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Tetrisphere

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or what is behind this

sinful plague.

It's all in

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code

books

of

the

city

of

Freeport

and

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It's all in

It's all in





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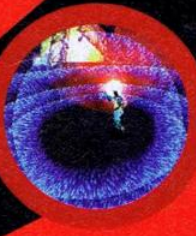
6



16



22



24



30



38



40

6 NEWS
The Ultimate RPG collection, Interstate 76 reborn, Final Fantasy 7 to PC, Sony's Platinum Range, Psygnosis develop for Nintendo?! Banjo Kazooie around the corner, and more!

16 ANIME
Hyper starts reviewing import anime... Dragon Half and Neon Genesis Evangelion.

18 WIN! WIN! WIN!
You lucky sods! We have to give you these games!

20 ARCADE

22 NET TRAWLIN'

24 PREVIEWS

24 Resident Evil 2
PLAYSTATION

25 Klonoa
PLAYSTATION

Kula World
PLAYSTATION

26 Quest 64
NINTENDO 64

27 Need For Speed 3
PLAYSTATION

28 One
PLAYSTATION

Spearhead
PC

29 Forsaken
PC/N64/PSX

30 FEATURE - Games of the Rising Sun
What games never make it here from Japan?

38 REVIEWS

38 Brahma Force
PLAYSTATION

40 Rascal
PLAYSTATION

- 42 Masters of Teras Kasi**
PLAYSTATION
- 44 Nagano Winter Olympics '98**
PLAYSTATION/NINTENDO 64
- 46 X-Men**
PLAYSTATION
- 48 NHL Breakaway '98**
NINTENDO 64
- 54 Tetrissphere**
NINTENDO 64
- 56 Fighters Destiny**
NINTENDO 64
- 58 Winter Heat**
SATURN
- 60 Red Baron**
PC
- 62 Battlezone**
PC
- 64 Descent to Undermountain**
PC
- 66 Ultimate Race Pro**
PC
- 68 BYTE SIZE**
Bugriders PLAYSTATION
The Reap PC
Rune War PC
Lords of Magic PC
- 70 PLAYGUIDE**
Tomb Raider 2 - PlayStation / PC
- 88 CHEAT MODE**
- 92 LETTERS**
- 98 HYPERMART**

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94

APRIL 1998

HYPER

Hype It Up

What an exhausting issue this one was. Exhausting for me mostly due to the Tomb Raider 2 playguide I did. Hopefully no one will have more questions for us about the game, as the playguide is pretty damn thorough.

The really interesting part of making this issue was doing the feature, looking at the stuff that the Japanese gamers get, that we never do. Some of the stuff is absolutely classic, and I'm seriously thinking about learning to read and speak Japanese so I don't have to miss out anymore. For those of you that have Internet access, please check out the Hyperactive web page and take a look at the game release petition setup, which could help convince some developers in Japan to do a PAL version too.

While we're on the subject of Japan, we've also started doing import reviews on anime, so we can help you find the classics that you never see on the rental store shelves.

Considering how quiet this time of year is for the consoles, the Nintendo 64 had a really solid month. Most noteworthy was **Fighters Destiny**, which is the first really good fighting game available for the system... long overdue. Speaking of fighting games, **Masters of Teras Kasi** came into the office... but it's really just one for the Star Wars fans, rather than the fighting game fans... which is a bit sad, but that's life.

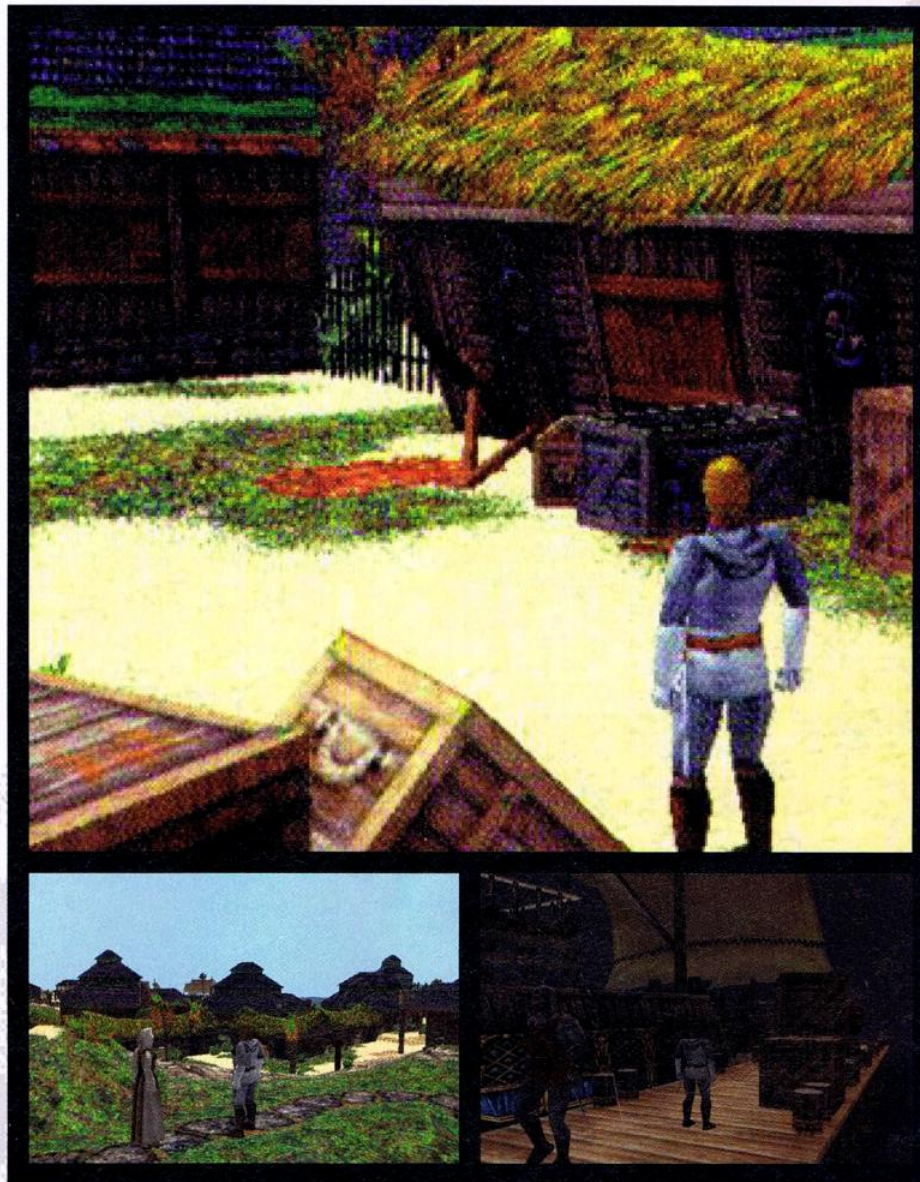
The real star of this issue was **Battlezone**, which essentially is like Uprising, except better. Other noteworthy games included **Ultimate Race Pro**, and **Tetrisphere**, which made for a killer puzzle game experience, which is something all N64 owners have to be happy about.

