This combined with 800 individual sounds makes Dark Earth sound as good as it looks. The average home PC can have a hard slog to grind out all these you beaut features, so those wonderful game designers have added a few options to tone down the game without losing playability. The shadowing has three different levels, which cuts a lot of processor load, and as mentioned before there are two levels of graphics. Cut scenes of which there are 25 minutes are



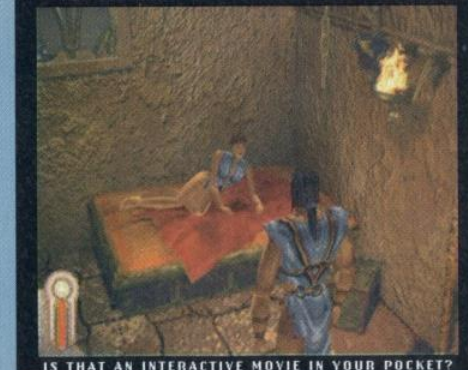
A LAND WHERE ARCHITECTS HAVE TOO MUCH TIME ON THEIR HANDS...

played by default at full screen, but with the help of the trusty old plus and minus key this can be changed. Even with a high end machine, the game still cuts to a loading screen between different rooms, but with this much detail it is to be expected. Another innovation is the ability to replay a cut scene, which is really handy if you're trying to watch X-Files re-runs at the same time.

A winner by all accounts, loads of time and thought have obviously gone into Dark Earth before any coding was done, which has produced a really Schmicko game. Now all that's needed is the sequel.



YET ANOTHER GAME WITH BUSTLING CROWDS



IS THAT AN INTERACTIVE MOVIE IN YOUR POCKET?

AVAILABLE: NOW
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: MICROPROSE
PRICE: \$89.95
RATING: MA15+
REQUIREMENTS: P75, WIN 95, 8MB RAM 4X CD ROM

FREAKOMETER

It's an RPG but it could be an interactive movie

VISUALS
95
Eye poppingly fantastic!

SOUND
85
More stupid accents please

GAMEPLAY
89
Totally absorbing, try walking away from the computer

OVERALL
90
Visually stunning, immensely playable, a pity its such a resource hog



Jedi Knight: Dark Forces 2

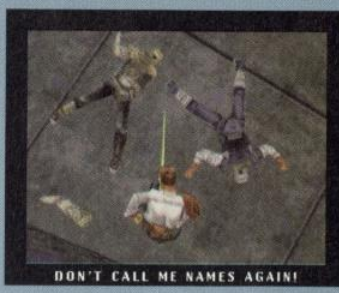
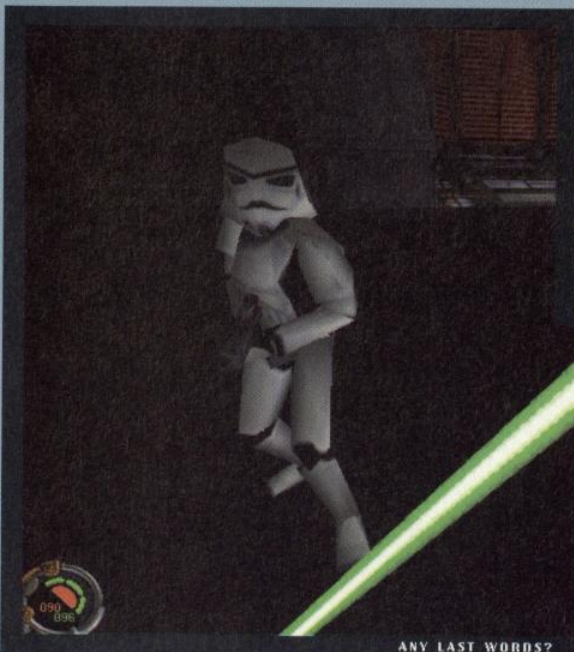
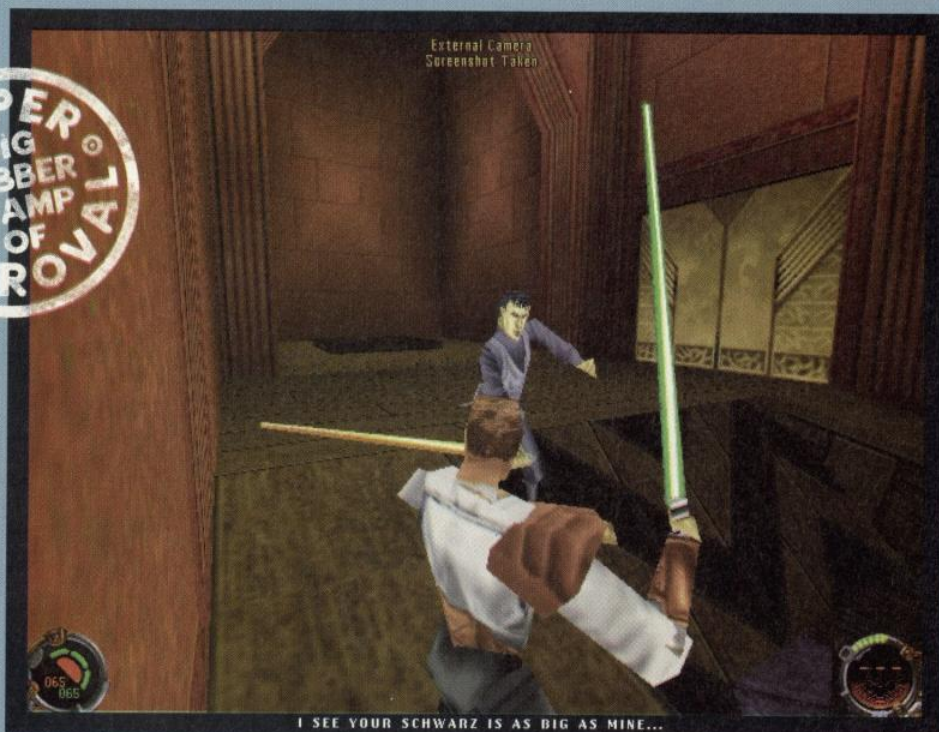
May the Force Feedback be with you... Ah hell, it was a cheap gag.
Eliot Fish turns to the Dark Side...

Well, it's been a long hard wait for this one. Ever since Dark Forces swept gamers away with its unique Star Wars bent on the 1st-person shooter genre, we've all been hanging for the sequel. Dark Forces was a great game, different to Doom in many ways, and some would say more rewarding with its interactive environments and mission-based puzzle solving - not to mention awesome action. The only real flaws in the game were that Dark Forces had no Multiplayer option, you couldn't save mid-level and heck, it had no lightsabre. But Kyle was a tough mercenary then and times have changed... He's matured, grown a bit more stubble, and gotten in touch with his feminine-side. As you'll discover when you fire up this game... he's becoming a Jedi Knight.

Scum And Villainy

If you're a fan of the Star Wars movies, then I guess you were planning on buying this anyway, but it may encourage you to know that there hasn't been a Star Wars game yet which is as brilliantly REAL as Jedi Knight. The team at LucasArts have pulled something incredibly special out of their magical hats, and any doubt you may have had over Jedi Knight's worthiness amongst the current elite of 1st-person shooters should be put to rest immediately. In my opinion, this is the best 1st-person shooter we've seen this year, and if you read on I'd be happy to tell you why. As is the norm with big budget CD-ROM games these days, Jedi Knight is packed with around 35 minutes of full motion video filmed especially for the evolving story which revolves around your game. Jerec, a Dark Jedi, is searching for the long-forgotten Valley Of The Jedi and the only man who knew it's whereabouts was your father. He's now dead. Of course, he left you a message on a special data disc and more importantly, he left you a lightsabre. When you find the lightsabre at the end of the 2nd level, you're on your way to become a fully blown Jedi Knight. Woo-hoo!

I urge you all to go out and beg, borrow or steal (er... maybe forget that last one) for a 3D card. Jedi Knight should really be experienced with the wonders of 3D acceleration. Playing the game in 640x480 or higher (though for non-accelerated users, there are a whole host of lower resolutions) is a wonder and if your PC can also handle the Hi-Res sound, then you'll get to appreciate the amount of detail which has been pumped into this game. The sound is really quite remarkable. Not only is there the full John Williams soundtrack to accompany the game, but the music alters depending on where you are in the level. This is most obvious when the game kicks in for the first time.

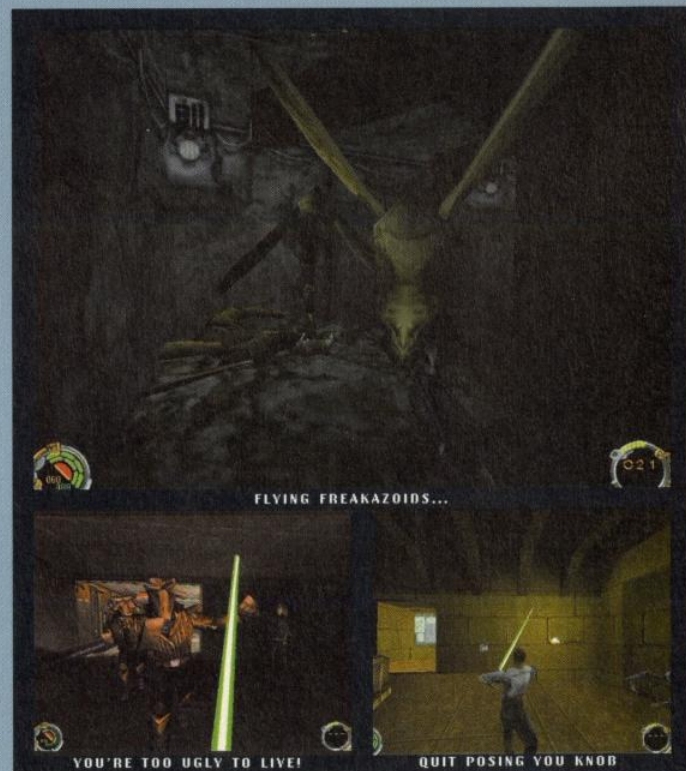


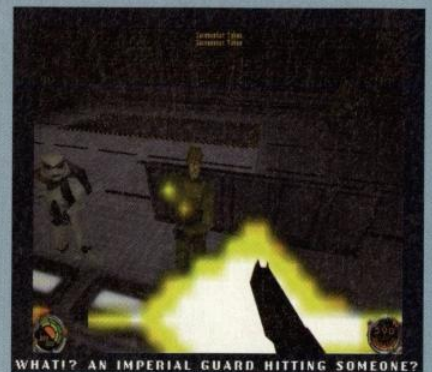


You start off inside a Cantina on Nar Shaddar, and there it is, super cool cantina music! As you make your way out of the establishment (after frying a few Grans with your blaster) the cantina music will slowly fade away from you the further away you walk - the moody soundtrack slowly blending in underneath. Smooth. The sound effects are immense too, from the TIE-Bomber which roars over your head to the clanking of your footsteps when you walk across a metallic walkway - the detail is superb. As you explore around the levels, you'll notice there are quite a few "innocent" characters going about their daily business. Walk up to one of them and they cry "What's going on?" or "Please don't hurt me!", and yes there are also various droids from the films beeping, whirring and chattering away. As I was sneaking down one dark hallway, I could suddenly hear a conversation between two stormtroopers in an adjacent room! Amazing. Kyle also talks to himself as you sneak around, like in the first Dark Forces. Every now and then he'll pipe up with a comment depending on your situation, or even just to curse at a locked door. His "gasping for air" noise when you surface after a particularly long time underwater is ultra cool too. The sound in Jedi Knight is basically flawless and a major achievement in providing a realistic exciting gaming experience.

I Am Your Father!

Graphically, Jedi Knight is similarly hard to fault. With 3D acceleration, the frame rate is beautifully smooth in full screen at ultra high res. The real wow factor here is in the actual architecture and design of the levels. One minute you're teetering over a stupidly big chasm, and the next you're rolling down ventilation shafts, riding conveyer belts or diving into water. None of that outdoor "open area" slowdown that exists in the Quake engine is an issue here - some outdoor levels are immense and the game runs beautifully. You see, Jedi Knight doesn't use the Quake engine... LucasArts have programmed this from the ground up - and it shows. Your father's house in the second





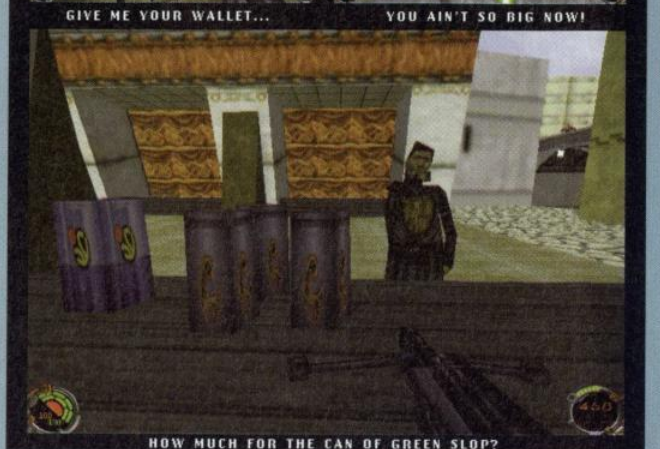
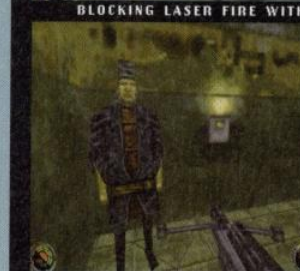
level is particularly fun, with lots of furniture strewn about and Tusken Raiders poking around in the basement. After walking through one door, I saw the only way across to the next room was to shuffle my way across a fallen beam from the ceiling... Well, I'm halfway across and the beam cracks under my weight, sending me into the room below! Great stuff. As in Dark Forces, you'll be having to find a variety of keys and other objects to make your way through the levels. You have an inventory and can store things away for later use. There's the Bacta Tank which will replenish health and then various armour, goggles and powercells etc to help you through tricky areas. The game's options are highly configurable too, even allowing you to decide whether you want weapons to mount when you find them, or to switch to a more powerful weapon when you find the ammo, to having the lightsabre as your default weapon so that you'll never be caught in a firefight with a pair of fists when you run out of energy cells. Options - we love 'em!

