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Printed by: Wilke Colour
 Separations by: Prestige Colour
 Distribution by: MDU Ph: 9351 9911

All copyrights reserved by
 Next Publishing Pty Ltd
 AEN 002 642 645
 ISSN 1320 7458
 WRITE TO HYPER!
 76 Bennick St,
 Redfern, NSW 2016
 Fax: 1021 9110 1315
 E-mail: fvaksrenew@next.com.au

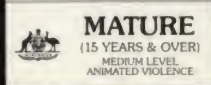


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THE GALAXY IS FAR, FAR AWAY.
THE FIGHTING IS
UP CLOSE AND PERSONAL.

STAR WARS MASTERS OF TERÄS KÄSI



This is always an odd time of year for us at Hyper, where the games we're seeing are those that just missed out on the Christmas rush. Traditionally this issue is hard to fill, but coming close to deadline, we actually had much more stuff than we could possibly hope to review, so there's plenty out there.

I got sick and tired of waiting for something miraculous to happen like a PAL release of **X-MEN VS STREET FIGHTER...** so I went ahead and did an import review. Normally we don't bother spending time on stuff that won't come out here, but considering it's possibly the best arcade to console conversion ever done... it couldn't be ignored.

Speaking of overseas, it's interesting to see how the three main console companies are going. Sega are still going strong in Japan, but Sega of America just recently let go of one third of their staff, and will probably remain quiet till the launch of their new console next year. Nintendo have done really poorly compared to Sony and Sega in Japan, but have gone ridiculously well in America. Financially, the big winner has been Sony, whom many people assumed wouldn't have had the experience with games to compete with Sega and Nintendo in this industry, but their experience in the music industry has obviously given them the marketing and business nous to do very well.

The surprise title this issue was **I-WAR**, which really struck home the fact that concentrating on gameplay rather than sticking to some sort of storyline that fits a licence is an important thing to remember when writing a game. Even next to all the Star Wars, Star Trek, and Wing Commander games, **I-War** actually felt like you were captaining a spaceship more so than any other title in the genre.

It was really an issue of doubles... **I-WAR & WING COMMANDER PROPHECY, NHL POWERPLAY & NHL FACEOFF, NFL QUARTERBACK CLUB & MADDEN 98, BLOODY ROAR & DARK RIFT.** The highlight for me was trekking over to England and meeting some of the development teams over there, and there'll be more info on Newman Hass Racing coming up soon, which I also got a sneak peek at... looked great.

It's now been one year since the N64 launched in Australia, and there's a few dozen games available for the system... of varied quality. This year should prove extremely interesting in terms of what we see coming out on the N64, and what PlayStation releases will use the latest development technologies. With Voodoo 2 cards coming very shortly for PC... gaming in general is looking mighty fine.

Dan



The Hyper Console

We'd love it if it were true, but we're sorry to say that the Hyper Neo Geo 64 ain't ours! It is in fact, some blistering new hardware from SNK in Japan. Used primarily for their arcade machines, this thing has a 64-bit RISC CPU, 64MB of Program Memory, 16MB of Texture RAM, 96MB of Vertex Memory, 32 Sound Channels and lots of other specs which probably mean nothing to you, except to say - it rocks. It doesn't exactly beat Sega's Model 3 board which produced Virtua Fighter 3, but it's pretty close. The games which you'll see on this thing are the fighting game Samurai Shodown 3D and the racer Round Trip RV. This is purely for starters, because the hardware is extremely adaptable and developer-friendly.

There are no plans for the Hyper Neo Geo 64, to be made into a home console, simply due to the fact that the costs would be so high to produce it, it would cost a fortune to buy. Many will recall the previous Neo Geo console, and how good it was... and how pricey too, which is probably why it never took off here. SNK know that Sony and Nintendo are dominating the market too much for them to try and introduce a pricey console, no matter how good it is. For now, you'll just have to look at these pics and fantasise...

EF



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GEX 3D

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Square Gears Up

It hasn't taken those creative minds at SquareSoft very long to cook up new ideas to begin work on another huge PlayStation RPG... Xenogears is its name and it will no doubt be another corker. Your character this time around is a small boy who finds an abandoned Gear (Mech) buried in the ground, but it needs a certain piece to get it working, and so your adventure begins! The environment in Xenogears is a full 360 degree polygon one, so you can rotate and zoom your map to find hidden stuff behind mountains, trees and other large things conveniently blocking shit. The battles will play out using the same active-time battle system used in Final Fantasy VII, so all veteran RPGers will have no problem settling in for some cool magic and stat-watching. Graphically, you can be assured that Square will try to improve upon the incredible visuals of FFVII, so we'll all be getting out the bibs when this one arrives. The only problem with the game at the moment is the fact that Square haven't confirmed whether it'll make it to the PAL market, and possibly some of the themes in the game could also make it difficult to get past the censors! We think that if the game sells well, it will get released everywhere 'cause we all know that money makes the world go 'round.

EF

PSX-Files

Remember the X-Files game from Fox Interactive which we previewed for you a few issues back? Well, the latest news is that Sony Interactive in the USA has snapped up the rights from Fox, which means that they will publish the PlayStation and PC version of the game. The game, which is designed by Chris Carter the creator of the TV show, will of course be hugely popular regardless of how good it is. Originally it was going to appear on all the platforms, but now sadly for Saturn and N64 owners, the X-Files game will most definitely be exclusive to PlayStation and PC. This comes after Sony virtually bought Lara Croft so that the game wouldn't appear on another console. It seems that they're extremely serious about being the most dominant force in the games industry!

EF



Recurring Rash

It's coming back, back, baaaaaacck! Road Rash is returning to a console near you this year, but things have changed a tad. As you may have predicted, Road Rash 3D (the current title) is going to be entirely polygon based, for a more realistic bit of racing action. Electronic Arts have pulled this one out of the bottom drawer for a bit of spit and polish, though expect the same classic gameplay which made the first Road Rash so popular. Because it's coming to the PlayStation on CD, there will no doubt be some more hardcore guitar music in the game too, but this is not confirmed. Soon we'll all be back to tooling our biker opponents with chains and baseball bats out on the highway. Yeehaw!

EF



PlayStation

PAL

Hyper Beast Duel

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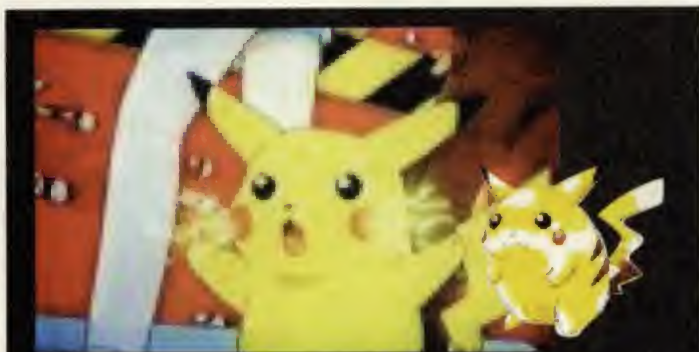
BRING OUT THE BEAST IN YOU

Available on Sony PlayStation

M15 (anticipated rating)

Gamers Get Arty

Some of the upcoming 64DD software was unveiled at a recent N64 showcase in Japan, and certainly one of the more ambitious titles were the Mario Artist series. Comprising of the Talent Maker, Picture Maker, Sound Maker and Polygon Maker, these thingies will let you get all creative on your N64 and make crazy shit. It will come with a mouse and a video cart which will allow you to plug in your video camera and input images into your N64 for you to fiddle with, even allowing you to map your face onto some polygons to turn yourself into a game character! The polygon maker looks pretty interesting, and the Sound Maker will allow you to import sounds and may even come with a microphone. Of course each will be sold seperately, but they will at least be cheaper than your regular game. Hopefully. It's all very exciting though to see some of these more adventurous ideas actually making it to the marketplace. EF



Pokemon Conspiracy!

Hundreds of Japanese children suffered strange epileptic symptoms including vomiting and convulsions after watching Pokemon - a popular cartoon show based upon the Pocket Monster Nintendo Game Boy game. The game's cute little bunny-looking character, Pikachu apparently flashed his red eyes for about 5 seconds and suddenly children were dropping like flies and being taken to hospital. Doctors say the character triggered some sort of photosensitive epileptic effect, but Hyper reckons it was some bizarre attempt by Nintendo to hypnotise innocent children and take over the world! Either that or make them buy more Pocket Monster games... whatever... it's a cover up! Er, we're only kidding, Mr Nintendo. EF

Someone's Confused

In a strange turn of events, Nintendo have manufactured a 3D joystick for the PC. That's right, not the N64, but the humble PC. What are Nintendo doing making PC peripherals? Well, we don't know, but it looks kinda interesting and Nintendo are well known for making quality, long-lasting hardware so... who cares?! No word on Australian availability yet though. EF



ASCII and you will getii

Nintendo 64 owners must surely be pretty damn happy with all the funky peripherals which are slowly dribbling into the marketplace for their N64s. Over in Japan, ASCII (makers of fine hardware) have come up with two awesome new N64 control pads. Essentially just like the standard Nintendo controllers, these ASCII pads also have all those fiddly turbo settings, auto-fire and a more padded analogue stick for your sore thumb. The really cool thing about these pads, though, are the colours! One comes in a glittering gold and the other in a sparkling silver! Woo spesh! There are no plans yet for these to be released outside of Japan, but if we're lucky they'll make their way over eventually. EF



PLAYSTATION

1. Tomb Raider 2
2. Crash Bandicoot 2
3. Moto Racer
4. Final Fantasy VII
5. NBA Live '98
6. Grand Theft Auto
7. Fighting Force
8. Oddworld
9. TOCA Touring Car
10. Broken Sword 2

NINTENDO 64

1. Goldeneye 007
2. Diddy Kong Racing
3. FIFA '98
4. Mischief Makers
5. Doom 64
6. Duke Nukem 64
7. Lylat Wars
8. Dark Rift
9. Mario Kart 64
10. NFL Quarterback Club '98

SATURN

1. Dargon Force
2. Shining the Holy Ark
3. Sega Touring Car
4. Sonic Jam
5. Duke Nukem 3D
6. Last Bronx
7. Resident Evil
8. Warcraft 2
9. Doom
10. Virtua Fighter 2

PC

1. AFL '98
2. Blade Runner
3. Quake 2
4. Tomb Raider 2
5. Worms 2
6. Dark Reign
7. Descent to Undermountain
8. FIFA '98
9. Heavy Gear
10. Curse of Monkey Island

Charts kindly supplied by Hitech World.




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LONDON RETURN (MAYBE)



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NIGHTMARE



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X-Men vs Street Fighter



second feature, and undoubtedly the coolest is that you can perform team supers, where both of your characters perform a super at once



Import Review

Available: Japan only
Category: 2D Fighting

Dan Toose ties some pointless bits of cloth around his wrists and biceps and takes on the best Capcom has to offer.

Capcom have reigned supreme in the 2D fighting arena for some time now, and X-Men vs Street Fighter was a hit with the fans with the introduction of "tag team" fighting bringing something new to a genre that rarely gets significant updates in any area other than visuals. The game was released for Saturn in Japan this December, and we were so impressed, we had to have a serious look at it.

While the Saturn is a little less capable than the

PlayStation and Nintendo 64 when it comes to 3D graphics, X-men vs Street Fighter is a testimony to how well the Saturn can handle 2D sprites and backgrounds. Naturally this is due in no small part to the 4MB RAM cart that comes with the game, allowing the grunt necessary for keeping all the graphics for four characters in memory at once. Put simply, the game is arcade perfect, with the sprites and animations being ported

to the Saturn with nothing spared. The visual effects are big and chunky, with no slowdown, regardless of the amount of action going on at once.

Every sound from the arcade game has been translated perfectly, and a couple of folks noted they thought the sound was actually better than in the arcade, but we're a tad dubious about this point.

For those of you not familiar with the arcade game, XmvSF comes with some extra funky features. Firstly, you can tag your other character in at will, and this is especially useful since as you suffer damage, you have a maximum health, and a current health. If you tag an injured character out, their current health will slowly make its way up to the maximum health, which of course also goes down as you get beat up. The

against your opponent for some serious damage.

Capcom have also continued the popular trend of arranging the moves in such a way as to produce many combos to learn. The combos range from a simple string of hits through to long complicated impossibilities that decimate your opponent if you can pull them off. Perhaps it's just me, but the characters seem a tad unbalanced, with some being clearly superior to others, this is possibly the game's only real fault.

All up, this is the sort of game that you'd buy a console for, and in this case, an import console. With loading times so low that you'd better not blink between bouts, and fast paced action that can be turned up to silly levels... this is any Street Fighter fanatic's dream come true.

VISUALS: 91
SOUND: 89
GAMEPLAY: 93
OVERALL: 92

Why oh why can't we see a PAL release for this game!?



Competition Winners

The following Hyper readers get something for nothing.

Worms 2

Ben Shanahan, NT
James Paterson, Qld
Robert Cook, NSW

Tim Vaughan, WA
Mark Morrison, Vic

Last Bronx

Christopher
Kariofyllidis, Vic

Anthony Hillman, Qld
Jay Fegan, WA

The Trusty Thrusty

When we think quality PC gaming peripherals at Hyper, we're generally thinking Thrustmaster. Recently we were sent some Thrustmaster gear, in the form of the Nascar Pro Racing Wheel, and the Rage 3D gamepad. Here's a bit of a breakdown for you.

The Nascar Pro racing wheel is one that will suit some and not others. Basically, if you like it hard (ahem...) this wheel is for you. For those that like a lot of resistance even at the start of a turn, this will offer you what you want. Many steering wheels turn too easily, so if you broke your last wheel because you turned a little too hard and fast... this is the one for you. The clamp system on the Nascar Pro is great, and fixing it onto your computer desk is as easy as it gets. The wheel also sits nice and low, so it won't obscure your vision, which is something most racing wheels have a problem with. Thrustmaster have also finally stuck buttons on the wheel, although you'll need mighty long thumbs to reach both buttons comfortably.

If you're after a chunky gamepad, this is it. The Rage 3D looks like it has been made for adult hands, and performs as an eight button controller, with the left and right "trigger" buttons, being both on top and underneath the controller, which is handy if you're wanting to use your fingers with the main group of buttons, as opposed to your thumb.

The Rage 3D has a tensioner that switches the direction pad from performing as an analogue controller, or to an eight direction digital pad. Essentially this makes the pad about as versatile as you could want, since you can play a variety of types of game. As a digital pad the Rage will perform better with sports games and the like, but would make a somewhat dodgy controller for a fighting game, as even in the springy digital setting, the controller still feels a bit loose to be doing quarter circles and the like.

You can link them in the event you have multiple controllers, but be warned that they're not compatible with Microsoft Sidewinders if you wish to use them this way.

DT



Hot enough for ya?



Hellfire, the add-on pack for the killer Diablo, is finally here! Containing a bunch of new single-player quests, Hellfire is more than enough to tide you over until Diablo 2 gets finished sometime late in '98. The story goes like this... Na-Krul was once one of Diablo's strongest allies, but after failing to overthrow Diablo as king of Hell, he and his army were banished to the void. Unfortunately, some extremely stupid wizard has gone and unleashed Na-Krul back into the land, and it's now up to you to venture into the Demon Crypts to finish him off for good. Of course, as we mentioned in a previous issue of Hyper, you can now play a new character class, the Monk. Besides being hot-shit in hand-to-hand combat, this guy is pretty handy with magic too and has excellent eyesight which makes finding stuff easier. There is a variety of new weapons, including the Thunderclap

and the Blitzen as well as stacks of new magical items like the Giant's Knuckle Ring to discover. You're gonna need everything you can get your hands on too, as Hellfire includes 29 new monsters to battle! Everything from the Tomb Rat to the Grave Digger and the Biclops has been packed in there to make your life hell. The two new scenarios are Demon Crypt and Festering Nest which both randomly generate eight missions each, so there's plenty of evil adventuring to get your teeth into with Hellfire.

EF

overflow

Warner Bros and Midway have signed some long, complex piece of paper to authorise the production of a one-hour live-action Mortal Kombat TV show! It will debut in the USA sometime this year, so we won't be seeing it for a while. In fact, at the thought of a bunch of sweaty men beating each other up and attempting to act at the same time - I hope we never have to see it...

PlayStation Red Alert fans will be jumping for joy at the news that Westwood Studios plan on releasing Red Alert: Retaliation! This disc will include both the PC expansion packs, Counterstrike and Aftermath, so that should make all PCX strategy gamers more than chuffed. Expect it to come out around about May this year...

The first official Quake 2 mission pack is on it's way! Called The Reckoning, it's been made by Xatrix (the creators of Redneck Rampage) and will be published by id Software. New monsters, new weapons (including a trap which turns the monsters into cubes of food for your player to eat) and a bunch of multiplayer maps will all be included. Over 15 missions, you'll have to command a group of commandos through an alien city (sounds not unlike Quake 2 itself). Expect it damn soon...

Sega have officially announced that their new super console will not be released until 1999. Sega America have been laying off staff and a number of games publishers have stopped supporting the Saturn console altogether. Sad days indeed. The funny thing is, the Saturn has some great games out at the moment, so this year may see a final burst of Saturn coolness...

News on the Wing Commander movie. Is that the cast has been chosen and filming has already started over in Luxembourg! The cast? Saffron Burrows, Matthew Lillard, Freddie Prinze Jr and Elise Neal are all the lead fighter pilots. Who are they? Sheesh, we don't know!

Masters Of Teras Kasi, the PlayStation Star Wars based fighting game, will be coming to the PC! Chances are good that it will have 3D acceleration, and the more fighting games on the PC the better. Could be out before you know it...

WIN WIN WIN



ALL ENTRIES CLOSE MARCH 11TH 1998



Win Commander Prophecy!

No it's not a spelling mistake! Think about it... Here it is, another space combat sim this month which rocks harder than a big, large rock. Get out there with Skywalker-boy and go nuts with big, powerful guns - sound good? Well, Electronic Arts know it's good, because they've put aside five copies of this great game for some lucky Hyper readers to drool over. If you'd like to score a copy, just answer this simple question...

If a lone starfighter took on a giant space station, would it be A) Suicide; B) just like shooting wamp rats back home; C) time for the brown undies; or D) pretty funny to watch?

Write your answer on the back of an envelope and send it to My Camel, Hyper, 78 Renwick St, Redfern, NSW 2016.



A Roaring Success

Funny how some excellent games can pop up with no hype whatsoever... well Bloody Roar did just that. Not only is it a great fighting game, with gorgeous graphics and tons of moves, but if you answer the following question - it's free! Yes, Virgin Interactive have opened their hearts to Hyper Readers everywhere and said "Here! Have free games!". What a nice bunch.

If you put a thousand monkeys and a thousand typewriters in a room for a thousand years, would they eventually A) write War And Peace; B) Develop the code for Bloody Roar; C) Make a better magazine than us or D) all die from hunger and poo on the typewriters?

Stick yer answer on the rear of an envelope and send it to I Like It Roar, Hyper, 78 Renwick St, Redfern, NSW 2016. We have five copies up for grabs!

Win Tina Arena! er... Tennis Arena!

It's been a long time between drinks for PlayStation tennis fans, but the thirst has been quenched with Tennis Arena, the fun polygonal tennis game on the PSX. UbiSoft are the talented bunch behind the game, and not only do they make good games, but they're generous too. Three copies of Tennis Arena are waiting to be won by some Hyper readers, and if you get in quick, you'll also pick up a nifty Tennis Arena keyring to show off to your friends! Nice one, eh?

What is the score in tennis when it's Ducece?

Answer this on the back of an envelope, and post it to Serve It Up, Hyper, 78 Renwick St, Redfern, NSW 2016. Ace!





I Think Therefore I war

This rocks. I-War is a new breed of space combat sim to get sucked into on your trusty gaming altar - the PC. Roadshow are brainy enough to know that gamers out there would do anything to get their hands on a copy, so they got the Hyper crew to stick five copies in an escape pod and jettison it off to some lucky readers...

In space, no-one can hear you A) Scream; B) Fart; C) Discuss politics or D) play games really loudly?

Write your answer on the back of an envelope and send it to I Won I War, Hyper, 78 Renwick St, Redfern, NSW 2016. Good luck!

NET TRAWLIN'



It's time for **Eliot Fish** to get out his cyber-shovel and unearth a few webbed corpses...

Nightmare Creatures

The London Crier is a fictional newspaper which Activision have been posting at their website. It's devoted to all things Nightmarie & Creaturie, and is updated very regularly with screenshots, info on the game and strange little stories written as if these demonic events were happening daily. It's very nicely put together and one of the more original ideas I've seen for a game site. Nightmare Creatures is for PlayStation and PC, so check out this site before the game passes it's prime.
<http://www.activision.com/cgi-bin/nc/front.cgi>

Quake 2

Quake 2 stuff is exploding all over the Net! Websites are popping up left, right and centre, and they're all offering news, patches, mods, pics, hints, FAQs - bloody everything. A good place to start, is at the most obvious URL, <http://www.quake2.com/> which will pretty much link you to anything you need or need to know. Don't forget to visit <http://www.idsoftware.com> of course, and why not check out <http://www.planetquake.com/QuakeLab/Qua>



[keLab2/index.htm](http://www.planetquake.com/QuakeLab/index.htm) for all the stuff you want to know about editing the game to pieces. Quakin' and a bakin'.

DKR

Diddy rocks, we all know that. If you're having some trouble getting through the game, why not drop in at the official Diddy Kong Racing website for some hints and tips as well as lots of pretty graphics? The URL is nice and obvious - <http://www.diddykongracing.com/> so you won't have any trouble tracking this one down... There's cheaters advice from

Krunch the Kremling and a cleverly hidden secret page of codes too!

Worms 2

Worms 2 is one of those games that generally gets overlooked, but is in fact probably one of the most fun games you could get your grubby little hands on. Team 17 have put together a website which looks awesome and is fun too. Everything is here from tactics, screenshots, help, a demo and competitions! Graphically, this site is very cool and it's a must bookmark for any fan of good fun strategy games. There's also a chance to send in your own reader art...

<http://www.worms2.com/>

Star Wars Toys

Probably the most collected toys on the planet are those produced for the Star Wars movies. They range from action figures, to prop replicas and coffee mugs and they are all exceptionally cool! This site is definitely the most thorough and complete for Star Wars fans, with info on toys which never quite made it, through to incredibly rare toys which would literally cost you thousands of dollars to buy from a collector! Whether you're into collecting merchandise or if you're just a Star Wars fan, this place is great to kill a few hours on the web!

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

Everquest

Everquest is a new online multiplayer RPG from Sony Interactive in America which is attempting to rival Ultima Online. This is the official website which will fill you in on what they're attempting to achieve with Everquest and what the gamer can expect. The servers can supposedly support around 1000 players at any given time, and it's all played in a fully 3D world which supports Direct3D which is great for owners of a 3D accelerator. Is it any good? Well, why not visit the website and decide for yourself...

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

Blade Runner

Any of you replicant-hunting freaks checked out the official Westwood Blade Runner site yet? Well... beat yourself with a stick then! As you come to expect from an official site, there's lots of funky plug-in stuff happening, so make sure you have all the latest for your browser. In terms of info on the game, there is absolute bucketloads and screen-shots galore if you're still tossing and turning over whether or not to buy it. Blade Runner fans can't go wrong here, so if get yourself over there right away!

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



Streetfighter 2 U

Vol 2-4

BY MAX AUTOHEAD



What do I look for in a good anime? I could say that I like the quirky, the weird and the down-right insane. I could say that I pretty much like unfamiliar stuff, or cliches presented in a different way. I could tell you that I like all the action oriented stuff, with fast edited fight sequences where muscle bound ice men prance around beating the bejesus out of each other. I could tell you a million reasons why I like or dislike a particular anime, yet everytime I feel I've got a review formula down pat, something comes along that always takes me back to that basic question, ie: "did I enjoy this?"

The answer with the Streetfighter 2 V series is a definite YES.

The writers of this outstanding series had a difficult task. They've had to contend with lame and sketchy character motivations, and somehow convert them into a story. How do they do this?

They go back.

The Streetfighter V series starts at the beginning of Ken and Ryu's career as Streetfighters. At age 17, their martial arts prowess is already formidable, able to fight with the best in the world and give back more than they get. After fighting the Army jock Guile in the first episode, Ken and Ryu are introduced into the secret world of Streetfighters; fighters who do not fight for fame or glory, but instead are instilled with the spirit of the fighter. That is what drives them, and that is what drives Ken and Ryu to travel the world, to fight and learn.

The scope is amazing. Though the basic plot remains the same, each new volume is a start of a new story. From the glitzy streets of LA, to the no go zones of Hong Kong, to the prisons of Thailand and the Jungles of India, you'll see our heroes stumble into a world that slowly unfolds it's secrets. Perils are met and defeated, and with each new victory comes a strength unlooked for as well as the cementing of Ryu and Ken's relationship.

Streetfighter 2 V is an ongoing series originally produced for television and is now available on video. Three episodes come with each volume, and I have to warn you, this series is absolutely addictive.

If you're a fan of the SF2 game, then this series is an absolute must see; if not, but you're a fan of Anime, then I urge you to give this series a go.



9/10

Rated M+ Distributed by STYON ENTERTAINMENT

Surf Planet

GAELCO

Riding on the wave of success of both Namco's Alpine Surfer and Sega's Top Skater, comes yet another boarding type game which has enough gnarl and radness to keep any angst ridden, lets trash the joint kid satisfied for many minutes.

The first major difference with Surf Planet compared with its predecessors is that there is no board interface to mount and the control of the board is by a ergonomically designed joystick with only left and right movements. The second major difference is that this game is able to be linked to up to four players. Now that is really rad.

There are three snow covered courses, each varying in skill level, which are real mountains going by the name of Cook, Blanc and McKinley. Once all three are completed, you are entitled to go to the "Secret Ride", which of course, we'll keep secret.

A tip - start off on the McKinley course first as the time allocated diminishes with each course completed.

The course tracks are fairly challenging with giant jumps, cavern runs, rail slides and alternate routes to take. Often you will find the jump trajectory dumping you onto rock faces or huts or even a rail bridge. To ensure you take the correct jump angle, it is best to follow one of the computer controlled snow boarders.

As you slide smoothly over the snow, the wax base of your board slowly diminishes. To reapply wax- therefore ensuring your board stays at top speed, just aim

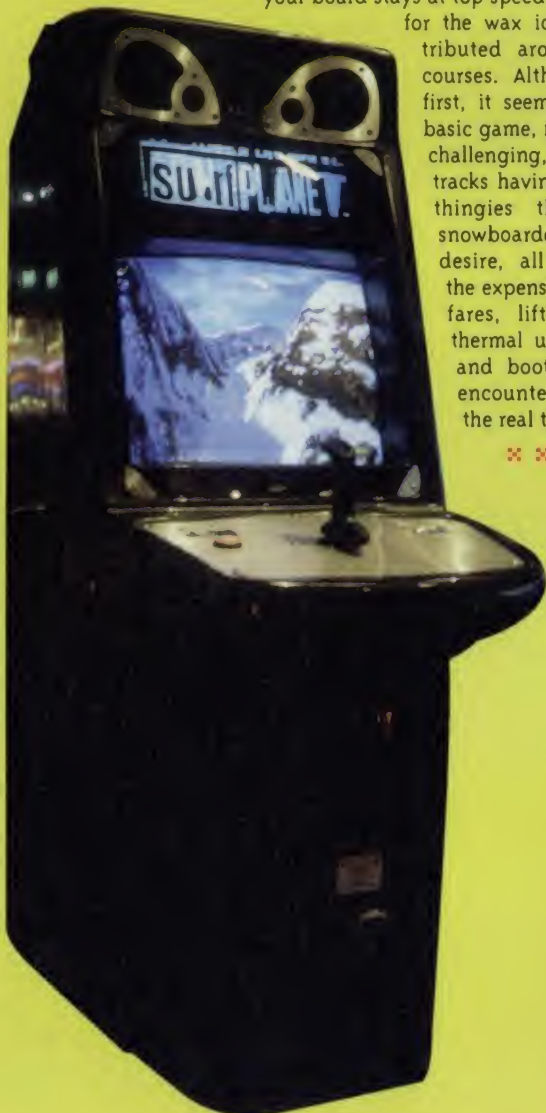
for the wax icons distributed around the courses. Although at first, it seems a very basic game, it is quite challenging, with the tracks having all the thingies that any snowboarder would desire, all without the expensive plane fares, lift tickets, thermal underwear and boot blisters encountered with the real thing.

*** 1/2

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!



Judge Dredd

ACCLAIM

"That's two years for loitering scumbag!"
 "But I was just waiting for my mother"

"You know the penalty citizen- make your way to the detention center immediately."

You've poured over the comic books, watched Sly Stallone ham it up as him on the Big Screen, now it's your turn to play Mr Stoic himself and right some wrongs in that ultimate city of sin, Mega City One.

The story so far... Some evil freakoid for some reason has kidnapped the Mayor and has threatened to waste him, along with ten city blocks if his demonic demands are not met. He has holed up in a high tech security building, and rewired the deadly security to his own bidding. Oh yea, by the way, he has also recently employed a factory full of deadly droids, hellish helicopters, horrid hover guns, and a whole host of futuristic death machines to injure you beyond the capacity to breathe. The intro to this game must be one of the longest video footages used to date. The costume design is excellent as well as the casting for the characters. Unfortunately, no Stallone to be seen anywhere, but at least the Dredd character has the trademark lantern jaw.

You enter the building. Armed with your trusty lawgiver (unfortunately the games gun is not a replica of J.D's proper gun), you are suddenly confronted by waves of enemy droids. Being made of metal does have its advantages, and each droid will take several bullets to take out. Seemingly out of no where, wall panels pivot around to reveal hidden gun emplacements. Take these out quickly before they get a bead on you.

These hidden gun emplacements, along with guns mounted on the buildings fixtures such as the monorails, have the games bonuses including power ups and medi kits.

After completing the first level, don't congratulate yourself too hard as there is another fifteen levels (4 levels per stage) to go. Each stage has its traditional "end of stage boss" and is generally some deadly contraption such as a hover tank, or helicopter or extra tough robot.

Although, this ain't no Virtua Cop, and the graphics are fairly 1995, the game will be a source of amusement for any Judge Dredd fan.

*** 1/2

» Vigilante 8

PlayStation

AVAILABLE: APRIL
CATEGORY: ACTION/COMBAT
PLAYERS: 1-2
PUBLISHER: ACTIVISION

There was a time when Interstate '76 the funky PC road rage game was coming to the PlayStation, but along the way something obviously didn't go to plan. Enter Vigilante 8, or V8 for short, the final result of Activision's attempt at bringing the 70's to the PSX. The game has gone a total transformation from single player action/adventure to multiplayer car combat ala Twisted Metal. There are 12 different vehicles to choose from, including a school bus and a camper van amongst the regular mean machines. Eight different arenas will be available for you to go crazy in, and all of them are fully destructable! Cool! Vigilante 8 is certainly visually stronger than the Twisted Metal games, and if we're lucky the engine will be superior and PSX owners will be rocking and rolling until possibly Twisted Metal 3 comes along. Activision have retained the 70's feel too, so the funky ones amongst you will be well pleased that all the retro cheesiness remains. For now, just drool over these screenshots!

EF



Treasures Of The Deep

PlayStation

AVAILABLE: APRIL
CATEGORY: ACTION/SIM
PLAYERS: 1
PUBLISHER: NAMCO

Ahh, the fresh breeze of originality. Take a deep breath, because it doesn't come by that often! Treasures of the Deep comes from the trustworthy stables of Namco and it's an interesting attempt at an underwater deep diving thingy treasure-hunting sim. Get that? Played from the good-old first person perspective, you skim around on the ocean floor, searching for lost treasure whilst fighting off other pirate divers and the odd vicious shark. You can use the shoulder buttons to navigate your way around with the d-pad used primarily just for rotation of your mini-sub. You have various weapons at your disposal, like spear-

guns and torpedos though you have to be careful what you shoot at because you'll be fined for killing endangered animals. You can use equipment like nets to safely dispose of some sharks, or to collect lobsters and other sealife for bonuses. Each mission roughly requires you to hunt down a piece of treasure and destroy the other pirates after your booty and out for your butt. Graphically, the game is very nice indeed, with sharks and other creatures emerging from the depths in a realistic fashion. The controls feel a



tad awkward, but you'll soon get used to the underwater feel, as turning around to see what just chewed your leg off can be a bit slow. Unfortunately, you're fairly restricted to where you can go and you can't surface or take shortcuts over the reef - there are a few invisible walls around to keep you on track. Overall, the effect of the game is very nice, and at least this is an attempt at something new and it's worth further investigation. EF

THE OFFICIAL

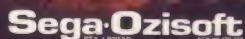
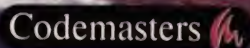


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*1997's real cars, real teams, real drivers and all the real tracks
of the RAC AutoTrader British Touring Car Championship*



DRIVE ON THE WILD SIDE THIS SUMMER ON PLAYSTATION.