Hopefully by the time you're reading this, we'll be trialing the first voodoo2 cards, which look set to be the must have for all PC gamers this year. Although words suggests the difference is not going to be that big for those that don't own Pentium 2 processors...

we'll check this out next issue.

Game on!

Dan



The Ultimate Ultima

Big news for RPG lovers and PC gamers alike - Ultima IX: Ascension is having its nuts and bolts screwed on for a '98 release, and this latest in the Ultima series looks set to become the ultimate Ultima game. The most obvious change is probably the introduction of a brand new 3D engine which may REQUIRE a 3D accelerator! The playing perspective has changed to bring you closer to the action, with more of a Dark Earth/Alone In The Dark style third person perspective, though the entire world is now made up of polygons so chances are you'll be able to play from the camera perspective of your choice - a full 360 degree, rotatable, zoomable world, drawing the player even further into the incredibly lush and detailed world. Spells will look exceptionally good with the use of volumetric/coloured lighting, but as of yet, Origin aren't letting on much about how the combat will operate this time around. Certainly, all the screen shots floating around at the moment look awesome, and when the game gets a little closer we'll do a full preview.

If you've never played an Ultima game, then you haven't really lived... so in the name of research, you should get your hands on a copy of the Ultima Collection which has just been released by Origin. Talk about amazing value, this box contains ALL the Ultima games I-VIII (including VII Part 2) and the little known Akalabeth which was Ultima creator Lord British's first ever adventure game. That's 10 games, and they're all classics! An RPG fan won't ever need anything else. Also included is a 16-page atlas, video interviews with Lord British with an Ultima IX preview and enough gaming to last till you start receiving your pension cheques. Gets the Hyper Highly Recommended stamp!

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Cheap but not nasty...

A major issue in the struggle for dominance of the console market is pricing. Quite simply, it doesn't matter how good your system is... if it's too expensive, the mainstream market (where all the money is), will never take to it. When the PlayStation first launched, pretty much all games retailed at \$99.95, which made buying a game not only expensive, but also risky if you didn't know too much about it.

The idea of budget software is by no means new, but traditionally, budget software hasn't been the better games throughout time. Sometimes a good game will come down majorly in price... a classic example would be Quake for PC, which generally sells for around \$30 now, but this is a one off. The idea of having a system set up to turn all big selling titles into a budget range over a set period of time is new however, and Sony have done just that, creating their Platinum range.

We asked Michael Ephraim, the General Manager of Sony Computer Entertainment Australia, a few questions about the Platinum range, and what's behind these price cuts, and also what we can expect in the future.

Hyper: Sony's certainly built up a huge base of PlayStation owners in Australia? what's the current number of consoles out in Australia?

ME: By the end of February we will have 500,000 consoles sold in Australia.

Hyper: Is it these huge numbers that have allowed you to make these price drops and create a Platinum range?

ME: Of course strong sales always helps but it is the fact that we want to have a PlayStation in every home one day and need to give the mass market a good reason to buy it. The PlayStation is a good purchase anyway but with Platinum titles retailing at only \$39.95 and the quality of these games second to none, we are now offering to the masses great technology and entertainment for the whole family at near to music CD prices.

Hyper: What are some of the other titles we can expect to see become Platinum range titles?

ME: Titles such as Formula One, V-Rally, Abe's Oddysey, Croc and many other titles that fit the criteria for Platinum will eventually come out for the PlayStation. They will be released generally 9 to 12 months after the original launch of the game. A lot of consumers will buy the game when it is originally released, as prices of new releases are now down to as low as \$59.95, but Platinum will be great for people that want to complete their library of games with titles they might have missed buying because there is so many choice of good games for the PlayStation.

Hyper: Can we expect to see prices come down even further in the future, on either Platinum titles, or new releases?

ME: That is a strong possibility and is already happening with SpiceWorld on PlayStation being released in May at a recommended retail price of \$39.95. This is the first title that is on the schedule to be released at that price, but almost all games for the PlayStation will come out this year between \$59.95 and \$79.95 with a few coming out at \$89.95.

Hyper: Now that we've seen price drops in software, are there any plans for a drop in price of hardware at all, including peripherals?

ME: Yes, in fact we have just reduced the price of our digital hand controller to \$29.95 from \$39.95. We are looking at our whole peripheral range and hope to announce other price decreases in the near future.