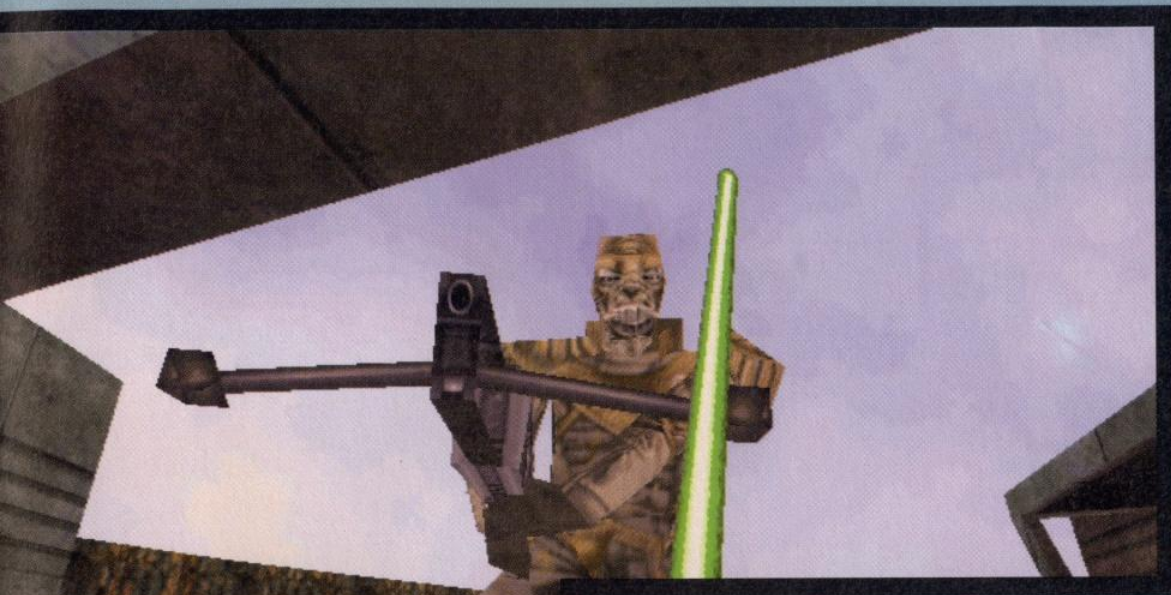
So Be It, Jedi

So what about the gameplay, eh? The gameplay! Alright... if you played Dark Forces then you'll feel right at home here, as a lot of the fighting in Jedi Knight is through long-range sniping with your blaster. Picking off troopers on far away ledges with your accurate bryar pistol is absolutely essential to surviving some of these levels. You may find yourself halfway across a thin, wonky walkway only to have laser bolts raining down around you! You'll also have to master some mean strafing, as dang those laser bolts are quick... and one lovely touch to strafing I must mention, is that your view tilts slightly when you move - as if Kyle is purposefully moving his head out of the way! And is the lightsabre cool? What did you expect?! Your lightsabre can not only take down most enemies with one good swipe, but it can also block incoming laser shots! As long as the sabre is generally facing the right direction, Kyle will automatically repel bolts back onto his enemies. Yes, the little practice droid is in there too, so you can indulge in some classic Star Wars moments! Fighting with the lightsabre adds a whole new dimension to the otherwise classic Dark Forces gameplay. Did I mention the external camera? Well, blow me down, Jedi Knight has a third-person perspective ala Shadows Of The Empire. It may be useless for most of the game, but when you actually have to duel a Jedi opponent, you'll find that at times it's an absolute necessity to switch to the external view. Hey, it looks great too.

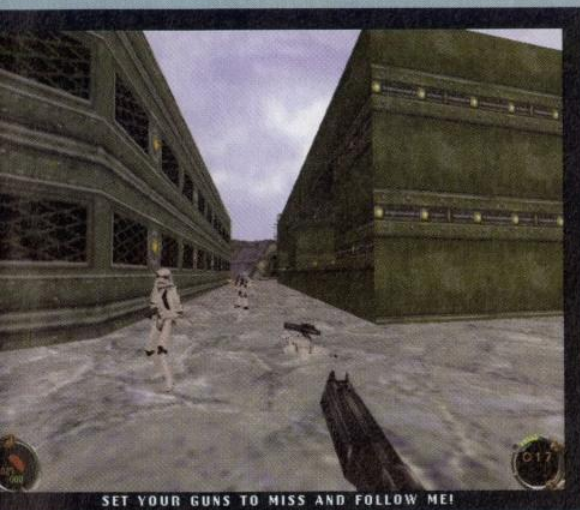
Use The Force

As you can imagine, the Force plays a pretty major part in the game. The great thing is, you're not actually restricted to being "good", if you start doing lots of evil things then Kyle will start to turn to the Dark Side! In one level, you're clambering across a rooftop, when you hear an innocent woman being interrogated in a room nearby - if you rush to save her in time, you'll score points towards the Light Side. Great design! On the Force screen, you can check out your powers and see





PUT THE GLOWING GREEN THING DOWN PANSY BOY



SET YOUR GUNS TO MISS AND FOLLOW ME!



CLEAVING PIXELS FROM THE ENEMY

whether you're turning evil or good, and allocate "stars" which you earn during the levels to whichever Force power you'd like to make stronger. Each side of the Force has different powers too, but the general ones which can be used by both are... Force Speed (basically a speed burst), Force Jump (allowing you to leap small buildings etc), Force Pull (just like in the movie, "pull" a weapon into your hands) and Seeing (which lets you see where enemies are standing). If you stay good, you will acquire powers of the Light side, like... Healing (duh), Blinding (sorta like using holy water on a vampire!), Absorb (which lets you drain Force power from your enemy) and Persuasion (which you can use on lesser characters to render you invisible). OK, now if you turn to the Dark Side... Force Throw (allows you to send flying debris at your opponent), The Grip (Y'know how Vader chokes his underlings with the Force... this is great), Thunder Bolts (the Emperor tried to fry Luke with these in Return Of The Jedi) and last but not least, Destruction (heh heh). Having these at your disposal, just makes Jedi Knight that much more involving - and some levels can't be completed without using your powers at the right time in the right place. In a Multiplayer game, Force powers are used ruthlessly and this is a much harder deathmatch experience to master. The Multiplayer maps are fantastic though, and you can look forward to some kick ass lightsabre duels on top of narrow platforms in Cloud City for instance! Yes.

Impressive...Most Impressive

Did I mention weapons? Well hey, there are quite a few pieces of nasty machinery here. Most of the weapons in Jedi Knight are the same as in the original Dark Forces, except for the inclusion of the Bowcaster (Chewbacca's rifle weapon), the Rail Detonator which is like a rocket launcher and of course the lightsabre. Every weapon has a secondary attack too, for instance the Bowcaster can be charged up to release a wide burst, and the Thermal Detonators can have a timed or instant explosion. Your opponents in the game look great too, with each having individual death animations. Look forward to kicking some Stormtrooper butt as well as plenty of other strange bounty hunters and imperial scum - the Dark Jedi are the most deadly and you'll have to face them throughout the game. There's not enough room in HYPER to tell you everything about Jedi Knight, except that the game ROCKS. The AI is deadly, the level design is just incredible, the sound is the best I've ever heard in a computer game, there's deathmatch (Jedi Training), capture the flag and team play and the Force is seriously cool. Like Dark Forces was to Doom, Jedi Knight will be to Quake 2. A worthy alternative.



FORCEY BITS

AVAILABLE: NOW

CATEGORY: 1ST PERSON SHOOTER

PLAYERS: 1-MULTI

PUBLISHER: LUCAS ARTS

PRICE: \$89.95

RATING: G8+

REQUIREMENTS: P90, WIN 95, 16MB RAM, 2XCD ROM

FREAKOMETER



Being a Star Wars fan helps - but isn't a must

MULTIPLAYER

A bit fiddly, but it rocks. You can choose to be Boba Fett!

VISUALS

94

I'm choking on my dribble. Get a 3Dfx card NOW

SOUND

93

Oh my god I'm having a seizure

GAMEPLAY

92

So deep I'm drowning. Action, puzzles, magic...

OVERALL

93

I'm stunned! Better than I expected. A classic

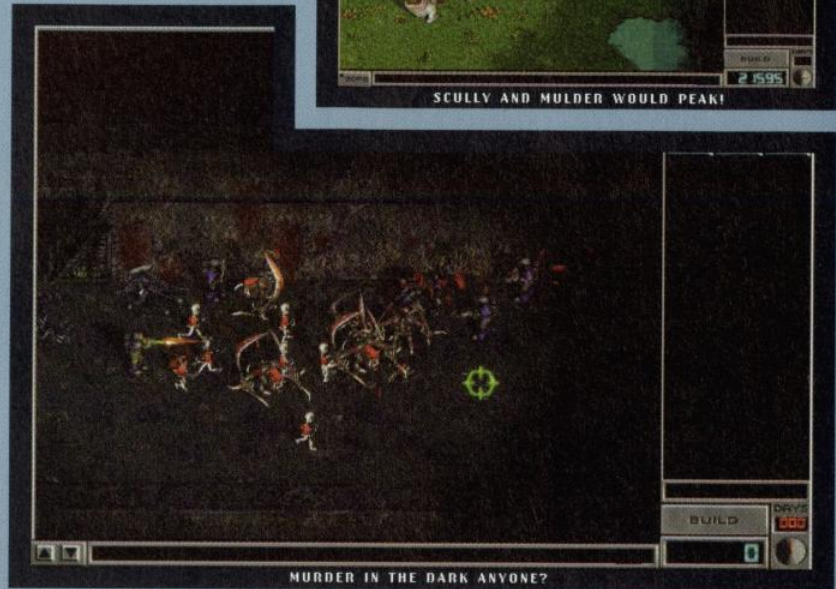
Dark Colony

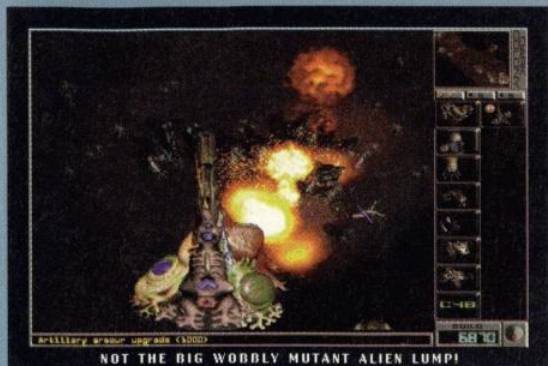
*Another Real Time Strategy game! Nooooo!
David Wildgoose comes to the rescue...*

Bloody hell! And I mean that literally. I've seen some pretty gory games in my time - hangings in Ecstatica, murders in Phantasmagoria 2, almost all of Duke Nukem 3D and Blood - but the intro sequence to Dark Colony leaves them for dead. So to speak. As an expedition from Earth arrives on Mars, they are immediately attacked by a bunch of very familiar looking Martians, called Taar. I suspect it's unnecessary to mention what happens next, but I will anyway. They start shooting each other. And we're given the opportunity to see limbs torn from



their bodies, holes blasted through torsos, holes blasted through heads, and sickening amounts of blood flying into the atmosphere (no wonder Mars is the 'red planet'). I kinda like it.





Kickin' Alien Butt

Dark Colony, as you've no doubt already surmised, is real-time combat on Mars pitting Human against Martian - sorry, Taar. It functions like most other similar games. You have your little bit of resource management, here you have to send out an Exploiter to find a Petra-7 fissure (or, if you prefer, a hole in the ground with gas pouring out) and, well, sit on it. This supplies you with enough to start building stuff. Your base is just a pentagon in the sand upon which you stick the various buildings - barracks, exo centre, science lab, robot factory and research centre, as well as upgraded versions of the last three. This means you have no control over the strategic arrangement of your base - something that may concern some people, but I wasn't particularly worried about its absence.

I have just mentioned the Human buildings above for reasons that may require a little explanation. It's incredible really. After hundreds of thousands of years of totally independent existence on their respective planets, the Humans and Taar of the future will have developed identical base structures, buildings, and troops for their war effort. Except with different graphics. Hence, for example, there's the Human Trooper and Taar Gray, both puny foot soldiers best used as cannon fodder. In all, there are ten unit types for each side, and these range (on the Human side) from tank-like vehicles to mechs to scouts to med-crafts to fixed artillery to ground mines. And, of course, the Taar have the same ten, but they're hideous bio-mechanical things that pulse and are full of slime. Yuck!

Differences between the two species are only apparent in other, more subtle ways. Each side has several additional buildings - oxygen pods, gas tanks, comms towers for the Human; torture, mind control and spy devices for the Taar. However, none of these can be constructed, they will simply already be there at the start of a mission. Needless to say, then, that these ought to be protected before anything else.