PREVIEWS



» Battlezone

PC

AVAILABLE: MARCH
 CATEGORY: ACTION/STRATEGY
 PLAYERS: 1-16
 PUBLISHER: ACTIVISION

Yet another classic arcade game is being re-made for the end of the century! Battlezone the legendary tank game has been dusted off by Activision and brought back to life thanks to the help of 3D accelerators and the interest in retro gaming, and we're

not complaining. Before we even consider the merits of the single-player game, stop and think about how perfect Battlezone is for multiplayer gaming. If any of you remember the original 3D wireframe arcade game, you'll agree that the prospect of a pumped-up world of devious human opponents all sitting in those cool tanks is quite exciting. New features include the introduction of a whole new strategy element in which resource management and strategic troop deployment from the cockpit of your tank determines the outcome of your battles. You actually get to control everything from inside your tank whilst in the middle of the action. Of course, don't forget there are also some swanky new weapons in your wheeled beast to get your hands

on. You even have the option this time around of bailing out of your critically wounded tank with a parachute, so there will probably be a bit of player-killing going on out there. Heh heh. The game currently has around 18 levels of interplanetary warfare, and all can be played in both single and multiplayer modes. Looks good.

E F



wow-o-meter

Descent: Freespace

PC

AVAILABLE: TBA
 CATEGORY: SPACE COMBAT
 PLAYERS: 1-MULTI
 PUBLISHER: INTERPLAY

The Descent series is now starting to branch out into new territory. Freespace sees the end of tight, twisty corridors and the introduction of true "freespace". Interesting move, as this pretty much makes Descent: Freespace just like all the other Space combat games which the original Descent took us away from. Similarly to the Wing Commander games, the missions in Freespace will branch out depending on how you play them, so hip-hooray for non-linear gameplay. In fact, from the screenshots you must agree that there's more than a passing resemblance to Wing Commander 3 & 4 here, HUD design and all. Gameplay also consists of commanding ships and attacking big mothercraft in true space sim style.

What I had expected was that maybe you could fly inside the guts of the big capitol ships for some of that classic Descent action, but Freespace looks like just an up and up space combat shooter. Keep in mind, that this is NOT Descent 3 but simply a spin off of the Descent concept... except with the concept removed... heh. 3D acceleration will be supported too.

E F



Unreal

PC

AVAILABLE: TBA
 CATEGORY: 1ST PERSON SHOOTER
 PLAYERS: 1-MULTI
 PUBLISHER: GT INTERACTIVE

We've previewed this one before, but the game has been put back so many times it's laughable, and now they're closer to release we thought we'd take another look. The latest news is that the developers are on the home stretch with this one and some major improvements have been made. We've seen the game running now, and can safely say it looks as good as Quake 2. Some of the lighting effects are damn near incredible, and the animation and modelling is beaut! Another ball-grabber was the beautiful architecture, some stunning-looking rooms have been put together here, including big open chambers and small moss-covered sewer tunnels. Your character wakes to find himself inside a wrecked spacecraft on an alien planet, and the locals aren't very happy about you being there. As far as gameplay is concerned, Unreal doesn't seem to be any different in style to the great Quake 2, so there may be few surprises here. What is exceptionally cool though, is that the game will also come with a level editor to allow the gamer to create their own masterpieces! Good move. As long as Epic stay on target, there should be a shareware demo of Unreal just around the corner.

EF



Conker's Quest

N64

AVAILABLE: 2ND QUARTER
 CATEGORY: 3D PLATFORMER
 PLAYERS: 1
 PUBLISHER: RARE

More cuteness on the way! Oh God, please, I think my brain is going to rupture from too many little pink smiling faces and squeaky music! Noooooooooo!! Hey hold on a sec, this could be interesting... it says here that in the game you have to search for Conker's nuts! How hard can that be? Just grab him by the tail and... oh... OK. Honestly though, how much cuteness can we stomach on our N64? It seems that Rare are just too bloody good at making games to keep us away though, so chances are we'll put up with those furry little freaks yet again. After their success with the awesome GoldenEye and the coolness which was Diddy Kong Racing, Rare must be on a bit of a roll, so we're keen as mustard to get Conker's Quest in our little hands.

From the screen shots you can tell it's another incredibly lush 3D world just waiting to be explored with your little Squirrel dude. He can jump, stomp, glide and run all over the joint with help from his friend, Berri. Both of you are searching for 100 stolen presents which have been hijacked by a bunch of nasty evil thingies. There will also be seven different vehicles for you to pilot over the landscape, which sounds interesting. The demo which we've seen of Conker's Quest displays some gorgeous animation and top quality sound which we've come to expect from Rare. Hold on to yer hats, because '98 is going to deliver a few more crackers from Rare...

EF



Available in March '98 on PC CD-ROM Win '95

Battlezone Puts You in Command of a War.

Battlezone takes real-time strategy to the front lines with truly revolutionary action-strategy.

You are the high-level Commander making decisions from your own war-ravaged tank. Lead your U.S. troops on a mission to gain control of a superior alien technology in the true "space race" against the Soviets...or cross enemy lines to the Soviet side. Only one super-power will survive the Battlezone...

And it's all under your command.



Full-Scale 3-D Action

Pilot one of 20 anti-gravity war machines, and wield 25 devastating weapons – including mortars, mines, and the Thumper Device which triggers on-the-fly earthquakes on the morphable terrain.



Complete Strategic Control

Coordinate full-scale attacks with over 30 unique units, such as tanks, infantry and mobile assault turrets. Call in artillery, deploy wingmen and manage resources – all from within your tank.



Dynamic First-Person Immersion

Lose your vehicle in battle, bail out, parachute to safety: then use your sniper rifle to take over another unit. Switch vehicles right on the battlefield of one of seven distinct moons or planets.

TANK

- 1 FOLLOW ME
- 2 GO TO NAV
- 3 ATTACK
- PICK ME UP
- GET REPAIR
- GET RELOAD
- 7 HUNT

0 RECYCLE

SPACE ATTACK FIGHT

ALT NO ACTION

SHIFT CANCEL

U

S

■ **Grizzly Tank:**
Configure a Grizzly, the key American tank, right on the battlefield.

BATTLE ZONE

Take Strategy to the Front Lines.

■ **Command System:**
An innovative menu system integrates troop and resource management for full control from the battlefield.

■ **Solar Array:**
The Solar Array provides power to your factories, gun towers and other energy-intensive units.

■ **Radar Tower:**
The Radar Command Tower must be powered continuously to increase radar range and accuracy.

■ **Gun Tower:**
The Gun Tower, though a devastating long-range defensive unit, it must be powered by the vulnerable Solar Array.

Actual Non-Hardware Accelerated Screenshot.



■ **Multiplayer:**
Enter multiplayer battles in full Strategy mode over LAN, modem or Internet, or up to eight-player battles in Deathmatch mode.

■ **Graphics:**
Features full D3D support and a fast software-rendering engine which incorporates actual footage from NASA space expeditions.

■ **Campaigns:**
You decide which army to command: play either the Stars-and-Stripes or Red Brigade campaigns.

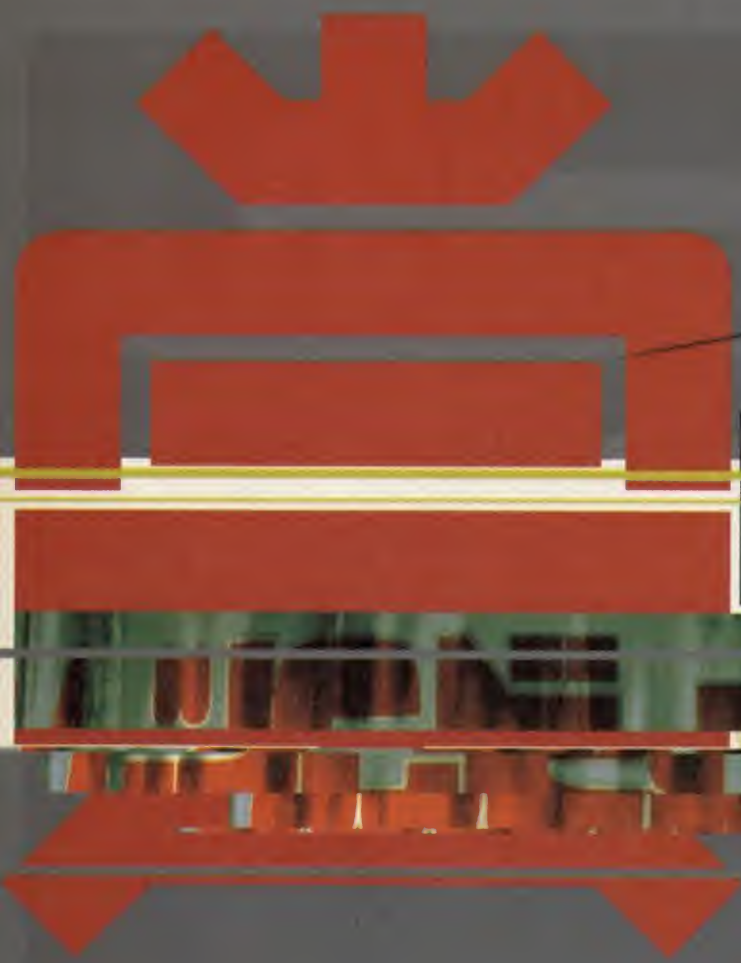
■ **Pilots:**
Pilots are a resource. Run over and shoot enemy pilots who've lost their vehicles in battle, and protect your own.

■ **3-D Radar:**
A topographical 3-D radar displays your base location, unit placement, field of vision and enemy position.

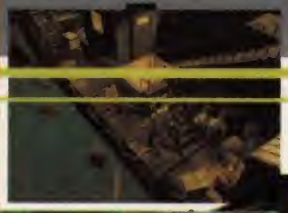
■ **Scrap Meter:**
The Scrap Meter measures the Scrap available for the Factories to build new units.

■ **Scavenger:**
Send your Scavenger to collect valuable Scrap. Gather from scrapfields or destroyed units on the battlefield

■ **Weaponry:**
Spend resources to reconfigure your vehicle's weaponry on-the-fly in the midst of battle..



5Y5™





made in **England**

Dan Toose packs his bags and heads off to the motherland to go check out Europe's premiere game publisher . . . PSYGNOSIS. Interviews with the three development teams, and studio art director, Lee Carus make this a must read for any PSYGNOSIS fan, or those interested in game development.



The cold reality about video game journalism in Australia is that with the exception of a few shining stars, almost all video games are developed overseas. Thus it's rare Hyper gets the chance to pop over and check on how the developers are going with their current titles. The UK has a very strong game development history, and certainly in recent years, the strongest of the UK developers has been Psygnosis. Formerly a development company with extremely humble beginnings, Psygnosis has become a publisher, and is regarded with the utmost respect worldwide.

With their recent entourage of A grade titles, Psygnosis were only too happy to invite us over to take a look at where it



Psygnosis - Stroud... No really!

all took place, meet the development teams who brought us these games, and of course knock back a drink or a dozen. They're a work hard - play hard company, but most of all, they're thoroughly professional.

From their first blockbuster titles like *Shadow of the Beast*, and more importantly *Lemmings*, Psygnosis have continued to grow, and we take a look at just how far they've come...

Alan: After landing in Manchester, I was driven to the Psygnosis head office in Liverpool, and then driven down to Stroud, which kind of gave me the feeling I'd just driven half way across the UK. I was about to find out Lister engines weren't the only remarkable thing to come out of Stroud. Now when you think "Psygnosis", the last thing you'd think of would be an old building that looks like it was built when Australia was just a penal colony, but that's where both the *Overboard* and *G-Police* development teams were holed up. You could pretty much say it was an old brick building sitting in the countryside. Walking in the door to the office of the *Overboard* team, you'd expect to interrupt some serious game development... but we discovered that *Quake* playing was a universal addiction. I spoke to Nick Harper, and Alan Bunker the designer and producer of *Overboard*, who both had a lot to say about both their own game, and the video games industry from a developers point of view.

Hyper: Do you think it's possible that *Overboard* may gain extra success as a result of a lack of action/puzzle games on the PlayStation? And, do you think the reception will be different in the PC market?

Alan: I would much rather think that its suc-

Alan: As for the PC market, I anticipate *Overboard* will have a much harder time on PC. Visually, it's not the state-of-the-art extravaganza that one might expect. But it is damn good fun, especially the five player, single screen mode. And this is where we rely on magazine reviewers and word of mouth to pass the message around that *Overboard* is a worthy addition to any gamer's collection.

Nick: Although with modern graphics technology on the PC the game does look incredible, especially the water and reflection effects. It's just not completely in your face like other games.

Hyper: *Overboard* seems to have very evenly balanced gameplay in multiplayer mode. Do you think there are particular tricks to ensuring that a multiplayer game actually works well in practice?

Alan: Well, we tried to ensure that, initially, no one player has an advantage - everyone has to start off evenly matched. Arena start points and placement of power-ups were carefully considered. On the subject of arenas, they had to be fairly simple - simple arenas maintained the speed and fluidity of a round while minor twisting and turning does reward those with better ship control but not so much that this is the overriding factor in winning a game.



Overboard in the making...



Nick <name>- Producer

cess will come from being different to the rest of the Playstation market, not just because it's an action puzzle game. By that, I mean that the gameplay is quite different, the colours and atmosphere are quite different, the light-heartedness and zany touches are refreshing, and the general style of the game is something unique, veering well clear of sci-fi, race tracks and moving platforms!

Nick: We're actually very lucky being able to work in this business - apart from technical limitations, there's nothing to stop the imagination of the designer. I think that's why *Overboard* is receiving praise from the games press - we tried to steer clear from reality in order to make the game as fun as possible. A lot of developers seem to concentrate on the image rather than the content and in doing so they can easily miss the point - to create a game that provides hours of fun for everyone who buys it.

The ability to reconfigure multi-player options from the front end is important. This allows you to turn off the less skilful weapons such as *Lightning* or reduce ammunition levels for the more powerful *Broadsides* cannons. Even the strength of these weapons can be altered. This way, games can be tailored to suit the individuals playing, ultimately leading to fascinating battles and increased longevity.

Then there has to be a number of in-game subtleties for which it is the players' responsibility to discover and take advantage of. For example, using a flame thrower on your foes will set them alight thus causing them to throw men overboard. By collecting your enemies' flailing sea-men, you can then boost your own energy. So controlled use of limited flame throwers is potentially very rewarding to the skilful player.

Hyper: The varying views for Overboard all seem very practical. How do you perceive the use of camera angles in most games today? Do you think most companies throw in multiple views for the sake of it?

Alan: Absolutely – it makes great screenshots for packaging and press shots. And you can't blame them – after all, it doesn't necessarily mean you have a bad game. However, you do make a good point – our camera angles are practical and functional. We like it that way and it meant our coders could spend their time doing other things rather than worrying about features which, in the end, are of little use to the gamesplayer.

Hyper: Was there some sort of plan behind the artistic angle of the game, it's a bit of a diversion from the average Psygnosis title, with games like G-Police and Colony Wars all being rather dark and "techy".

Alan: Our plan was to stand out from the crowd, to take a risk. Besides, a game based around pirates and seascapes would look very odd in a dark and techy world! The plan was to be bright, cheery, slightly quirky and eye-catching in our own unique way – that was pretty much the brief. I guess it's up to you guys to determine whether we succeeded or not. So far as the team are concerned, we're genuinely pleased with the results.

Nick: There's a lot to be said for dark and techy games, you know – they make special effects look far prettier! Unfortunately Overboard wasn't that sort of game. We think the cartoony, colourful style suits the gameplay perfectly, and that's the most important thing. So far as a diversion from the average Psygnosis style, I don't think it really is – the name Psygnosis is synonymous with quality artwork, and I think that's the case for Overboard, too.

Hyper: Any plans for an Overboard 2?

Alan: Ouch! Now you know I can't answer that! What I will say is that the team has almost remained intact and are working on another project which breaks from the mould of the usual console and PC game.

Hyper: Would you say there's a universal trend in the gaming industry nowadays, and do you think breaking the trend is a key to success?

Alan: I think there is a trend toward safe, commercial product such as C&C clones, racing games, sci-fi shoot'em-ups, etc. But then again, they're obviously in demand hence their success. At the same time, there are games which break the trend, like Overboard, which offer variety to the market but I just wish they were more commonplace.

Breaking the trend is not necessarily the key to success, though. G-Police is a very big seller and will fund the company for future products while adding a number one title to its impressive portfolio – but it does not break the trend. Similarly for Colony Wars. Something like Overboard broadens the company's portfolio, enhancing our reputation but it will be nowhere near as profitable as G-Police.

On the other hand, take the ground-breaking C&C by Westwood – they broke the trend



Overboard - The finished product

and made huge profits as a result. It's always a risk to do something different but there's always the reward of standing out from the crowd at least and making a commercial success of it at best.

Nick: If Overboard does become a big success you'll probably find Overboard 'clones' popping up everywhere anyway. Which would be nice for our egos!

Development costs nowadays are so high that you can't really blame companies for not wanting to take risks – one failure and it could mean bankruptcy for a lot of smaller companies. I think Psygnosis were prepared to go with Overboard because, while the game is considered different, it still maintains the fundamentals of good games – that being that it's fun to play yet hard to master.

Hyper: What's the biggest pain in the arse as a games developer?

Alan: Sony guidelines – standardisation and quality control is a great idea but they are too stringent at times. When you've spent 18 months developing a game and think you're interpreting guidelines correctly only to find out right at the very end of it all that Sony have taken a dislike to something, it's the biggest downer ever to have to go back and make seemingly pointless modifications. The standardisation thing just goes too far.

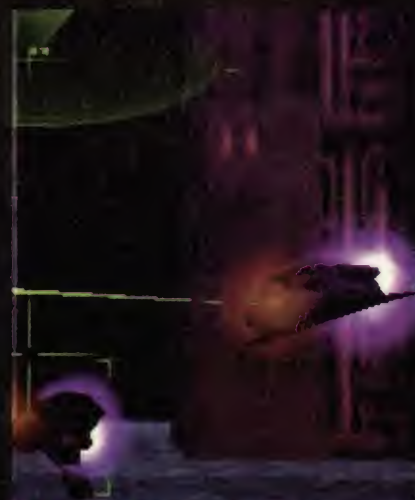
As for the PC side of things, supporting all those PC configurations as well as trying to judge where the market will be in 18 months time is not an easy task!

Nick: From a designer's point of view, I'd have to say producers [laughs]. When you're trying to make a game as good as you possibly can the last thing you need is for someone to come along and chop out some of your favourite ideas because there isn't time. It's a cruel world, you know!

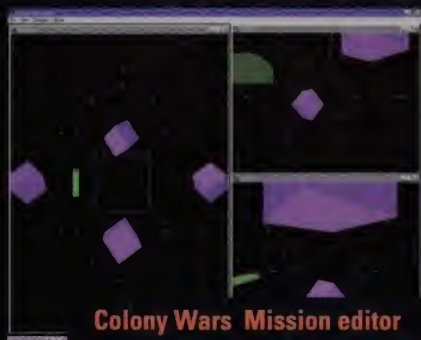
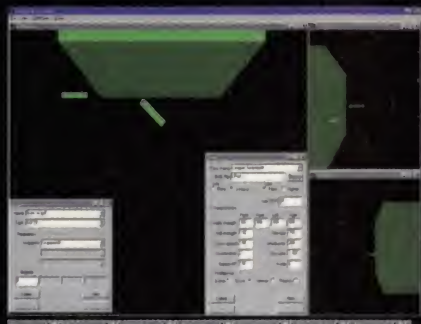
Hyper: Looking back now on Overboard, is there anything you would have done differently?

Alan: In the time frame we had, I'd say we've done all we can.

Nick: I'd have played more of the multi-player game so I could beat Alan more often!



G-Police - Another Stroud office masterpiece



Colony Wars Mission editor

The next day I returned to the Psygnosis head office and finally got to take it all in. If the video game industry has a Fort Knox, it has to be the Psygnosis head office. Looking like some sort of modern stronghold of iron and glass, the offices staff hundreds of people, although you'd have a great hassle finding anyone, as the security to get from one area to another is pretty tight. Besides game development, these offices also house just about every other department the business needs to run. Everything at Psygnosis HQ seems to have its place and order, and you get the impression the company is like a well oiled machine.

You could say that Psygnosis keep a close eye on themselves, with things like regular design meetings by all the lead designers to see what all the other teams are up to, how the games are progressing, and to essentially guide one another to producing better games. I also learned about how all Psygnosis titles have to go through multiple stages of approval before they go gung ho and make the thing. It makes sense for a company to be scared of making a lemon when the production and marketing costs of the games are several million pounds.

Hyper: Colony Wars is obviously going to get compared to Wing Commander quite a bit. Was it an influence at all for the development of Colony Wars?

Andy: Only in the sense that we knew we had to improve upon it. We took a few definite decisions to avoid some of the Wing Commander traps (hence no actors etc.). Our major influences, though, were the Sci-Fi TV shows... the likes of Babylon 5 and Star Trek TNG... we had to try and get that quality on the PlayStation and that focus was always in mind.

Hyper: When designing Colony Wars, were there any things you saw in other space games in the past that were key things to include or avoid?

Andy: Well, the actors mentioned above was one. But the main thing was to avoid the "shoot the dot in the distance" school of combat... we wanted that close up dog fighting feel you get in TV space shows and at the cinema.

Hyper: You've managed to make a flight-based game where the external views are actually of practical use, where most developers fail.



Psygnosis HQ - Liverpool



The Colony Wars team



The Colony Wars team were a nice bunch of guys, and getting a guided tour of the game by Mike Ellis was nice. He was very pleased (and relieved) to come across someone who wasn't from the team who could pick up the game and play it straight up... Even if your game isn't a lemon, if the mass market can't come to grips with it, it'll cost you in sales. Andy Satherthwaite and Mike Ellis were kind enough to answer some questions for us.

Hyper: The visuals for Colony Wars are quite unbelievable for the PlayStation. Were there any particular tricks to keeping the frame rate so high with all the visual effects coming so thick and fast?

Andy: The real trick was just repeatedly improving the speed of the code. It was essential for us to have really optimal effects so all of the processes went through several stages of iteration, always keeping speed in mind, whilst aiming for graphical loveliness over 30% of the game code is in assembler hitting the hardware as well as we can the PlayStation is very powerful, you just have to use it well.

Was there a particular trick to this?

Andy: Not sticking the camera rigidly behind the ship... it was important to keep a degree of fluidity in the motion to give it that cinematic feel.

Hyper: The multiple ending system in Colony Wars is great. Were there any problems with creating this sort of mission setup?

Andy: In developing it, not really. But trying to get the difficulty balance right to make sure people saw all endings, that was a lot trickier.

Hyper: Do you think the multiple paths and endings essentially make up the game's learning curve?

Andy: Yes.

Hyper: As a game designer, have you got any advice out there for people with bright ideas for new games that want to do something with them?

Andy: This one's for Mike Ellis.

Mike: Hhhmmm. I sense a Satherthwaite side-step here... Get your ideas down in well written and structured documents that explain the essence of what the game is about. Or if you can, produce a

demo. Originality and flare are what most companies are seeking in concepts. Be prepared to accept other peoples criticisms and act on their feedback to make your design better. To be a designer you should really eat, drink and sleep games.

A large part of why Psygnosis has such a strong follow would have to be attributed to their consistency in producing outstanding visuals. After I'd been chatting to Mike Ellis and Andy Satherwaite, we all went to lunch. I got chatting to the guy whose car I was scoring a lift in, and he turned out to be one of the veterans at Psygnosis, Lee Carus. Besides his particularly outstanding work in Colony Wars, Lee has worked on such beauties as Wipeout, and the real keystones in Psygnosis history... Lemmings and Shadow of the Beast. Suffice to say, if you were after an expert opinion on video game artistry, this guy was it.

Hyper: You've just finished up your work as Art Director on Colony Wars, you've got to be pretty happy with the results. Did things end up

TOWNS', 'LifeForce Tenka', 'Wipeout' and lastly 'Colony Wars'.

Hyper: Did you start out as a computer artist, or start an art career elsewhere?

Lee: Basically a few friends and I got together to create a little demo for the Amiga called 'Puggs in Space'. We decided to bring it down to the PCW show as it was called then and show it to some publishers (we really were wet behind the ears). The first company we showed it to was Psygnosis and the person who interviewed us (Ian Hetherington) saw great potential (as he usually does) and put us under contract. The rest is history.

Hyper: Do you feel that advancements and breakthroughs in coding allow the art department to get more out of their work? And do you ever feel restricted by limitation from the programming team?

Lee: If you have a good relationship with your programming team you start to speak a common language. As long as you can justify to the programmers why you need a certain feature or effect they are usually happy to implement it.



A few of the games Lee has worked on over the years...

looking as planned?

Lee: Things went pretty well though there was other stuff we would have liked to put but the evil time monster crept up on us. After an initial storming session with the artists we were all fairly clear as to what direction we wanted to take the graphics, the standard Bab 5 and Star Wars influences did affect us, but we also wanted to create graphics that the public wanted to see, so we worked closely with our marketing department to achieve this. It was fortunate that the graphical style we set out for was not in any way compromised by marketing, in some cases it they gave us some good ideas.

Hyper: How long have you been with the company, and what other titles have you worked on?

Lee: Pheew! I've been with the company over 8 years now and in total have worked on about 29 games "mumbled" "Though some of them I'd rather forget". some of the slightly more memorable products were 'Lemmings Intro', 'Lemmings for the Mac', 'Infestation for the FM TOWNS', 'Shadow of the Beast' on about 5 different formats 'Microcosm', 'Scavenger 4 FM

Sometimes you have to lean on them but ultimately we all get what we want.

Hyper: You also worked on Wipeout as well. Is that sharp angular craft design one of your trademarks?

Lee: The initial ship design was actually done in a concept video by Jim Bowers. We thought the design was so strong that there was really no need to change it for Wipeout, although there needed to be some progression for WO2097. I personally don't have a set style, I create work to the brief required and there is probably a lot of stuff out there that is mine that you wouldn't recognise.

Hyper: Psygnosis titles are traditionally very visually impressive. Is there something you can attribute this to? Is the company thoroughly selective, or do you just have huge art departments?

Lee: I think it has been a policy to always push the hardware further. A very tangible way of doing this is visually. We haven't always had a huge art resource but what we have had has been very focused, and that artistic focus coupled with top gameplay can only positive to us and to the consumer.



OBJ 4 POL 5 TYPE 614
SORT 0 INDEX 438 COL 5



717
58400 *2075 31275



SUBS AVAIL 60 POLS USED 896

OBJ 113 POL 4 TYPE 614
SORT 8 INDEX 129 3D 8



SUBS AVAIL 60 POLS USED 896



Shadowmaster development stuff. Custom made editors to make the bulk of the game.

Hyper: What software does your average game artist have to be proficient with nowadays?

Lee: A well rounded game artist should know the basics of game mechanics, it helps if you understand what the ultimate purpose is for that tiny little graphic you've spent ages on. They should also understand the basic rules behind art and photography (especially if they are FMV artists) lighting, composition, subtlety, dynamism, etc. These things are often lacking in today games.

Being able to work in 3D is a big issue. We find that moving people from one 3D package to another is fairly easy but trying to get someone producing graphics who has never worked in 3D before is more problematic and time consuming.

Hyper: Do you feel there are any particular tricks or guidelines to making a game look impressive?

Lee: I think consistency is the biggest thing. If you don't have a cohesive look to a product it can deduct an awful lot of credibility.

Hyper: Are there any visual trends in video games today that you'd like to see less of?

Lee: BAD LENS FLARE. There are too many developers out there misusing this effect (they will remain nameless). They just think 'slap a star on that and a couple of circles and it'll look great' NO NO, you have to consider why lens flare happens in real life and examine the way it moves and changes. On Colony Wars we think we have done it fairly accurately.

Hyper: Are there any other artists in the industry whose work you particularly like?

Lee: I am not sure of the actual artists names but I really like some of the stuff that Cyan have done for Riven. You can tell they have actually thought out what they're doing and have not blundered blindly into it. There is real attention to detail.

Hyper: Any advice for those wanting to make their way into the art department of a games development team?

Lee: Play games, understand what makes them tick. If I am interviewing somebody who knows roughly what makes a good game, I'm interested. I love it when an interviewee has done concept sketches for a game design that he or she has thought about. The game may never happen but it shows you they are thinking about it.

Try to get your hands on some 3D software, there are a lot of college training courses these days and a grounding in 3D is a bonus.

My last port of call before embarking on a gruelling study of London nightlife was Southport, to check out the final stages of development of Shadowmaster. Like Stroud, you wouldn't think a crack development team would be hiding in what looks like a rather sleepy little town... but they were. Here I met Hammerhead, a Psynosis external team that had many members that bore a startling resemblance to the old Traveller's Tales team. Like the Hyper offices, their office was located in a very unremarkable looking building, but funky things went on inside. After chatting to the whole team, and having a bash at multiplayer on PC, I got hold of one of the programmers, Paul Hunter, and asked him some questions about the game and the reasons behind various aspects of their game.

Hyper: Serious Shoot 'Em-Ups seem to be a rare commodity. What's the angle you intended for Shadow Master? (i.e. something simple, something complex, etc).

Paul: The bottom line was that we wanted to create an all-out blaster, simple as that. There are a lot of games that take a first-person 3D perspective and promise non-stop action, but very few actually deliver it. Mainly because they emphasize exploration and problem-solving above actually fighting the bad-guys, which in our opinion is a shame! With ShadowMaster we wanted to redress the balance a little; do a game which is absolutely action-orientated. At first it may seem like we've taken a more simplistic approach than normal, but in truth all we've done is reduce elements which would otherwise distract and obstruct the player from their primary task Which is, of course, to wipe out the bad-guys before they get you.

Structurally we wanted to have a mission-based game, with an ongoing storyline in order to boost involvement and generally add cohesion to the whole package. The missions also allowed us to vary the gameplay, which we felt would be useful in keeping the player's ongoing interest.



Hyper: You offer support to a lot of different peripherals on both the Playstation, and PC. Is providing support for all those controllers a headache?

Paul: Any programming task is to some extent a headache! Some tasks are more necessary than others though, and allowing the player a variety of control methods and devices was decided very early on to be a top priority. For a game like ShadowMaster where the player needs rapid, positive response at all times, it's vital that the player is never frustrated by shortcomings in the control mechanism. What constitutes good "feel" in terms of game-control is largely a matter of individual taste, but by supporting so many devices we've attempted to make the game enjoyable for as wide an audience as possible.

It's worth mentioning that the controllers weren't supported simply because they're so cool, (although some, like the Sidewinder Force-Feedback Stick, are!), but primarily because they work well. A good example of this is that while many recent Playstation titles support the new

analog controller, relatively few show any real benefit over using the standard pad. Probably because the device was added at the last minute, without any real thought other than to provide basic functionality. Hopefully by spending an extended period testing and tuning the different methods, we've provided a number of equally useable alternatives from which the player can choose.

Hyper: What do you feel sets Shadow Master apart from other 3D action games we've seen before?

Paul: It's a no-apologies blast-em-up that really delivers, while at the same time doesn't compromise on the level of presentation that is expected in today's market. The control method, and the fact that you're driving a buggy, is something different. The original graphic designs created by illustrator Rodney Matthews give ShadowMaster a unique and distinctive visual style. The enemy creatures the player encounters are all polygon-based, and include some of the biggest and most detailed ever seen on any format. Basically we think it's as least as good, visually and technically, as anything out at the moment. And it's got a killer soundtrack!

Hyper: The PC multi-player aspect is look-

Hyper: Any plans for an online site devoted to multiplayer Shadow Master games?

Paul: Currently ShadowMaster only supports Null-Modem, and IPX Networking. Although the possibility exists that a NetPlay patch may be released at some future date, there are no concrete plans at the moment.

Hyper: The enemy explosions are particularly cool. Was it tough getting the polygons to go flying everywhere without the Playstation's frame-rate suffering badly?

Paul: The fragmentation engine was one of the biggest technical challenges we faced during the creation of the game. The Playstation has got very good drawing hardware, but lacks somewhat in pure processor speed. The solution involved a fair bit of maths and some lateral thinking, but now works extremely quickly and efficiently. Currently it can handle well over a thousand bouncing, colliding elements without dropping the frame-rate. As a bonus, the grenade-aiming target uses the same method to take into account multiple bounces off walls and other surfaces.

Hyper: No multiplayer option for the Playstation. Was this due to problems getting the high poly counts in a split screen game, or something else?

Paul: The multi-player option was always intended to be a feature of the PC version only. The problem with implementing it on Playstation was less to do with computational than memory requirements. The (PC) multi-player levels are around two-to-three times as large as the standard (single-player) maps, and wouldn't fit in the Playstation. Effectively we were faced with a choice between implementing the multi-player levels in a cut-down form, and designing solely for PC to see how far we could push the hardware. We chose the latter, and as a result have several things which would not be possible on the Playstation without severe compromise. For example one of the levels is built entirely from reflective, mirrored surfaces.

Hyper: Was it a conscious decision to prevent the player from going off ledges onto lower areas? Couldn't this have opened up some scope for having jumps and some harrowing escape routes?