At the moment we do not see another price drop on the console happening in the near future as we feel at \$199 we have reached a mass market price which most people can afford considering the incredible technology that is packed into the PlayStation.

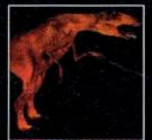


Platinum Games list

Platinum Actua Soccer
 Platinum Loaded
 Platinum Toshinden
 Platinum Air Combat
 Platinum Destruction Derby 2
 Platinum Wipeout 2097
 Platinum Soulblade
 Platinum Tekken 2
 Platinum Porsche Challenge
 Platinum Crash Bandicoot
 Platinum Ridge Racer Revolution

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Katherine Knolls as Jade Champion

NEWS PC



Interstate 76 Arsenal

Interstate 76 is probably the best Combat Driving game available. The unfortunate truth is that it choked even the most powerful PC, even with the 3Dfx patch, which left players with sub-Pentium 166 computers with a very choppy experience indeed. Well, Activision have kicked this problem in the proverbial, and released the Interstate 76 Arsenal, which has a totally enhanced 3D engine, Out-of-the-Box 3Dfx, Direct3D, Rendition and STB nitro chipset Hardware Acceleration Support. And, we're happy to announce, the new engine absolutely Flies. The frame rate improvement is so huge, it's like playing a whole new game. The new, improved sky texture flows past just beautifully. The car's shadows are now detailed to reflect the shape of the car, and the overall speed of everything just Rocks. Especially when playing in "roadcam" mode, where the point of view is under the front bumper, the sensation of speed is bloody good. This is a game that always looked pretty, now that it has more speed and power, it stands out as nothing short of amazing. The Arsenal pack includes twenty new single player missions, bonus missions (which "unlock" when you finish the game), new novelty vehicles (including a Limousine and Jeep), twenty five multiplayer levels and the choice of playing with Taurus, Skeeter or Jade, the funky non-player characters from the original game. These new missions are like prequels to the existing Interstate 76 story, before Jade was killed and her brother Groove Champion took to the badlands in a cruisemobile in order to dig up some bad-assed justice. It also has four new weapons: a chemical cloud grenade, a rear defense flamethrower, guided missiles and Caltrops, which are contraptions bestudded with nails and blades which shred the enemies tyres. Which would be used to great effect in the new multiplayer game modes, which add some much-needed variety. These include Teamplay, Capture the Flag, and Racing modes, all of which are very interesting indeed! And finally, for the purists, the Arsenal Pack includes the entire, original game!! All thirty missions, twenty weapons and ninety cars to play against, with the 3D enhancements built-in, of course. This simply makes this all the more attractive for those people who heard about the game, or had come close but never actually bought it. It's quite literally two games in one.

Finally, Arsenal also has functionality enhancements, like horizon silhouette maps, optional instrument display in all camera modes and Force Feedback joystick support. It also has hack prevention functionality, in that each car is verified as "legal" before multiplayer games begin.

An astounding improvement on an already impressive game. Now there really is no excuse not to buy this. If you ever had even a flickering glimmer of interest, you will not be disappointed.

ED



Finally coming to the PC

For those of you PC RPG enthusiasts that have been salivating at the prospect of playing Final Fantasy VII, but don't have a PlayStation, here's some good news. Eidos are publishing the PC version of the game which is currently slated for a winter release! So hopefully sometime around the middle of this year, PC owners will be playing the greatest console RPG of all time, without making the splash and having to buy a console. Owners of dated PCs however will probably not be too happy, as the game requires, a P166, 32 MB of RAM, and it is recommended (in other words, pretty much essential) that you have a 3D accelerator card. Here's some screen shots of the PC version to keep you happy (or make you even more desperate) till its release in a few months time.

Competition Winners

Mace

Michael Bruce, NSW
Aaron Venn, NSW
John Dodd, NT
Sascha Kenny, SA
B. Gilmour, NSW

Bushido Blade

G. McRae, WA
David Burns, Vic
Riley Scott, NSW
Steven Marshall, Qld
Iven Sanchez, NSW
Rory Christensen, Vic

Croc

Cord Hansen, WA
Linda Mitchell, Qld
Michael Tyler, WA
James Little, Vic
Joshua Jones, NSW
Ethan Hall, NSW

Quake 2

Scott Stevens, NT
Matthew Johnson, NSW
Martin Collins, WA
Brendan Neil, Vic
Mark Dziadosz, SA



