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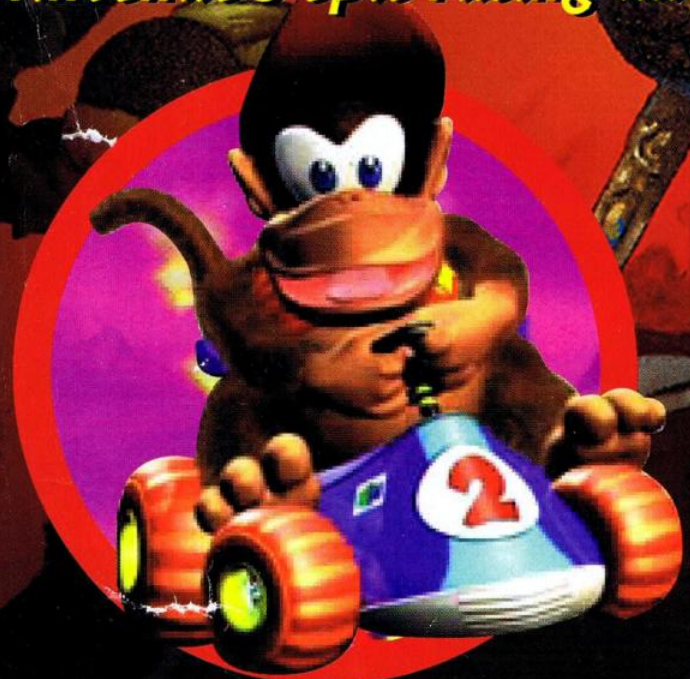
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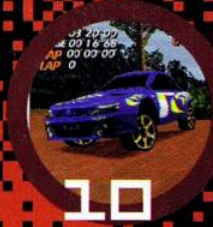
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UNIT EDITOR ALLOWS PLAYERS TO CREATE INFINITE NUMBERS OF UNITS	YES	NO
<b>BASE MANAGEMENT</b>		
DECOY BUILDINGS	YES	NO
UPGRADE BUILDINGS	YES	NO
MOBILE BASES	YES	NO
<b>MISSIONS</b>		
TRAINING MISSIONS	YES	NO
PLAYERS CAN CREATE NEW SINGLE PLAYER MISSIONS	YES	NO
PLAYERS CAN CREATE NEW MULTIPLE PLAYER MISSIONS	YES	NO
EDITOR ALLOWS PLAYERS TO CREATE CUSTOM AI	YES	NO
NEW MISSIONS AVAILABLE ON WEBSITE	YES	NO
<b>COMBAT</b>		
TERRAIN AFFECT MOVEMENT	YES	NO
USER DEFINABLE AI	YES	LIMITED
ABILITY TO STEAL ENEMY TECHNOLOGY	YES	NO
ABILITY TO SPY ON ENEMY	YES	NO
<b>MOVEMENT</b>		
UNDERGROUND UNIT TRAVEL	YES	NO
COMPLEX WAYPOINTS	YES	NO
UNLIMITED NUMBER OF UNITS IN A GROUP	YES	NO
<b>OPTIONS</b>		
MAXIMUM NUMBER OF PLAYERS WITH ONE DISK	4	3
FREE INTERNET PLAY	YES	NO
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# Hype It Up

Our last issue out before Christmas, which is both good and bad for us. Good because quite frankly, we've been getting too much of a good thing lately and we're all about to OD from too many games popping up everywhere. It's bad for us because next month is traditionally the month that the release schedules all of a sudden look like ghost towns, with no sign of life due to all the titles being crammed in for Christmas.

Well, if you're a racing game fan, prepare to spooze, because this issue we have eight big reviews on racing titles, across all four platforms.

For those of you that have been hanging for more Saturn games, Sega have come to the party in time for Christmas, and the showing isn't too bad at all. Further good news for Sega fans, **QUAKE** is scheduled to be released mid December for the Saturn.

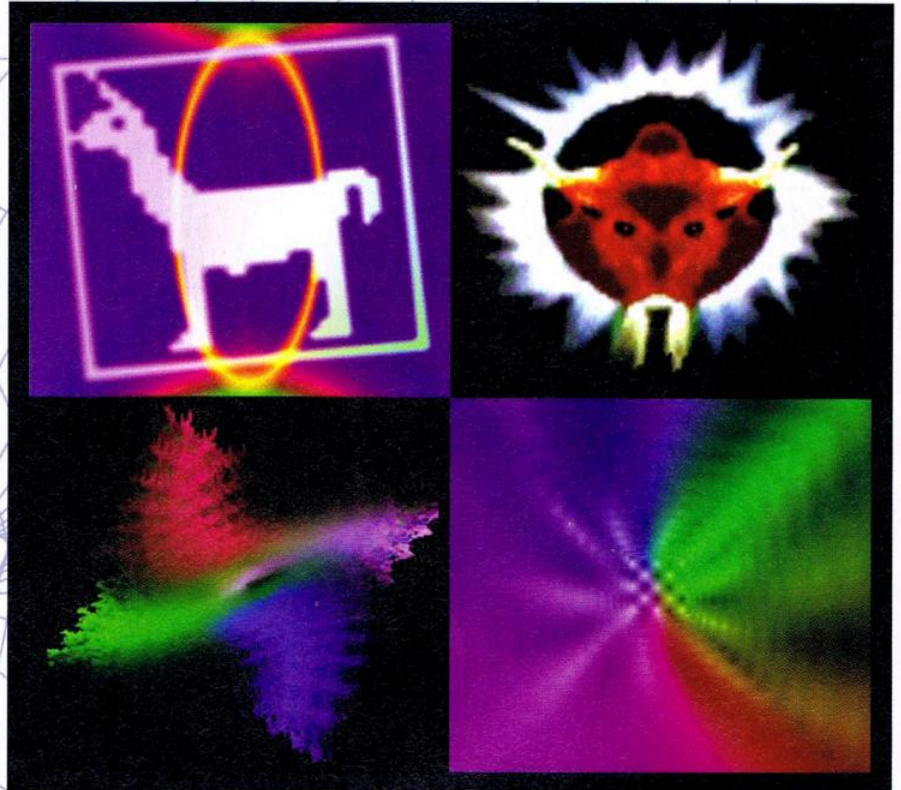
Whilst the PlayStation didn't have a bad month, this was certainly a quiet one for them compared to the last few months. It would seem Sony wanted to ensure all their Christmas titles were out there before the Christmas rush. **TOCA TOURING CAR CHAMPIONSHIP** was the pick of the bunch, being the most accurate driving sim on a console yet.

Well, until recently, there hadn't been many racing games to choose from on the N64, but all four full reviews this issue were racers. No surprise, **DIDDY KONG RACING** was the best of the lot, being even better than Mario Kart with the single player game being every bit as cool as multiplayer.

PC gamers will be the first in the country to enjoy the next generation of AFL games, which coming from Sydney we don't quite understand the enthusiasm for, but we're glad you're happy... game looks good too. **MYTH** looks like the first step towards taking the real time strategy genre into 3D, and everyone in the office here loved it lots. Biggest disappointment for us this issue was that *Quake 2* slipped about 10 days or so. Whilst this isn't so bad for you because it means you'll be able to buy it right about now, it did mean that it missed our deadline, so we're hanging to get our paws on it. Oh well, next issue...

Anyhow, Merry Christmas and all that guff, and we hope you get in all the gaming you possibly can in this very silly season.

DAN



## New Mystery Console!

One of the big wigs at Sony, Bill Rehbock head of Research & Development, has left the company to join VM Labs. Why? To help develop some new gaming hardware, that's why. VM Labs are already shouting from the rooftops that they will be a direct competitor to Sony, Nintendo and Sega - so it seems they have some hot shit hardware to tackle the gaming industry. Can it be? A new company entering the hardware wars? Wow, it's a gutsy move that's for sure, so no doubt they're pretty confident of the technology that they're hiding! The words from their very mouths, is that it's "Mario killing hardware". Two names bandied about for the project are Merlin and Project X, but it's real name will no doubt be kept under lock and key until the launch. Programming legend Jeff Minter (creator of *Tempest 2000*, *Defender 2000*, *Llamatron*, and *Revenge of the Mutant Camels*) has also joined the team, along with some other ex-Atari employees. Minter was also spotted recently wearing a 3D "X" badge which shows a puddle of blood with Mario's hat lying next to it! Rehbock even stated that he'd seen what Sony were working on for their next console and that the VM Labs hardware impressed him more. Sheesh! Scary stuff. We don't have any specs yet, but supposedly the machine will be announced sooner than expected. So who is the manufacturer? VM Labs have told us that they approached a number of big mutha companies like Sony, and that one of them has signed on the dotted line, but it's a deadly secret as to who owns the rights to this new machine. The programming tools for this new hardware are also said to be mighty impressive. Rehbock stated that the PSX tools were good, but that what VM Labs have their hands on has been written from a game programmers perspective, making them ultra-user friendly. What does this mean? It means that as soon as developers see this hardware and the software "tools" written for it, they'll be climbing on top of each other to make games for it. So start saving up those pennies, because it's going to be one damn expensive end to the century!

EF

# LET THE GAMES BEGIN!



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## New Playstation

Sony in Japan are about to release a new model PlayStation (No, not the PSX 2) which will not only be bursting with some funky new features, but will retail at a cheaper price! The new model comes with one of the new Dual-Shock Analogue controllers which delivers varying degrees of feedback - even in the left or right side of the controller. Cool! This means that in racing games for instance, if you take a corner badly and your car hits the left wall, you'll feel it in the left hand of the controller! The other new function is the inclusion of a Sound Scope, which is basically just that thingy which will display psychedelic patterns on your TV when you play a music CD in your PSX. They've just made it a bit more crazy and made it a permanent feature. There is no word yet as to whether this new model PSX will be released here in Australia, so we'll just have to wait and see.

EF



V-Rally

## Straight from the Frog's Mouth

Infogrames, the french company behind the Alone In The Dark series and the now famous V-Rally, recently made an Australian visit in the form of Stephane Baudet, Game Designer & Development Manager. We got Stephane to give us the word on V-Rally and the low-down on V-Rally 2...

**Hyper:** I guess the burning question on everyone's lips is - what happened to the analogue control?!

**Stephane Baudet:** It came down to having to release the game on time. The work that was needed to get the Analogue Controller working properly was too difficult for the time-frame, and we didn't have time for it in the end which was disappointing. We were told by Sony that this was the first game which would support the Analogue Control, so they sent us prototype pads to work with, but every few months we would be sent another prototype analogue pad which would not work or perform differently than the last. Even now, the Japanese, European and American analogue pads all have different mechanisms inside them, and we didn't have time to cater for each one. Even though it was working well in the Beta, there was no calibration and Sony didn't want the Analogue Control in the game if it wasn't going to be 100% correct. In the end we decided to drop it because it was becoming too much of a headache and we

had to get the game out. I hear they are going to be bringing out a new pad which will be the new standard, and will have better force feedback technology.

**Hyper:** There was also going to be a Track Generator in the game, what happened there?

**Stephane Baudet:** I think it was a case of us being a little too ambitious, and we unfortunately had to drop this from the game too, simply to get V-Rally finished. We just didn't have the time to test it. Because

of the way the graphics are generated on screen, it was too difficult getting the randomly generated tracks to all be displayed properly. We will include a track generator in V-Rally 2 though, and you will be able

to specify the country, driving conditions, lay of the track, the environment etc. In fact, we used a track generator to come up with some of what you actually see in the final V-Rally.

**Hyper:** Did you say V-Rally 2?!

**Stephane Baudet:** Yes, we are in pre-production right now and we are determined for it to be a completely new game, not just a "V-Rally '98" where you just get more of the same with a few new options. We are completely re-

writing the code, and are using the new development kit from Sony which allows you to watch what your routines are doing and optimise your code. This kit has been used to make games like Rapid Racer and Colony Wars - 60 frames per second and high resolution. We're not sure if we will use high res though, because we'd like to include a lot more detail this time around. It ends up being a bit of a trade off. We want V-Rally 2 to be more "alive" with more animations on and around the tracks and in the environment, like maybe people running out onto the track and taking photos of you as you drive by. You can achieve better car handling when the game is running at such a higher frame rate, so we're looking forward to making V-Rally 2 something new and special.

**Hyper:** What else are you working on?

**Stephane Baudet:** There are games we are working on that I can't tell you about, and we are concentrating on V-Rally 2 and V-Rally for PC with 3DFX etc. But there's stuff other than racing games on the way. I enjoy switching from one genre to the next, it keeps things fresh and it can actually provide you with original ideas when you begin working on a new game. Ideas which you developed for one game, can then be used in another totally different game to help create something unique.



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DO NOT UNDERESTIMATE



THE POWER OF PLAYSTATION

## The games are out there Scully...

In recent times many an Australian Saturn owner is becoming miffed over the lack of Australian releases. We thought we'd do a bit of research in the fighting game genre this month, to see what it is the Australian market may be missing out on, so if you have a chance to get overseas and shop around, what you can hope to find.

On the Capcom front, there is one title coming out soon for Saturn, and that's *Marvel Super Heroes*, which apparently runs slightly better than the PlayStation version, so there is one hot fighting game to look forward to. Here's the bad news *Street Fighter III*, *Vampire Saviour*, *Street Fighter vs Marvel Heroes* and *Street Fighter vs X-Men* are all without an Australian distributor (no word of European releases either). Main reason being 4MB cartridges are required for all these titles, and the extra costs involved make them a harder product to market out here. Word is that these games won't even be released in America, so if you're after these games, time to start brushing up on your Japanese. The Japanese market still seems to be supporting the Saturn very strongly, but the lack of sales out of the "Mother land" seems to have scared conversions and distribution in the west.

We've had a lot of questions regarding the breast fixated, *Dead or Alive*, which has been released for Saturn in Japan, and should receive an American release. We've got a Japanese version in at Hyper, and it's

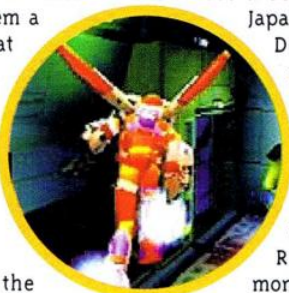
a fantastic conversion of the arcade version, using the VF2 engine (or perhaps a slightly improved one).

Another fighting game that has a small army of followers (okay, more like a portion of a platoon) is *Samurai Shodown 4*, which has also been released in Japan, and is reportedly another outstanding conversion (I'm doing everything in my power to own the game).

The scariest prospect is the lack of a *Virtua Fighter 3* conversion for Saturn, which whilst not confirmed, is looking like it may just be put off for the next Sega console. The word down the grapevine is that the new Sega machine will be able to handle Model 3 arcade conversions quite easily. Latest rumours on the machine are a US\$299 release price and a simultaneous Japan/US release around the end of next year.

Development for games has definitely started, even by 3rd parties, and this could mean sneak peak previews of the starting lineup at next year's E3.

Things are looking up this month for Saturn owners, especially compared to the last couple of months. With titles such as *Panzer Dragoon* saga and *Burning Rangers* coming in the next couple of months, then it looks like Saturn owners won't be having to put their machine up in the cupboard just yet... there's still some life in her yet, but no where near as much as overseas, particularly Japan. DT



## overflow

*Dead Or Alive* is coming to the PlayStation early in '98 and will feature 2 extra characters as well as 5 extra fighting moves for each current character, which sorta makes the Saturn version look a little under done. Hmm. PlayStation owners can at least rub their hands together in anticipation of the gravity-defying action, and we hope it will kick.

The latest word on Sega's Dural console is that *Super GT* has been given the flick for a new racing game which has been specifically written for the hardware. Though *Super GT* was shown to developers to show off Dural's grunt, it's said that this new racer is far superior...

**Sony Pictures Imageworks** are celebrating the release of the bug-zapping movie, *Starship Troopers*, with an online VRML game. The URL is <http://www.starship-troopers.com/> and if you've got a decent PC, then you can check out this nifty idea. It's essentially a 3D shooter that uses JAVA to keep track of your health and ammo. Keen!

News on the *Wing Commander* feature film, is that 20th Century Fox have picked up the rights and that Mark "Blair" Hamill and Tom "Maniac" Wilson will not appear in the film. All the space battles will be completely CG, and it will be set around the time of *Wing Commander 1*...

**GT Interactive** have started development on a real-time strategy game based on the H.G. Wells masterpiece, *War Of The Worlds*. It will contain a 3D engine, support multiple resolutions and have 2-player network play. Let's hope they capture the menacing atmosphere of the original story.

*Ultima Online* has sold an incredible amount since it's September launch... 65,000 copies of the game have been snapped up by gamers, though you'll never find that many online! In fact, those that have been using the service have grown so dissatisfied with player-killers, downtimes and server crashes that a huge petition has been started on the Net. Players insist that the game was too buggy to be released and that they shouldn't have to be paying for a service which doesn't work...

# MRC

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- N64 Magazine



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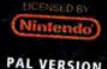


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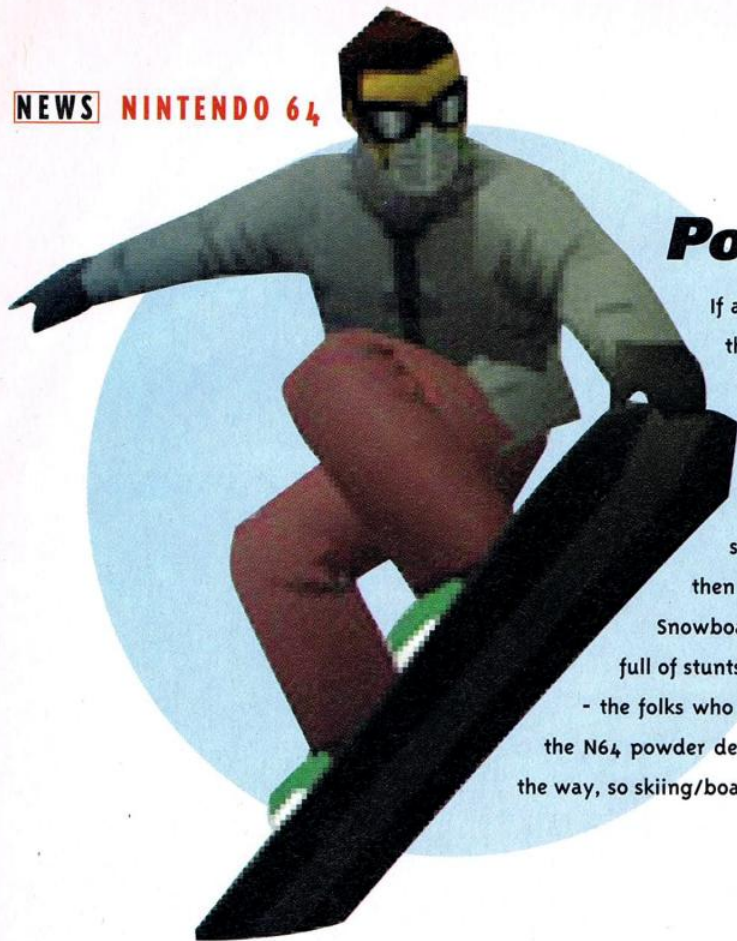


### RUMBLE PACK

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## Powder Hounds

If anyone out there is dying to get "radical" on their Nintendo 64, then you won't have to wait much longer because there are a whole handful of Snowboarding games on the way! Probably the most exciting news is that the team of programmers who brought us the stunning Wave Race 64 are working on one called Vertical Edge Snowboarding! If they can pull off the same fluid realism which we saw in Wave Race 64 in this title, then we'll all be a bunch of happy chappies. Also on the way is a Snowboarding game from Midway called Twisted Edge, which will be full of stunts and tricks. Twisted Edge also has an impressive team behind it - the folks who made Top Gear Rally, so things are looking extremely good in the N64 powder department!! There are even more snow-based action games on the way, so skiing/boarding fans will be well supplied with N64 action.

EF

## Top Gear in Gear!

Whilst doing my review of Multi Racing Championship this issue, I used this spunky new peripheral from Logic 3, the Top Gear analogue steering wheel and pedals. It really is a lovely piece of work, with a good, solid, thick, leather-clad wheel which is mapped with all the appropriate buttons. Similar to the Mad Catz, it has the gear stick on the right and a set of pedals to make your racing experience complete. The underside of the Top Gear wheel has the largest suction cups known to man, so there's no slipping and sliding whilst you drive. The response is great, and there is even another steering mode with greater sensitivity than the default. A slot exists for your N64 memory cards too. The wheel is also compatible with the PlayStation and the Saturn (yes, all three adaptors are on the one cable), so anyone can enjoy this excellent piece 'o hardware, and it 'aint too expensive neither (RRP \$130). Driving freaks rejoice!

EF



## Stop Press!!

We received these Quake 64 screen shots on deadline and just had to put them in to show you how it's looking... nice huh?



### PLAYSTATION

1. Final Fantasy VII
2. Colony Wars
3. G-Police
4. Croc
5. Ace Combat 2
6. Formula 1 '97
7. Rapid Racer
8. Oddworld
9. V-Rally
10. Die Hard Trilogy

### SATURN

1. Dragon Force
2. Resident Evil
3. Duke Nukem 3D
4. Sonic Jam
5. Jonah Lomu Rugby
6. Mega Man X 3
7. Madden '98
8. Fighters Megamix
9. Virtual On
10. Fighting Vipers

### NINTENDO 64

1. Diddy Kong Racing
2. Top Gear Rally
3. Goldeneye 007
4. Lylat Wars
5. MRC
6. F1 Pole Position
7. Int. Superstar Soccer 64
8. Mario Kart 64
9. Wayne Gretzky 3D Hockey
10. Doom 64

### PC

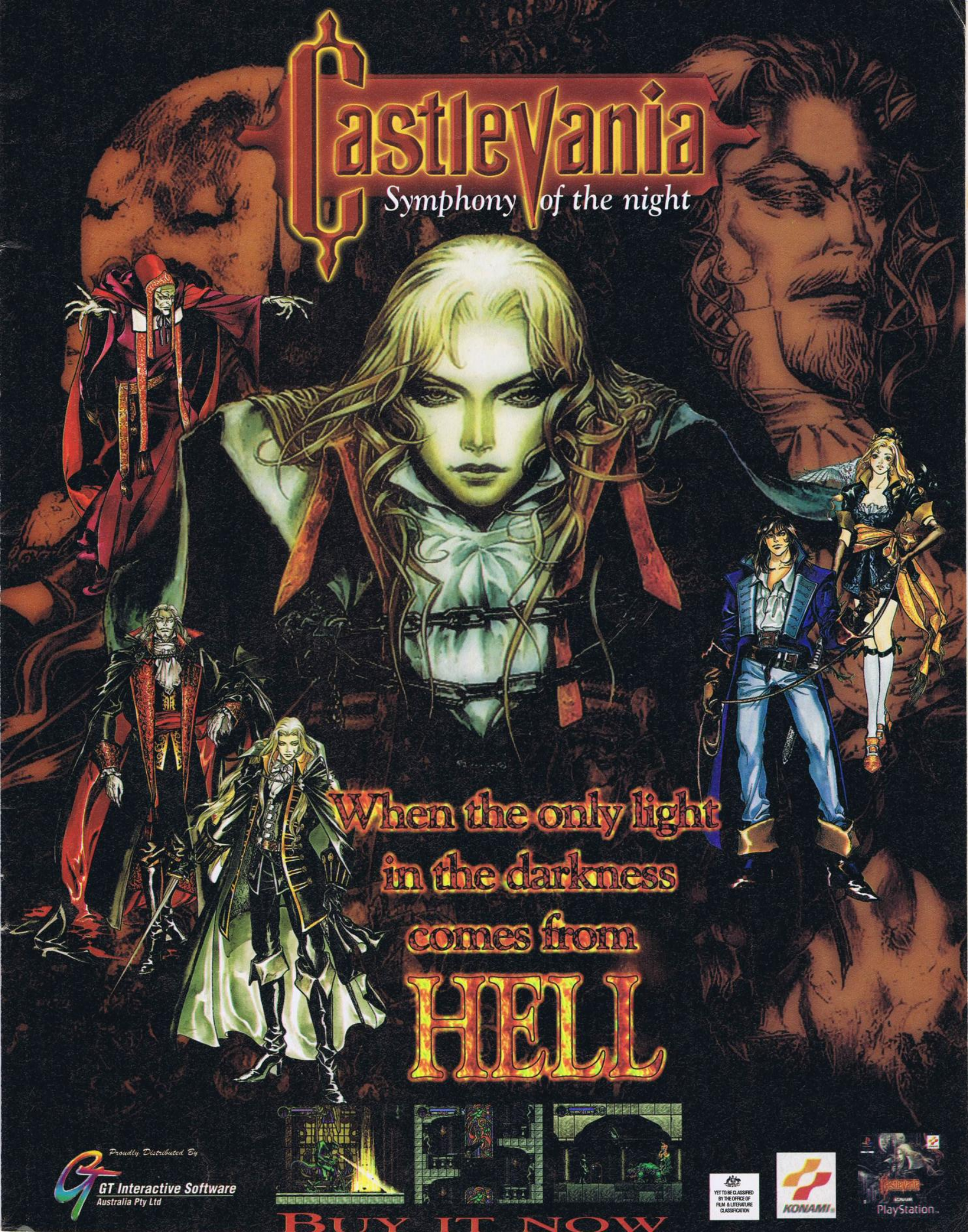
1. Riven
2. C&C Aftermath
3. Need For Speed S.E.
4. Total Annihilation
5. Age Of Empires
6. Close Combat 2
7. Constructor
8. Jedi Knight
9. Dark Reign
10. Quake

Charts kindly supplied by Kitech World.



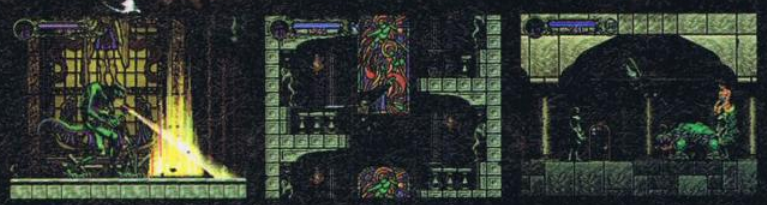
# Castlevania

Symphony of the night



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in the darkness  
comes from  
**HELL**

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## Online Gaming Goes Nuts

The state of Australian online gaming has taken a bit of a turn. Wireplay has appeared on the scene utilising the mighty Telstra network to supply subscribers with a fast, reliable gaming service. Currently they're offering some cool games like Jedi Knight, Age Of Empires, Duke Nukem 3D and Daytona Deluxe, but there's no Quake!! It'd be a shame to waste such a fast network on a Quake-less service. To play on Wireplay it costs an initial joining fee of \$10 and then \$25 per month for 5 hours with \$5 per hour after that. Hmmm. Stupidly expensive we think! Meanwhile, the folks over at Multiplay have merged with TEN bringing Australia it's first ever online gaming ranking system, along with the clever TEN technology. Subscribers must login in to their own ISP and then use the client to login over the Net, meaning that only people using top-notch ISPs will get good ping times. They do have a deal going with Access One, so you can sign up with them if you want to get good pings all the time. Multiplay/TEN have games like Quake, Red Alert, Shadow Warrior and Diablo and when you play, your performance gets analysed and put into the database on the server for anyone to check out. If you're getting your ass kicked and want to know why, you can peruse your opponent's stats like their Kills Per Minute for instance. Cool stuff. The only problem with Multiplay/TEN at the moment is the need for a blistering ISP to get what you're paying for. It's pretty cheap at \$29.95 per month for unlimited usage, but that's not including your ISP charges. The choice is yours gamers... we recommend just waiting a while to see which takes off. EF



## Pure Power

Reading HYPER nowadays can be depressing for a PC owner, seeing all these shit hot games that look ridiculously gorgeous if you have a 3DFX card... well if you've got the dosh, and are ready to hit the shops - drool spilling out of the corners of your mouth - then woah there Nellie and read this. Let us just give you a little tip, the HYPER crew currently recommend the Canopus Pure 3D 3DFX for your acceleration needs. Why? Well the Pure 3D has 2MB more RAM than the other 3DFX cards on the market, making it a whopping 6MB. That's 4MB worth of memory for handling textures alone, with the other 2MB free for other duties. Any game which has stacks of detail, will now render smooth as silk. But the big deal-sealer for us, is the Pure 3D's funky TV-Out! Yes! You can just plug a cable into your Pure 3D and stick it in your TV to play any of your 3DFX enhanced games on the family box! This means things like GLQuake on a mother-huge TV - and you can videotape your sessions! Lovely! One thing though, unless your TV does NTSC, you can't view your desktop or anything 2D on the TV, so you'll need your monitor connected simultaneously. You'll need around \$399.00 buckaroos though - but get it if you can. EF



## Competition Winners

Ahhh, we had some seriously funny entries this month, but most of them were unfit to print.

### Street Fighter Ex

Owen Vandenberg, NSW  
Michael Lyn, SA  
John Rittmeir, Qld  
Rick Anderson, Qld  
Darren Hui, Vic

### G-Police

Alex Dullard, Vic  
Yad Garewal, ACT  
Cam Shea, NSW  
S. Banister, NSW  
Brian Smith, WA

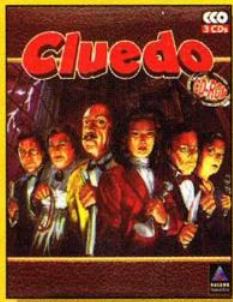
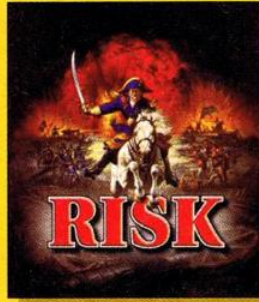
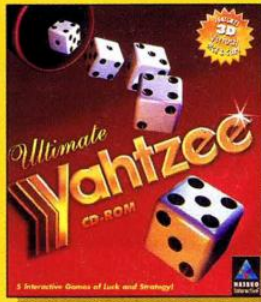
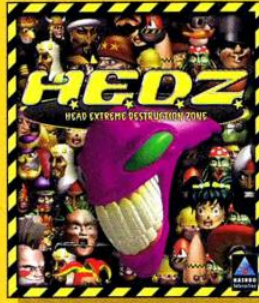
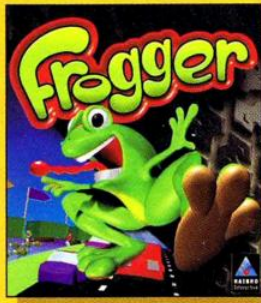
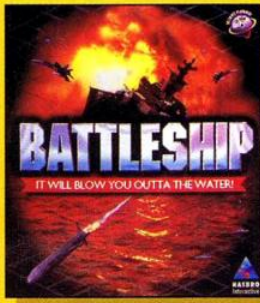
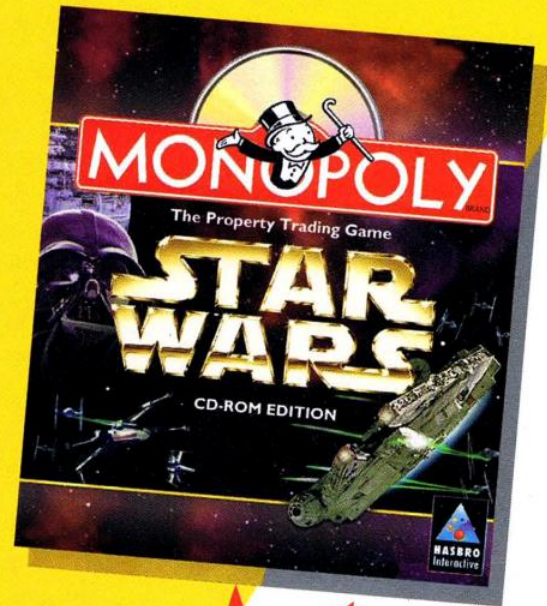
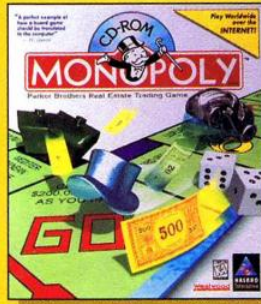
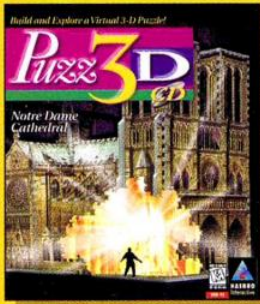
### Fighting Force

Jon Kerney, Vic  
Tristan Webb, Qld  
Felix Bowman-Derrick, Vic

### Final Fantasy VII

Paul Ruiz, NSW  
Daniel Denton, Qld  
Matt Bennett, Vic

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Games Specialists.



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**TOTAL ANNIHILATION**

Shaking up the world of Real Time Strategy gaming and going head to head with Dark Reign, is this beauty from Cavedog. If you have web access and have the game, then bookmarking the official site is an absolute must. Not only will you get the latest patches, but you'll be able to download new units and other phunky add-ons for the game. The site will also keep you up-to-date with online comps, the latest TA news and anything else even vaguely TA related. If I only had a spare life to play all these time-consuming games! Argh.

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

**A LINK TO LINK**

The Legend Of Zelda series has brought many of us tears of joy, frustration and love with it's brilliantly designed puzzle-filled world. As we all quiver in anticipation of Zelda for the Nintendo 64, it's interesting to look back and see where it all started. This ultra-cool unofficial Zelda homepage has detailed info on every Zelda game from the NES to the SNES, Game Boy and N64. It's a great looking site, and will keep any Zelda fanatic wrapped up for hours. We salute you Mog, whoever the hell you are!

<http://www.dragonfire.net/Mog/Zelda/>

**X-MEN QUAKE**

Yep, you read that right, Marvel Interactive have officially approved a Quake TC that's been created to thrust you into the world of the X-Men. This is a

complete conversion by Zero Gravity called X-Men: The Ravages Of Apocalypse, with new graphics, sounds and missions - all in the true Marvel style. You can download the 8MB demo from a number of sites, but it makes sense to visit Marvel Interactive direct and get the info. This looks hot, and you'll be up against mean-ass characters like Wolverine and Storm - all looking like they stepped right out of the comic. I'm off to have a play now!

<http://www.x-men.com/qsw.html>

**LYLAT SHMYLAT**

I can't but help call it Starfox 64 like the rest of the world. Anyhow, there is now a Starfox website floating around on the internet which is handy for those of you who need to find out more about the game's inner workings. There's quite a bit on each mission for those of you who are stuck and need hints, so it's a good place to start. You can spend hours listening to the vocal samples taken from the game anyway, pretty funny stuff. Nicely organised and chock full of pics from the game if you're still making up your mind.

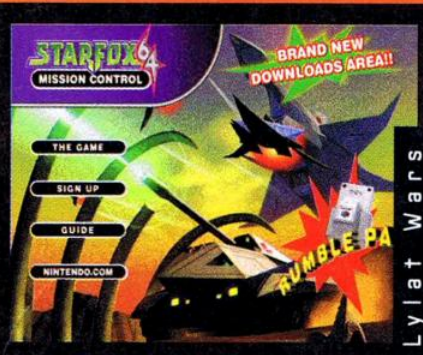
<http://www.starfox64.com/>



Zelda 64



X-Men



Lylat Wars



# Super Gem Fighter (Mini Mix)

CAPCOM

The super cute and super deformed characters witnessed in the Tetris inspired Street Fighter Puzzle Fighter are back in a self parody of that mother of all fight sims -Street Fighter.

The fighting is like SF lite, with only 3 buttons (punch, kick and special- each with their own power meter) But what the game lacks in fighting complexity, is definitely eclipsed by the games totally over the top comic humour. The regular dragon punches and hadokens are used from SF are still utilized, though the power system is ripped directly from puzzle fighter. Knock a character hard enough and a coloured gem falls out.

Collect it and your corresponding 3 level power meter goes up, allowing access to more powerful moves, which in turn, knocks even larger gems from your opponent. Each character (Ryu, Ken, Sakura, Chun li, Zangief, Morrigan, Hsien Ko, Felicia, Tessa and Ibuki), although possessing the standard SF moves have the funniest multiple combo attacks ever witnessed in any fight sim. For example, Zangief turns into a gridiron

player, then a Viking then a burning branch wielding cave man. Felicia dons a nurses outfit and runs down the opponent with a wheel chair, while Chun Li's finishing move is delivering a love letter and totally decimating the opponent with the power of love???

Special attacks accessed by the Special button are equally hilarious. Ryu rips out a stop sign from nowhere and clobbers his opponent, while Chun li conjures up multiple waves of bicycle riders who proceed to run the opponent into the ground (see background cycle riders in original SF II)

Traditional joystick accessed special moves also vary in intensity depending on which power level the character has attained due to gem collecting. For example, Ibuki the ninja girl throws a small knife (level 1) or a large shurikun death star (level 2) or as a level three power she throws high-speed whirling cow.