Beware The Night

Night and day both play an important role in Dark Colony. And they can only do so because of the clever fog of war which operates on a line-of-sight principle. You can only see the area around your base and each unit. So even if you have explored all the way to your opponents base, if you don't have a unit there at the time then you won't actually be able to see them. Instead, the region will be greyed out and only show what you could see when you were last there. I hope that makes sense. Okay, so what does night and day have to do with this? Well, the Humans can see further during the day (a useful extra couple of squares), while the Taar have better night vision. This means that if you are playing as the Human side, you'll be more effective launching attacks during the daylight hours - although, a night raid could be a telling surprise tactic.

Apart from the feature I've just mentioned above, there's little really to distinguish Dark Colony from the bil-



lions of other real-time combat games out there. I suppose it is probably worth pointing out that all unit types appear to have a hell of a lot of "hit points" (or else, they just do a piddling amount of damage). Whatever the case, fights can last for ages as the combatants stand toe-to-toe, dispensing gunfire for what can seem like hours, until one of them topples over. Add the medi-crafts to this equation and this game's wars of attrition will give you numerous sleepless nights. Not because it's fantastic, but because each mission takes so long! And I'm only exaggerating slightly.

Where Dark Colony does score greatly over the Red Alerts and Dark Reigns of this world, is with its graphics. Wow! Every building is chunky and highly detailed, each unit is big and exquisitely animated, the terrain is properly 3D (and it needs to be for the line-of-sight to work), and the monster explosions and gunfire make any fight (even if you're losing hopelessly) tremendously exciting.

Overall, this is a competent, well-produced, and visually excellent, real-time combat title. It's not going to change your life or start a revolution - it's very much a "genre piece" to borrow a film term - but, quite frankly, it'll do very nicely.



AVAILABLE: NOW

CATEGORY: STRATEGY

PLAYERS: 1-8

PUBLISHER: DIRECTSOFT

PRICE: \$79.95

RATING: MATURE

REQUIREMENTS: P90,
WIN95, 16MB RAM

FREAKOMETER



Simple stuff,
but you'd need to
be a fan

MULTIPLAYER

Real-time combat is
always better
against your friends

VISUALS

92

The best I've seen
for this type of game

SOUND

84

Fat FX and 'big
beats' make this a
very noisy
experience

GAMEPLAY

85

Pure combat with a
few cool twists

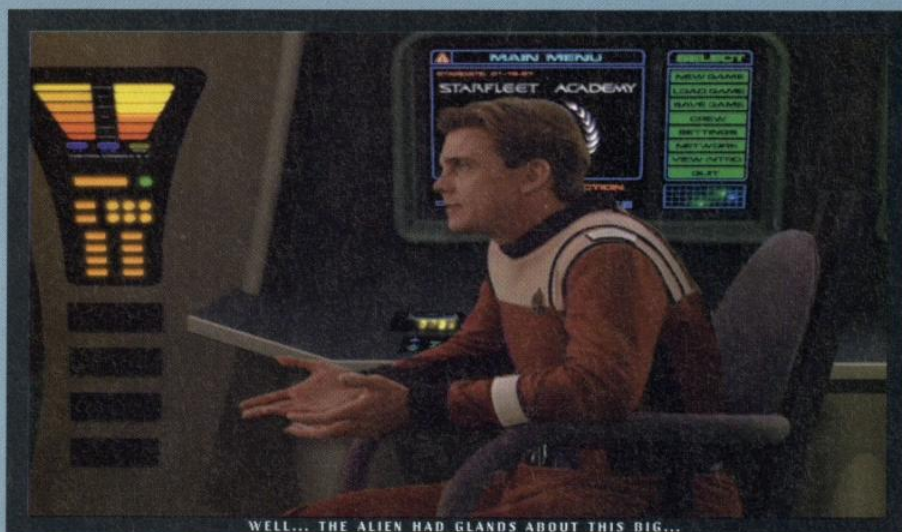
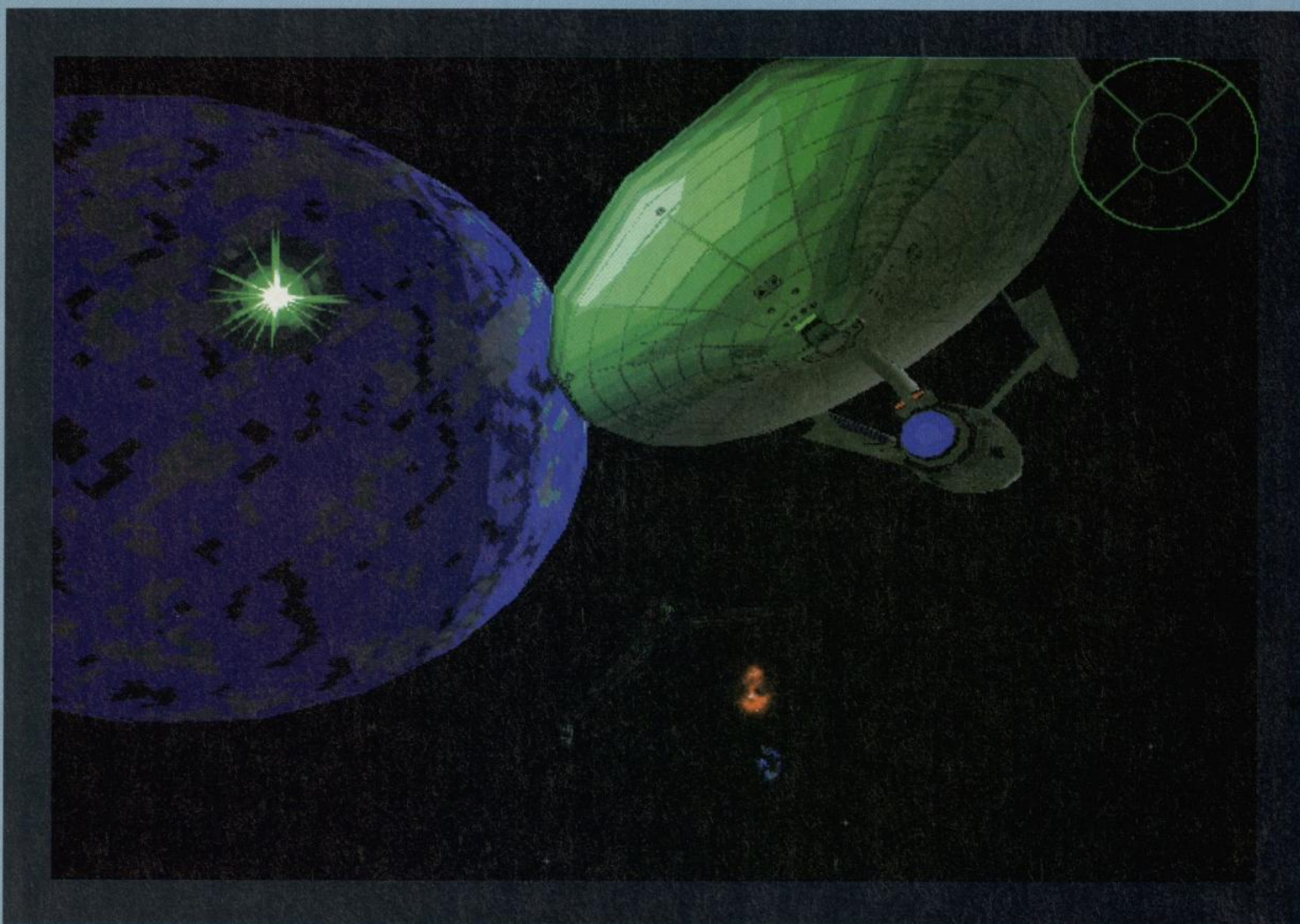
OVERALL

86

Hardly original, but
an accomplished
C&C clone
nevertheless

Starfleet Academy

Star Trek is famous for it's bald captains in form fitting uniforms going where no men have gone before... er, so Eliot Fish joined the Academy...



WELL... THE ALIEN HAD GLANDS ABOUT THIS BIG...

Space, a big black thing full of little sparkly things. These are the voyages of the Starship Enterprise... and so it goes on. Star Trek, like Star Wars, has it's legion of devoted fanatics that will purchase just about any product associated with the franchise. There have been many Star Trek computer games, and some have been pretty good, but fans have never been truly transported to the world of Trek with any great realism. Until now. Starfleet Academy is the closest we've come to truly living out a Star Trek adventure, at the helm of a Federation Starship, making all the critical decisions. Primarily a Starship sim, there's also a bit of a Wing Commander flavour to the inbetween mission FMV, where you have to hang out with your crew and make the odd decision. Add this with a constantly evolving sort of plot, and you have yourself the ultimate Star Trek game - adventure, action and critical decision making. Every aspect of a Star Trek episode is rolled into the one game - Starfleet Academy.

Make It So!

Fans of the original show will probably get all excited when I tell them that William Shatner, Walter Koenig and George Takei all appear in the footage shot especially for the game - but really people, these guys can't act to save their own lives! Captain Kirk is particularly cheesy, strutting around like the living legend that he wants everyone to think he is. But y'know, it is kinda fun getting to interact with Sulu - he's definitely the coolest. All your crew are very "Trek" though, so the acting on the whole ain't so bad - except for the guy who plays your character, Cadet Forrester. This guy ain't no budding Starfleet Captain - he's a dweeb! I don't wanna be HIM. Anyhow, you'll forget all this when you actually get into playing through the missions on the Academy Simulator. The little FMV bits in between missions are only really there to make you feel more immersed in the world of Trek, and for you to learn how to be diplomatic with your crew. Once you get into the captain's chair and start mucking about with the ship's systems, you'll be swept away into fantasy land for good. All the ship's stations are there at your fingertips, and unlike previous Star Trek games, this time around you'll have to keep an eye on everything for your missions to be a success. Flying a Federation Starship is unlike any other space sim I've played. It's daunting at first, but if you've watched a few of the TV shows, then you'll have a head start. For starters, I found it easier to just use the keyboard for the entire operations of the ship - rather than set up a joystick or control pad. Why? Well if you know your Trek, then you'll know that those two crew members who sit in front of the viewscreen control the craft through a flat, touchscreen computer interface. Starships don't have big throttles or joysticks, they have impulse engines, automatic torpedo locking and communication systems. Even though most of you will feel at home with a joystick, I preferred being able to access every little aspect of the craft with the touch of a key.



Starships don't have big throttles or joysticks, they have impulse engines, automatic torpedo locking and communication systems. Even though most of you will feel at home with a joystick, I preferred being able to access every little aspect of the craft with the touch of a key.

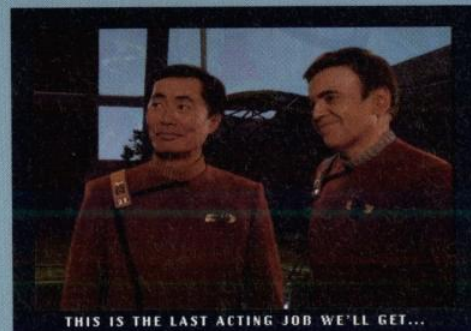
Holodeck Holiday

Missions play out as you receive instructions from Starfleet and then try to carry them out as ordered - maybe bending the rules depending on your situation. When you warp to your first waypoint, you may have to perform scans of a planet, help out another ship under attack or Hail an unknown vessel that shouldn't be in that system. Who knows? Just like an episode of the TV show, stuff happens unexpectedly, and one minute you're deploying probes and the next you're calling a red alert and locking phasers onto a Klingon Bird of Prey. Cool. Dogfighting the other craft is quite unique, and you'll have to learn to be quick and accurate with your decisions... direct more energy to shields, tell engineering to re-establish life support rather than repair the warp drive, whatever - every decision is critical and you really are controlling the ship! Even though your Helmsman will plot your course so that all you have to do is "engage", sometimes you'll have to break from your orders and manually make a contrary decision. That's what being a Starfleet Captain is all about - doing what you think is right in the situation at hand. In one mission, you stumble across two ships fighting it out and both stress that they are the innocent party. It's up to you to figure out who is truly at fault - hopefully without having to use force. You gotta remember the prime directive too...

All up, Starfleet Academy is a great success. It's not only a nifty space sim, but the gameplay runs so much deeper than just firing off torpedos and putting up your shields. Those with a 3D accelerator will be happy too, because the game supports fancy graphics cards for some truly sweet visuals. Being able to control everything from the actual movement of your craft, to the ship's science station is a winner. The game also lets you edit missions to your liking, so Star Trek fans will be gaming for months. Beat me up Scotty... on no, hold on!



SIR... TWO KLINGON WARBIRDS PREPARING TO RAM EACH OTHER IN FRONT OF US



THIS IS THE LAST ACTING JOB WE'LL GET...



WHY DO THE BAD GUYS GET THE COOL SHIPS?



DARK ROOMS... WE LOVE EM!



SIR... THE STARS... THEY JUST... DISAPPEARED!