CATWALK 8 HOLE HEELED BOOT



TERRAIN 4 EYE, PADDED TONGUE & COLLAR



CATWALK TWIN STRAP, HEELED T-BAR



STREET MONK SHOE NOTCHED Z WELT



STREET 10 HOLE WITH STEEL CAP



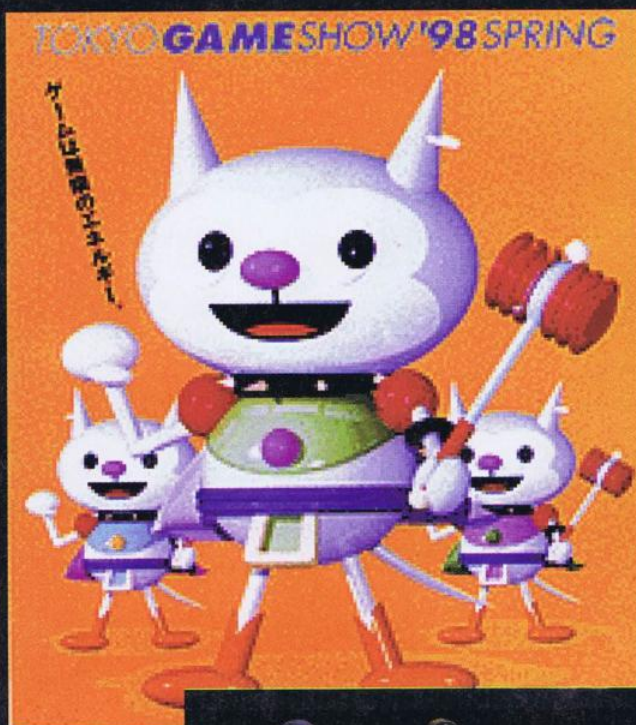
STREET 8 HOLE PURITAN STITCHED TOE CAP



Keen On Katana

Though it hasn't been positively, absolutely confirmed, Katana seems to be the name for the new Sega console which could debut in about 12 months. Already, developers are adding their names to a rapidly expanding list which includes Gremlin, id Software, Oddworld Inhabitants, Interplay, Acclaim, EA, Capcom, Konami, Midway and Shiny - all already currently working on Katana titles! In fact, the next game in the Oddworld series after the successful Abe's Oddysee, will possibly debut on the new Sega console. The Oddworld Inhabitants team have been quoted as saying that the sequel, Munch's Oddysee, is too ambitious for the current consoles. They're promising a real-time 3D world which is so lifelike, with characters so "aware" that it will be truly eerie! Now take another look at that initial developers list... yes, id Software have signed on! Will we see Quake 2 on the Katana - it's very likely indeed. While that may be a bit speculative, we do know that the following games have been CONFIRMED... Messiah (Shiny), VR Sports series (Interplay) and Looney Toons (Infogrames). In other news, there is a rumour that Sega will show off a bit of Katana at the Tokyo Game Show '98 via the current development kit which has been going out to developers. If we get any more info, we'll let you know.

E F



Goodbye, Farewell, Amen...

Sadly, we're at the "beating a dead horse" phase with the Saturn, and while I'm probably about to go home tonight and play something on it, I'll be playing an old game. Very little at all is coming out for the Saturn anymore, but more to the point, almost no news of anything new is appearing. We will continue to do reviews and previews of any new Saturn titles that come out, and if we get any top notch import games coming in, we may well do some more import reviews too. So, the "Sega" news page is taking a rest, until we start to hear more conclusive information on the Katana, at which point, the page will return, and stay there for the life of the console.DT

overflow

Steven Spielberg has taken a break from making big Hollywood movies to offer some input on yet another Jurassic Park based arcade machine. Currently called Raptor, the game (which is still in development) requires up to four players to sit in a life-sized jeep, surrounded by a full 360 degree IMAX screen!! My God! Again, the idea is to shoot on-coming dinosaurs, but if I'm not mistaken, this thing could turn out to be the most hair-raising arcade machine ever...

In Japan recently, the videogame which topped the Top 10 edging out Gran Turismo was a girlfriend simulator for the Sega Saturn! Called Sentimental Graffiti, the game features 12 girls who begin the game in love with the player (that's you!), and by the end of the game you can only make one girl truly happy and all the others sad. Apparently, girlfriend simulators are really popular in Japan... hmmm...

The Portal Of Praevus is the official name of the upcoming Hexen 2 expansion pack! Set in ancient Tibet, the setting will be mostly a snow-covered one and will feature 15 new levels, three new enemies, a new character class called Demoness, and a whole heap of fancy effects for those of you with a 3Dfx. It should be out pretty soon...

For those of you who own a N64 and have a bit of a thing for first-person shooters, maybe you shouldn't read this next bit... Okay I warned you... Epic Megagames have put their N64 version of the up coming 3D shooter, Unreal, on "indefinite hold". This is not a good thing, and probably means the game will never see a N64 release. They're going to finish the PC version first, and then re-evaluate the N64 port. Argh...

In other N64 news, games publisher Eidos (those Tomb Raider people) have vaguely confirmed that they will publish a couple of N64 titles from development team Innerloop. Innerloop are probably best known for their PC flight-sim, Joint Strike Fighter, which is certainly nothing to sniff at. Eidos are still being cagey, but we could see some N64 games from them at £3...

Even more Nintendo 64 news this month! The makers of the gruesome racing game Carmageddon, Stainless, have officially confirmed that they're in the process of developing the big sequel Carmageddon 2 for the Nintendo 64! Wow. They also promise that the game will have full rumble pack support so you can really feel it when you mow down a couple of old grannies hobbling across the road. It sounds like this one is being developed with the N64 exclusively in mind...

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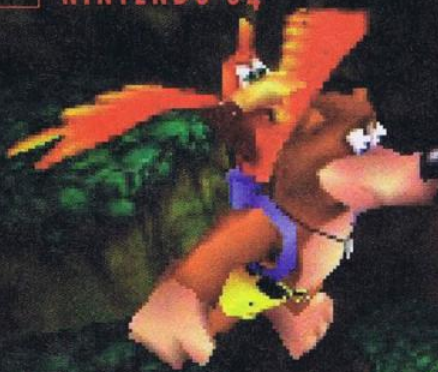
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Duelling Banjos

Rare are doing the final spit and polish on their upcoming 3D platforming title Banjo Kazooie, and it may even be released before the middle of the year. We got to meet Banjo the bear in Diddy Kong Racing, but are you still wondering what the hell a Kazooie is? Well Kazooie is actually a bird, and in the game, Kazooie lives in Banjo's backpack even though the bird is actually larger than Banjo! You can call upon Kazooie to fly to otherwise inaccessible areas, or peck the crap out of your enemies. Handy that. Everyone who has seen the game, has observed that whilst it's certainly a Mario 64 clone, it has gameplay and charm unique to itself - much like Diddy Kong Racing was inspired by Mario Kart 64. If Rare stick to their schedule, you could say that it won't be long before we're all... playing our Banjos... haha! EF