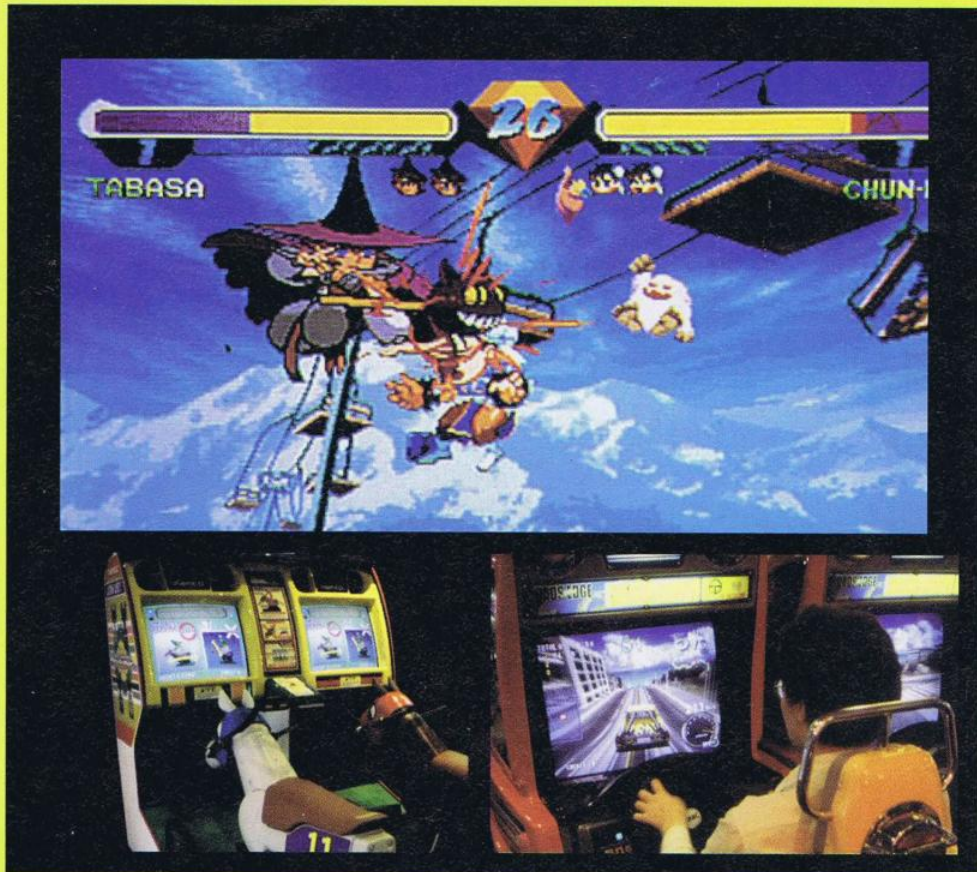
Each fight location background is adorned with characters from the SF series in some humorous pose or action. Other characters from other fighting games also make brief appearances. Monkey and Pigsy (from the cult mythological Japanese TV series Monkey) can be seen flying around on clouds and if you knock them off, they will provide you with assorted bonuses such as time bombs or laser beams that will turn your opponent to stone.

Super Gem Fighter Mini Mix is a welcome addition to the fighting game genre and with any luck will provide some of the more surly game players with a laugh.

BY TIM LEVY

## TIMEZONE

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



## Final Furlong

NAMCO

Ciddy up horsy, faster faster. Yee haa, yee haa. Don't make me whip you. Good horse. Not getting tired are you? Just think about the carrots waiting for you at the end of the race. No glue factory for you my fine filly.

Final Furlong (furlong = eighth of a mile) is a novelty horse racing sim that is guaranteed to make you shed several pounds as you physically propel a horse like interface in a cyclic motion to power you down a three dimensional multi player racecourse.

After choosing one of three racetracks, which vary in length, it's time to choose your horsy. Each horse (eight to choose from) has its own area of specialization such as front runner, mid pacer or strong finisher.

Bang! You leave the gates. For each race your horse only has so much energy (as represented by 5 carrot icons in the bottom right of the screen) If you push your horse too hard too soon, a picture of a burnt out horse will appear warning you to ease off the throttle. The trick to the race is to stay in third or forth position and then in the final furlong, with the remaining carrot power, give that horse some extra encouragement with your horse whip (button located on horses head). Watching people make the 'final furlong 'is one of the funnier things you'll see in the arcade this year and is definitely not for the unfit or the self-conscious.

REMEMBER - RHYTHM IS THE KEY.

× × × × (×)

An extra × for the interface

## Roads Edge

SNK

In the market for a new 30k + 4WD? Always had a desire to take that 4WD off the showroom floor and give it a very extensive test drive over jumps, through mud and a few 4 wheel brake lockups into a few 120kph corners. Ever wanted to see the colour scheme on your vehicle on a 3 dimensional scaled model prior to purchase? Well for all you Tonka Truck 4WD loving people out there all this and more is available on SNKs latest 3D 4wd racing sim.

Your high-speed adventure in your Toyota Hilux, Mitsubishi Pajero, Range Rover or Field Fox ute will take you through 3 different courses located in America, Asia and Europe. Each track starts off in a city environment and quickly weaves its way through tunnels over jumps up a few hill climbs and into an off road country track. All this action takes place on the one stretch of track, which is repeated by a long turning circle. As this means that there is at some stage a fork in the road, other vehicles may choose an alternate direction to your own, therefore forcing you to travel into oncoming traffic.

Mastering the cornering will take a little getting used to. Approach the corner at full speed, hit the apex, flick the wheel and then slam the brakes to bring the back of the vehicle around. Finally, dump the accelerator and you will find the vehicle doing a neat slide around the corner.

Another feature of the game is the inclusion of reactive steering which shivers and shakes accordingly to the road surface below your vehicle.

Although no Sega Rally, Roads Edge is bound to keep 4WD buffs entertained for a few games.

× × ×

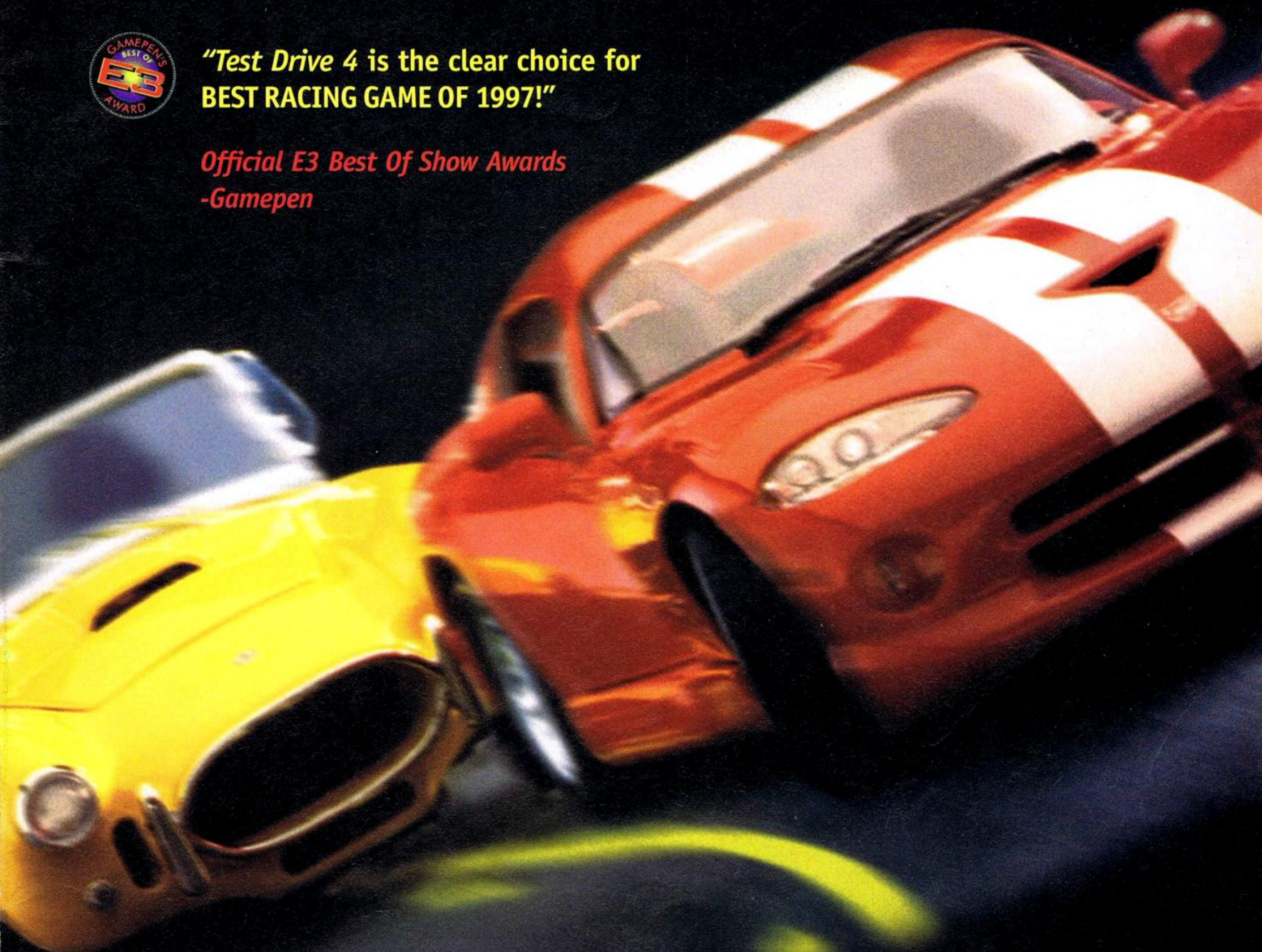
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BY MAX AUTOHEAD



## Streetfighter 2

### The animated Series

What a dream run Capcom have had with Streetfighter 2. The Streetfighter series is without a doubt the most successful game concept ever, responsible today for the huge explosion of "Beat 'em up" fighting games. There have been many clones, but the original has weathered the test of time.

The best thing about the Fatal Fury animes were that they were treated as Animes. Sure it was a licensed concept, but it was absorbed into the medium with a passion. The more I watched Fatal Fury, the more I wanted to watch. Imagine my absolute joy to discover that FF the Movie was 100% beat-em up entertainment.

SF2 The animated series follows this mould. Since the basic premise of Streetfighter is that there are all these awesome fighters around the globe beating the crap out of each other, it doesn't leave much room for an engaging story.

However, what the series does, is concentrate on History.

SF2 the animated series starts with both Ken and Ryu at the age of seventeen. There's RYU, training on an island off the coast of Japan, eating "Meatloaf". He's busy training against a tree, when he receives a letter from his old sparring partner Ken.

Ryu, attracted by the possibilities of new challenges, sets off to meet his friend.

Arriving in San Francisco, Ken enters a world alien to his own. So there's Ken, waiting at the airport, itching for another match with Ryu and eager to show his pal his world.

They're a cocky pair of fighters, beating up rednecks at bars...until they meet Someone bigger and better, someone from the air force.....

Being soundly beaten, both Ken and Ryu discover an underground world of powerful warriors...the Streetfighters. They are called to adventure, since to develop their skill, they travel the world looking to battle any streetfighter they are fortunate to meet.....

### Fan? Then get ready to cream

SF2 the series hardly resemble the old and clunky animated movie version; namely that the series is written with a sound and plausible narrative, with better ideas, better animation and better acting!

This is the shit people, and the sooner you get a copy into your video at home, the better off you'll be

**9/10**

RATED M15+. DISTRIBUTED BY SIREN

## Voltron Defender of the universe

Getting this Anime was a trip back in time. I used to race home every afternoon to watch this show. Man, back then, Voltron was the bees knees. I even saw a Voltron toy in the store once...this US/Japan co-production made a minor splash, and now it's being released as a series here today!!!

So what is Voltron? Voltron was the greatest robot who ever lived...the defender of our universe. However, tricked by an evil witch who disguised herself as an angel, Voltron was split into five parts. These five parts landed on a distant planet, where legend states that for those who discover the secret of Voltron, will give him life again.

Crash cut to today, where the evil serpent empire is poised to take over the universe. Will none stop these dastardly fiends? Wait...here come the Space Patrol...five wholesome young men...could they discover the secret of Voltron, and thus lead to the destruction of the serpent empire?

Ho hum....

It's always a bit of a disappointment looking back at past anime favourites. Memory does strange things, because I remember Voltron as richer, vaster and bigger in scope than it actually is. As a kid, I was glued to the TV set, mouth open and line of drool hitting the floor. Now? Well....

This is old kiddie's fare people. It's funky in a retro kinda way, and if you're an old fan, then this is an opportunity to relive (or destroy) those old memories. It's not Ghost in the Shell; but hey, your little brother or sister might dig it.

**4/10**

RATED PG. DISTRIBUTED BY SIREN ENTERTAINMENT





the 'ken is gay' conspiracy theory



WIN WIN WIN



## Who wants Worms??!!

Urgh. Really, that's a mental picture I don't want to conjure up. Microprose really want you to get some though, so don't blame us... in fact, they dropped around for quick cocktail or two the other day, and in the Hyper swimming pool a whilst lying on the inflatable banana, we came up with the idea for this Worms 2 competition. We'll give you a Worms 2 pack containing a T-Shirt, Mouse Mat and copy of Worms 2 for PC, and five of you will have to successfully answer this question...

**Name another famous computer game Worm...**

It's not that hard, really! Put your answer on the back of an envelope and send it to:

I've Got An Itchy Bum, HYPER, 78 Renwick St, Redfern 2016.

ALL ENTRIES CLOSE JANUARY 7TH 1998



## Rumble In The Bronx

If any of you Saturn owners are partial to smacking people over the head with large bits of wood, then you may been keen to get some practice in with Last Bronx. It's a wonderful display of outright gratuitous violence from Sega, and Sega Ozisoft said we could giveaway three copies to some lucky Hyper folk. To grab one of these games for your Saturn Summer gaming sessions, answer us this...

**If you went for a walk in the Bronx, would you A) Not get out alive; B) Get sore feet; C) Beat up on a street gang with a piece of plywood; or D) Get lost?**

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

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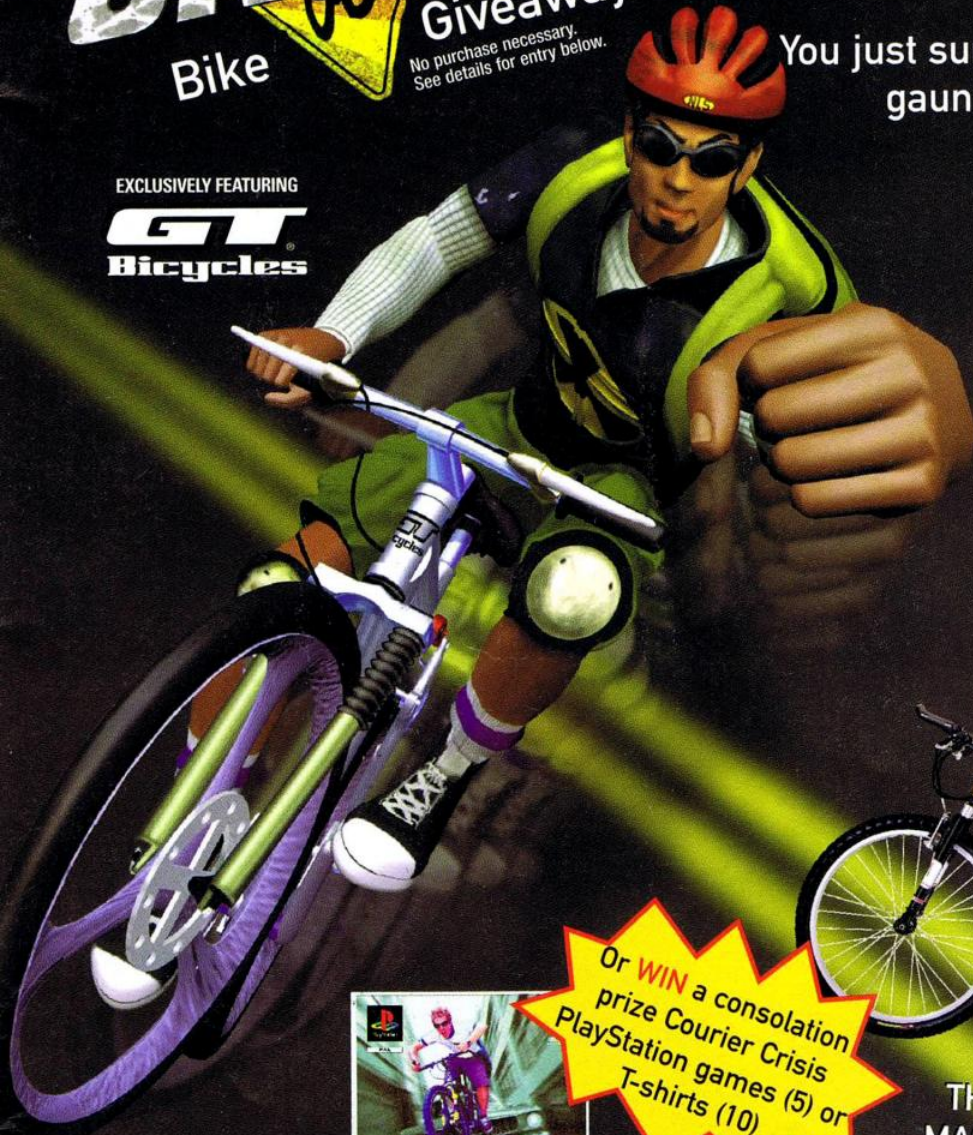
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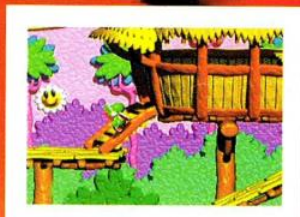
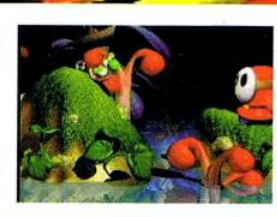
# Yoshi's Story

Nintendo 64

AVAILABLE: 1ST QUARTER '98  
 CATEGORY: PLATFORMER  
 PLAYERS: 1  
 PUBLISHER: NINTENDO

wow-o-meter

Yoshi's Island was a minor hit on the SNES, a great game which didn't get the attention it truly deserved. Nintendo have decided to stick to the 2D platforming concept for this "sequel", Yoshi's Story on the new beefy N64. Graphically the game is looking like no other platforming game we've ever seen, with gorgeous renders and other spunky eye candy effects littering the screen. As far as the gameplay is concerned, the tried and true adventure-soaked platforming that was present in Yoshi's Island is back in spades, so look forward to tonnes of secrets, hidden levels and clever puzzles. Without seeing the game in motion, it's hard to fully appreciate the realism of the colourful graphics, and in fact the game isn't strictly 2D, with some 3D effects revealing themselves throughout the game. Yoshi's Story will be packed with all those Nintendo characters you've grown to love as well as providing us with some familiar, fun action. When we all first envisioned the sort of games we'd be playing on the Nintendo 64, it included big, lush, beautiful, massively long platforming games which is what Yoshi's Story is shaping up to be. Sock it to me Mr. Miyamoto!



# F-Zero X

Nintendo 64

AVAILABLE: 1ST QUARTER '98  
 CATEGORY: RACING  
 PLAYERS: TBA  
 PUBLISHER: NINTENDO

wow-o-meter

Continuing their tradition of bringing their old classics into the world of 64-bits, Nintendo have been working on F-Zero X, the sequel to F-Zero which appeared on the SNES. F-Zero was one of the first SNES games to use Mode 7, and it's fast futuristic racing inspired many, possibly even Psygnosis' Wipeout. One squizz at these screen shots is enough to tell you that F-Zero X is now probably borrowing from Wipeout, so the favour is returned. Yes, Shigeru Miyamoto (not him again!) has been fiddling about with this one, so you can be assured that this won't just be an out and out racer. The tracks are looking very outlandish, with big long loops and sweeping curves and the vehicles will range from classic F-Zero designs to new hovercraft things. Nintendo promise that the game will power at 60 fps and that's with multiple cars on screen at once, so yippee! This could mean that F-Zero X will be the fastest racer yet seen on the N64. The only other N64 racing game to possibly compete with this is Extreme G, so we'll keep our finger on the pulse.



# Overboard!

JUST WHEN YOU THOUGHT IT WAS SAFE TO GO BACK ON YOUR PLAYSTATION!

ESRB Rating: **G** (Everyone)

Gameplay Screenshots:

- Shipyard construction
- Shark attack
- Ship combat

Logos: PS2, PSYGNOSIS, PlayStation



## MK Mythologies: Sub Zero

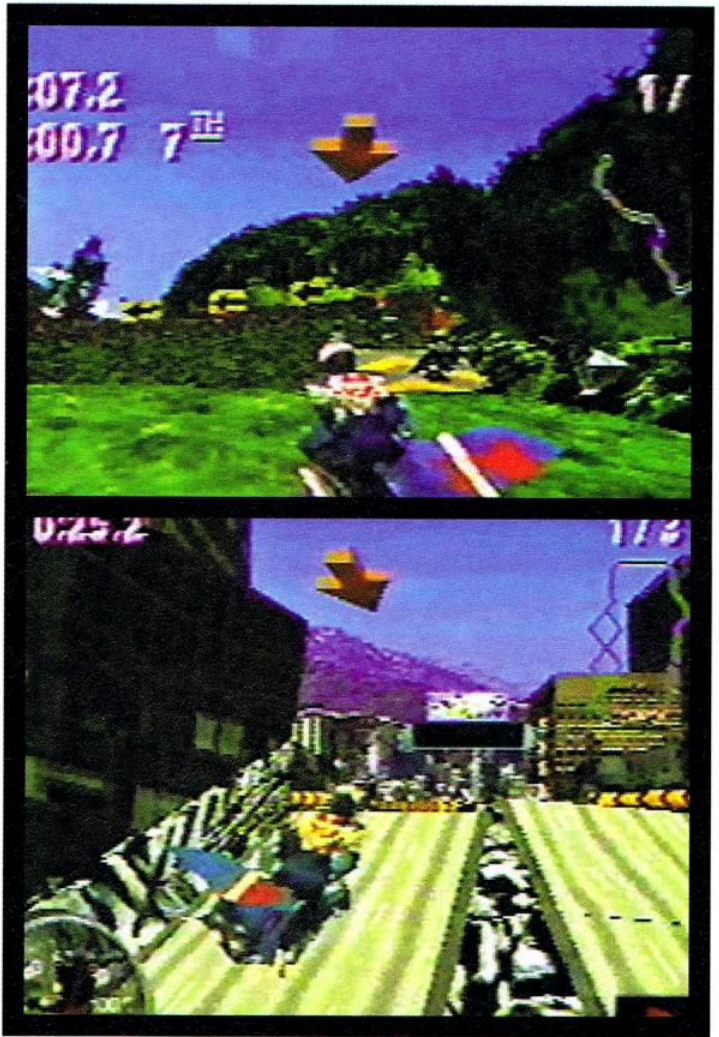
Nintendo 64

AVAILABLE: 1ST QUARTER '98  
 CATEGORY: ACTION/ADVENTURE  
 PLAYERS: 1  
 PUBLISHER: MIDWAY

wow-o-meter

The Mortal Kombat series kicks on. MK Mythologies is actually a sort of prequel to the MK fighting games that we know so well, letting the gamer discover more about the origins of the MK characters and how they met. You play Sub Zero, and the gameplay looks like more of a platforming beat 'em up than a fighting game. Your aim is to explore eight huge worlds and defeat various enemies who wander into your path - much like classic scrolling fist-fests like Double Dragon. Unfortunately, this is no longer really the sort of stuff which excites and honestly, it's a genre which is thankfully long dead - but hell, we'll see if MK Mythologies can pull one out of the bag. Midway have stuck with the digitised sprites for now, so the game has that immediately identifiable MK look, though the backgrounds will be much more impressive. On some levels, the camera will zoom in and out of the action, depending on what you're attempting to do. Most of the fighting moves from the MK games should be included, so most of you will be able to just pick up and play. A MK action/adventure game - who would ever have thought?

EF



## Jet Moto 2

PlayStation

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

wow-o-meter

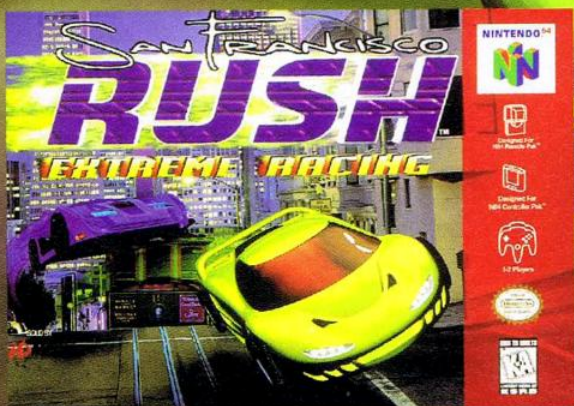
Jet Moto was a nice surprise on the PlayStation, coming hot on the heels of Wave Race on the Nintendo 64, it proved to be a pretty stable piece of water-based racing action. Of course, there was room for improvement, with some gamers being disappointed with Jet Moto's murky graphics. Well, Sony got the whips out and beat their programmers into coming up with a better sequel... and in January we will know for sure if they did a good job. Jet Moto 2 is looking pretty tasty at this stage, with 10 new tracks to fling your hoverbike around, and some cleaner visuals. There are more jumps, and the environments have been made a tad more exciting, including overpasses, tunnels and a bunch of new hazards to avoid. What Sony haven't messed around with too much, is the excellent gameplay of the original, though the handling of the bikes has been given a tweak or two. It's not looking like a brand new game to jump up and down about, but Jet Moto 2 is certainly looking like a very worthy sequel, and probably a must-have for those of you who absolutely loved the original.

EF





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## Point Blank

PlayStation

AVAILABLE: JANUARY  
 CATEGORY: SHOOTER/RPG  
 PLAYERS: 1  
 PUBLISHER: NAMCO

Bizarre. Point Blank is probably shaping up to be the first ever RPG-style shooting game! Though primarily a complete conversion of the arcade machine, there will be an adventure mode where you guide your characters around a map and enter random battles wielding your Namco Guncon. Sounds pretty cool, eh? Well, it's only really an alternate "mode" to the standard game, but still it's a very interesting addition. If you played Point Blank at the arcades, you'll be aware that this is more of a "gallery" shooting game, rather than an action/story shooter like Time Crisis. Essentially, you're shooting at targets which pop up around the screen, like cardboard cutout gangsters, balloons, ducks, targets and quirky Japanese-style characters. Over 50 levels have been promised, and they will range from basic target practice, to the solving of puzzles with the use of your itchy trigger finger. The aim here is to perfect your accuracy and reflexes, rather than you taking on the role of some sort of macho cop or Zombie hunter. It may sound too cute for your liking, but frantic shooters like Point Blank can become VERY addictive! Not only will it be nice to have another shooting game to use your Guncon with, but the addition of the strange RPG mode is a major plus, and we're pretty keen to see how it pans out.

EF



## Space Station Silicon Valley

Nintendo 64

AVAILABLE: 1ST QUARTER '98  
 CATEGORY: ADVENTURE/PLATFOMER  
 PLAYERS: 1  
 PUBLISHER: BMG INTERACTIVE

The Solar System is in danger! Evil beings have captured a space ship packed full of fancy technology which is needed by the good guys to build special self-replicating evolving robots. Who gives a shit? Well, your character EVO does, and you'll have to take the reigns and lead him to victory in this new N64 platformer coming our way. To successfully navigate your way through the 3D levels, you'll have to go head to head with a variety of Nanobots which have evolved into an array of mean animals. Animals with attitude. From Llamas with chainsaws to Foxes with rocket launchers, these bad animal robots will try and stop you completing your 50 level quest. Graphically, the game is looking quite spesh, but we weren't able to actually play through some levels, so all we can do for now is ogle at the pics and hope that Space Station Silicon Valley comes through with some kick-arse gameplay. DMA, the developers behind the game, are the folks behind Grand Theft Auto and the upcoming Tanktics - so let's hope their first Nintendo 64 game is a doozy.

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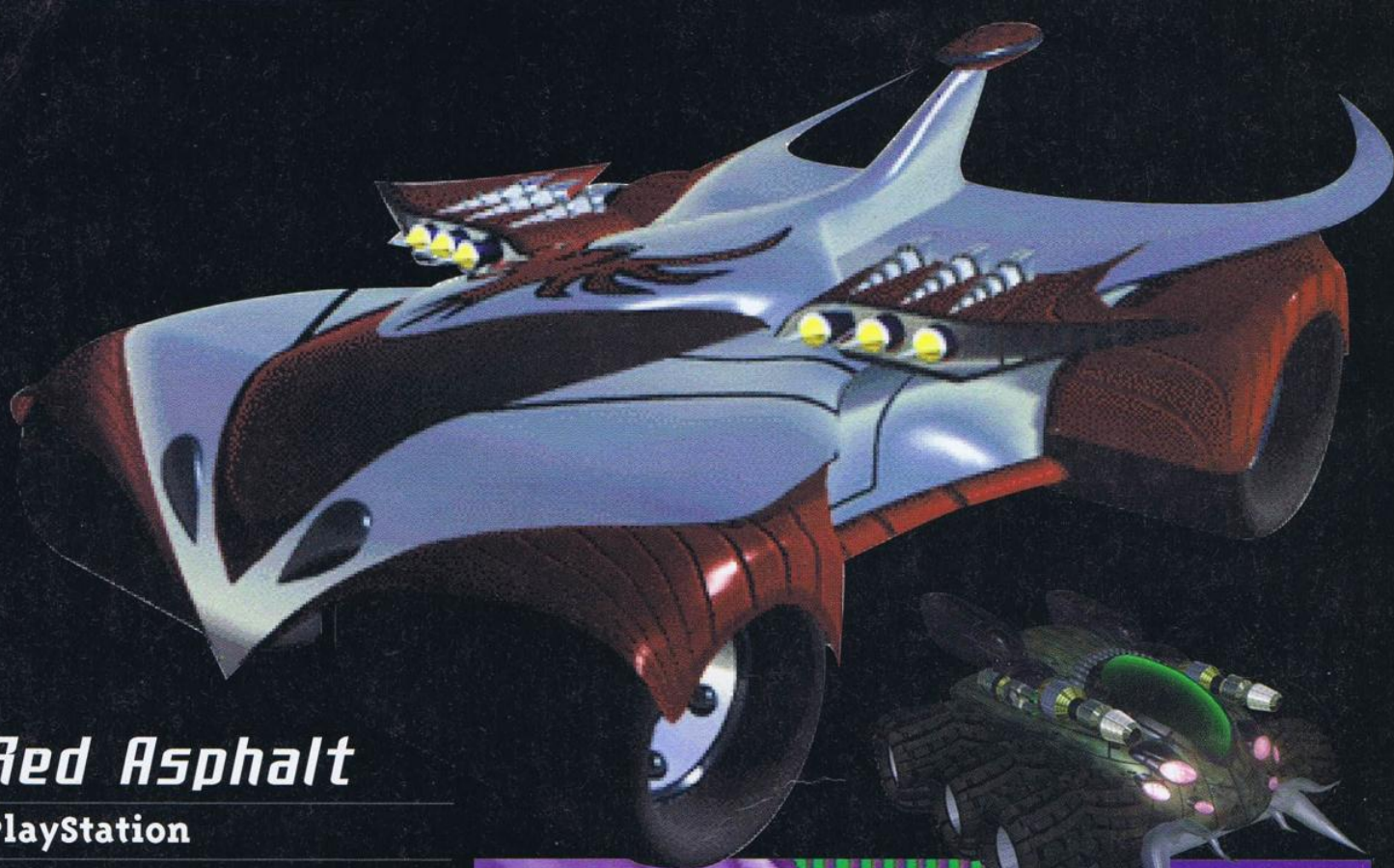
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## » Red Asphalt

PlayStation

AVAILABLE: TBA  
 CATEGORY: RACING/COMBAT  
 PLAYERS: 1-2  
 PUBLISHER: INTERPLAY

Remember Rock And Roll Racing on the SNES? Well the sequel has transformed into Red Asphalt on the PlayStation and it's looking like a hit. The developers stress that whilst Red Asphalt looks visually impressive, the most important thing was retaining the fun gameplay that made the first Rock And Roll Racing so popular. Sure, this is a completely new polygonal engine with bucket-loads of sexy effects, but the emphasis here is on gameplay. You know the old Interplay tag-line - "By Gamers for Gamers", well it may be that Red Asphalt is a prime example of this statement. So what's in it? Cars and guns!! Choose from 6 different vehicles and take to the futuristic streets of 5 different worlds to battle it out to the death on 25 circuits. Besides each car being upgradable in armour, weapons, tires and horsepower, there are six different drivers to play with. Each driver receives experience points which can be used to improve your driving skills, tactical mind or aggression. OK, so this doesn't sound terribly original, but word is that Red Asphalt doesn't play like any other Racing/Combat game on the market.



Two friends can play together using the PlayStation's link cable mode, and you can choose between all-out deathmatch or a co-operative mode which is a nice change. The game also features 20 minutes of fully rendered FMV, because egads there is a plot! Draenek, an evil galactic overlord (don't you just hate those guys?), is threatening to take over the world, so somehow this big bad dude and six other heroes end up racing each other to sort things out... How democratic! Except of course for the planet-sodomising weapons mounted on the front of each car. All the environments seem to be quite impressive, from underwater worlds to barren landscapes, and it's obvious that plenty of long nights and bleary mornings have gone into producing a racing/combat game to stand tall amongst the current offerings like Twisted Metal. Fans of the original Rock And Roll Racing needn't get too excited though, because though Red Asphalt started out as Rock And Roll Racing 2, it really is dramatically different to the original. Frankly this is a good thing, because Red Asphalt is looking very cool indeed. EF



# MYTH

THE FALLEN LORDS™



**Myth: The Fallen Lords is the first fully 3D realtime strategy game,** where epic battle rages across a richly detailed fantasy world. A multimetric game, Myth: The Fallen Lords gives gamers complete freedom to view their forces and the battlefield, orbiting around their heads or zooming in for a close-up of a melee. Mastery of formations and disciplined movement of hundreds of units is critical to survival, where large scale maneuvers end in the fury of hand to hand combat. It features cross-platform networking, while Bungie's server, bungie.net, makes playing over the Internet as easy as over the office LAN. Myth: The Fallen Lords includes maps designed specifically for network play, and alternate networking scenarios like Assassin and King of the Hill.

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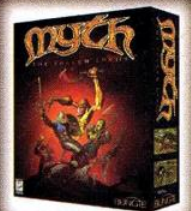
RATING

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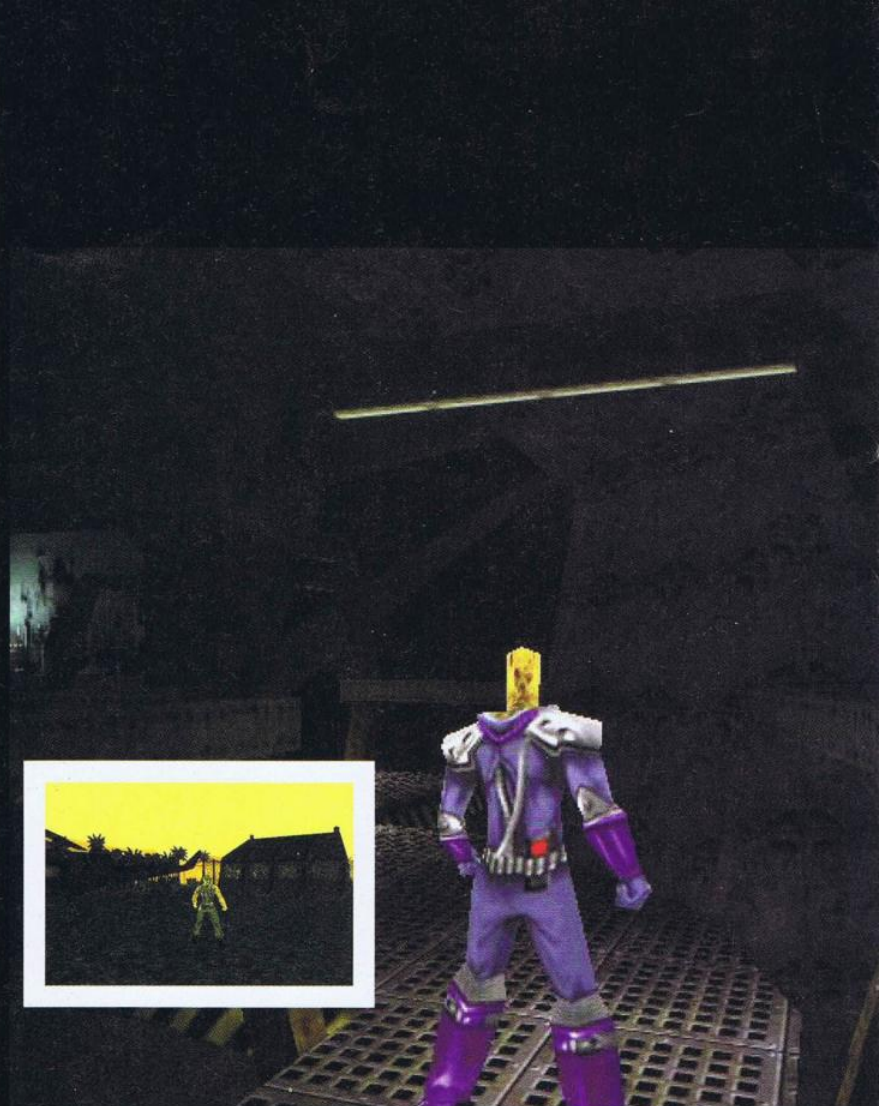
## » The Gatherer

PC

AVAILABLE: MARCH  
 CATEGORY: 1ST PERSON  
 PLAYERS: 1-MULTI  
 PUBLISHER: 7TH LEVEL

The Devil finds work for idle hands to do. That's what they say... and in the Gatherer from the 7th Level team, it's absolutely true. You see, you're working for the dude, and he don't take no shit. The year is 2203 AD, and you are a soul burning for all eternity in Hell. Cheery, eh? For your freedom, you must find a number of rogue demons who have scattered themselves throughout time. Mr. Pitchfork wants you to personally hunt them down and this is where the adventure begins. From ancient Egypt to Medieval times, this is a bit of an action/adventure hybrid which allows the gamer to play in either first person or third person modes. The task may be rather difficult, but thankfully you'll have the use of over 40 weapons and a variety of innocent objects to fiddle with. 70 3D characters populate the game ready to tear your throat out, and there's a nifty replay feature so you can watch your grizzly death over and over again. It'll be interesting to see what the censors think of this one, it being all dark and evil like, however Satanic imagery certainly didn't hinder Doom, Doom2 and Quake. The multiplayer side of things is a bit of an unknown quantity at the moment, but the fact that each world is set in a different time means that the technology could be different each time you join a game, so immediately that's a new challenge. We'll keep an eye on this one.