AVAILABLE: NOW
CATEGORY: SPACE SIM
PLAYERS: 1 TO MULTI
PUBLISHER: INTERPLAY
PRICE: \$89.95
RATING: G
REQUIREMENTS: P90, WIN 95, 16MB RAM, 4XCD ROM

FREAKOMETER

Only Trek fans will know what they're doing

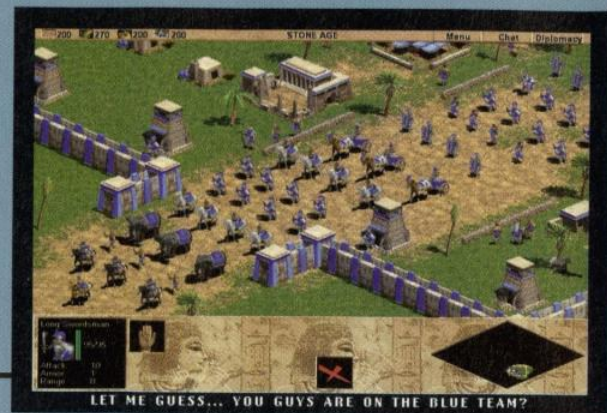
MULTIPLAYER
Multiplayer is a whole new ballgame. Excellent

VISUALS
90
Awesome stuff. An external camera would have been nice

SOUND
88
Spot on. It's soooo Trek

GAMEPLAY
89
Just like being a real starship captain

OVERALL
89
The ultimate Star Trek computer game



Age of Empires

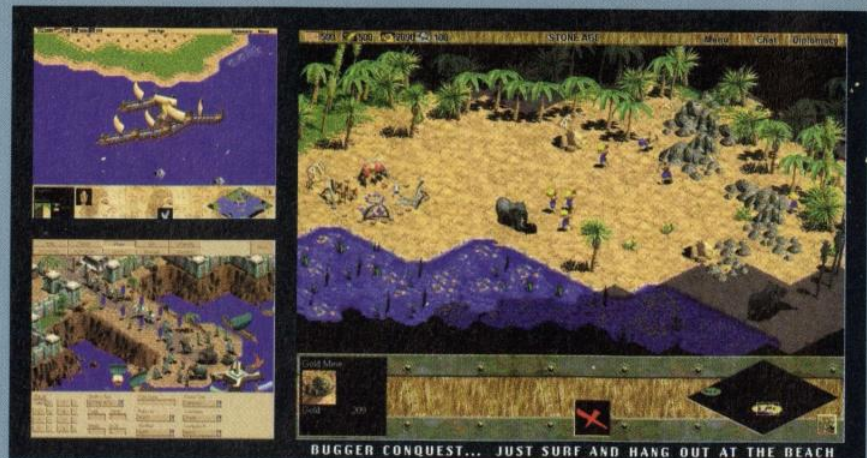
Just another strategy game?

Ross Clarksmith was a tad more impressed than that with Age of Empires...



Despite what you may have read in other magazines Age of Empires is a terrible game! The fact that it's going to get a high overall score is immaterial. Yep that's right, it's a terrible game for the simple fact that it has turned my old favourite game into my second favourite game. I had so much more playing to do of Civilisation 2, and now I know its going to end up in the cupboard with my old Atari. Age of Empires is also doomed to set life on a roller-coaster ride of very late nights and days of skipping important stuff like eating. So the game itself is not terrible but the effect it will have on life can be highly traumatic. If a game ever needed a warning label "This Game could change your life" on the box, then this is it.

The game itself does not look that different to quite a few other strategy games, but it has taken some old ideas and polished them into a game bound for great things. At first



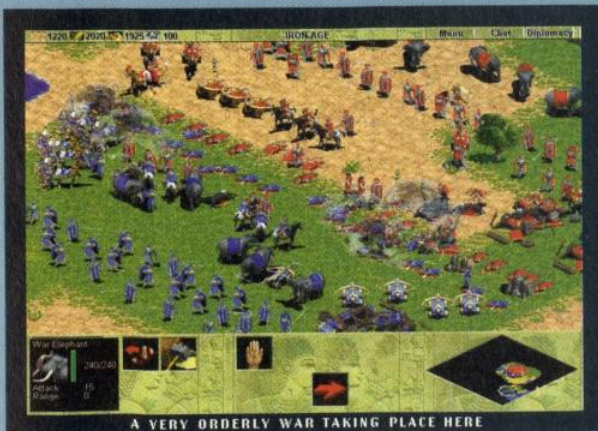
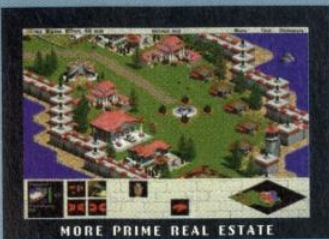
glance Age of Empires could be the first cousin to Settlers 2, or any another strategy game with an isometric view and loads of little guys running around. Which poses the question as to where all these little people come from if there are no little women running round too. The idea of the game is to build an empire, and achieve dominance over the other civilisations. In the random map scenario this is done in one of four ways. The first two winning conditions are the easiest, to control and hold either all the ruins or all the artifacts for 2000 years. Harder yet is to build a wonder and keep it safe for 2000 years. If you were thinking that playing for 2000 years is long for even a strategy game, it is really only about fifteen minutes. Hardest of all, but definitely the most fun way of winning is world domination, where you have to destroy all the other civilisations. Other victory conditions may be chosen such as achieving a specified score or having the highest score within a time limit.

Humble Beginnings

Players start a normal game with a village square and three villagers. Villagers are multi-talented workers. If you click them on a fish jumping in the water they become fishermen, on deer grazing they become hunters, on trees they turn into woodcutters and on gold or stone they mine these resources. Villagers also build the buildings that are essential for the growth of civilisation. In order to construct these buildings the villagers need raw materials which come in the form of wood, food, stone and gold. Everything that can be built, upgraded or produced in the game costs either one or a mixture of these resources. The village square can produce more villagers and is also the place to advance through the ages. The game starts out in the Stone Age and as resources are stock piled it is possible to buy increases in technology right up to the Iron Age. Naturally at the start there are a limited number of buildings and units able to be produced, but as the ages progress so do the options in units and buildings. Constructing some buildings allows others to be created without an increase in technology. When a type of unit is upgraded the units that have already been produced are upgraded as well which makes for a nice touch. There is no limit as to where buildings can be created so it is possible to build right near an enemy or distant resource, which makes for interesting tactics.

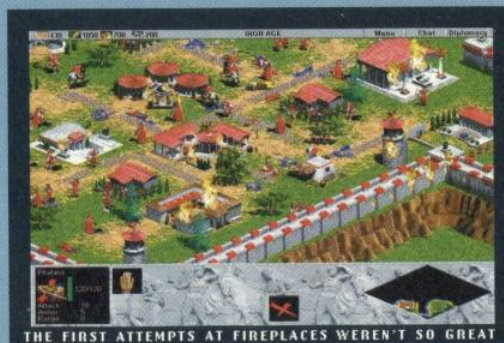
Promise not to kill people... Bah!

It is possible to establish alliances with the other civilisations, exchange tributes, and establish trade routes. Human or computer players can control the other civilisations. There is a good range of multiplayer options, with loads of pre-made scenarios, and if that is not enough, there is a brilliant scenario editor, which will produce really polished missions. Expect to see loads of this popping up on the net as the game grows in popularity. In



these times with loads of games and not much money to spend on them, Microsoft have gone soft on the multiplayers out there with a fantastic idea. A group of up to three people can play the game in multiplayer mode if they have Age of Empires installed on their computer, and they still only have to have one disc between them. Two discs allow four to six players and to play with the maximum eight players, three discs will be required. It is great to see the big companies finally giving something away for almost free. Sure this was done with Warcraft, but it's a good thing to see a company like Microsoft following suit rather than just making as much dosh as they can.

The graphics in Age of Empires are seamless and the terrain is especially lifelike, although if anyone knows where there are rocks with gold deposits like the game they should let us know where they are. The buildings change their look through out the ages, and there is also a different style for each individual race's buildings. If there are heaps of things happening on the screen at one time, especially during combat, the computer does slow down a lot, but this has the advantage of allowing the player to individually manage each unit's orders. The sound track is quite inoffensive, which is especially good in long term games. A players orders are acknowledged by each individual unit, but because of the time period there are no sharp "Yes sir's" instead an unintelligible grunt is forthcoming. If you play the game for long enough it is possible to start understanding what the little guys are actually saying. When this happens it is a good sign to go and have that toilet/meal break you have been planning for the last couple of hours.



AVAILABLE: NOW

CATEGORY: STRATEGY

PLAYERS: 1-8

PUBLISHER: MICROSOFT

PRICE: \$89.95

RATING: TBA

FREAKOMETER



Now is the time to see if strategy is your thing

MULTIPLAYER

You only need one disc for up to three players, Now that is value you can't ignore

VISUALS

89

Whoops all strategy games that have come before

SOUND

85

You can never get enough of those grunts

GAMEPLAY

90

No manuals needed dive right in. Difficulty levels for everyone

OVERALL

93

A new favourite game is born

Total Annihilation

Cavedog steps up to challenge Dark Reign for the real time strategy crown. Dan Toose gets totally annihilated!

What many thought to be a tired genre is now making people think again, with Dark Reign recently shaking up the real time strategy world with new killer gameplay, and now Total Annihilation doing so with not only great gameplay, but the novel introduction of 3D units to help create a strategy experience that's also good to look at. TA is a futuristic wargame, with both sides using Kbots (mechs), vehicles, ships, and aircraft, to bring the opposition to its knees.

Polygon power

The most immediate difference between Total Annihilation and other real time strategy games to date is the use of 3D polygon units and buildings. Everything is extremely well animated, even going to such lengths as including wind affecting the trails of smoke that pour out of the back of rockets! The terrain itself is also 3D, although not with a true 3D engine, but instead with a 2D map that is given 3D properties. Why do this? Because like Dark Reign, Total Annihilation has true line of sight, so you can hide units behind hills or perform any other tactical ploy that utilises the geography of the playing field. All weapon effects look fantastic, and when units bite the dust, they erupt into a burst of smoking shrapnel, which looks great... however once you get a large scale battle happening, this ends up causing gameplay to slow down a bit. A beefy processor will help



tremendously, and don't even think about playing the game with less than a P133. RAM will also help things along, and is actually necessary to play large maps with any decent speed.

The music in TA is great, but since turning it off helps the game speed along noticeably, most serious gamers will do away with it. Unlike almost every other RTS game to date, TA does not use speech for unit acknowledgements, which whilst not a big issue, was a strange omission. Sure, robots are known as conversationalists, but the "Buzz" and "Whirr" doesn't quite top the good old "Yes my lord!"

The good news is, Total Annihilation has killer gameplay, which of course is the key element to any strategy game. Cavedog have done what Auran did, remove all the annoying bits about Red Alert, and put in some extra features that make the game interface much easier to deal with. For starters, you can queue unit production... but even more ingenious, you can queue unit commands, meaning you can make a construction unit do something like move to a point, build something, move to an injured unit, repair it, then collect a whole series of piles of scrap metal. You can add seemingly hundreds of commands to a unit if you wish, so this means you can get your main units to do several things without you having to watch them through it all.

Resource management is very important in TA, with two resources, metal and energy to be concerned about. Different units and buildings cost different amounts of each resource and going for the most powerful buildings and units may slow your production down to a crawl. Construction units can team up, which makes things much quicker.

Stop picking your unit!

There's a ton of units to pick from, over a hundred in all... although you can sort of cut this number in half, as most of the units are the same on both sides with different appearances being the only difference. As if that wasn't enough, Cavedog have promised to put one new unit on the Internet each week, available for download, although this makes one wonder whether the unit lists will just get silly, or possibly unbalanced.

No two ways about it, Total Annihilation is one of the best PC games this year, and anyone who shells out the dosh for this one will do so without regret... we love it.

TOTAL ANNIHILATION VS DARK REIGN

I hate having to do this bit, but we know you won't be happy without it. Since so many of you are obsessed with numbers and want to know why I gave Dark Reign 1% higher mark overall, the answer is this depth of gameplay and longterm prospects. Total Annihilation is without a doubt a far more visually impressive game, and the introduction of the 3D polygon units is a good thing, and it is true that although Dark Reign does have 3D terrain, it is hard to see differences in elevation, whereas in TA it is easy. The difference in gameplay comes down to AI, where Dark Reign edged ahead. TA doesn't allow quite the same control over your units as DR does, and this should prove in the long run to be what counts to a strategy purist.

You'll also find that when playing in Skirmish mode against the computer, the AI opponent sends their Commander unit into combat early, which once you kill, ends the game for that team. There is a patch to fix this, but Skirmish mode is still too easy. DR also comes with a map and scenario editor and TA doesn't, for the simple reason that TA maps are individually created images with 3D properties added to them, which means you can't just whip them up with an editor, you actually need to be a bit of an artist. It's a trade off, the backgrounds in TA look great, but that's because they were hand done by computer artists, which lets face it, your average gamer is not. TA also lacks the in depth waypoint system that DR has, although the ability to queue different commands in TA does get around this and allows you to get a unit to do many different types of thing without you needing to come back to it. For god sakes, don't choose DR over TA because we gave DR 1% more both are great, and it really comes down to personal preference as to which you'll like best.



BATTLING HARD FOR A HIGHER LUMP OF DIRT... SOUNDS GREAT



AIR STRIKES... BLOODY EFFECTIVE



AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-10
 PUBLISHER: CAVEDOG
 PRICE: TBA
 RATING: G8+
 REQUIREMENTS: P100, WIN 95, 16MB RAM, 4XCD ROM

FREAKOMETER
 An easy to use interface makes it accessible by gamers of all types

MULTIPLAYER
 Naturally the game is designed with multiplayer gaming in mind, and it is no doubt the way most will play the game

VISUALS
92
 Rather stunningly good. The best in this genre so far!

SOUND
83
 Good music and SFX, but music slows the game down

GAMEPLAY
95
 Pure addictive strategy action...
 Woohoo!