PLAYSTATION

1. Cool Boarders 2
2. Time Crisis
3. Tomb Raider 2
4. Crash Bandicoot 2
5. Street Fighter EX+Alpha
6. Broken Sword 2
7. Ace Combat 2
8. Final Fantasy VII
9. G-Police
10. NBA Live '98

NINTENDO 64

1. Goldeneye 007
2. Nagano Winter Olympics
3. Turok
4. Duke Nukem 3D
5. Lylat Wars
6. Mischief Makers
7. Top Gear Rally
8. Diddy Kong Racing
9. Extreme G
10. Bomberman 64

SATURN

1. Quake
2. Doom
3. Fighting Vipers
4. Athlete Kings
5. Sonic Jam
6. Duke Nukem 3D
7. Last Bronx
8. Resident Evil
9. Dragon Force
10. Warcraft 2

PC

1. I-War
2. Blade Runner
3. Hellfire/Diablo add-on
4. F22 ADF
5. Quake 2
6. Tomb Raider 2
7. AH-64D Longbow 2
8. Jedi Knight
9. Turok
10. Grand Theft Auto

Charts kindly supplied by Hitech World

Nintendo Woos Psygnosis

There's a big rumour going around the industry which says that the hot British games publisher, Psygnosis, are knee-deep in N64 development. Just a few moons ago, an ex-Psygnosis employee's lips were a little loose and Hyper caught a few tidbits... they let on that Psygnosis were indeed working on Wipeout 64, which would not be just a straight port - but a brand new Wipeout game unlike any of the current Wipeout games on other platforms! Another insider reports that Wipeout 64 is coming together really well, but may not see the light of day until early 1999. Cripes. Well, at this stage, the official word from Psygnosis is this: while it's true they are definitely moving away from Sony exclusivity, they won't actually say what other platforms they're developing for. Hmmm. We can safely assume that at this year's E3 we will know one way or the other, though, as Psygnosis coyly admit that if they are working on something, we'll see it before the end of the year! Sneaky! If Psygnosis put as much effort into their N64 titles as they have for PlayStation gems like Colony Wars, Nintendo devotees are going to be well rewarded for investing in the 64-bit hunk o' plastic. EF



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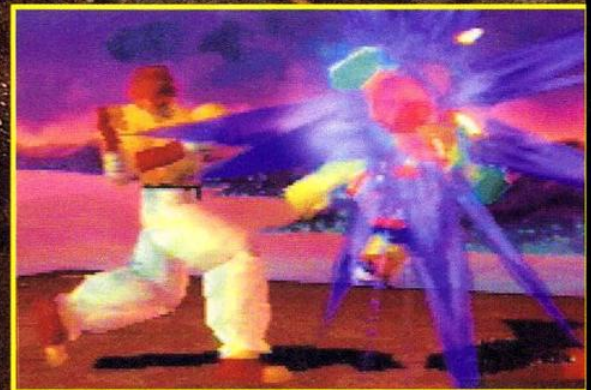
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From now on, we'll be looking at import reviews as well as local releases. The flow of English PAL releases in Australia is pretty slow, but there are stores that sell the import films, which any true anime fan will be wanting to get their mits on. So it stands to reason to cover the stuff you can't rent, since you have to buy it.

Neon Genesis Evangelion

Episodes 1 & 2

BY MAX AUTOHEAD & KEVIN CHEUNG

In the year 2000, the planet Earth will have suffered an immense disaster known as the Second Impact which was caused by a meteorite crashing into the Antarctic continent. In the blink of an eye, entire nations became submerged beneath higher water levels, and half of the world's population became a mere memory. By the year 2015, mysterious aliens called "Angels" begin to attack. The Angels are gigantic foes, attacking one at a time, and are invulnerable to any form of conventional attack. This is the background that is covered in Neon Genesis Evangelion, brought to you by Gainax, the creative geniuses behind Gunbuster and Wings of Honneamise. Our involvement in the story begins with Ikari Shinji, a young boy of 15 years who has the last hopes of world salvation placed on his inexperienced shoulders. He is a conscript of NERV, a covert military organisation that has developed the only weapon capable of combating the Angels: giant robots known as Evangelions. Shinji was chosen because he is the "Third Child", and is among only a handful of other 15 year olds who can pilot the Evangelion. Alongside his fellow pilots, Shinji must defend the Earth until the threat is no more.

Volumes 0:1 and 0:2 of Evangelion covers Shinji's introduction to NERV, where he must get used to his new school, his new job, and all the training and combat that is involved. Critics should note that this isn't another excuse for some mech blastorama series inspired by Independence Day. The Evangelion mechs are raw and lean in design, looking much more refreshing than the Gundam series that creates robots with the toy market in mind. The real substance of Evangelion, however, is in the rich character interactions and development. Evangelion has very strong themes that question the fight for existence, the difference between Earth and other perceptions of life, and the relevance of death. It has by far some of the most powerful moral explorations in recent memory. To forward these themes are the numerous characters with whom the pilots must work with, such as Misato and Ritsuko. The pilots themselves have odd character traits - the Second Child, for instance, is ridiculously extroverted and provides many a hilarious moment to break the emotional tension.



There is a lot of fun and games in Evangelion, but there is a definite serious edge underneath it all. The depth doesn't end at character interactions, as there is a good conspiracy sub-plot to the series. What exactly are the Evangelions? Why are the Angels attacking? And why are all of the pilots the same age? That, and many other questions arise as the story goes on, culminating in the shocking revelation of the truth of Second Impact. With an excellent plot, awesome music, and animation quality and direction that seriously rocks, Neon Genesis Evangelion is guaranteed to satisfy. It's even more impressive when you realise it's a TV series as opposed to a direct-to-video release. Let there be no mistake: Neon Genesis Evangelion is the best anime to happen since Macross.