EF



## Chameleon Twist

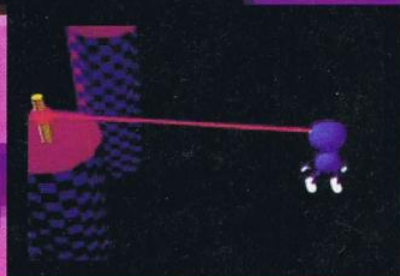
Nintendo 64

AVAILABLE: TBA  
 CATEGORY: PLATFORMER  
 PLAYERS: 1-4  
 PUBLISHER: SUNSOFT

wow-o-meter

Some strange games are on the way. From the minds of some freaked-out Japanese programmers comes Chameleon Twist, a 3D platformer with a most unusual hero. In the never-ending search for new mascots, Nintendo may just have stumbled onto one by mistake in the form of this Chameleon man. His primary weapon is his deadly tongue! It can grab and squeeze, be used to swing around on, be used for pole vaulting or just as a simple blunt weapon. Oh, the things I could do with a tongue as versatile as that! Yes... well anyway, it certainly makes for some interesting gaming. Though the explorable world is no great step away from Super Mario 64, the original character approach may just be enough to elevate Chameleon Twist head and shoulders above it's challengers. As usual, the game is looking exceedingly cute at this stage, so like Mario, it's going to have to have some killer ideas to win over an Australian audience.

EF



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# Nagano Winter Olympics

**N64/PSX/PC**

**AVAILABLE: JANUARY '98**

**CATEGORY: SPORTS**

**PLAYERS: 1-4**

**PUBLISHER: KONAMI**



Konami have ventured into this genre before with International Track & Field, which was loved and hated by gamers everywhere. This time around with Nagano Winter Olympics '98, the gameplay and visuals are looking far superior to any other multi-event sport title on the market. Featured events are luge, snowboarding, bobsled, skiing, ski-jumping, speed skating and curling (which may sound like something you'd have done in a hairdressing salon, but is actually a game similar to bowls played on ice), with there being 12 events in all. The game will be slightly different on each specific platform due to the hardware, like the Nintendo 64 version for instance will feature more Snowboarding and the PlayStation will have more ice-skating, and the PC will probably have everything and 3DFX support too. There will be an Olympic mode and a championship mode, with each player being ranked on their performances and in-game commentary. All the athletes will be motion captured, texture mapped blah blah blah and you can be guaranteed it'll look spunky as hell and the N64 version will have some surprisingly good MIDI sound. When you factor in the simultaneous four-player mode, then Nagano Winter Olympics could be a surprise hit.

EF

## Auto Destruct

**PlayStation**

**AVAILABLE: JANUARY**

**CATEGORY: ACTION**

**PLAYERS: 1**

**PUBLISHER: ELECTRONIC ARTS**

Did you think Twisted Metal lacked in variety? Did you feel that Felony 11-79 was over too soon? Well, stop sniveling, because EA are bringing Auto Destruct to the PlayStation and it looks like combining the best elements of both games to give you more bang for your buck. You play the part of a retired racing champion whose beloved wife and child are cruelly murdered by an evil cult called the Disciples Of Lazarus. Hell bent on revenge, you sign up with a mysterious "agency" and take to the streets in a deadly set of wheels. The game requires you to race around the streets of some of the world's most famous cities, inflicting extreme vengeance on any cult followers you can find. The game is mission based though, so you'll have to take orders and complete a variety of tasks from escorting vehicles to seek and destroy type affairs, whilst keeping an eye out for cult members. All the ingredients are here for some rockin' action, with big beefy weapons and some rad cars, so EA have a winning combination here.

EF







# Steep Slope Sliders

Saturn

AVAILABLE: FEBRUARY  
CATEGORY: SPORT  
PLAYERS: 1  
PUBLISHER: JUC

www-o-meter

The Saturn is soon to receive its very own "cool boarders" style snowboarding game. Currently tagged Steep Slope Sliders, things look quite similar to the Sony shred fest. One noted difference is that Steep Slope Sliders seems to have a bit more of a "go anywhere" feel which is whatcha whatcha want whatcha want. Excuse that sudden Beastie Boys outbreak. As you tear down the hill, you can choose to maybe take a shortcut over the rooftop of the lodge or whatever. The polygon characters look a bit dorky and flat, but hey we've said a thousand times that graphics do not maketh the game, so SSS could in fact be a killer piece of fast furious fun. Performing tricks is again the focus of the game, so how this is to be achieved we're not quite so sure, but it makes sense that it'll be similar to Cool Boarders in this respect also. Sega currently have Top Skater at the arcades, and possibly this snow boarding game will take a few ideas from that. We're just happy to see a cool new Saturn game on the horizon!

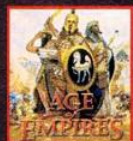
EF



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# QUAKE

## CHALLENGE

The Hyper Quake Champion awards, with your host Armand (Dan).

Well, this is far and away been the most entertaining comp for us at Hyper ever. It's been the first time you've been able to record a demo of the game and send it in on a floppy disc, and it has been a wonderful success. We saw TONS of entries, with most of them all being for the fastest time on level E1M6.

*E1M6 - Door to Chthon.*

This turned out to be my biggest "Doh!" of the year. Unlike most of our entrants I failed to realize you could simply jump across the lava pit in front of the gold key, either by a rocket jump (yes, the bottom of the lava pool was that close), or, as our fastest entrants discovered, by a grenade blast from that ogre waiting underneath you.

### THE WINNER

NAME: **Luke Nan**

TIME: **11 seconds**

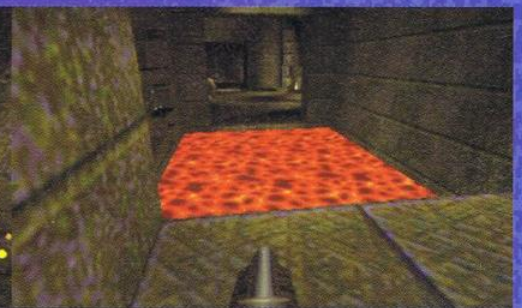
Essentially the only thing that put Luke ahead of the competition in the end was taking near perfect lines, as we saw a bunch of 12 second entries. There actually was another 11 second demo from Brian Cowan, but Luke mailed his entry off a week sooner (hard luck Brian). If you get the demo off the Hyper@ctive web site, and you were one of the folks who got around 12 seconds, you'll be kicking yourself for not having run the exact edge of each of the door frames.



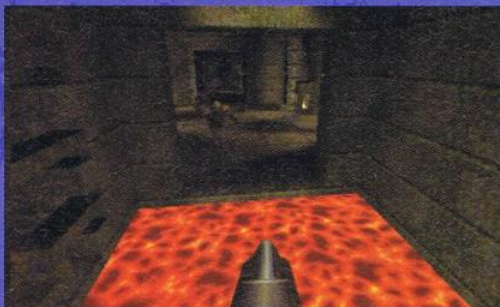
Running straight to the lava pit that guards the gold key might not have seemed like a good idea



Luke turns his back to the pit as he lands and is immediately struck by a grenade...



Luke has jumped at the same time and as a result ends up flying across the pit and onto the key.



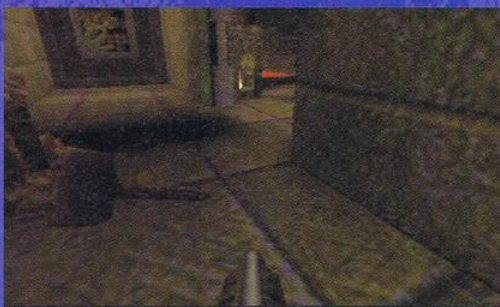
Now he starts forward again and jumps across the lava pit, which is only possible this direction.



As Luke lands, he starts heading towards the door on the right, strafing away from the ogre.



The door opens to reveal an ogre. Since Luke, puts in a shot, it puts the ogre on his arse.



This proves to be invaluable, as it makes his path to the next room clear, saving precious time.



Luke simply heads in a straight line to the switch on the floor...



Running in the dark, Luke passes an unwary shambler and falls into the exit. All this in 11sec!

they're BACK!



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## E2M4 - The Ebon Fortress

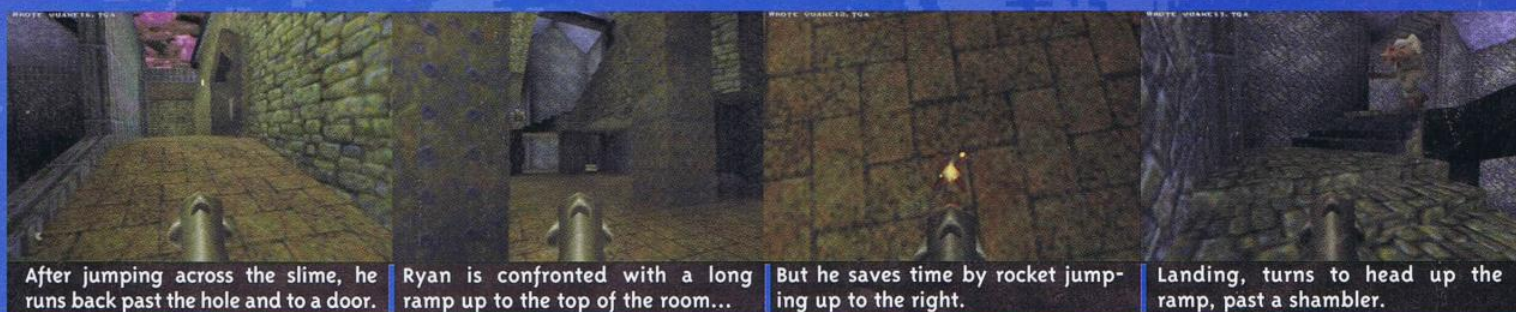
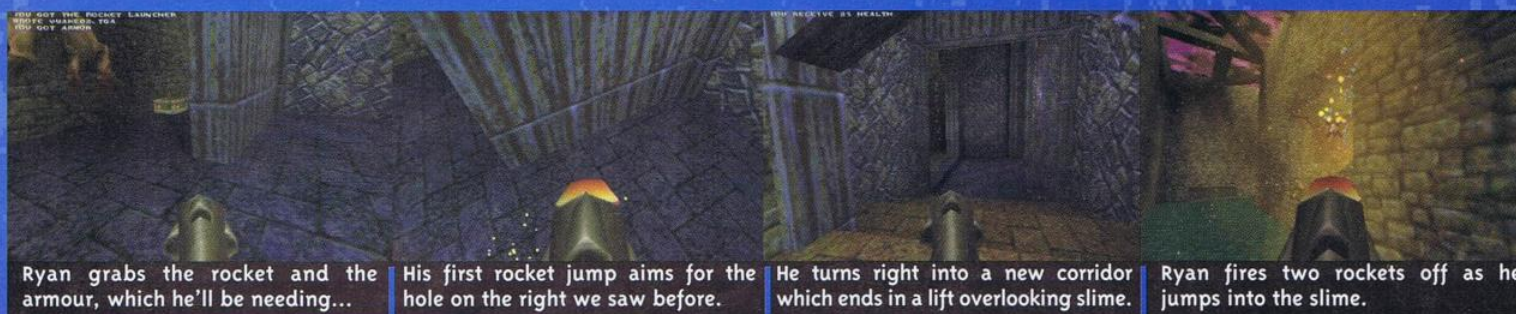
This level had the least amount of entries, and it's easy to understand why, as it is far and away the longest of the three demos to do, and the easiest to die in, making recording a successful demo a much more difficult task. Even the best demos for this level saw the player near death at some stage. The key to completing this level in a good time had to do with firstly, being able to do clean rocket jumps that caused the least amount of damage to yourself, and secondly, to choose the best time to apply that skill.

### THE WINNER

**NAME:** Ryan Newton

**TIME:** 1.04 Minutes

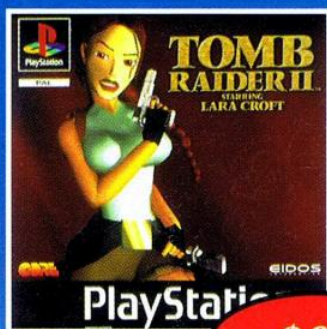
Ryan's entry was extremely gutsy near the end, where he came extremely close to dying whilst getting past the shamblers on the bridge, near the end of the level. To shave further time off this demo would require maybe an extra rocket jump somewhere, simply to move along a corridor faster, or perhaps to get across the slime pool... in any event, to beat Ryan's time would require some true freakiness!



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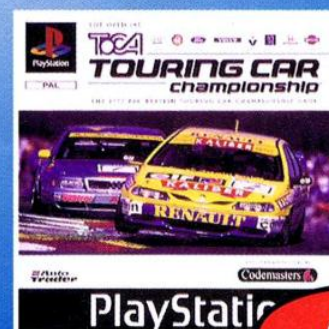
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## E2M7 - The Underearth

This level only got a few more entries than E2M4, and that didn't surprise us much either, as to get a really good time requires the ability to perform grenade jumps, which most people would never even think to try. What impressed me is that a couple of entrants used grenade jumps in a different place to where I did, taking a more immediately painful, yet faster all round path (gutsy stuff).

### THE WINNER

**NAME:** Tom Wilson

**TIME:** 39 Seconds

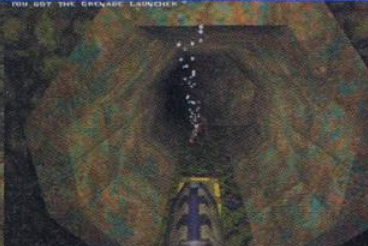
Tom showed that he's researched grenade jumps to a fine art, as he actually uses his opponent's body to trigger the blast as he jumps, which looks pretty spectacular... and I'd kill to see it used for a practical purpose in a deathmatch. Other than that, Tom just made sure he didn't stop for anything, and his time would be extremely difficult to beat.



Tom heads straight down into the water on his right, the swims to...



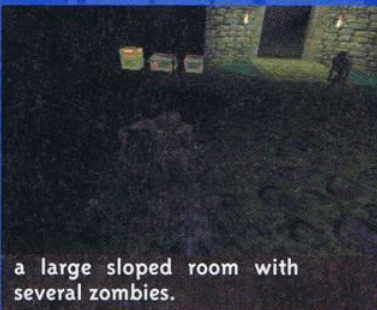
This room with an ogre, whom he promptly ignores, and heads on.



Tom gets the grenade launcher, and takes out a zombie in his path.



There's another zombie there, but Tom just runs past into...



a large sloped room with several zombies.



Tom runs to a zombie near a ledge of to the left, and pops a grenade.



He jumps at the same time, giving him the height he needs to get up...



onto this ledge, whilst taking the zombie out... bonus!



The ledge leads to some health which he now needs after the blast.



He rounds the corner, and sneaks past a stupid ogre.



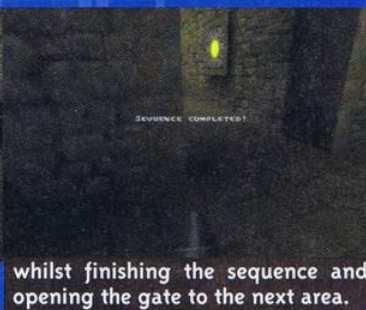
He runs along the bridge, shooting an equally stupid death knight.



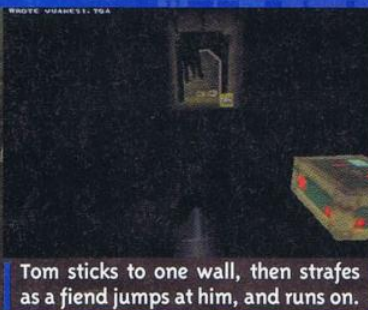
Tom enters a chamber with a rotating nailgun trap, hitting switches.



He moves around the chamber, avoiding nails and the guard...



whilst finishing the sequence and opening the gate to the next area.



Tom sticks to one wall, then strafes as a fiend jumps at him, and runs on.



Nearing the exit, Tom heads for a switch to unlock all the doors.



The doors lower, and Tom gets ready to blast the zombie and hit a switch.



He then moves to the other side of the room and repeats the process.



This unlocks the gate at the top of the stairs...



Which reveal the exit... and help Tom win his ID Anthology... Woohoo!

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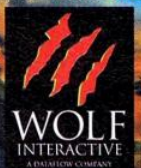
– Computer Gaming World

**"If StarCraft doesn't live up to expectations, we'll eat an orc"**

– PC Gamer



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# Test Drive 4

Known for being too stingy to buy anything, Ren Hoek was only willing to test drive Accolade's latest racing game.



The Test Drive series must be in the running for the "most videogame sequels" award, with plenty of versions seen on other consoles, but none of them really managing to capture the feel of hooning cars around at ridiculously high speeds. Most of the time the so called high speed cars drove like Volvos towing a 50 tonne brick, and the graphics in these earlier versions didn't make up for the half-arsed gameplay. Well this time Accolade seem to have done a really good job of Test Drive. The cars moves at high speeds, they handle much better than they ever have before, and the graphic engine is one of the best seen on the Playstation, and hey those high speed bloody brilliant smashes don't hurt either.

Cars available in this racer include the Jaguar XJ220, the Nissan 300ZX, the Cheverolet Corvette, the Plymouth Cuda and the Dodge Viper, as well as a few other lesser known speedsters. Each car has slightly different handling, and great styled looks that really scream out "SPEED". The cars are modelled very well graphically and look very much like the real thing as they hurtle around the courses. Finer details like wheels that can be seen spinning and turning, brilliant texture mapping on all surfaces of the car (even underneath which is quite visible when the cars roll over and over and over), and light sourcing effects really make the cars look like some of the most impressive ever seen in a Playstation racer. On top of this they leave really thick black lines all over the road whenever the cars spin their wheels (which is quite often), and the temptation to fang your car all over the road is often too hard to resist.

### Pot Luck?

Five courses are available to race in the various championship modes in the game, and they range from the bustling streets of San Francisco to the long sweeping country roads of Switzerland. Some of the courses like San Francisco and Washington DC are crowded with





THE COPS FIND A CAR TAKING A NAP ON A 5 LANE HIGHWAY

traffic travelling in either the same or opposite directions, and even have side streets that allow traffic to flow across your vehicles path. This, of course, results in some very nasty high speed collisions, which are often the highlight of the game. One such section in San Francisco has you driving down the a hill riddled with crescents and huge drop-offs in the road, where you can get airborne for over 300 meters before landing and colliding with some punk-ass driver trying to cross an intersection in the road. Others will see you driving along a huge straight in a mountain road doing over 280 Kms where another stupid driver will just pull out right in front of your car. This will make you either scream or laugh at the carnage the mongrel just caused, as it often comes down to pot-luck whether you make it through some intersections, but in the end it's all good fun.

**Idiot Drivers**

The AI of the computer drivers ranges from smart to stupid. Often when driving side by side with you, the computer driver will nudge your car purposely causing you to hit the wall and roll repeatedly, and other times you'll watch them drive head on into accidents that Stevie Wonder could have avoided. The unpredictability of the computer drivers makes the game even more fun, as your car has really limited manoeuvrability at high speed, and because of this you must really keep on the look out for idiot drivers.



Many times you'll just slide through a six car pile up while doing over 300



THE MORE PLEASANT VARIETY OF SKID MARKS

kms, amazed at how you managed to do it, but given time you'll be pulling off these moron-evading manoeuvres all the time. Speaking about the cars handling... there isn't anything you'll find in here that isn't done better by the likes of Porsche Challenge, although the games sense of speed really makes up for this. Powreslides are in there, but they often result in too much speed loss to be effective, and considering that many of the courses are mainly straights with the occasional tight corner, you may not find the power-slides all that useful. One really annoying feature in the game is the cop cars. Even though you drive the state of the art in high speed driving, the standard issue pig trucks still manage to overtake you EVERY time. Occasionally you'll send their dog-ass into a wall, or another car, but most times they catch you and this really slows you down.

Although Test Drive 4 dosen't present anything new to the racing genre, what it does have is quite enjoyable. It's really the Test drive game that we should have had in the first place, and if you're a petrol head, or just like racing (and crashing!) really expensive cars then Test Drive 4 could be the game for you.



AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-2 (LINK)
PUBLISHER: ACCOLADE
PRICE: \$79.95
RATING: G

**FREAKOMETER**

Hey, it's a test drive...It's not like you're smashing real cars...have a go!

**VISUALS**  
85

**SOUND**  
70

**GAMEPLAY**  
82

**OVERALL**  
83

A good racer that finally lives up to the Test Drive name



THEM IS THE SKIDS



THEM THE SKIDS TOO!

# Castlevania: Symphony of the Night

*As soon as this arrived at the office, Elot Fish pounced on it and started growling strangely. We didn't want to go anywhere near him...*

Memories... like the corners of my mind... ahhhh, the old Super Nintendo, what a joyous time I had. I was a bit of a Castlevania fan even from old NES days, so as soon as I heard this was coming to the PlayStation I was stoked. The intro to Symphony Of The Night lets you take control of Simon Belmont and re-live the final moments of the last Castlevania game which appeared on the SNES - what a trip! Classic stuff. As soon as you do away with the old codger, the screen warps into a burning photo and you're given an update of what has come to pass. Belmont has not been seen, and the mysterious castle has once again appeared. You must now play the part of Alucard (read it backwards), half-human/half-vampire who decides to head off into the castle to destroy it once and for all...

### Fangs for the memories...

Regardless of it's 32-bit platform this time around, Castlevania: Symphony Of The Night hardly looks or plays any differently from the old SNES days. At first you may be disappointed that Konami didn't make this 32-bit sequel a visual masterpiece, but honestly, I don't think it would have suited the game. Look at it this way... this is the continuation of a classic series and the game is primarily for fans of the previous games. Polluting the game with lens-flares and other sexy effects may have compromised the game in other areas and detracted from what is essentially a 2D platforming adventure. There are moments though when something incredibly phunky happens in the graphics department, but





OH NO... THE 7TH SIGN... WHOPPING BANANAS IN THE SKY!



Plate Lord  
CLOSE RELATIVE OF SPOONMAN & FORKBOY



GOT THAT NORSKA FRESH FEELING



PROOF WE'RE NOT THE ONLY USERS OF "HAVE AT YOU!"

for the majority of the game, you'd think you were using a SNES. But who cares! When the gameplay is addictive and fun as this, you get sucked in away. If you ever played Super Metroid on the SNES and thought it rocked, then you'll love and adore Castlevania: Symphony of the Night. If you've never played a Castlevania game, nor enjoyed classic games like Zelda 2 on the NES, then maybe you'll find CSOTN dated and dull... who knows. What I do know, is that I was hooked till the very end. It's simple, very old school and I love it!

#### Is that a stake in your pants?

CSOTN has more RPG elements this time around than any previous Castlevania game. Your character Alucard has everything from hit points, stats, items to equip to various parts of the body, spells to perform, magical items to use and familiars to conjure. As you adventure around the castle in true 2D platforming style, you'll stumble across armour, shields, cool weapons and even money to spend at the library - not on overdue books you twerp, on stuff for your inventory. Like Super Metroid, the castle is huge and there are secret rooms and passageways that are NOT on the map. It's up to you to hit the walls



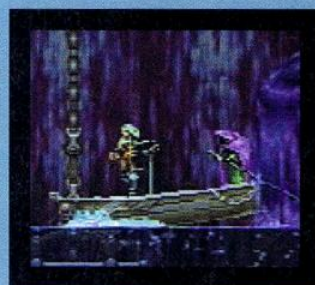
Axe Knight  
REMEMBER THAT HORSE IN THE GODFATHER?

with your sword to see if they crumble, revealing items you wouldn't otherwise find elsewhere in the game. There is also a clock ticking away and a percentage rating, so there's incentive there to find everything and as efficiently as you can.

During your stay, you'll obtain certain orbs which can give you different powers, such as turning into mist, a wolf or a bat. Other orbs will tell you your enemies names and hit points as well as providing you with extra powers. Performing spells, requires you to pull off tricky control pad moves ala Streetfighter, which is a very cool idea. In the heat of a battle, it really ups the challenge. The bosses in Castlevania really are excellent - they look great for starters, and in true classic style, they all have a variety of attacks and there is a definite pattern to figure out if you want to beat them successfully. Finding everything in CSOTN will take you ages, as the castle is huge and your path is constantly blocked by bigger and badder creatures. The beauty of the gameplay lies in finding items which allow you to backtrack and get past something which was previously baffling you. Addictive and entertaining, with nice detailed animation and awesome music and voice acting - this is a winner. Lovers of classic SNES games like Super Metroid absolutely MUST buy this game, and the rest of you should at least check it out, it may be what you're looking for... classic gaming.



OH SHIT!



AVAILABLE: NOW
CATEGORY: PLATFORM/RPG
PLAYERS: 1
PUBLISHER: KONAMI
PRICE: \$TBA
RATING: TBA

#### FREAKOMETER



Must love classic adventure platformers. Those who started gaming at 32 bits, beware

VISUALS  
73

SOUND  
75

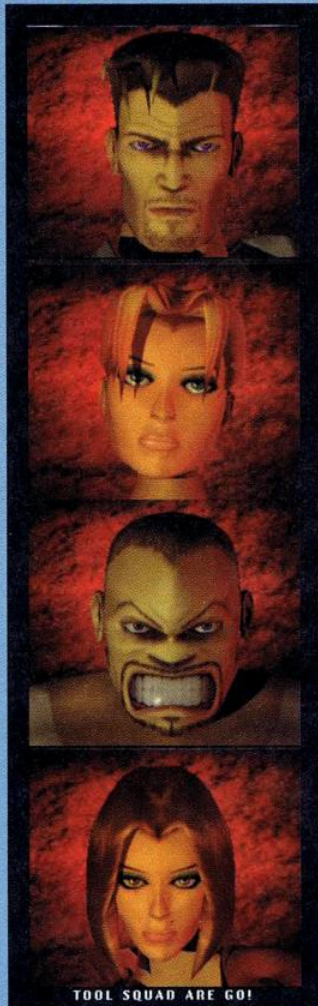
GAMEPLAY  
85

OVERALL  
82

Cool shit. Lots of adventuring and big, nasty bosses make for a lasting piece of platforming

# Fighting Force

Traditionally a lover of games that involve hurting people lots, Dan Toose should have loved *Fighting Force*.



The first real venture into the 3D fighting game on the console scene was *Die Hard Arcade* which was pretty cool, suffering only really in that the game was not long enough. Core Design, best known for the fabulous *Tomb Raider*, have leapt upon the opportunity to create the first game of this kind on the PlayStation. The basic theory was to go further than *Die Hard Arcade*, by giving the player more freedom of movement in a 3D environment, and give them more interactivity with the environment. The aim of *Fighting Force* is as simple as it gets, simply beat up anyone in your way.

Creating a 3D environment for a beat em up is perhaps a slightly easier task than for a game like *Tomb Raider*, in that you're not restricted to using a block based engine. Nevertheless, Core have come through with a decent looking battle arenas for you to tonk through. The subway level actually looks like a subway does, etc. The

characters in *FF* also look pretty good, with animation that isn't quite up to par with your average 3D fighting game, but considering that the game is also keeping track of a 3D environment and more than just two combatants, it is under-





GET OFF YOU FREeloadin' DITCH!



LETS DO THE TIME WARP AGAIN

standable. If anything, Fighting Force ends up looking funny, as the way attacks end up coming out sometimes look a little uncoordinated. Always hilarious is the way that neither the bad guys nor the characters have any particular reaction before being hit by a heavy object, like... an engine block for example. There are some "special" effects like streaks behind a few of the more powerful attacks, but they're not of the same sort of standard as those in a game like Soul Blade or Last Bronx.

One area that really could have used some work is the sound effects, which quite frankly were about as poorly thrown together as it gets. Considering that Core were so generous to include so many items that you can pick up and throw at your opponents, surely the idea of putting in a few different sound effects was not so obscure that you'd overlook it? Throwing an engine block at someone causes the same sound effect as throwing a briefcase or a tyre, which is pretty lazy.

#### Break stuff... it's fun!

Core have managed to include more breakable items in Fighting Force than other beat em ups we've seen in the past. Or perhaps I should say the environment reacts better than previous games. If you start beating up a Coke machine... a can pops out, and yes, you can drink it! Other funky destroyables include the turnstiles at the subway (haven't we all wanted to kick crud out of those?), and cars (which produce tyres to throw once tonked). One of the best things in Fighting Force is the inclusion of four characters which whilst having different attacks, all use the same control method, which is kind of good on one hand in that you can use any character once you learn how to use to use one. Your attacks include kicks, punches, turning punches (for rear attacks), grabs (which you can turn into four different attacks), and a special move that gets you out trouble, but

takes away some of your energy. Regardless of the options available, you'll mostly end up button mashing.

Now the main focus of these sort of games is generally pure, simple fighting fun. The fun is usually generated by giving you a variety of moves, and opponents of varying levels of difficulty to battle on through. This is where Fighting Force really suffers badly, as the AI in the game is so miserably bad, and the amount of damage that the opponents cause when they hit you is so small, that pretty much anyone could play through the game in one sitting. To further emphasize this, I was being attacked by three punks, and then drew my attention away from the screen to open an envelope with my left hand, whilst I just kept button mashing with my right... When I'd finished opening the envelope, there was only one opponent left alive, and he was half dead. Put simply, there's really no inspiration to play a game where you win without trying. Just a few simple tweaks, like ensuring enemies attack you in unison, rather than waiting their turn would have made the game challenging enough to be far more interesting.

Fighting Force ends up being a game which is really fun at first, and has lots of nice little features thrown in, but after ten minutes you get sick of doing the same thing over and over, and the lack of a growing challenge makes the efforts in the "novelty" features a bit of a waste. Maybe more fun for a non-gamer.



AN UPLIFTING BATTLE...



GIRLS WITH GUNS... WOORHOO!

AVAILABLE: NOW

CATEGORY: FIGHTING

PLAYERS: 1-4

PUBLISHER: CORE

PRICE: \$89.95

RATING: MA15+

#### FREAKOMETER

All that's required here is an interest in hitting things.

#### MULTIPLAYER

Non-inspiring. Unfortunately, multiplayer makes it even easier, and thus less interesting. Maybe beating each other up might be fun...

#### VISUALS

80

#### SOUND

69

#### GAMEPLAY

63

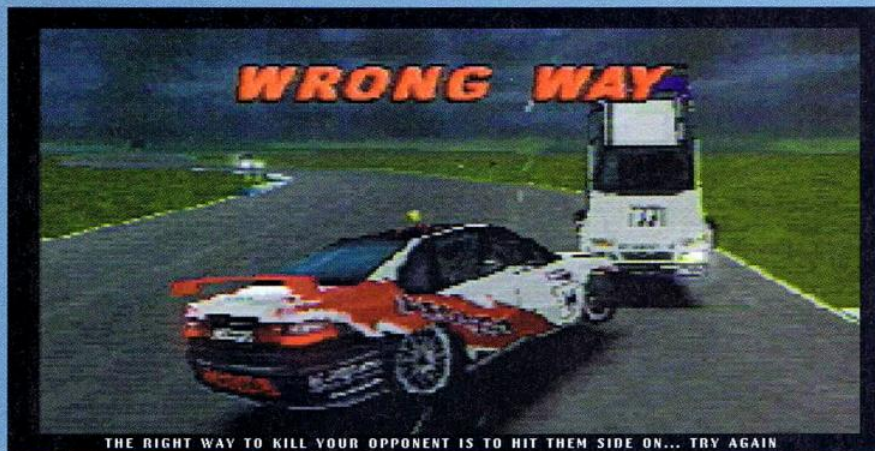
#### OVERALL

65

Fighting Force had the potential to be great, but a lack of difficulty and variety in challenge made it fall a bit short

# TOCA Touring Car Championship

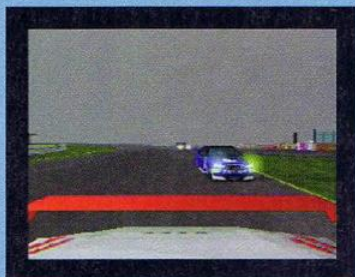
Not confusing this with the other Touring Car Championship which is a pile of smelly underwear, Ehot Fish took to the track...



There are driving games and then there are driving games. TOCA Touring Car Championship is a driving game, and probably the most realistic racing game on the PlayStation. In fact, it's absolutely punishing. TOCA is still excellent fun though, and if you stick with it you'll be incredibly satisfied by the time you've mastered the tracks and proclaim yourself king of the hill. TOCA may even drive you to the point of fanaticism, where you'll lock the family out of the house, push everything off the coffee table, drag the fridge into the living room and strap yourself into the couch for a serious session.

*It's raining, it's falling...*

The graphics in TOCA are just that little bit better than great, and all the camera perspectives on offer are excellent. How often can you say that the internal camera view is actually playable in a racing game? Well, not only is it





EASY RIGHT... HARD LEFT... LONG ANNOYING LENS FLARE...

playable in TOCA, but it looks very cool too. You can actually see your polygon arms gripping the wheel and changing gears. If the weather is bad, then you'll have the windshield wiper stroking the windshield in front of you too. The weather effects in TOCA are definitely some of the best seen in a PSX racing game, with rain drops whipping into your face, snow pelting down and even foggy, stormy and of course sunny conditions to make the racing that tad more unpredictable. Using the cockpit view with an analogue wheel in stormy weather quite simply rocked my world, and I was engrossed to the very end. If you're stuck playing with the old digital pad though, don't panic, because the game's options give you the opportunity to adjust the sensitivity of the d-pad as well as configuring the buttons. Like F1 from Psygnosis, TOCA has a rear camera view which you can flick to if you think cars are closing in on you, which I've never really bothered to use in other racing games. Here I used it often, as the whole experience is so realistic that you do start to get extremely competitive in your driving. The cars also look hot coming burning down the track behind you!

#### Handle with care

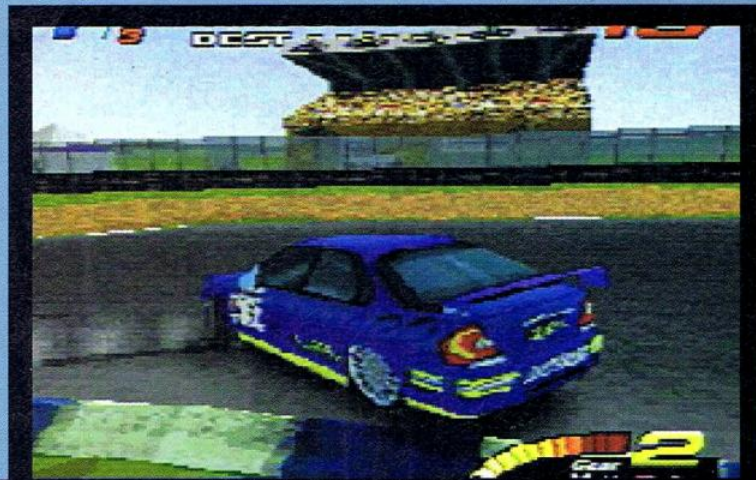
The physics model and car handling in TOCA is top notch, and certainly right up there with the best. You'll find that powersliding is incredibly hard - possible, but bloody difficult without totally spinning out - which is quite true to life really.



You have to dextrously apply your brakes, shift gear and slowly arc the wheel to achieve the desired results here... there ain't no willy-nilly corner cutting or on and off accelerator work possible in TOCA. Just imagine you're there, and



RUNNING OVER A FLOCK OF SEAGULLS...



THE ULTIMATE DONUT MACHINE...



HEY... CHECK OUT HER BOOT, AND HER TAIL-LIGHTS... WAHAY!



drive seriously. This really is a game for racing nuts who like their games to be as anally realistic as possible. Having said that, Codemasters still made room for some cool crashes and wreckable vehicles, with your car's windows popping out and bumper bars falling off with any high-speed altercations on the track. Only the straight up championship is on offer (though you can race a time trial or single race if you'd like), but there are a number of nice cars to choose from. The Honda Accord is here, along with an Audi, Volvo and others including some which you'll have to unlock. In 2-player split-screen mode, unfortunately there are no computer controlled cars in the race with you, but it works very nicely and the computer will help bad drivers "catch up" which keeps things nice and competitive. When you play TOCA, promise me one thing, turn off that infernal dance music and listen to the incredible sound effects in the game... the engine noises are amazing, as are all the environmental effects. If you drive manual, it will actually help to listen to the engine whilst you drive. Codemasters haven't really put a foot wrong here, and this is an excellent driving game for all the petrol heads out there.

AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-2

PUBLISHER: CODEMASTERS

PRICE: \$89.95

RATING: G

#### FREAKOMETER



Yep, you really gotta love the smell of petrol fumes

#### MULTIPLAYER

The 2-player splitscreen is a treat, and if you're both good, then it's great

#### VISUALS

87

#### SOUND

89

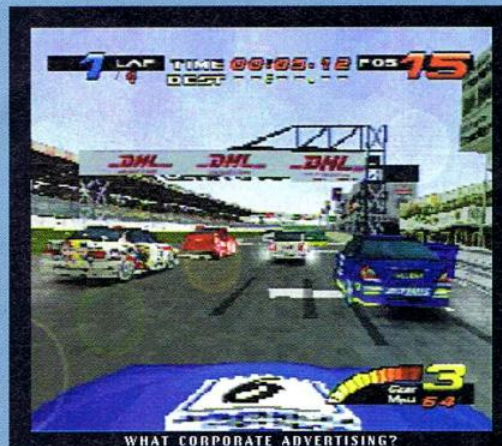
#### GAMEPLAY

85

#### OVERALL

86

A wonderful driving game for those who love getting the best out of their four-wheeled friend



WHAT CORPORATE ADVERTISING?

# Nuclear Strike

The Strike series continues... Ehot Fish was a bit of a Soviet Strike fan, so we rostered him on for this mission...



It's back! The Strike series rocks on with its second PlayStation game, though it's been rolling on from SNES and Megadrive days. Soviet Strike was a game which initially confused the hell out of you, and the graphics engine was a bit of a chugger, so many gamers gave up on it early which was a bit of a shame. Soviet Strike was, and still is, a piece of hardcore action gaming with awesome presentation and tough-as-nails missions which was stupendously rewarding when you nussed it out. Well, I have great news to deliver... Nuclear Strike is not only just as good, but the programmers have gone away and tidied up their code to bring us the best looking and best performing Strike game yet.