Paul: Although it was originally planned for there to be jumps in the game, the idea was ultimately dropped due to a combination of technical and gameplay considerations. From a design standpoint we wanted to keep the player mindful that they were controlling a buggy, as opposed to the usual gun-toting hard-bloke. Now the great advantage of controlling a figure is that jumping and climbing are natural actions, whereas in a vehicle a jump is only realistic moving forwards at speed. Incorporating ramps and runways was considered impractical, the amount of space they would necessarily occupy could be better used for other purposes. Without the ability to make jumps, the requirement to be able to drop-off ledges seemed fairly irrelevant; especially as we had decided at a relatively early stage to avoid most of the platform-game style trappings.



Shadowmaster team - Hammerhead, Southport, UK.

ing very good. Any key influences in the way this part of the game was structured?

Paul: When we began planning the multi-player levels we decided that the best approach was to try and do things that we simply weren't possible on the Playstation. Principally we wanted to try to make the best possible use of the fact that we now could involve up to eight human participants in a game. The key to our approach was simply; more players = more fun! To get the best out of ShadowMaster multi-player mode requires at least three or four players. Which is not to say that one-on-one encounters are less enjoyable in themselves; simply that the team modes offer a great opportunity to victimize, hassle, and generally annoy your (soon-to-be Ex-) friends! Basically we provide the means and let human nature take its course.

The ability to import customized "flags", and send audio-messages to your opponents was added to inject some humour and character into the game. In the end, a multi-player game can only be as much fun as its participants make it.



The results of all those hours spent in those editors.

WCW Vs NWO: Wo!

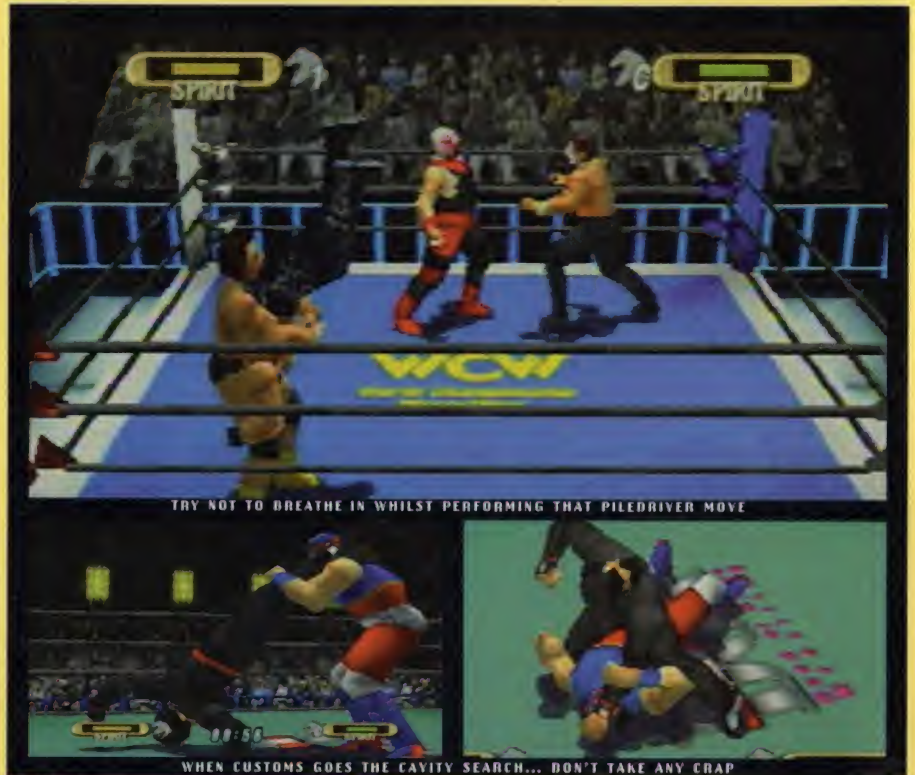
Mad Dog, Ren Hoek pulls on the gimp mask and the accomidating underwear to take on WCW and NWO all at once.

It's been four years now since I hung up my wrestling championship belt, had my peck implants removed (they were turning septic) and came off the female growth hormones. I still feel quite manly and fit (although I can no longer piss standing up), but I'm no longer a contender for the title, so when I heard that WCW Vs NWO allowed an armchair athlete like me a chance to get back in the ring, I quickly borrowed my mothers latex tights and sat down in front of the N64 eagerly awaiting another shot at the title.

Now, as I'm sure I've mentioned before, there's nothing quite like beating the crap out of someone, and when you get to smash four of your friends around the head at the same time in a videogame you can pretty much imagine that guys like me would be at home with a game like WCW Vs NWO.

Get in the ring...

For starters there are over 40 wrestlers to choose from, each with their own unique set of moves and killer blows, tag-team events, 3 on 1 events, and battle royal modes, and the World championship belt up for the grabs. Secondly, this is the first full 3D wrestler that actually looks good, and on top of that it plays really well. Some of the wrestlers inside this beast of a game are: Lex Luger, Sting, Hollywood Hogan, The Giant, Ric Flair, The Outsiders, The Steiner Brothers, Syxx, Dean Malenko, Eddy Guerrero, Chris Benoit, Scott Norton, Steven Regal, Rey Mysterio Jr, Ultimo Dragon, Buff Bagwell, and Eric



World Tour

Bischell and a host of other freaks and butt-heads that you'd never dream of letting inside your house. All of these characters have the basic punch and kick moves, throw to the ropes, body slams, suplex moves, elbow drops and many more. As mentioned, they also have their own unique trademark blows, throws and holds. Some of these little beauties include: Belly to back suplex, Regal Stretch, Scorpion Death Lock, Canadian Backbreaker, Top Rope Outsider's Edge, Shoulder Breaker, Power Bomb, Torture Rack, Hurricanrana Pin, Figure Four Leg Lock, Flying Knee Drop, Cryonic Kick, The Chocolate Channel Puncher (just kidding!), Jackknife Power Bomb and the Choke Slam — and that's only a very small amount of the specials that are available for use in the game. With well over 40 characters (many, like Randy 'Macho Man' Savage, are only revealed after winning the title belt), this game is sure to keep people button smashing for many, many hours learning each character's moves and holds. The button layout is simple and very user-friendly (using the digital pad), with a tap or hold of the button determining the strength of the punch, kick or throw, making the game easy to pick up and play but just that little bit harder to master all the moves in battle.

It's a group thing...

Plug in a few extra pads, or enable three CPU players in the battle royal and you'll be in for a ball as the action can get very furious, with every player landing cheap shots on each other. The action will often go out of the ring, with players smashing each other over the head with chairs and baseball bats they've grabbed from the crowd. Even when you're disqualified or counted out in the battle royal (you have to wait outside the ring until the whole match is over), it's quite easy to pull an unsuspecting wrestler out of the ring by his feet and then go to work on his skull with a handy baseball bat.

Graphically, WCW Vs NWO is a hell of a lot better than the 2D sprite-based wrestling games we've seen in the past. Each character has their own face (although it's always stone-cold emotionless) textured onto their head, and their bodies look quite muscular (those dudes have pec implants too!). The camera angles are quite good in the one-on-one modes, scaling right in to show all the action up close. In multiplayer modes though, the camera scales right back and a lot of the characters' detail is lost here, but the action is always smooth and fast, even when four wrestlers are flying all over the screen. Sometimes the polygon collision is rather ugly, with hands, feet and heads appearing through your opponents' body, but it never really degrades the overall graphic appearance of the game.



The sound though, is a little bit of a let down. There's no speech to announce the wrestlers' moves or entrance to the ring, and the music is really sad as well. Thankfully, the impact that the head-butts, punches, kicks and other moves sound effects give is quite satisfying, with the noise the wrestlers make when they get knocked out deserving special mention.

So, the question is, will WCW Vs NWO be a prime source of entertainment for all Nintendo 64 owners? Well, if you don't like wrestlers (you sad git, you!) then you ain't going to like this game one little bit. If you like wrestling games, or just beating up on people, then this game is great fun. Its multiplayer mode is really the game's finest feature, and will give games like Goldeneye and Mario Kart a run for their money in the last stability stakes.



When you are out of the ring, press down plus the down C button to grab a foreign object from the crowd, like a baseball bat or chair. Certain wrestlers, like Hulk Hogan, will get a foreign object each time they try to grab one as they are dirty mongrels, where wrestlers like Rick Flair are pussies, and are less likely to get a weapon when trying to pick one up from the crowd.



AVAILABLE: NOW
CATEGORY: 3D WRESTLING
PLAYERS: 1-4
PUBLISHER: GTI
PRICE: \$TBA
RATING: G

FREEMETER
Simple to pick up, but you've got to be keen to get into this one

MULTIPLAYER
Great. Plug in the extra pads and this game rocks!

VISUALS
85

SOUND
70

GAMEPLAY
84

OVERALL
85
Great stuff. The best wrestling game available today! Much more amusing when played with some mates.

NFL Quarterback Club

29! 64! 3, 438, 653! Hut! It's time to hurl the pigskin and grid the iron with *NFL Quarterback Club*. Former professional tight end **Andrew Hoople** takes the field.



Capitalism, huh? It's a wonderful socio-economic system. The poor hate the rich, the rich hate the poor and no one is truly happy unless they've got a wide-screen TV. It's all about competition, market forces, supply and demand. Which helps to explain why N64 owners are suddenly faced with two near-identical American football games to choose from: Acclaim's *NFL Quarterback Club 98* and EA Sports' *Madden Football 98* (which is reviewed in the Byte Size section). It's almost impossible not to compare these games, and if you're strapped for cash (painful, but obviously rewarding) and you simply must have an NFL game, then you'll need to compare the two to find out which game best suits your needs. It's not an easy choice. Both games are solid but far from perfect; both have strong points and weak points. In the end, try to play each game to see which one you like. I'm tempted to say that you'd probably be happy with either game, but then again, you might not be.



Club 98

Pretty Boys

One tip: if you're partial to pretty graphics, take a look at NFL Quarterback Club first. The first game to make use of the N64's hi-res graphics mode (that's 640x480 - the old Super VGA standard), Quarterback Club looks better than just about any other sports game you'd care to mention. It's certainly streets ahead of any other console sports title, including Madden Football 98, which looks more than a little rough around the edges in comparison.

The player modelling and animation is excellent too. Quarterback Club uses a full-3D game engine (all the players are made of polygons, not sprites) and it uses it well. Take a look at the choice of camera angles and the wonderful instant replay feature to get an idea of just how good this game looks. It all moves along smoothly, if not exactly at express speed, too. Whether or not the lack of speed is due to the detail of the game engine or not, it might just prove to be NFL Quarterback Club's fatal flaw - but we'll get to that later.

Realism is certainly one of NFL Quarterback Club's strong points. Acclaim managed to secure both the official NFL license and the NFL Players Association license (there's that pesky capitalism at work again) so you'll be playing with real NFL players and real NFL teams (complete with flashy logos) in real NFL stadiums. EA, on the other hand, got the NFL Players Association license but missed the NFL license for Madden 98, so if that type of thing bothers you (and it really shouldn't), you should stick with NFL Quarterback Club. All the options you could hope for are included, including a full-season competition, play off games, player trades and management (and this is unique to Quarterback Club) "historical simulations" which allow you to recreate great moments in NFL history.

The Need for Speed

Noted US sports commentator Marv Albert (he's innocent of all the charges, remember?) provides incredibly dull and repetitive play-by-play commentary, but otherwise the sound effects are solid and generally appropriate. It sounds like a bunch of overly-beefy, heavily-padded men running in to each other. Funny, that. Rumble Pak support is a nice addition, but to be honest, you can (and probably will) live without it.

So how does it play? It plays well. The computer AI is good (not ruthless, but good), the control is excellent (and



makes full use of the N64 controller's many buttons) and the play calling and execution is reasonably intuitive. Crank it up to hard if you want a real challenge, or better yet - play it against a friend. The problem is, while it's super smooth and very pretty, it's just a bit, well... it's kinda slow. It's consistent and everything, just consistently slow. The players don't move with the speed and grace you know they should. You'll get used to it, and it still plays well, but if speed's your thing, you'll be disappointed.

Minor quibbles aside (it ain't perfect), NFL Quarterback Club is a bold step for Acclaim Sports. It looks like all 64-bit sports games should look, it's feature heavy and beautifully presented and it's well worth a look.



Butt-Cam!

Yep, those hi-res graphics sure do look pretty - and Quarterback Club's excellent action replays let you admire them from angles the players' mothers probably never thought possible. Zoom in, zoom out, rotate left, rotate right, move up, down, in, out - your choices (through the standard VCR-style controls) are unlimited. Up close and personal, the player models look even better than you'd suspect. The detail is simply incredible.

What's more, you can actually use the instant replays to learn about the game. Where did you go wrong on that last play? Where did you go right the play before? Why is that offensive linesman clutching his opponent's groin? (The obvious answer is, that's what makes him so offensive.)



AVAILABLE: NOW

CATEGORY: SPORT

PLAYERS: 1-4

PUBLISHER: ACCLAIM

PRICE: \$129.95

RATING: G

FREAKOMETER



You'll need to know at least a little about the game, but it's reasonably friendly and the instructions are excellent.

MULTIPLAYER

Why waste time kicking the computer's butt when you can kick a friend's?

VISUALS

90

SOUND

78

GAMEPLAY

81

OVERALL

82

If you like 'em big and pretty, NFL Quarterback Club is the game for you.

Dark Rift

At the end of a bad week, **Eliot Fish** couldn't wait to beat the hell out of something...



Whilst the other consoles are languishing in quality fighting games, the N64 is still yet to succeed in this genre. *Dark Rift* was another glittering gem on the horizon for Nintendo 64 fighting game freaks, and after the minor disappointment that was *Mace*, all our hopes were pinned on this being the big one. I'm not entirely happy to report that whilst *Dark Rift* looks lovely, it's just not a very well thought out fighting game and gamers who cut their teeth on *Tekken* and *Streetfighter* are not going to find this a challenge. There's enough meat here to keep you occupied for a while, but the game is too derivative and the characters a tad unresponsive for anyone to want to keep playing after you finish it. Whilst the 2-player option will provide some hearty fun, it too just leaves you feeling a little... well... bored.

It's Dark In Here

The motley crew on offer here are all reminiscent of characters from other games that have done the rounds. *Morphix* is like *Glacius* from *Killer Instinct*, *Zenmuron* is like *Yoshimitsu* from *Tekken* and *Nikki* is like *June* from *Star Gladiator*. Whilst the moves are mostly different, the fact remains that the ideas are recycled ones and it's not hard to notice. Each character has a vertical and horizontal attack, a kick, a grab and a block move, as well as a number of combos and special moves. Weapons are used with each character except for *Demonica* who is equipped with a mean set of claws, so the majority of attacks are



I BET THIS GAME IS GONNA BE REALLY POPULAR WITH STRICT CHRISTIAN PARENTS



ART OF THE GLOWING BALLS...

sword swipes and thrusts. The block button tended to be a bit unreliable, with some attacks being unblockable if you're not quick enough off the mark. The computer opponents also have an annoying habit of beating the crap out of you whilst you're down, and not letting you get up again - the "get up" move is remarkably slow! The lack of variety in their aggressive approach makes for a frustrating game, as you're never given a "window" to recover in. This makes the secret to success being the memorising of your character's longest combo, so you can hammer your enemy and get a head start. Whilst this is all fine and dandy, it just makes for a linear bout of fighting, and you end up just using the same strategy over and over until you win.

Someone Turn On A Light!

As with all 3D fighting games these days, you have the ability of rotating around your opponent and the camera angles adjust accordingly. Whilst the game looks great close-up, whenever the camera zooms out, things tend to become a bit fuzzy looking which is becoming a familiar sight in N64 games. Otherwise, the game is visually splendid and funky stuff like Morphix's transparent body is very tasty. The frame rate is good for the N64 too, with hardly any slowdown being noticeable and the characters are all animated beautifully - Dark Rift just seems to play at a fairly slow pace. Maybe this is due to the unresponsive controls, and the slow animations which your character goes through before firing a projectile attack or throw. Sometimes you'll swear you pulled off your quarter circle attack, yet your character takes so long to perform it that the computer is in there doing a sweeping kick at your legs. What we end up with, is a much more cautious, slow fight which will disappoint gamers who are after frantic bouts like we're used to in X-Men vs Streetfighter or Last Bronx. Dark Rift is a solid fighting game, but the gameplay isn't going to be satisfying for any experienced fighting game freaks, so maybe this is a good one for beginners. Looks like we'll all have to wait a little longer...



AVAILABLE: NOW
CATEGORY: 3D FIGHTING
PLAYERS: 1-2
PUBLISHER: GT INTERACTIVE
PRICE: TBA
RATING: M15+

FREAKHOMETER

Not a tricky game to get the hang of and the combos are fairly simple.

VISUALS
84

SOUND
70

GAMEPLAY
72

OVERALL
71

Another N64 fighting game which looks pretty, but is uninspiring to play. We're still not quite there...

Mischief Makers

Imp Girl is never up to any good... in fact some might say that she was a mischief maker.



LUCY IN THE SKY...

In Nintendo's continuous tradition of "cute" games (or at least cute characters), *Mischief Makers* certainly cuts the mustard. Meet Marina, a robotic maid that is trying to save her professor, who has been kidnapped by an evil emperor. Like most platformers, you amble your way through a challenging 2D world, searching for your professor and helping other characters along the way.

Sure, it's pretty, but it's also 2D, which doesn't really utilise the potential N64's graphical grunt. Some of the characters are a bit dubious (the clanballs that help you jump higher suggestive of a mixture between the Grinners cereal and a power-point) and, in one stage, it's hard to tell the difference between who's the enemy and who's helping you, resulting in some of the good guys getting thrown all over the place. The backgrounds are a tad dodgy in that parallax scrolling moves in weird and inconsistent ways to a point where it may bug some people. Another thing about the background that is perturbing is that when you pick something up and shake it, the whole screen shakes from side to side. Why? There doesn't seem to be a reason.

Earache my eye...

The music is annoying and repetitive after a short while, but you really need to keep the sound on so as you know when you have done whatever it takes to get the star that moves you on to the next level. You need to listen out for a very unimaginative bell-chime type sound, and be listening somewhat carefully as well.

Some of the levels were beyond hard and definitely moving into the realms of frustrating. Some stages seemed to be just ridiculously difficult, as if to make up for the monotony of not really doing anything terribly different on each stage. Quite annoying when there are 5 worlds with 12 stages in each world.

Talk to everyone you get the chance to, even though sometimes they say much the same thing you can find out extra nuggets of information that will help you along the way. The concept of picking things up and shaking them is good, and then the chance to throw them also appeals to those with a slightly sadistic nature (especially when you do it to the meek little good-guys, 'cause it makes them sit down and cry. Ha ha!). As you wander



LAVA IN A PLATFORM GAME... WHAT A CONCEPT



along each level exploring and shaking things, you can collect different coloured gems. Some things you shake pop them out and some don't, so it's handy to shake everything just in case. You can use the red gems to buy hints from certain clanballs (the ones with the bow on top) and they also restore energy if you have enough. Each stage has a gold gem, that is usually in a relatively inaccessible place, and if you collect enough of them in a world, you get a bonus round. It's fun when you manage to get a hold of a gun that annihilates everything in it's path by shooting egg-like projectiles at whatever is in front of it. If you shake the gun, the shooting range increases, and there's a way you can adjust the shooting pattern of the "bullets", but no way to stop it from shooting except to put it down. Mass destruction, but be careful you don't blow the crap out of something you didn't mean to. You can also catch a lift on a bike that you come across on your travels, and grab onto some moving objects and let them take you for a ride.

Not a pushover...

There are some moves that are difficult to master, like the sliding jump for example. It takes a bit of perseverance, and though it's good not to pick up the controller



and finish the game in one go, it's also good to be able to manage the required moves within a reasonable amount of time. Many will just give up, jump around and swear a lot instead. It can take heaps of imagination or sheer flukes to get some of the less obvious things that are needed to progress in the game. It's usually handy to explore a stage as thoroughly as possible, and thus try everything that is feasible in every given situation, however, this can be detrimental to playing the game as every stage is rated according to how long it took you to complete it. If it takes too long, it'll keep telling you to "try harder". Sheesh!

Stick envy...

A rather annoying problem with the controls is that you can't use the analogue joystick, and thus are limited to the D-pad. The developers should have made that possible as an option as it's quite confusing using the directional buttons on the left and right hand sides at the same time. Any game created for a specific platform should take full advantage of the available capacity, and, unfortunately in this instance, Mischief Makers falls short in a couple of categories.

Overall, Mischief Makers offers cute violence in a game reminiscent of the old SNES platformers, and is not a particularly imaginative 2D platform game. It takes time and patience to be able to play this game to optimum level, but can also be completed rather quickly if you don't care to be thorough. Considering how great Super Mario 64 was, and that both Conker's Quest and Yoshi's Story are on the way, only diehard fans of the genre will really appreciate it.

AVAILABLE: NOW
CATEGORY: 2D PLATFORMER
PLAYERS: 1
PUBLISHER: NINTENDO
PRICE: \$59.95
RATING: G
FREEMETER
Simple to pick up, but you've got to be keen to get into this one.
VISUALS
65
SOUND
50
GAMEPLAY
70
OVERALL
65
A game that would have cut the mustard a couple of years ago... Maybe one for the 2D platform nostalgia diehards.

Bloody Roar

Kevin Cheung takes his debut fight in Hyper against... a large bunny rabbit. Erm... here's Bloody Roar.



With numerous 3D fighting games already on the market, Hudson, better known for its Bomberman games, has entered the scene with a real dark horse called Bloody Roar. The premise of this game is somewhat unique, being that a secret science experiment has enabled various people to transform into large hulking beasts at will. As is usually the case, each character in this game has their own compelling story to reveal.

Pummel your Opponent Through a Wall, and then Some...

Players begin with 8 characters to select from, and must battle through the game until the final boss is eventually defeated. This format is by no means original. In fact, most of the play mechanics

resemble Sega's Fighting Vipers. The game nevertheless has a magic of its own through its moves, combos, and power-ups.

Each character has their own set of moves that can be linked together for some devastating combos. Some of these moves are almost painful to watch. A good shoulder charge, for instance, can send an opponent flying to the other end of the arena and possibly smashing through the barrier wall. It looks even more painful when the opponent's body simply bounces off the wall with a dull thud, leaving them vulnerable to you as you charge in for the rebound. One notable feature is the exclusion of projectile weapons, which is important in retaining the punishing bare-knuckle flavour of the game.

Characters have the ability of transforming into a beast when a second meter is filled up. These muscle-bound razor clawed beasts are dependent on the character, and range from lions and gorillas to, if you'll believe it, fluffy white bunny rabbits. The beasts move with extra ferocity, and can perform extended super combos that send pools of red splashing about if the blood option is switched on. The beasts become even more deadly with the use of the Rave power-up, which allows a beast to attack in rapid succession.

Bloody Roar literally has three levels of strategy: simple controlled fighting as a human, fighting of the more uncontrolled variety as a beast, and Rave fighting of the button smashing variety. The feeling of defeating a Rave beast with a human is indeed gratifying.



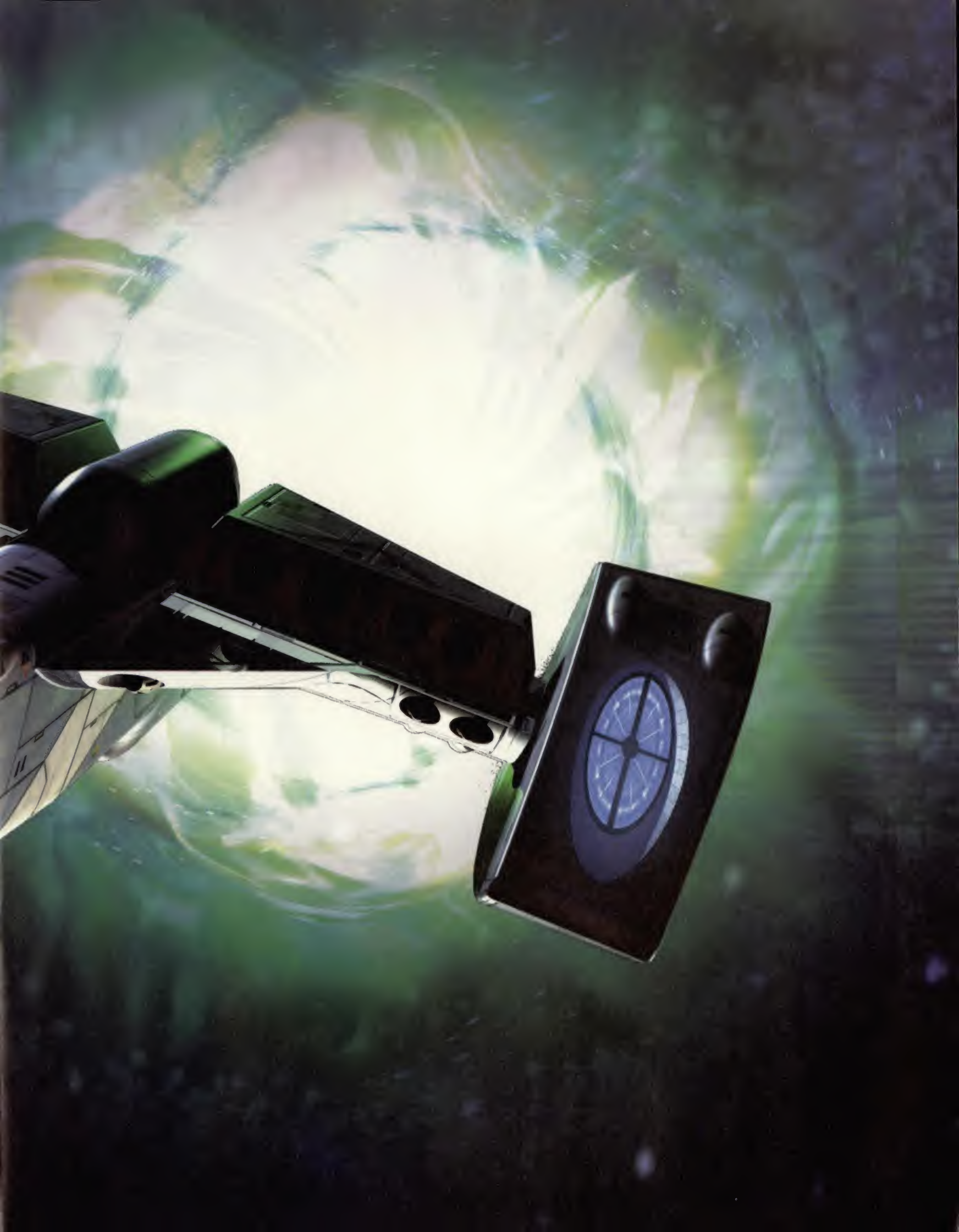


HYPER» *Wing Commander Prophecy*





HYPERR Quake II





A Good Flashy Fighting Atmosphere

Graphically, *Bloody Roar* is well on par with the likes of *Tekken 2*. Some of the characters look a little unusual, but their smooth animation, nice textures, and often theatrical movements give them enough personality to overlook such a minor detail. The backgrounds are a nice blend of 3D objects over 2D scenery.

There are numerous spot effects that add to the dazzle of *Bloody Roar*. Hudson has made good use of the Playstation's light effects capabilities, which can be seen in various collisions, super punches, lightning, and transformation effects. When an opponent is finished off with a devastating blow, it is replayed three times from different angles with motion blur, making it look like a Jackie Chan movie. Combined with a zooming camera that pans about to a limited degree, the action can never be said to look dull.

The visuals are accompanied by the usual sound effects, such as battle-cries, punches, kicks, jumps, and so on. The in-game voices such as the commentator are all very crisp. None of it really disappoints. The music is also of a decent



quality, with some good rocking tunes to fight to. The strong use of the guitar does well in creating the rough-housing atmosphere of the game.

These aesthetics are executed with satisfactorily tight con-



trols. They feel a little sluggish at first, but become comfortable after a few moves have been learned. With unlimited juggles, mid-air recoveries, and some of the most punishing singular blows ever to be seen, this game is great fun to watch and play. The only limitation to the gameplay is a lack of any counter moves or side-stepping, which would have added a whole new dimension.

Options Aboard

The vast and thoughtful options menu is worth mentioning. The game firstly offers a versus, survival, and training mode. Alas, the training mode lacks a move list, so a little experimentation is required. This isn't really a big flaw, as the combos are user-friendly and easy to figure out. Secondly, the options menu offers a broad selection of in-game variations. For instance, if you are sick of the hand drawn character art in the player selection screen, you can switch them to become high quality CG

images. You can even make the characters fight each other with giant bobbling heads! This makes for many laughs, and is great for entertaining friends.

Along with bonus options and 8 difficulty settings, *Bloody Roar* has great replay and entertainment value. It may not be as visually impressive as some other games, and despite some minor flaws, its three-tiered strategy ensures that it holds its own as an excellent alternative fighting game, especially for those who love *Fighting Vipers*. If ever a Playstation owner has had the urge to utterly smash someone through a wall, then *Bloody Roar* is the place to do it.

AVAILABLE: TBA

CATEGORY: 3D FIGHTING

PLAYERS: 1-2

PUBLISHER: VIRGIN
INTERACTIVE

PRICE: \$TBA

RATING: MA15+

FREEMETER



Easy to get into, but it's a real bare knuckle fighter.

MULTIPLAYER
Good as one player, excellent fun with friends.

VISUALS
88

SOUND
79

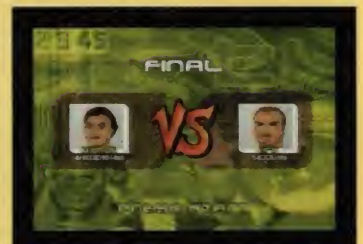
GAMEPLAY
87

OVERALL
86

A solid fighting game with some minor flaws. Definitely worth investigating.

Tennis Arena

With a couple of hairy balls in his pocket, **Eliot Fish** walks out onto the court and beats them with his racket...



Many tennis sims have been crap. It's just one of those sports that are unusually difficult to translate into a video game with any great success - awkward camera angles usually being the problem. There were tons of tennis games on the SNES and Megadrive, but only a couple have made it to the 32-bit platform. In strides UbiSoft with a visually pleasing, arcadey-fun tennis title in the form of Tennis Arena, and it may just be what you're looking for. Tennis freaks after a realistic game won't be too happy with this one, but for anyone who enjoys a good rally, Tennis Arena entertains.

Slam bam thankyou maam

UbiSoft have tried to do something different here with the players to spice things up a bit, as you have the option of playing as a bare chested overweight Chinese guy in gold chains, a British girl in stockings or a funky dude with bleached hair amongst the standard tennis-types. You'll also notice that the player menu has a few blacked out players who you'll have to unlock during your world tours. Unfortunately the idea isn't quite executed properly and all the players play in pretty much the same style, the only thing unique to each being a special power shot which gets charged up as you rally. Each character executes their special shot in a different style, but the ball does the same thing, so it gets a bit repetitive. If they were going to introduce interesting players, then they should have gone the whole hog and had players who were more obviously tal-



ented in different abilities as well as looking a bit more spectacular in their special moves. It just comes across a bit half-baked. You'll find that you'll choose your character purely for whether or not you like their polygons as opposed to their style on the court, as they're all much of a muchness, which is a great shame.

Once on the court, you'll have to take a bit of time getting used to the fairly slowly animated polygons, but once you get the feel for it you'll start to have some awesome rallies. As opposed to most other tennis games, these players don't slide or zip around the court like 2D sprites, but smoothly lunge and reach for the ball like true motion captured polygons should. The realism in the animation is great, but it's spoiled by the fact that you are limited to a handful of moves and sometimes the response times are too slow because of the detailed animation.

B-B-Bust a Move

Serving is performed simply by the push of one button, though you can direct it with a touch of the d-pad and make it a bit more powerful by holding the button in. You don't have to worry about aiming for the ball or playing with "power meters" like in other tennis sims. I would have liked a bit more control here, as acing your opponent can be an all-important start to a set! The other three buttons allow you to play the standard ground shot, top spin, back spin or the lob. The L1 and L2 buttons add aftertouch to your shot, and if you return the ball enough times you build up a power star. Once your star appears you can return a powerful shot with the L2 button or wait until it fully charges and then perform your character's special move, which is basically just a powerful shot performed in a unique way. Armed with these basic moves, you can actually enjoy some lengthy and exciting games against the computer opponent who can be quite nasty. The Japanese player in particular is extremely good at volleying, and up against her in the final I was cheated from victory with a sudden barrage of volleys. Grrr. The single player game can start to get rather repetitive due to the lack of variety in your opponents, and the doubles is only a minor variation on the same theme.

If you have a multitap, then you're in for some action, as you can play doubles with all four players at once which is a recipe for fun. The camera angle isn't great for all players though, so the standard 2 player game works better.

Even though Tennis Arena is fun, there are a few bugs in the game which really got up my nose... sometimes you play at a ball and your character simply misses due to some dodgy polygon clipping - something which can be incredibly annoying when you get to the big final matches. There are also a couple of ways you can consistently beat your opponent when they are serving, as a ground shot return straight over the net can sometimes beat the CPU's player animation. This doesn't happen every time, but it works more times than not, and spoils the challenge. The sound in Tennis Arena is also fairly non-descript and some "oohs" and "aahs" from the audience would have been good. Sadly, the audio is quite dull, but you can solve this by playing some loud music of your own selection on the stereo, eh? Final verdict on Tennis Arena, is that it's an above average tennis game to bash around on your PSX, and is sure to please arcade gamers - it's not a sim and it's just nothing amazing.