KEVIN CHEUNG

Available as import title (subtitled), Rated M15+

10/10



Dragon Half

Madness. Total downright insanity coming at you at a million miles an hour in automatic precision. This is the story of a great and famous warrior marrying the dragon he was sent to slay; a cruel and "squashed frog" like king out for some wife swapping slap and tickle and a beautiful half Dragon/Half human girl called Mink going all out for Dick; Dragon Half is as demented as you can get.

Set in a world where technology and monsters dwell side by side, Mink is the by-product of an unholy union between human and beast. Spouting horns and a tail and complete with Dragon breath and incredible strength, Mink has fallen in love with the hottest singer on the planet... DICK SAUCER! Unfortunately for her, Dick is somewhat of a dragon slayer and a Jerk, and has been sent by the king to Destroy Mink, since only she stands in the way of having her idiot father assassinated and so clear the way for the evil king to make his moves on Mink's Dragon mother. It all goes downhill from there.

Dragon Half is perhaps one of the strangest and funniest anime series available. The rapid fire slapstick and dialogue leaves no room to stop and think, carrying its audience to new levels of sheer dementia. Dragon Half is reminiscent of Tex Avery (Porky Pig/Daffy Duck) at his diabolical best, complete with unexpected props like the King's "Crushing Weight", People potion which can turn slime into beautiful women (wouldn't we all love a bottle of that!), outrageous Jumbo Jet destroying battle armour, swords that pop out of people's heads and bad guys with "compact" brains. Ren and Stimpy doesn't get any weirder than this.

The style of the animation totally suits the weird and wacky storyline, with serious looking characters suddenly morphing to cartoon caricatures without warning.

If you take all the weirdest and funniest things that you've see in Japanese Anime



and were somehow to distil it into a concentrated form, you'd have Dragon Half. I've been told that one of the creators has been sent to prison for some reason, and as a result Dragon Half ends on two episodes. If so, we can only wait in hope for the day he gets released, and finishes the final episode!

MAX AUTOHEAD

Available as import title (subtitled), Rated PG

10/10

WIN WIN WIN

Bootyzone

Well, hasn't Battlezone come along and stuck it to the man... or something. It's here, it's now, and it's undoubtedly one of the hottest PC games out. The original arcade game was once cool, but now Battlezone for your PC is the tank game to end all tank games, with strategy bits too. Activision don't want those strapped-for-cash gamers out there to be missing out, so they graciously offered us five copies to give to five of YOU. Crack this question to win...

If you drove a tank over a Pentium 166, what noise would it make? A) Kakrrerunch; B) Splack; C) Chunkrakk-pop; or D) tinkle?

Put your response on the back of an envelope, and post it to - **Tanks A Lot, Hyper, 78 Renwick St, Redfern, NSW 2016.** Tank you goodnight.



ALL ENTRIES CLOSE APRIL 15TH 1998

It's Your Destiny...

Finally, a Nintendo 64 fighting game which you can really get your teeth into - Fighters Destiny. The good blokes and shielas over at Roadshow were kind enough to sport us five copies of this top fighting game for some lucky readers to proudly call their own. Just think, you won't have to stand in the games shop and annoy the guy behind the counter with your insane dribbling over the copies of Fighters Destiny inside the glass cabinet. Gotta be happy about that! To have a chance of winning, answer this question...

What is a fighter's destiny? A) A nursing home and an IQ of 3; B) Lots of pretty trophies and a meaningless, shallow existence; C) Weeks spent in hospital with really horrible, disfiguring injuries; or D) a videogame?

Write your answer on the back of an envelope and post it to - **Fisticuffs, Hyper, 78 Renwick St, Redfern, NSW 2016.** Tops!





Win Wascal... that's Rascal to you

3D adventuring on the PlayStation hasn't looked as pretty as this in quite a while, and we can tell that some of you are staring at those screenshots of Rascal and getting strange fuzzy feelings of consumerism. So... what do we do? We organise a chance for you to own a copy of Rascal for absolutely nothing! Thanks to the wonderful team at Psygnosis, five copies of Rascal is a now a reality for five lucky as hell Hyper readers. To win a copy for yourself, answer us this question...

How many 3D polygon adventure game characters can you fit into a telephone booth?

Calculate your answer and post it to - **You Dirty Rascal, Hyper, 78 Renwick St, Redfern, NSW 2016.**



Mutant Melee!

PlayStation-owning X-Men fans have probably gone back and read the review of the game ten billion times already this issue, so this comp is here to help you relieve some stress and have a go at winning a free copy! Capcom always deliver some solid tonking action, and X-Men: Children Of The Atom is no exception, so the good Aussies at Roadshow have come up with the recipe and offered five free copies to Hyper readers. To win one, simply send us your own artwork... we want you to come up with your own idea for a new X-Men team member. The best five entries will win!!

Send your scrawl, painting, sketch or computer art to - **Marvellous Art, Hyper, 78 Renwick St, Redfern, NSW 2016.** Get crackin'!

Harley Davidson and L.A. Riders SEGA

As Hells Angels lore has it, in the days before the invention of speed radar, highly competitive point to point road races took place involving customized Harley Davidsons. Nowadays the only way you are able to relive this way of racing is either by riding your cycle with a brown paper bag over the number plate or by playing Sega's latest 3D motor cycle sim.

The goal of L.A. Riders is to throttle one of five different Harley Davidson Motorcycles through a series of check points (4-one player, 5-two player) within a given time (70-90 seconds) in a virtual 3D Los Angeles.

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!