**Push the button!**

Nuclear Strike seamlessly carries on from Soviet Strike, with the same "team" briefing you via the well-produced FMV, and exactly the same menu layout and control system. This is good, because they all rocked in the first place. What has been changed is the graphics engine, which is now craploads smoother than Soviet Strike ever was, which will make it immediately more playable to a lot of gamers. Though the first mission isn't easy, it is certainly a lot easier than any of the Soviet Strike missions, with more fuel and armour around the place to help you through. There is also a lot more going on this time around, with all sorts of side-missions on top of your given objectives. Just when you think you've com-







PERMISSION TO GET SHOT UP IN COMBAT... PERMISSION GRANTED



I LOVE THE SMELL OF A BOMB IN THE MORNING...



ROCK VIDEO CLIP?

pleted one of your objectives, something will go horribly wrong and you'll be sent off to retrieve something, save someone or blow something up - and then you have to return to what you were doing before time runs out. If you found SS way too hard for your liking, then you may feel a little more at home in Nuclear Strike. It's easier to a degree, making the learning curve a little less steep, yet it still requires the gamer's every attention. A better targeting system has been introduced too, so you can tell which enemy craft you'll hit if you fire off your missiles. This helps greatly when the terrain is a bit hilly, you'll know if you have a direct line of fire or not. Yay! There was nothing worse in Soviet Strike, than lining up a tank, firing off your rockets to have them pound into the hill next to you because you couldn't tell if your helicopter was at the right altitude.

sense of humour is present in Nuclear Strike too, with enemy soldiers yelping silly comments when you nail them, as well as funny graphics in some areas of the map (who could forget the sunbaking tourists in Soviet Strike!?). You'd be hard pressed to find another action game which is as engrossing as Nuclear Strike this summer, so if this sort of covert military stuff is up your alley, then you can't really go wrong here. It seems obvious that the game's programmers took what they had in Soviet Strike and fixed up all the bits that the gamers complained about, put together some cleverly thought out entertaining new missions, and packaged it all nicely to make this the best Strike game ever!! Rejoice!!



YOU TWISTED FIRESTARTER.



HOW CAN WIN THE WAR? YOU CAN'T EVEN LAND RIGHT

### Duck and cover

With Jungle Strike, there was the odd mission where you would have to leave your craft. Well, it didn't work too well in Jungle Strike, but this idea has been utilised correctly in Nuclear Strike. At some stages during missions, you get to switch between helicopters or even command a hovercraft for instance. This is a nice variation in the gameplay, and adds to the feeling that the map you're flying over is well and truly alive and existing regardless of your presence. Using your map and mission info may at first seem complex, but once you get the hang of it, you'll be using it regularly to check up on the whereabouts of enemies, the status of mission objectives and the location of that last remaining ammo pack. The game looks great on the PlayStation this time, with beautiful environments and smooth frame rates. On the PC, you have 3DFX support for some truly



GO ON... TRY FLY UNDER THE ARCH.

AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1
PUBLISHER: ELECTRONIC ARTS
PRICE: \$79.95
RATING: G

### FREAKOMETER



Not as difficult to master this time around, yet still demanding

### VISUALS

85

### SOUND

82

### GAMEPLAY

87

### OVERALL

85

Nuclear Strike is an excellent piece of strategic action, with all the trimmings



# Worldwide Soccer '98

The only guy keen enough in the office to shell out over \$100 for a soccer jersey is Dan Toose. Was he dribbling over Sega's latest soccer sim?



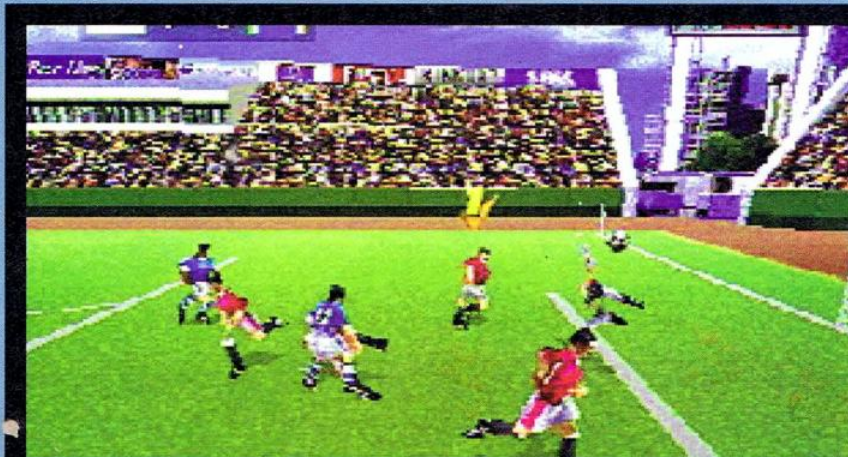
I DON'T ENVY THE GUY WHO HAS TO CUT THE GRASS

Soccer sims have proven to be the most popular sports games, with our readers survey results proving this point with International Superstar Soccer 64/Pro taking the prize for best sports game. Most everyone who played Worldwide Soccer '97 were pretty amazed, and the game generally got a very good wrap the whole world around. With follow up games, it's important to ensure that you give the audience something new to look at or be accused of just churning out an update.

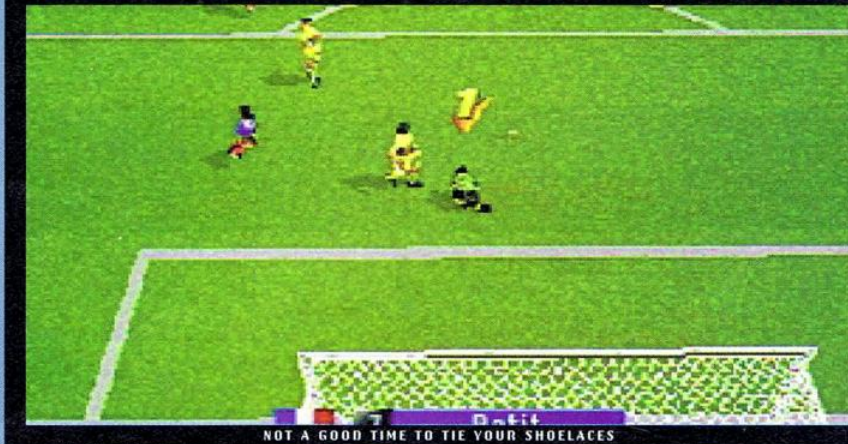
WWS '98 looks really nice, with the players being well animated and thus making gameplay very clear, which is essential in a game where your players come into contact with one another. Players do things such as step over the ball in a realistic manner, and the fancy footwork is very cool to watch. The stadiums also look cool, and the effects of stadium lights casting multiple shadows around the players is a very nice touch. There are four camera angles, and three levels of zoom, but like most sports games, only one camera angle is any good, and only one level of zoom lets you see enough of the field whilst letting you see the detail. The "up and down the pitch" view is the playable one, although when you're running down the screen, it's a bit hard to know what's coming up unless you watch the radar closely, which does make avoiding defenders more difficult.

### Good calls...

Although it's pretty much considered mandatory nowadays, Worldwide Soccer '98 has running commentary, and it's by Gary Bloom and Jackie Charlton, whom if you don't know much about soccer, are commentators in real life. Whilst the quality of the actual sound is no more impressive than any of the other soccer games we've seen in the past year or so, the actual calls always seem to be right, which is almost unheard of in a soccer game till now. Even FIFA '97 which had awesome commentary, made really stupid calls like suggesting the game would be drawn when one team is 5 goals in front, so hats off to Sega for being the first to get it right.



RUN! HE'S GOT A THERMAL DETONATOR!



NOT A GOOD TIME TO TIE YOUR SHOELACES

The full title of the game is actually Worldwide Soccer '98 Club Edition, which is basically because Sega have gone to the trouble of including all the players from the English, French, and Spanish soccer 1st divisions/premier leagues. Unfortunately you only get to choose from the teams that match the language you choose to play the game in, but that shouldn't upset many people. More unfortunate is that whilst all the player names are there for the club play, the International teams are not given the same treatment, although you can alter the names, it would take an awful lot of spare time to do so for multiple teams.

Sega have included International friendlies, club exhibition games, a club league, the World Wide Cup, and an International cup tournament. This is all very nice, but be warned, to save your game/league/cup requires lots of free memory on your cartridge or system memory.

### Schmeichel you schmuk!

The actual controls are pretty much identical to WWS '97, and as a result, are very easy to get a grip of, and the whole game is very playable. The only player that ends up behaving particularly stupidly is the goalie, whom despite claims by Sega to have had an improved AI, does things like hang out somewhere other than in front of the goals. I had a goal scored against me because my goalie (P.Schmeichel) took a few steps back as he caught an



1st GAME	2nd GAME	3rd GAME	4th GAME	5th GAME	6th GAME	7th GAME	8th GAME	9th GAME	10th GAME
1. NEWCASTLE	1	1	0	0	1	0	0	0	0
2. LIVERPOOL	1	1	0	0	0	0	0	0	0
3. ARSENAL	1	1	0	0	0	0	0	0	0
4. MANCHESTER UNITED	1	1	0	0	0	0	0	0	0
5. CHELSEA	1	1	0	0	0	0	0	0	0
6. WEST HAM UNITED	1	1	0	0	0	0	0	0	0
7. LEEDS UNITED	1	1	0	0	0	0	0	0	0
8. BOLTON WANDERERS	1	1	0	0	0	0	0	0	0
9. DERBY COUNTY	1	1	0	0	0	0	0	0	0
10. SOUTHAMPTON	1	1	0	0	0	0	0	0	0



AVAILABLE: NOW

CATEGORY: SPORT

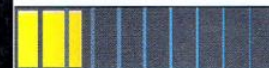
PLAYERS: 1-4

PUBLISHER: SEGA

PRICE: \$69.95

RATING: G

#### FREAKOMETER



Just a vague interest in soccer is all that's required to enjoy WWS '98

#### MULTIPLAYER

Good. Like any sports title, playing friends is much better than single player

#### VISUALS

84

#### SOUND

87

#### GAMEPLAY

87

#### OVERALL

86

A very strong soccer title, that's perhaps a little too similar to last year's version, but very good all the same



easy lob... Unfortunately he was stepping into the goals, and as a result, turned a sitter into an easy goal.

There's one main feature that WWS '98 is missing that is kind of taken for granted nowadays is a practice mode. Sure, you can just start a 2 player game without having a second player, but you really shouldn't have to do that in this day and age.

Worldwide Soccer '98 is a very good soccer game, but if you've played ISS 64/Pro, you probably won't get too excited about it at all. Sega-only gamers who did purchase WWS '97 will possibly be equally unmoved, basically because the only real major addition is the inclusion of European club teams, which whilst is great if you're an English, French or Spanish soccer fan... is otherwise no big deal. Sure, there's new stadiums, but you never actually notice them once you're playing, so it doesn't really matter. Bottom line, newcomers to the game that own a Saturn will love WWS '98. Die-hard fans of WWS '97 will like it, because that's what die-hard fans do, but they won't be wowed as they were before. Those who also own N64s or PlayStations would be best advised to give ISS a whirl.

### WWS '98 VS ISS 64/PRO

Some may call this comparison unfair, but for those of you out there that own a Saturn and either a PSX or a N64, you probably want to know. Basically WWS '98 is not as visually impressive as ISS 64, due mostly to the fact that the Saturn just isn't built to handle 3D graphics anywhere near as well as the N64. More importantly, the gameplay in ISS is better, with things like through passing on one button producing a far more realistic flow of play than in WWS '98. However, other than ISS 64/Pro, WWS '98 is the best soccer game around, make no mistake.



# Sonic R

Every Saturn owner has been hanging for the true big Sonic title. Ren Hoek was one of those hangers... so we handed him Sonic R... is it the one?



Considering the Saturn is in its fourth year of software development it's quite a surprise that it has taken Sega all this time to release a fully 3D game containing the company's mascot, Sonic. Without Sonic, the Megadrive would never have achieved the recognition it received, and to Sega's credit they have tried to keep Saturn owners happy with plenty of arcade conversions and the brilliant Nights. But the company's failure to release a 3D Sonic game has always loomed over their head... until now that is. Sega is hoping that Sonic R will revive the Saturn's somewhat inferior reputation as a home console, and to a good extent Sonic R does this.

### Tres Sonic...

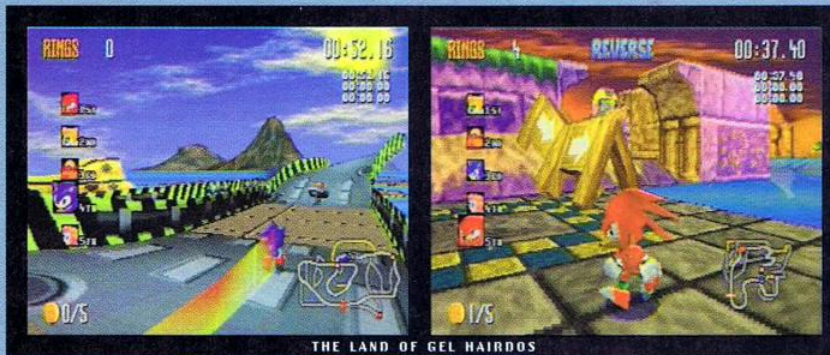
From the moment you power on the console you're hit with that typically bright and merry Sonic music that some people love and others hate. Nevertheless it sets the Sonic mood, and from here the graphics don't disappoint either. Using an advanced graphic engine seen previously in Sonic Jam, Sonic R by Saturn standards, is nothing short of amazing. What instantly strikes you is the texture detail in the courses, which are amazing, and combined with the game's bright colour palette, gives the game a very polished look that's highly reminiscent of the old 2D Sonic games. But now everything's 3D and the camera angles take full advantage of this, with the replays being especially impressive as the camera rotates around your characters giving plenty of dynamic views. Each of the characters are very well drawn in 3D and don't fail



DEAD SET KEEN TO GET HIS HANDS ON SOME RINGS...



AND YOU THOUGHT THE BEATLES TOOK LOTS OF DRUGS EH?



to do their 2D versions justice, as in their 3D form they look great running around each of the courses. Special mention must be given to the programmer's use of lighting and transparencies in the game. That's right transparencies... another so called impossibility on the Saturn has been achieved, and it's use in the final level creates some really remarkable visuals on the Saturn.

**Haven't I been here before?**

There are five stages in the game and they are modelled on some of the levels seen in the various Sonic games, like the first stage, Resort Island closely resembling the Green Hill Zone in the original Sonic game on Megadrive. By collecting gold rings along the way, players open up multiple routes that their characters can travel through, with some serving just as shortcuts to cut lap times, and others leading to the valuable chaos emeralds which are scattered around each track. Sonic R also allows for full 360 degree movement and this really calls for you to explore the whole area on which the track is laid out, as on some courses it's not really obvious which path is quickest. Often you'll find yourself way off the track swimming through a river, or even wandering aimlessly through unfamiliar areas with only the occasional marker to set you in the right direction. Needless to say, Sonic R will take some time to master.

**Outta control!**

This leads to the control system, which as a matter of fact, will probably take even longer to master. For some strange reason you'll initially have a lot of trouble getting Sonic to run in a straight path around a course. This seems a little funny at first, as how can you expect Sonic to have any trouble running, that is his area of expertise after all... To move Sonic you push in a direction on the pad (not push a button like most racers... but hey, you are racing a hedgehog after all), and his movement must be constantly adjusted on the pad otherwise he is very

likely to go off your intended path. This ideally makes Sonic R a game for the analogue pad, and if you don't have one and you really want this game then it's suggested you fork out the extra dosh as Sonic R is quite hard to deal with on the standard Saturn controller.

So exactly where does Sonic R fall down? Well nowhere really. The game has over 6 different characters, who all have different methods of racing. Some run like Sonic, while others drive in cars or fly like Tails, and have different handling as a result. It also has a great two player split screen option that

results in little loss of detail while still maintaining a smooth frame rate. The control is a little weird at first, but with a little practice you'll be powersliding Sonic (powersliding a hedgehog?) around the courses in no time. But even with the game's merits it still has two small faults that do its credibility some damage. For starters it only has five tracks, and even though they are complex and have many different paths, it still is only five tracks, and that comes off really bad when compared to another cutesy type racer reviewed this issue. Secondly it's a racer... If you're expecting a Mario killer then you're going to be disappointed. For some strange reason this isn't the Sonic that many people were expecting, it's still a good racer, and an original one at that, but you may be wondering why Saturn owners still haven't been given the FULL Sonic treatment.



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

**FREAKOMETER**

Anyone can pick up and play this racer

**MULTIPLAYER**  
Pop up is a little harsher, but it still has the speed and playability of single player racing

**VISUALS**  
84

**SOUND**  
80

**GAMEPLAY**  
80

**OVERALL**  
82  
A good racer, but it still isn't the 3D sonic you're waiting for



# Last Bronx

Teenagers beating the crud out of each other with street weapons... no it's not Cabramatta, it's Last Bronx. Dan Toose cracks some skull.

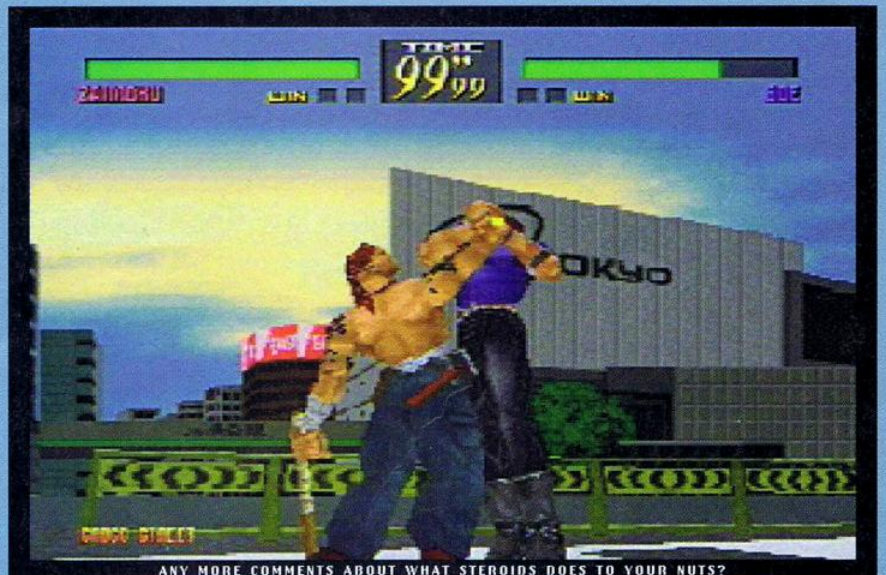


Sega have a very strong grounding in the 3D fighting game arena. They were the ones who set the ball rolling with Virtua Fighter, which led to VF2, then the armour-clad Fighting Vipers. To take the genre somewhere else, Sega introduced weapons and Last Bronx was born. The game did not draw the same sort of numbers in the arcades as its predecessors, but that may have had more to do with the difficulty of the game rather more than anything else. Sega have endeavoured to bring Last Bronx to the Saturn as best they can, and they've done a rather sterling job.

It's odd that the word "Bronx" appears in the title, since the whole game is set in Tokyo, but who gives a stuff, really? Last Bronx is another one of the AM3 fighting games, with a variety of young beweaponed punks going one on one, in a game that ends up being more faced paced, and brutal than the previous Sega fighting titles.

### PAL better than NTSC?

Those of you out there that get import titles from Japan will be used to getting something a little different, and this time around the PAL (Europe and Australia) version is a much more solid looking game, although it definitely runs a bit slower than the NTSC version. The NTSC version of the game suffered from frequent polygon flickering and breakup, so rejoice Australian Saturn owners, for once, you got the better end of the deal. Although once the bout is over and the camera pans elsewhere, expect severe breakup. The resolution of the characters is high and the frame rate looks faster than 30 fps. A couple of moves seem to hurt the frame rate though, which is really odd since there doesn't seem to be any obvious reason why these moves would push the processor any harder than the others. The backgrounds look like true 3D environments at a glance, but are actually very cleverly



drawn, multi-layered 2D parallax scrolling backgrounds, which don't strain the Saturn anywhere near as much as a true 3D environment would. Stages that include a low ceiling look particularly cool, and it's safe to say that the backgrounds look far better in Last Bronx than in any prior Saturn fighting game.

There's really only one gripe to be made with the visuals of Last Bronx, and that's the ugly oval shaped shadows that sit beneath the characters. It probably would have looked better with no shadows at all.

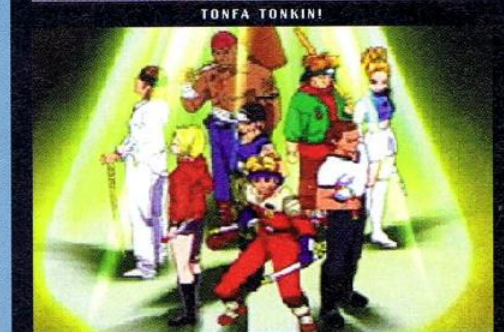
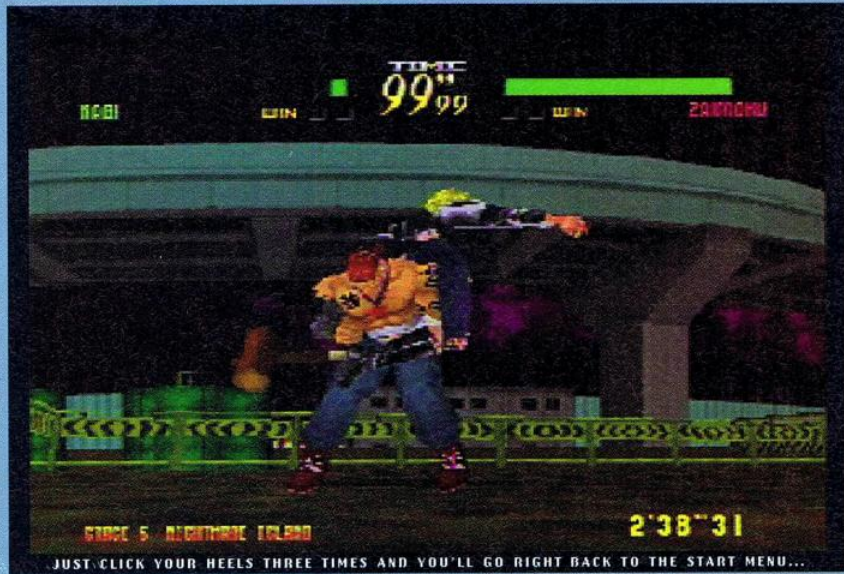
Like most of these games the music isn't anything to write home about, with a couple of the tracks being fast and tense, setting the mood just right, and others being totally forgettable. The sound effects are adequate and unremarkable. The one bit that is done really well is the speech, which sounds like it was sampled really well... shame we don't understand a word of Japanese.

### Cancel that Combo

Whether or not you like Last Bronx will come down to one thing, and that's whether or not you believe that being able to cancel a combo and start a new one is a good thing or not, because that's the main difference in Last Bronx as opposed to all previous Sega fighting games. What this does is open up the scope for some seriously heavy combos that really decimate your enemy. Firstly, the damage is way too high in Last Bronx, and doing a pissy kick then pouncing on your adversary takes around a third of their energy away, so adjusting the life meters is practically a must. Back to the ability to cancel, this means you can do things like take to swipes at your foe, then hit guard to stop, and then go straight into a throw, meaning your adversary has to stop your assault with a hit of their own, rather than block it out and wait for an opening. It all comes down to taste... do you like fast and relentless, or do you like calculated and strategic, because that's the way you'd describe Last Bronx and Virtua Fighter respectively. To truly master Last Bronx simply requires learning all the cancel combos, because once you do, if you can land one, your foe is history. There are eight characters with one secret character to unlock. Kurasawa, the guy in the casual suit, wielding a wooden sword is perhaps the coolest fighting game character from Sega yet. Gotta love his arrogant "multiple face slap" move.

In terms of game features, there are anime FMV endings (subtitled), although they're so brief that they'll pose more questions about the characters, and you have no way of finding the answers, which is really annoying. For those into practice modes, good news and bad. The good news is that it includes a list of all the cancel combos for you. The bad news is that it doesn't include the basic moves... arghh! That includes throws, so good luck finding them all. There's also the stock standard time attack and survival modes as well.

One can't help but think that the overall polishing with Last Bronx could have been a bit better, with a decent practice mode, like we saw in Fighters Megamix, and perhaps with slightly longer ending scenes to help satisfy those that are into the characters of the game, rather than just tease them. As a game it's great fun, but perhaps a little too much emphasis has been placed on the need to learn cancel combos, which means you'll be winning bouts in pretty much two runs of attacks once you've got the moves down. Lacking the variety of moves that the VF games have offered, this will probably be more suited to the Street Fighter EX fans that love cancelling supers and going into new supers.



AVAILABLE: DECEMBER  
 CATEGORY: 3D FIGHTING  
 PLAYERS: 1-2  
 PUBLISHER: SEGA  
 PRICE: \$69.95  
 RATING: M15+

### FREAKOMETER



Immediately playable, but only an expert will get everything out of it.

### MULTIPLAYER

Good multiplayer, however if one person can do cancel combos and the other can't, it'll be a very short fight

### VISUALS

88

### SOUND

72

### GAMEPLAY

84

### OVERALL

86

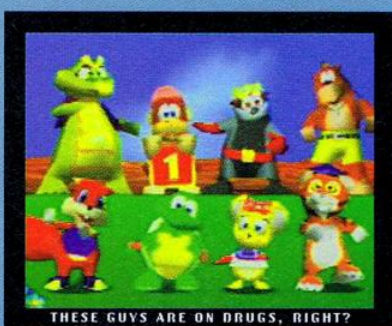
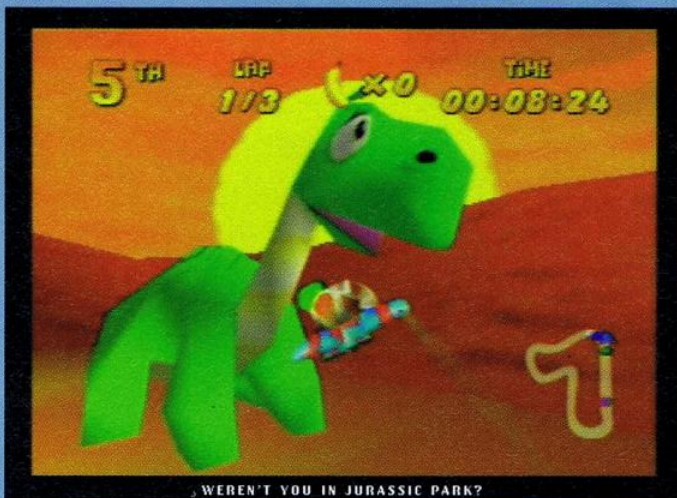
Last Bronx is the best looking of the Saturn fighting games thus far. A fast furious fighting game that's depth lies in the ability to come up with lots of combos, it's just a shame that's where all the depth lies

# Diddy Kong Racing

*It's so cute it'll make you wanna puke, but Eliot Fish put on a brave face and took the chimp for a spin...*







You now have another reason to buy a Nintendo 64. Diddy Kong Racing is a beautiful game, etched out of pure magic. It's total eye-candy with bitchin' gameplay... Yes, it kicks major arse! Regardless of DKR coming from Rare, this is like Nintendo's sequel to Mario Kart 64, there's no doubt about that. DKR initially looks and plays just

like MK64, but after playing through in the single-player Adventure Mode, you realize that DKR is a whole new experience and unlike MK64, a fantastic single-player game! I forget how many times my jaw hit the ground, stunned by the smooth high res graphics. DKR is an incredibly well designed game, with some tracks taking you on a ride you'll never forget. Don't try and compare DKR to MK64, there's no point. You want both.

### Monkeying Around

DKR is really quite strategic. This time around, weapons are scattered throughout the levels in the form of coloured balloons. Each balloon has a different power and the more you collect of one particular colour, the more powerful that particular weapon will become. For instance, picking up one red balloon gives you a rocket, two red balloons upgrades it to a homing rocket and if you collect three red balloons you will receive ten rockets to fire at your will. This radically changes the way you race, as you're constantly keeping an eye out for a specific balloon whilst avoiding balloons of other colours and all the other obstacles. At various points on the track there are "zip-pers", striped arrows which give you an instant turbo as you drive over them. Bananas are lying about the place too, but in DKR they have an entirely different purpose than they did in MK64. The more bananas you collect, the higher your top speed, and if you collect 10 bananas then it prevents the other players from increasing their top speed any further for the rest of the race or until you drop some bananas. You lose bananas when you get hit by a weapon, so in effect, bananas also provide you with a kind of buffer from attacks. Whilst you're coping with all these elements during the race, you'll also have to keep tabs on the actual track itself which can become wildly tricky, incorporating multiple paths and wide-open spaces. All the tracks are designed to be completed with using all of the different vehicles on offer. Yes, it isn't just kart racing that you'll have to master. There is also a hovercraft and an aeroplane to get the hang of, and in multiplayer mode you can choose the craft of your choice to race with. When you consider that all of the different characters have varying skills like handling, top speed and acceleration and factor everything that I've mentioned above together... maybe you'll come close to imagining how tricky and strategic the racing in DKR can become.



### Spanking The Monkey

DKR is best in single player Adventure Mode. Yep, this game is more satisfying on your own - it's true! Though Multiplayer is fun (and we'll get to that later), DKR is like a strange hybrid of Super Mario 64 and MK64, combining hot racing with the quest for hidden objects, secret levels, big bosses and magical worlds. Once you successfully come first on all the tracks in the first

world, you must face that world's boss character in a show-down race. If you win, you then must race all the tracks in that world again, but this time you have to collect all hidden silver coins on each track AND come first. Do this, and then you face the boss again for a tougher face-off. Beat him and you move on to the Trophy Challenge for that world. Variety, variety, variety. All this and there are 5 different worlds too. There is also a key hidden somewhere on one of



# The Five Worlds

The five worlds in DKR are amazingly varied in design and all look spectacular. Here's a run down...



**Dino Domain**  
Huge dinosaurs lumbering across the track, pterodactyls swooping at your noggin - this is racing in the dinosaur era along mountainous tracks, through lava pits and into caves...



**Snowflake Mountain**  
This world has the cheesiest music in the game - you'll piss yourself! Frozen lakes, loop-the-loops, snow fields and huge rolling snowballs must all be passed.



**Sherbet Island**  
Sparkling waters, dunes of sand and a variety of sea-life will hinder your racing here. Pirate ships and a pirate treasure cove are here to be explored too. Cool stuff.



**Dragon Forest**  
A bit medieval-ish, you'll be tearing past a huge castle, through a village and haunted woods. Like something straight out of a Disney cartoon feature...



**Future World**  
You'll only get here after finishing the game, but these tracks are some of the coolest on offer. Spaceships shoot lasers at you while you race, and there's a trench which is suspiciously Star Wars. Spoooge!!

the tracks in each world, which you must find to unlock the Challenge Mode. The challenge mode for each world, has a different objective and plays similarly to MK64's Battle Mode. On Fire Mountain, you must pilot the aeroplane and collect eggs from the centre of the arena and return them to your nest. Once placed in the nest, your egg will start to hatch, but it's highly vulnerable in this state and can be stolen by your enemies. The first player to hatch three eggs wins the round. In the other worlds, the challenges range from collecting 10 bananas first and returning them to your "base" or outright battle to the death, where it's last standing wins. Once you unlock these in single-player, you can then play them in Multiplayer mode which rocks the house.

## Cashin' In Your Chimps

Nintendo are clearly going to rake in the dosh with this one, and deservedly so. It's games like DKR which show just what the Nintendo 64 can provide with a bit of clever programming and lot of clever thinking. There's so much fun packed onto this cart, it's got to be illegal. Did I mention that DKR also supports the rumble pack? Well there you go. It does. So the single player game rocks, we know that now and it's a wonderful thing. So what about the multiplayer game? Ok. Our first impressions were that it wasn't as elegant as MK64. It looks shitloads nicer, and the tracks are cool, but it did feel harder to see what was going on this time around as some tracks are much more open and losing your way is easier. Unlike MK64, there's no strict path, so sometimes you can stray away from the race, and not even realize you've done anything wrong until you hit a wall and notice that you're suspiciously alone. There are more tracks here than there were in MK64, though you have to unlock them in the single-player adventure mode before you can race them with your friends. Only the first track from each world is accessible from the word go - so there's yet another incentive to play the single player game! The handling in DKR feels radically different, and you'll have to learn new tricks to control these vehicles properly. The controls are similar, but the R button no longer jumps - instead you powerslide in the car, hop in the hovercraft, and the plane can do barrelrolls and loops. In the car, you'll have the master the hop-turn where you press all three buttons and do a 90 degree turn. The framerate maybe isn't as fast as MK64, but this illusion soon fades as you get into the more tactical side to the racing and hit some of the faster tracks. The option to race each other in different crafts is ultra cool, as they all have their strengths and weaknesses, with different paths being accessible depending on which you choose to use. All up though, this is a much harder game in both single player AND multiplayer, and the four-player mode is not as elegantly simple as MK64, though the 2-player game rocks harder. A fine line, really, and maybe it just feels this way because the single-player game is do damn amazingly good.



DOING THE GROUP THING



CHIMPS IN SPACE



DUST THOSE CROPS DIDDY



SHOULDN'T HAVE GONE FOR THOSE CRAYON WHEELS DIDDY

## Wizpig

This is the big boss who will require a bit of ingenuity to beat. Once you do though, be prepared for a pretty hilarious party sequence...



## The Cast

Here's a peek at who features in the game...



**Diddy Kong**  
The chimp with the mostest.



**Timber**  
A bit like the Frostee dude.



**Pipsy**  
An annoyingly fast mouse.



**Banjo**  
There's a bear in there...



**Conker**  
Yes, it's the squirrel from Conker's Quest.



**Bumper**  
The goggle-wearing badger.



**Tiptup**  
He's a turtle.



**Krunch**  
Hmmm... This croc was once called Crash...



**Drumstick**  
The hidden rooster.



**Taj**  
He's like the host. A Genie elephant.



**T.T.**  
Another dude who helps you out. Stands for time trial.



**Wizpig**  
The big bad boss.



HEY... IT'S LOG AND ROCKETS

### Who's The Boss?

Once you complete the four tracks in each world, it's time to face the sub-boss for that area. These guys are beyond cool, and each has a particular weakness which you'll have to figure out. The Dragon in Dragon Forest is tough as nails, and Dan and I stayed back here at the office until midnight, determined to unlock the final world. Once you beat everything in the four worlds, you must face



Wizpig. Being the main boss dude, he is of course a bastard to beat. But it is possible, as the HYPER crew nailed him after many a good attempt. We won't tell you how to reach the final fifth world, we'll let you figure it out for yourself. You can take a squizz at the grabs we got on these pages to satisfy your curiosity of course. Drumstick the rooster has to be "unlocked" too, and all we'll say is that it requires you to squish some wildlife once you've unlocked the rest of the game. Heh heh.

T.T. is the stopwatch who wanders around the lobby of each world. If you keep your horn at him, you can enter the time trial mode. For those of you who have never been one for time-trials (I haven't), you now have a big incentive. You'll have to beat T.T. at his own game in the fifth world, and he's as fast as a bloody rocket. The more we played Diddy Kong Racing here at the office, the more we fell in love with the awesomely addictive gameplay. This is what it's all about... I haven't heard Dan yell that F-word so many times whilst playing a game! DKR is one of those games which niggle at you to just have one more go until you get it right. The AI in DKR is especially good too, and you'll find in the later stages of the game, that these little fluffy animals can get quite nasty. They drive aggressively, and won't think twice about pipping you at the line with a turbo they picked up earlier. Pipsy the mouse is annoyingly fast, and you'll soon learn to hate her with a passion.

### Juicy Bananas

With around 30 levels in the game, it's safe to say that DKR is one of the best N64 games yet. Once you get into it, you'll forget Mario Kart 64 altogether (unless you're up for some simple hard-tonking multiplayer racing). I promise you that once you sit and play DKR for a while, you'll start to develop strange fuzzy feelings for it. You'll be sitting up until all hours of the morning trying to beat those damn infernal bosses! You'll get hooked, and you won't stop until you've cracked everything wide open and defeated Wizpig multiple times. Those of you who rent it and play it for a night, probably won't be giving yourselves enough time to settle in with the different controls, slower but more strategic circuits and you probably won't get to see much of the game. If you loved Super Mario 64, Mario Kart 64 or any other classic Nintendo games then you'll be wanting to know that DKR has that same magical spark, and you should rush out and buy it straight away. When I finish writing this review, in fact, I'm going to go and finish off Future World... Have at you, Wizpig!



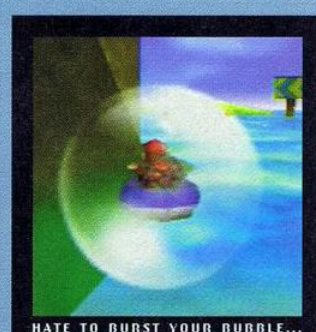
YOUR ENGINE'S RUNNING A LITTLE HOT THERE



DIDDY TAKE THAT CORNER HARD ENOUGH?



PTERA FROM THE SKIES



HATE TO BURST YOUR BUBBLE...

## The Four Bosses

The four bosses in DKR are amazingly weird and all look spectacular. You'll have to defeat each one twice to get the Wizpig Amulet and face the pig himself...



### The Dinosaur

This Triceratops challenges you to race him to the top of a mountain. He slows down towards the end, so if you can hit him with rockets, you'll pip him over the line.



### The Walrus

This dude takes you on a downhill ride, full of slip-slop sliding. He slides on his belly, and you'll have to turbo after him to catch up. Watch out for trees!



### The Octopus

Occie, is majorly cool, but a pain in the butt! He drops bombs and then bubbles in your path, which are hard to avoid. Hug the inside of corners to beat him.



### The Dragon

Possibly the hardest sub-boss. He blows fireballs which tool you over in the caverns. Hit him with homing rockets, and hug corners to catch him. Learn the course!!

AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-4

PUBLISHER: RARE

PRICE: \$\$\$

RATING: G

### FREAKOMETER



Fun for everyone, but gets quite tricky further in...