AVAILABLE: NOW

CATEGORY: SPORT

PLAYERS: 1-4

PUBLISHER: UBISOFT

PRICE: \$79.95

RATING: G

FREEMETER



Understanding tennis is a big plus, but this is purely arcade stuff.

MULTIPLAYER

Sports games are always better multiplayer!

VISUALS

79

SOUND

62

GAMEPLAY

76

OVERALL

77

Fun and addictive gameplay, though suffering a few bugs. Another game which has great potential, but ends up being a bit average.

Jet Rider 2

He loved the first one, so surely David Wildgoose was always going to like Jet Rider 2... right?

I get the feeling that plenty of people will take a quick look at Jet Rider 2 and assume that it's practically identical to Jet Rider. Of course, they will only be half right. Jet Rider 2 is indeed as close to the original as any sequel is allowed to be. But identical? I'm not so sure, let's play it some more.

Curiously, despite the title, you don't actually get to ride a "jet". Instead, you'll have to make do with these strange, gravity-defying hoverbikes. Here's where the first difference from Jet Rider is noticeable. The number of competitors in each race has been reduced from an unusually large twenty to a far more traditional ten. While this does make the races less cluttered (although, there will still be numerous occasions when you get knocked all around without being able to do much about it, particularly on the "suicide" tracks), the racing feel has suffered as a result. I'm not entirely sure why, but I never felt as if I knew where I was in the race. Okay, there is a little map (but it isn't easily readable) and the checkpoints do tell you your race position, yet there were many times when I was completely surprised by my final placing. I think it's got to do with the ten riders here being more spread out around the track, than the twenty were in the original.



Let's make tracks...

Cleverly, because you're racing hoverbikes this means that the designers haven't been limited to simple water tracks. In fact, on many of the ten tracks on offer there's little water to speak of at all. One track takes place on and around a volcanic island with lava flows, hot springs and errant palm trees to contend with. Another plots a route through the upturned wharves and half-submerged roads of an earthquake-destroyed coastal town. An abandoned mine shaft is the venue for a third track, this one featuring the most annoying section of the whole game - a set of rickety, floating platforms that regularly need five or six attempts to negotiate properly without falling to your death. Oddly, the very first track is probably the best. Its strength is in its simplicity, with some tight, twisty sections that don't rely on the grappling posts (see below) followed by some beautiful flowing corners and a cool jump over a waterfall. The rest tend to be much too convoluted and simply prove frustrating instead of challenging.





New and improved?

JR2 is identical to JR only in the sense that there aren't any obvious differences. Rather some subtle gameplay alterations have been made - but, significantly, they all combine to make a meaningful difference. A few tweaks here, a slight tinker there, and the entire feel of the game has changed. And, to be honest, it's not a change for the better.

Crappling posts, for one. In JR you didn't really need to use them (save for the u-turns on the "suicide" tracks), so I didn't notice them all that much. But here they're used excessively, as an excuse to throw in far too many tight corners that serve only to disrupt the momentum of the game. And speaking of tight turns, there's one on the arctic track that annoyed the hell out of me. There's a really tough right-hand turn followed by an even tougher jump onto the next glacier. If you miss the jump (very easy to do), you fall off into the water below and die. However, even if you hit the jump, the next glacier ends abruptly anyway and you fall off into the water below. But that's alright because it's where the track goes! This is the racing game equivalent of an adventure game in which one red potion restores health, while the next kills you. Unfair.

Whoops...

There are also a myriad of small design flaws that plague every race. These are the bits that make me tense all the muscles in my body, curl my toes, grip the roots of my hair, breath very deeply, then let out an almighty howl of anguish and frustration. And hurl the Playstation through the TV screen. There are frequently obstacles (usually checkpoint banners) placed at the top of jumps, so rather than sailing mightily through the air you have a fun-denying choice - hit the jump at normal speed and crash at the top or slam on the brakes just before the obstacle and meekly crawl past. Then there are the tiny, virtually invisible fences and rocks that send you flying from your bike without a moments warning. And, of course, the seemingly random effect of hitting any obsta-

cle or opponent - sometimes you fall off, sometimes you keep going.

With some of the early Playstation games (Twisted Metal, Wipeout, Destruction Derby, Jumping Flash, to name a few), when the new and improved sequel arrived we all realised that it was what the first game should really have been. With Jet Rider, it's the opposite. The original is the better game, leaving Jet Rider 2 seeming, well... unnecessary.



AVAILABLE: MARCH
CATEGORY: RACING
PLAYERS: 1-2
PUBLISHER: SONY
PRICE: \$TBA
RATING: G

FREAKHOMETER

Nothing hard, but it is only for those who loved Jet Rider.

MULTIPLAYER
Two-player split-screen option. Head to head only.

VISUALS
75

SOUND
65

GAMEPLAY
64

OVERALL
68
Disappointing sequel to a decent racing game, but one whose time has come and gone.

Cool Boarders 2

Often caught cruising bars at Ski lodges, David Wildgoose was likely to be the one to ask about Coolboarders 2.

I think it's fair to say that Cool Boarders was never one of the PlayStation's leading lights. In fact, truth be told, it was a pretty terrible game. A paper-thin one player game, only three tracks, no real competition, no stunt mode and, criminally, no meaningful two player option. What on earth were they thinking? Cool Boarders 2 is an attempt to rectify this sorry situation.

I mentioned something in my Jet Rider 2 review about sequels on the PlayStation (though I guess it's true in general) tending to be what the first game should really have been all along. Convenient, then, that the very next game I stumble upon is the perfect example of such a phenomenon. Cool Boarders 2 is (almost) exactly what Cool Boarders should have been and so, unsurprisingly, makes for a vastly superior game.

So just how does CB2 improve upon its predecessor? For a start, it actually gives you features that will ensure the game will keep you occupied for more than a few minutes. Least important new features first - there's a whole bunch of guys and girls from whom you select your "cool boarder", including the option to choose their brand of snowboard and even the colour of their clothes. Differences between the boarders are quite noticeable, some are definitely quicker while others gain advantage in their agility around corners.

A better enhancement is in the very structure of the game's competition. When you're playing by yourself you compete against seven com-



HEY DUDE... WHAT DUDE? THIS GAME IS LIKE... REALLY BORING TO CAPTION...



A LITTLE TOO SOFT TO BE A GRIND



MEETING A FEW MATES AT THE BOTTOM





JUST CLEANING THE GUTTERS...

puter opponents. First up, there's a ski-jump type thing on which you score points for performing tricks - distance and speed also count for some. Your final placing here will determine where you start in the next event. Obviously, the better you score at the jump the more chance you'll have in the downhill race following. Here, you're heading down a lengthy mountainside, dodging trees, houses and novice skiers along the way. Again, performing tricks is useful, as each one increases your speed - something that is absolutely vital if you're to catch those dastardly good computer players. These two events alternate throughout the competition, and you have to keep maintaining a respectable placing if you're to keep progressing. It can get pretty tough, but remains an enjoyable challenge. And already we've got a much better game than the original, certainly one with far more long-term appeal.

Put that in your pipe...

But there's more to come. The Half Pipe is an ingenious idea. This is where you get the opportunity to practice all the "wicked" and "sick" manoeuvres you can do to get those bonus points. (I hope I used the correct terminology there, I'm getting old you see). As a test of my resolve, the version I had to review didn't come with a manual. So, my first few goes were spent madly pressing various combinations of buttons in the vain hope they would result in some impossible stunt and I would be awarded hundreds of points. It didn't work. But then I noticed a very neat feature, for which I'll always be grateful (and will fully expect every future sport or fighting game to possess). Some clever bloke decided to put the combination for each move on the loading screen, you see. Thus, between each event there will be a picture saying "Nose Grab" (or whatever) and at the bottom, "Up, Up + R1". Excellent!

Best of all, though, is the two-player race. Like the one-player race, you're heading downhill over a winding course littered with jumps and obstacles, but you're not just racing against the clock or trying to pull off a "Stale Fish" in mid-air, you're racing against that person sitting next to you on the lounge. Do you - a) attempt a dangerous, possibly life-threatening spinning jump beyond the next bend and hope to score more points, or b) swerve violently across your friend's path, knock them off-balance and, hopefully, off a cliff as well. It's a dilemma, but I know what I'd do.



SHIT! MY CHUTE WON'T OPEN!



GOOD THING THE SIGNS ARE THERE, I WAS ABOUT TO TRY AND GO UP THE ROCK!

Last year's wardrobe...

It's not all good news for CB2, however. Since the first trip to the snow, the graphics haven't been improved at all. This means that the animation is occasionally dodgy, particularly when it comes to the direction your boarder is supposed to be facing, but it doesn't really harm the gameplay. Of slightly more concern is the fact that many of the moves themselves are quite subtle and, therefore, look less than spectacular when you finally work out how to do them. Sometimes you'll simply be feeling - "Is that it?". The choppy textures become a distraction, too, especially as

they appear to be splitting apart at the seams much of the time.

My biggest gripe is the lack of a really good multi-player mode, besides the two-player race. Without doubt, this is the sort of game that is simply crying out for a Winter Games or California Games style of multiplay. You know, where you can have up to eight people all taking turns at the different events with their scores being added up along the way. Younger readers may not recall these games, but they were absolute killer party games, believe me. Surely this wouldn't have been too hard to add?

With better visuals and multi-player support, Cool Boarders 2 would have hit the 80% mark. As it stands, it's a much better game than the original, worth a look.



AVAILABLE: MARCH

CATEGORY: RACING

PLAYERS: 1-2

PUBLISHER: SONY

PRICE: STBA

RATING: G

FREAHOMETER



Not hard, but a love of snowboarding certainly helps.

MULTIPLAYER

Two-player is good, but should have been even better.

VISUALS

66

SOUND

60

GAMEPLAY

73

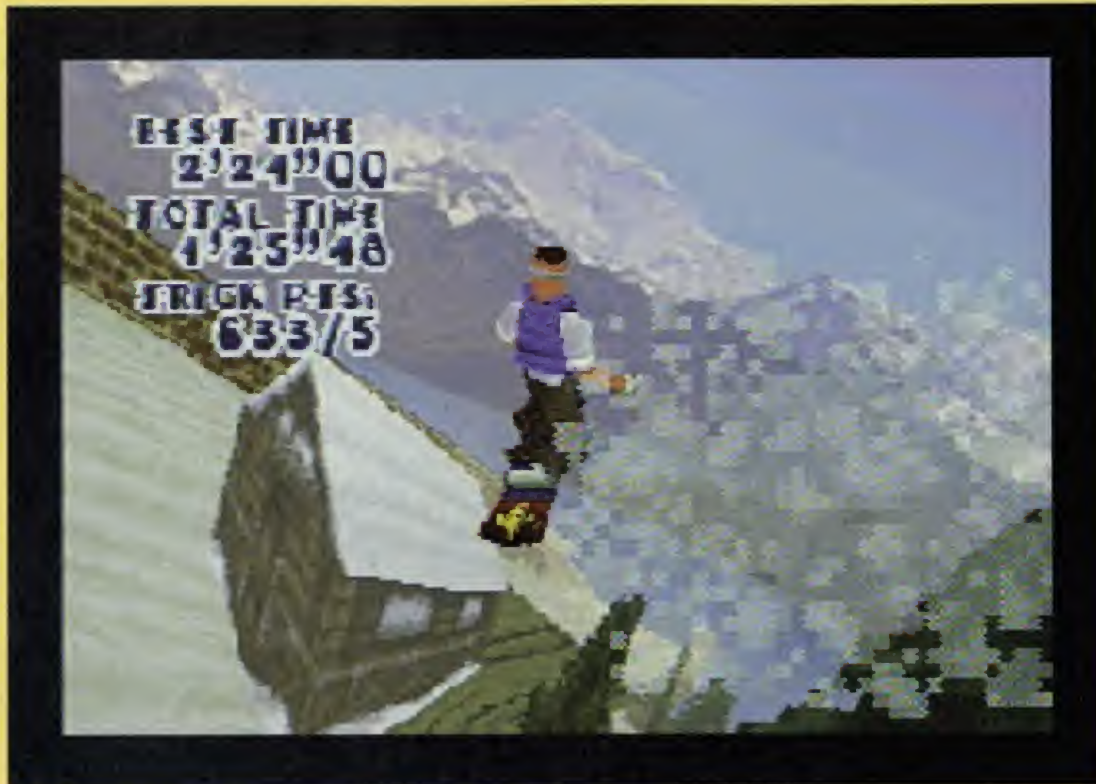
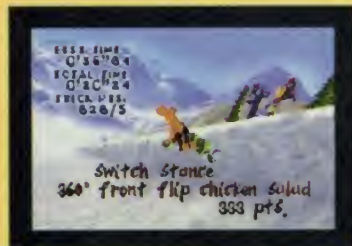
OVERALL

70

A solid title, but there's still plenty of room for improvement.

Steep Slope Sliders

Shred fest! **Ehot Fish** grabs his board and gets some air - and we don't mean opening a window...



TAKE ME TO YOUR SKI LODGE OR I'LL ATOMISE YOUR FACE...



YEAH... WITH EXTRA MAYO... AND AN ORANGE JUICE... TO GO

Yo dudes, it's like totally radical right? At least that's what the back of the box would have you believe. If only they would do away with the "we're in touch with the kids because we say 'dude'" bullshit, then half these radical sports games wouldn't be so stupid. Thankfully, Steep Slope Sliders turned out to be quite rad indeed. Cool even. Forget about Cool Boarders, because the Saturn has the best Snowboarding game around (at least until the N64 unleashes it's upcoming goodies). The polygons may not look too pretty, but the engine is nice and smooth and SSS feels really good in your hands - if you get my drift...

Powder Punk

With eight standard boarders and four secret characters, there's a nice variety of boarding styles on offer



JUMPING SOMEONE ELSE'S TRAIN...



BLOKE ON A PADDLE POP!



JUST CHECKING TO SEE IF MY BOARD IS STILL HERE...



here. There's even a Racer who can't pull off any tricks (not even a grab), but is essential for completing the Alpine course which requires you to slalom to victory. Each polygon boarder performs fairly identically, except for some subtle differences to the grabs and flips - and what they're called! For instance, when the kid grabs the back of his board it's called a Method, but when one of the more hardcore boarders does the same trick, it's called a Canned Crab. Who cares though, because it all looks cool when you're flying off the edge of a cliff! There are seven courses on offer here, with three tracks being hidden to make a total of ten. All the hidden tracks are crap though, so you'll be happy to just stick to the original seven. The design of these is excellent, with the extreme courses being chock full of jagged rocks and incredible jumps. There's also a half-pipe for straight out tricks and the aforementioned Alpine course for a quick slalom. The great thing about SSS, is that everything on the course can be used with your board, so if there's a huge rock in your way, you can actually clip the corner and get some air! Just like real life... almost. The annoying thing about Cool Boarders on the PSX, was that your boarder would fall over or bounce off any obstacle - in SSS the obstacles are there to be used! If you time your jumps right, you can land on the roofs of houses or slide along a railing! The courses are all designed with exploration in mind, with some levels having different paths to follow or different jumps to take over cliffs.

I Feel A Little Sick

Even though the polygons in SSS are all a little dull (and the trees look like paper cut-outs) the engine is really nice and smooth... and fast! Tearing down the Alpine course can be quite hair-raising, with your board sending out sheets of snow as you shred your way around corners. You really get a great sensation of downhill boarding in SSS, and the camera angle tilts and pans to add to the "extremeness" of it all. My only gripe here, is that sometimes the view is fixed to your boarder when it should actually be showing you where the corner is leading to. Anyhow, finding your way down these courses is exciting and fun and as you get into the game, you'll discover different ways to use rocks and other objects (like the slippery dip) to get the air you need to pull off your sick moves!

Even though your boarder has good manoeuvrability with the d-pad, you can use the shoulder buttons to rotate your angle which helps to line up corners or just pull off rotations in mid air. You have one jump button, a grab button and a flip button. Depending on how you combine these with which direction you push on the d-pad, you can perform some pretty spectacular stunts as you fly over moving trains or off ski-jumps. On each track you get scored for your tricks and your course time, and then you can save your performance as a ghost and race against yourself! Coooool.

SSS is the best snowboarding game out, though the N64 has some potential killers on the way. For now, Saturn owners can rejoice in the fact that this game rips the shit.



NICE CAP...



WHEN ET COULDN'T PHONE HOME... HE TRIED OTHER IDEAS



AVAILABLE: NOW
CATEGORY: SNOWBOARDING
PLAYERS: 1
PUBLISHER: SEGASPORTS
PRICE: \$69.95
RATING: G

FREEMETER
Very easy moves to pull off, but you gotta be into snowboarding.

VISUALS
72

SOUND
64

GAMEPLAY
82

OVERALL
80
The best snowboarding game on any console so far, yet it's not without it's flaws. Beats Coolboarders.

Sub Culture

He's the only Hyper reviewer who can breathe underwater, so Lord Seafood got enlisted for this one...



There's been a few underwater action/sims floating around for PC, but UbiSoft are the first to really hit the mark with Sub Culture. For starters, they've managed to mix space-sim style gameplay with gorgeous underwater environments, then they've gone and designed the missions in a fairly non-linear way, and finally, they've provided support for those of you with a swanky 3D accelerator (with the 3Dfx cards coming out on top). The final equation is a game which is not only refreshingly original, but one which really captures that underwater feel quite realistically and yet is still interesting and entertaining to play.

And they swam and they swam...

You play the role of a mercenary/trader type ala Privateer 2 who pilots a small sub back and forth between underwater cities doing your business along the way. Your sub is fairly compact and manoeuvrable, so there's no problem in weaving in-between coral or investigating small alcoves which makes the exploration side of things much more interesting than other underwater games doing the rounds. In fact, it turns out that you're only about one inch tall, so your sub will occasionally bump into giant cigarette butts or tin cans! Cool idea! Your sub itself feels great and is extremely manoeuvrable, but only has a couple of slots for weapons or utilities so you have to refit it at each city depending on





THE HYPER OFFICE MARINA...

what's needed from your mission. For instance, you may be asked to go off and collect some unrefined ore from the ocean floor, so you'll need your zapper to break them into pieces, and your vacuum attachment so you can suck the bits up into your hull. Then it's up to you where you sell them, depending on the prices going around. The odd bit of sea life will swim by, and maybe even start biting at you depending on how they're feeling. Turtles peacefully drift along, and if you're feeling sadistic you can zap them into little red chunks. Everything looks splendid here in 3D accelerated mode, with smooth fluid motion and rays of light streaming in from up above. You can roughly see where the sun is from your position under the water, but the surface has an invisible ceiling on it preventing you from surfacing which is a shame. As you play though, day turns to night, and before you know it, you can't get around without a big whopping flood light on the front of your sub. This is especially useful for missions which require you to go exploring the depths of an underwater cave system. The atmosphere is quite eerie, and huge eels come darting out of the shadows to attack your sub.

...All over the dam

The underwater physics feel spot on here, though I've never cruised the depths of the Pacific in my own private sub. But the way your sub propels around amongst the rocks and seaweed just feels incredibly realistic - you don't zip around like you're in a space craft, but you seem to



GARBAGE... TOPSI!

gain momentum through the water and slowly rise or sink is a truthful way. There's also a chase-cam which you can play with which isn't exactly practical, but looks awesome nonetheless! Depending on how much money you earn, you'll be asked to perform a variety of missions for whichever city you're most popular with. As is the case with other trading/sim style games, you have a reputation to obtain and withhold with whoever you deem most trustwor-



WE ALL LIVE IN A POO BROWN SUBMARINE...



DON'T OPEN THE SUNROOF...



thy. The story reveals itself nicely as you venture your way through the missions, and you'll soon learn the real story behind the feuding of these underwater cities. The world you have to explore isn't remarkably massive, but it'll keep you exploring for a while and your environment looks gorgeous so you won't really be too upset about it. More importantly, the missions will keep you interested enough to not worry about how times you've passed by a certain piece of coral. This whole package is presented well, with rendered cutscenes playing every now and then to flesh out the world that you're in. The game is very slow paced though, so if you're after total action look elsewhere. If you love "go anywhere" style games with a fairly non-linear mission system, then you'll go nuts for Sub Culture. A very well thought out game.



HELLO! A GUARD SHIP : I'm sorry I have to hurt you, you know?
GO AHEAD... I LOVE IT LIKE THAT!

AVAILABLE: NOW
CATEGORY: ACTION/SIM
PLAYERS: 1
PUBLISHER: UBISOFT
PRICE: \$89.95
RATING: G
REQ: P100, WIN 95, 16MB RAM, 4XCD-ROM

FREEMETER

Not hard to control but requires constant attention.

VISUALS
88

SOUND
80

GAMEPLAY
83

OVERALL
83

Refreshingly different with exploration the key over action. Beware impatient gamers...

Wing Commander

*Is Mark Hamill's acting moving further into William Shatner territory?
 Eliot Fish gets out his stick and wiggles it about...*

Wing Commander has come a long way. Here we are with WC5, and with a new graphic engine the series now has a new life and there's even a major motion picture in the works to ensure plenty more sequels come our way. Each WC game has become progressively more flashy in production, yet amazingly the gameplay has remained fairly true to its origins. In WC Prophecy, you may be whirled away into a breathtaking universe of graphical splendour, but it's not hard to see that the actual gameplay is still the same old WC that you either love or hate.

Use The Force, Blair

Let's get these cutscenes out of the way first, eh? Yes, Mark Hamill is back as Blair, but this time around you don't get to play as him. Your character is named Casey and he's the son of the Iceman who was a side-character in some of the earlier WC games. This is cool though, because you get to fly alongside Blair in some missions and when his voice pipes through in your cockpit, you'll swear he's about to say "May the Force be with you"! The between-mission cutscenes are pretty good this time around as far as convincing acting performances go, the only real bummer is that you don't get to choose Casey's responses, so the cutscenes have no effect on the game whatsoever and just play out like an episode of Star Trek: The Next Generation. The thing that really worries me, is that in EVERY



Prophecy

cutscene, all the pilots are sitting in the bar getting wasted on alien vodka - and then Confed lets them get into their planet sodomising fighter craft to hoon around the universe!! And the fate of the universe is in their hands?! I think the Kilrathi should set up a few breath-testing buoys around the joint...

The emphasis in WC Prophecy is back on the actual missions that you get to fly as opposed to the "movie" that you exist in, so this is a good thing as it means more time out in space kicking butt. Mission briefings are easy to follow, and you're plonked straight into the right ship for the job too, so you don't get to choose which craft to fly or the payload - which kinda sucks hard. In fact, this is the most linear WC game ever, with your missions either resulting in completion or death, so your actions good or bad have no effect on the outcome of the story! Although this is at odds with all previous WC games, and a major disappointment, the actual missions themselves are classic WC stuff and contain quite a bit of white-knuckled dogfighting.

Evil Intergalactic Bugs

As the Kilrathi and Confed have a treaty, the alien threat this time around is an unknown race of evil intergalactic bug thingies who are getting around in a bunch of deadly spacecraft of which confed knows nothing about. This makes it quite a challenge when you run into an unknown fighter craft, as you don't really know what it's firepower is and thus have to make up your dogfighting tactics on the fly. Soon, all the craft get identified and you'll know which are the bombers, the scouts, the heavy fighters, the corvettes and the destroyers etc. Most missions involve shitloads of dogfighting, the trick being that you sometimes have to taunt your enemy to draw them away from other craft you're either escorting or defending. Later in the game you'll get to go on some strike missions, and there's even the odd unexpected change to your mission objectives mid-mission, so it pays to keep checking your orders throughout. The missions are excellent in design, and you'll really feel like you're there. Your cockpit has a small VDU which displays your wingmen, the bugs when they taunt you, and in-coming transmissions from your captiol ship the Midway. These all look great and as long as you have a decent PC (133MHz upwards) then you'll be able to appreciate them.

Visually, the game is spectacular, with the old sprite-based engine finally being replaced with a smooth polygon one. But a 3D card is a MUST. With a Voodoo graphics or other supported chipset, you'll get dynamic coloured lighting, translucent smoke-trails and other gorgeous effects which make the dogfighting look incredible. The big



destroyers and other capitol ships are now truly huge, and you really get the feeling that you're just a little flea skipping over their surface. They are not as deadly to smaller craft this time around, so you can get in close and actually target single gun turrets and buzz around them without being wasted in a second. Missiles leave cool smoke trails, so you can actually see where they go, and the enemy craft all look great. The AI is bloody hard, and you'll find yourself replaying some missions over and over wondering how the hell it is you're getting hammered so quickly - and I'm not talking about Casey shooting back tequilas in the rec room. WC Prophecy is an excellent challenge, though there is a distinct lack of "wing commanding" during the missions and there is the odd bug in the AI.

One last gripe... Origin left out a Multiplayer option! Prophecy is purely single-player, so this one is for anti-social gamers only. A great shame! Overall though, WC Prophecy is a return to the days of solid, interesting and difficult WC mission design with great FMV to enhance the atmosphere. With the fancy graphics, it's the best WC game ever, but if you never liked the earlier games and thought this would be a change, then you'll be disappointed to know that it's purely a cosmetic improvement. Still rocks pretty hard though!



AVAILABLE: NOW
CATEGORY: SPACE COMBAT
PLAYERS: 1
PUBLISHER: ORIGIN SYSTEMS
PRICE: \$89.95
RATING: M15+
REQ: P133, WIN 95, 4XCD ROM, 32MB RAM

FREAKHOMETER

Uses every key on your keyboard as well as a joystick! So novice gamers may get miffed.

VISUALS
93

SOUND
88

GAMEPLAY
90

OVERALL
89

Drool-worthy visuals under 3Dfx, but the same old Wing Commander gameplay - which is bloody good - but more of the same.

The Third Milleniu

Often accused of being behind the times, **Ross Clarksmith** dragged himself into the third millenium.



There are some simulations that are pretty easy to get the jump on! For instance deciding on the marketing and toppings for pizzas. Other simulations tend to be much harder, requiring the gradual domination of entire worlds. Then there are the simulations that require the cerebral cortex of a rocket scientist which is where *The Third Millennium* falls. This is not to say that the game is not fun, merely that it goes to extreme lengths in many areas. Indeed this game is far superior to anything seen in the simulation genre to date, based on the range of actions available to the player, the detail of the database and the sophistication of the simulation engine.

The game places the player in control of a country as a political leader of the future. While controlling the country, just like in real life, there are many areas that require action. These areas are broad and often conflicting in nature. The citizens of the country are the main guiding force for the player's actions, and they will soon let you know if decisions



made are unpopular. Each country has a basic profile of the population and whether they are left or right orientated and if they are religious or non-religious. This will guide the politician player when campaigning for election as to what areas they should be spending money and the areas in which to make cuts. It may becoming obvious by now that The Third Millenium is an economic simulation, and all come down to spending the right amount of money in the right areas to keep the population happy and the player in government.

The Greenies, Pinkos and the Reds

There are also many laws able to be introduced in case the player needs to swing public opinion into their favour. These laws are grouped into several areas including social, economic, and environmental. These laws add a great deal of flavour to the game, and by they type of law introduced the player dictates their style of governing. With the right combination of no emigration/immigration, the banning of religion, an increase in the number of hours in the working week and the persecution of minorities communism can be tried out on the USA. Or perhaps with compulsory prayers and concessions for the religious, a country can be turned into a fanatical regime. It is even possible to try the green alternative by banning cars in the cities, taxing polluting companies and outlaw highly polluting industry, although this option is difficult to maintain in the long term.

Bigger and Better Things

Once the country the player starts in has a stable economy, and the people are happy, it is possible to run for the presidency of the country. This allows the player to get further into the macro management of the country. The bal-



ance of payments can be arranged in more detail, and international treaties can be brokered. Once the player is president, they can run in elections of other countries, although they must still complete their term in the starting country, and they are limited to countries with a GDP of double that of their home countries.

With a game this complex, it is great to have simple controls, and the mob at Cryo have not disappointed, with everything being available with a couple of clicks of the mouse, although a few more hotkeys would have been in order. The other thing a game this complex needs is a detailed manual. This has been sorely neglected with only the barest of information being given in the manual. There have been many complex simulations, that have highly detailed manuals, describing all of the areas in the game, and the effects they have. It is really unfortunate that possibly the most intricate simulation around has a really crappy manual, that not only misses many areas of information, but is not properly translated from the original French version. This makes the game difficult to get into and start enjoying, but once you have completed your Ph.D. in fiscal management and mass sociology, the game becomes easier to understand and play.

The graphics are pretty average, from the isometric view of the country with all the different areas of industry and cities, to the overhead satellite type views of the continents and world. They do however serve the purpose they were intended to but a bit more animation could have been good. A large amount of effort has gone into full motion video clips of world events, that pop up every couple of years to give the player an idea of what is going on. The sound track is pretty cool, and it sounds like the developers commissioned a few French rock artists to do some tracks for the game. They seem to be in keeping with the flow of the game, but not speaking French, for all I know, they could be singing about long bread, stripy shirts and berets.

This is definitely one for the hard core simulation buffs. If Fiscal management, monetary policy and politics are your thing then The Third Millenium is where you should be.



AVAILABLE: NOW
CATEGORY: SIMULATION
PLAYERS: 1
PUBLISHER: CRYO
PRICE: \$79.95
RATING: M
REQ: P90, 4XCD-ROM, 16MB

FREAKOMETER

More of a tool to be used by economists than your run of the mill game.

VISUALS
67

SOUND
88

GAMEPLAY
85

OVERALL
80

Very difficult to get into at first and then difficult to do well. Definitely one for the hard core sim fans.

I-War

With a track record of being spaced out all the time, Dan Toose was the space cadet required to get into I-War.



It doesn't matter how old you are, the idea of being a heroic starfighter pilot is pretty appealing to most, and one look at I-War will have any Sci-fi enthusiast wiping that patch of dribble from their chin. I-War is a space combat game that has been developed by Particle Systems, and what a sterling job they've done. This one could be something big for those that are after something in this genre that doesn't follow a movie license or a long running series like Wing Commander.

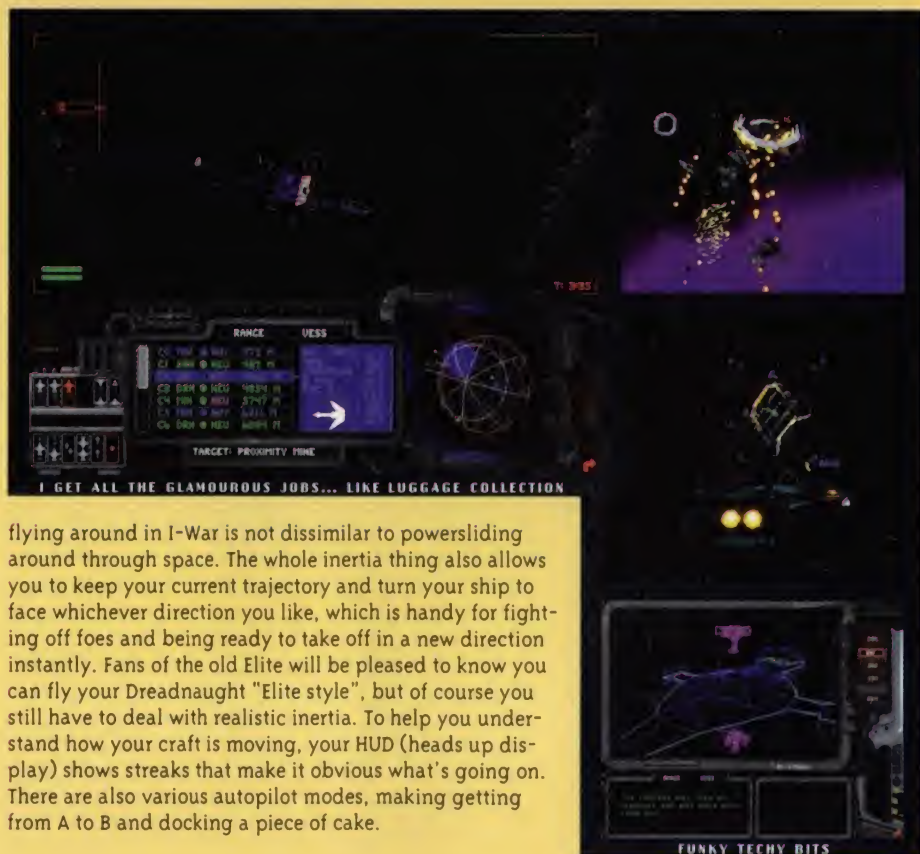
The basic aim of I-War is to progress through a whole mess of missions by becoming at one with your Dreadnaught class Corvette... a funky four man spaceship, with enough room to squeeze in the odd passenger or two. You start the game as Captain of a Commonwealth Navy (Earth), going up against the Indies (Colonists after some independence), and get an evolving story-line as the game progresses.

Supporting the elderly...