Anyone well travelled or who has seen too much American TV, will be able to spot the neo realistic sites such as Hollywood, the L.A International Airport, the Santa Monica Freeway, Downtown and of course Beverly Hills. Sadly missing are some of L.A.'s more 'on edge' suburbs such as South Central (a.k.a- home of the bodybag), Compton (where rap group N.W.A are straight out of) and Venice Beach (home of a lot of bikini clad bimbos, booze swilling beach bums and weight lifting weight lifters).

The choice of cycles is a Harley enthusiast's wet dream. Whether you choose a FLSTF Fatboy, a XL1200 Sportster, a Dyna Wide Glide, a FXRP Police bike or a 1948 F.L Panhead, the level of detail to the bike is exact down to the BLAP BLAP of the signature exhaust note only to be found on bikes of this ilk.

The bike interface is very Harleyesque, complete with retro chopper style handlebars, sideboards for your feet and a foot activated rear brake (good for whipping the tail into sharp turns)

On starting the game you begin with 90 seconds to get to the first checkpoint. The check points location (a Harley Davidson logo) is displayed on a small street map in the corner of the screen. There are also on screen prompts in the form of flashing yellow arrows, which do not always determine the quickest route to your destination, so a quick glance at your street map will solve this problem. Once you have made it successfully to the checkpoint, you are allotted another 70 seconds to the original time remaining to get to the next checkpoint. Playing in two player mode is much easier as if one player makes it to a checkpoint, that means that the other player is just that little bit closer to the next checkpoint.

The games engine and therefore graphics are very similar to Fighting Vipers. Three view points are available, with viewpoint one giving the player the feel that he/she is really behind the handlebars of a chunky road bike powering down the freeway at full speed.

Most of the action takes place on the freeways with intermittent bursts of minor streets, parklands and of course the airport. The challenge level in regards to steering is not that high and the main object is for smooth straight line speed. Try to look into the distance to see oncoming and approaching traffic, as ramming into other vehicles is not advisable. Also try to swing the bike into a wide arc whilst taking the ninety degree corners so as to ensure that the highest speed possible.

Missing features from the game include: the 170 kph wind in your face fan, a side car version with mounted machine gun for battling territorial crack smoking gangsters, a bus jumping challenge stage and a few loop de loops wouldn't have gone astray. Features you are glad that are missing include 170 kph gravel rash burns (applied by disc sanders on robot arms) and a smoke machine emulating the notorious L.A rush hour smog.

Although lately Harleys seem to be piloted by a bunch of white T-shirt wearing, pseudo bad ass brunch eating bankers, the bikes themselves still exude a certain charm that other modern ergonomic motorcycles seem to lack. All this 'charm' has been well replicated in this sim and is definitely worthy of having the Harley Davidson logo plastered all over the game. So before you go out and blow your savings on a new Harley and a couple of metal legs, be sure to test drive L.A riders- it's a great way to see which clothes to wear to complete the tuff guy ensemble whilst riding the original horse of iron.

XXXXX



SONY GOES

PLATINUM!

You just got yourself a PlayStation? You wondering what games you need to have a healthy collection? Look no further. Sony have turned all their greatest games over the past couple of years into "Platinum Titles", making getting the best games, more affordable. However, you'd have to be pretty loaded to buy them all in one hit, so Sony have generously given us three Platinum range packs, of eleven classic titles.

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Alex Sardelich, WA; Daniel Hodges, NSW

Prize: EA Sports Packs of five games.

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Chart Busters

For the statisticians amongst you, here's a website where you can check out the current top 100 videogames in the world! There is also a list of the top 100 videos, albums, singles and PC games for you to geek over. If you've ever had the hankering to be completely anally retentive about your games knowledge, then World Charts is the website for you. When I last checked, Total Annihilation was the number one PC Game...

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

Voodoo 2

The hottest piece of hardware for your PC this year may very well be the upcoming Voodoo 2 chipset. If you can't wait to find out all about the next level of 3D gaming, then hop on over to the official Voodoo 2 website and get all the specs and blurbs you can possibly cram into your cranium. There's a handy FAQ, downloads, links to all the manufacturers and more! It'll inspire you to start saving those pennies, that's for sure.

<http://www.voodoo2.com/>

Gamerzone

The Gamerzone is a nicely polished site which delivers tons of hints and cheats on PC and console games, including a tips trading forum which is a clever idea. They also have links to all sorts of games publishers and games newsgroups so you can hunt down that elusive solution you've been after. They also have a gaming news section, but I have to say, it's not a patch on our own Hyperactive. Still, this is another useful site to bookmark.

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

Anime & Manga

The Anime Turnpike has the largest collection of Anime and Manga links on the web, and that's not all... They have Anime multimedia, fan pages, art and info on all the most popular series. Though the website isn't at all flashy, it IS very practical and direct which is what you want when gaining access to resources as numerous as this. You'll probably learn about a lot of animes you've never heard of before too, and this is a very good thing indeed.