OVERALL
95
 Cavedog take the strategy game another step forward.
 Awesome stuff

» **Earth 2140**

PC

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-6
PUBLISHER: DIRECTSOFT
PRICE: \$89.95
RATING: MA15+
REQUIREMENTS: P90, 16MB RAM, 2HCD-ROM



The world has gone through yet another period of horrible conflict, war and environmental disaster. As a result the world has been divided into two countries, the United Civilised States and the Eurasian Dynasty. These countries are both in the Northern Hemisphere, with all of Australia and some of Africa having been wiped from the planet. So now there are two large forces vying for the control of the world, if this sound familiar and vaguely old hat, it is but with the help of some novel ideas Topware have produced a game that is immensely playable. There are 55 real time strategy missions in Earth 2140 with an additional 30 available for multiplayer games, which is a lot of gaming time. Luckily in the future there are not enough people to waste in wars, so people have invented robots to do the killing and maiming and have the killing and maiming done to them. Some of the robots look very similar to Terminators without skin others are huge walkers with enormous firepower. All in all there are about 70 different types of units ranging from ships and planes to battle vehicles and robots. The ability to set clearly defined paths in the patrol command is a really cool innovation. The ability to capture enemy buildings is new integral part to some strategists, but make sure that the robots do not get it wrong and die in the blast of a destroyed building. The graphics are superb in both resolutions and stand this game in a class of its own in regards to real time strategies. Earth 2140's soundtrack is so good that it could probably be released all on its own, and the game allows players to configure their favourite choices. If mass destruction and vast legions of killer robots get dreams of world conquest flowing then Earth 2140 is the game to have.

VISUALS	90
SOUND	89
GAMEPLAY	82
FREAKYNESS	70
OVERALL	84

ROSS CLARKSMITH

NHL '98

PC

AVAILABLE: NOW
CATEGORY: SPORT
PLAYERS: 1-8
PUBLISHER: EA SPORTS
PRICE: \$89.95
RATING: G
REQ: P90, WIN 95, 16MB RAM, 4HCD-ROM



OK, it's now beyond any doubt that if you own a PC, your aim this Christmas is to get a 3Dfx card - if you don't already have one. The way a 3D accelerator can improve your gaming is quite simply incredible. Most screen shots you're seeing in the mag now for big PC titles are 3Dfx-enhanced. Take NHL '98 for instance... it's a great game - fun, all the stats, controls well and looks good, but if you have a 3Dfx card - then it's 50% better. Why? Because the game will be FASTER, SMOOTHER and look drop-dead gorgeous! I'm telling you to get a 3Dfx card NOW.

Like any good EA Sports title, NHL '98 is dead easy to just pick up and play regardless of your interest in the sport or knowledge of how the game operates. You can pretty quickly figure this out. Of course, if you have a good gamepad for your PC, like my trusty Microsoft Sidewinder, then it's certainly going to be a lot easier to "pick up and play". Hockey games are similar to soccer games in the sense that it requires agile movement, pinball-esque passing of the puck and quick thinking when you're up near the net. Once you learn the rules though, you'll begin to get hooked on how the game really operates - this is a very strategic game. NHL '98 is certainly the best Hockey game I've ever had to play, and it's absolutely the best-looking sports title I've seen on a PC. Every player has a little digitised face exactly like their real-life counterpart, and there's 500 of them! The movements of the players are soooo realistic, and there are heaps of camera angles to choose from to get a good gander at the action. NHL '98 also has the fastest and most accurate play-by-play commentary I've heard in a sports game, with the player name getting called the split-second they obtain control of the puck. The game is highly configurable and includes everything from the standard array of game options to coaching strategies and player trading. And yes you can have fist-fights! I also like the little motion-captured tantrums your players perform when sent back to the bench! Any sports-loving gamer will LOVE this game.

VISUALS	92
SOUND	88
GAMEPLAY	90
FREAKYNESS	65
OVERALL	90

ELIOT FISH

Shadows Of The Empire

PC

AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1
PRICE: \$89.95
RATING: G
PUBLISHER: LUCASARTS
REQ: P100, 16MB RAM, WIN 95 3D ACCELERATOR, 4HCD ROM



Shadows Of The Empire is the first Nintendo 64 title to be ported to the PC. Unfortunately, due to all the sexy things the Nintendo 64 can do with graphics, it means that the game requires a 3D accelerator to actually work, so if you don't have a swish 3D card in your PC, the game won't run on your system. Anyhow, on with the show! Shadows Of The Empire was not exactly favourably received in Nintendo 64 circles, the main criticism being that the cart lacked depth in the gameplay department. Visually things looked pretty damn nice, but there were repetitive textures, looped midi music and sloppy controls. LucasArts have certainly done a good job improving things somewhat for the even more critical PC crowd. Though there are the same repetitive textures and sloppy controls, visually the game looks better this time around. The higher resolution really does make the game easier to play, let alone look shitloads better. As far as the music goes, well you'll be pleased to know that thanks to this being CD based, the levels are now accompanied by non-looping, continuous excellent mood setting music from Star Wars as well as special music composed for Shadows Of The Empire. This also makes the whole experience more immersive, which is what Star Wars fans are paying for. The crowning glory of this PC version is that LucasArts have included new rendered animated cutscenes with full speech created especially for the PC! These rock, and really keep the story pumping along, and your interest accordingly. When it comes down to the gameplay side of things, there's no doubt that the first Snowspeeder level is the best in the game, and that on a whole, the levels are too long, too hard and a little tedious, with little reward. There are more frustrating times to be had here than should be necessary, but if you're a Star Wars fan and feel like a simple arcade game, then this is a worthy purchase.

VISUALS	89
SOUND	84
GAMEPLAY	77
FREAKYNESS	60
OVERALL	79

ELIOT FISH

TOTAL DRIVIN

TOTAL REALISM, TOTAL THRILLS, TOTAL FREEDOM, TOTAL CHOICE

"Superbly playable... more fun than V Rally" - PlayStation Pro



ALL OR NOTHING

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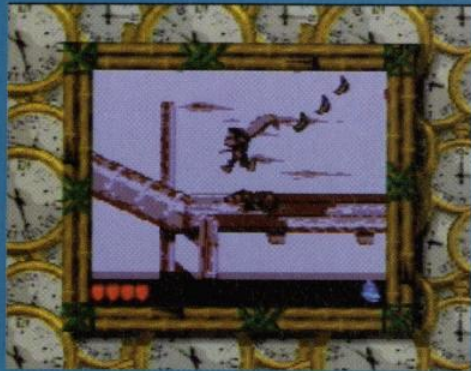
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Donkey Kong Land 3

Gameboy

AVAILABLE: NOW
 CATEGORY: PLATFORM
 PLAYERS: 1
 PUBLISHER: NINTENDO
 PRICE: \$59.95
 RATING: G



Unless something went tragically wrong with Donkey Kong Land 3, like say, they whacked in a hedgehog as the main character or forgot to include the jump button, then it was always going to be a reliably good play. And guess what? DKL 3 is a great game. It's exactly the SNES version of DKC 3, except with different levels, a slightly less comprehensive control system (well, you got four buttons in all, and one's a pause button), and can only display one character on the screen at a time. So the third installation of Donkey Kong Land on the Gameboy pulls no "oh-my-gosh, I gotta get this now, forget Mario 64" type surprises, and no one ever expected it to.

All the big ass Kong people have gone to find the fabled lost world (the one you see in DKC2). As Dixie though, you've been left behind to look after Kiddy Kong, a rather chunky ball of beat, and definitely not what'd you call a quiet little peep. After kicking the dust a few times, the Dixie sets out with Kiddy to be the first to find the Lost World, and get some recognition for their boldness along the way. Yeah, sop slop. Didn't we get a similar kind of story with Diddy? Banana envy? No matter, you jump, roll and generally throw yourself around the 36 levels till you finally (slap some backs here) prove those adults wrong.

Kiddy has a couple of new moves up his sleeve, the roll, but unfortunately, the Gameboy version doesn't have em all. Same goes for not having the two players on screen at once. No go - so you can't throw each other around to reach those hard to reach areas. The levels are great, though just a little too easy to get through, as is finding those DK symbols. Not much of a challenge, so unfortunately, this one doesn't give you much of a shelf life.

DKL 3 is fun, looks great, and plays much like the SNES version. The only problem is that there's nothing really new to worth salivating over. Too familiar, and too easy. Bring on project Atlantis!

VISUALS	82
SOUND	78
GAMEPLAY	79
FREAKYNESS	10
OVERALL	82

MARCH STEPNIK

Ken Griffey Baseball

Gameboy

AVAILABLE: NOW
 CATEGORY: SPORTS
 PLAYERS: 1-2 (LINK)
 PUBLISHER: NINTENDO
 PRICE: \$39.95
 RATING: G



Don't you hate it when thirty-somethings try to dress like the Spice Girls? You know - glittery shoes and short tight mini-skirts that not only just look wrong on someone with that many wrinkles, but actually act as a massive neon sign pointing to the wearer saying "lookit! I'm 38!"? Well, take a bow Gameboy. After yonks at giving us oodles of gaming pleasure, the Gameboy is finally showing its age. Coming up to its ninth year in service, this humble little machine has given us a longer life in gaming service than any other system out there. Though, it too is trying to get a few more good years on the road just by spicing itself up. Hence we have the Gameboy Pocket (rather spiffy looking and easier on the eyes), and now the Gameboy Pocket Colour. The thing is though, nothing inside has changed. We love you Gameboy, but it's time to move on.

Ken Griffey Jr. Major League Baseball looks rather stale on the Gameboy. Other systems have come and gone, new technologies have been developed to make games look amazing, but the Gameboy stays, in many shades of grey, the same. The reason for this is that getting all the massive stats and play options into this baseball game, there just isn't much left for anything else. Play is okay, though the stadium is in scale, so when you hit in the out field, the view scrolls with the ball and blurs everything out along the way. This makes catching a ball kinda tricky (unless the fielder was perfectly placed). Chasing after balls requires use of the small radar map, which is unfortunately rather difficult to see. Other than that, pitching is fine and batting even better. The only other problem that plagues baseball titles is the ability of the opposition to absolutely trounce you in the runs department.

With heaps of fiddly stats, all the real teams and 700 real Major League stars, it's got the official backing and plays fairly okay. But Gameboy, as much as we love you, take a bow, kiss the bosses spouse, and retire with dignity!

VISUALS	73
SOUND	52
GAMEPLAY	79
FREAKYNESS	60
OVERALL	79

MARCH STEPNIK

Moto Racer

PlayStation

AVAILABLE: NOW
 CATEGORY: RACING
 PLAYERS: 1-2
 PUBLISHER: EA
 PRICE: TBA
 RATING: G



Moto Racer kicked arse on the PC with 3Dfx, so we were pretty keen to see how it turned out on the PlayStation. Well, the console god shined down brightly on this one, because this is a damn fine port. The greatest thing about Moto Racer on the PC was the intense feeling of speed as you guided your pumped up two-wheeled beast around the variety of polygon tracks. Well, not only does the PlayStation draw all the environments beautifully, but the game is still roaring fast - and this is where you'll get your kicks. Yes, a bike game that actually feels like a bike game! There are 5 different camera perspectives to choose from, including a handlebar cam, and as you play through the game you will actually have to flick between them depending on the circuit you're on. This is because Moto Racer switches from serious high speed racing to hair-raising moto-cross stunt racing, and using the turbo button, you'll be able to pull off stupid tricks in the latter. As you'd expect in a good racing game, there are a whole range of bikes to choose from - all varying in acceleration, top speed, suspension etc. So there's fun to be had here finding the bike that suits your racing style. One of the crowning achievements of this PSX version is the inclusion of a rip-snorting split-screen mode. Would you believe that the game is just as fast and just as pretty with this two-player option, so you'll be sitting up until all hours of the morning having race-offs with a friend. All the tracks from the PC version are here and accessible from the word go, so you can try your hand at racing over the Great Wall of China if you feel the need for a challenge. The only problem with Moto Racer on the PSX, is that at times your bike seems to bounce off walls - instead of taking the almighty stack which you would do at that speed. But this is a minor quibble - Moto Racer is great, and if you're into bike games, then this is currently the best one for the PlayStation.

VISUALS	86
SOUND	82
GAMEPLAY	88
FREAKYNESS	25
OVERALL	87

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AND A NAVAL BASE.



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Iron Man XO

SATURN

Full life, Armor, Weapon, Bust and Last Level:

To warp to the final battle with full life and all weapons and armor, enter one of these

passwords:

One player:

Co4A77077777777777777777

Two players:

Co2A77X7777777777777777

Madden 98

SATURN

Bonus Teams:

Enter these names in the create player menu, it doesn't matter what kind of player you create, it's the name that counts.

EA Sports Team

ORRS HEROES

Tiburon Team

LOIN CLOTH

All Time Leaders

LEADERS

All Time All Madden

COACH

All 60's Team

PAC ATTACK

All 70's Team

STEELCURTAIN

All 80's Team

GOLD RUSH

NFC

ALOHA

AFC

LUAU

Secret Stadiums:

Enter these names in the create player menu, it doesn't matter what kind of player you create, it's the name that counts.

Astrodome

JETSONS

Cleveland Browns

DAWGPOUND

Old Oakland

SNAKE

Old Tampa Bay

BIG SOMBRERO

Old Miami Dolphins

DANDAMAN

RFK

OLDDC

Tiburon Sports Complex

SHARKSFIN

Wild West

GHOST TOWN

Road Rash

SATURN

Dismount:

To leap off your bike without crashing stop completely and press **Up + L + R**.

2Extreme

PSX

Extreme Moves:

These extreme move are performed while jumping with any equipment.