A lot of companies talk about making a game look good on systems without beefy hardware, particularly 3D accelerators, but few deliver like Particle Systems have with I-War. This is one of the few flight based games that's come out in the past year or so that runs so nicely on a normal system, with enough pretty effects to make you feel like you're getting a cutting edge game even if you don't have a 3D accelerator. The spacecraft are superbly detailed, and the lighting effects only help to ram home the visual treat this game delivers.

The lack of music was a pleasant surprise, as it made way for plenty of speech samples which make the missions feel just right with your intercom buzzing at you all the time about what's going on in the mission. Other than the novelty of lots of speech, the sound isn't remarkably good or bad.

In the same way that driving game enthusiasts are big on a realistic driving model in their racing games, many a budding space ace out there has been hanging for a space combat game with a realistic feel to it... wait no longer. I-War really plays on the way that inertia affects movement in space. For example, if you're hurtling at 1000 km per second, and you suddenly spin your craft around 180 degrees, you're going to have to thrust for a while to get moving in the direction you're now facing. You could say that



flying around in I-War is not dissimilar to powersliding around through space. The whole inertia thing also allows you to keep your current trajectory and turn your ship to face whichever direction you like, which is handy for fighting off foes and being ready to take off in a new direction instantly. Fans of the old Elite will be pleased to know you can fly your Dreadnaught "Elite style", but of course you still have to deal with realistic inertia. To help you understand how your craft is moving, your HUD (heads up display) shows streaks that make it obvious what's going on. There are also various autopilot modes, making getting from A to B and docking a piece of cake.

Jack of all trades...

Besides navigating your craft like you would in most games of this nature, you can also man the Engineering, Gunnery, and Command stations. The engineer dictates where the repair crews work on the ship, which can be of utmost importance if you need that one vital system on line to get you out of your current jam. The gunnery station allows you to fire your guns in directions other than what you can see in your forward field of view as the navigator. This seems to come in handy when you're being pursued, or when your ship is crippled, rather than in the heat of things, where being able to control your craft is of more importance.

The Command station allows you to check up on your mission briefings, and also to take over other friendly craft by remote control! This is particularly cool when you get to do things like pilot a small fighter craft because the pilot has fallen unconscious and you need the craft to succeed in the mission. On this note, the missions are great. You do a wide variety of things, rather than just plain old seek and destroy, and escort missions. Doing things like repairing comms satellites offer a great diversion from "kill everything that moves", and make the whole game feel like you're part of something a bit more real and complete.

I can't let you do that Dave...

The only gripes one could really have with I-War is that sometimes the auto-pilot docking stuffs up and smashes your ship to bits. This doesn't happen often, but when it does, it is most upsetting. The other potential problem lies in a lack of difficulty settings, which will cause headaches for some, because the game gets pretty hard, pretty quick.

Essentially, I-War is the best space combat sim around, as long as you're after realism and are wanting to be challenged (and I mean challenged), will prove to be an extremely satisfying game. It's a bit of a shame that this game has come out at the same time as Wing Commander Prophecy, because WCP will probably take most of the sales for this genre, and I-War certainly deserves a bigger share than it will get.



AVAILABLE: NOW
CATEGORY: SPACE FLIGHT SIM
PLAYERS: 1
PUBLISHER: OCEAN
PRICE: \$89.95
RATING: G
REQ: P90, 16MB RAM, WIN 95, 4X SPEED CD ROM
FREEMETER
Prior experience in flight games and a decent joystick are a bit of a must.
VISUALS 89
SOUND 80
GAMEPLAY 93
OVERALL 92
An "out of nowhere" game that will probably not get the success it deserves. All space fanatics should get this one.

Uprising

An action strategy game that has Quake like controls... just try and hold **Dan Toose** back from Uprising.



E3 showed us that pretty much every company out there that made video games was going to release a real time strategy game out there within the next year. We've seen a bunch of them, and only a couple have stood out and been different, with Dark Reign and Total Annihilation not being amazingly original, in that they looked very similar to the previous generation of RTS game, but they took the gameplay much further. Then came Myth, a title that got away from the traditional top down interface, and had the gameplay to boot. 3DO studios have taken what could be described as the next step again, with Uprising. It must be noted however that this game is rather action orientated, and whilst making strategic decisions is necessary to play and win, it really feels like an action game.

Following a recent trend in sci-fi games, you're part of a rebellion that is up against an evil empire. Basically you're moving from world to world by taking out imperial bases and installing your own. You're not doing this from HQ though, you're in a futuristic assault tank called a Wraith. The Wraith is essentially a tank that can strafe as well as perform the other general manoeuvres. From the Wraith, you not only take out enemy targets, but also organise your own bases, and call in support units to help you take out the enemy.

Nice curves...

Most games of this nature, have up to this point of time, looked very polygonal, but the landscapes in Uprising look smooth and natural. Curved surfaces actually look curved, and the texture detail is fantastic. The explosions and weapon effects aren't quite as breath-taking, but the vehicles in the game look pretty good. The battlefields of the game look good to the point where the whole thing is very immersive, and this is what makes the game such eye candy. All menu and out



SHOULDN'T THEY HAVE CALLED THE FIRE DEPARTMENT INSTEAD OF US?





of game screens also look sufficiently techy to give the whole thing that futuristic look and feel throughout.

In the future, people will still fight wars to sym-

phonic music. The music actually is pretty decent, and all the sound effects are of a good standard. The thing that makes the sound good however is the speech, which gives you a fairly clear indication of what's going on without you having to glance at your radar (which requires staring at for a sec to distinguish which blip is which) constantly. Ranging from your bombers announcing that they're delivering the goods, through to a calm female voice explaining that your base at 17 has just been destroyed.

But wait, there's more...

There are many facets to Uprising, the main one being controlling your tank. Anyone who has played Quake with keyboard and mouse will feel right at home here, because that's exactly how the game plays. Using the mouse to aim, and the keys to move, you can strafe around enemies as you blow em to bits. You can't do it all alone though, so you need to find command foundations where you can have citadels (gun towers) dropped in, and then bring in other structures such as power plants, and factories that produce either tanks, infantry, AAVs (Ariel Assault Vehicle), and Bombers. Acquiring a base lets you produce units, which in turn assists you in destroying enemy bases and using the site to form a new base. Your Wraith cannot destroy an enemy citadel, nor a structure linked to that citadel, however infantry and bombers can. The struggle really exists in offering enough cover for your bombers and troops to do their stuff.

There does seem a major flaw in the game here however, and that is that if you develop your bombers to the highest level (which isn't hard), you can simply send them to an enemy citadel, offer support by taking out SAM sites in the area, and then mercilessly hammer all the other structures once the citadel falls. The instructions imply you can never damage enemy buildings without infantry or bombers, and the simplicity of this way of wiping out an enemy base almost seems like a bug. Another thing that may bother

from the strategic element of the game. If there was more to the game than blowing up enemy bases and moving in fast, this would have made the game so much better, allowing for battles over landmarks and across strategically important terrain.

Man the guns...

Of course it's not all attack, attack, attack! You also get attacked by the enemy, who have the same sort of units as yourself. To defend against these attacks, you can set up laser turrets and SAM sites, and also man the guns of the citadels, which is a really nice touch to the game. Other nice touches include earning credits for completing missions, which you then spend on upgrading both your Wraith and your other units and buildings. There's also nifty stuff like adjusting your power allocation between weapons, shields, and speed; finding powerups out in the field which can aid you in your missions; a satellite view where you can get an idea of the big picture, and of course multiplayer capability. Unfortunately the multiplayer game suffers from the same problem of ease of destruction of enemy bases, which means unless the players avoid each other for a while, the games will generally end as soon as either player performs a successful bombing run.

Uprising offers a cutting edge 3D engine, and a nice mix of action and strategy. It's just a real shame that a little more playtesting would have revealed that the game mechanics are geared toward blitz tactics as opposed to create epic battles, which are what most strategy gamers love. Hopefully we'll see more games with this sort of engine, but with more depth added to the strategical element of the game.



many is a feature similar to that in Dungeon Keeper, in that you can teleport units in to pretty much anywhere your Wraith can see, rather than having to get units to make their way to the front. Sure, this is explained in the instructions by saying tele- portation technology took off, but it really detracts



AVAILABLE: NOW
 CATEGORY: ACTION/STRATEGY
 PLAYERS: 1-4
 PUBLISHER: 3DO STUDIOS
 PRICE: \$89.95
 RATING: M15+
 REQ: P90, 16MB RAM, WIN 95,
 INCLUDES 3DFX SUPPORT

FREEMETER
 Novice gamers may find having to deal with mouse and keyboard controls, combined with real time strategy pretty daunting.

MULTIPLAYER
 Okay, but the winning tactics don't really allow for epic battles.

VISUALS
 93

SOUND
 80

GAMEPLAY
 83

OVERALL
 85
 A small step forward for action strategy gaming, that could have been a really big one with more depth in the strategy side of things.

Auto Destruct

PlayStation

AVAILABLE: NOW
 CATEGORY: ACTION
 PLAYERS: 1
 PRICE: TBA
 RATING: MA 15+
 PUBLISHER: ELECTRONIC ARTS



A few years ago, the usual storyline for action-oriented games was that a war is being waged against an organised crime syndicate. The trend later moved to drug lords and then street gangs. Now, it appears that the war is against religious cults. Auto Destruct, places you in the shoes of a young petrol head named Booth. Booth's family are the object of revenge, having fallen victim to a random attack by the Cult of Lazarus. As Booth, you will exact your revenge in a super car that is armed with a vast array of weaponry.

Some of the more seasoned game players out there will delight to the similarity between this game and arcade classics such as Road Blasters and Chase HQ, but blasting at targets is only part of the story. The game requires you to follow a nav-map and follow each of the mission directives as they become available. They may involve surveillance, rescue, weapon pick-ups, target interception, and so on.

Technically, Auto Destruct has its highs and lows. From the high point, the cities are incredibly huge, with no two places looking identical. The action can also get pretty frantic, the best thrill coming from a firefight with three other cars. There's plenty of light effects, and you can crash into practically anything, including pedestrians - although you can oddly drive through some supposedly solid objects. There is also a fair degree of pop-up in the background, which makes learning the cities by sight a little difficult.

The only serious misgivings are in the driving controls, which are pretty loose. In that sense, Auto Destruct is better suited to lovers of the carnage that games like Destruction Derby create, and not so much to fans of precision driving. With a nice combination of mindless blasting and brain power, Auto Destruct has the depth to be an enjoyable game.

VISUALS
81
 SOUND
75
 GAMEPLAY
72
 FREAKYNESS
15
 OVERALL
76

KEVIN CHEUNG

NHL Face Off

PlayStation

AVAILABLE: APRIL
 CATEGORY: SPORT
 PLAYERS: 1-2
 PRICE: TBA
 RATING: G
 PUBLISHER: SONY



Getting off your face in the NHL... well not exactly, but NHL Face Off is the next best thing! EA Sports are usually the leader in these sorts of specific sports, as Ice Hockey isn't exactly a world-wide popular game, and EA Sports have years of experience fine tuning their sports sims to correctly balance the arcade and sim elements. Sony have now come to the party with NHL Face Off, and it's a very commendable effort. For starters, the engine is beautifully smooth and fast - essentially for any fast sport such as Ice Hockey. The only immediate problem with this, is that spotting the puck amidst such furious action can be a bit of a bastard. The game has no "puck indicator", so it's all up to you to keep your eye on it. It doesn't help that the players are quite small on screen, and the camera angles don't allow you to zoom in or out. There's a standard vertical, horizontal and diagonal perspective, but none of these are wonderful. NHL '98 from EA Sports, on the PC at least, is a perfect example of excellent camera angle options - and really, in sports titles the camera perspective can make or break the game. In this case, it's not a disaster, but could have been a bit better.

As far as the gameplay is concerned though, NHL Face Off comes up trumps. Once you settle in to the controls, you'll be gliding all around the place wielding your stick menacingly. You can use either automatic or manual player switching which is incredibly important if you want to retain possession of the puck for more than a few seconds. Of course, if you lose it, you can just slam your opponents into the wall! You never know, you may have to have a punch up - a feature which you can also have on or off. If you're a hockey guru, then just about every option you could want is included here. NHL Face Off isn't as great as NHL '98, but it's one for Hockey fans nonetheless.

VISUALS
79
 SOUND
72
 GAMEPLAY
80
 FREAKYNESS
60
 OVERALL
79

ELIOT FISH

Nascar '98

PlayStation

AVAILABLE: NOW
 CATEGORY: RACING
 PLAYERS: 1-2
 PRICE: \$89.95
 RATING: G
 PUBLISHER: EA SPORTS



EA Sports have been releasing quite a few crackers lately... from the cool NHL '98 to FIFA '98 and Triple Play '98, things have been rosy. With the release of Nascar '98 I feel they've fumbled the ball slightly, as it's not quite up there with the quality of their other recent releases. For starters, don't buy this game unless you have an analogue controller. Why? Well, I found the car handling to be rather hopeless with the digital pad. Racing in digital mode, you'll be struggling and fighting with the controls to get your car to do what you want. In Analog mode, the handling is that much more responsive to make the game a far more enjoyable experience.

All the usual options are there for setting up your car for the race, and you can adjust the downforce, handling, brakes, tires, blah blah until you've tweaked the car to perfection and it feels right out on the track.

Nascar '98 isn't short of tracks or cars, that's for sure. 17 tracks are included and 11 of them are actual Nascar circuits. You can choose from 24 cars, and actually race against all other 23 when you hit the asphalt. The camera angles on offer are all pretty functional and there's an internal steering-wheel cam which struggles to be as enjoyable as the one in TOCA Touring Cars. For some reason, the cars all tend to look rather flat out on the circuit, but maybe they've done this to try and emphasise the sensation of speed. If you're a Nascar fan, then you'll go for this in a big way - as this is probably the best Nascar game for the PlayStation, it's just nothing sensational.

VISUALS
79
 SOUND
73
 GAMEPLAY
78
 FREAKYNESS
60
 OVERALL
79

ELIOT FISH

Twisted Metal 2

PC

AVAILABLE: NOW
CATEGORY: COMBAT
PLAYERS: 1-8
PRICE: TBA
RATING: M15+
PUBLISHER: SONY
REQ: P90, 16MB RAM, WIN 95, 2XCD-ROM



It was a hit on the PlayStation, and now Twisted Metal 2 makes it's way to your PC for some serious multiplayer carnage. When you stop and think about it, Twisted Metal 2 should obviously be better on the PC, as multiplayer gaming is what PCs do best. Visually too, it makes sense that on the PC, it would be easier to see your opponents in the distance and discern the pickups from the environment thanks to the higher resolution available. Well, wouldn't you know it, but Twisted Metal 2 on PC is only marginally better than the PlayStation version - I was certainly expecting more. The game looks great with a 3D accelerator, so those of you blessed with the technology will enjoy the experience all the more. The bonus is that the game flies at top speed, with excellent frame rates achievable in high resolutions like 800X600... and this makes it that much more playable than the PSX version. I can see why this was a hit on the PSX, due to there not being many games like this available on console... but on the PC, TM2 doesn't quite stand up to other multiplayer combat games on the market. It's fun, and very much an arcade game, but something like Interstate '76 is more flexible and has a bit more depth. In TM2, some of the maps are more frustrating than fun (like New York) and others are a little too small to offer any great replay value. If you're after something up front and action-packed for a quick fix, then maybe TM2 will be your cup of tea, it just won't quite get you hooked. The best scenario, is if you can get enough friends together to make the game more enjoyable... if you plan on playing this single-player against the CPU you'll get bored very quickly indeed.

VISUALS **80**
 SOUND **72**
 GAMEPLAY **78**
 FREAKYNESS **15**
 OVERALL **72**

ELIOT FISH

Shanghai Dynasty

PC

AVAILABLE: NOW
CATEGORY: PUZZLE/BOARD GAME
PLAYERS: 1-5
PRICE: TBA
RATING: G
PUBLISHER: ACTIVISION
REQ: P90, 16MB RAM, WIN 95, 2XCD-ROM



Does your brain need a bit of a workout? Shanghai Dynasty is a tile-matching puzzle game and a collection of chinese tile games such as Mah-Jong which simply oozes quality. Beautifully presented, Shanghai Dynasty is a worthy addition to any gamer's collection, providing hours of challenging gaming with enough variety to keep you entertained for months, maybe even years. First up is Shanghai, the tile-matching game we've all played at some stage in our lives. There are tons of different styles to choose from like classic chinese tiles or astrology and egyptian tile faces. The graphics are clean, crisp and colourful and every time you successfully match a pair of tiles, they animate for a few brief seconds. The background music is also suitably new-agey and is excellent thinking music - you'll find yourself humming away as you hunt for that elusive tile.

Also included in the package is the complex, yet addictive game of Mah-Jong which utilises a variety of chinese tiles in a similar way to a deck of cards. It's a unique game with elements of Rummy which is confusing at first, but read the instructions and you'll soon have it nussed out - then you'll want to play it all the time. Tiles are grouped into suits, honour tiles, seasons and flowers and if I even try to explain the game here, I'll run out of room. Basically, it's an ancient chinese game which is brought to you here with real spit and polish, making this a well designed and rewarding package. Gamers who love puzzle games, or even anyone who enjoys cards or chess will not be disappointed if you make this the only puzzle game purchase all year. Stylish.

VISUALS **85**
 SOUND **80**
 GAMEPLAY **90**
 FREAKYNESS **90**
 OVERALL **87**

ELIOT FISH

Bust A Move 2

PC

AVAILABLE: NOW
CATEGORY: PUZZLE
PLAYERS: 1-2
PRICE: TBA
RATING: G
PUBLISHER: ACCLAIM
REQ: 486DHZ/66, 8MB RAM, 2XCD-ROM



Those of you who love simple arcade games which feature small crazy Japanese characters and coloured bubbles etc. are going to be pretty happy about the release of Bust A Move 2 for the PC. This is basically an arcade perfect game, full of Tetris-inspired weirdness and dinky music, which is perfect for the odd bash at work on your lunch break or at home when you're a bit sick of going hard at it in Quake 2 or something. Your little Yoshi-looking character is equipped with a gun which fires coloured bubbles, which you must aim correctly at an oncoming array of other bubbles. If you aim your bubble right, you can fire at other bubbles of the same colour as the one which is in your gun to make them pop until you've cleared them all away, which finishes that level. Of course, if your bubble lands on bubbles of another colour, then it just sticks there and clogs up the way making things a little harder. As you can imagine, the game just gets faster and faster, and the arrangement of bubbles you start with gets more complex and tricky. Simple and very addictive.

Two players can even go head-to-head in a battle mode, where you not only race against each other to clear your bubbles, but you can also complicate your opponents game by lumping them with extra bubbles. Bubbles, bubbles bubbles! If you've never played these sorts of games, but love Tetris, then take a look because you just might find a new favourite! Included on the disc is both Bust A Move 2 and Bust A Move 2X, so fans of the original can go crazy! You'll be dreaming of those damn... bubbles!

VISUALS **65**
 SOUND **60**
 GAMEPLAY **70**
 FREAKYNESS **65**
 OVERALL **71**

ELIOT FISH



**Mortal Kombat
Mythologies - Sub Zero**

Nintendo 64

AVAILABLE: NOW
CATEGORY: FIGHTING/PLATFORM
PLAYERS: 1
PUBLISHER: MIDWAY
PRICE: TBA
RATING: MA15+



This is one of those titles, that you just know who will and won't like it when you first see it. Side scrolling beat em ups have existed since the days of Karateka, and for its time, it was very cool. Unfortunately a game where you walk back and forth and have only a few moves to perform is now extremely passe, and MKM - Sub Zero fits that bill.

Problems, where does one start... You need to push a button to turn around. This is the most annoying thing you could possibly have to do in a combat orientated game where you are often swapping sides with your opponent. There's only one character to pick from... MK has now got that many characters, that you'd think they'd go to the trouble of giving the game a bit more scope by offering another character. Let's face it, with different coloured blasts for the projectile attacks and different coloured pyjamas, you've got another MK character. The whole game seems to be a case of "die so you can learn how to avoid the trap", so this is the game to have if you like being squashed by large blocks of rock without warning. The controls feel god awful. The digitized images for the characters look so dated compared to pretty much any fighting game that has come out in the past two years, and uses none of the power of the N64. Need we go on?

There is the novelty of earning experience points and gaining new special abilities as a result, which any MK freak will love. Another plus is that while the characters look shonky, the backgrounds look like they've received far more work.

This is really a case of stretching a licence too far. Midway should have just left MK as a fighting game, rather than this sub-standard side scrolling nightmare. Of course if you love MK, ignore us & go buy it.

VISUALS	50
SOUND	60
GAMEPLAY	40
FREAKYNESS	99
OVERALL	45

DAN TOOSE

**FIFA 98
Road to World Cup**

PlayStation/Nintendo 64

AVAILABLE: NOW
CATEGORY: SPORTS
PLAYERS: 1-4 (N64),
1-8 (PSX - MULTITAP)
PUBLISHER: EA SPORTS
PRICE: \$89.95
RATING: G



FIFA games from EA have a pretty loyal following, and those that know what the game has been like across various platforms over recent years would have come to expect the console versions to be better than the PC versions, purely due to the controllers for the consoles being better suited to the game, and having a better setup to handle this style of game visually. This year the PC version has shone like never before... and frankly, has made the console versions look a bit behind the times, basically due to the improved visuals.

For the soccer enthusiasts, there's all the international teams, with all the players. 172 national, and 189 domestic teams totals for 371 altogether. All team kits can be edited too!

The console versions also feature the commentary from John Motson, Andy Gray and Des Lynam, and also the funky tunes by Blur and the Crystal Method (although the N64 cart only has the Blur track). Of course the controls are also pretty much similar, with the player being able to do pretty much anything you can do in a regular soccer game.

The only difference is the visuals. The PSX version has good visuals, but naturally not quite as spiffy as a PC with a 3DFX card. The Nintendo 64 version looks shocking in comparison. When games like ISS64 are around to compete against, it's amazing that EA didn't go all out, because ISS64 just wins hands down here. The N64 version runs jerkily, and has an awful washed out appearance to it, which is so uncharacteristic of the machine on a 3D game like this.

Essentially you could say both versions are the same, except you could cut about 20 off the visuals and overall mark for the N64 version, and if you're looking for the king of the N64 soccer games, ISS64 is still your best bet.

VISUALS	87
SOUND	89
GAMEPLAY	90
FREAKYNESS	25
OVERALL	89

DAN TOOSE

**NHL Powerplay
PlayStation**

AVAILABLE: NOW
CATEGORY: SPORT
PLAYERS: 1-?
PRICE: TBA
RATING: G
PUBLISHER: VIRGIN INTERACTIVE



PlayStation-owning Ice Hockey fans have got more than a few decent choices at the moment for their fix of puck-slapping. This offering from Virgin, NHL Powerplay, is an interesting comparison to NHL Face Off by Sony. NHL Powerplay has the camera options which Face Off lacks, making the game more user-friendly, but funnily enough, Face Off has a better engine for gameplay! If only we could take them both to the basement and fuse them together in some bizarre game-frankenstien experiment. Oh well, I guess it comes down to a personal choice thing. NHL Powerplay is maybe easier for the ice hockey virgin, as the game runs slower (in fact, the frame rate is pretty chuggy) and it's easier to see when you gain possession of the puck as the circle around your player goes solid. In NHL Face Off, things rip around so fast, that unless you know what you're doing, you're going to have a hard time.

In Powerplay, the commentary is sloppy, and sometimes it's a little hard following exactly what goes on - though ice hockey experts may not be bothered by this. If you get a bit agro, Powerplay has a biff feature just like Face Off, but the effect here seems a little lame. As far as the standard game of hockey goes, Powerplay is pretty good, and I found it fairly easier to make my way through the CPU's defense to slap one into the goal. Passing seems nicely intuitive in Powerplay, making it easier to apply a strategy to your game as you can take control of your team mates before the game gets away from you. Visually though, Powerplay is rather poor - high in detail, but jagged and slow animation. While it plays an OK game of Hockey, other games out at the moment have better presentation and this may well disappoint in the long run.

VISUALS	70
SOUND	69
GAMEPLAY	72
FREAKYNESS	60
OVERALL	71

ELIOT FISH

VR Baseball Hardware Accelerated

PC

AVAILABLE: NOW
CATEGORY: SPORT
PLAYERS: 1-2
PUBLISHER: INTERPLAY/VR SPORTS
PRICE: TBA
RATING: G
REQ: P120, 16MB RAM, 3D CARD



VR Sports are doing mighty good things. Virtual Pool 2 is without a doubt the best stick and ball simulator ever, and if it weren't for my fond memories of Hardball on the C64, VR Baseball would take the crown too.

Ease of use is something oft neglected in some games, but can make or break a game with a hardcore factor as high as a baseball simulator. The controls are simple and logical, with only six keys plus the direction arrows; meaning gamepad is the way to go. Pitching, batting and fielding are easy to do, and picking off baserunners and advancing runners is a cinch - you can even control the batter and runners simultaneously.

The visuals are as sensational as you'd expect from a 3D accelerated game. The stadiums are faithfully recreated and the players have life-like, fluid movements and authentic uniforms. There are a few camera views to choose from, but Virtual Fieldvision is the best way to play; the camera is the catcher's view until the ball is hit and then sweeps out to where the ball will land in one fluid motion. The sound is on par with the graphics. There's also some great commentary from the announcer and some classic jeers from the crowd, "What do you mean he's out? Did you see that play!"

There's all the usual game modes, and you can either play all the games in the regular season, or let the computer simulate them, letting you concentrate on management, player stats and trading.

The Major League problem with this game is in the multiplayer department. Your only option is to play with a mate sitting next to you. Anyone awake at VR? If this game had IPX, Internet or even plain-old modem support, it would easily have been a 90-plusser.

VISUALS	87
SOUND	85
GAMEPLAY	89
FREAKYNESS	75
OVERALL	86

GEORGE ARGY

Arcade's Greatest Hits: The Atari Collection 1

PlayStation

AVAILABLE: NOW
CATEGORY: RETRO/ARCADE
PLAYERS: 1-2
PRICE: TBA
RATING: G
PUBLISHER: GT INTERACTIVE



Woo-hoo! Finally a retro compilation which is all killer no filler! The Atari Collection 1 contains some of the best late '70s/early '80s arcade games ever, featuring the original Battlezone, Super Breakout, Missile Command, Centipede, Asteroids and Tempest - enough classic gaming to last you into the new millenium. If you've never played any of these games before, then you don't know where some of the gaming industry's greatest ideas originated. These six games are all about gameplay, and though they don't exactly stand up to the sort of games we're playing these days, they're at least fun for a whirl - and you may get addicted!

You can play any of the games here using the analogue controller, and if you so desire, there is also mouse support for everything except Battlezone and Asteroids. The honest-to-God truth, is that these games suck with the standard digital pad. If you plan on enjoying these games how they were meant to be, then you'll need an analogue pad. This is simply because most of these games require precise, smooth joystick movement, and the d-pad just doesn't play well when you have to tap it ever so slightly to line something up. Battlezone in particular needs the dual analogue sticks just to move your tank around!

All the games are in their original state, with all the original sound and graphics - so don't expect anything new or fancy. Though they're limited in the longterm, these will really bring back memories for original Atari 2600 owners. The addictive nature of the games shouldn't be underrated too... as you get better, the game gets faster and you'll be having rounds of Breakout and Tempest "in the zone". This collection really isn't for everyone, so only true freaks will probably enjoy it. Still, it's a laugh and a nice collectable thingy for the seasoned gamer.

VISUALS	35
SOUND	20
GAMEPLAY	50
FREAKYNESS	100
OVERALL	55

LORD SEAFOOD

Speed Rally

PC

AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-2 (SPLIT) OR 1-MULTI (NETWORK)
PUBLISHER: VIRGIN
PRICE: TBA
RATING: G
REQ: P100, 16MB RAM, WINGS, 4XCD ROM



Speed Rally? Heh, you can just imagine all the suits with marketing degrees sitting around the conference table trying to come up with that one. They must have written down the names of all the successful racing games in recent times, put them all in a hat and picked out titles at random. Luckily for them they managed to pull out Sega Rally and Need For Speed, instead of Toca Touring Car Championship and Motor Toon Grand Prix, for example.

But, yowza! Despite the uselessly generic name, Speed Rally is one hell of a racing game. It's really been a while since I have been this impressed by the graphics in a racing game. The designers have absolutely pushed themselves to the limit to make sure Speed Rally is easily the most attractive racer yet seen. If you want a cool title to show off the breathtaking power of your mighty new 3D accelerator card, then this is all you'll need. Perhaps the most impressive factor is simply how smoothly and quickly the game runs on a relatively low-spec PC.

The season option has only six circuits, but has been cleverly arranged to ensure long-term value. If you win over the first three, then a fourth is added and you restart. Second time around, the first three tracks will feature tougher opponents and harsher weather conditions. Beat all four, then a fifth is added and so on. There's a selection of cars, each of which can be fine-tuned (handling, suspension, braking, tyres, etc) in the exceedingly cool garage, and an utterly amazing replay after each race that shows the entire race for any car and from all kinds of views (including a thrilling dynamic external view that is compulsory viewing every time)!

Speed Rally certainly ain't a hard-core driving game, it's a manic, knockabout, awesome, edge-of-the-seat ride. I love it!

VISUALS	94
SOUND	67
GAMEPLAY	88
FREAKYNESS	00
OVERALL	89

DAVID WILDGOOSE

QUAKE II

PLAYGUIDE

Dan Toose, a.k.a. Armand to his Quake buddies, goes through the nitty gritty stuff to help you become a better Quake 2 player. We'll take a look at general tips like control setup, learning the controls, right through to details and strategies on each weapon, strategies on killing each monster, and of course strategies on how to win at deathmatch.



THE UNIVERSAL STUFF

Regardless whether you're playing single or multiplayer, there are some things you need to know to master Quake 2.

Keep up to date

Quake 2, as sterling a game as it is was released with some networking bugs, that really show up in online play. To fix these bugs, id software have been posting updates up on the Internet to make the game play as it is meant to. You can get these updates by visiting the id site (<http://www.idsoftware.com/>), Quake 2.Com (<http://www.quakez.com/>), PlanetQuake (<http://www.planetquake.com/>), and Blue's News (<http://www.bluesnews.com/>). Also, for a

Quake 2 related news and info with a more local slant, go to Death's Domain (<http://dd.net-worx.net.au>). These sites will also let you get stuff like Capture the flag patches, Cooperative play patches, and other goodies to help you get more out of Quake 2.

Control Setup

How well you are able to control your player is of paramount importance. For starters, you need to play using keyboard and mouse to get the most out of Quake 2. There are two basic factors you need to consider when setting up your keyboard, comfort, and versatility. Set "Freelook" to on in your options menu, this means you use the mouse to determine where you look. Also set

"Always run" to on as well. Now you need to set keys to determine which way you move try resting your fingers over G, Y, and J. Think these as move left, forward, and move right, respectively. You'd be using H to move back with the same finger you use for Y. You may prefer to use keys to the left or right of this instead, but using keys in the middle makes it far easier to have a spread of other keys nearby for you to use for special functions. I'd advise you use the space bar for jump (use thumb), and whatever key your pinky finger rests on should be set to crouch. How you change weapons is largely up to personal taste, but I'd advise you use the second mouse button to do so. In addition, I'd also advise that you pick your favourite weapons and bind them to keys next to

your crouch key. To do this simply type: **bind "key" "use "weapon"**. For example: **bind d "use rocket launcher"**

This will let you change to that weapon, assuming you have ammo for it. The weapons I would personally advise you have bound to keys are: Rocket launcher, railgun, super shotgun, grenade launcher, and hyperblaster.

In the event you wish to bind keys for the various taunts in multiplayer, type: **bind "key" "wave "number 0-4,""**. For the single player game, you will need to be able to use items, so it's advisable to set the next item, previous item and use item keys near your movement keys.

Here's a breakdown of my own keyboard setup and which finger to use (as a right hander, naturally left handed people will need to use a different setup):

Forward: Y (big)
Backward: H (big)
Step left: G (ring)
Step Right: J (index)
Crouch: C (pinky)
Jump: Space Bar (thumb)
Next Item: I (index)
Prev Item: K (index)
Use Item: U (index)
Use Rocket Launcher: D (pinky)
Use Super Shotgun: X (pinky)
Use Railgun: F (pinky)
Use Grenade Launcher: Z (pinky)
Use Hyperblaster: A (pinky)
Flipoff (wave 0): Right Alt (thumb)
Salute (wave 1): M (thumb)
Taunt (wave 2): period (thumb)
Wave (wave 3): L (thumb)
Point (wave 4): comma (thumb)

Manoeuvring

Learning how to move around fast and efficiently is essential if you want to be any good at Quake 2. The most important thing to do is to learn how to keep your aim fixed on your target whilst you're moving about. To learn to do this, go find a room with a pillar or central landmark, and simply move around the object whilst keeping it in your sights. It's best if you can circle your opponent as you fire at them, although experienced multiplayer gamers will be able to counter this, so try varying your movement from just a plain circle. To do this, move one way, whilst turning the other. Moving around your opponent and attacking them at the same time is far more effective than backing off and doing so, as moving in a straight line away from someone still makes you a reasonably easy target. If you're firing at something whilst approaching it, try strafing a little to the left and right as you advance, as it makes you a much harder target at the same time.