### MULTIPLAYER

Rocks da house, but not as much as Mario Kart. DKR's strength lies in single player mode

VISUALS

94

SOUND

80

GAMEPLAY

96

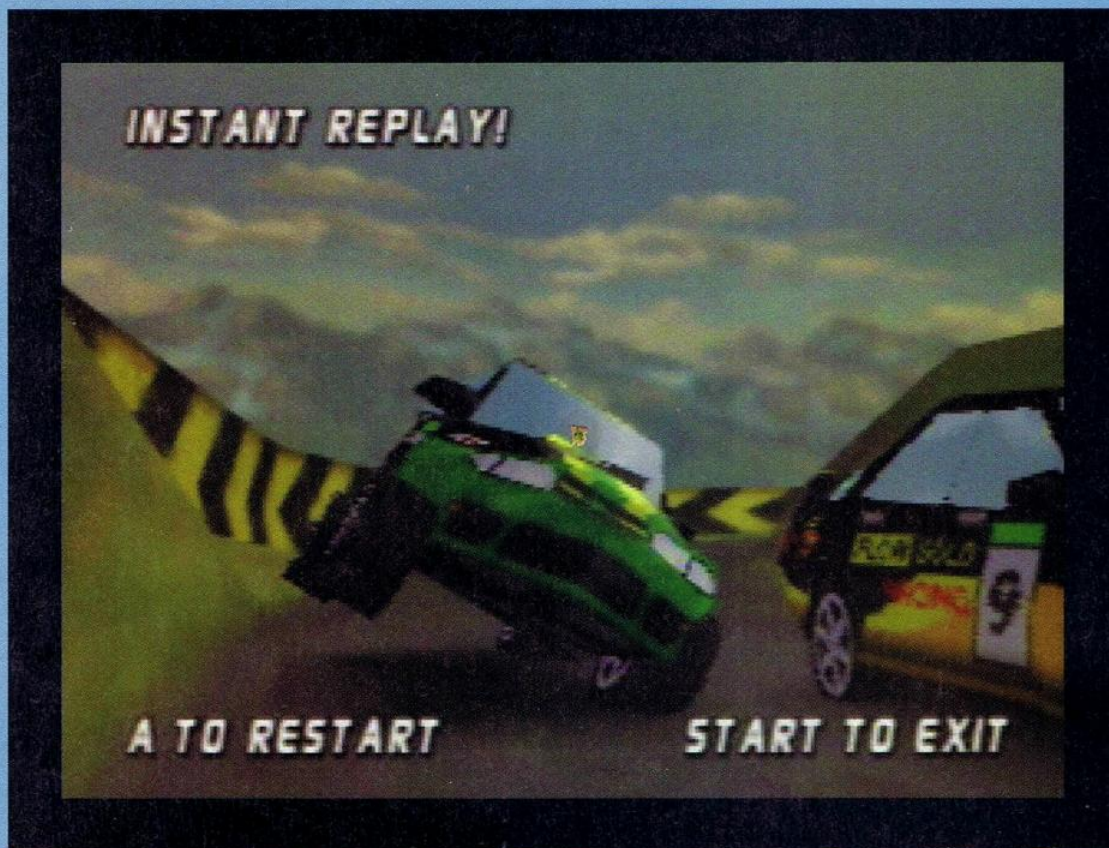
OVERALL

95

Rare have outdone themselves. Wonderful stuff. It'll grow on you like a fungus. Ewww!

# Top Gear Rally

March Stepnik bounces off some stationary cars during a thirty-three point turn, drives absent mindedly through a red light, and hoons off down the freeway in the N64's best rally racer...



Okay. Right. What was one thing really lacking on the SNES? Realistic racing/driving games (due to horsepower of course). What's one thing that isn't lacking on the 32bit systems out there today? Realistic racing/driving games. Why? Simple - we love em and we play em to death. So Nintendo have decided to make a bit of a show of racing games on the N64 (Of course, if they want to compete with Sony's massive range for example) with a whole batch of red hot screaming carts coming our way over the next few months.

Top Gear Rally is, surprise surprise, a rally game! Early comparisons have labelled this one as Nintendo's answer to Sega Rally. Top Gear Rally looks superb. Boss Game Studios have got this game looking absolutely stunning, and running even better. Each car is made up of oodles of polygons, with the pop up of scenery in the distance is virtually nonexistent, all at a gorgeous frame rate. Detail is such that you can see the wheels of your car turn independently to the direction of the car, see the reflection of the sky in small little puddles of water along the track, and even see the type of bumps and scratches on your car that would make any panel beater give that demonic kinda grin. You can also visit the Paint Shop and customise your car with the paint and decal job you want, which can be saved to the controller pack for later use. In other words, Top Gear Rally looks a damn treat.



### Fogged split screens...

For your driving pleasure there are 5 tracks (three must be unlocked by competing and winning in the Championship mode, with the final prize being the exalted mirror mode option), 9 cars to choose from (2 initially) and 4 game play modes. Time Trial is the standard "do your best time" race against the courses ghost racer. Practice allows you to hoon about the tracks with absolutely no pressure, and is vital in learning how to control the different cars and take the corners. Two Player is via the split screen way, and is a pure one on one race through the course. The rather frustrating little trick of fogging out some detail is used here, to keep the frame rate running high and detail looking okay. Those wanting a four player bash are not accommodated here - the N64 is powerful, but not THAT powerful. Last and definitely not least is the Championship mode. This is what TGR is all about. Twenty racers, you at the complete other end of pole position, and three laps to get to number one. Playing through race seasons and winning, unlocks more cars and tracks, and is a lot trickier than it sounds. This is also where the real challenge lies.

Okay, so the options are fairly satisfying. Options are not what racing's all about though. The driving engine is. Does it handle like a wonky shopping trolley or like a dream machine that only exists in the mind or mechanical engineers everywhere? And for the most part, TGR feels like it handles like a real rally car would. Oversteering is a common problem at first, but once you get the hang of it, you can really pull off some neat tricks that real rally drivers use. The powerslide is naturally the players best friend in TGR, as is sound knowledge of the track. The feel though, is really quite spectacular. To this end (and here's that option word again), you've got some further options to choose from when about to hit a race.

### Forecasts suggest changing settings...

Steering sensitivity, tyre type, suspension, and either a manual or automatic transmission. They all make a difference, and the successful use of these is vital in TGR. The standard race tracks are fairly testing as is, and in the first racing season, all have favourable weather conditions. As you start to get further, you come across fog, rain, and snow - which really affect the way your car handles on the road. If you don't learn to change your car's settings, don't expect to move on to the next round. However, there are still some unfortunate discrepancies. Okay, I may never have driven like a mad hoon in my life (my driving is a bit more absent minded than most), and thus, have had no accidents, but the trouble with TGR, is that some of the stacks your car takes just feel wrong. A little bump here, and your car goes flying. You can drive up walls, roll over and all that. It just doesn't feel right though. In TGR's favour however, it really pushes some thoughtful



driving, rather than the "gas gas gas what the hell is a brake anyway?" driving mentality. Like the real thing, you'll actually need to think and build up some skill at driving. Only through practice too.

TGR is a very classy rally driver. It also feels very realistic, and behaves just like that real thing. That doesn't mean it's fun though. The two player mode is kinda boring, and the real challenge of the game seems to be staying on the road and finishing, and sometimes even coming first. The 19 other racers are all evenly spaced apart, and passing them is not that compelling. The other frustrating thing is that even though you finished first in the last race, you start at number twenty the next race. Horrible? You bet. If you don't really want a 2 player racer, and can forgive the wacky crashes and horrible start placing, then you've got the best rally racing game for any console system. And a realistic one at that.

AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-2

PUBLISHER: KEMCO

PRICE: \$TBA

RATING: G

### FREAKOMETER



This one requires patience and perseverance.

### MULTIPLAYER

Fun, though nowhere near as smooth or addictive

### VISUALS

90

### SOUND

78

### GAMEPLAY

88

### OVERALL

87

No cheap thrills. This one is a rally racer with the lot. If multiplayer rocked, the stamp would have come out...



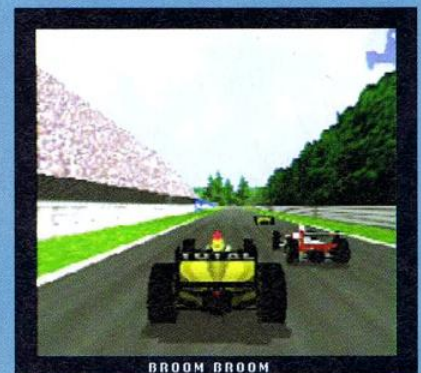
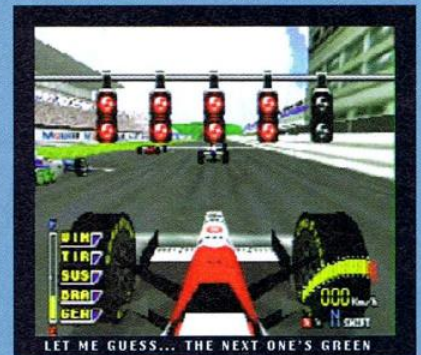
# F1 Pole Position 64

By the end of this issue, Ehot Fish will have enough gold trophies to fill the QE2. Once again, he straps on the helmet...

F1 Pole Position was a popular SNES title, giving all the F1 nuts out there some 16-bit action whilst still retaining a certain level of arcade fun for the casual gamer. Now those F1 nuts who stuck true to Nintendo are being rewarded with a 64-bit sequel, and it looks like Ubi Soft went to the bells and whistles department of their nearest shopping complex and slapped down some cash. FiPP64 is still incredibly reminiscent of the SNES game and what made it fun to play, yet the graphics and options have been pumped full of the latest computer game steroids. At the heart of it though, FiPP64 is probably no longer realistic enough to satisfy the new legion of F1 racing fans who may have cut their teeth on F1 from Psygnosis or Grand Prix 2 from Microprose.

### Schumacher and the elves

FiPP64 is extremely customizable to your needs and wants. If you're after 10 laps of hard, knuckle-down slog then you can turn all the "realism" options on and give it your all. You can of course, however, make it as easy as pissing in the toilet if you so desire, but in this mode the game gets very boring very quickly. Racing simulation fans will be chuffed to know that there are 16 of the world's top courses here, from Melbourne to Monaco, and each has been carefully reconstructed for the game. However, the courses are not really that realistically accurate, though they "look" right. In fact, you could apply this criticism to the entire game. Everything looks right, but the game doesn't feel at all realistic. Even when you have all the realism options turned to hard, and you're having to pull into the pit and change your tires, re-fuel and have your fins nailed back on, the game still feels like an arcade game out on the track. The steering is jagged, the acceleration stupidly fast and despite the graphics, the soul of this game still feels stuck somewhere in Super Nintendo territory. The sound, for instance, is quite spew-worthy. As you play, your mind ends up creating images of... well... hordes of elephants being forced into a blender. I did like the pit crew radio guy who offers you advice through the race, though.



GETTIN' OVER THE HILL... DAMON HILL THAT IS

BROOM BROOM





### Checking your Pole Position

So what's on offer, eh? Well, you have World Grand Prix (which will take you around the world), Battle (not 2-player, but a race of your choice) and Time Attack (y'know, getting the fastest lap and stuff). The omission of a four or even two player mode is unforgivable, as it's multiplayer options which can add so much to a game's longevity. Though you can configure FiPP64 to be stupidly hard, there comes a point when racing against the computer just becomes predictable and dull. You can choose to be Schumacher, Alesi, Hill, Coulthard, Berger - you know, the usual bunch - and drive the classic F1 cars. When you enter the Grand Prix, you have the option of qualifying for a better position on the grid, or even going for a free run around the course to familiarise yourself with the turns. There are a few weather changes throughout the game, but they don't seem to greatly affect the actual driving conditions. You can, of course, adjust your steering resistance, tyres, downforce, transmission, suspension, fuel load and all those other freak-boy F1 settings, or let your N64 do it for you and just concentrate on the race. There's a nice array of camera perspectives, and all of them are usable bar the "nose grinding" perspective which looks horrible. The frame rate is always flying by beautifully at around 30 fps or something, but the physics on display here are almost non-existent. Sometimes you'll feel like you're trying to break the sound-barrier, not driving an F1 vehicle. There is definitely something here for N64 owning F1 fans to get their teeth into, but only true fans of the sport will stick with it. The rest of us who enjoy the odd racing game, or those who just enjoy a good game regardless of it's genre, will probably just get a bit fed up with this one. FiPP64 doesn't know whether it should be a sim or an arcade game, and ends up being average at both ends of the spectrum.



AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1
PUBLISHER: UBISOFT
PRICE: \$109.00
RATING: G

**FREAKOMETER**

Only F1 Freaks will get into this one

**VISUALS**  
79

**SOUND**  
59

**GAMEPLAY**  
70

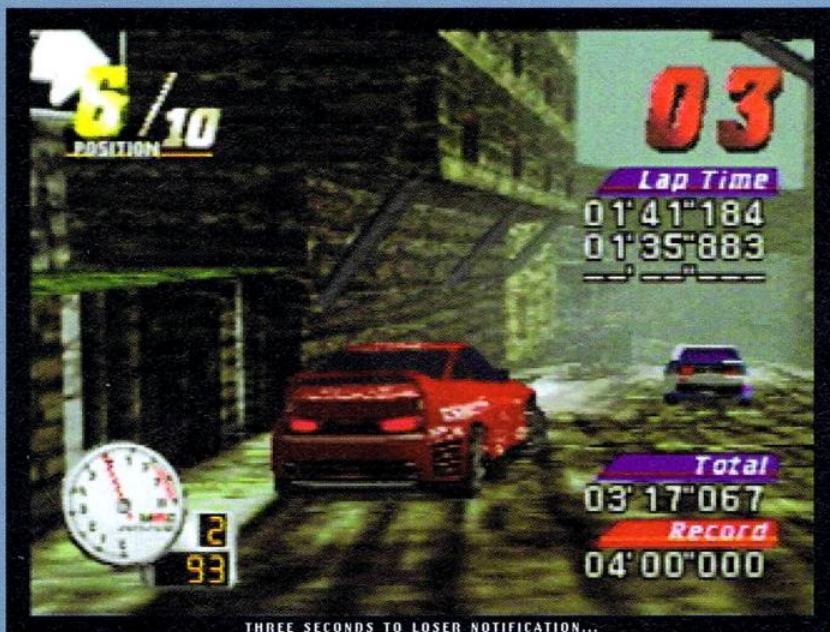
**OVERALL**  
67

Hopefully there will be better F1 games on the way for the N64. This one doesn't quite cut the yellow-brown spicy stuff



# Multi Racing Championship

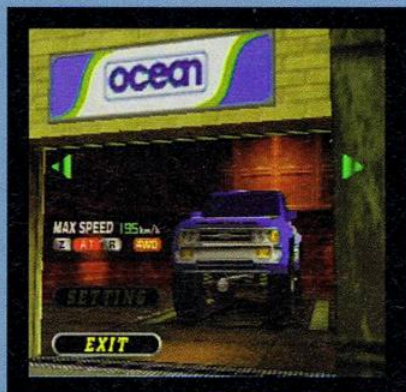
It's best Elot Fish is kept off the streets, so we sat him down and gave him MRC to review...



The Nintendo 64 is still yet to find a killer driving game, not counting Mario Kart 64 which is more of a "racing" game - I'm talking sexy cars and winding roads, smooth handling and competitive action. Lamborghini 64 was almost a winner, Top Gear Rally fell a little short and everything else is a tad average, so I was really hoping MRC would turn out to be something special. Well, it wasn't much of a surprise I guess, but again what we have here is a driving game which starts out well, yet somehow leaves you feeling a bit cold. Probably more so than Lambo 64 or Top Gear, MRC is an attempt at the Sega Rally style of driving game, but it just lacks the excitement needed to bring it on home over the finish line with champagne corks popping and girls in bikinis waving their arms about. Oh well.

### Wiggle Your Stick

The car handling in MRC seems to swing from being terrible to feeling quite good, depending on how long you stick with it. Certainly it's quite realistic, but as soon as you think you have it sussed out, a car will clip you and send you flying into the air... realism? Using the N64's analogue stick is of course strange at first, but ultimately the best way to play, unless of course you have a swanky wheel and pedals





to plug into your console. If you do, then it certainly improves the gameplay, as it probably would with any racing game. Though there are three camera angles to choose from, the middle perspective is barely any different than the initial third-person perspective, so you'll either drive using the chase cam or the interior view (which at least provides you with a nice rear-view mirror). When you set up your first race, you'll notice that all the usual options are here - Championship, Time Trial, Practice mode and Versus Mode. Then you can choose from a good variety of cars, ranging from speedy little buggers to chunky 4-wheel-drives - the latter probably being the best choice to successfully complete the circuits with, though it's really up to how you like to race. Do you prefer to powerslide or take to the dirt in some off-roading? Ok, so you're ready to race. You can, of course, choose between an easy, normal and hard circuit, and you will be required to complete first place on each to unlock the remaining three tracks, which unfortunately are simply mirror versions of the three tracks you played in the first place. Argh! This is the first area in which MRC comes up short. Three tracks? Is that all? Yeah, yeah, the mirror tracks make things different blah blah, but really this leaves the gamer with very little replay value, and it won't take you an eternity to get first place on each circuit either. Hmmm.

altering your brakes, suspension, engine power - whatever. I found the solution is simply to let go of the accelerator and glide around the corner, maybe tapping it a few times to keep your grip. The next thing you'll notice, is that the track branches out at various stages of the race, giving you the option to go off-road and maybe pick up a few seconds on the leader. As you play the game, you'll eventually figure out the which turn-offs are shorter and which car best suits the track. It's usually always the off-road bits which are shorter, so the 4-wheel-drive wins in most cases. The tracks are quite well designed, and the environments look exceedingly nice in spots and bog-ugly in other bits, but all up the three circuits on offer here are very entertaining. There is also the old "Hard Left, Easy Right" Sega Rally element in there too to give you a helping hand. In split-screen mode, the playing windows shrink slightly to retain a healthy frame rate without sacrificing too much of the solid backgrounds. MRC doesn't look nearly as nice as the other N64 driving games though, at times just looking a little too blurry and the camera angles are not intelligent enough for my liking. MRC is fun though, and once you finish it, you'll wish it had lasted longer.



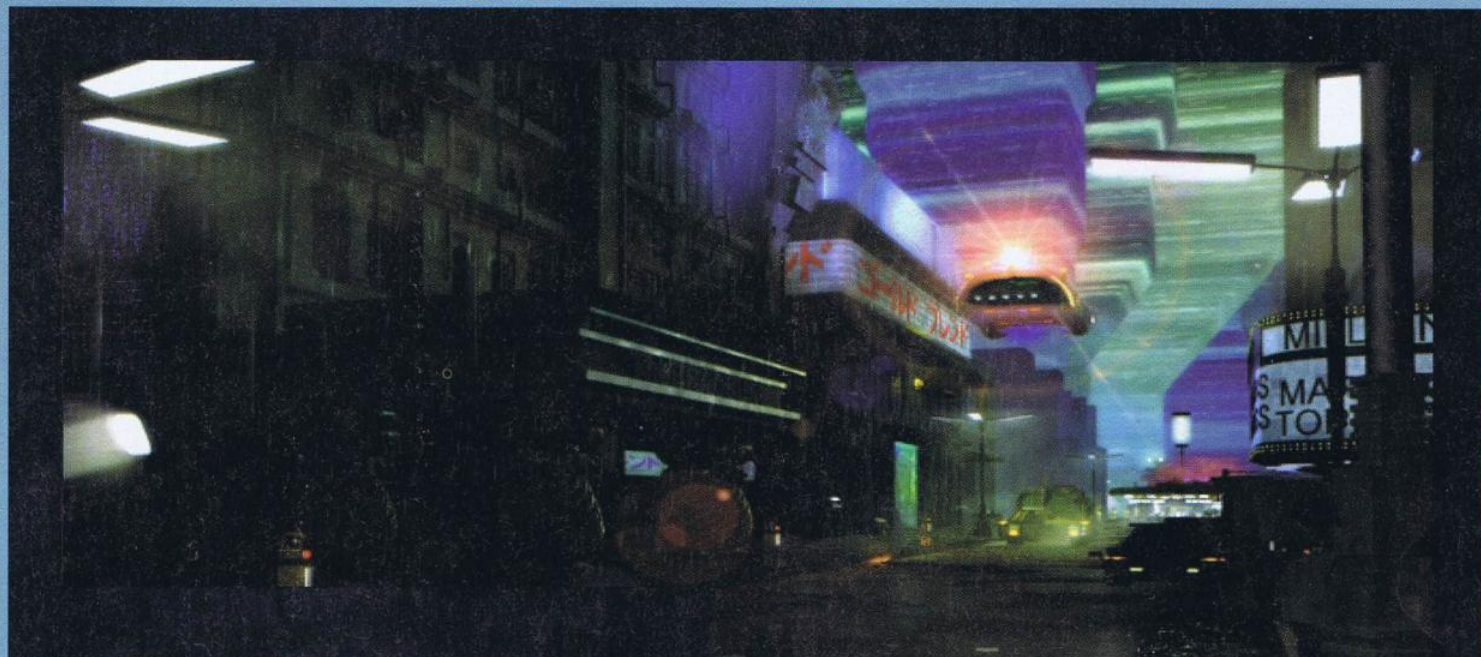
**There's a fork in the road!**  
Once the race begins, and you take your first corner, you'll find yourself hurtling into the barriers. In fact, you'll do a lot of spinning out in MRC, and I found the brakes to be way too touchy. This is fixed though by accessing your car set up and



AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-4
PUBLISHER: OCEAN
PRICE: \$109.95
RATING: G
<b>FREAKOMETER</b>
Tricky to control, but you'll learn quickly
<b>MULTIPLAYER</b> Standard split-screen fun
<b>VISUALS</b> 80
<b>SOUND</b> 71
<b>GAMEPLAY</b> 79
<b>OVERALL</b> 74
MRC is solid and a good challenge, but doesn't look as nice nor last as long as other N64 racers

# Blade Runner

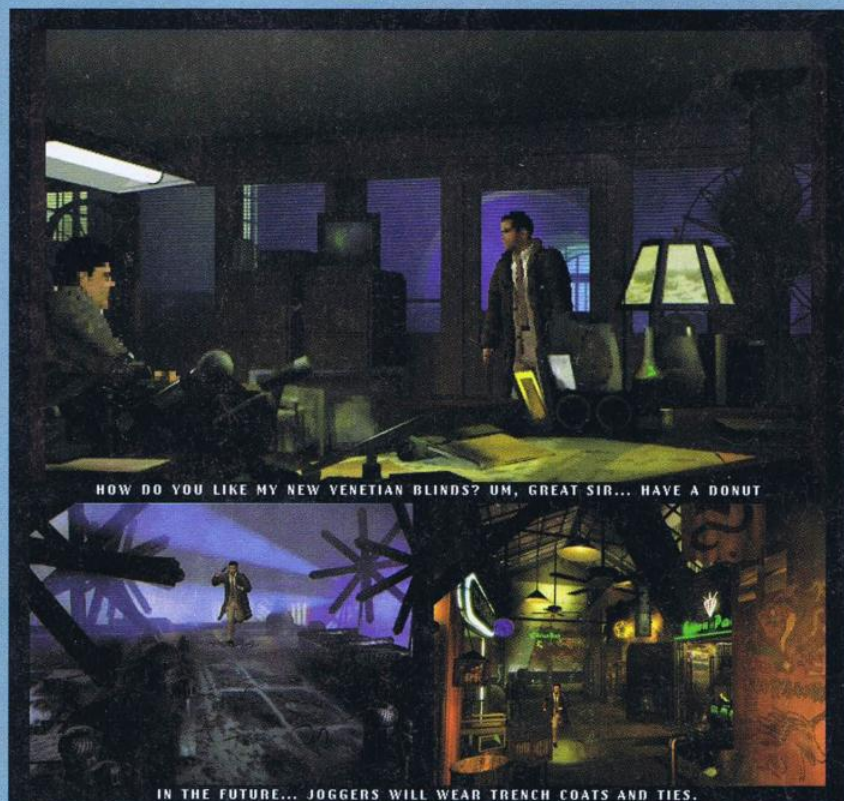
Often being confused with a human, we sent Ross Clarks Smith off to hunt replicants.

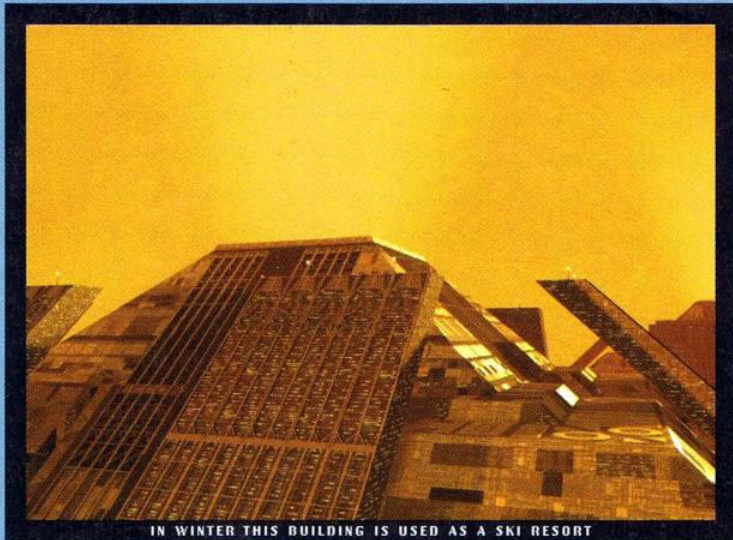


The phrase "Interactive Movie" has been thrown around now for quite a while, but when it comes down to it, the so called interactive movie is little more than an adventure game with some semi realistic graphics. A good example of this was Under a Killing Moon, which turned out to be a disappointment if it was purchased purely for that movie theatre feeling. Blade Runner has also had the interactive movie phrase thrust at it, almost from conception. Well the final game found its way onto a computer recently and the verdict is nothing short of Wow!

### Setting the scene

Blade Runner, very similarly to the original movie, starts with a fully digitised flight over a very dark, evil looking city, with huge chimneys spurning flame, and impossibly high buildings forming the megatropolis of Los Angeles in 2019. Then the scene changes to a futuristic looking pet shop, run by an annoying little man. Two shady looking characters turn up, give the annoying man a throttling (Yay), and waste all the animals (Oh No). The scene changes again and we finally meet the hero of the story, McCoy. Surprise surprise, McCoy is a Blade Runner, a special type of cop who tracks down and retires replicants. For those of you who have not seen the original movie, a replicant is an advanced type of robot that is almost human, and the way to





IN WINTER THIS BUILDING IS USED AS A SKI RESORT

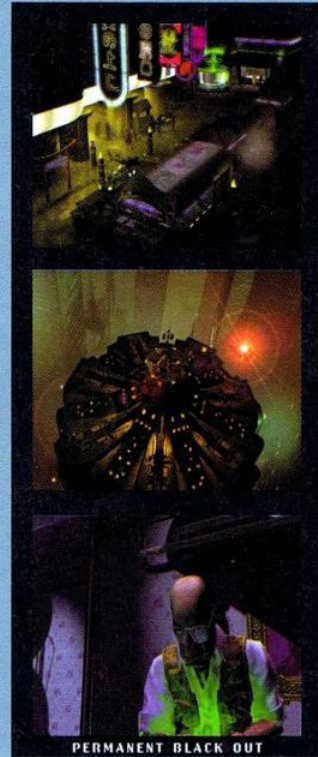
retire them is with a bullet. In 2019, after the third terran war, there are very few animals left, and anyone who would think of killing one, is not likely to be human. So now there is a Blade Runner on the scene, and a crime that has most likely been committed by a replicant. The only problem is that our Blade Runner McCoy has never had a job harder than watering the chief's pot plants, so he needs no end of direction by the player.

Westwood Studios, the kings of real-time, were responsible for the creation of Blade Runner the game, no mean feat as the owners of the licence have been happy to wait 15 years until they found someone who could do it right. Not being satisfied with having introduced real time into strategy, Westwood have introduced the concept into the adventure genre. So while playing the game, every thing that the character does or does not do, affects the whole flow of the game. So if you follow dud leads, you might be responsible for McCoy missing a chance meeting with a suspect. Also if you get stuck, the best thing to do is send McCoy home for a

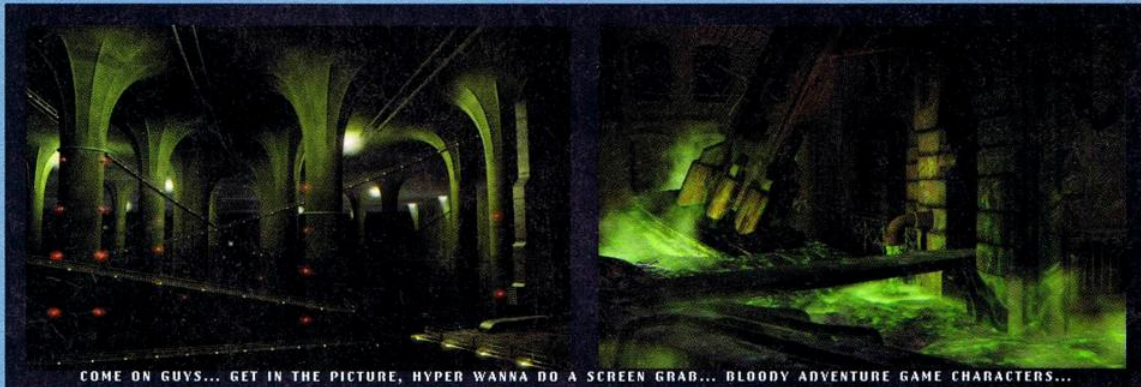
which the box claims to be, directional, colour, volumetric, attenuated and animating. Well all those things sounded pretty flash, but what do they mean Mr Dictionary? In non geek terms this means that all the lighting has a source, and a level of brightness, so as things move around in the light, they become brighter, cast shadows and reflections and it is all constantly changing, just like in real life. The camera angles are all well thought out, and movement from scene to scene would be worthy of an Oscar for cinematography. With all this having been done for over 100 scenes, including some copied from the original movie, there is no surprise that this game is very movie like.

There are some really cool features within the game, including the ESPER, which is a machine for zooming in on and enhancing photos, which is one way of finding clues. Another tool is the KIA, (No, not a ugly looking South East Asian car!) which stores clues including pictures and sound bites, which are able to be reviewed at any time. Probably the best sidetrack to the game is in police headquarters. The practise target maze. This mini game is similar in play style and look to Virtua Cop, but naturally has much better graphics, it has its own scoring system, and is loads of fun to play while waiting for something to happen in the main game.

There could be three reasons to buy this game. If you are a technophile, that wants to be up with the latest developments, this game is like a guide to modern graphics techniques. Alternatively if you enjoy a good detective whodunit, Blade Runner has a detailed story line and an intuitive style of play. The last reason is for those people who dedicate their lives to the worship of a certain movie and its associated paraphernalia, but if this is you for Blade Runner, then you have probably bought it already.



PERMANENT BLACK OUT

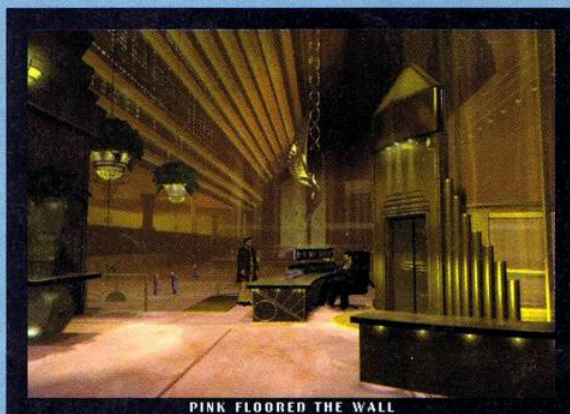


COME ON GUYS... GET IN THE PICTURE, HYPER WANNA DO A SCREEN GRAB... BLOODY ADVENTURE GAME CHARACTERS...

sleep and check to see if he has any messages on his answer machine. This also means that although the game is basically a "point-and-click" adventure, it is non-linear, and can be different every time it is played.

#### Better than bad, it's good!

The graphics in this game are almost indescribable, and for once the screen shots on the box don't look as good as those in the game. There are a couple of reasons for this. Every screen is constantly being animated, so whether it is a flickering television, in the background, or the strange abundance of really big fans slowly rotating, there is always something moving. Probably the most important part of the visual effects is the lighting,



PINK FLOORED THE WALL

AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: VIRGIN INTERACTIVE
PRICE: \$89.95
RATING: M15+
REQUIREMENTS: P90, WIN 95, 16MB RAM, 4XCD ROM

#### FREAKOMETER



Liking the movie will help, but most will dig it

#### VISUALS

96

#### SOUND

90

#### GAMEPLAY

89

#### OVERALL

92

Pure entertainment, Vangelis soundtrack, stunning imagery, cool detective work... one of the only movie-based games that ever did the film any justice

# Myth - The Fallen Lords



Just when you were getting used to the new wave of real time strategy games, Bungie have taken the next step forward already! Dan Toose is called to arms.

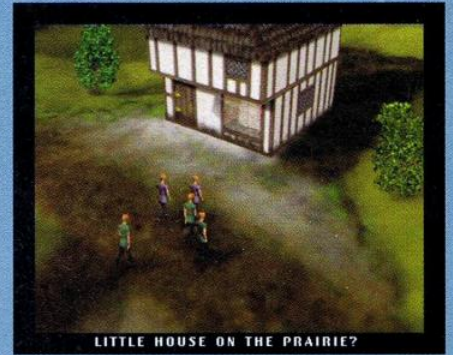


Meet the family

Real time strategy games have been a popular thing ever since Dune 2 wowed the cerebral gaming world out there, and games like Warcraft 2 and Command & Conquer took this genre to the top in the online gaming community. This year's E3 saw an entourage of Command & Conquer clones, with a couple such as Dark Reign and Total Annihilation capturing the vast majority of the audiences. There was however another very impressive strategy title in the making at E3, and unlike most of the other real time strategy games on show, this one's new features were obvious to all. Bungie, best known amongst Mac gamers for Marathon, have essentially taken RTS (real time strategy) wargaming, and put it in a 3D engine, in a medieval fantasy world, and called it Myth.

Myth - The Fallen Lords is set in a fantasy world where a war is raging between the humans and their allies, versus the hordes of undead minions. Rather than follow the current trend of involving resource management and building as the key to success, Myth is a straight up tactical wargame, where you start each mission with a bunch of troops, and they have to see you through to the end.

The most impressive thing about Myth is the visuals. Unlike a lot of strategy games around, Myth doesn't require any sort of abstract thought to follow what's going on, because everything looks so much more realistic with the 3D environments. Whilst the environments are 3D, the units in Myth are 2D sprites, although they're well drawn, and since they're direction specific, they fit into the 3D environment just fine, although they could have been animated a bit better. The environments look second to none in the strategy genre, and look pretty enough that you'll feel guilty for spilling blood all over them. Having a pretty hill does not sendeth the jaw dropping



LITTLE HOUSE ON THE PRAIRIE?



FIGHT THE UNDEAD HORDES AND TAKE THEIR SEASON LIFT TICKETS...



HEY ELROND... LET'S WATCH THIS WALL... NO ONE WILL SNEAK UP ON US... TRUST ME



A TROUBLED BRIDGE OVER WATER...



WHAT A BLOODY MESS...



BEEN RUBBING HIS FEET ON CARPET FOR AGES...

however, but watching a molotov cocktail sail through the air (smoke trailing of course), bounce at what looks to be a very realistic path off the side of the hill ahead, and then blow your opponents arms and legs off in a shower of limbs, blood and shrapnel, is pretty darn cool. Everything is calculated very accurately, so an explosion looks real in that it affects its surroundings in a realistic manner.

Naturally things look best if you've got a 3DFX card, but the game runs pretty well without one too, so you don't have to shell out for a card as well if you don't own one.

**Sounds good...**

Thank God Bungie have realised what you need to do with sound to give a computer game extra character, because Myth has the most outstanding use of amusing speech samples in a real time strategy game to date. Essentially, Myth has taken the Warcraft 2 approach to use of speech samples, with units coming up with comments that ooze personality, not only when you click on them, but also when something happens to them in the game. The dwarves are particularly hilarious, as they grumble about having to walk somewhere, complain if you've got other troops standing in the way, and even mumble an admittance to accidentally blowing up friendly units with their grenade attacks. Myth also includes extra speech in the single player missions which make the missions seem far much more cinematic. For example, the second mission involves you hunting down a traitor to your side, and your band comes across a farmer who knows where the traitor is. He verbally beckons you to follow him, complains when you aren't following him, and reacts to enemy attacks as well (although not in a way that makes saving his life any

## Myth Vs DR & TA

Now it must first be pointed out that Myth is a different style of game to Dark Reign and Total Annihilation, but it is another strategy game that's been released not long afterwards, so for those of you still to purchase your strategy game for this year, hopefully this will help.

The main difference in terms of gameplay is that Myth does not include resource management, and as a result, your tactics don't revolve around building up a force that is sufficient to defeat the enemy, then do it. Instead Myth is about pure battle tactics, and this may appeal less to those that enjoyed the building element in older RTS games. Myth is definitely a step ahead when it comes to aesthetics and a physical engine, but there are elements like number of unit types and control over unit AI that have just been done better in DR & TA. Sometimes getting your units to do exactly what you want can be a drag, and on the whole the interface is not as good. However, as a raw strategy challenge Myth is much tougher going than either DR or TA. For those that have little time to play games and are wanting the multiplayer game that gives shorter games, Myth's set number of units ensure battles can't last forever. In the end Myth is not better or worse than DR or TA, it's just different.



Myth



Dark Reign



Total Annihilation



NOW CEDRIC, IF YOU AND YOUR FRIENDS CAN'T PLAY NICELY, I'LL CALL THEIR MUMS TO TAKE THEM HOME



MIEVIAL FIRING SQUAD...

A VIEW TO A KILL...

easier). The music (what little there is), is at the better end of the ambient fantasy music spectrum.