Move	Difficulty	Points
Square, Triangle	Easy	50
Square, O, X	Medium	100
Square, O, Triangle	Medium	100
Square, X, Triangle, O	Hard	200

Special Tricks:

Perform these special jumps with the equipment shown.

Skateboard: **Triangle, X, Square, Circle**

Snowboard: **Triangle, Square, X, Circle**

Mountain Bike: **X, Square,**

Triangle, Circle + X, Circle,

Square, Triangle

Rollarblades: **Circle, Square, X,**

Triangle

Battle Arena Tashinden 3

PSX

Access Hidden Characters:

1. Put the game on level 0 difficulty and play through the entire game with each character. When you've finished you'll have all the counterparts.

2. Change the game to level 5 (hard) and beat the game with Vermilion to add Sho to the character select

screen.

3. Change the difficulty again to level 6 (very hard) and beat the game with Vermilion again to gain Abel.

4. Change the difficulty to level 7 (impossible) and beat the game with Abel to get Veil.

5. Finally, leave the difficulty on level 7 and beat the game with Veil to get a little girl named Naru. She has the same moves as Kayin.

Do not use any continues to get the 4 bosses!

Random Character Select:

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

Bubsy3D

PSX

Cheat Codes:

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

All codes	XALLBUGCR
99 Lives	XMUCHOLIFE
All Rockets	XTOOROCKER
Bonus Round	XBNSCHTMMM
Coordinates	XDBGLOCNC
Level select	XLVLCHTMSB

The Last World

PSX

Try these on the password screen:

Play as a Hunter:

Enter the password -

Squ,X,O,Tri,X,O,Squ,Tri,Squ,X,O,X.

Play as Human Prey:

Enter the password -

Tri,X,Tri,X,O,X,Squ,Tri,Tri,Squ,O,X.

Play as the Raptor:

Enter the password -

Squ,X,O,Tri,X,O,Squ,Tri,X,Squ,O,X.

Play as the T-Rex:

Enter the password -

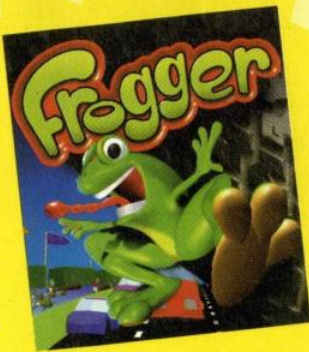
Tri,Squ,O,Squ,X,Tri,Tri,O,Squ,Tri,Tr i,X.

Start with 59 Lives:

Enter the password -

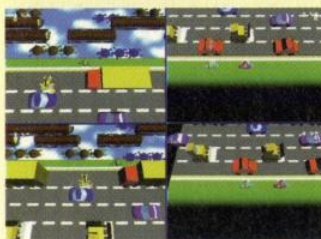


Frogger



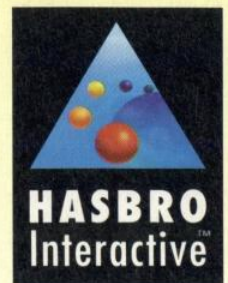
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CHEAT MODE

Tri, X, Squ, Tri, O, X, Squ, O, Squ, Tri, X, O.

View Compy Gallery:

Enter the password -

X, Tri, Tri, Squ, X, O, Tri, Squ, Tri, O, X, O.

View Hunter Gallery:

Enter the password -

Tri, X, Squ, Tri, O, X, Squ, O, Tri, Squ, X, O.

View Prey Gallery:

Enter the password -

Tri, Squ, O, Squ, X, Tri, Tri, O, X, Squ, Tri, Tri.

View Raptor Gallery:

Enter the password -

O, Squ, Tri, X, O, Tri, Squ, X, O, Squ, X, Tri.

View T-Rex Gallery:

Enter the password -

Tri, Tri, O, Squ, Tri, X, Tri, Squ, Squ, X, Tri, O.

Nuclear Strike

PSX

LEVEL

- 1: DELTA
- 2: ISLAND
- 3: PEACE 1
- 4: PEACE 2
- 5: DMZ
- 6: THE FORTRESS
- 7: LIGHTNING CAMPAIGN

PASSWORD

- JUNGLEWAR
CUTTHROAT
COUNTDOWN
PLUTONIUM
PUSAN
ARMAGEDDON
LIGHTNING

Tokyo Highway Battle

PSX

Free Upgrades:

Hold **L1 + L2 + R1 + Down + Start** at the Title Screen until the Venue Screen appears. Enter the Speed Shop and you'll have access to every upgrade!

Triple Play 98

PSX

While playing, hold **L1 + L2 + R1 + R2** while entering these codes:

Next pitch will be a strikeout:

X, Down, Circle, Square, Right, Left, Triangle, Up.

Next hit will be a homerun:

Up, Triangle, Left, Right, Square,

Circle, Down, X.

Announcers comment on the crowd:

Square, Circle, Square.

Announcers comment on the weather:

Circle, X, Circle.

Announcers say this game is brought to you by. . .

Triangle, Circle, Triangle

Crowd cheers:

Down, X, Down, X, Triangle

Crowd Boo:

Down, X, Down, X, X.

EA Sports Team:

At the team selection screen (in Exhibition Mode), press **L2, R2, L2, R2, Circle**. The last team on the list should be the EA development team.

Play in Your Underwear:

Start a new game in the Polo Grounds as the EA Sports Team as the home team. If you play against the San Diego Padres, your team will come to play in their underwear. Their names and numbers are written on their backs.

Secret Stadiums:

At the stadium selection screen, press **L1, R1, L1, R1, Square**. Go all the way to the right to reveal three new stadiums.

Ace Combat 2

PSX

Music player:

By clearing the game with a rank higher than "First Lieutenant", a music player mode will show up in the option menu. All 28 tracks of music can be accessed. Here are the controls: **L1** or **L2** to skip forward, **R1** or **R2** to skip backward, **☐** to select track, select to toggle screen, **o**, **Triangle** or **X** to end.

Lock viewpoint:

During replay, hold the "map" button.

Change mission map viewpoint:



On the mission selection screen, put the cursor over "MISSION" and hit select for 3 different viewing angles.

View backside of analog stick:

In the key config. Screen, hit select button to see the backside of both sticks.

Extra Aircraft:

If you finish the game with the normal or good ending, a choice of extra aircraft will appear after the difficulty level has been chosen.

Model Display:

When you collect all decorations in the Personal Data, model display will appear in the option screen. The directional buttons select the aircraft and the **O** button confirms this. The **o**, **Triangle** and **X** buttons cancel the selected option. When in the Aircraft display screen, directional buttons change the view. **Start** button, **O** button to the next colouring. **L1, L2** zoom out the Model. **R1, R2** zoom in the Model. **X, Triangle, o** buttons cancel the selected option.

Kurushi

PSX

Cheat:

Skip to Stage 5 and the Final Stage in each difficulty level.

Procedure:

Go into **OPTIONS**, then into **GAME MODE** set game mode to 1. Exit this and the next screens and go into the **RULE SECTION**. Whilst holding down **R1, R2, L1, L2** (don't let go) and select **DEMO 1**. The game will load and you will be able to play on Stage 5 of level 1. Using this principal set the following to achieve Stage 5 or the Final Stage for each level.

Enter in: Game Mode 1 Demo 1

To skip to: Stage 5 on level 1

Enter in: Game Mode 1 Demo 3

To skip to: Final Stage on level 1

Enter in: Game Mode 2 Demo 1

To skip to: Stage 5 on level 2

Enter in: Game Mode 2 Demo 2

To skip to: Final Stage on level 2

Enter in: Game Mode 3 Demo 1

To skip to: Stage 5 on level 3

Enter in: Game Mode 3 Demo 3

To skip to: Final Stage on level 3

Enter in: Game Mode 4 Demo 1

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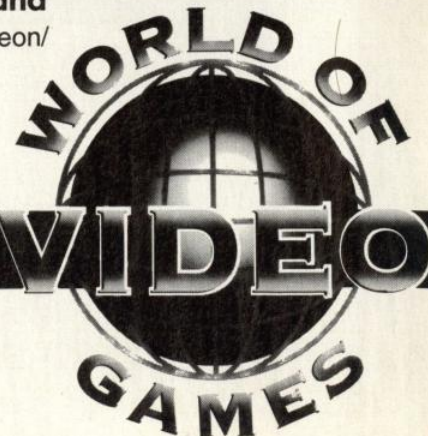
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You stomp on the accelerator. The cheering crowd and landscape are so realistic because of 3-D acceleration and MMX technology.

Lap 15. Your arms are getting tired

because the Force Feedback Pro Joystick creates the physical reality of racing.

Two cars overtake you through the chicane. You've forgotten that multi-player allows you to race up to seven other drivers.

One hairpin to go. You know how to take it. You've seen others master it. The track has been electronically surveyed to within 10cm of the real thing using Global Positioning System (GPS) technology.

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CHEAT MODE



To skip to: Stage 5 on level 4
Enter in: Game Mode 4 Demo 3
To skip to: Final Stage on level 4

G-Police

PSX

Enter any of these in the password screen:

Havoc Sirens: **WOOWO**
 To activate the cheat during a mission press the 'HOVER UP' and 'AIR BRAKE' buttons together.
 Enemy Fall Cam: **SUPACAM**
 Gav's Fast cars: **BENIHILL**
 Access all the secret missions: **PANTALON**
 (Secret missions are found through the TRAINING option.)
 Try these cheats. They will not allow you to progress to the next mission)
 Infinite Shields: **Left + L1 + R2 + Square** (during briefing screen)
 You will hear a SFX 'bang' when

triggered.
 Infinite Weapons: **Left + L2 + R1 + O** (during weapon review screen)
 Will hear a SFX 'bang' when triggered.

Dark Rift

N64

Play as Demitron or Sonork :

At the title screen press **A, B, R, L, C-Down, C-Up**.

Play as Sonork:

At the title screen press **L, R, C-Up, C-Down, C-Left, C-Right**.

Super Combo for Zenmuron

While fighting, press **C-Up, C-Up, C-Up, Back + C-Down** three or four times. This combo will take off 50% of the life bar if it isn't blocked.

View Endings:

Enter these codes at the title screen.
 Aaron: **Up, C-Left, R, Right, Down, R, R, C-Left**

Demonica: **Up, C-Left, R, Right, Down, R, R, C-Up**
 Demitron: **Up, C-Left, R, Right, Down, L, L, C-Down**
 Eve: **Up, C-Left, R, Right, Down, R, R, C-Right**
 Gore: **Up, C-Left, R, Right, Down, R, R, C-Down**
 Morphix: **Up, C-Left, R, Right, Down, R, R, B**
 Niiki: **Up, C-Left, R, Right, Down, R, R, A**
 Scarlet: **Up, C-Left, R, Right, Down, L, L, C-Left**
 Sonork: **Up, C-Left, R, Right, Down, L, L, C-Up**
 Zenmuron: **Up, C-Left, R, Right, Down, L, L, C-Right**

Tetrisphere

N64

Access Any Level:

To access any level, enter your name as **"(saturn)(spaceship)(rocket)(heart)(skull)"**.

Bonus Game:

Enter your name as **LINES** for a hidden game.

Bonus Music:

To play some hidden tunes, enter your name as **"G(alien head)MEBOY"**.

Credits:

To view the credits, enter your name as **CREDITS**.

Secret Characters:

At the "NEW NAME" screen press **L, C-Right, C-Down** to bring up the secret characters.

Vortex Animation:

At the "NEW NAME" screen enter your name as **VORTEX**, then press and hold the **RESET** button.

Deadlock

PC

Cheat Codes:

To enter these codes, press **Ctrl** and **F1** at the same time, then type one of the codes below.

These only work when you play solo.

MAKE IT 50: Gives you 1,000 credits and increases resources in that territory by 100 units

GHOTI: Completes current Research project

FRODO: Maxes population in territories

TOUCHE: View any of the ending cut scenes

Hexen II

PC

Cheat Codes

To use these codes, press **~** while playing to call up the console, then type the desired code.

god: God mode

impulse 9: Get all weapons/mana

impulse 14: Turn yourself into a sheep

impulse 23: Get Torch

impulse 25: Get Tome of Power

impulse 39: Fly mode toggle

impulse 40: Raise character's level

impulse 43: Get all weapons/mana/items

impulse 44: Toss currently selected item

impulse 99: Restart level

give h xxx: Give yourself more health (xxx is the amount of health.)

noclip: Walk through walls

notarget: Enemies won't attack you unless you provoke them

X-COM:Apocalypse

PC

Easy Money:

At the Research and Manufacture screen, select any workshop and assign a job. You will lose the cost of one of the items. Now enter the assign screen again. You will get the cost refunded. Back out of the Assign screen, then re-enter it to get more cash.

Mortal Kombat III

PSX

More Options:

At the trademark screen, press **Square, X, Circle, Triangle, R1, R1, R2, R2, R1, R1**. You should hear Shao Kahn say, "You will never

DARK EARTH

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"...one of the most beautiful and technically impressive games we have seen for a very, very long time...should appeal to many gamers who wouldn't normally be attracted to the adventure genre..."

PC ZONE

"...visually stunning...the most detailed and atmospheric 3D adventure game I have ever seen..."

THE DAILY TELEGRAPH

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win." Press **Up** when the screen with the spinning MK3 logo on the cube that says: "Kombat" is on-screen. A question mark appears. Use this option for a plethora of cheats, including playing as Smoke and unlimited credits.

Options Screen:

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

Play as Smoke:

To play as Smoke, enter the code "010-696" on the Kombat Kode screen.