Don't let the introduction of crouching fool you into thinking that it is an effective means of dodging. If a rocket is aimed at you, ducking might get you out of the way but stepping to the side definitely will, so you're far better off with that as your way to avoid incoming fire. More to the point, once ducking, you move very slowly, and you're basically an easier target as a result. Use crouching to hide behind objects that will cover you at that height. It can also be handy when you're on a ledge fighting someone below, as it gives them a much smaller target to aim at.



WEAPONS

Here's a complete breakdown on all the weapons available, and their best uses in both single player and deathmatch Quake 2.

Blaster

Ammo used: None (unlimited)
Damage: 10 (15 in deathmatch)
Delivery speed: Average
Rate of fire: 2.5 shots per second

As you'd expect, the default weapon is the weakest in the game. The speed of the blasts is not that great, neither is the damage, so you need to lead shots and hit often. The blaster does have some uses though.

Single player: The best thing about the blaster is that it makes a handy lightsource to see into those dark areas that hide all sorts of nasties. It is also a good weapon to use against weak opponents when you're faced with an ammo crisis. Why fire two shells at a light guard when you can take him down with two shots of the blaster?

Deathmatch: Frankly, you're dead meat if you're using this weapon in multiplayer, but don't let that deter you from firing. Just because someone you come across is firing rockets at you, doesn't mean they've also got a high health rating you may only need to land one hit.

Effective range in DM:

Short - Poor, Medium - Poor, Long - Very Poor

Shotgun

Ammo used: One shell
Damage: 4 per pellet (12 pellets per shot)
Delivery speed: Instant
Rate of fire: 1.25 shots per second
Use at range: Short -

Better than a blaster, but that's about it. The shot pellets spread over a distance, so it is most effective up close, but is still very effective at up to medium ranges.

Single player: This is the perfect weapon to use against guards, as one clean shot will take them

down. It is also not a bad weapon against flyers, as they are weak, and the instant delivery means they can't dodge the shots.

Deathmatch: Not as effective in deathmatch, but better than the blaster. The instant delivery makes it handy against those that can see your shots coming, but holding this weapon should be inspiration to go find another one.

Effective range in DM: Short - Good, Medium - Average, Long - Poor

Super Shotgun

Ammo used: Two shells per shot
Damage: 6 per pellet (20 pellets per shot)
Delivery speed: Instant
Rate of fire: 1 shot per 1.5 seconds

Possibly the best weapon in the game, basically in that it does tons of damage, with instant delivery, and the pellet spread makes it easy to cause at least some damage all the time. The best short range weapon by far.

Single player: A great default weapon assuming you have some shells in store. For starters, it's great at mowing down guards, and careful aim can help you take down several of them at once! Secondly, the impact is strong enough to "stun" pretty much anything it hits, which means it's also effective on the tougher opponents. Don't bother using this at long distance though, as the pellet spread ends up making it a very ineffective weapon.

Deathmatch: No need to run for the railgun or the rocket launcher... The super shotgun will do just fine. Even though it is very inefficient at long range, ammo to damage efficiency is not important in deathmatch, so taking shots at a distance is not such a bad idea, since you're very likely to be able to hit, but unless you're going to close in,



Blaster



Shotgun

using something else may be better. Many opponents make the mistake of charging in closer to engage you once they cop a little spray, which simply makes your shots more effective. At point blank, this thing tears through marine hide.

Effective range in DM:

Short - Excellent, Medium - Good, Long - Poor

Machinegun

Ammo used: one bullet per shot

Damage: 8 per bullet (6 in deathmatch)

Delivery: Instant

Rate of fire: 10 shots per second

Like the shotgun, the machinegun is a "go find a better weapon" gun. It does have its uses though. The steady fire rate is balanced against the kickback and scatter. It's not too ammo hungry, and thus can be a good "hassle" weapon when fired at someone for a while.

Single player: The best thing about this weapon is that it's the first rapid fire gun you get, and it's good for taking out guards. The bad thing is the kickback forces you to adjust your aim forward as you fire, making it less useful against a tougher opponent than most other weapons. Unless you're really low on ammo, you're better off using the chaingun once you get it.

Deathmatch: Not a weapon of choice, but a

in your sights whilst doing so... ouch! Only real drawback is the warmup and cooldown delays.

Single player: Far better than the machinegun in that there's no kickback. Best used against Tanks and other opponents that can take a bit of a wallop, since the gun takes a bit to get to speed. For this reason, it's best to use it when you know what's around a corner, and start firing just as you begin to round the corner, so they cop it at full blast. Instant delivery makes it handy against avian opponents. Don't use it against weak opponents or you'll just waste ammo.

Deathmatch: This is a real situation dependant weapon. If you're in a large open area, it can be very effective, since the best way to counter the chaingun is to get out of line of sight. Using the gun in a corridor with many turns, or amidst many obstacles will just frustrate you, but in narrow corridor with few turns... it rocks. Be aware that the warmup and cooldown times leave you temporarily unable to do much to your opponent. Also, the rate of fire will quickly deplete your ammo, so be prepared to go straight to a new weapon when it runs out.

Effective range in DM:

Short - Good, Medium - Very good, Long - Average

Grenade - Grenade Launcher

Ammo used: one grenade



SuperShotgun



Machine Gun



Chaingun

handy hassle weapon till you get something better. The kickback is gone now, but it may just be me, but the scatter seems more severe in deathmatch. Regardless, it suffers from a scatter factor which means you'll hit and miss a bit as you try to nail a moving target. Better at closer ranges where the scatter isn't as severe.

Effective range in DM: Short - Good, Medium - Average, Long - Poor

Chaingun

Ammo used: one bullet per shot (minimum of 9 per shot)

Damage: 8 per bullet (6 in deathmatch)

Delivery: Instant (after warm up)

Rate of fire: About 28 bullets per second (varies)

A fantastic weapon against any opponent who won't be getting out of the way in a hurry. This makes it a far better single player weapon than deathmatch weapon, since monsters don't really try to get out of the way once you hit em with this one. Chews ammo bad, but if you keep your target

Damage: 125 (radius dependant)

Delivery: Slow

Rate of fire: hand grenade (1 per 2 seconds),

grenade launcher (1 per 1.1 seconds)

Grenades turned out to be a most underrated weapon for a long time in Quake, till it got exploited in DM2, where folks learned they could get cheap frags by filling a busy room with grenades. The best thing about grenades is they're somewhat unpredictable, and cause lots of damage. The worst thing is, you can end up hurting yourself if you're not careful. Note well that using grenades by hand allows you to hold the fire button down longer to throw further and faster. Holding for 4 ticks results in you having to visit the doctor for a prosthetic limb.

Single Player: Grenades are your friend, as they are effective against almost everything, with the exception of avian creatures. Monster AI is predictable, so you can get a monster to chase you, and dump a grenade where the monster is going to be as it chases you. Great against groups





of monsters bunched up.

Deathmatch: There are multiple ways to use the grenade in deathmatch. For starters, learn about the physics of the grenade by practising bouncing them off walls. Mastering this will allow you to hit your opponent when they least expect it, and also make it easier for you to "flood" an area with grenades. If you're using a grenade by hand, holding onto it for a bit before releasing makes it much harder for others to dodge, and leaves them less time to get away from the blast damage. If you're trying for a direct hit, aiming a little lower than normal seems to help accuracy for many, but once you've thrown one or two, expect your target to jump. Like in single player, this is a great way to deal with someone pursuing you. If your pursuer is very agile and hard to hit, try throwing a grenade where you're headed, so they'll have to follow you towards a primed grenade, but naturally, be careful about your distance and timing. If being pursued towards a wall, try projecting a grenade into the wall, and strafing aside as it is about to bounce back into you. Your body will have obscured your pursuer's sight of the grenade, so it can be easy to take them by surprise. Lobbing grenades from a great height into a busy room helps score cheap frags. A difficult weapon to master, but very rewarding.

move toward you so aim at the ground in front of them, and they'll likely cop it in the feet. Be very careful using rockets against mutants, who can close the gap and cause the explosion to be too close for comfort.

Deathmatch: Despite the slowdown from Quake, the rocket launcher is still one of the best weapons. Essentially you simply need to adjust how you think about leading your shots. When you fire, your opponent will most likely dodge. Once you've established where they're dodging to, fire there. Also think of their choices in the event you have the upper hand. If there's a weapon or powerup nearby, they'll probably try and grab it, so if they seem to be moving vaguely in that direction, start hammering their destination with a steady stream of rockets. This was really heavily exploited in Quakeworld where weapons stayed after someone picked them up, and will continue to be exploited in Quake 2 servers that run with weapons staying, so keep this in mind. As your ability to lead shots improves, try holding down fire so you keep a constant barrage of explosive damage around your opponent, and use this to lead them into a situation where they're cornered. Keep in mind that splash damage is the key, and you can hit a target that is out of sight by aiming at a surface that is close to them, rather than moving in line of sight.



Grenade Launcher



Rocket launcher



Hyperblaster



Effective range in DM:

Short: Very Good, Medium: Good, Long: Very poor

Rocket Launcher

Ammo Used: one rocket

Damage: 100 + 1-20 random (radius dependant)

Delivery: Slow

Rate of fire: 6 rockets every 5 seconds

The super satisfying projectile weapon. Rockets travel slower than they did in Quake, but they are still a devastating force in Quake 2. Due to their slower speed, you need to be better at leading your shots, and thinking more about where your target is going to be rather than lining up a direct hit. Always aim at your opponent's feet. This way, if you miss, you'll at least hit nearby and cause some splash damage.

Single Player: Fantastic against the heavier infantry like enforcers, iron maidens, gunners and berzerkers. A waste against lighter monsters unless they're in a tight group. Don't even bother against avian targets, except the avian bosses who don't dodge effectively. Monsters generally

Be ready for your opponent to be blasted elsewhere, especially if they are jumping to try and avoid splash damage.

Effective range in DM:

Short - Very Good, Medium - Excellent, Long - Good

Hyperblaster

Ammo used: one cell per shot

Damage: 10 (15 in deathmatch)

Delivery: Fast

Rate of fire: 10 shots per second

Essentially just like the blaster, except it uses cells as ammo, and fires much faster. Really good at tearing down a target fast if they don't have anywhere to run. A great confusion weapon when fired in rapid sweeps, but be careful not to let the fireworks confuse you too.

Single player: Once you progress to a stage in the game where most opponents are tough, this is the default weapon you should have when coming around a corner, as it is more effective at bringing down something big than the super shotgun, due to its constant, high rate of fire.

**Railgun**

Surprisingly good against groups of flyers when fired in sweeping bursts. Best to hold fire down till your target dies due to the slight pause caused when you stop firing.

Deathmatch: Whilst effective in tight corridors and against opponents with little option of where to go, the hyperblaster is overrated by many. In open areas the gun becomes far less effective, as a bit of erratic strafing and jumping make a target nearly impossible to keep a steady stream on. Like the rocket launcher, you can sometimes work your opponent into a corner by firing to encourage them to move in a certain direction, since your shots are easy to see, making them a natural deterrent. Don't bother at long range unless firing into a group of targets, as the lead time makes it easy to dodge.

Effective range in DM:

Short - Excellent, Medium - Good, Long - Average

Railgun

Ammo used: one slug per shot

Damage: 150 (100 in deathmatch)

Delivery: Instant

Rate of fire: 1 shot every 1.5 seconds

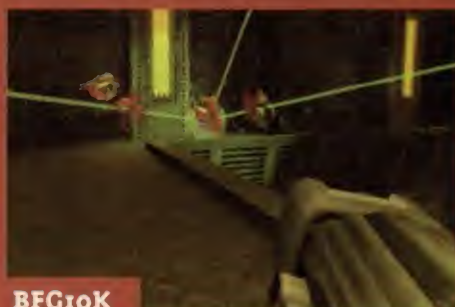
The equivalent of a sniper rifle. One single high powered shot, with the added bonus of being able to travel through multiple targets till it hits a wall. The rate of fire is pretty dire though, so keep in mind how vulnerable you'll be between shots.

Single Player: This is the weapon most effective against those annoying Icarus monsters, since they have no time to dodge. Also great against the slower enemies, who are easy targets and thus easy to get the most out of this weapon with. Not so hot against large numbers unless you can line them up, since the reload time makes taking them all down take too long.

Deathmatch: Firstly, if you're playing in a situation with lag, you can pretty much forget about using the railgun, as the accuracy and timing required is more than a laggy game offers the player. Secondly, if you're in a tight close range battle with an agile opponent, you're only going to score a hit with pure luck. Whether or not this causes your moral gland to throb, the railgun is great for taking out people appearing at respawn points, as you can just keep your aim over the spot and wait. The best times to use this weapon without camping is in narrow corridors, underwater where people can't dodge quickly, and in situations where you can pursue someone moving in a straight line. Also remember that your rate of fire is low, and you give away your position once you take a shot, so it may be worth your while simply changing to a more versatile weapon after one or two shots.

Effective range in DM:

Short - Poor, Medium - Good, Long - Good

**BFG10K**

BFG10K

Ammo used: 50 cells

Damage: Varies, but crazy amounts.

Delivery: Slow to impact, instant on beams and detonation.

Rate of fire: 1 shot every 2.5 seconds

This is very much a situation weapon for two reasons. One, it's costly to use... and two, you need a situation where you'll cause the damage without hurting yourself. To learn the distance that you need to be from your target, fire at a wall at vary distances. In my tests, I took 96 points of damage when firing at a wall point blank, so be careful. This is the way the weapon works: Upon firing, the green sphere sends beams out to nearby targets that cause around 50 damage per second, the beams do not miss as long as range and line of sight are not broken. Upon impacting there is a blast damage of 96 at point blank, and lower damage dependant on distance. If the sphere hits a creature, it takes 500 damage on the spot. Finally, any creature that is in line of sight of both the player who fired the shot, and the impact point, will receive 500 damage. Neither the player nor the nearby enemies need be looking at one another, or the impact point. There simply has to be a direct line with no obstructions for the damage to be done. You can also use the BFG to do something similar to a rocket jump, but it's a little less spontaneous, hurts heaps... however it will kill any enemy in line of sight at the same time.

Single Player: Best used against groups of enemies that will die from one shot of the BFG. Don't bother against tanks or bosses unless using quad damage, since the chaingun does a far better job for the ammo. Be conservative with use of this gun.

Deathmatch: Be really careful using the BFG at close quarters, because if your target ends up in your face when you fire, you get hurt bad. This weapon is best used when coming across other opponents who are already engaged in combat, since they won't notice the BFG till it's too late. Other than that, the BFG is only effective in big open areas with little cover, or in long straight corridors or the like where there's nowhere to run. Something to keep in mind is that it's the detonation that will score you all your frags, so you want the shortest flight time for the shot as possible. Thus, try aiming at the ground nearby, just out of the range that will hurt yourself, or even try turning away from your victims, aiming to the ground fairly close by, and move backwards and jump. You'll be pushed towards your opponents, meaning line of sight will be easy to maintain, especially if you get some air and are thus positioned above obstacles.

Effective at range: Short - Excellent, Medium - Very good, Long - Average

BASICS

Ammo conservation: Don't make the mistake of always going to your biggest weapon. What's the point of having the BFG or Rocket Launcher ready if you walk around the corner and are faced by two guards? Remember that the weapons in Quake 2 have varying levels of effectiveness, dependant upon the environment and range. After every few battles/encounters, check your ammo levels. Don't rely on using one particular weapon all the time, since you'll 1) run out of ammo fast, and 2) You'll suck with the weapons you never use, that you will eventually have to use once you run out of ammo. If you're low on ammo, here are a couple of ways to get back on track.



- Be stealthy. The sure fire way to go through ammo is to walk straight into combat. If you inch forward around corners and try and take monsters out at a distance, with single shots to conserve ammo, you'll usually be able to stretch your supply out till the next bundle of ammo appears.

- Think about what your enemy is carrying. Different enemies cough up different ammo, so use this to your advantage. For example, gladiators cough up slugs when they die, so using the railgun against them means you'll get back more slugs than you used. This doesn't always allow you to use the best weapon against that enemy, but it will stop your ammo from running out.

FINDING SECRETS

Obviously, this requires a bit of plain old searching. To list how to find all the secrets properly would take forever to describe, so we'll point you in the right direction to find the secret levels and offer some tips on finding secrets, and if you're still stuck, go to the Hyperactive site (<http://www.hyperactive.com/>) where I'll be posting demos showing how to find the secrets for every level in the game.

- Use your blaster to light the way. It uses no ammo, and will light up dark areas, this may help to find secrets at times.

- Check in those hard to see spots. Secrets usually involve looking out of the normal field of vision, so don't waste time looking at the long stretches of wall, etc.

- If you have GL Quake 2, set gl_polyblend to 0. This will make seeing underwater far easier and thus let you find hidden passages, etc.

- Hints to get to the secret levels: In the Comms Centre, take a swim; At the Receiving Centre look for a waterfall; and at the Outer Hangar try turning off the underwater fan...

KNOW YOUR STROGG

The single player game is all about blowing up baddies, so here's a guide on each monster, and the best way to take them out.



LIGHT GUARD

Health: 20
Weapons: Blaster
Damage: 5 per shot
Drops: Nothing



SHOTGUN GUARD

Health: 30
Weapons: Shotgun
Damage: max of 24
Drops: Nothing

MACHINEGUN GUARD

Health: 40
Weapons: Machinegun
Damage: 2 per bullet (fires 4-8)
Drops: Nothing



ENFORCER

Health: 100
Weapons: Chaingun, club
Damage: 3 per bullet (about 9 bullets per second), 4-9 per club
Drops: Bullets



GUNNER

Health: 175
Weapons: Machinegun, Grenade launcher
Damage: 50 per grenade, 3 per bullet
Drops: Nothing



BERSERKER

Health: 240
Weapons: Hammer and spike
Damage: 10-20 per hit
Drops: Nothing

IRON MAIDEN

Health: 175
Weapons: Rocket Launcher, claws
Damage: 50 per rocket, 10-15 per claw
Drops: Rockets



GLADIATOR

Health: 400
Weapons: Railgun and claw
Damage: 50 per railgun slug, 20-25 per claw
Drops: Slugs



PARASITE

Health: 175
Weapons: Flesh probe
Damage: 25 per probe
Drops: Nothing



MEDIC

Health: 300
Weapons: Rapid fire blaster
Damage: 2 per shot
Drops: Cells





BRAINS

Health: 300
 Weapons: claws and tentacles
 Damage: 15-20 per claw, 10-15 per tentacle
 Drops: Nothing



BARRACUDA SHARK

Health: 50
 Weapons: Bite
 Damage: 5 per bite
 Drops: Nothing

TECHNICIAN

Health: 200
 Weapons: Prod, claw, and blaster
 Damage: 1 per blaster hit, 5-10 per claw/prod
 Drops: Cells



MUTANT

Health: 300
 Weapons: Claws and teeth
 Damage: 10-15 per hit
 Drops: Nothing



FLYER

Health: 50
 Weapons: Blasters and wingtips
 Damage: 5 per wingtip, 1 per shot
 Drops: Nothing



ICARUS

Health: 240
 Weapons: Rapid fire blaster
 Damage: 1 per shot
 Drops: Nothing

TANK

Health: 750
 Weapons: 3x Rocket launcher, Machine gun, Blaster
 Damage: 50 per rocket, 20 per bullet, 30 per blaster
 Drops: Rockets, cells, or bullets



TANK COMMANDER

Health: 1000
 Weapons: 3x Rocket launcher, Machine gun, Blaster
 Damage: 50 per rocket, 20 per bullet, 30 per blaster
 Drops: Rockets, cells, or bullets



DESTROY ALL MONSTERS!

Basically, here's the basic theories on how to take out the various monsters in Quake 2. When faced with the guards, consider that they cause next to no damage, and go down fast, so using the shotgun or machinegun is the most cost effective way of wiping them out. For all of the medium strength enemies, including enforcers, gunners, iron maidens, parasites, technicians, and medics, the most effective and cost efficient way to take them out is to charge them and let them have it with the super shotgun at point blank. It will take two shots, but the first hit will stun them, giving you plenty of time to line up the next shot. Medics will take an extra hit, but they're so feeble in attack that you've got nothing to worry about. This may sound overly aggressive, but if your opponent is stunned from your sudden attack, you're effectively defending yourself at the same time.

Avian opponents are quite good at dodging projectiles, so use your instant delivery attacks

when possible (shotgun, machinegun, chaingun, and railgun). You'll often encounter flyers in tight groups, so using a rocket in this situation can sometimes be very cost effective.

When facing the barracuda sharks, using a weapon that spreads is far more effective, since they tend to be hard to hit. Blasting your super shotgun whilst moving away from the sharks is the most effective way of coming through with the least amount of scratches. The berserkers are really easy to kill, simply run backwards and fire at them as they come, although a point blank super shotgun hit is an even more effective way of stopping their assault. When faced by mutants, just wait for the pounce, then strafe out of the way, turn and hit them... start backpedalling and prepare for another pounce. If you're in a confined space with them, the chaingun works best.

One monster that requires a different approach is Brains, whose power shield from frontal attacks makes a frontal assault ineffective. If you can't get behind one, just lob a grenade over their

heads onto a wall so it will bounce into their backs... or alternatively, use rockets or grenades to impact just behind and to the side of them.

In terms of what to look out for, here are some defensive tips. Machinegun opponents wear you down. A group of weak machinegun guards can actually damage you significantly if you get surrounded. This also goes for gunners and enforcers. Keep moving when facing a monster armed with a machinegun or any other instant delivery weapon, otherwise, you'll be copping hits. Never, ever stand still whilst in line of sight of a gladiator, or he'll railgun you into giblets.

Against the bosses, just keep moving and throw everything you've got at them at the same time. Use pillars/obstacles to move around so the boss has to turn to face you, by which time you should have hit them, and started moving back to the other side of the pillar. Quad with railgun or super shotgun works wonders. You have the speed advantage, so use it.

DEATHMATCH TACTICS

Before I start, I must point out that every tactic has a counter tactic. The advice given here is generally based around logic, but that does not mean it will always work. Opponents will learn your tactics and techniques by playing you, and will develop means to counter them. Simply put, don't adhere to an idea if it's getting you killed, and remember that spontaneity and illogical behaviour can confuse and frustrate your opponent just as well as any well structured plan.

Camping

We shall not preach morals to you about this one, but we will tell you that camping can be very effective in Quake 2, due mostly to the addition of the railgun. For the uninitiated, camping is the act of sitting in a secure position with a powerful weapon, preying on the passer by who is unable to see you attacking. Most good players believe that in a free for all game, camping is a poor tactic, for very simple reasons. Firstly, once you've been discovered to be camping, most folks will seek to kill you, especially the good players. Secondly, by sitting in one spot, you really don't get to come across as many opponents to kill, nor provide yourself with proximity to a variety of powerups. Thirdly, most camping spots can be flooded with rockets or grenades, so you can expect to cop it sooner or later. If you're determined however, you really should go grab a railgun, and put yourself in a position where people wouldn't normally look, and aim at a respawn point. A fresh target with no weapon other than a blaster is the easiest to take down. The next best spot is weapon spots when playing on a server that makes weapons stay after you pick them up. This is particularly successful in games with many players. The other main thing to keep in mind whilst camping is that people will seek to kill you, so be ready to bail out the instant you are failing to take down a target, or when explosives start getting lobbed in your direction. If you're going to camp, do it sporadically, not constantly.

Firing Cycle

A battle between two individuals in Quake 2 can be viewed as "taking turns" when you consider that you can only fire as fast as your current weapon's rate of fire. Because of this, it is important to try and minimise the time that you are visible, or easy to hit, whilst waiting to be able to fire again. Put simply, learn how long it takes to

fire another shot with all the different weapons, then try and spend the time inbetween shots, out of view. Weapons this really makes a difference with are the super shotgun, rocket launcher, and most of all the railgun. Also, keep in mind other players will work around their firing cycles, so aiming attacks at the point where you think your opponent will attack from can score you many frags.

Dodging

Avoiding hits is a major key to success in deathmatch. Basically, moving in a manner that doesn't involve just running in a straight line is a great way to avoid taking damage. If you're running towards, or away from a target, you're likely to be fired at. The common way for people to dodge is to strafe left and right, back and forth, as they advance or retreat. People quickly learn to track this, so try and mix up your strafing, like going right, right left, right. Don't strafe too rapidly, or you'll just end up hovering around the same spot. Also keep in mind that if you're being attacked by rockets, that walls and floors nearby make you an easy target for splash damage, so try and keep a healthy distance from the walls during the battle. Another tactic that often works against rockets and grenades is to jump as you dodge around, since most good players aim at your feet so that they will cause splash damage even if they miss. Just be ready to be projected somewhere across the room fast, because this often works like a rocket jump.

If retreating from a battle, always fire back at your opponent, especially if you have grenades. Causing damage is the biggest deterrent against attack.

A handy tip for those playing GLOquake 2, go to the console and type `gl_polyblend 0`. This not only helps you see better underwater, but also prevents your vision from being obscured when you're taking damage, making escaping that extra bit easier.

Finally, don't crouch to avoid shots, you'll just get creamed since you can't move around freely.

Leading Shots

When using the blaster, hyperblaster, grenades, rocket launcher, and even the BFG10K, you must account for the fact that people

don't sit still, and thus must fire at where they are going to be, as opposed to where they are now. Leading shots in a straight up battle just requires practice, but when there are powerups around, they often become waypoints for your opponent's dodging pattern. If you have a much better weapon, and your opponent knows it, sometimes holding back for a sec will inspire them to run for either an exit or an item in the room, but if they keep firing at you, don't hold back for long. If they do make a move for something, start hammering that spot (or just before it if they're going to get something that will turn the tide of battle) and you'll have them on the ropes.

Powerups and working a level

Even a master with a blaster is no match for an average player with 200 health and armour and a whopping gun. In servers that leave weapons there all the time, this is not as important, but your ability to get around the level and get all the goodies can be the difference between winning and losing. Quake 2 has some very large levels which you'll have no hope of being able to do quick laps of. On the small and medium sized levels though, it is quite possible to go from powerup to powerup all the way around the level and thus be primed and ready for battle, whilst starving your opponents of good equipment. Powerups and items worth putting on your list of waypoints include (in order from most to least important): Invulnerability, the strongest weapons (Rocket, Railgun, BFG, super shotgun), Quad Damage, Armour, Power armour, 100 health, and then anything else you're in need of (like health packs if you're injured). You'll need to consider which items respawn quickest, and which route gets you around the level without backtracking much (if at all), then from this, plot out your course around the level. If doing a rocket jump will get you to 100 health and armour, then by all means do it.

The other things to know about a level are where respawn and teleporter spots, bottlenecks are, and places people are likely to see you without you seeing them if you're not looking around. If you see someone go into a teleporter, and know where that will take them, you can use this to your advantage. Dumping grenades around respawn and teleporter spots can also give your enemies a very nasty surprise. Learn the sounds of the level so you can tell what your opponents are doing without being able to see them.

Not even we could be so cruel as to

leave you half way through Abe's

Oddysee, so Eliot Fish takes you by

the hand and drags you through to

the end of this epic action pussle

adventure...



ODDWORLD: ABE'S ODDYSEE

PLAYGUIDE PART 2

PARAMONIAN NESTS

Walk right until you reach the lift, and go up. Run left and jump up to the platform before the Paramites can get you. Jump the gap over to the right and run on. Run and jump the trap door that opens and run off the edge of the platform, jumping for the overhang on the next screen. When it's safe, pull yourself up and climb. On the next screen, get up onto the ledge and then hang from it. The Paramites will run over the top of you, so you can climb up to the platform in the top right corner and go up into the next screen.

Roll through the tunnel on the right and climb up to the top ledge. Roll quickly left and run into the next screen. Jump the gap and get to the next platform. Run right and roll under the jutting rocks. Run onto the next screen and chase the Paramite until you reach the overhanging platform. Climb up onto the platform and leap into the hole. Collect some meat, go through the second hole and throw the meat to the Paramites. Bolt to the door. Chant as soon as you come out the other side and leap through the portal.

SCRABANIA

Run off to the left, jump the mine and grab onto the ledge. When the Slig turns his back on

you, climb up and activate the bomb, then roll off to safety. Walk to the left and hide in the shadows on the next screen. The Slig will walk off to the right, and you'll be able to climb up and get to the lever. When the Slig returns to the middle of the screen, pull the lever and crush him with a rock. Climb down and go left. When you reach a lever, stand to the left of it and then pull it. A boulder will reveal a well back at the beginning of the level. Go to it and jump through, then pull the lever on the other side. Go through the hole that opens and hold your chant buttons when you land to possess the Slig. Blow him to bits and go back through the hole. Pull the noose to summon the Elum and go down to the bottom ledge. Get on the Elum and run left, jumping over the gaps. Watch the FMV!

Ride the Elum to a lift and get down, then go down. Copy the Mudokon and he'll give you the power of the rings. Walk onto the screen on the right and detonate the mines with the power, then climb up onto the ledge with the lever. Pull the lever, then return to the Mudokon and get some more ring power. Go back down the lift till you reach a stone tablet with mines. Use the power to detonate the mines. Get the password from the tablet and go back to the Mudokon for some more ring power.

Get Elums to follow you down the lifts and use them to get as far down as you can go. Say hello to the Mudokon and give him the password. He'll activate the mines, so wait for them to be on the far right and then blow em up with the rings. Then use the Elum to jump the gap. Getting past this next bit just requires some bad-ass timing. At the next section, walk to the right and go up in the lift. Walk right and get off the Elum when it starts eating honey. Lower yourself down the lift to the right and start running or you'll be shot. When you reach a lever, pull it then bolt back to where the hole will be. Jump in and you'll fly up to a bag of rocks. Get a rock and go back up the lift. Keep going until you reach a tunnel with a land mine. Crouch at the end of the tunnel and throw a rock inside to blow the mine. Roll through and copy the Mudokon to get the ring power again.

Now go back through the tunnel and return to the Elum. Walk off to the right and stand at the edge of the screen to detonate the traps. Roll under the gap and climb up the cliff face. Pull the lever and quickly drop back down to the cactus and roll onto the screen with the Elum. The bees will hassle the Elum and you'll have your ride back. Go down the lift, get onto the Elum and run back to the screen where the Slig was on

guard. Run past him and leap the gap. Keep riding until you reach the ledge with a bomb on the other side. Get off the Elum and jump through the hole. Disarm the bomb and walk to the right screen. Get behind the rock and wait for the Sligs to stop shooting, then run to the well. You'll be back at the Elum, and you can now jump the gap.

Return to the screen with the Sligs and stop at the ledge edge. Get off the Elum and jump down the hole. Get a rock from the bag and throw it at the mine on the lower ledge. Get the password from the stone tablet, then return to the Elum and jump the gap. When you reach a Mudokon, repeat the password and get the ring power. Go left and you'll reach a gap with a floating mine. Get off the Elum and lower yourself down the ledge, pull the lever and climb back up. Get back on the Elum and jump the gap, dodging the moving mine. Keep going till you reach the screen with another floating mine blocking your path. Dismount and climb up to the ledge on the left. Possess the guard and go to the lift, go down and shoot the guard sleeping to the right. Go down to the next screen and jump off the platform, walk to the lever and shoot the Slig next to it. Pull the lever and a mine will kill the Slig you're using.

Go back to the Elum and get back on. Leap across the gap and run right until you reach a small gap. Get off the Elum to cross, then tiptoe through the next screen and stop at the floating mine. Jump and crouch quickly to dodge the mine whilst you cross the mines. Go to the next screen where you can get more ring power from the Mudokon. Go back to the mines and use this to detonate them. Now go back to the hole and jump in to get to the platform in the background. Possess the Slig you see and take him right, shoot the other guard and self-destruct. Return to the Elum and get back on then go right. When you get to the pillar, dismount and continue on by yourself. Jump through the well and say hello to the Mudokon, then roll right. Give him the password and you'll be able to return through the hole and avoid the floating mine. You'll end up next to another Mudokon, so repeat his chant to get the red rings and use these to blow up the mines. Cross the platforms and jump into the hole. Walk to the right and turn your back on the Slig standing next to the birds. Chant to open the portal and quickly run back and jump in the well. When you land, run back to the bird portal and jump through.

Scrabanian Temple

Run left and hide behind the rock to avoid being shot. Stop when you get to the bomb and deactivate it, then jump the mines with a running jump. Go through the door at the end to start the trials.

Trial 1 - Drop down and run to the lever. Pull it and climb back up to the entrance to avoid the Scrab. Drop back down on the right hand side and leap into the holes. You'll end up next to a stone tablet so read it for the bell password. Drop down the ledge when the Scrab is directly underneath you and run left. You get chased, so grab the ledge at the end of the section and pull yourself up. Jump down the hole and you'll get to the lever on the other side of the screen. Don't pull it yet - first climb up to the platform on the left and pull the lever which is there. Then climb down and wait until the Scrab walks directly beneath you before dropping down and running onto the next screen. Leap into the first hole and you'll go back to the switch which you can pull. Then lower yourself back down the ledge above the Scrab. Using the same technique, run past the Scrab and get back to the first lever you came to. Pull the switch to open up a hole and trapdoor, so make sure the Scrab is out of the way so you can jump into the hole which you just opened. Now climb up to the ledge above and chant to open the exit doors. Go to the door on your left to start the next trial.