In terms of advancements, Myth is really only a ground breaker in the fact that the game uses a 3D engine. Essentially, the camera angle is fixed at a particular angle to level ground, and you essentially just move the viewpoint around the battlefield. The camera can be turned left and right, and can also be made to arc around the centre of the screen... so for example, if you were looking at the back of a pillar, and wanted to see the front, you could pan around to do so. Now there are good and bad things about the way the dynamic viewpoint works. On the good side, this method of viewing the battle enables you to check out the terrain very quickly, and in Myth, using the terrain to your advantage is essential to victory. On the down side, and this is more of an interface issue than anything else, but you sometimes have difficulty moving the camera around if you're near the edge of the map, as the camera doesn't want to pan over an area that isn't included, so whilst looking at most of the map is really easy, the boundaries can often only be viewed one way.



PSST... OFF THE DWARF... NO ONE WILL EVER KNOW

The 3D engine not only gives us a better view of the battlefield, but also affects combat directly with the amazingly accurate physics. The terrain has a huge effect on the outcome of a battle, and elevation is most important with projectile weapons being far more effective when used from higher ground than the target. When planning a battle, even paying attention to the slope of a ditch in the ground can be important, because if a grenade were to bounce on a surface, the angle of impact will determine where the grenade goes off.

If you expected Myth to include dozens



of weird and wonderful medieval warriors and monsters then be prepared for disappointment, as the game only has sixteen unit types, which really could have been improved to make long-term appeal greater. However, there are some cool features which balance out things like this. Firstly, units that survive the mission are kept track of, and you can end up taking them in to later missions (even the next mission). Units that have more combat experience will fight better, so keeping track of unit health can help you ensure you save your big guns for when you need them. Many units also have a special ability, for example, the Journeyman can heal friendly units, and your dwarves can place explosive charges (which when used effectively is an awesome tactic).

**Huh-huh, He said hard**

There's one thing that should be pointed out about Myth before the casual gamer runs out and buys the game... it's bloody difficult. Now don't get me wrong, the general gist of playing the game is quite simple, but the key to victory lies in careful planning and rather anal organisation of your troops. This is one of those games where saving frequently is necessary, since you may spend ages getting your units to a certain spot on the battle field, only to screw up by forgetting to stop your dwarf from blowing up all your infantry once the battle begins. Myth may have instant appeal with those that aren't into strategy games normally, simply because the game looks so good. If you do play the game, and get wiped out straight away, don't walk away in disgust, because you were probably just one click away from victory at one stage. Besides managing your units carefully, constantly checking your surroundings is a must, as units such as the wight explodes upon death, taking out anyone nearby as well. The undead minions can also hide underwater, which makes for some very nasty ambush attacks.



NOW I'VE HEARD OF A WATERY GRAVE... BUT SERIOUSLY



WHAT A SHOCKER...



DEATHFACE AND HELLBREATH PLAY A GAME OF SKEWER THE NORD



I'LL PUT FIVE GOLD PIECES ON THE GUYS IN BLUE



**TRY TO KILL YOUR MATES...**

The comical edge that gets added to Myth due to the common situation of accidentally killing your own troops makes the game amusing in multiplayer, especially on a LAN (Local Area Network), since you can hear your opponents cursing and swearing as they spend more time killing themselves rather than you... it's great. Players can choose from a host of heraldic shields, and use practically any colour combination to make themselves look distinct. There are many types of game to choose from too, ranging from last man standing, through to a scavenger hunt where you have to locate balls (yes, balls) around the map, with the interesting twist of being able to move them around the map to make things tough for your opponent. There's also king of the hill, capture the flag, and a few variations on the ball games, so there should be plenty of multiplayer variety for everyone.

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-16
PUBLISHER: BUNGIE
PRICE: \$79.95
RATING: MA15+

**FREAKOMETER**

Some may be scared off by the difficulty, but it's so easy to learn how to play, and looks so good, that most will dig it

**MULTIPLAYER**  
Great. Makes for fun multiplayer gaming, but two or more cautious players will be sitting there all day

**VISUALS**  
94

**SOUND**  
90

**GAMEPLAY**  
92

**OVERALL**  
92  
Myth is simply pure tactical warfare with the best visuals in a strategy game yet... it's great

# CART Precision Racing

Now the International video game racing circuit has a newcomer, team Microsoft. George Argy pulls on the cigarette advertisement suit and takes Cart for a spin.



CART is Bill's latest attempt to win our support/cash and quite a bloody good racing sim to boot. The comparisons this game will receive to F1GP2 are inevitable, so I won't get into them here. One thing I will say though is that the "garage", where you customise your car, is so full-on that even the most colonically irrigated F1GP2 fan will seriously consider turning to the dark side. You can mess with everything from your shocks, brakes, aerodynamics, tyres, mirror angles and even how many CD's you can stack in the car's audio system ... OK, maybe not, but that would be cool too. It's a real pity that you can't design your own car colours though, as they depend on which racing team you select at the start. After you've completely hammered the car's performance, you can ask the engineer what he thinks of your pathetic efforts and he gives you some rather good advice like "tyre pressure affects your cornering ability", so you get to learn a bit about indycars and racing.

#### Weekend warriors...

There are three race options to choose from, depending on how serious you are about the game. Quick Race is just that - you choose a track and team and then jump in the cockpit and put your foot down. The two more in-depth options are Race Weekend and Full Race Season. Here you are actually competing in an attempt to improve your overall standing and statistics. To complete a full race season would take you days of gameplay as you have to race over 3 "days" on each track (Friday Practice all the way to Sunday's Race) with about 2 races per day, and each track is about 25 laps - with 17



happily like this until I went over a mate's place who had two thrust-master wheels set up. After racing like this for a few hours with the sound way up I felt frightfully inadequate. Novices need not fear too much, as the game features many variable difficulty and controls levels to help you learn how to play. There are various "driving assists" like auto-shifting, spin control, non-skid etc to help you out, and if you turn them all on the car drives itself around the track to show you how a real pro would handle it. But there's a flip-side - take all the driving assists off and you have to be Fangio to even think about controlling the damn thing.

Of course, what would any racing game be if you couldn't let your mates kick your ass, and that is exactly what CART lets you do - via LAN, modem, serial cable, Internet or Microsoft's Internet Gaming Zone. There's also an in-depth online help, racing tips, track guides and heaps of videos presented in the form of a "racing school" where some hotshot speed-demon gives you some tips on wall avoidance. If this is the calibre of Microsoft games to come, then their plans for world domination are heading in the right direction.

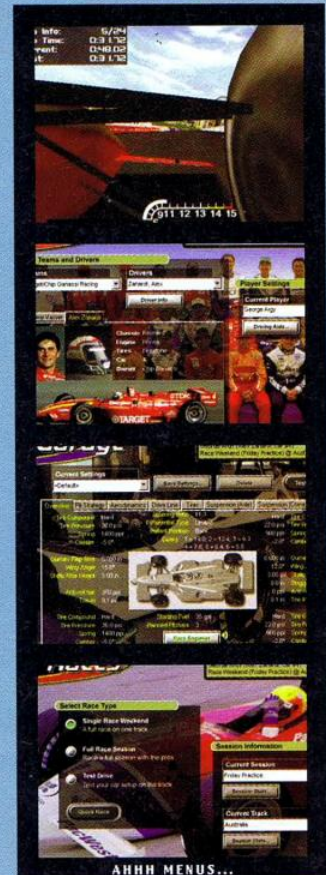


tracks and 17 authentic teams from the 1997 circuit to choose from, that's a helluva lot of Jolt and Doritos. MS have also spent a lot of time in faithfully recreating the circuits - on the Surfer's Paradise track I could have sworn I zipped by the hotel I spent schoolies week in, but at 300kph anyone can make mistakes.

The graphics in this sucker are pretty darn amazing. With a 3DFX card (and what hardcore gamer doesn't have one of those babies?) you actually get a sense of travelling ball-tearingly fast as the track whips past at a silky smooth frame rate (and it just wouldn't be Microsoft if the sponsors' logos on the grandstands weren't hi-res bitmaps). There's a trade-off, though - the tracks take ages to load and the game hogs most of your system resources and needs at least 16MB RAM to run, but man, it's worth it. CART also has Direct 3D support which isn't bad at all, and also 640x480 and 320x200 mode for those who still think Doom is cutting-edge technology. The sound effects are everything that you'd expect, from the whine of the engine to the skidding around corners and collisions with cars, walls and spectators which I did unfortunately a little too often. Pump it up loud and be happy, but ditch the music option - late 80's soft cock guitar rock is not my idea of a "cool sound-track, man".

#### Loss of control...

The only real complaint I have with the gameplay is the controls. Firstly, put away any thoughts of controlling this game with the keyboard - you'll find yourself smashing into so many walls you'd keep a virtual panel beater in business for eternity. Joystick is the way to go for us gamers not quite hardcore enough to fork out the dosh for a wheel, and I was playing quite



AVAILABLE: NOW  
 CATEGORY: RACING  
 PLAYERS: 1-8 (LAN) 1-4 (NET)  
 PUBLISHER: MICROSOFT  
 PRICE: \$79.95  
 RATING: G

**FREAKOMETER**  
 Probably too complex and difficult for novice gamers

**VISUALS**  
 85

**SOUND**  
 77

**GAMEPLAY**  
 72

**OVERALL**  
 80  
 A great racing game that would be better if you didn't have to own a steering wheel to control it properly. Great for racing freaks

# Take No Prisoners

Dan Toose takes no prisoners in this bloody action romp... as that ain't the aim of this game.



THIS DROID'S SO SCARED HE'S PISSING OIL ALL OVER THE PLACE.

Doom created way too many clones, and Quake looks to have done the same thing. So when someone tells you that Raven are doing another action shooter in a 3D environment, your hand almost involuntarily prepares to slap your forehead as you say "Not another Hexen game already?!". No... far from it actually. Ravensoft have been exploring the idea of using a top down view with a 3D engine, to bring you something that for lack of a better way of describing it, is Gauntlet with a 3D engine, or souped up clone of PSX shooter, Loaded. The main similarity between Take No Prisoners and the id software 1st person shooters is that you control the game just like Doom or Quake, but it just looks different.

TNP is set in post apocalyptic San Antonio, where society, has suffice to say, become a tad chaotic, and mutants and punks rule the streets by force. Unfortunately, the radiation is going to wipe out even the toughest gun toter, and your mission (should you choose to accept it or not) is to infiltrate "the Dome" which is a man made shelter from the radiation that you need the secret to so you can ensure your survival, and the rest of your buddies.

### Bird's Eye View

Raven used this engine for another recent release, Mageslayer, but instead of just having a top down view that



simply moves up, down, left and right, TNP also allows you to fix the view from slightly above and behind your character (Slade), and since the controls are just like in Doom (turn, move forward and back, strafe, etc), the game essentially is like Doom

in that you turn around to see what's coming from a different direction, except you also see yourself in the shot (like Tomb Raider, except with the camera from almost on top). The sprites for the characters are kind of simple, and the animation isn't wonderful, however if you've got a 3DFX card, the smooth textures and the coloured lighting make the game as a whole look great. There's transparencies with windows and water, and of course with weapon effects. The way creatures die in an eruption of blood and flying limbs is very cheesy and over the top, but quite satisfying.

Duke Nukem 3D earned a lot of fans due to Duke's smart arse remarks, and TNP also delivers in this department. Slade even sounds a bit like the ol' Duke, so it's obvious where the inspiration for the character design came from. There's plenty of samples for pretty much every sort of event which happens in the game.

#### Smarter than the average monster

In typical Ravensoft fashion, the level design and first person play has obviously been worked upon with great care and attention, and compared to your average first person shooter, the monsters are a little more intelligent. Sure, a good Quake or Doom player will be able to zip around and take down most monsters quite easily, but there seem to be more situations where avoiding enemy attacks are difficult, making combat generally more nerve wracking than Quake for example.

It's not all just about blowing things up though, as the game is essentially all about you getting into "the Dome" and retrieving a certain crystal that will ensure you and your corporate



buddies can set up your own Dome and survive the holocaust, etc. This means you'll be travelling from zone to zone around San Antonio, and with twenty different zones to go to, you really do get a sensation of being in a big city. There are different means of transport from zone to zone, including a truck, the subway, and by boat in the sewers. The only thing annoying here is that you'd think that once you had a truck, you'd be able to drive wherever you wanted, but unfortunately it doesn't quite work like that, and to figure out how to get to a particular zone may take a few trips by all sorts of means. There are also "in level" vehicles, which you can use to run over your opponents, which saves you heaps of ammo and frustration.

From computer terminals around the city, and from the corpses of your fallen enemies you can obtain computer files including personal logs which help give clues as to where certain things are hidden, and passcodes to give you access to new areas. There's also funky things like operating a crane arm in a far off room to do things like pick up a faulty laser cannon and use it to wreak some havoc and destroy a part of the room that you don't otherwise have the power to do.

You've also got a wrist mounted computer which you can use to get info on all the weapons you collect (all 21 of them!), all the items you can find (22 types), the enemies you have encountered (22 types), the various maps you get from computer terminals, and also look through all the files you have collected.

The game also includes a variety of multiplayer modes, including capture the crystal (flag), straight deathmatch, assassin mode (you have a particular player to kill), and more.

Take No Prisoners is a pleasant break from the generic first person shooter games that are coming out nowadays, but with that tried and tested first person style control method. If having to explore and go back through old levels drove you nuts in Hexen 1 & 2, you may get peeved with TNP, but otherwise it is a decent action title with enough puzzles and variety to keep most gamers entertained.



AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1-8
PUBLISHER: RAVENSOFT
PRICE: \$89.95
RATING: MA15+
REQ: P90, WIN 95, 16MB, 2X CD-ROM

#### FREAKOMETER



Tricky enough to control to possibly scare off the novice gamers.

**MULTIPLAYER**  
Good. It's not quite Quake, but worth a bash

#### VISUALS

83

#### SOUND

80

#### GAMEPLAY

81

#### OVERALL

81

Whilst not overly original in some ways, Take No Prisoners does offer a change from the entourage of 1st person shooters, whilst still playing like one

# Incubation

*He's not known for sitting on eggs or anything, we just thought David Wildgoose might like Incubation.*

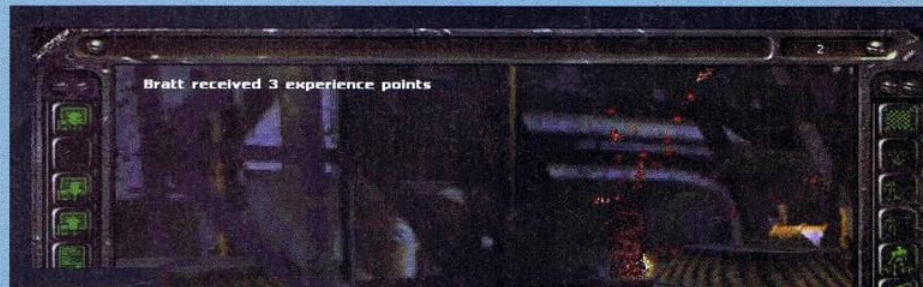
Those crazy German guys at Blue Byte have developed a fine reputation for creating rewarding and accessible strategy games. Through the likes of *The Settlers* and the *Battle Isle* series, they have removed many of the more arcane aspects of hardcore titles and delivered resource management and wargaming fun to the mainstream gamer. With *Incubation* they're doing it again. Only this time it is turn-based, squad level combat that receives the Blue Byte treatment, and instead of using cuteness and accessibility everything looks decidedly sci-fi and scary.

You play Corporal Bratt, a space marine based on the planet Scayra. During your stay, the energy shield that safely encloses your research colony from the Scay'Ger, Scayra's peaceful inhabitants, fails and a human virus is released into the atmosphere. The normally friendly Scay'Ger end up mutating into fantastic killing machines plucked directly from the *Alien* films, and so decide to kill you - as mutants generally do. As Bratt, you lead a troop of fellow marines (you usually have about five or six under your command) to protect the colony and allow time to escape Scayra.

**Score some stimulants...**

The thirty or so missions are structured in an interesting manner. From the map screen, which shows the threatened colony, you can select an area to enter from a choice of two or three. Most will transport you to a proper mission (in which you will have to eliminate all Scay'Ger, find an object, reach a certain room or door, or just survive for a certain length of time, among many others), while a few will occasionally take you to scenes of other battles with the Scay'Ger (these give you the opportunity to pick up items that your fallen comrades won't be needing any longer). The one location constantly available is the supply shuttle where you can upgrade weapons (from assault rifles to flamethrowers) and other equipment (from medikits to jet packs and, um, "stimulants").

Initially, *Incubation* appears a little daunting to play. I suspect this is mainly due to the slightly confusing interface and the fact that I got absolutely whipped on the first mission I undertook. Barely half an hour later though, the confusing interface was really becoming rather helpful and I was contemplating my next move midway into the third mission.





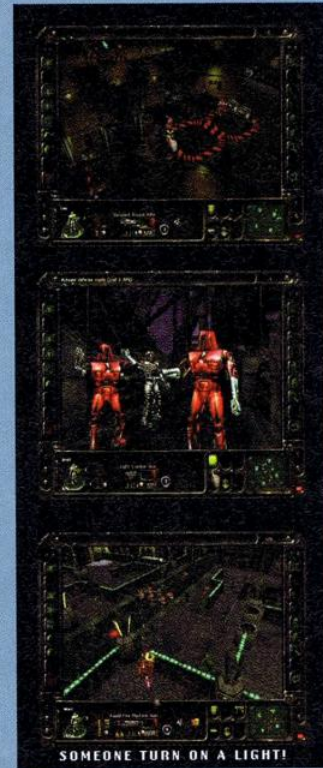
Once I had settled in, Incubation proved to be a bit on the easy side.

#### R&D funding withdrawn...

For a start, there's no research or technological development to worry about (as in X-Com or even Syndicate), leaving you to concentrate solely on combat itself. This would be fine if there was more to the combat - but it is too basic and lacks variety. You can't kneel, crouch or lie down, for example. You can't exchange weapons, ammo, or items between your men during a mission. You can't start even moving one person, switch to another, then return to the first - you have to either complete their move first or switch before you start their move. Disregard for these actions doesn't ruin the gameplay, but it does noticeably limit your options.

Against that, something I originally considered a flaw (that is, the inability of your men to carry more than one weapon each), actually becomes a big plus. It forces you to specialise the members of your squad (you'll have heavy and light units, those equipped for brute force or as medical units, etc) and really plan ahead. It also contributes to their personality - something that is developed more in Incubation than most other games, thanks to the cut-scenes, briefings, and mid-mission speech. The most telling failing, however, is the rather simple-minded enemy AI. They are dumb, to be honest. As an unfortunate consequence of their stupidity, your own tactics are often reduced to a similar base level.

But Incubation isn't really aimed at the veteran strategy or war-gamer. Its excellent graphics (with plenty of blood-soaked action amid dark, gloomy architecture) are instantly appealing, and the numerous views (both third and first-person) ensure that you'll feel fully immersed in the Scaryan universe. Despite the faults mentioned above, the gameplay does get addictive and ultimately, while never scaling dizzy heights, creates a good, solid and satisfying game.



#### WHAT IS IT MAN?!

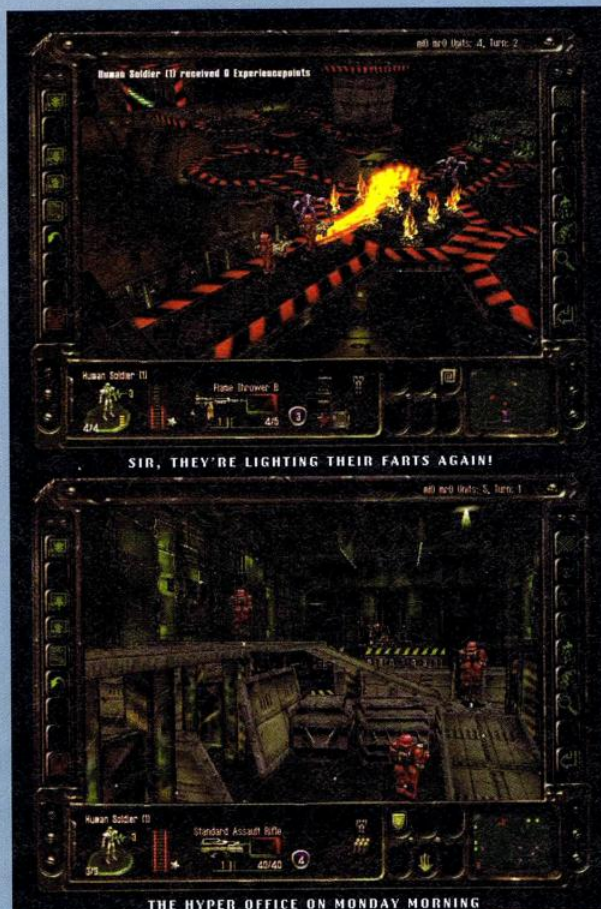
Hang on, just what is "turn-based, squad level combat"?

Incubation provides a great introduction to the charms of this genre, so I figured a bit of an explanation might be in order to tempt all you TBSLC novices to take the plunge.

Well, the turn-based bit should be obvious - you move your little blokes around, then afterwards the computer (or your mate) get to move his little blokes around, and so on.

Each member of your squad has a certain amount of "action points" to do things with each turn. Moving, shooting, collecting or using items, even opening doors, all drain your APs. A vital tactic is to utilise what is called "opportunity fire". This means that rather than using up all your APs in your turn, you instead set your little bloke to stand guard - perhaps at a door, or an important cross-road. Then, if any enemies move within range, your little bloke can shoot at them during your opponent's turn. Also worth bearing in mind is that line of sight is crucial. Despite the fact that you can see the layout of the whole level, you can't see enemies until your little blokes can see them. This means that the direction they are facing at the end of their turn is hugely important.

If it sounds somewhat complex, believe me, it isn't. Once you've mastered this, you'll be ready to take the step up to more demanding TBSLCs like the great X-Com Apocalypse.



AVAILABLE: NOW  
 CATEGORY: STRATEGY/ACTION  
 PLAYERS: 1-4  
 PUBLISHER: BLUE BYTE  
 PRICE: \$79.95  
 RATING: MA15+  
 REQ: PENTIUM, 16MB RAM,  
 SUPPORTS 3DFX

#### FREAKOMETER

Turn-based strategy isn't for everyone, but this really is very easy to get into

#### VISUALS

89

#### SOUND

83

#### GAMEPLAY

76

#### OVERALL

79

Incubation is a more than decent game and, with the seductive bonus of some gorgeous visuals that rival most 3D action games, is a perfect entry-level strategy title

# Worms 2

*It's not often that somebody looks forward to a case of worms... David Wildgoose however didn't seem to mind one bit.*

I loved the original Worms and the idea of a sequel is something I have been quite looking forward to. One doubt had crossed my mind though - that was, how could Team 17 improve on the first game? They would have to tread a fine line between making Worms 2 different enough for it to be worthwhile buying again and yet not so different that it completely ruined the appeal of the game. Well, judging by the presence of a certain Big Rubber Stamp somewhere on this page, I think they've done it!

To get you into the spirit of this fantastic game, let me describe an incident that occurred while my friend and I were playing. Both of us started this particular map with a worm placed on a high ledge. I had first turn, so I selected an Uzi and pumped a full round into my hapless opponent, leaving him half dead. For his turn, my friend decided to be a bit tricky. The plan was to hook a rope to a ledge above, shimmy halfway up, drop a stick of dynamite next to my worm, leap off the rope onto another nearby ledge and scamper clear of the blast. It went well, until he jumped onto the ledge, landed on a sloped section, slid off and landed back where he started. Next, the dynamite exploded, sending my worm flying into a wall on the left and my friend's worm to the right. Unfortunately for him the explosion dislodged a landmine that flew across the screen and settled at the feet of one of his other worms. It then blew up, sending this second worm spiralling through the air to land next to - guess what? - another landmine! Hahahahahaha! At the end of his turn, my friend (I can't name him, cos it's too embar-



YOUR CHANCE TO KILL THE SPICE WORMS...





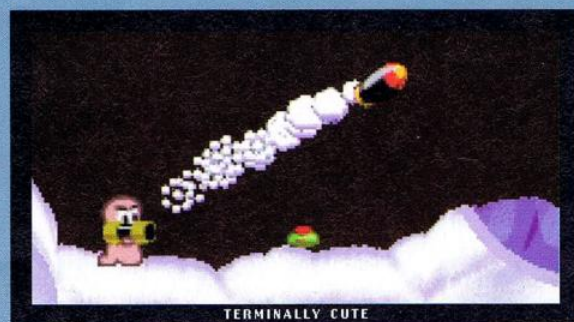


### A bad case of wind...

When it's your turn you have the opportunity to select which worm to use. Then you have sixty seconds to move them around, pick a weapon, fire, and make your escape. Most weapons (grenades, bombs, bananas and bazookas) will require you to aim them using a little cross-hair that floats about an inch away from your worm, then hold the spacebar to determine the power of the shot or throw. Others, like the air, napalm, postal and super sheep strikes, need targeting - you click on a worm and the plane will try its best to drop its load on them. Making life difficult for all of these weapons is the wind. This is indicated by a little bar at the bottom right of screen. Paying attention to this is vital, because ignoring the direction and strength of the wind can mean the difference between firing your bazooka right over the hill or having it turn in mid-air and head straight back at you.

Everything in Worms 2 is able to be customised. There's a team editor for you to create, name and give voice to your own special worms. You can select which weapons (and how much damage they do, when and where they explode, etc) you want to take in the weapons editor, as well as the occurrence of new weapons appearing in "crate drops" during a game. The terrain editor allows you to randomly generate a new map or design your own with the simple paint program. Best though is the options editor that covers everything from the fuse time of landmines to the land sink rate in a sudden death match to the starting hit points for each worm to the amount of time you have to find cover after firing a weapon to whatever you want, basically. Just go in and have a fiddle, that's my advice.

The great thing about Worms 2 is that you're initially drawn in by the silliness of the weapons and the cuteness of the worms. But after a while, what keeps you playing is the superbly subtle strategy and planning that goes into becoming good at it. And even then, it remains a very silly and very cute game, too!



rassing) almost managed to kill one of my worms, but in doing so had actually killed two of his own! I still haven't stopped laughing - hahahah! See?

### New ways to kill worms...

So, Worms 2, then. Each player has a team of worms (between one and eight) randomly scattered over a landscape roughly two screens wide, and an arsenal of ludicrous guns and things with which to kill each other. In addition to the original weapons (bazookas, air strikes, Streetfighter-style punches, various guns, etc) are several very cool new ones. The mini-gun is absolutely brilliant, since it can tear a huge whole through any obstacle that separates you from your target and does masses of damage. The homing cluster bomb is great - it explodes once, splitting into five shells that home in on the desired worm. Less traditional weapons include the old woman (who wanders around chattering until she blows up), the sheep (it leaps around going "Baaa!" until detonated by you), the postal strike (a plane flies overhead dropping five highly explosive letters), the banana bomb (it truly is the "soft fruit of doom"), and a priceless Ming vase (it, um, explodes as well). There are also plenty of others (gotta love the petrol bomb), plus several extra special ones not even mentioned in the manual. Also useful are the parachute and bungee rope for negotiating those hazardous cliffs, as well as girders and drills for a bit of on-the-spot map renovation.

AVAILABLE: NOW
CATEGORY: ACTION/STRATEGY
PLAYERS: 1-2
PUBLISHER: MICROPOSE
PRICE: \$79.95
RATING: G
REQ: P90, WIN 95, 8MB RAM, 2X CD-ROM

### FREAKOMETER



Mixes the best of strategy with the best of action. Should appeal to almost anyone

**MULTIPLAYER**  
Absolutely essential. This is a multiplayer classic!

VISUALS  
**79**

SOUND  
**65**

GAMEPLAY  
**92**

OVERALL  
**90**

Whether you treat this as an action game or a strategy game, you'll still be ridiculously entertained. Better than the original in every conceivable way

# Riven

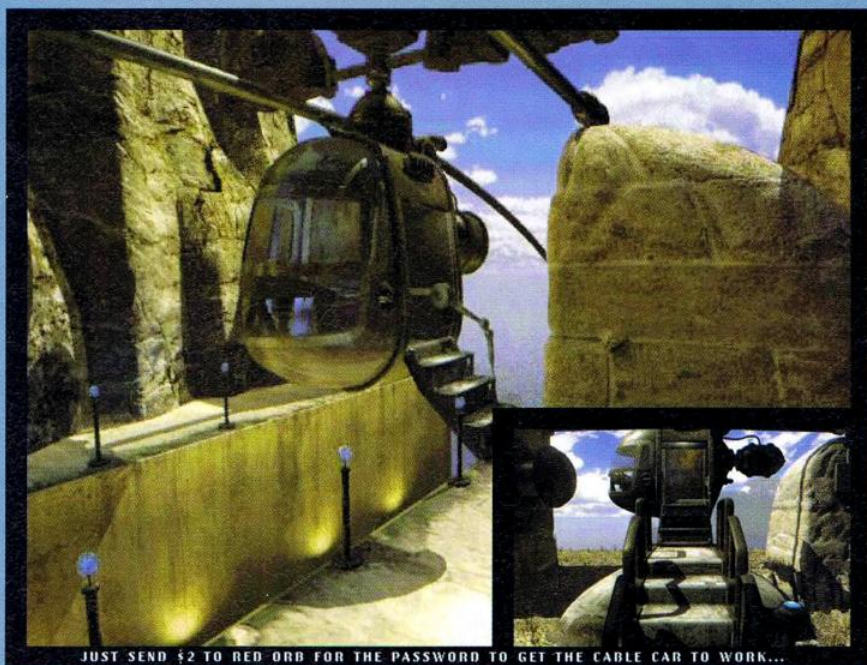
*Always wandering around looking lost, Ross Clarksmith was a match to give Riven the once over.*



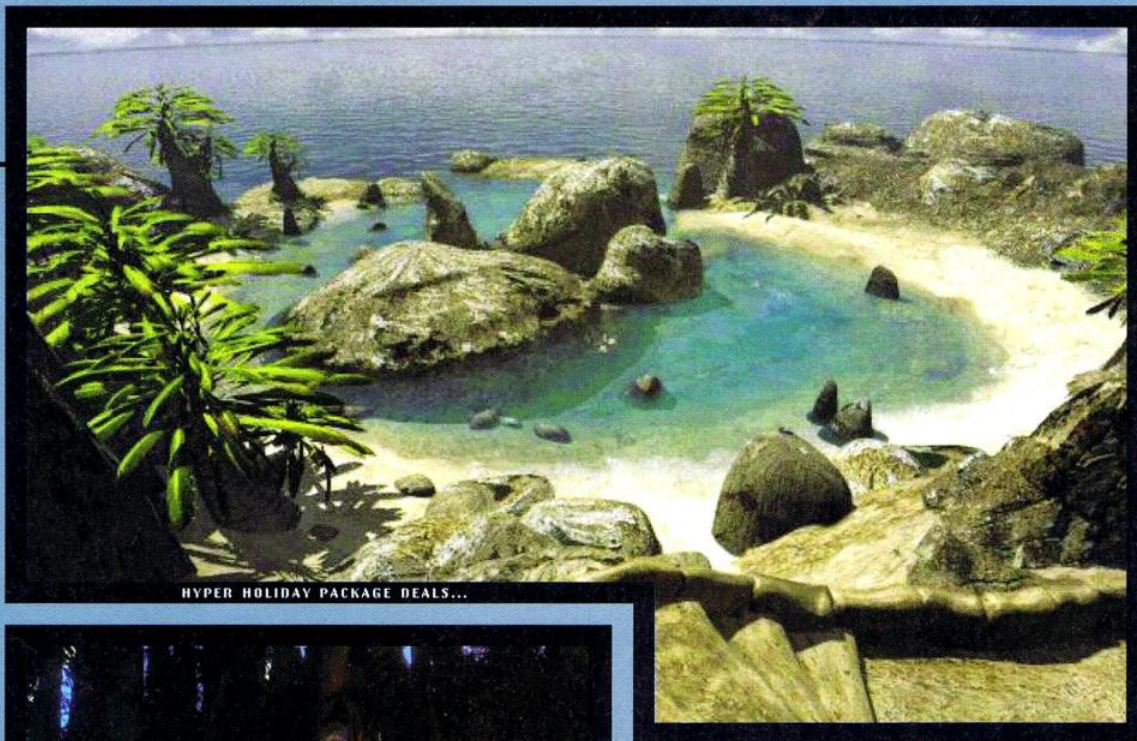
When Riven was first released in Australia a large retail chain organised for three Baby-Boomers to enter the Guinness book of records for the longest single game playing session. Forty hours later when all of their eyeballs had dried out and they were still trying to figure out what that mouse thingy was for, the Guinness book informed them that they were cutting back on stupid achievements, and would not be entering the feat into the book. Now if they wanted a record they probably should have found someone who could finish the game within forty hours, any GenXer would have done! The reason for choosing fogies for this attempt becomes more and more obvious the longer one plays Riven. The game very quickly dumps the player into various levels of utter frustration, boredom, and tedium, and only a morbid thought that one day the game could be completed drives the player on. Riven does have some very redeeming qualities, but it is the strong willed player that will finish this game.

## Myst 2?

Riven is the Sequel to Myst, a game that became famous for islands filled with bizarre puzzles, beautiful still pictures, and a storyline that becomes more warped as time progresses. The story follows on directly from Myst, where on return to the mad scientist's study he sends the player on a quest to the land of Riven. The land of Riven has some remarkable similarities to the land of Myst. There are more islands than



JUST SEND \$2 TO RED ORB FOR THE PASSWORD TO GET THE CABLE CAR TO WORK...



HYPER HOLIDAY PACKAGE DEALS...



NOPE, NOBODY HERE EITHER

you could poke a stick at, the puzzles are even more devious and there are still loads of absolutely gorgeous still frames. However Riven seems much more alive than Myst ever did, due to a couple of factors. Firstly there is the occasional person wandering around, not that it is possible to interact with them, but they add to a storyline. Secondly there are quite a few animations, especially when moving from one island to the next, which puts Myst's single animation to shame, but is still not nearly enough. The interesting thing about Riven as opposed to Myst is that, Myst gave the player a run down on the story as it went along. Whereas Riven seems to put the story secondary to solving puzzles, and it is a long way into the game by the time the player is given any clues as to what is going on. It seems as if the designers realised that the game was purely puzzles when they were play testing, and decided they should put a storyline in at a late stage in development.

Riven has many parts that give it a feel of exceptional quality. For those who have a four-channel surround sound system hooked up to their sound card, prepared to be totally blown away. Apart from the clanking, whirring and hissing of the lever puzzles, there are ambient sound of insects, water and wind. The rich imagery that assaults the eyes of the player in just about every screen is incredible. Riven takes



off from Myst, with a lush tapestry of pretty scenes, a weird conflagration of devices, and a careful of strange transportation vehicles. The water scenes are spectacular, with some of National Geographic's photos looking less realistic.

#### Not just stills?

The introduction of animation in Riven when moving around the islands is a welcome step up, and players should try and hold off from just moving backwards and forwards on the wood hopper, which is truly a joyous rollercoaster ride. There are other bits of animation added purely for effect, like the annoying little bugs in the forest. This does help punters to feel that they are actually playing a game rather than being frustrated by a beautiful picture book.

During setup and installation, which is a fairly easy process, Riven gives the player the chance to set the brightness and contrast to the best level. Unfortunately the monitor used in reviewing the game did not have enough range to properly adjust the settings. This left the reviewer wishing for a Gamma correction facility built into the game, especially on those screens which were dark and used loads of dark brown and black.

Deciding whether to give Riven the thumbs up or doom it to an early release as a nice price game, with the thumbs down result was a difficult decision. The final thought was to give it a slight thumbs up and recommend that if the idea of a puzzle game sounds sort of interesting then it would be a really good present for one of your parents. The theory being that you would get loads of good karma for giving, and it would be you that reaped the final benefit from having the game in the house. Of course if Myst is one of your all time favourites, then you should be rushing out the door now on your way to find the nearest 24 hour games shop. Which prompts the question as to why the local Food Plus doesn't sell that game you absolutely have to have at one am on a Sunday morning?



TECHY BITS

AVAILABLE: NOW
CATEGORY:
ADVENTURE/PUZZLE
PLAYERS: 1
PUBLISHER: RED ORB
PRICE: \$99.95
RATING: G
REQ: P100, WIN 95, 16MB RAM, 4X CD-ROM

**FREAKOMETER**

On one hand, overly challenging. On the other, it's the perfect mainstream market game. Either way, only freaks will finish.

**VISUALS**  
91

**SOUND**  
93

**GAMEPLAY**  
80

**OVERALL**  
82

A stunning game, even if mostly utterly confusing. If you liked Myst, you'll dig it

# AFL '98

Perhaps the most hotly anticipated sports title in this country, David Wildgoose bounces up to review AFL '98



Okay, here it is. You've all been asking for it. For as long as I can remember, Hyper has been receiving letters demanding to know when a decent AFL game is coming to your particular gaming system. So, after a pretty good stab at Rugby League, EA have turned their attention to this country's other major football code. Now it's finally here, and I think they've done another pretty good job.

I ought to make clear from the outset that we received a nearly complete beta for review. This meant that, for instance, we could only play Exhibition matches between Adelaide and Brisbane (which is why they're the only teams in the grabs!). Nor were all the players' names and photos totally accurate. Obviously these "beta features" won't make any difference to the gameplay, and EA have assured us they will be fixed up. Every other feature of the game, however, is open to praise or criticism like any other game. We have to assume that the copy we've been sent is very close to the final version you'll see sitting in the shops. When we do get our hands on a boxed copy I'm sure we'll update you on any further improvements.



OUT OF WORK BALLET DANCERS

SPOT THE BALL



**Just like on TV**

One thing that certainly won't need any improvement is the graphics (even though a 3DFX patch would be very welcome). Each game takes place in a vast and spectacular stadium. This monolith is definitely of MCG proportions and really does provide that "big match atmosphere" so important to sports titles. I'm not entirely convinced by the overly large patch of grass between the boundary line and the fence - at most AFL grounds it's only a few metres, except here it's closer to thirty! The animation and player movement is just about spot-on. The basics are right - running, kicking, and handballing (although I have noticed that occasionally a player will appear to handball in one direction, but the ball will go in another - something that rugby games do all the time). More sophisticated movements will surprise you from time to time - brilliant one-handed marks are most impressive, players get taken out off-the-ball, some get up injured after taking a mark and limp around for a few seconds, others stretch their leg muscles before the bounce restarts play, and I've even seen an opponent (an Adelaide player who shall remain nameless) shoulder charge my player right in the back, causing me to spill the ball and fall flat on my face.