Ultimate Kombat Screen:

To get to the Ultimate Kombat Kode screen easily, rotate the controller counterclockwise twice during Story Mode.

Unlimited Continues:

During story mode press **Up, Up, Right, Right, Left, Left, Down, Down**.

Mortal Kombat Trilogy

PSX

Classic Characters:

For classic versions of Rayden, Jax, Kung Lao, or Kano, press Select to choose one of these fighters.

Options menu and hold **Up + R1 + R2 + L1 + L2** until the screen shakes. You may now use one-button fatalities. Here's a list:

L1, R1: Friendship
L2, R2: Animality
Square: Brutality
Triangle: Fatality 1

X: Babality
O: Fatality 2

Play as Chameleon:

To play as Chameleon choose any MALE ninja and hold **Left + R1 + R2 + Square + Triangle** until the match begins.

Random Character Selection:

To randomly choose your fighter, hold **Up + Start** on the Character Select screen.

Resident Evil

PSX

These are the most common questions asked about the mighty Resident Evil:

If you look at the pool table in the Bar Room of the Guest House, you'll notice cue balls reading 12, 6, 3, 9, a clock dial at the end of the table, and 2 cue sticks. This represents a clock; the numbers represents the numbers of a clock, and the cue sticks represents the

hands of a clock, the shorter hand being the hour hand and the longer stick being the minute hand. For Jill's storyline, it reads 3:45 and for Chris's storyline, it reads 2:15. What this tip does is that it makes it easier to open the door with the numbered key-pad lock in the beehive room. For Jill, enter 3, 4, 5 and the door will unlock. For Chris, enter 2, 1, 5, and the door will unlock. Note: The numbers must not have been played with previously for trick to work.

Level Select

To select your starting level in 1-player or Vs mode, highlight Sonya and pressing **Up + Start**.

One-button Fatalities:

Enter the

Remove Emblems:

To remove the emblems from the Doom books, examine the books and turn them on their side with the pages facing you. Press **X** to open the books and retrieve their emblems.

V-Tennis

PSX

Play as Adversa:

At the Player Select screen hold **L1, R2, Up, Square, X**. You should hear a ball bounce.

Play as Mattox:

At the Player Select screen, press **L2, L2, R1, R1, Ri, Down, Triangle, Triangle, Triangle, Triangle, X**. You should hear a ball bounce.

Wing Commander IV

PSX

Level Select:

At the WING COMMANDER copyright screen, press **Up, Down, Down, Up, R2** to access the cheat screen. If done correctly you will be taken to a level select screen. Choose your level with the throttle buttons.

Single-shot Kills:

To destroy enemies with one shot, press **L1 + L2 + Square** at the same time.

Powerful Pro Baseball

N64

View Ending:

After the Genki logo appears, at the screen with a load of Japanese text, press **L + R + A** repeatedly until you see the game's ending.

Lylat Wars

N64

Homing Bombs:

To fire a homing bomb, hold the A button to lock-on to an enemy, then press B.

NBA Hangtime

N64

Mortal Kombat Cameo:

At the name screen, enter either "Kombat" or "Mortal" and then type in 0004 as the PIN. You can now play as Boon or Tobias from Mortal Kombat.

Put Any Player On Any Team:

At the enter name screen put in any NBA player's name, then enter the pin number 0000. That person will be on every NBA team. He also has hidden attributes and is usually better than everyone else. You must put this code in every time you start a new game.

Note: This code does not work with Jordan and Shaq.

Random Team Select:

At the team selection screen, hold **Turbo** and press **Up**. The teams will quickly scroll by and then stop on a random selection. You can then proceed to select the player(s) you wish to play with.

Rodman's Hair Color:

When you select your team go to the Chicago Bulls. Get Rodman up on the screen, then press **C-Right** to change his hair color. Enter these codes at the Tonight's Matchup screen.

Tournament Mode	111
Baby Mode	025
No Goal Tending	937
Turbo Passing	120 or 127
Max Blocking	616
Max Speed	284
Max Stealing	709
Hyper Speed	552
Stealth Turbo	273
Unlimited Turbo	461
Max Power	802
No Music	048
No Shoving	390
Shot Percentage: Rotate the joypad once	
Big Heads: Hold Up and press Turbo + Pass	
Huge Heads: Press Up, Up, Pass, Turbo	
No Tag Arrow: Press Left, Left, Pass, Turbo	
No Drifting: Press Down, Down, Steal, Turbo	
Turbo ABA Ball: Hold Right and press Steal	
Rooftop Jam: Hold Left and press Turbo, Turbo, Turbo	

THE OFFICIAL

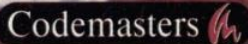


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DRIVE ON THE WILD SIDE THIS SUMMER ON PLAYSTATION.

HYPER

After silly amounts of patient thumb twiddling, we got our first bash at Quake 2. We pray to the Gods of Release Schedules to ensure that this one comes out on time... for next issue. It will rock...



RANDOM ACCESS



HYPER Letters

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DECAPITATION

Dear Hyper people,
I am a subscriber to your magazine and reckon it is the best in the world... well that's enough kissing now for my letter.
I am just going to stress my concern about the lack of games coming out on the N64. I know there are a hundred or so in development but they release them soooooo late. I agree with quality not quantity but this is ridiculous. I mean there are so many delays to games and it really annoys me.

I just recently got a N64 but there are only about 10 games available some of which are so bad they weren't even worth releasing. Why should Nintendo waste their time on making upped versions of old games when they should be using all the capabilities of the N64 to make brand spanking new titles which have the potential to stun the world. Killer Instinct Gold, Mortal Kombat Trilogy, and Crusin USA, they really suck. Now ISS 64 - that rocks, that is just the best sports sim ever. I hope Nintendo get their act together and start releasing great new titles but that could change when we see the release of Mission Impossible 64 and Goldeneye. I just can't wait...

- Anyhow now for some questions...
1. Is it possible to 'HOT SWAP' between the Rumble Pak and a Controller Pak without losing all your saved games? Hot swap meaning while the power is on. I have read it is true but what do you think?
 2. Lylat Wars is a great game but what really bites is that you can't save your game. Why was this option left out?
 3. After completing Spycraft a message says that there will be a sequel coming out - is this true?
 4. What do you reckon is the best N64 game out?
 5. I was at my local newsagent and looked through a UK N64 magazine and it said that RESIDENT EVIL !!!! was coming to the N64

could this be true?
6. Finally I read in NMS there would be a Super Mario 64 2 featuring Luigi any news on it?
Well... Bye Bye and keep up the good work...
Oh yeah, please respond or I will be forced to cut my head off with a piece of paper.

Your friendly reader,
HARI HALVORSEN
Hey Hari,

1. We don't recommend it.
2. You don't need it! You'll conquer the Easy path pretty quickly, it's making it to all the harder levels which is the challenge.
3. Hey if they said so...
4. Super Mario 64 still reigns supreme in my books at the moment.
5. Word is, the N64 will get a Resident Evil-style game, but not THE Resident Evil.
6. Traitor!!

SATURN RETURN

Dear Hyper,
I am one of a dying breed, the loyal Saturn owners. Since I bought my Saturn last July I have been enjoying all the great games that Sega have offered but somehow, the PlayStation always attracts all the big time third party developers. Why? Some will say that the Saturn is harder to program for because of its dual processors but Sega themselves have shown what the Saturn is capable of. Everyone knows that the Saturn can't match the N64 or PlayStation in outright power, but that shouldn't have been an excuse when converting PlayStation hits like Destruction Derby and Pandemonium to the Saturn. Destruction Derby's graphics were blocky to say the least and Pandemonium had some of the worst clipping I had ever seen! That doesn't show that the Saturn is a useless machine like many people have thought but shows that more care could have been taken on the developer's part. I find it hard to believe that the Saturn is not able to produce hi-res light sourced graphics when we saw it over a year ago in Virtua Fighter 2. On top of that, the clipping left a lot to be desired. I'm not saying that the Saturn is better than the PlayStation, or vice versa, (I play PlayStations a lot any way because my



letter of the month

IS THIS THE END?

Dear Hyper
After much deliberation one evening with a friend on the pros and cons of computer games we both came to the conclusion that the endings of games are basically sub standard crud. When you make the effort to wade through numerous levels of increasing difficulty only to get to the end and be rewarded with a dodgy EGA picture or some equivalent 16 colour five second video, its a real let down having spent so long on the game.
We both think that game designers owe it to their devoted fans to spend at least as much time on the finishing sequence as they do on the beginning scenes. It is understandable why this has evolved, as everyone has the opportunity to see opening full motion videos, but only the dedicated are rewarded with the grand finale of a game. The anomaly is that most of the time the end of a game is not a reward but something that looks like it was thrown together as an after thought. A lot of people continue to play a game to follow the storyline, but when the game's end is not as good as the rest of the game it is like reading a book only to find you have lost the last pages, or watching a video where the timer stopped recording five minutes from the end of the program. Its really disheartening, and if there are any designers out there maybe they can take heed. Just as an afterthought do you have any idea how many people actually finish games that they have bought?

GROKED GECKO

Good to see someone has made a global complaint about video games. Some of the all time shockers include Quake, Tomb Raider, and Super Mario 64, which were all outstanding games that took a lot of time and effort to complete, but gave you little in the way of congratulations at the end. Wouldn't it be wonderful if there was a global governing committee that deemed if an ending for a game was suitable or not, and if not, the developer had to do it! Better yet, how about you just send in letters to us about games with shitty endings, and we'll make sure the developers know what the general gaming populace wants.



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Extreme-G
Automobili: Lamborghini 64
F1 Pole Position 64
Diddy Kong Racing
Sf Andrews Golf
NFL Qtr Back Club 98
WCW vs. NCO: World Tour
J-League Dynamite Soccer
Wayne Gretzky 3D Hockey 98
Powerful King
Madden 64
Duke Nukem 4
Robotron 64
Wild Choppers
TerraSpear
Baku Bomberman 64
Doreamon
Zelda 64 - Before Xmas!
Rev Limir - Before Xmas!
Tamagotchi 64 - Xmas!

SOON

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brother has one), but I find that most developers put more effort into making games for the PlayStation than the Saturn. Now, onto the questions:

1. Will 'Formula 1' ever make it to the Saturn?

2. I found a try hard video game magazine lying in a toilet recently and couldn't resist opening it to have a read. To my horror, this magazine said that Sega had already stopped producing Saturns and were now concentrating all their resources on the Black Belt! That was it! I flushed the mag and ran all the way home. Was what I read true?

3. When will X-Men Vs Street Fighter arrive on the Saturn?

4. Will the Saturn Resident Evil include the directors cut features?

5. When will Virtua Fighter 3 be released on the Saturn?

6. Why did it take so long for you to get coverage of E3 this year? It was on June 18-19 as far as I know and you only covered it in your September issue!!!

And the coverage sucked hard anyway!!

YU KWANG TAN

Hey You! Er... Yu!

Yes... the Saturn has suffered bad 3rd party support -

Wipeout 2097 for Saturn is yet another horrible conversion.

However, Sega are very aware of this and have done their best to produce some top quality games of their own...

1. No.

2. Let's hope not.

3. It's not out overseas yet, so early next year...

4. No, it has new features of it's own - new monsters and an arena mode.

5. At this stage, it won't be. Boo-hoo.

6. That issue went on sale in August and we put it together in June/July, so the info was as soon as we could get it... we didn't get to go!

EAGLE EYE

To the Legends at Hyper,
My name: col. Andrew Reg. My Callsign: Eagle Eye. Total Kills: 856. What I mean by this is that I am a Total Wing Commander Freak. A few weeks ago I visited the Origin website to see when WC - Prophecy was going to be released. In the article it said that the game will be running on a new engine (I think it was going to be running on a 1st person engine) and it will also have multiplayer capability.

OK, here are some questions:

1. When will WCP be released in Australia?

2. Why is WC4 on the PSX a cut down version?

3. A Friend of mine said that Origin is going to remake WC4 on the PSX to the full version. Is this true? Please print my letter or else.

<<<EAGLE EYE>>>

Och threats eh?

1. Should be out nowish.

2. To keep it on as fewer discs as possible.

3. No. Sorry.

APPLES AND ORANGES

Dear Hyper,
When I picked up your latest issue and read the Final Fantasy 7 review, I was heartened to see a score of 95 given. Mind you, FF7 is an absolutely phenomenal and breath-taking game, but I think it is being way over-sensationalised in many American magazines. It felt good that at least someone has the decency to try to be a little more objective. However,

when I flipped over to the review of Lylat Wars, I was horrified to see that it earned a score of 94. My horror was not for the fact that it earned such as high or low score (depending on how much you like it), but for the fact that it means that FF7 is only one point better than Lylat Wars.