Trial 2 - Walk right to the hanging bag and collect some rocks. Drop down the ledge until you reach the room with the Scrab. Jump down, run left and fall off the ledge. When you land keep going right until you get to the mined tunnel. Use the rocks to destroy the mines and get the bell password from the stone tablet. Jump up at the spot on the screen where dirt is falling and pull yourself up onto the ledge. Keep going up and head left. Pull the lever you come across and then retrace your steps and get back to the first screen. Hang from the ledge until the Scrab is in the right corner of the cave, then haul yourself up and climb onto the ledge on the right. Cross the gap on the next screen and chant to open the doors. Drop off the edge and go through the doorway on the left to start the third trial.

Trial 3 - Run off the ledge to avoid the floating mine, and you will grab the ledge on the next screen. Drop off the ledge and walk to the right so that the Slig in the background can't shoot you. When the Slig is done with, run to the lever and pull it to squish the guard near you. Quickly run to the left and jump the hole you come to. You appear in the background above a Slig. Possess him and walk him to the right of the lever. Pull it and hold down the fire button to mow down the Sligs which come running at you. When they are





all toast, walk off the ledge to the right. Shoot the guard on the next screen and then self-destruct. Walk to the stone tablet and collect the password, then go through the hole. Use the chant to open the door and go through to the trial on the right.

Trial 4 - Drop down the ledges and get to the screen with the Scrab on it. Drop down and keep running till you come across another Scrab. The Scrab chasing you will attack it, and you'll be able to get to the ledge above. While they fight, run back right until you get to a hole. Jump into it so the Scrab doesn't charge. Pull the lever when you land and jump back into the hole when it's safe. You appear in the background, so walk right and read the stone tablet. Go through the door on the left and walk under the ledge with the Scrab. When it runs off, pull yourself up and ride the lift up onto the next screen. Walk left off the screen and a Scrab will arrive in a lift. Quickly run right and roll under the tunnel. The Scrab will now be standing on the lift so pull the lever to solve this problem. Bring the lift back up and walk over to the left screen and read the stone tablet. Go back to the beginning of the trial and run right. The Scrabs are too busy fighting to bother with you, so jump onto the first ledge to avoid the Scrab in the lift. Pull the flint switch and proceed to the right where you can chant and exit the trial. Climb up the ledge and enter the first door here.

Trial 5 - Run off the ledge and grab onto the ledge below. Climb down and end up on a ledge opposite a Scrab. When the Scrab is directly beneath the platform, run off the edge and jump up to the lever. Pull the lever to activate the flint, and wait for the Scrab to walk beneath the platform. Run off the edge and head for the next screen. Grab onto the ledge with the stone tablet before the Scrab gets you and read it. Run off the platform to the left and jump onto the ledge by the door. The Scrabs will fight, so you can chant and exit. Take the door on your right for the next trial.

Trial 6 - Walk right, jump across the gap and turn around. Run from the Scrab and jump into the hole on the first screen. As soon as you hit the ground, start running. You'll reach a lift so quickly go down. At the bottom, walk right, then run back left and jump up onto the ledge. Wait until the Scrab is on the lift before you pull the lever. Return to the chimes, pull the lever. Jump into the hole on the previous screen and continue jumping through holes. When you get to the platform above the Scrabs, read the tablet and walk left then pull the flint lever. Go back to the section with the lift and the two Scrabs will start fighting. Use the elevator, head back to the bells and chant to exit.

Trial 7 - First go left and collect the bell chant from the stone tablet, then walk off the starting screen right and run through the next section to dodge those infernal bats. Quickly climb the platform and proceed to the ledge on the next screen. Jump the gap in the middle of the screen and run right. Grab onto the ledge under the Scrab, and he'll jump down. Climb onto the ledge and pull the lever to open the hole. Jump in and go right when you land. You'll come to a trap door lever. Pull the lever and the flint will light; you'll also drop down in front of the Scrab. Run left and roll through the tunnel. Jump the gap and proceed onto the ledge. You're now back in the room with the first Scrab. When it wanders off the screen, run to the lift and go up. Chant at the bells to exit.

SCRABANIA NESTS

Run right and jump the first three gaps. When you've leapt the third gap grab onto the ledge and pull yourself up. Climb up onto the next screen by standing under the falling debris, when you reach the next screen, quickly climb onto the lift and dodge the Scrab. Go up and quickly run right. Grab onto the lift in the next section and pull yourself up.

Run right and continue running for another screen before climbing up the first ledge you come to. Jump the gap and roll under a low ledge to avoid the Scrab. Drop off the next ledge and quickly exit the screen right. Run and jump onto the ledge above the lever on the far side of the screen. When the Scrab is directly under the ledge, jump off and climb onto the left platform with

the lever. Pull it and rocks will start falling, opening up two gaps in the process. Dodge the rocks and pull the right lever. This opens the exit door.

STOCKYARD PART 2

Run right and jump the gap. Go to the screen with mines and Sligs. Hold down the chant buttons to kill everything. Proceed through the bird portal and return to the stockyard. Climb up the first two screens and avoid the motion-detecting lasers. When you get past them, run right and grab onto the first ledge you see, avoiding a Slig. Tiptoe to the lever whilst dodging the motion sensors and pull it. Run back left and jump off the ledge in front of the Slig. Get rid of him by running through the first set of motion sensors. Drop off the ledge and the floating mine will kill the Slig.

Return to the screen where you deactivated the lightning field and collect some rocks from the bag. Go back to the ledge just in front of the motion sensors, making sure you have activated the floating mine. Throw the rock onto the screen and explode the mine. Get more rocks before continuing on your way right. Throw the rocks at the circle of floating mines that block the gap to clear your way to the next section.

Run off the ledge and get some rocks from the bag hanging on the tree - be quick because there's a Slig in the cave. Run right and jump into the first tunnel you come to. Quickly climb the ledge on the next screen to avoid being shot by the guard. Go to the screen on the right and crouch on the ledge above the mines. Throw a rock horizontally and the mines will all explode, killing the birds. Walk off the screen and return to bring the birds back. Chant then jump into the portal.

You need to time your jump down to the mines so you don't set off the motion detectors. Once you have done this, deactivate the bomb on the right. Now jump and grab onto the ledge on the right, setting off the beams. When the guard runs off the ledge to investigate, pull yourself up and he'll get blown up. Turn off the lightning field using the uncovered switch.

Climb back onto the ledge and enter the screen where the guard emerged. Chant to get the Slig's attention and run back left. Jump down between the mines and jump onto the ledge to the left. Walk through to the cave where the Slig was hid-

ing and drop down the ledge. Chant to activate the bird portal and jump into it.

RUPTURE FARMS PART 2

Zulag 1 - When you appear take the first Mudokon you find to the bird portal. After he has gone through, the lightning field deactivates allowing you access to the other part of the level. Run past the lift, cross the gap on the next screen and collect some grenades from the machine. Avoid the slow-moving mine you have just activated or get it with a bomb.

When you walk back into the screen on the right, an alarm goes off and your way is blocked by a lightning screen. To get through the screen you must throw a grenade onto the ledge with the switch to kill the Slig. Stand near the ledge when you throw it. Now, turn off the lightning field.

Go back to the lift, head through it, and run left. A Slig will chase you, so keep running and climb up onto the first ledge. Possess the Slig that has joined the chase and use him to gun down the Slig. Walk the Slig right and

shoot all the guards. When you come to a pipe with snoring sounds, start firing your gun - don't take your finger off the trigger until every last one of the Sligs has died. Walk right and pull the lever next to the Mudokon.

Return to Abe and walk left. Chant to open the portal before heading to the screen on the left. The Mudokon on this screen gives you the red ring power-up - destroy the mines on the previous screen with this. Collect the remaining Mudokons and carefully take them through the grinder to the bird portal. Send them through the portal and go through the door that you opened with the Slig. You'll be taken to Zulag 2.

Zulag 2 - Walk through the door to the right when you emerge. Tiptoe past the Slig and pull yourself up to the platform above him. Use the chant buttons to possess him and walk left. Say hello to the monitor in front of the lightning screen and repeat the noises it makes. The lightning field deactivates and another Slig enters the screen. Wait for the Slig to drop down before shooting him.

Return to Abe and haul yourself onto the ledge which the second Slig emerged from. Go through the door at the top right of the screen to begin the first part of Zulag 2. Use the directory on the first screen to take a look at the map, then pro-

ceed to the far right until you reach the bird portal. Climb onto the platform with the lever and pull it while facing left. A Slig drops in so you'll have to start running as soon as the lever is pulled. Stand under the platform and the Slig will drop off to find you. When he has done this, quickly pull yourself up to the platform and possess him. Walk the Slig back to the screen with the lightning field and repeat the password to the monitor to deactivate it. Return to Abe and send all the Mudokons through the portal before climbing up the winch platform to the next section.

Flick the lever, walk right, and walk back to the lever. Throw one bomb from near the lever and it should destroy all the mines on the adjacent screen. Walk right and stand two steps away from the edge of the screen. If the floating mine is still about, it won't be able to get you at this point. Take over the Slig below and use him to kill the guard on the following screen. Return to Abe and head for the bird portal near the two Mudokons. Send them home and run back left as a guard appears. Jump for the platform and pull up.

Head back to the entrance to the section and go through the door to the right. Start running right when you appear as there is a Slog in the kennel above. When you enter the next screen, grab onto the ledge and haul yourself up. Take over the Slig and command the Slog to come to you. Walk onto the screen to the right. Tell the Slog to attack and it'll run through the pipe to kill the other Slig. Command the Slog to come to you, then shoot it before returning to Abe. Roll through the pipe where the Slog killed the guard and continue through the next screen. Get the Slig to follow you onto the previous screen, then roll through the pipe and climb onto the ledge above the Slig. Possess him and walk towards the lever in the room on the right. Shoot the Slogs that run toward you, pull the switch and self-destruct the Slig.

Walk Abe to the screen with the Mudokons and get them to follow you to the portal. Send them through the head to the final door in the Zulag. Walk right, jump over the mines, and tiptoe onto the next screen. Continue along and haul yourself onto the ledge near the Mudokon. Collect some bombs from the machine, stand next to the lever, and rebound a bomb off the wall on the left.

Quickly turn right and pull the lever. The bomb will fall through the hole and kill the Slig below.





Rescue both the Mudokons and pull the lever the Slig was guarding before heading up the platform at the far right of the level. Creep over to the guard and haul up to the platform above him. Walk left as far as you can go, then face right. Rebound a bomb off the wall to kill the Slig so that you can pull the lever and head to the next Zulag.

Zulag 3 - When you enter the main section, creep left and attract the attention of the Slig. When he gets up, run left and climb up to the platform there. Take over the Slig when he enters the screen, then command the Slog to come to you. Walk right and send the Slog to attack the Slig on the other side of the pipe. When the Slog has eaten the guard, put him down then return to Abe. Roll Abe through the pipe and deactivate the lightning field. Return to the far left screen and winch yourself up to the main doors of the Zulag.

Take the door on the right to begin the section. Walk through the screen with three Sligs and take over the Slig on the next screen.

Walk him over to the lever on the previous screen, drop the Sligs through the trap door, and shoot them when they land. Return to Abe and roll through the pipe to get to the Mudokon. Stand him on the trapdoor you dropped the guards through, then hit the switch below so that you can get to the bird portal and send him through.

Go through the door at the far right of the section. Collect some bombs from the bomb machine and descend to the screen below. Use your chant to kill one of the guards on this screen and then take the other one over. Pull the lever to the left and walk off the screen to the right. Shoot the guard here to sound the alarm. Three more Sligs drop in, so try to kill 'em all. Otherwise, you should be able to self-destruct them with your chant. When you have control of a guard, kill the others and walk right until you get to an electrical barrier. Kill the Slog and give the password to the machine. When you walk onto the next screen, shout "look out" to the Mudokons. They'll duck, giving you a clear shot at the Slig watching them.

Return to Abe when you have disposed of the Slig and walk him to the Mudokons so he can send them home. Return to the main passage and go through the door on the right at the top of the screen. Dodge the floating mine in front of you to get to the switch below. Pull the lever then haul up to the platform above to get clear of the mine you've just activated. Run and jump across the gap, then go through the passageway that's now clear. Run off the ledge with the Mudokon and jump the gap before the guard below has a chance to shoot. Run onto the following screen and climb up to the first ledge you find. The guard wakes up, so you'll have to wait until he is off the screen before you pull the lever and head up the platform. Pull the lever on the next screen and collect some grenades from the machine before going back down the lift. When the lift stops, it wakes the guard, so quickly run and jump up to a platform. Drop grenades onto the Slig until you kill him, then drop down and throw a grenade at the guard on the left screen. Stock up on grenades if you need them and return to the screen with the floating mines. Blow up the mines and send the Mudokon through the portal before returning to the main section.

Go through the remaining door and jump across the gap on the right. Creep onto the next screen and collect some bombs if you don't have any, then climb onto the platform before the guard can shoot you. Kill the guard with a grenade and walk right.



Hold down the throw button and pelt the floating machine at the top right of the screen. When you have destroyed the machine, take over the Slig below and kill him. Lower yourself down and pull the lever to deactivate the lightning field.

Lower yourself down to the next screen and jump across the gap whilst dodging the meat carcasses that are constantly falling. Jump back right and drop to the screen below. Walk left so that you are above the screen with the two Sligs then kill them both by using your chant. Walk Abe off the ledge and onto the screen to the left. Jump the gap, walk over to the lever and face right.

When you pull the switch, a guard is lowered in on a lift so start running right immediately. Grab onto the ledge and pull yourself up then take over the guard when he walks onto the screen. Kill the Slig, collect the three Mudokons, then go up the lift and flick the door switch. Collect the other Mudokon from the lightning switch and get him to stand on the elevator with the other Mudokons. Winch the elevator down to the bird portal and send the Mudokons through: you'll now get the blue ring power-up.

Lower the lift to the bottom of the shaft and walk right until you get to the section where the carcasses are being dropped. Jump across the gap and enter the following screen. Use the blue ring power as soon as you enter. Walk onto the next screen and send the Mudokons through the portal. Return to the main passage and continue through the door to the final Zulag.

Zulag 4 - When you have entered the main passage, climb off the top of the screen. Creep right when you reach the ledge on the next section to avoid the guard. Enter the open door at the bottom of the screen and get some information from the directory there. Run onto the screen to the right and get the guard to follow you to the previous screen. When he enters the screen, haul up to the ledge above the door and possess him.

Pull the lever and gun down the guards that drop from the ceiling! Walk the Slig right and shoot the other guard on the screen before descending to the level below. Shoot all the guards on the next two screens: don't worry if the alarm goes off. When you have shot them all, walk off the ledge and head left. Shout "look out" to the Mudokon cleaning the floor before you shoot the guard watching him.

Return to Abe and go to the screen where you left the Mudokon and send him through the portal. Walk right until you reach a screen with a sleeping Slig. Roll through the tunnel and quickly scale the ledge to avoid his bullets. Flick the switch to deactivate the lightning field, then get the Mudokon to follow you to the bird portal. Send him through and return to the ledge above the Slig.

Destroy the floating drone using a bomb, then take over the guard below. Send him right and shoot the Slig there before returning to Abe. Walk Abe through the door at the end of the section to get to the kennels. Start running right as soon as you appear in the doorway. Keep running and you'll soon have an army of Slogs chasing you, so grab onto the platform at the end of the section and pull yourself up.

When all the Slogs are gathered beneath Abe, run off the platform and grab onto the ledge by the bomb machine. Haul up and equip Abe with some grenades. Chuck these down to frag the Slogs - there is usually one that follows you around, so to kill him throw a grenade as before then quickly drop down and haul up the other side and the Slog will run into the explosion. Drop down, walk left, and take over the Slig above Abe. Walk the guard right and kill all the Slogs that run from the kennels. Then activate the switch and return to Abe. Collect all the Mudokons and send them through the portal.

Go back to the bomb machine and collect three more bombs, then return to the main passageway. The door above Abe should now be open: to reach it you must use the three grenades you picked up on the Sligs that are patrolling. Tiptoe onto the screen to the left. The Slig on this screen should walk off right, so use this opportunity to chuck a grenade at him. Another Slig walks onto the top platform, so throw a grenade at him. Head to the top platform and pull the lever.

Drop through the gap on the bottom of the screen and collect nine more bombs from the now unprotected bomb machine, then proceed through the newly opened door. Walk onto the screen to the right and take over the Slig. Walk him over to the lever, pull it, and quickly turn around: Slogs will spill out of the kennels. Kill

them so you don't get forced off the screen. Walk the Slig left and pull the lever, it doesn't matter if you die.

When you get back to Abe, leap the gap and enter the right screen. Drop down and attract the attention of the Slig there. Quickly hoist yourself back onto the ledge and off the screen. You'll hear two explosions. Go back to the screen on the right and walk to the door at the end of the section to enter the boardrooms.

THE BOARDROOMS

You have only two minutes to complete this section, so roll where you can to increase your speed. Roll right and drop to the screen below. Drop to the next screen and defuse the bomb. Jump down and leap the mines. Cross into the next screen and dodge the mincers. You'll need to hit the jump button as soon as you land to leap continuously and stay alive. Climb up to the top screen and roll under the ledge. Pull the lever, then return through the mincers to the lever in the far right corner and pull it to activate a winch platform. Go back through the mincers and descend via the winch platform. Roll through the tunnel and stop short of the mines. You'll need to do a running jump to clear the mines before heading through the tunnel to the next set of explosives you need to avoid. Leap these with another running jump and drop down to the platform below. Go left and defuse the three bombs in front of the Mudokon. Get him to follow you back to the portal and send him through to get the blue ring power-up. Pull the noose when he has gone and descend into the boardroom. When the Glukkon commands the Sligs to attack Abe, hit the chant buttons. Ta-da! Have a cool drink and sit back!





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Excalibur 2555 AD

PC
During the game hold **ESC + F12** simultaneously while doing the following:
Up, Left x 7: **Full health**
Up x 2, Left x 2, Right x 2, Left x 2: **full sword power**
Now let go the **Esc & F12** and press space bar to continue.

Excalibur 2555AD

PSX
Full Health:
To heal yourself, pause the game and press **Triangle, Triangle, Triangle, Square, Square, Square, Square, Square, Square**.
Full Sword Power:
To power-up your sword, pause the game and press **Triangle, Triangle, Square, Square, Circle, Circle, Square, Square**.
Level Skip:
Pause the game, and press **Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Triangle**.
Passwords:
Level 1: Circle, Square, X, Circle, Circle, Triangle
Level 2: Square, X, Triangle, Triangle, X, Circle
Level 3: Circle, X, Circle, Triangle, Square, X
Level 4: X, Circle, Triangle, Square, Circle, Circle
Level 5: Square, Square, Circle,

Circle, X, Triangle
Level 6: Circle, X, Square, Triangle, Triangle, Square
Special Moves:
To perform a spinning slice, press **X, Triangle, Circle, Square**.
For a roundhouse swing, press **X, Square, Circle, Triangle**.

Fighters Anthology

PC
At the main menu hold **Right ALT, Right CTRL, and Right SHIFT**. Continue holding and click on single mission. You will now have all the missions from previous Jane's sims (over 100!). You will also be able to fly an "atomic moth" and a "Q....." (has to be seen to be believed!)

Duke Nukem 3D

SATURN
All Weapons:
Pause the game and press **Z, X, X, Z, Y, Z, Y, X, Y**.
God Mode:
Pause the game and press **X, Z, Z, X, Y, X, Y, Z, Y**.
Level Select:
At the **MAIN MENU** screen press **X, Y, Z, Z, Y, X, Y, Z, Y**.
No Monsters:
At the **SKILL LEVEL** screen press **Z, Z, X, X, Y, X, Y, X, Z**.
Change controls:
During a game press **Start** to

pause the carnage. Now enter **Y, Y, Z, Z, X, X, Y, X, Z**. A message and a new controller description will appear. To change back to standard control re-enter the code **NB:** the controls will reset at the beginning of a new level.

Marvel Super Heroes

SATURN
Kick Him While He's Down:
After you win the final round, press **L + R** and you can now still hit the beaten character.
Play as Anita:
To play as Anita in the Saturn version you must finish the entire game in arcade mode on any skill setting and save your data. Make sure the buttons are on the default setting and the shortcut is off. Next, go to the character select screen press **Up, Right, Down, Left, Up, Right, Down, Left, Up**, then press and hold **X**, press and hold **Y** and press **Z**. When the battle starts you'll be Anita from Night Warriors: Darkstalkers Revenge.
Play as Dr. Doom:
Beat the game and then go to the Character Select screen, hold **START** and press **DOWN** twice, then press **Light Kick, Medium Kick, Roundhouse Kick**.
Then try these moves:
Laser: Quarter Circle Forward, Punch
Proton Shock: Half Circle Back,



Punch
Molecular Shield: Half Circle Back, Kick

Super Move: Quarter Circle Forward, Punch, Punch, Punch
Play as Thanos:

Beat the game and then go to the Character Select screen, hold **START**, press **UP** twice then quickly press **Fierce Punch**, **Medium Punch**, **Light Punch**.
Try these moves with Thanos:

Bull Charge: Quarter Circle Forward, Punch

Bubble Grab: Quarter Circle Forward, Kick

Super Move: Quarter Circle Back twice, then any button

Random Character Select:

At the character select screen hold **Right** for three seconds. Now the cursor should start moving very fast. Press **A** or **C** and you'll get a random character.

Second Outfit:

On any character hold **Up** or **Down** (if they're on the top row, hold **Up**. If they're on the bottom row, hold **Down**) for 3 secs. Now press **A** or **C** and you have the second outfit.

Taunt:

While playing, press **Down, Down, L + R** to taunt your opponent.



Mortal Kombat Trilogy

SATURN

Play as Chameleon:

To play as Chameleon, choose any "masked" male ninja (eg Scorpion, Sub Zero). After you have chosen your destiny, hold **Away**, then press and hold **Run + Block + High Punch + High Kick**. When your match starts your male masked ninja should turn into Chameleon.

Alternatively, in 1 or 2 player mode during a battle with Shao Kahn V.S. any female ninja pause the game while "FIGHT!" is still on the screen and press **High Punch + Low Punch + Block + Away**.

Play as Older Characters:

To play as Jax and Kung Lao from Mortal Kombat II or Rayden and Kano from Mortal

Kombat, try this. Highlight their character on the Player Select screen and press **Start** to shift between the different versions for the four characters.

Level Select:

At the character selection screen, highlight Sonya Blade then hold

Start and press **Up**. If you did it right you'll hear an explosion.

Babality Massacre:

Do a babality and watch carefully. When the screen fades to Fatality mode, but **BEFORE** your opponent turns into a baby, hold **HK+LK+HP+LP**. The baby will transform into an adult again.

Green ? Menu:

Go to the **OPTIONS** menu and hold

Megaman X4

SATURN

Special Armor:

X's R-Teammate Armor:

1. At the player select screen, highlight **X**.
2. Press **B** twice.
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**.

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PLAYSTATION

CHEAT MODE



Up + L + R until the screen shakes. This should allow you to access the green ? mark menu. Here you can enable one button fatalities, normal boss damage and a few other cool tricks.

Endurance Mode:

At the Character Selection screen, highlight Kano and press **Down+Start**. If done correctly Shao Kahn will taunt you. Next, choose your Kombat and the Hardest path. All but three of the fights will be endurance matches.

Sonic R

SATURN

Play as Super Sonic:

To become Super Sonic, simply find all Chaos Emeralds. Here's how to find them:

- 1. Emerald Island course**
(behind the door which opens with 50 rings)
- 2. Emerald: City course**
(behind a door which opens with 20 rings, bottom of the course after falling down the hole in the street short after the tunnel)
- 3. Emerald: City course**
(behind the door which opens with 50 rings)
- 4. Emerald: Ruins course**
(behind the door which opens with 50 rings, location left side of the course on some arcades right after the start)
- 5. Emerald: Ruins course**
(behind the door which opens with 20 rings, location is right in front of you after racing up the ramp)
- 6. Emerald: Factory course**
(behind the door which opens with 50 rings, location is just after the looping the emerald will jump out of the machine in front of you)
- 7. Emerald: Factory course**

(behind the door which opens with 50 rings, location short after the looping left of the ramp where a exceleator is located. The emerald will pop out of the submarine which waits for you right ahead)

Zoom In:

On the main screen, the character screen and most screens, push the **L** button to zoom in and the **R** button to zoom out.

Red Alert

PSX

Cheat Codes

To enter these codes, click on the **TEAMS** menu with the **CANCEL** button (Usually **O** unless you have changed it). Now move the cursor over the following icons on the menu bar and press the **CANCEL** button on each.

For example, to enter the Atomic Bomb code, move the cursor to the Circle icon, then press **CANCEL**. Repeat this with the remaining symbols, pressing **CANCEL** after each.

Money: Square, Square, Circle, X, Triangle, Circle

Atomic Bomb: Circle, X, Circle, Triangle, Square, Triangle, Square

Win Level: X, Square, Square, Circle, Triangle, Circle

Passwords - Allies:

Level 2: PJI0C3IEW

Level 3: EC5NAHTU

Level 4: 9BFVYZA28

Level 5: P4XS4CZVC

Level 6: FMNAE6Uo8

Level 7: 7XIQW4KQI

Level 8: WPLACLJ2G

Level 9: 4TNT8RJ21

Level 10: FZoZY7ZQA

Level 11: X9FJZVJZI

Level 12: 5RNHTXLRY

Level 13: J7VEVVT09

Level 14: OLHDAPYHL

Level 15: 17LE3FDV

Passwords - Soviets:

Level 1: 17DUXFJ6C

Level 2: VMBWQ284

Level 3: XN37MCCSO

Level 4: LH06FZZQL

Level 5: BUVV20LFF

Level 6: AVYQ10YA8

Level 7: LZRJTMQAN

Level 8: YQX4C9GFH

Level 9: IQES08LEo

Level 10: RKP0UOXJA

Level 11: CDLKYL7Q4

Level 12: 8T5GGDK25

Level 13: X5CDEoKN8

The Midas Touch:

This code either turns people into gold or adds their "value" to your money pool. In either case, it only works in multiplayer mode and you need to build a refinery first.

To enter this code, click on the **TEAMS** button menu with the **CANCEL** button, then move the cursor over the following icons on the menu bar and press **CANCEL** on each: **X, Circle, Triangle, Triangle, Circle, X**

Crash Bandicoot 2

PSX

Extra Lives:

In the second warp room, go to the barking bear and jump on him until 10 extra lives come out of him. This can only be done once.

Nanotek Warrior

PSX

Camera Lock:

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

Full Shields:

Pause the game and press **Select, Circle, Right, Up, Up, Li, Li, X**.

Move Enemies and Obstacles:

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

Passwords:

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

Level 1: Square, X, X, X, Square,

Square, Triangle, X, Square

Level 2: Triangle, Square, X, X,

Square, Square, Triangle, X, X

Level 3: O, Square, X, X, X, Square,

Triangle, X, X

Level 4: Triangle, X, Square, X, X,

X, O, X, Square

Level 5: O, X, Square, X, X, Square,

Triangle, X, O

Level 6: Triangle, Square, Square, X, X, X, Square, X, Triangle

Level 7: Triangle, X, X, Square, Square, Triangle, Triangle, X, X

Level 8: Square, X, X, Square, Square, Triangle, X, Triangle, Square

Pseudo First-person:

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

Random Curving Tubes:

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

Ultimate Weapon:

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

Warp Speed:

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

Nascar 98

PSX

Paintball Mode:

During a race, pause the game and go to Race Statistics. Now press **R1+R2+L1+L2** and you will hear an engine roar. Continue the race and press **Triangle** to shoot paintballs at your opponents.

Street Fighter

Ex Plus Alpha

PSX

Bonus Game:

Go to the practice mode and press **Select**, then quickly press **Up, Up, Right, Up, Right, Up, Select**. If you did it right a message will say "Here comes a bonus game." Enter practice mode and the new mode will become available.

Save The Bonus Game:

Complete the game in expert mode and gain at least 65535 experience. You will now have the ability to save the bonus game on your memory card.

Hidden Characters:

Go to the Mode Select screen and highlight **Practice**. Then press **Select, Up, Right, Down, Right, Select**. If it worked you will see the message "Here comes a new Challenger."

Options Plus:

To unlock the **OPTIONS PLUS** setting, complete the game in expert mode. (easy eh?)

Play as Powerful Gouki, Vega and Garuda:

Gain enough experience that the three pictures of Gouki, Vega and

Garuda are highlighted in the expert mode screen. Now go to the character select screen and hold **Start** while choosing either Gouki, Vega or Garuda.

Taunts: There are three characters that has the ability to taunt their opponents.

Dhalsim: While in the air press **Forward, Forward, Up, Up, Back, Up, Back.**

Sakura: press **Low Kick, Low Kick, Back, Low Punch, High Punch.**

Skullomania: press **Forward, Forward+Down, Down, Back+Down, Back, Back+Up, Up, Forward+Up** and any **Punch.**

Mace: The Dark Age

N64

Change Colors:

To change your fighter's color, press and hold any of the C buttons while the desired fighter is selected. To confirm your selection, press the EVADE button then press **A** or **B** to start the game.

Fighters with Bunny Slippers:

At the character select screen, move the cursor to the following fighters and press **START** on each one: Ragnar, Dregan, Koyasha. Choose your fighter, then press **A** or **B.**

Infinite Hit Combo:

To do an infinite hit combo, get your opponent in a corner and press back and kick to sweep them then rapidly press strong thrust. This trick works with Taria, Koyasha, Namira, Mordus Kull, Xiao Long, and Hell Night.

Level Select:

To select a particular stage in which to fight, go to the character's portrait in player select and tap **START** four times. Then select your character as usual.

Play as Grendal:

Starting in two-player mode, one player must have three wins. Then on your next match in the select screen go to the Executioner and hold down **START** and **EVADE.** Grendal will appear. Continue to hold down those buttons and press an attack button to select. Now you control the RAGE known as Grendal!

Play as Ichiro and Gar:

To access Gar Gunderson (War Mech) and Ichiro in Mace wait for the copyright screen to load up (the first screen in the game) and press **Right, Up, Left, Down, Right, Up, Left, Down** on your controller pad. In other words, rotate the control pad in a counter-clockwise direction. If you've done everything right

you'll hear a chime. Now go to the character selection screen and Ichiro and Gar Gunderson will be selectable just above the Executioner.

Play as Janitor Ned:

At the character select screen, move the cursor to the following fighters and press **START** on each one: Koyasha, Executioner, Lord Deimos, Xiao Long. Now pick any fighter and press **A** or **B.**

Play as Pojo:

To be POJO, you must perform TARIA's execution in one-player mode (and then continuing) or in two-player mode. Then on your next match in the select screen, go to Taria and hold down **START** and **EVADE.** POJO will appear - press an attack button to select. Pojo will now unleash her awesome fighting prowess for you.

To select Pojo, press any attack button. To change her color first, hold **START** then press one of the C buttons or **EVADE.** To make Pojo throw an egg, jump and press **Strong + Quick.**

Secret Battles:

To unlock each secret, move to each character listed and tap start after each one, then go to your desired character and select as usual. All of these secrets are for two-player mode except for the Random AI.

Castle: Mordus Kull, Taria, Ragnar
Big Noggin: Ragnar, Al' Rashid, Takeshi

Random AI: Hell Knight, Xiao Long, Dregan, Namira

Miniature Golf: Koyasha, Mordos Kull, Takeshi

Small Fighters:

At the character selection screen, highlight **Takeshi** and press **START.** Now highlight **Al-Rasid** and press **START.** Repeat this pattern with **Ragnar** and **Xiao Long.** Now select your characters as normal.

Switch Fighter's Heads:

At the character select screen, move the cursor to the following fighters and press **START** on each one: Al Rashid, Takeshi, Mordos Kull, Xio Long, Namira. Choose your fighter, then press **A** or **B.**

Two-Player Practice Mode:

To play practice mode with 2 players, highlight **Practice,** and hit **Start** on both controllers simultaneously. Now 2 players can select a character. After the characters are chosen, the fight will start, but there will be no life bars! the fight can last forever.

Madden 64

N64

Bonus Teams

To access these bonus teams, enter

one of the codes below in Season Mode, Front Office, Create Player - Name. Select **CONTINUE** and **SAVE,** then back up (**B**) twice. Next, select **EXHIBITION MODE** and a new team will be available.

TIBURON: All Madden

SIXTIES: 1960's team

SEVENTIES: 1970's team

EIGHTIES: 1980's team

HOWLIE: AFC Pro Bowl 1996-97

Mega Jump:

When you are playing with two players in Madden 64, you can make a player fly. To do so, have the 1st player start pressing **B** to call audible as fast as they can. The 2nd player should press jump (left **c**) as fast as they can. The 2nd player will eventually jump continually on top of the screen. If you get him high enough, the instant replay will also be really screwed up.

Random Team Select:

Go to the select team menu in Exhibition mode and press **C-Up** and **C-Right** at the same time.