The sound is somewhat subdued. The crowd never really gets too worked up, unless a goal is scored. FX, featuring the appropriate grunts and the sound of leather against pigskin, are fine. And Bruce McAvaney (who supplies the commentary), after having to say the names of all AFL players in a variety of contexts as well as things like "What a brilliant goal!", often sounds more exhausted than anything else. But he does do it well.

EA have included all the options you would expect - there's a Season play, the Final 8 semi-final series, a Pre-Season knock-out competition, and Exhibition games. All the real players are featured, you can pick your team and choose positions and tactics. There is no player draft between seasons because - bloody hell! - can you imagine how complicated that would be?! Amusingly, the weather conditions are limited to either overcast or rain with not a hint of sunshine in sight.

**Quite controllable**

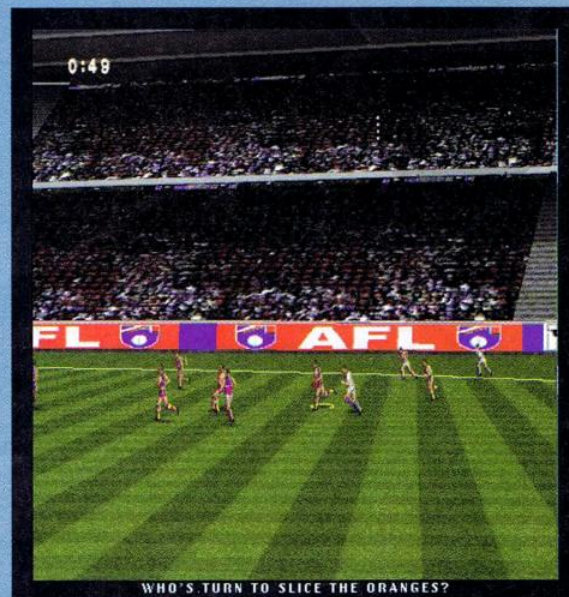
Not quite as complicated are the controls. A four-button joypad is recommended, but the keyboard will do the job. There are four main controls: with the ball

you can kick, handball, bounce, and use a speed burst or evasive technique; without the ball you can tackle/charge down, switch between players, speed burst or jostle, and try to win the ball in a ruck. It's all fairly easy to get to grips with, especially useful are the arrows that indicate the direction of your teammates so you can kick or handball to them even if they aren't yet on screen. The only thing I found a bit tough to handle was marking against the computer. To put it simply, the computer is too good! It's much better in a two player game where both of you are equally hopeless at it.

I did notice a few AI idiosyncrasies during play. Sometimes players will quite happily run straight past the ball without picking it up, which understandably becomes very annoying. More frequent, and more annoying, is the fact that your attempts at a handball (usually when you try to play on after taking a mark) are often ignored by your teammates and the ball goes to ground. Although to be fair the computer also suffers from this deficiency as well.

But, to be honest, all sports games suffer from similar AI problems - and more importantly, you never really feel cheated because it's the same for both sides (and more so in a two player game).

In all, AFL '98 is a remarkably good sim. It's not as polished as the best soccer games (Int. Superstar or Worldwide Soccer), but I enjoyed it far more than any rugby league or union sim that I've played. Needless to say, AFL fans will just peak over this.



AVAILABLE: NOW
CATEGORY: SPORT
PLAYERS: 1-2
PUBLISHER: EA
PRICE: \$89.95
RATING: G
REQ: PENTIUM, 16MB RAM

**FREAKOMETER**

Essential for AFL fans, but not really for anyone else

**MULTIPLAYER**  
A good game, but twice as good against a friend

**VISUALS**  
86

**SOUND**  
70

**GAMEPLAY**  
82

**OVERALL**  
84  
If you're an AFL fan, then this is (quite literally) the only game to get!

## 7th Legion

PC

**AVAILABLE: NOW**  
**CATEGORY: STRATEGY**  
**PLAYERS: 1-6**  
**PUBLISHER: MICROPROSE**  
**PRICE: TBA**  
**RATING: TBA**  
**REQ: P100, 16MB RAM, WIN 95**



7th Legion is a real time strategy game, which for all intents and purposes is a complete Command & Conquer clone, with a slightly futuristic feel to it. Set on Earth, the battle is between the rich folk who left the planet once famine and pollution became way too much of a drag, and the poor folks who stayed behind, as the rich folk have returned to reclaim the planet.

Compared to the last volley of RTS games we've seen lately, the 7th Legion looks like it had a tight budget in the art department, and whilst not butt ugly, it certainly fails to be visually attractive next to a game like Dark Reign, or to an even greater extent, Total Annihilation.

7th Legion has possibly the worst terrain navigation in any RTS game to date, with units requiring you to nurse maid them around the map, not from enemy attacks, but from things like rocks that require use of a brain to get around. There was an attempt at adding something new, with these random battle cards that have magic for you to use. Essentially all they do is detract from the idea of planning a strategy since you can either be thwarted by some random stroke of misfortune, or given the sudden opportunity to waste the enemy. The whole game seems geared towards encouraging a grunt rush... which is unanimously regarded as the biggest killer of gameplay in this genre.

Not only is it simply a pain in the arse to get your units to do what you want, but the enemy AI is moronic, with seemingly no logical approach to taking out your forces. If you put a large force near their base, they just keep sending a stream of units to be slaughtered by your force. Heck, go and make a cup of tea once you've built up a force if you like.

Come on MicroProse... You were behind Civilization 1 & 2, two of the best strategy games of all time. So why on earth is your first foray into real time strategy so shonky?

VISUALS	60
SOUND	70
GAMEPLAY	50
FREAKYNESS	55
OVERALL	52

DAN TOOSE

## Fallout

PC/Mac

**AVAILABLE: NOW**  
**CATEGORY: RPG**  
**PLAYERS: 1**  
**PUBLISHER: INTERPLAY**  
**PRICE: \$89.95**  
**RATING: M15+**  
**REQ: P100, WIN 95, 16MB RAM**



Interplay have delivered a classic RPG. Fallout isn't chock full of groundbreaking graphics or new concepts - but what it does have is some great adventuring and an original plot, making it one of the more entertaining RPGs of late. Set in a post-nuclear Los Angeles, you are a Vault Dweller who has been living inside a big tin can under the ground since you were born. When the water purifier blows a fuse, the overseer sends you out into the outside world for the first time. Can you save the inhabitants of Vault 13, or will you unwittingly bring about their doom? Haha!

The character development in Fallout is top notch, with you being able to allocate a variety of skills and quirks to your player making each creation unique - thus making Fallout extremely re-playable. Your little character is also animated on screen according to what you equip him or her with, making the whole character nurturing in Fallout feel all the more "real". As you discover surrounding towns, you'll meet a whole host of NPCs with whom you may communicate. Depending on your intelligence and charisma, your dialogue choices will vary, and it will be up to you whether you want to talk tough, be funny or charming. The game plays in real-time, and your first mission must be achieved within 150 days, though when combat is initiated it is turn based. This is a good thing. Sometimes, you'll appreciate the ability to swap between weapons and change ammo without having to worry about losing valuable attacking time. You do have a certain amount of action points though - so use these wisely. The combat is great fun, and the variety of enemies, huge array of weapons (from sledgehammers to rocket launchers) and character skills makes this a winner.

When I was meant to be reviewing other games this issue, I just couldn't help but sit up till all hours of the morning playing Fallout. Utterly addictive!

VISUALS	83
SOUND	86
GAMEPLAY	89
FREAKYNESS	65
OVERALL	87

ELIOT FISH

## Ignition

PC

**AVAILABLE: NOW**  
**CATEGORY: RACING**  
**PLAYERS: 1-6**  
**PUBLISHER: VIRGIN**  
**PRICE: \$79.95**  
**RATING: G8+**  
**REQ: P100, 8MB RAM**



Traditionally, PC racing games are awfully serious. Your average PC racing fanatic is far more concerned about whether or not the driving model accounts for what happens when an insect hits the windscreen than whether or not the whole experience was genuinely fun. A serious breath of fresh air comes in the form of Ignition, which is essentially a top down racer that's not particularly serious, immediately playable, and quite addictive.

Actually of all things the view point reminds me of Mageslayer and Take No Prisoners, with that top down view and mip mapped environments that make everything look smooth and polished. Most remarkable was the fact that the game ran in 640x480 on a P166, and without use of a 3DFX card, pushed out a really polished, smooth, playable racing game. Particularly cool are the skidmarks you leave all over the track, with hairpin corners being well decorated by the end of the race.

To help add that action/arcade feel to the game, each of the courses has traps and shortcuts to make things more interesting. Depending on which vehicle you've chosen to drive, different traps will be more or less of a danger to you. Half the time, the courses themselves are hazardous themselves, with the potential to drive right off a cliff a permanent source of worry.

If you've got a joystick, or a steering wheel and pedals then Ignition supports them for you, although you don't really need them, as this is one of the only PC racing games that plays half decently with the keyboard. For those of you that want to play multiplayer, but assumed their lack of a network was a problem, you'll be pleased to hear Ignition supports split screen gaming. With seven tracks to race, and eleven different vehicles to hoon around in, there's enough of Ignition to go the distance, well at least for more than a couple of nights. A good simple, fun racing game for the not so anal.

VISUALS	83
SOUND	80
GAMEPLAY	82
FREAKYNESS	5
OVERALL	82

DAN TOOSE



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**Mageslayer**  
**PC**  
**AVAILABLE: NOW**  
**CATEGORY: ACTION**  
**PLAYERS: 1-16**  
**PUBLISHER: GTI**  
**PRICE: TBA**  
**RATING: TBA**  
**REQ: P100, 16MB RAM, WIN 95**



This is one of two games by Raven out this month, probably the last non-Activision title you'll see in this country. If you didn't read my Take No Prisoners double page review, then do so now, because just like Hexen 2 is pretty much Quake in chainmail... Mageslayer is essentially TNP with sword and sorcery.

The most obvious influence for Mageslayer was Gauntlet, with the top-down maze like dungeon romp with a choice of four different characters who battle their way to the end of each level. Unlike Gauntlet the levels actually come in groups, with new monsters in each group, although they all require the same general tactic to overcome (back away and fire). Each group also has an end of level boss, with the final objective of the game to be to tonk Lore Thane back into the pits of crap from whence he came.

Mageslayer was actually the first of the two new Raven games, and as a result, has a slightly inferior graphic engine, in that you're stuck with the top-down view all the time, which means if you want to play it like Quake with a mouse, you need to spend some time getting used to hitting forward to go a direction other than up the screen. With a 3D card though, this game still looks very pretty, but just doesn't play as well as TNP.

Problems with the game exist with very linear maps, which make the game even less exploratory than the old Gauntlet games. You can collect items for later use, just like in Hexen, but there seemed to be a surplus of them. None of the traps or puzzles are particularly challenging, and as a result Mageslayer ends up being a kinda disappointing single player game. Like in most PC games, the multiplayer options make the game far better, and Mageslayer makes for a decent deathmatch or capture the relic (capture the flag olde style) game.

Not great, not bad. You have to wonder why this game ends up being released so close to TNP, which is clearly a better game.

VISUALS	80
SOUND	76
GAMEPLAY	60
FREAKYNESS	15
OVERALL	62

DAN TOOSE

**Netstorm**  
**PC**  
**AVAILABLE: NOW**  
**CATEGORY: STRATEGY**  
**PLAYERS: 1-MULTI**  
**PRICE: TBA**  
**RATING: G**  
**PUBLISHER: ACTIVISION**  
**REQUIREMENTS: P100, WIN 95, 16MB RAM, 4XCD-ROM**



Coming out with another real-time strategy game in these days of strategy game overload is a brave move. Especially for a game like Netstorm which has no remarkable new graphic engine, or new features unseen in other games. Hopefully Netstorm won't get dusted under the carpet, as it's a fun strategy game which cleverly combines classic gameplay ala Warcraft 2 with puzzle elements along the lines of The Incredible Machine. Sound odd? Let me explain... The game is played from atop floating islands in the sky, which means you are isolated from your opponents. To reach your foe on the other islands, you have to build bridges off the edge of your land. You do this by using pieces roughly the shape of Tetris blocks which you can rotate to your desire. Use them too quickly though, and they'll crack and eventually fall. Not good if you've just sent an army across it! You have one priest who can materialize buildings and machinery to use in your war. Everything needs the power of the elements to work though, so you need to build generators for the specific element you need, like say, rain. Rain will power various devices etc. You end up having to build bridges all over the joint, to reach geysers which provide you with crystals which your priest needs to create stuff. You can send clanky helicopter things out to bomb your enemy, as well as set up defensive weapons which will attack any approaching enemy. You never actually have to tell your units what to attack as each device you create has a radius of operation. Anything inside that radius gets attacked. Thus you can see the puzzle element - depending on how you arrange your devices will determine how well you fare. If you infiltrate your enemy's island and capture the priest, you can sacrifice him and learn how to create more stuff. Hard game to explain, but dead simple to play, and a must for any gamer scared off by the intricacies of games like Dark Reign.

VISUALS	77
SOUND	79
GAMEPLAY	79
FREAKYNESS	15
OVERALL	79

ELIOT FISH

**Resident Evil**  
**PC**  
**AVAILABLE: NOW**  
**CATEGORY: ACTION**  
**PLAYERS: 1**  
**PRICE: \$79.95**  
**RATING: M15+**  
**PUBLISHER: CAPCOM**  
**REQUIREMENTS: WIN 95, 3D ACCELERATOR, 16MB RAM, 4XCD-ROM.**



It's taken longer than expected for Resident Evil to reach the PC, but here it is... and wouldn't you know it, the game won't run without a 3D accelerator. That's right, you'll need a card which uses the Voodoo or Rendition chipsets for the game to work. Considering this, I was expecting the game to look a helluva lot better than it does. The characters have that smooth, mip-mapped look and they animate beautifully, but the backgrounds haven't been touched from the PlayStation version. For some reason, Resident Evil on the PC doesn't have that high resolution look that you'd expect. At times, the backgrounds looked clunky and murky and if it wasn't for the excellent looking characters, you'd think you were still playing this on a console. Why it needs a 3D card to run, I'm not sure. The game is identical to it's console partners in terms of gameplay - there's nothing new here. The controls are still awkward, but the gory animation will probably keep you playing to see what's around the next corner. I won't even mention the voice acting. Urgh.

There's definitely something here for those of you who have never seen or played this game. The creatures are cool, and there are moments when you will actually jump out of your seat. The suspense in Resident Evil is so thick, you could cut it with a chainsaw, and when your shotgun runs out of ammo, just as that mutant is closing in... heh heh. If you never saw this on the PlayStation, then there's a chance you'll stay hooked and enjoy the spooky plot, but you may feel that the game is showing it's age.

VISUALS	85
SOUND	75
GAMEPLAY	78
FREAKYNESS	40
OVERALL	78

ELIOT FISH





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## Sega Touring Car

Saturn

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



Fortunately Saturn owners have always been able to boast about the great gameplay in the arcade conversions. Sega Rally, Daytona, VF2, and Virtua Cop 2 all have the great gameplay on the Saturn that almost perfectly mimic their arcade counterparts. Again this perfect arcade to Saturn gameplay conversion is apparent in the Saturn's latest racer, Sega Touring Car, but the unfortunate thing is that the arcade played like shit.

Who knows what Sega were thinking of... but the cars in Sega Touring Car just don't behave like real vehicles. Most of the time you're playing the game it ends up being a race to see who can stay on the track, let alone win the race. The cars just will not corner at high speed... and this is made worse by the fact that when you stop accelerating the cars seem to grip the road like contact cement, causing you to spin out or lose lots of speed really quickly. This makes the race end up being a constant spurts of acceleration accompanied by the fast slam into the wall, "correct your steering and then accelerate" syndrome. Kudos are given to Sega for trying to achieve a real sense of speed in the game, as at top speeds the scenery flies by at a startling rate, but you never really feel like you're in control of the car and this is the game's biggest weakness.

The graphics are also a disappointment when compared to Sega's other racers like Daytona CCE and Sega Rally. Here Sega have tried to eliminate pop-up, and have succeeded, but at the cost of texture detail and a smooth frame rate that are present in games like Sega Rally. What's on screen doesn't look that great, and the frame rate will quite often jolt and stutter leading to much confusion on screen.

On the up side, there are four tracks to race on, and the option to use the analogue controller makes the game feel a whole lot better. For a game that really had a lot of potential, all the time and effort Sega spent on cutesy racers like Sonic R could have been spent on a 3D Sonic platformer, and Touring Car, to make it a much better game than it is.

VISUALS	75
SOUND	78
GAMEPLAY	70
FREAKYNESS	60
OVERALL	75

REN HOEK

## Close Combat 2

PC/Mac

**AVAILABLE:** NOW  
**CATEGORY:** STRATEGY  
**PLAYERS:** 1-MULTI  
**PUBLISHER:** MICROSOFT  
**PRICE:** TBA  
**RATING:** G  
**REQ:** P90, WIN 95, 16MB RAM



Close Combat: A Bridge too Far is ein cool WWII strategy game. It's also the sequel to Close Combat and is Microsoft's next foray into strategy after the immensely groovy Age of Empires.

In CC2, you replay key battles in one of the largest and most critical operations of WWII - Operation Market-Garden. You play as either the Allies or the Germans and command units of soldiers in an attempt to capture key enemy locations or complete a specific mission objective like blowing up a bridge or eating five kilos of sauerkraut whilst whistling "Ride of the Valkyries".

CC2 is a surprisingly good game, when you consider the kind of opposition it's up against. Dark Reign had the freedom to create worlds, enemies and weapons, whereas CC2 is limited to recreating scenarios that happened 50 years ago. It would be a tough job to do this without appealing only to WWII freaks, but MS have done a decent enough job.

Unlike most C&C style games, unit AI is far superior with units actually doing smart things like moving to a firing position that doesn't have a tree blocking their shots. The mission structure also allows for going back, and as a whole, makes for a far better campaign system than in other RTS games on the market.

The graphics are really impressive with highly detailed units and terrain and up to a massive 1024x768 resolution, giving you more real estate than any strategy game I've played, although the top down view doesn't really let you make out the supposedly "3D" terrain. The sounds are excellent, with realistic gunfire for each weapon and different character voices, so that when there's a massive firefight and you crank the sub-woofers any neighbours over 60 start having flashbacks.

MS have also tried to build some long-term playability into the game by making it hard as all hell on the higher difficulties and letting you play as either Allies or Axis. They've also bundled in a battle maker which lets you make your own scenarios.

VISUALS	80
SOUND	80
GAMEPLAY	83
FREAKYNESS	90
OVERALL	82

GEORGE ARGY

## Duke Nukem 3D

Saturn

**AVAILABLE:** NOW  
**CATEGORY:** ACTION  
**PLAYERS:** 1  
**PUBLISHER:** GT INTERACTIVE  
**PRICE:** \$69.95  
**RATING:** MA15+

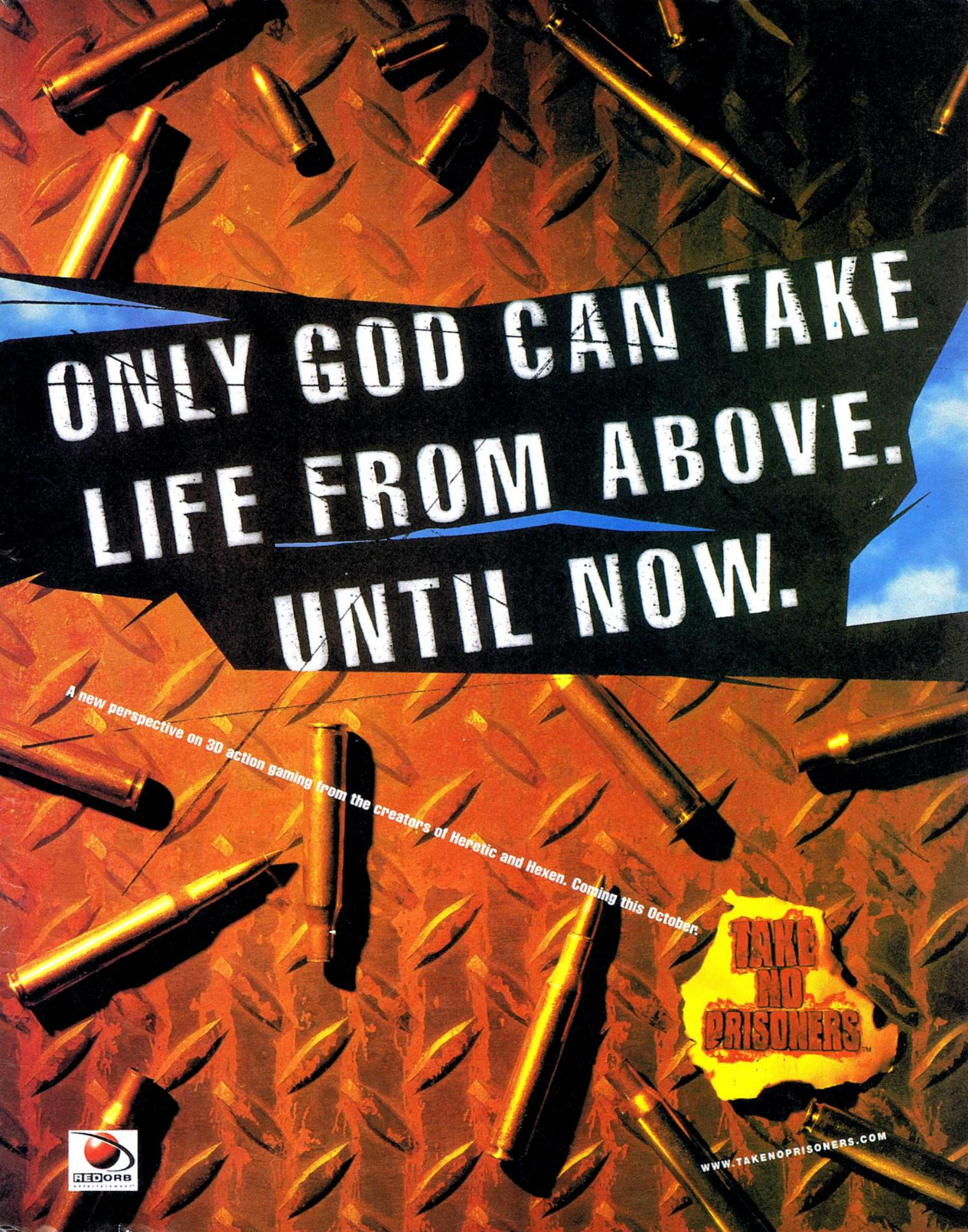


Duke Nukem 3D is making its way to every home console available, and thankfully for Saturn owners, this includes a great version on their own machine. For those who have never heard of Duke Nukem, it's essentially a Doom clone where the action takes place in cities, sewers, nightclubs, tall skyscrapers and even the odd alien spaceship. For many it was seen as the step forward after Doom as it allowed the player to jump, crouch, look up and down and fight in many outdoor areas that broke away from Doom's mainly underground levels. Of course you had a new range of weapons with which to blast all who oppose you, but it was the ability to kill enemies that were either a great distance above or below you, and the greater emphasis on puzzles and exploration that made Duke such a step forward from Doom. So the five hundred dollar question is how did Duke and its complex levels translate onto the Saturn? Quite well in fact. The team who were responsible for Powerslave have given Duke a fast, fluid graphics engine with which to explore the worlds and kick the baddies asses. On top of this they have managed some excellent light-sourcing that accompanies all weapons in the game. This is especially spectacular when Duke fires a rocket launcher down a narrow corridor, only to see the corridor light up brilliantly as the rocket travels down it. The game is a direct port of the PC version, but unlike the PC version it only allows the player to save their position at the end of the level, and this combined with tricky puzzles and a high degree of difficulty will see Saturn owners getting a great deal of lasting gameplay out of Duke. In fact, in many ways Duke often creates the same fear and anxiety that Doom also produced, leaving you feeling outnumbered and outgunned against your enemies, with every noise you hear setting your nerves on edge.

If you have a Saturn and like this type of game, Duke Nukem really can't be ignored.

VISUALS	85
SOUND	80
GAMEPLAY	80
FREAKYNESS	20
OVERALL	85

REN HOEK



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**Last Bronx**

**SAT**

**Alternate Colours:**

Press **C** when selecting a character to change your appearance.

**Anime Ending:**

To view the anime ending, beat the game in SATURN mode with every character, including Redeye. Each character's anime ending should be added to the movie select screen.

**Faster Credits:**

Hold **A+B+C** before the credits scroll.

**Fight Grey:**

To fight Grey in Arcade Mode set all Options settings to DEFAULT then start a new game in Arcade Mode. If you can beat the first 8 battles with more PERFECTS than DEFEATS, Grey will appear after Stage 8.

**Random Character Selection:**

Press **A+B+C** when selecting a character in Watch Mode.

**Taunt Select:**

Hold **A, B or C** after winning to choose your ending taunt.

**MegaMan X4**

**SAT**

**Special Armor:**

X's R-Teammate Armor:

1. At the player select screen, highlight X.
2. Press the "B" button 2 times.
3. Press Left on the D-Pad 6 times.
4. Hold L and R and press Start.

**Zero's Black Armor:**

1. At the character select screen,

highlight Zero.

2. Hold R and press Right on the D-Pad 6 times.

3. Release R, hold down the "B" button, and press Start.

**Sonic Jam**

**SAT**

**Bonus Images:**

For some nice screen shots and wallpaper, place the Sonic Jam CD in your computer and look in the "Extras" folder.

**Bonus Mini-game:**

At the title screen, highlight "Sonic World" then hold A and press START. This will send you into Sonic World to get 100 rings in under 60 seconds. Good luck!

**Clean Pause Screen:**

For cleaner screenshots, press X + Y + Z while the game is paused.

**Hidden Codes:**

In the Sonic World segment of the game there are polygonal versions of the power up boxes in the Sonic games. Walk up to them and press either A, B, or C to read them. Each one gives a different code that can be used on the different Sonic games.

**Level Select in Sonic 2:**

Go to the Options screen and play sounds 19, 65, 09 and 17.

**Level Select in Sonic 3:**

Start "Sonic 2" and play sounds 19, 65, 09 and 17. Now hold A and press RESET, but don't release A. When the game restarts, choose

Sonic 3. When the title screen appears, release A and press Up to reveal the SOUND TEST option. Select this to enable Level Select.

**View All Movies:**

To watch all the movies in the theater in sequence, press X, Y, and Z, and while holding these, press A. It'll take longer to load up then usual, then you'll watch all the movies in order. If you watch carefully you'll notice a few that aren't available in the theater selection screen.

**View Credits:**

To view the credits for Sonic Jam, go to Sonic World, and complete all of the world missions. Once you have, go to the waterfall. You should see a gigantic gold ring. Now, go on the platform near you that goes up and down. When it's at its highest point, jump in the huge gold ring.

**Bubsy 3D**

**PSX**

**Cheat Codes:**

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

All codes	<b>XALLBUGCR</b>
99 Lives	<b>XMUCHOLIFE</b>
All Rockets	<b>XTOOROCKER</b>
Bonus Round	<b>XBNSCHTMMM</b>
Coordinates	<b>XDBUGLOCNC</b>
Level select	<b>XLVLCHTMSB</b>



**Nightmare Creatures**

PSX

Cheat Mode:

At the Password screen enter **Left, Up, X, Square, Down, Triangle, Square, Down**. You can now enable infinite everything (lives, weapons, etc.), play as a monster, and choose your starting level.  
 level 2: **Up, Circle, Triangle, Left, Triangle, Square, X, Circle**  
 level 3: **Up, X, Circle, Triangle, Triangle, Down, Square, Up**  
 level 4: **Up, Square, Triangle, X, Triangle, Square, Up, Circle**  
 level 7: **Triangle, Left, Triangle, X, Circle, Left, Circle, X**  
 level 8: **Triangle, Right, Triangle, Up, Circle, Circle, X, Square**  
 level 9: **Circle, Triangle, Triangle, X, Circle, Circle, Square, X**  
 level 10: **Circle, Circle, Triangle, Right, Triangle, Up, Down, Down**

**Street Fighter EX + Alpha**

PSX

Barrel Bonus Stage:

Highlight Practice and press **Start, Up, Up, Right, Up, Right, Up**. You

should end up back on practice, now push Start again. Now choose practice and the bonus game should appear at the bottom.

**VR Baseball '97**

PSX

Field of Corn:

At the game option screen highlight Credits and press **Square, Circle, Square, Circle, Triangle**. After it returns you to the previous menu you will know the code worked if the stadium name has a green colour to it

**Diddy Kong Racing**

N64

Alternate Title Screen:

Hold the **Z** button while selecting your player. Donkey Kong will appear and the title will say "Donkey Kong Racing. Featuring Diddy Kong and more..."

Bonus Characters:

When you see Diddy racing on the title screen, press and hold **A**, then press and hold **B**. If you did it

correctly you'll have new characters to choose from.

Extra Vehicles:

On the main screen hold the **A** and **B** buttons simultaneously. You'll hear Mario & Luigi say "I'm The Best." Next, press **DOWN** on the Vehicle Selection screen for four new choices.

Skip the Introduction:

Press and Hold the **L & R** button while the Nintendo Logo Pops up.

Sound Test:

Hold **Z** while you turn on the system. You will hear a "BOOM!!" sound.

**War Gods**

N64

Cheat Menu:

On the title screen, press (on the d-pad) **Right, Right, Right, B, B, A, A**. A new entry will appear in the Options screen. Here's a list of functions:

**Game Timer:** Enables/disables the game timer.

**Easy Fatalities:** Pressing **HP+LP+HK +LK** will trigger any Fatality.

**Player 1 Skill:** Modify amount of damage player one takes.

**Player 2 Skill:** Modify amount of damage player two takes.

**Level Select:** Allows you to always play at the chosen arena.

Play as Exor:

On the Selection Screen, press (on the d-pad) **Left, Down, Down,**

**Right, Left, Up, Left, Up, Right, Down** and choose any character.

Play as Grox:

On the Selection Screen, press (on the d-pad) **Down, Right,**

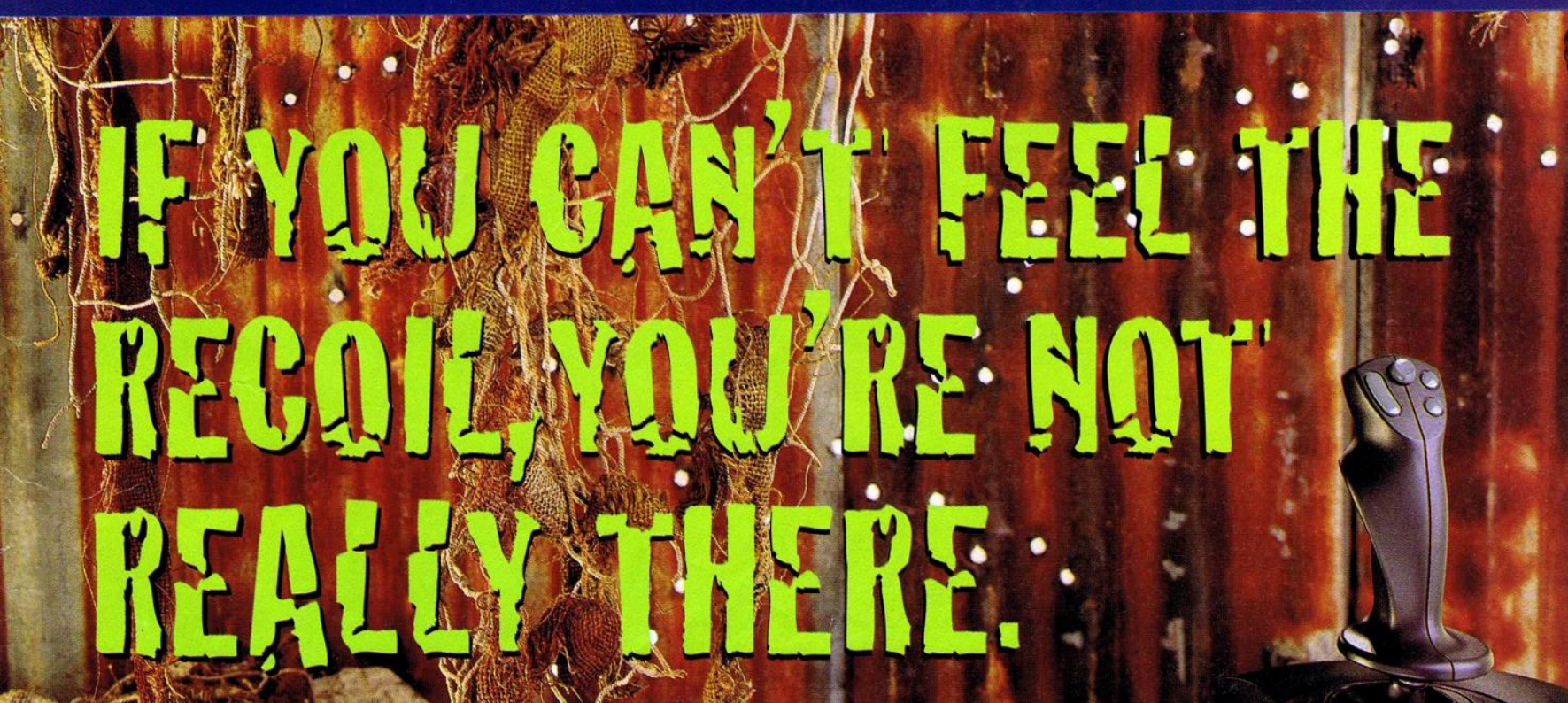
**Left, Left, Up, Down, Right, Up, Left, Left** then choose any character.

Random Character Selection:

At the character select screen, hold **UP** and press **START** to choose a random fighter.

Unlimited Continues:

When "Midway Presents War Gods" appears, press **Left-C, Left-C, Right-C, A, B, Top-C, Right-C**. Go to Options menu and highlight **CONTINUES** then press **Left** on the control pad until "FREEPLAY" appears.



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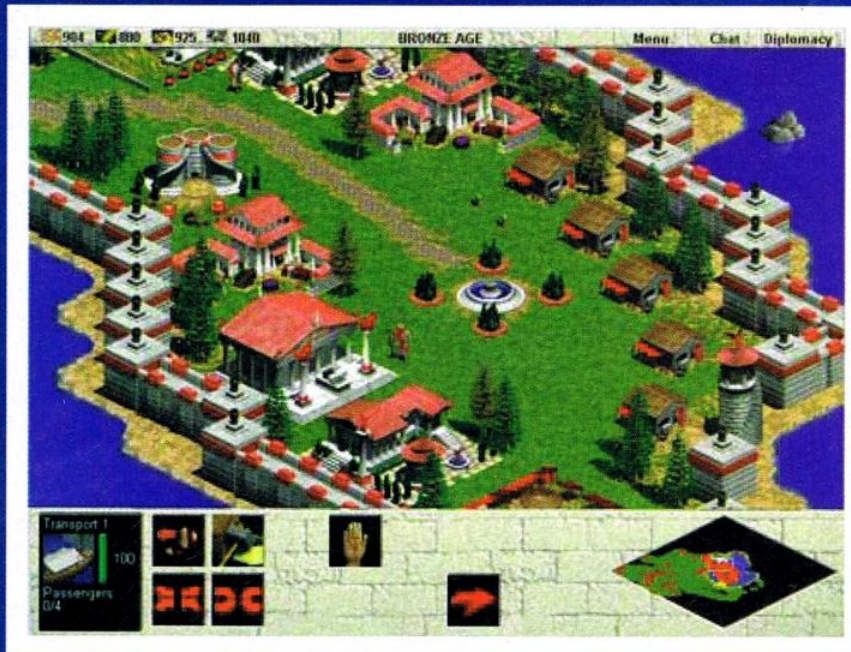


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## CHEAT MODE



### Age of Empires

PC

#### Cheat Codes:

Type these codes while playing:

<b>DIEDIEDIE</b>	All opponents die
<b>RESIGN</b>	You resign
<b>REVEAL MAP</b>	Reveal the whole map
<b>PEPPERONI PIZZA</b>	Gain 1000 food
<b>COINAGE</b>	Gain 100 gold
<b>WOODSTOCK</b>	Gain 1000 wood
<b>QUARRY</b>	Gain 1000 stone

#### Transforming Villagers:

While playing, type "Medusa" then walk one of your villagers into an enemy. When the villager dies it will return as a Black Rider. If the Black Rider dies it will come back as a Heavy Catapult.

### Championship Manager 2

PC

#### Free Players

For free players, you put in a bid for the player you want, and put it high enough so the club automatically accepts the offer. Now go to the ADJUST OFFER

screen, change the offer to 0 and press CANCEL. The player you selected will be yours for nothing.

### Total Annihilation

PC

While playing press ENTER to get the message line. Press + and enter one of the following codes then press ENTER.. To deactivate a code just enter it again

- ATM:** Increase metal and energy by 1000
- Radar:** Acts like 100% radar coverage
- DoubleShot:** 2X damage of all weapon fire across board
- Contour#:** Shows 3d contour mesh; replace # w/ 1-5
- Dither:** Changes the gray line-of-sight to a dither
- NowISee:** Exposes map and turns line-of-sight off

### NHL 98

PC

**MANTIS:** Gives players elongated

arms, legs, and necks  
**NHLKIDS:** Mikes players kidsize  
**HOMEGOAL:** Gives home team a goal  
**AWAYGOAL:** Gives away team a goal  
**PENALTY:** Causes a penalty  
**INJURY:** Causes an injury  
**ZAMBO:** Puts the Zamboni on the ice  
**VICTORY:** Starts fireworks over the rink  
**FLASH:** Player automatically body checks an opposing player to the ice upon contact

**GRAB:** Similar to CHECK but with a stick hold instead of a check  
 The following codes require you highlight the credits menu. You

will hear a buzz if you typed them correctly.