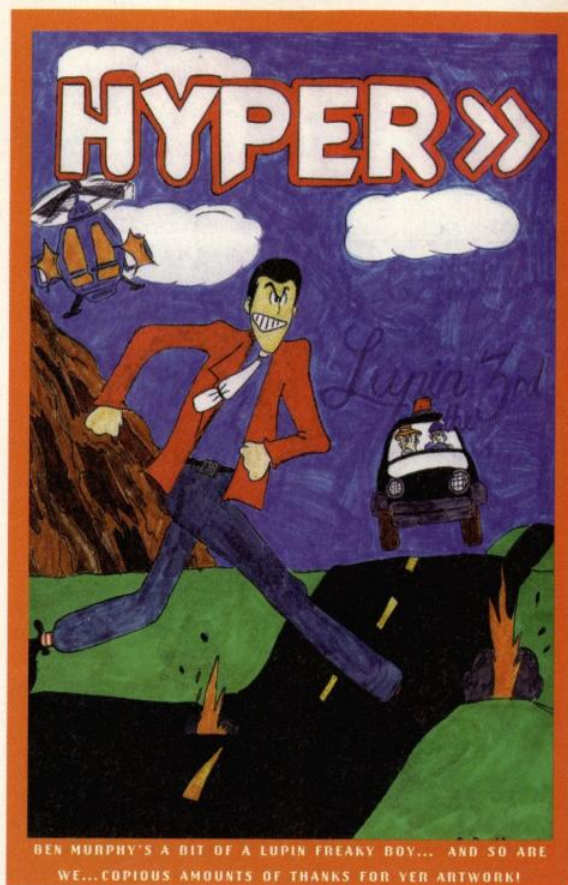
Now, I own both games, and I think that both are excellent. But FF7, in the overall scheme of things, is head and shoulders above Lylat Wars. Every aspect of FF7 is slightly better. It has better light-sourcing in its graphics and over 100 tracks in its PCM soundtrack. But the most defining feature of them all is the fact that it has well over 50 hours of gameplay with a much more original and involving plot. I don't think Lylat Wars could even come close to that in the gameplay stakes.

I know that comparing a 3D shooter to an RPG is like comparing apples and oranges, but since you guys take to giving scores, I have but this to ask: why?

Till Ranma kisses the Purple Cat,

K CHEUNG

Okay, there's essentially two points here as to your scoring question. Firstly, we don't give score relative to each other. That may sound weird, but we can't just review one game first, then do all our other scores that issue based on the first game we reviewed. I reviewed FF7, and Eliot reviewed Lylat Wars. I couldn't say that his overall assessment was right or wrong, because I don't have time to play every game that comes into the office for long enough to be able to pass judgement. The other thing



to consider is that Lylat Wars does have multiplayer options and these add lots of replay value to the game, and as much as I loved FF7, I'm not about to play through it all again (who has time?). I guess the bottom line is, we encourage you to treat each review as an individual piece, because different reviewers will vary their marks and opinions a bit, so just think of 92 as "A fantastic game" as opposed to "3% better than an 89% game". As for the Anime, I think at this stage the only reason we haven't done them is that they

don't have a local distributor (I could be wrong though), and what you see in the stores is imported from England. I have asked Max Autohead about this (before your letter came in), and we will soon be covering the series. Thanks for your letter...

R.I.P S.N.E.S

Hyper,
I've been reading this magazine since issue one and nothing much has changed except for your readers. As I flick through your magazine reading all the news/reviews I



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come across to the Letters section. I always get the odd piece of info or laugh out of here but now most of the letters have been childish immature ones. I'm talking about some Benn Hansen (October '97) and some other child who obviously got off thinking about the SNES. "Hyper are a bunch of hypocrites and I will not buy your mag unless you print this letter" I quote from Benn Hansen. Do we have to see this shit all the time? And that other kid asking how come you don't review SNES games anymore. Does it look like anyone is reviewing SNES games? Does anyone make SNES games anymore? Does Nintendo care

about the SNES anymore? Do I listen to Pantera/Metallica/Glam metal? No. I have a few questions...

1. I just bought an analog controlpad for the PSX and was wondering if all new games coming out will support it?
2. When will WCW vs The World be coming to Australia? It has been released already in the US.
3. When will Metroid 64 come to the N64?
4. I heard from a person working for a Nintendo Magazine (not naming the person) that there is no use buying the N64 now, but to wait for the Ultra N64. What is the Ultra N64?

Thanks
SHIGGER FRAGGER
Dear Shigger,

1. Yeah, most big titles will...
2. This N64 wrestler is only just out overseas and there ain't no Oz release date set yet...
3. They haven't made it yet. Hopefully one day...
4. HAHAHAHAHAHAHAAAA HAHAHAHA! Your leg must be sore!

C64 FAN

To the Gaming Greats at Hyper, Everyone knows how much your mag rules so I wont spend your time telling you how good you all are! My Commodore 64 is really cool and manages to do all of what Windows(r) does

and I wonder if you could help me out with these questions:

1. Why is there a lack of Commodore 64 game coverage in Hyper?
2. When is the Commodore 64 conversion of Quake being released?
3. When can we expect the Commodore 64 to become established and convincing game platform?

I'm sure there are many people out there just hanging out for the game greats such as Hexen, Warcraft 2 and others to appear on the ninja machine of the 90's.

Your answers would really light up the life of all the modern people like me!

DAVID "SCOTTY'S ON THE NET" SCOTT.

P.S Will Quake and Hexen 2 require 3DFX cards to run at all? Ahhh, we here at Hyper pay homage to the former king of the hill.

1. Because we know all C64 gamers get the games months before we do anyway.
 2. You mean you haven't got it yet?
 3. Give it another couple of months...
- P.S No, but without a 3DFX card, you're missing out.

TELL THE FUTURE...

To the dudes at Hyper, Your mag rules and all that sh". I'll get to the point. Will the new sega machine be worth the wait? Also, will it be really expensive or will it start at \$299 like the N64. Will it have Daytona USA, Sega Rally and Virtua Cop or will they create bigger and better versions of the game?. One last question, do you have an approximate release date for the "Sega Black Belt?"

Thanks for your time

MAGGA

The current word on the Sega Dural (that's the last working title we've heard), is that it will be able to handle Model 3 arcade games with ease... so that means you could expect an arcade perfect conversion of Virtua Fighter 3. That in our opinion, rips the shit. As for the machine being worth the wait, only time will tell, but it is definitely going to be a killer machine technically, it's just a matter as to whether or not the support will be there. We doubt you'll see Daytona and Sega Rally, it'll more likely have conversions of newer games by

then. Our best guess on a release date is Christmas '98 in Japan, with a mid '99 release in Australia, but we doubt even Sega have a definite time in mind. If it is like any other console, it will be expensive at first, then quite affordable within a year. The huge PlayStation market might force Sega to start with a lower price than we've seen in the past.

THE MASTER SPEAKS...

Greetings Hyper! During a recent calming session reading your magazine I was. Yes, very calming indeed. Enjoying your magazine very much I was. Chuffed at your mention of me in your article "Fighting with the Force" I was. Cut out X-Wings vs Tie playguide for my rebel friends I did. Then I came across a letter from my student and prodigy Luke Skywalker. Very disappointed I was. Very, very disappointed.

Bias is the way of the Dark Side of the Force, Luke. Let go your anger at George. It can only lead to the Dark Side. You must face the truth, Luke- Shadows of the Empire is crap! Trust me - played it I have. Remember, the Force surrounds us - its in the rocks, the trees, the N64 carts, except this cart evidently.

Luke, trust your feelings. You know this is so. Don't kid yourself, or you will choose the Dark path, and join Vader in playing Shadows.

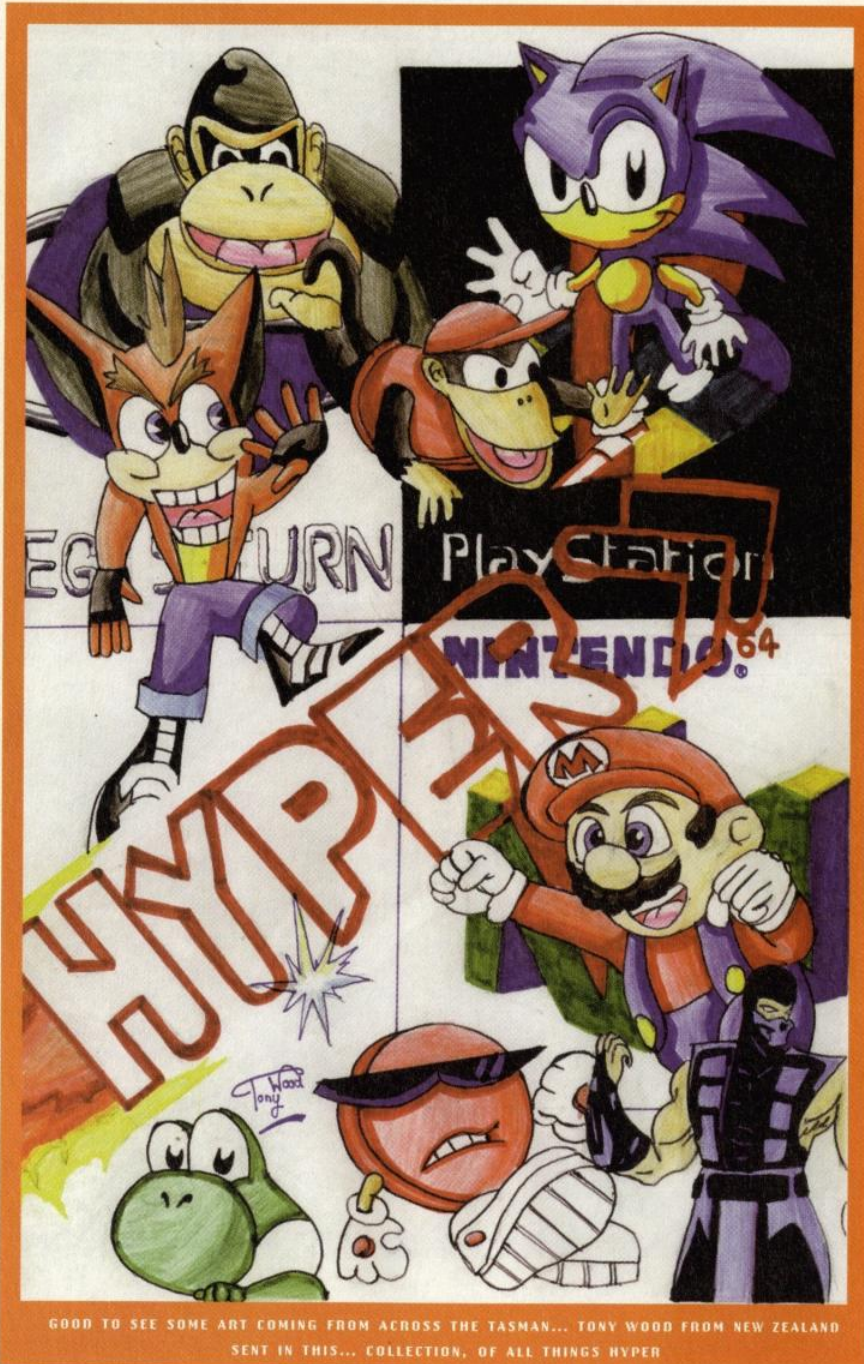
Coming from my heart this is - Cruisin' USA stands not up to the brilliance of Daytona, Luke, and know it you do.

But fear I do these warnings shall fall on deaf ears. Lost you to the Dark Side I fear I have. Always to play the N64.

But fear not, Dan, for there is another.

YODA, JEDI MASTER

Dagobah 4347
Another... god I hope it's not that Leia woman... her hair stylist should be shot.



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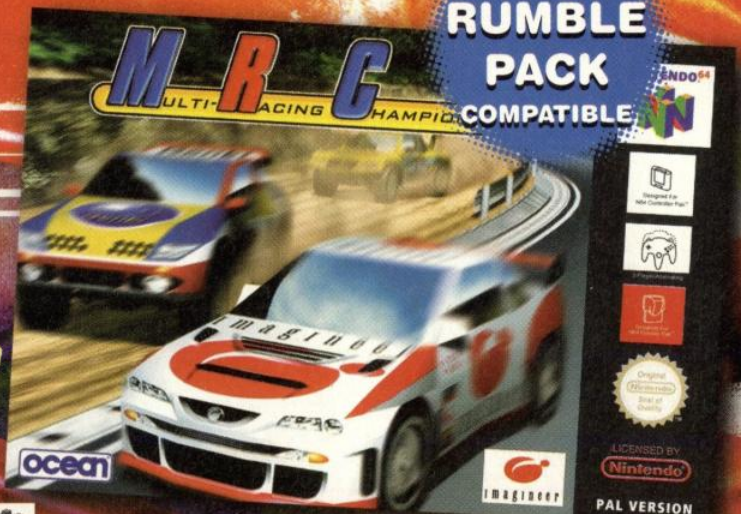
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TASMANIA

- LAUNCESTON - ALL STORES (03) 6334 4415
- LAUNCESTON (03) 6331 5688
- HOBART CITY (03) 6236 9633
- HOBART CITY (03) 6223 5619
- BELLERIVE (03) 6244 6033

QUEENSLAND

- SOFTWARE TODAY - ALL STORES (07) 3378 4444
- GAMEXPRESS - BRISBANE (07) 3229 9088
- GAMES R US - KAWANNA WATERS (07) 5444 6055
- ZONE ONE - MAROOCHYDORE (07) 5479 5200
- MORAYFIELD (07) 5499 4339

SOUTH AUSTRALIA

- GAME MANIA - ARNDALE (08) 8345 4848
- BRIGHTON (08) 8377 2766
- ELIZABETH (08) 8287 1699
- MODBURY (08) 8395 3355
- MARION (08) 8377 0044
- RUNDLE MALL (08) 8203 4444
- PROSPECT (08) 8269 0433
- MODBURY (08) 8264 0000
- MELROSE PARK (08) 8277 9211
- MODBURY (08) 8396 5444
- ST PETERS (08) 8362 1202
- HOLDEN HILL (08) 8266 5155

WESTERN AUSTRALIA

- HI TECH WORLD - ALL STORES
- HEADLAM COMPUTERS - ALL STORES
- GAMES R US - ALL STORES
- ABACUS COMPUTERS - ALL STORES
- THE GAMES SHACK - WARWICK (08) 9246 1983