Victory Dance:

To do a funky dance into the endzone press **C-Left** when you are in the clear.

View Ending Sequences:

To see some of the cool real-time rendered winning sequences, turn on your N64, and hold the **L, R,** and **Z** buttons when the EA logo comes up.





We know you love her, and probably as a result, you're sick of seeing her get impaled upon spikes, or wander around aimlessly in some ruins...

So we thought we'd show you how to help Lara through her less pleasant moments in life...

Next Issue
Tomb Raider 2
Playguide

HYPER Letters

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PORKY

Dear Hyper,
 They did it again!! I'm referring to the tabloid journalism show Today Tonight. About a month or two ago, they did a story on Carmageddon, saying it teaches kids to run over innocent pedestrians, and Ben Hartney wrote in about it. Now they've done it to Quake!. They said it "turns it's players into killers", and desensitises them to the real thing. What real thing? I mean of course we all know the inconvenience of when someone gets a rocket launcher and starts shooting at us while we take a peaceful stroll through a medieval castle. Incidentally they could only find one guy who disapproved of Quake, and he was clearly of a

different generation to the people who do actually enjoy the game. So much for hard hitting current affairs. Well, that's my rant, here are some Q's.

1. Do you guys ever get pissed off at sensationalised journalism shows like Today Tonight when they do this kind of thing to video games?
 2. Dan, I know you get sick of people complimenting the mag at the at start of their letters, but are you starting to get sick of people saying they're not going to complement the mag, as that's happening a lot lately, too.

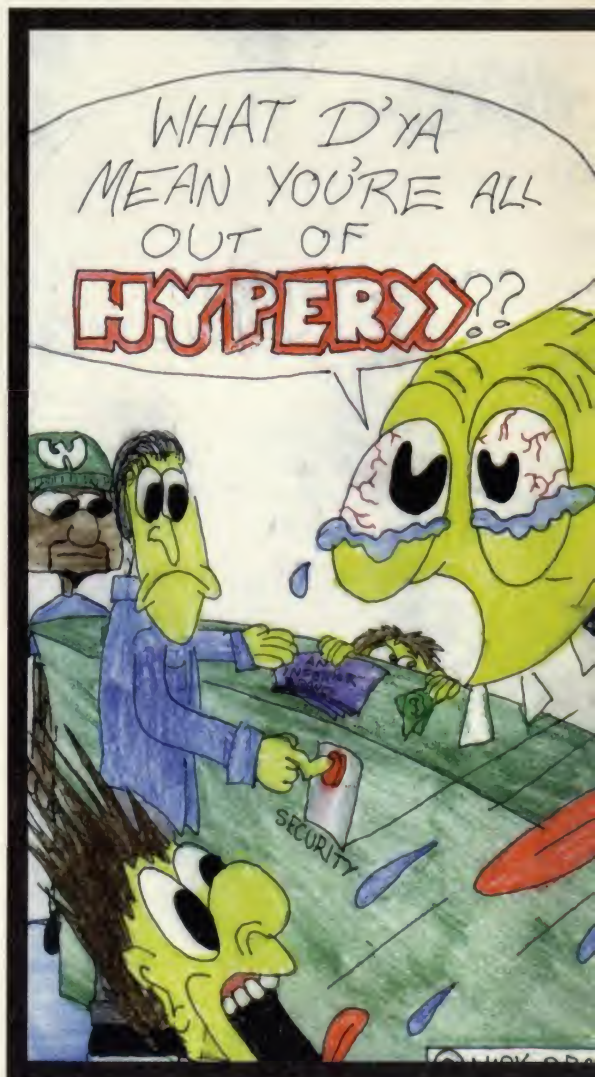
3. If a pig walks into a butcher's shop, does it buy the leg of ham, or the no. 42 chicken?

From one of your many Hyper fans

OWEN VANDEBERG

Owen,

You mean you don't go killing people with a rocket launcher after you cut some sibs? I have



a bunch of small children set loose in my citadel, and I spend hours trying to come up with more creative ways to blow them across the room. I'm curious as to who actually believes any of this stuff.

- 1. We don't really let it bother us too much, since despite the mainstream media being down on video games a lot of the time, it doesn't really stop any of us from gaming now does it? It's wrong, but don't let them get to you.
- 2. I get sick of any sort of stupid repetition. Compliments are nice, but as long as they're done with some sort of originality. A quick "Keep up the good work" would get the message across without taking up several lines. You're right though... the act of making a point that you're not going to make a point about something else is... pointless. It'd be like me writing "Now I'm going to talk about the visuals" in a

review. What's the point? You'd realize that as soon as you read on.

ARGH!

Dear hyper,
 When I subscribed to your cool magazine, I took advantage of your lines saying "get Hyper quicker and cheaper than anyone else!". I think part of this statement is an utter lie. Sure I get Hyper cheaper but quicker!. Are you kidding!! Every time I have received a mag, it has been about 3 or 4 days after the Newsagent had got it. I have a friend who lives near me who subscribes and gets his mag way earlier than the Newsagent. The question I want to know is why is my mag always so late????
 Yours Sincerely
MARTIN SCHLUTER
 Rockhampton QLD
 Martin,
 Tsk... no lie was told. The thing

ASK NOT WHAT YOUR SEGA CAN DO FOR YOU, BUT WHAT YOU CAN DO FOR YOUR SEGA...

Dear Hyper,
 I am writing to you to voice my opinion on Sega's current position and query about any speculation you might have towards the companies future.
 I presently own a PSX, N64 and a Saturn but I'm primarily concerned with the latter in the group. It seems that a lot of people, think that Sega's 32 bit system is failing in PAL territories when compared to NTSC regions such as America and Japan. Normally I wouldn't care less about how the Saturn's doing in the market place nor which console is winning, as I'm happily content with Sega's system and the quality products specifically designed for it. It appears that the majority of the gaming population just look at the sale figures and then starts to write off the loser, in this case the Saturn. In reality however, they are the ones who are losing out on experiencing a spectacular machine. Outstanding companies such as Sega's own inhouse developers and groups such as Climax, Treasure, Ancient and Armageddon produce magnificent gaming efforts which only a select few ever appreciate. This, as a consequence, of the closed minds people have towards owning the most successful machine rather than enjoying an overshadowed console and in software, which conversely, is usually better.
 Unfortunately this view which has been adopted by many has forced Sega enterprises to develop an entirely new machine. I do not regret paying 600 dollars for the Saturn console as I enjoyed some of the most memorable gaming moments I have ever experienced. I look forward to the "Dragon Project" with high hopes that it will be just as successful in my eyes as the Saturn was. One question however, do you expect the new console to suffer from the same fate as previous attempts made by Sega?. The Microsoft Direct x board you mentioned sounds very promising as did the 128 bit figure. As I stated before, I normally would not care for the opinion of others but if the present trend continues, Sega devotees will suffer from the destruction of one of the greatest legacy's to have ever graced the electronic world.
 Myself among many are wondering if we can expect Sega's in house and outside developers to continue supplying the population with titles such as the many accolades which have appeared on the Megadrive and Saturn. In the end, I guess, that's all that counts.

Regards
LISA B
QLD



Lisa,
 This topic was getting a bit tired, but your letter was excellent, and all console out there should have a good think about this one. As for your question, I believe that the next Sega machine will do much better across the board than the Saturn did. The simple reason being, home video gaming is becoming more mainstream over time, due in no small part to the amazingly realistic graphics we're getting nowadays. Take a look at Virtua Fighter 2 on Saturn... looks okay doesn't? Now look at Virtua Fighter 3 in the arcade... completely mind blowing. If the next Sega console can host games of this sort of visual quality, the thing will sell by the truckload. Like you said though, a console can suffer a fate that it doesn't deserve, basically because people will start spending too much time talking vacuous crap about whether or not the system is good enough, whilst forgetting that they're meant to be playing games, not systems. Also consider this folks... the 32X was a bad move by Sega, and going to the Saturn so soon afterwards was the real killer. People who are talking about "Sega abandoning the Saturn for their next console already!" are really not using their brains at all. The Saturn is not a new machine, it was released early '96. Consider that we won't see the next console till mid '99 here in Australia. That's three years. Technology in modern society does not remain current for three years... and that's a fact of life everyone has to learn to deal with. Think about what PCs were like three years ago... those machines are considered a waste of space now. One last note, the Saturn did not fail to do well in the Western markets because the machine was lacking. It was almost purely due to poor marketing. This is why Sony are making a killing right now... they've marketed their console almost perfectly. Marketing isn't just about running a TV ad now and then, it's also about doing smart things like releasing the source code to their best games to developers... OPENLY. Imagine if Sega had handed out the code to Virtua Fighter 2 to all their developers. We'd be seeing much more than Dead or Alive (not that we're seeing that on PAL Saturn). This is a great way to push a machine. Id Software have done it with Doom and Quake, and look at the awesome results, and the amount of games now in the genre. Sega need to market their machines more than they need to beef them up.



NICK GRAY SENT IN THIS SPOIFFY DRAWING... ALTHOUGH WE ALL



that may not be obvious to you is that we don't mail the mags from our office. They're sent to a mailing service as soon as they come off the press. So at the same time I receive my first copies, the mailing company also receives them. Since you're in the same area as your friend who does get it on time, try asking your post office what the deal is with deliveries to your house. At my last place, I'm certain we got mail late regularly.

LARA ON THE BRAIN

Dear Dan,
I will skip the suck up shit because I know you hate it! Question? Of course
1. You gave Tomb Raider 2 91% but you gave the first Tomb Raider 95%. Tomb Raider 2 is surely better than the original. (Better Breasts)
2. Has Auron even mentioned anything about Dark Reign2?
3. Will Eidos be releasing a blow up Lara doll!

Thanks
KEV SORBO
HERCULES
Kev,

1. I did this consciously. Tomb Raider 1 was a new thing, a mind blower that introduced a new type of game. Tomb Raider 2 offered so little that was new, that it won't go down in history quite like the first game did. To explain this further, an example of a sequel that does keep the similar score is Quake 2, since the engine itself has been drastically changed, and the overall quality of the level design, and the completeness of it all make it just as much of an impact as the first Quake was.
2. Uhuh. It'll happen, and fortunately for us, they'll be giving the details to the Aussie mags first... so keep your eyes peeled in Hyper.
3. Kev... get out more often.

EXCUSE US

Dear Hyper,
My name is Ryan O'Donnell and I am a great fan of your mag. I love reading your previews and reviews but found

what I think is an error in the Tomb Raider 2 preview in the Oct mag and the review in the Dec mag. The error was that releasing date in your mag is December, but in a Toy World catalogue I received in the mail it had the releasing date of Tomb Raider 2 was the 26th November. Is this true? Anyway you guys are legends.

Yours Sincerely
RYAN O'DONNELL
Ryan,
Thanks for the compliment, but just a word to yourself and to anyone else out there who stresses about these things. We're a games mag, not a retail brochure. We get sent release schedules by the distributors, and print the dates they give us. If something changes the release date of a game... we can't be held responsible. This sort of gripe is a little anal.

HATER OF FLUFFY ANIMALS...

Why?
To Hyper,
Great mag. I just wrote to ask why Nintendo 64 games are reviewed so long after they have been

in shops. EG- Goldeneye, Lylat wars, Bomberman, etc. Then you review Playstation games like Final Fantasy 7 over a month before it comes out. Why is this?

Now for Q's
1. When will Resident Evil 2 come out?
2. Will AFL 98 be released on Playstation or 64?
3. Are there any other games coming out which will support the Namco G Con 45 beside Point Blank
4. When is Rascle coming out on Playstation?

REECE
Reece,
The reason is simple. Sony provide us with final betas months before the game is released, but when it comes to N64 games, with only one or two exceptions so far, we get the game the same time as everybody else does. We do ask to be sent pre release versions if they're available, but that hasn't seemed to happen much from Nintendo as yet. Whether this is due to some sort of security policy, or whatever, the fact remains that unless we get an American version or something, we generally can't do a review till we get sent something. Final Fantasy 7 was a classic example of the way Sony goes about marketing their stuff. We had

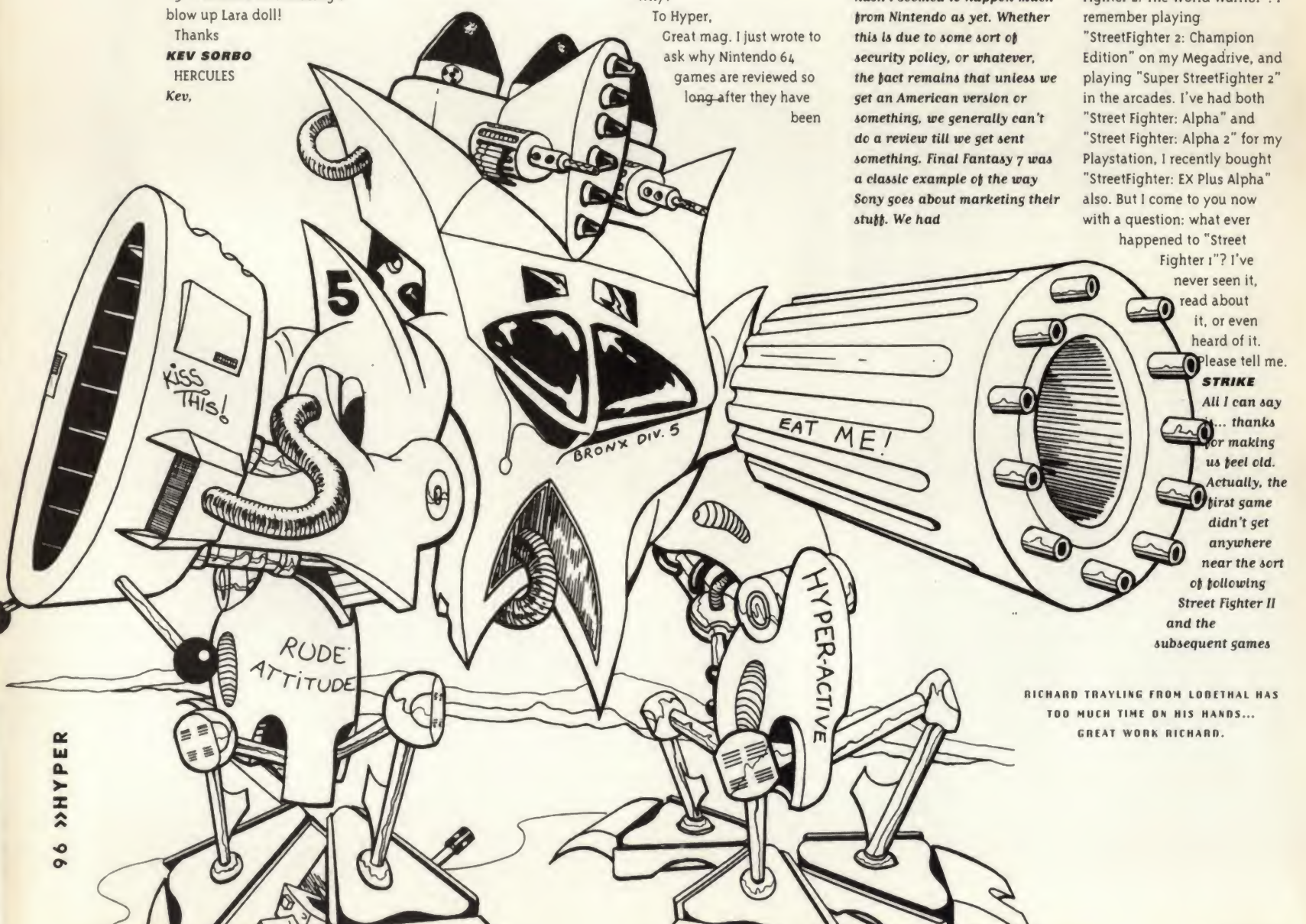
betas of the Japanese version sent by Sony, and I was lucky enough to be playing through a beta copy of the American version a fair while before I did the review.

1. According to the folks at Virgin, it'll be out March or April... So we're guessing April.
2. Playstation yes... I wouldn't hold your breath for an N64 version though. Making a cart that will sell well only in some states, in one country is pretty suicidal financially. Burning CDs is much cheaper though.
3. Yeah, Maximum Force does... one of the games we couldn't squeeze in this issue.
4. According to the current Sony release schedule it'll be out April 10th, but I'd give or take a week.

THE SEARCH FOR STREET FIGHTER

I remember the days of my Amiga 1000. I'd have friends over and we'd play "Street Fighter 2: The World Warrior". I remember playing "StreetFighter 2: Champion Edition" on my Megadrive, and playing "Super Streetfighter 2" in the arcades. I've had both "Street Fighter: Alpha" and "Street Fighter: Alpha 2" for my Playstation, I recently bought "StreetFighter: EX Plus Alpha" also. But I come to you now with a question: what ever happened to "Street Fighter 1"? I've never seen it, read about it, or even heard of it. Please tell me.
STRIKE
All I can say... thanks for making us feel old. Actually, the first game didn't get anywhere near the sort of following Street Fighter II and the subsequent games

RICHARD TRAYLING FROM LOBETHAL HAS TOO MUCH TIME ON HIS HANDS... GREAT WORK RICHARD.



received. *Street Fighter* had Ken and Ryu, with Sagat as the boss. You didn't miss too much... but it led to a great series.

SHORT AND SWEET

Dear Hyper,

Only one question:

Are there any Australian Quake 2 Server and if there are can you give me there IP address?

Thanks

HARVEY

Harvey,

Even better, I can give you the URL which will give you ALL the Australian server addresses.

Death's Domain

(<http://dd.network.net.au/>)

has a link "Q2" that lists all the Australian Quake 2 servers.

REFORMED CONSOLE WAR VETERAN

Dear Hyper

Right now, I'm just writing in to express my feelings about the war between Sony and Nintendo. To start off, I am a proud owner of a Nintendo 64, and 6 games, including Mario 64, Mario Kart 64 and Lylat Wars. Just a few days ago, I had a very biased point of view, such as the Nintendo 64 is MUCH better than the Playstation because the N64 has no loading times, superior hardware, etc. But yesterday, me and my friend (wait, isn't it supposed to be my friend and I?) decided to hire a Playstation, 2 control pads and two games for two nights. The games we borrowed were Soul Blade and Final Fantasy VII. Literally, the games blew my mind. The graphics, the game play, the fun, and then, all the things I used to think about how superior the N64 was to the PSX was gone. Loading times? Bah! It takes around 5 seconds of loading each time, and if you can't wait 5 seconds (but I believe some other games takes longer) that's about how long it takes for Mario to do that annoying, repetitive "Here we go" every time you collect a star (although at first, you can't help but mimic him). The N64 has superior hardware compared to the PSX so the N64's graphics are better. Ha! Both of those games had better graphics than all of the N64 games out so far. Soul Blade kicks ass over the fighting games on N64, and

FFVII? Well, there could probably never have a game like that on the N64 (at least until the DD64 comes out anyway) and I would like to see what Nintendo does with Zelda64, to compete with it. Quality over quantity? Well, let's describe it this way, Nintendo picks quality, which means a lot of their games will be good. Sony picks quantity, which of course is much faster than Nintendo's way, but that also means bad games, but of course, there are also good games. In the end, Sony will probably have more quality games than Nintendo will anyway, which brings us to: quantity means quality. Thank you for your time.

MUTANT CROCODILE

PS Keep up the good work!

Croc,

Normally anything console war related gets binned, but we're glad to see someone climb up from their side of the yard and start sitting on the fence.

Anyone else out there who's only interested in the one console they own... go take a look at the others. Not just a glance that gives you enough time to spit at it, but a have a go of a game that other people that own that console recommend.

Phat phlesh!

TO THE HYPER CREW,

Drug references, violence, swearing and now nudity. In issue 52 you put a picture of a sumo who had no pants on in the letters section. It's unfair that Fat Cat is taken off the air because he doesn't wear duds but you're allowed to put nudity in your magazine. A bit of violence never hurt anyone but nudity is going too far. But other than this the magazine was one of the best ever. It had coverage of all systems and an interview with ID. Could you please answer yes to the following questions.

1. Quake II looks cool. Is there a chance it will come to N64?

2. What's the difference between machine code and C code?

Instead of putting my bit in towards the console wars I wanna say that we have it good. Cool games, a good choice in consoles and lowered prices.

P.S What happened to the cool looking Quake killer Unreal?

Cheerio Fella's

CARL OTTO

Carl,

Okay... we'll hold back on that nude poster of Mario so many people were asking for then. We do believe that the sumo guy actually had pants on somewhere under all those spare tyres.

1. Normally I'd say no to this sort of question, but I keep getting amazed by the stuff that various companies do to port these games to console. Let's just say that it'll be a long while off, if at all. Even a PC with a 3DFX card gets put through its paces with Quake 2, so it'd be a true test for the N64.

2. Machine code is tighter and more efficient, but more of a pain to program in.

P.S. It's on its way real soon, and although I wasn't overly excited before, new movie files that we've seen have made me very interested in the game now. The engine is looking fantastic.

SICK OF THE SIGHT OF THE PC

Dear Hyper,

I normally wouldn't have the time to write as I'm so busy with work. I wanted to ask Dan Toose if he could go just one issue without raving on and on about Quake. I own a Playstation and an N64. Playing games is the sole function of those machines. Although I could buy a top of the range Pentium with all the trimmings - I refuse to. Why, you may ask, because at work I have to watch 2, sometimes 3 of the bloody things. I work in the financial field and if I had a PC at home I'm sure all I could see would be stock movements, commodity prices, derivative indexes and lots of other stuff you probably don't understand.

I find console gaming a great way to relax after a long day of slaving over hot computers and incessantly ringing phones, yes sometimes 3 of those as well. And I HATE mobile phones, I never get any peace, any privacy, always contactable.

While I don't have a problem with people using computers to play games, I just want to point out that gaming is not what computers were invented for. They were developed for business you know, (although I



SONIC FEVER AIN'T DEAD... PROOF BY RICHARD CANNELLA, SA.

suppose it's fair to say the telephone was too) so I'm sticking to consoles. I just wish I had the time to finish the game for a change.

Finally, Dan, like me you use computers to get Hyper together, and most likely to often tight deadlines too I bet. So if you play Quake after your own hard day - all I can say is, you must really be dedicated to PCs!

All the best

GERARD

Gerard,

I do know what you mean about not wanting to sit in front of a computer when you get home. Contrary to popular belief, I usually don't go home and play games all night. You're more likely to find me in a cafe or something, basically because I get my gaming dose at work. As for being dedicated to

the PC.

I guess that's a valid comment. Different gamers want different things, and I just tend to prefer the types of game you get on PC that you don't get on console. I also really get into games where you can customise stuff and create things, and where the game actually grows and expands rather than remains as you first get it, like Quake... Which is why I rave about it so much. I usually go to my consoles for specific games, as opposed to wanting to be playing a games because it's on console.

What's the real difference between sitting in front of a PC or a console if you're going to be playing games?

WANTED

N64 Hardware and games. Will pay good money. Ring me or fax on 08 9284 4424.

Sony Playstation game, International moto X. Must have case and instructions. E mail joro@internetnorth.com.au

Twisted Metal 2 World Tour OR Broken Sword or Broken sword 2. Will pay reasonable price \$50 o.n.o. TM2 WT \$65 o.n.o. BS and BS2. Ph Josh on 07 5464 1182 3pm school days or weekends. Will give details over the phone. P.S- I'm looking for PSX games only

I desperately need a copy of Goldeneye 007 for Nintendo 64. Will pay \$55. Ring William on 03 9787 5889 or write to 70 Bethanga St, Mt Eliza VIC 3930

PC games. Atlanta, G-Police, Hexen 2, Dark reign or any N64 games. Lylat wars, Goldeneye 007 or Extreme. Will pay reasonable price. Ph 07 5530 5479. (Gold Coast area only)

I'm after rock n' roll racing on SNES. I'll pay for it or swap it for D.Derby or Ridge Racer Revolution on PSX. Call jay on 02 9724 0437

Someone who will part with DIABLO. Will pay about \$65-\$75. Also cheats for Dark reign and KKND. Will pay around \$5-\$10 for reasonable amount of cheats for both games. Ph Brad on 02 4948 9540

Hexen II \$65, Dark Forces \$20, Duke nukem 3D \$25, Police Quest Swat \$35, Leisure Suit Larry 7 \$40. All on PC. Ph Adam on 03 5368 9250

SWAP

I will swap PC games Time Commando, Tomb Raider, Scream 1+2, Duke Nukem 3D Atomic, Monster Truck madness, Myst, Road Rash and NFSIISE for 5 good Playstation games. Call Michael on 07 9289 1726 (Qld only)

I will swap my 2 games, Theme Park and Magic Carpet (very good condition) for Coolboarders or Bussy 3D. Call Jeremy on 08 8956 7788

I will swap NBA Hangtime 64 or Waverace for Diddy Kong Racing or Top Gear Rally or any other good N64 games. Call Lee on 07 4778 4376 after 5pm

FOR SALE

Pc games for sale, Tomb raider \$40, Time Commando \$40, Screamer \$25, Screamer 2 \$40, Monster Truck Madness \$30, Need For Speed 2 SE \$40, NBA Live 96 \$20, Myst \$10, Duke Nukem 3D (Atomic Ed) \$40 or will swap for Playstation games. PH Michael on 07 3289 1726 (Qld only).

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I will sell my SNES, 2 control pads, DonKey Kong 2 & 3, Mario Allstars, Nigel Mansell Racing, Super Mario World and the lot for \$270. I will also swap for a N64 or PSX with 1 good game. If interested gimme a buzz on 03 9557 6602 and ask for Rhys. Will also sell separately if necessary

Super Nintendo 1 controller & Donkey Kong country and Super Metroid (bought last Xmas) excellent condition Price \$100. Overblood, excellent condition, no scratches manual & all \$40 (Playstation). Ph: James after 6pm on 02 4423 0604

Goldeneye 007 & MRC (NTSC) on N64. \$180 (can arrange for separate sale). Urgent sale, * #%! 'N bargain!!!. Never used at all. Call Ashley on 02 9869 3929 after 5pm on weekdays

SALE/SWAP

Playstation games, Disruptor \$35 or Swap for final Doom or fade to Black, Thunder hawk 2 \$20 or Swap for Assault Rigs or Cybersled. Sega games, Tomb Raider \$45, Panzer Dragoon 2 ZWEI \$35, Hi Octane \$20, Magic Carpet \$25. Ph 03 5233 8332 Colac VIC

I will sell my Gameboy games for \$20 each. All Star Challenge 2, Gargoyles Quest, The Legend of Zelda, Links Awakening, Super mario Land 2, Street Fighter 2, Ducktails 2, Mortal Kombat 3, Battletoads and Tetris. Call Patrick on 08 9574 6590

Sony Playstation. Comes with 15 games (including Wipeout 2097,

V-Rally, Street Fighter Alpha 2, Tobal No 1, Mechwarrior 2, Tunnel Bl, Command and Conquer, Final Doom) Mad Catz steering wheel, 2 memory cards(one 8 meg), two control pads (one dual analog). All for \$675 o.n.o. Will pay postage to anywhere in Australia. Ph 03 5668 1796

Games for Sega Mega Drive. Excellent condition, fully cased. Games include- Mega games 1- Super Hang-on, World Cup Italia '90 and Columns. Altered Beast, Moon Walker, Alex Kidd, Forgotten Worlds, The Incredible Hulk. All games are \$15 each or take the lot for \$50. Call 02 4751 5918, ask for Robert anytime after 4pm.

Mortal Kombat 3 for PSX- \$30 o.n.o.. If interested call Michael on 02 9787 4539

N64 games 4 sale!! Goldeneye \$40, USA Doom 64- \$30, CD-Rom games- Quake \$20, (2 weeks old), Duke 3D \$20, Ultimate doom \$5 (CD Only). Buyer must send cheque/money first. Call Chris on 08 9305 3986

PC Games- Mortal Kombat 2 \$20, Where in space is Carmen Sandiego? \$25. Skunny Kart \$15, Duke Nukem 1 and Mayor Striker \$15 or the lot for \$60. Ph Murray on 02 4861 4898

Playstation (PAL) : 2 control pads, memory card, NBA Live 96, Burning Road, Ridge racer and Cheezy for only \$320 Call Ryan on 09 9459 6271

PC games: Sim-town, TNFSSE, 3D Movie Maker Rally, Locus demo Cd's. Under \$16 (Not for all) PH Rob on 02 4323 2116. (Sydney and Gosford only)

Scanner- Musket Twain hand Scanner (colour) \$90. Great offer. Ph Rob on 02 4323 2116. (Sydney and Gosford only)

Sega Saturn, Analogue Controller, Regular Controller, Cables and Books in Mint condition \$200. Package deal- Saturn and 2 games \$290. Games available include- Sega Rally, Fighters Megamix, nights, Fighting Vipers, Tomb Raider and Athlete Kings. Ph 07 4946 6934 (after 5pm)

Playstation games (PAL), Porsche Challenge-\$65, Die Hard Trilogy- \$30, Rapid racer \$50, Total Drivin \$65, Battle Arena

Toshinden 3- \$50. All games have been hardly used and are in excellent condition . If you are interested call Marcus on 02 9534 2253 (Sydney only)

PC Games. Fifa 97 \$50, Cricket 97 \$40, Cricket 96 \$25, ARL 96 \$25, The last Bounty Hunter \$10 and Rise of the Triad Shareware (1 full episode) \$5. Will sell or swap for selected recent good games. Also looking for the soccer game Euro 96. Ph Nick on 02 4272 6416

Duke Nukem 3D complete version with Demo's on PC. Good condition with box and manual for \$40 or will swap for KKND. Ph jack on 03 6497 2172

Sega saturn with 5 games- Daytona USA, BUG, FIFA 96, Alien Trilogy Virtual on, 2 controllers, all boxed with manuals. \$450 Firm. Ph 03 6249 2840 or write to: Sam Knight, 210 Baskerville Rd, Old Beach, Tasmania 7017

Gameboy: MK3, Kil, Metroid 2, Godzilla, Ferrari Racing, Nigel Mansell's World Champ Racing, \$17 each. Clear Game Boy, \$70. Nuby Gamelight Plus, \$26. Call Joel on 08 9592 9572. (Perth Metro Area only)

Cheap Games: Hexen 2 demo cd, Internet Starter Kit CD- \$5 each. Dungeon Master 2, Star Trek: A Final Unity, Kings Quest 7 \$25 each. Red Alert with add-on CD (although one CD is missing). Mechwarrior 2 \$30 each. Krush, Kill 'n' Destroy \$40, Blood Omen: Legacy of Kain \$50. Call David on 03 9563 6449

Sony, Marvel Super heroes. Excellent condition and only a week old. Will sell for \$70 or consider swap for another new game. Must live in Brisbane area. Ph Adrian on 07 3886 7463

PENPALS

SEX! Now I have your attention write to me if your M/F 11-13 yrs old and likes P.S.X or P.C. Address to Dylan at 24 Kriag Rd Evanston park, SA 5116

Hey! All you platform gamers!

I am a girl that's 9 and in year 3. I'm looking for a penpal that's female and any age. I am also looking for someone that will write to me. Write to Chloe at: 63A Saunders Bay rd, Caringbah, NSW 2229

Hi! My name is Dane falvo, I am 12 years of age and love computers, PSX, Simpsons and seinfeld. I am looking for any type of penpal (or E-mail pal) M/F any age and promise to write back to anyone who writes to me.

Po Box 40, Kuřanda NTH Qld 4872 or E-mail joro@internetnorth.com.au

Hi, my name is Arron hayden. I'm looking for a penpal 11-12 yrs of age M/F who likes Metallica or Nirvana. I own a PC and I like action games. So if your looking for a reliable penpal write to me at 42 Merindah Ave, Manilla NSW 2346

Yo, my name is John Menzies. I'm 14 and looking for a penpal who likes PC games but hates consoles (with a passion). I will reply to anyone even old people. M/F write to John at 15 Ulster Drive, Caboolture 4510

Attention all saturn/P.S.X. Owners. I am looking for a penpal for something to occupy me. My favourite game is Tomb Raider. Please write to Dylan, 24 Krieg Rd, Evanston Park 5116 SA

Hi, my name is Nikalos (Nik for short). I am 11 years old. I have a PC and a gameboy and I'm looking for a penpal from 10-12 any sex. My interests are video games, swimming and hockey. Write to me at P.O 3257 Bluff Point Geraldton 6530

Hi, my name is Josh. I'm really into Final fantasy VII and Marga and all sorts of " # % like that. If you seem interested write to me . I guarantee a reply. Josh clark 18 Newton Tce Enfield SA 5085. P.S I love N64 and Playstation.

Howdy folks! My name is Callum I'm 11 years old and looking for a penpal M/F aged between 10-13. I have a N64, CD Rom. I really like playing and watching lots of sports. I will reply to Anyone who writes. Write to Callum, 5 leawarra ave, Seaford SA 5169

Hey... I'm Dan, I write heaps of stuff in this mag, and I just wanted to see if any of you actually read all the Hypermarts. Christ you must be keen if you do! I guess if you were after second hand stuff it makes sense.

Umm... write to us! Hyper, 78 Renwick St, Redfern NSW 2016.

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