**STANLEY:** Plays the end of season video

**EAEAO:** Enables the EA Blades team

### Blood Omen: Legacy of Kain

PC

Anytime during the game, press these combinations of buttons to get the following..

- FULL HEALTH:** up, right, attack, action, up, down, right, left
- FULL MAGIC:** right, right, attack, action, up, down, right, left
- PREVIEW DARK DIARY:** left, right, attack, action, up, down, right, left

### Comanche3

PC

When in flight press 'R' and enter one of the following:

- ratz:** invisible
- cowz:** freeze
- ipig:** overload
- cat9:** damage

**dog9:** weapons  
**bat9:** gps hellfires

### Ignition

PC

Type any of the following words on the title screen to toggle on/off the following effects.

- STRINGS:** Flattens all of the opponents cars.
- SVINPOLE:** Drops the camera viewpoint. (V.COOL)
- SKUNK:** Displays just the wheels of your car.
- FILMJOLK:** Constantly flips the screen. (ACIIIIIEED)
- SLASKTRATT:** Gives you all of the cars.
- SURMULE:** Gives you all of the tracks.
- BANARNE:** Stretches the cars upward.

### Pandemonium

PC

#### Level codes

1. OMAAEBIA
2. NAABEBAI
3. ENAIKABI
4. PEIAIBBA
5. KFCACICE
6. AFICBAIM
7. NGIABJJ
8. EHIIAKAC
9. NIIAIBKB
10. AHICBAJE
11. LOCACMGI
12. KACACIIM
13. OAIADLB
14. ELIIAODC
15. OEIAIELJ
16. OCIAJEEB
17. AHMCBCMD
18. AJECBDEF

### Moto Racer

PC

When the system asks for a name, type in one of the following.

- The game will beep and ask for your name again, and you can type in your real name.
- CDNALS:** All tracks enabled
- CTEKOP:** Pocket bikes
- CESREVER:** Reverse all the courses

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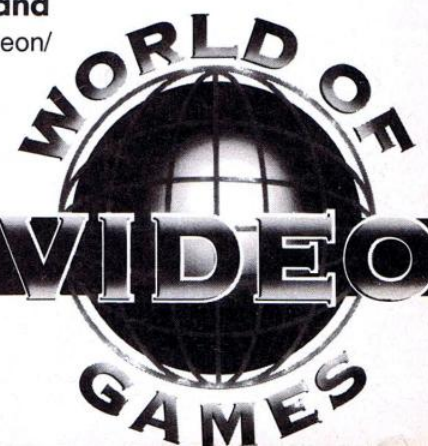
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**POD**

PC

In the option menu type **VALAY**, then change the difficulty level and damage level.

If you want to play without collisions, all you have to do is type **CRASH** during a race!

**Total Drivin**

PSX

For all cheats listed below you must tap out the rhythm on the R1 button, on main menu screen. Its tough (especially if you have no rhythm) but keep trying!

**Ding, Dong the witch is dead, the witch is dead, the witch is dead:** Unlocks all tracks.

**Doh, a deer, a female deer:** Unlocks Switzerland

**Happy birthday to you, Happy birthday to you:** Unlocks Easter Island.

**Jingle bells, jingle bells, jingle all the way:** Unlocks Moscow.

**Scotland the brave tune:** Unlocks Scotland.

**Pipe music tune when you pass**

**temple in Hong Kong level 1:**

Unlocks Hong Kong. (For this tune it is best to drive to temple and turn music volume right down)

**Zip a de doo dah, zip a de ay:** Unlocks extra split screen 4 player tracks.

**Super calla fragilistic expi alla doshus:** Gives no time out message when car leaves main track area.

**Shadow Master**

PSX

To activate these cheats start the game at Level 1 and enter the room immediately opposite the start position containing 2 red creatures. A flash will let you know that the cheat has worked.

Level Select: Hold **Triangle** and press **L1+L2+R1+R2**. When you exit the game and return to the main menu there will be a level select option.

Invulnerability: Hold **Circle** and press **L1+L2+R1+R2**

Weapons: Hold **X** and press **L1+L2+R1+R2**

**Magic: The Gathering - Battlemage**

PSX

Enter any of these (or all of these) during gameplay using Player 1's controller:

To add mana to Player 1 hold **Select** and press **Up, Down, Left, Right, Up, Down, Left, Right**

To add mana to Player 2 hold **Select** and press **Down, Down, Left, Left, Up, Up, Right, Right**

For Player 1 draw card hold **Select** and press **Down, Left, Down, Up, Up, Down, Down, Down**

For Player 2 draw card hold **Select** and press **Left, Left, Left, Down, Up, Right, Up, Down**

To restore life to Player 1 hold **Select** and press **Triangle, Left, Right, Left, Right, Left, Left, Left**

To restore life to Player 2 hold **Select** and press **Square, Right, Left, Right, Left, Down, Up, Down**

**Colony Wars**

PSX

Enter any of these on the password

screen:

Infinite Energy: **'Hestas\*Retort'**  
Select any level and access all info: **'Commander\*Jeffer'**

Infinite Secondary weaponry: **Memo\*X33RTY**

Stop guns overheating: **TranquilleX**

Turn cheats off: **All\*cheats\*off**

**Total Eclipse Turbo**

PSX

Level Select:

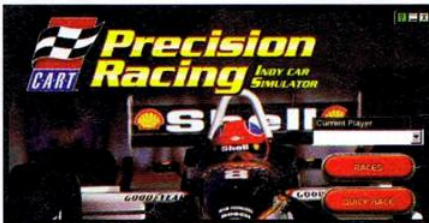
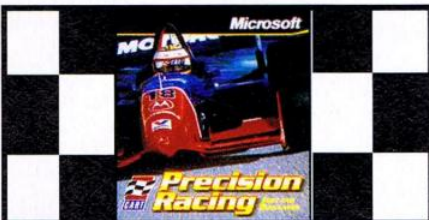
1. Go to Password in the Option screen.

2. Hold Select and press **Triangle, Li, Square**.

3. Release Select and press **Triangle, Li, Square, Triangle, Li, Square**.

'ROUND equal one' should appear onscreen. Press the directional pad left or right to select your round then press **START**.

Extra Lives + Weapons: Pause during the game, highlight options and press **START**. When you get to the Options screen press **Triangle, Square, Circle, Square, Triangle, Square, Li**,



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**CHEAT MODE**



**R1+L1, Square, Triangle.** If done correctly you should get kicked back to the game with 10 lives, 10 plasma bombs & 10 continues.  
**Level Codes:**  
 Magna Prime: **X, O, Triangle, Square, X, X, X, Square**  
 Soloris Centuria: **Triangle, Triangle, O, X, Triangle, Triangle, X, Square**  
 Polaris 5: **O, O, O, Triangle, X, Triangle, Square, Square**  
 Sun Dagger: **Square, X, O, Triangle, X, Square, Triangle, Triangle.**

**Fantastic Four**

**PSX**  
 Activate cheats:  
 Go to the Options screen, Highlight

training mode and press **L1, L2, R1+R2.** You will now have the following cheats.  
**Level Select:** Turn this on then press **L1, L2, R1+R2** while playing the game. Up and Down will change levels, **Triangle** or **X** will select the level, **START** will reenter the game.  
**Invincibility:** Just turn it on to be invincible (really?!?).  
**Big Boys:**  
 1: characters are small  
 2: characters are normal size  
 3: characters are large  
**Freeplay:** Turn it on for loads of credits.

**Rapid Racer**

**PSX**  
 Enter any of these as the 'Player

name'. you need to enter them in Single Player mode before they are active in other game modes.  
**(space)BOA:** Access to all boats  
**(space)QAK:** Duck mode  
**HURR:** Use the Hurricane boat  
**(space)STR:** Plays all streams  
**(space)DAY:** Access to all daytime tracks  
**(space)NIT:** Access to all night time tracks  
**RRIM:** Access to all mirror tracks  
**FRAC:** Access to all fractal tracks  
**WINR:** You win when you quit.

**Daytona Championship Edition**

**SATURN**  
**Mirror Mode:** To play any track in reverse, hold **X + Y + Z** while

selecting a track.  
**Play as Daytona Super Car:** At the main menu, hold **R + X + Y + Z** and then press **C** to select your game mode.  
 If you'd prefer to earn the Super Car, place first on all five tracks in Normal mode.  
**Play as Uma:** At the main menu, hold **L + X + Z** and press **C** to select your game mode.  
 If you'd prefer to earn this vehicle, place first on all five tracks in Hard mode.  
**Play as Uma2:**  
 At the main menu, hold **L + R + Y + Z** and press **C** to select your game mode.  
 If you'd prefer to earn this vehicle, use the Uma to finish the game in Normal mode.  
**Drive a Hovercraft:** Hold **Up + R** at the "Gentleman start your engines" screen.  
**Extra Lightning Choices:** When the "Gentleman start your engines" screen, hold any of the combination below  
**Lighting effect:**  
**Morning:** X+Z  
**Dusk:** X  
**Night:** Y  
**Streetlight:** X+Y  
**Summer:** Z  
**Make Jeffrey Spin:**  
 In the expert course press **X** while selecting a track.  
**Slot Machine:**  
 When you see the slot machine on Three 7 speedway, press **X** to stop the slots. If you score three 7's or three bars you gain extra time.

**Abe's Oddysee**

**PSX**  
 Enter in either of these on the main menu screen while holding the **R1** button:  
**Level Select:** (unfortunately it starts you with 0 Mudokan's saved)  
**Down, Right, Left, Right, Square, Circle, Square, Triangle, Circle, Square, Right, Left**  
 Show all FMV's: **Up, Left, Right**

NINTENDO 64

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- Pandemonium 2
- Castlevania: Symphony of Night
- Colony Wars
- Crash Bandicoot 2
- Time Crisis w- Light Gun
- Moto Racer Gold
- Jet Moto 2
- Cool Boarders 2
- Tomb Raiders 2
- Star Wars: Masters of Terror Kasai
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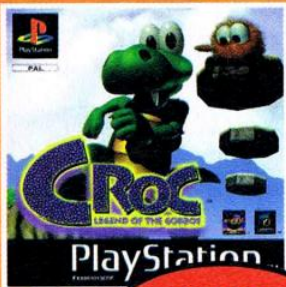




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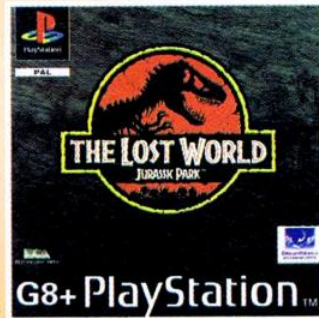
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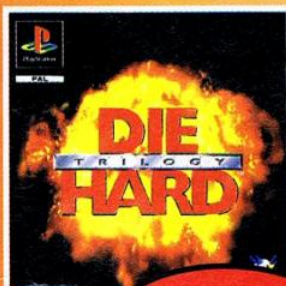


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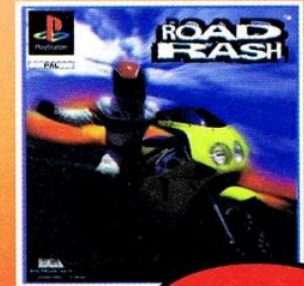
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LETTERS



For all you budding space aces out there

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## HYPER Letters

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### TODAY IS A GOOD DAY TO DIE?

Dear Hyper,  
Everyone knows that you're a great mag so I'll get straight to the point. In the mags I've been reading, including yours they say that Tomb Raider 2 is not coming to the Saturn. But when I asked HiTech World they said it will be coming out early next year. I am very confused. Please tell me that it is coming out on the Saturn! Please!! Or I'll have to commit suicide.

#### ANTHONY ROBINSON

A confused Saturn owner  
Dear confused,  
Core have announced in a couple of interviews now that they weren't doing a Saturn version. Apparently they claimed that they wanted to do things with Tomb Raider 2 that the Saturn couldn't handle (or words to that effect), which seems a bit odd to us, considering the game looks like it uses a virtually identical engine, but perhaps appearances are deceiving. Regardless, it's not on the Sega-Orisoft release schedules, so that's further confirmation that it's not coming to Saturn. We recommend auto-erotic asphyxiation as your preferred means of suicide if you're really that keen. But don't kill yourself, you'll miss out on all the cool games coming up...

### INSTINCTIVE

To the guys at Hyper,  
I think your mag is the best and it kicks ass, I read it all the time and I really enjoy it. Now I have a couple of questions to ask you guys.

1. Do you recommend KI Gold to be one of N64 best fighting games?
2. Can you use the rumble pack on KI Gold?
3. Does N64 have a mag on their games because I've searched around and I can't find one.

If you already did a review on KI Gold I probably didn't get Hyper that month.

LOUIS

Dear Louis,

1. We acknowledge KI Gold to be one of the ONLY N64 fighting games. None of us spend any time playing it.
2. The game was Pre-Rumble.
3. Look out for N64 Gamer, a new Nintendo magazine coming out right about NOW!

### TRIPPING GAMERS UNITE!

Dear Everyone,  
I have to applaud your choice of "letter of the month" for issue #49. Patrick of SA's letter "Star Farter" was the funniest thing I've read since sliced bread.

But one thing I've got to mention is that, like Patrick of SA, I was also wondering if there will be a Parodius 64. You didn't answer the main question of Pat's letter, so answer this one.

#### HELEN LUTESSA

NSW  
Oh yeah... sorry bout that. Unfortunately not... at least if there is, no one has announced it.

### CORPORATE SLAVE?

Dear Dan,  
By virtue of the fact that I habitually spend \$5.95 each month, for the dubious pleasure of having my face smeared with the fetid ejaculate of PSX and PC "overflow" (bearing in mind that Next Publications, publishers of Hyper, also devote resources to platform-specific publications for both PSX and PC owners)- and that my money is as good as the next PSX- or PC- owning "chumps"- I wish to take umbrage with one aspect of your editorial ministration.

Re your contention (as stated in Issue #49), that "HYPER only does Byte size reviews of games like Resident Evil for Saturn (because) it's generally our policy to only do a small review on a game we've already reviewed on another system", quite frankly smells of a whore's knickers (or a PSX owner's palm)!

I now refer you to Issue #46, in which Mortal Kombat Trilogy (for Nintendo 64) received a generous TWO-page review, despite it's not-so-generous 60% rating. Juxtapose this with Issue #39- wherein the SAME GAME (for PSX) also garnered a lavish TWO pages, despite it's mediocre score (i.e 75%).

LETTERS



## letter of the month

Dear Hyper,

Hi. You guys rock. We just thought we'd write in to let you know our sickly fantasies concerning Jin Kazama the 100% babe out of Tekken 3. We think he's a hot sex machine and we want his body REAL bad. Yum Yum. Enough of that, now I have some questions to ask:

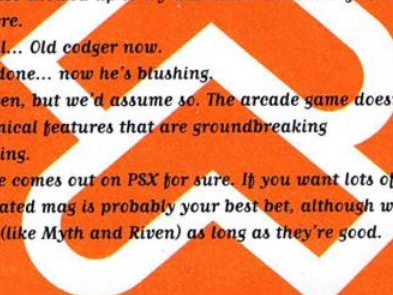
1. When Tekken 3 comes out, could you do a character profile thing like you did for Tekken 2? That was cool too.
2. You said that Devil was Jin's father, but all the other mags tell me it's Kazuya. Which one is it?
3. Is Heihachi in Tekken 3?
4. Eliot Fish is a legend, (no sucking)
5. Will the PSX be able to handle the game without any backup or upgrade thingo?
6. Could you please put in a poster of Tekken 3 (preferably Jin, we are female). Mac news coverage too please

From US

Hey youse,

Well, this has to be a first... don't think we've ever had a male fighting game character groupie letter before. We're trying to imagine what'd happen if your boyfriends got jealous of the attention you were paying to the game characters that they were playing as. You've succeeded in making us chuckle lots... thanks for that.

1. Yeah, there's enough story behind the game to warrant it. It's one of those games we don't bother asking about much anymore, because whenever we ask Sony about a release, the answer is either foggy, or completely different to the last answer, so may be a little while off yet.
2. Um, no... we implied it was Kazuya. We just said that Devil had affected Kazuya, and also showed up to try and claim the child (Jin). Days of our lives material here.
3. Yup, grey hair and all... Old codger now.
4. Oh look what you've done... now he's blushing.
5. That remains to be seen, but we'd assume so. The arcade game doesn't really present any technical features that are groundbreaking advancements or anything.
6. Poster when the game comes out on PSX for sure. If you want lots of Mac news, a Mac dedicated mag is probably your best bet, although we'll be covering Mac games (like Myth and Riven) as long as they're good.

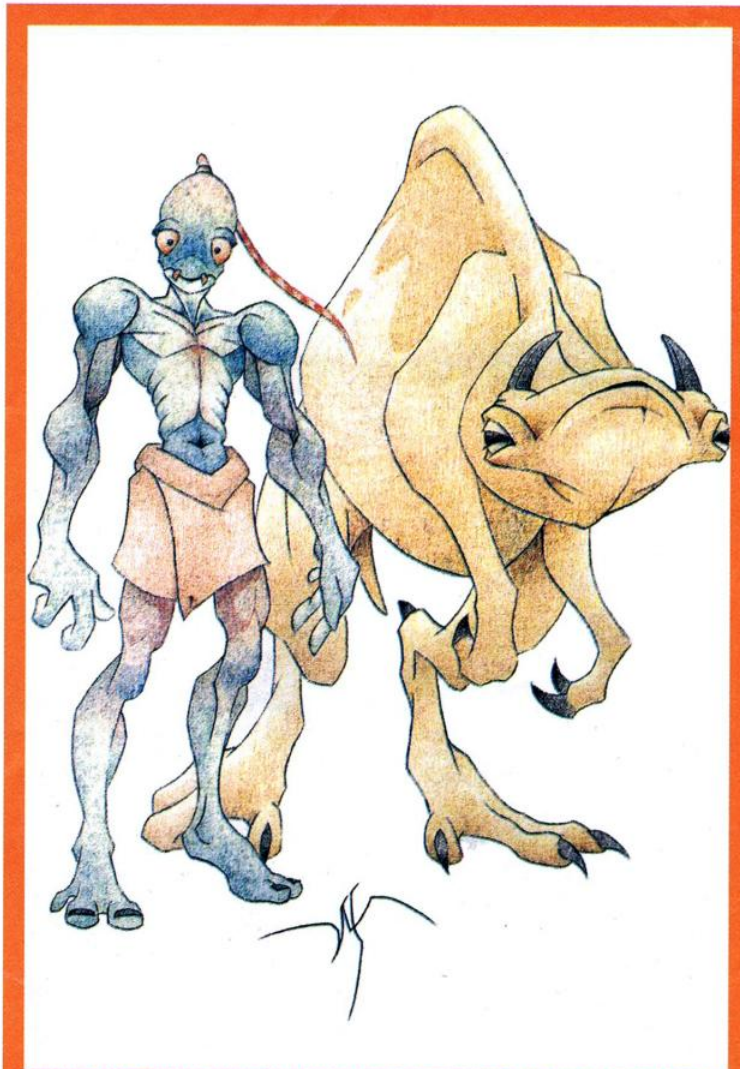


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JOSH THEODORSEN KEEPS SENDING IN ARTWORK... AND AS LONG AS HE KEEPS SENDING IN STUFF LIKE THIS, WE'LL KEEP PRINTING IT. ANY OTHER TAKERS?

Now juxtapose this with the Byte Size "mention" of Resident Evil (for Saturn) appearing in Issue #49- which incidentally scored higher than EITHER version of MK Trilogy- and you have an editorial "phallacy". Or a turgid reminder of why so many (or so FEW) Saturn owners are forced to "swallow" the fetid ejaculate of corporate reasoning.

That reasoning being that Saturn- with it's diminished user-base and declining third-party support (despite its wealth of solid, upper-tier games-like Resident Evil)- just isn't "worthy" of the big write-ups, or the big scores.

Well, to coin an oft-used term at Hyper, "have at you (big business)!!!! Saturn owners may be wallowing in their own (ecstatic) jism of sweat, relishing each and every Saturn release as if it were their last, but at least we are getting BIG value.

Who can argue with Sega's decision to slash prices on Saturn software (if only to move stock)? At least we are getting a "slight, slow trickle" of BIG games, without being spoiled for choice.

One last thing: PSX owners, when will YOU be playing Quake on your beloved console? I thought so. Enjoy the taste of corporate semen.

#### STEVEN WRANGELL

Silkstone QLD  
Steve,  
I recall commissioning in the double page review for MK Trilogy for N64. It was only because a game that we were expecting for double page review (Shining the Holy Ark) did not arrive in time to make deadline. Despite what you think, we really wanted a Saturn title in that issue, but as is often the case, nothing showed up. MK Trilogy was a

because they're getting tiresome. I'm one of those people that own two Saturns, and go to the hassles of getting import stuff that doesn't come out here, because it's the only platform that gets the best 2D fighting games... just a shame they don't all make it here. Because the Saturn gets less releases, we actually choose to review the Saturn version of a game if we get it at the same time as the PlayStation, but that happens so rarely it's not funny. We're no happier about the lack of distribution support for the Saturn in this country than you are, as we (me in particular) like the system gobs, as any fan of Jap RPGs or 2D fighting games would. Sometime soon I'll do an article on the 2D fighting games that we've got in from overseas, because we know the interest is out there (you've only got to walk into a video arcade to see it).

Byte Size, but got upped to a double page simply because we had to fill the two pages, and it came down to a choice of either Crusader No Remorse on PSX, or MKT on N64 (as these were the only two scheduled Byte Size that we hadn't already laid out), both of which had been given a double page review on other systems. The PlayStation already had more coverage in the issue at this stage, so we gave it to MKT.

This is the last of the Saturn coverage bitching letters we'll print,

One last thing, PSX owners will be playing Quake on their beloved console next year, and considering the PlayStation's superior performance with 3D graphics and the advancements made in the graphics libraries, it'll no doubt be better than the Saturn version. Thanks for your letter, it was the coolest paper and envelope we've seen in... um, since I've been here anyway.

#### WHO-DO-CHEAP-VOO-DOO?

Dear Hyper,  
I'm writing to you to talk about the 3DFX cards. I know they rule, but aren't they just a bit too much money? I mean, \$300 for something that'll give you unreal graphics. But that's money a lot of PC owners can't afford!! Already there's games that won't run without a 3DFX! I know only one person that owns a 3D accelerator, but it's not a 3DFX.

Now, a few quick ones...

1. Is there a decent 3D card for around \$200
2. What is the cheapest genuine 3DFX?
3. Quake 2 rules, huh?

OK Cya

#### NASH

Jamberoo

Nash,

Investing in technology is always a scary prospect, because you can be assured that what you get will be obsolete in a year or two, but if you want the best, you gotta fork out the bucks... that's life.

1. No
2. The cheapest we've seen available was around \$250 (Helios if memory serves me right), but you're better off saving a bit longer and getting a better card like the Canopus (see news). Of course VooDoo 2 chipsets will be out next year, and they'll smoke all over the current cards, I mean stupidly faster. Like GL Quake running at 90 frames per second! We'll talk about VooDoo 2 more when it's not so far away. If you can't afford a 3DFX card now, why not start saving for VooDoo 2 instead? They could cost about the same.
3. Wish we knew, the game wasn't complete for our deadline... ARGH!!! The engine looks great though, although we hope the shotgun blasts don't cause players to fly

around so much in deathmatch unless it's the death blow, because otherwise it'll make for some very stupid gaming.

#### THE MASSES SPEAK

To Hyper,

I'm writing this letter to congratulate you on the good come back from the whining lady, Mrs Price from issue 49. She complained about Hyper teaching her 3 snotrags to swear. I think that lady is full of shit! That's right I'm swearing like every other person in the world! Do you expect your kids to grow up like Ned Flanders? I'm sure that this mag is aimed at people my age (15). If you don't like the mag then don't buy the bloody thing!! \$5.95 won't matter to Hyper! Do you think Hyper got where it is today being nice? I don't think so. I didn't learn to swear from magazines, I learnt from my shitface dad! So leave Hyper alone and shove your 3 little snots up your m\*E r\*E!

Here's some questions:

1. When is Resident Evil 2 coming out on Playstation?
2. Is Time Crisis on PSX as good as arcade or close? What colour will the gun be?

Keep up the good work

#### G.F.B

Okay, now while G.F.B's letter is a bit nasty to point where it's uncalled for... this was one of the most tame of about 50 or so anti-Mrs Price letters, and considering the volume of mail devoted to the topic, we thought we'd print one (that I didn't have to censor to death). About the \$5.95, those that stop buying the magazine in some sort of attempt to spite us... sorry, but you only hurt your local newsagent financially, not us.

#### PUSHING THE 486

Dear Hyper

First of all, I'd like to say your magazine is great. Anyway, I've seen that Dark Reign can run on Pentium 60 MHz. Does this mean that I can run it on a 486 computer with 66 Mhz? Here are some questions,

1. Does Dark reign have navel units?
2. Are there any cheats for Red Alert? (I'm not asking for the cheats)
3. Like I said, I've got a 486/66 MHz computer, but somehow I can run games like Privateer 2,

Knnd and Outpost 2 perfectly. What's wrong?

**MICHAEL CHANG**

Michael,  
Bad news mate... A pentium performs better not just because of generally improved clock speeds, but also due to things like the way it handles floating point stuff (and other technical crap).

1. No, but it does have units that can move over water, and due to the nature of the code, it'll only be a matter of time before you can download naval units that people make up and put on the net.
2. No, it's actually one of the things the game was noted for. There is however secret ant levels, but no "Make me all-powerful" cheats.
3. Nothing's wrong, but the performance you get would most likely be pretty much unacceptable compared to what the games were designed for.

**ARE WE SATISFIED?**

Dear Hyper,

G'day mates, I'm just writing not to suck face, but to tell you that I entered a competition a few months ago, to do with Nascar Racing on Playstation. Ever heard of it!?

Now here's question time

1. When's Resident Evil 2 coming out?
2. One day I'm thinking of buying a new CD-ROM for my computer, and what do you think is the best, as I'm thinking also of perhaps buying a new computer all together but I'm sure a CD-ROM by itself is much cheaper.
3. Do you reckon Phantasmorgia the sick, twisted, PC game is coming to PlayStation?

4. How do you think people can satisfy women with video games. (Tough question!)

5. Have any vacancies for jobs?

Thanks for your time

**SEXY**

QLD

Dear Sexy,

1. At this stage there's no concrete release dates. Our guess at this stage is a March release in Japan, and expect the game March to April next year.
2. Buying a new CD ROM won't solve many problems for you, unless you either don't have one, or you own a double speed CD ROM (or single...ack!). You're better off just getting a new one with your next computer purchase, as it's usually cheaper when you buy them as part of a package.
3. No
4. The common complaint/question I get from my female friends is how does a woman get her boyfriend away from video games? So video games are often the cause of a lot of women being disatisfied it would seem, one way or another. As for an answer, other than some crass juvenile remark about the use of a rumble pak or a force feedback joystick which is best left alone... It's really too hard to say, simply because as soon as I think that some obscure fighting game I like would be an instant source of boredom for a female, I see some young woman grabbing the controller, going the tonk and have a ball. Other women just like cute games, and others love adventure games. Even titles like Quake attract the odd femme here and there, so it's probably just as much of a case of "What sort of women are

satisfied with games" as your question.

5. Full time no... when we need new contributors, we'll announce it in the mag, or on Hyperactive.

**PUSHING THE 486**

Dear Hyper,

I must admit, I do agree with Mrs Price #49, I think she raised a good point, and hope that you listen to people like herself. The "F" word, not only sounds disgusting but is very degrading to your magazine. Now for some questions,

1. Don't you think you rated Rapid Racer a little low? I think the game is awesome and think it should have been marked higher. If I was offered to play either Wave Race 64, or Rapid Racer, which one would I choose? Rapid Racer of course, and I think many people feel the same.

2. Will there be a Porsche Challenge 2? If so, when will it be out?

3. When is V-Rally 98 due out?

Thanks Heaps

**JAMIE**

#1 Rapid Racer fan

QLD

Jamie,

Thought we should print one of the few letters that backed up Mrs Price, just to show we're not just printing favourable/suck up mail. As I said to Mrs Price, it was a case of me forgetting to do the find/change search for the F word, as opposed to me going, "Yeah... let's leave it in!"

1. go's too low for you? I'm sorry... we'll start giving everything that looks pretty good 90% from now on and give the really good games like Rapid Racer 99%. Eliot's

comment retrospectively from behind my shoulder was that he was perhaps a little too generous after having spent more time playing the game now. It's a great game, and any game that earns a big rubber stamp can't be accused of being a low score for a game. There are also a lot of people that don't like Rapid Racer at all, and think Wave Race rips the shit... it's all down to personal taste.

2. There's been word on a PC2. Pascal (the guy behind Porsche and Rapid Racer) indicated

they wanted to do something different each time, so didn't sound like he was into the idea of a PC2.

3. Eliot spoke to Stephane from Infogrames this issue and he told us that there would be no V-Rally 98. What there will be in it's place, is an entirely new game called V-Rally 2 which will be programmed from scratch to improve upon everything they wanted to do in the original V-Rally. It will include a track editor too!



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## FOR SALE

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**Playstation Games** Resident Evil and Street Fighter Alpha. Both are in good condition and work fine. \$50 each o.n.o. PH Mark (02) 6258 4975

**Game Boy, Booster Boy, NBA** Jam T.E and FiFa. All in excellent condition. \$100. Brisbane and Caboolture area only. PH Curtis (07) 3408 9862

**Sega Megadrive 2** comes with 2 controllers (3 button, 6 button), manuals, 9 games. \$200 for the lot or \$20 a game. Will swap for playstation. PH Alex on (08) 8552 5621 after 4.30pm

**N64 games**- Star Wars- \$80 NZ, I.S.S. 64- \$100 NZ, or swap. Ring JAX in New Zealand on (64 9) 576 3849

**2 PlayStation games**, both are PAL versions. Die Hard Trilogy selling for \$60 ono and Time Commando for \$40 ono. Both are in excellent condition and have hardly been used. Call Marcus (02) 9534 2253 (Sydney Only)

**Wave Race for N64**. \$50 call Julian (02) 6680 1055

**Sega Mega Drive-2** and Sega Mega CD-2. Two controllers (3 and 6 button). All manuals- leads and original boxes. 9 games- Sonic 2, Toughman contest, Pirates of Dark Water, Rise of the Robots, Sonic Spinball, Super Monaco GP, Road Avenger, Skitchin, Jungle Book. As new condition \$250 ono. Call Troy on (02) 4455 5127

**Nintendo 64**, excellent condition, 2 games Mario 64, Mario Kart 64 and 2 control pads. \$350 PH Angus (03) 6428 7388

**Need for Speed 2** on PC, \$70. Phone Andrew (02) 6281 0353

**Atari Lynx**. Excellent condition, 5 games, S.T.U.N Runner, Basketbrawl, Kung Food, Robo-Squash, Batman Returns. \$20 PH Angus (03) 6428 7388

**Super Game Boy \$65**, Game Boy \$60, Kirby's dream Land \$25, Tetris 2 \$30, Super mario Land \$50. All instructions incl. Total Value \$305. Will sell all for \$225 ono. Will also sell separately for given price. All in excellent condition. PH (02) 66 884 386 after 5pm. (Postage not incl)

**Atari Lynx**, two games and power adaptor \$65. PH: (02) 62810353 and ask for Andrew.

**Hexen, \$25**. Deathkings of the Dark Citadel, \$10. Cricket '96, \$10. Rally Championship, \$20. Dune 2, \$15. Hunter Hunted, \$10. Mechwarrior 2: Mercenaries, \$30. Duke Nukem 3-D (Atomic Edition), \$40. Or will swap for any game that can work on a crummy 486DX. If interested call Robin on (08) 9305 1916. (WA preferable)

**SNES** with 1 control pad, 2 great games - (Mario Allstars and Tetris 2) plus instructions and cheats. All in great condition for only \$125. Call Mark on PH: (07) 3359 5894

**PSX games for sale**- Micro Machines V3- \$50, Power Move Wrestling- \$30, Star Gladiator- \$30, Contra LOW-\$60, Jet Rider- \$40, Loaded-\$20, Die Hard and Gun-\$100. Contact Mike or Dave on (02) 9649 8048 (Sydney only)

## SWAPS

**I will swap my Super Nintendo** plus Nigel Mansell, Donkey Kong Country, Star Wing, Wario Woods Super Mario World and a joy stick for Wave Race and Shadows of the Empire on Nintendo 64. Call Danny Byron on 9982 8625

**I will swap 3 Sony PlayStation** games, Micro Machines 3, Tekken 2 and Destruction Derby 2, 5 demo CDs, an extra control pad and a Sega Megadrive with Sonic 2, for a Nintendo 64 with no games. PH Peter on (02)4932 5229.

**I will swap my N64** with 2 controllers- Super Mario 64, Mario Kart 64, Lylatwars 64, Wave Race 64, Pilot Wings 64, Turok Dinosaur Hunter for a Sony PlayStation with 2 controllers and 4 games. Call Gary on (077) 438 892 (Mt ISA- Qld) after 6pm.

**Will swap my Killer Instinct** SNES for Sim City or Sim City 2000 or Sim Earth. Ring (07) 5495 7703 ask for Joseph.

**I really need** a copy of Twisted Metal 1 for PlayStation (pal version). Must be in good condition. I will swap Broken Sword, MK Trilogy and Blood Omen Legacy of Kain. All in good condition, except Blood Omen's book (photocopy taken). Call Dean on (03) 5460 4771 after 5 on week nights or any time on weekends.

**Will swap Sega Mega Drive** with 7 games. [Sonic 3, Mega Games 1 (Super Hang-On, Columns x2, World Cup Italia 90') Sonic 1, and Alex Kidd]+ Sega Master System 2 with 5 games, Alex Kidd (built in), Sonic 1, Lemmings, Pacmania and Mickey Mouse Castle of Illusion (also 1 controller for Mega Drive and 1 for the Master System). All this for a N64. Will discuss games and controllers on phone. PH Doug on : (02) 4422 1539 (school days 3.30-7.00pm and weekends 5.00-7.30pm).

**Sega Saturn**- 8 months old. Swap Sega Saturn with 2 control pads, plus 3 games including : Need for Speed 1, Daytona Championship Circuit edition, Alien Trilogy and one demo disk, for a Nintendo 64 with 2 control pads and with or without games. Also total package available for \$275 ono. Call (03) 5277 9259 after 4pm weekdays, ask for Chris. (Melb / Geelong area only)

## WANTED

**Sega Game gear** with 3-4 games for approx \$60-\$70. I will also pay extra for the TV connection if you have it. Preferably platform games eg- Sonic and Tails and I would also like NBA

JAM. Other games are O.K as well. PH Leigh (08) 8396 1377 (S.A only)

**Demolition Man** on the Super Nintendo with booklet and box all in good condition. I will pay a reasonable price for it. So call Jamie (03) 5439 2639

**Sega 32x Game**-; Virtua Fighter, Megadrive games-: Rob to the Rescue, Rainbow Islands and King Salmon Fishing. Ph Andrew (07) 5485 4418

**A Megadrive** copy of Jurassic Park Rampage Edition. The following hardware is also wanted. 15 pin vga monitor, hard drive with cosmos settings, 1.5" floppy drive and power supply cable. Prices to be negotiated. Please contact Grant Dixon on (08) 9063 2173.

**Goldeneye (N64)**. Will pay \$40-\$50. Call Simon (52) 434837 between 4.30-7.30pm

**StarBlade Alpha** and Galaxian 3 for PlayStation. NTSC preferred. PH Michael (02) 9516 2543 or e-mail maxam@geko.net.au

**I am desperately** after the PC Game "Betrayal at Krondor", preferably boxed with instructions. I will pay a reasonable price, call Michael after 5pm weekdays on (08) 8737 2321

## PENPALS

**I'm a girl**. Diversity is my middle name. Write to me. Replies to all guaranteed, wether to tell you to get f#\$%d or to write again, you will receive a reply. Lei, 48 Estramina Road, Regents Park, QLD 4118

**Hello, my name is Alex** and I'm 11. I own a 64 and I'm looking for a penpal, any age, any sex and aged over 11. Interests are Metallica, 64 and Movies. Reply guaranteed. Write to me P.O Box 260, Bellara, Bribie Island QLD

**Hi, my name is Peter Harvey** and I want a penpal aged 10-15. I like music and surfing the net.

Please write to me (M/F) at consta@mailcity.com.

**Hi, my name is Nick**. I am 11 years old and in year 5. I am looking for a penpal between the ages of 10-12. M/F. I have a SNES and a PC. I enjoy playing Roller Hockey and Baseball. I like listening to techno, rap and some grunge. Write to 181 Annandale St, Annandale, NSW 2038

**14yr old female** looking for 14-16yr old male penpal. Has PlayStation, PC CD-ROM and SNES. Will talk about anything. If you're interested write to: Amber Pratt, 8 Condos Crt, Wantirna Sth, Vic 3152

**Hi, my name is Jesse**. I'm a cool 15 year old male looking for a girl penpal from the ages 13-17. I will write about anything and I am very reliable. Write to me at 14 Windich Way, Bunbury WA 6230

**Hi my name is Kishore Bhindi**. If you want someone to write to and talk about the latest PC Games, please write to me at 41 Kate St, Shorncliffe, Qld 4017. Age must be between 9 and 11, preferably a boy.

**Hi there people!!**. My name's Ryan and I'm a huge Sega fan. My favourite games are Daytona USA CCE, Virtua Cop 2 and Sega Rally. I own a Mega Drive and a Saturn. Any Sega fan out there write to Magga, 4 Worendo Place, Banora Point NSW 2486

**If you're a strategy nut**, Like Warcraft 2, C&C and configuring Win 95 to the last possible detail then e-mail me at Trevburk@tpgi.com.au. Multiplayer is my favourite way to play games so if you want a challenge, or just a penpal pick up your keyboard and start writing.

**Hello, I'm Johnno** and I like wrestling, Footy and Nintendo 64! I want a penpal - male or female any age. I will write back to everyone! PROMISE. Write to Johnno, 31 Fornax St, Mt Isa QLD 4825

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