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

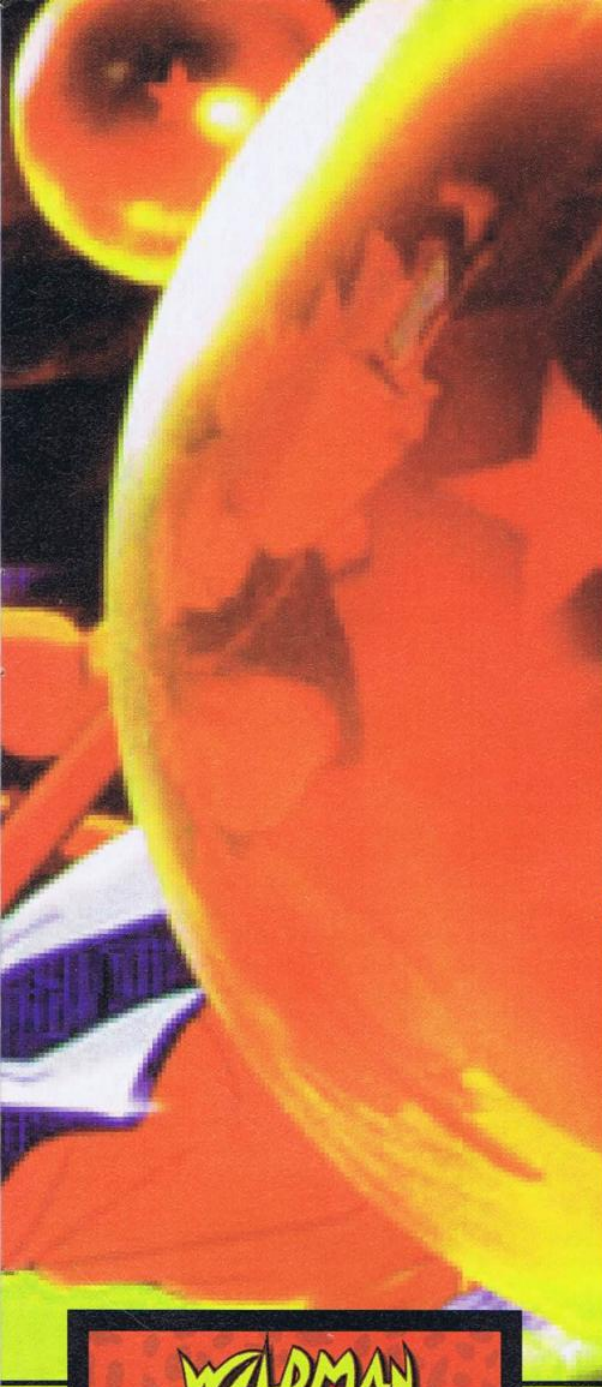
Wrestling

With titles such as WCW Vs NWO: World Tour hitting our consoles, it made sense to go take a look at the official World Wrestling Federation website and see what those large men in coloured undies really get up to. I guarantee you that you'll be laughing out loud when you check out this URL. The WWF site will keep you up to date with video clips of highlights, event listings and audio samples. There are some people who take this waaaaaay too seriously - it's scary...

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

Uprising

Having trouble in your wraith? Then you need to visit the unofficial Uprising Strategy Guide which some devoted Uprising fanatic has put together. Nice work mate! There are hints here for both single and multiplayer games, and if you're interested you can check out the Uprising ladder and maybe even try and get on it. For those who want to just cut straight to the chase, there are cheat codes here too. This is one of the most intense games out there at the moment, so book-



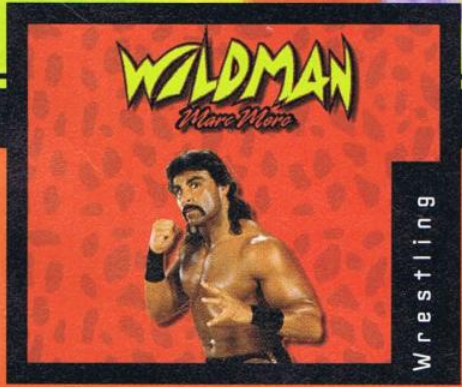
Requiem



Uprising



3DO



Wrestling

mark this one for future reference - you're gonna need it.
<http://www.geocities.com/TimesSquare/Battlefield/3852/>

3DO
3DO are the development studio behind Uprising and a stack of other neat games. For the official word, check out their homepage and get the lowdown on the hot stuff just around the corner. You can download demos here of course, so get in there and sample a bit of the action. 3DO also brought us Might & Magic VI, Heroes of Might & Magic, Meridian 59 and Requiem.
<http://www.3do.com/index.html>



Resident Evil 2

PlayStation

AVAILABLE: MAY
 CATEGORY: HORROR / ADVENTURE
 PLAYERS: 1
 PUBLISHER: CAPCOM



A game many have hailed to be one of the greatest games ever on the Playstation is Resident Evil. "Survival horror", as it was dubbed, Resident Evil is well remembered for the chilling atmosphere it created through the excellent use of camera angles, eerie music, and macabre storyline. Since that time, few games have come close to surpassing the high standards Capcom had set to the adventure genre. It seems fitting that it is Capcom that should surpass itself by creating a sequel: Resident Evil 2.

Resident Evil 2 takes place only a few months after the T-virus "incident" of the first game. This time, however, the T-virus has spread to the general populace of Raccoon City, and the streets have literally become crowded with zombies. With communications cut, it would seem that Raccoon City and any survivors within are doomed

to isolation - who knows the terror that awaits a wayward traveller?

Enter Leon Kennedy and Claire Redfield. Leon's a cop who was assigned to Raccoon City. He only just arrived in town. Claire is the sister of Chris Redfield, the man who uncovered the original T-virus incident. She's here to visit her brother. The pair are united by a strange twist of fate as they stumble upon a mutagenic disaster enveloping the whole town. Together, Leon and Claire must somehow determine what happened in Raccoon City, why the inhabitants are all zombies, and try to stay alive while they do it!

Resident Evil 2 is by far a great aesthetic improvement over its predecessor. The backgrounds are photo-realistic, paying impeccable attention to detail in creating a city in chaos. There are tipped garbage bins, fires, crumpled cars, and a generous splashing of blood on the walls where appropri-



ate. The characters and creatures also exhibit much grander detail in the many new ways they can attack and be killed. Even the protagonists can start limping if they are wounded.

However, one of the more impressive features of Resident Evil 2 are the FMV sequences. Gone are the live actors and poor dialogue - it is all CG. However, Resident Evil 2's put many other great FMV sequences to shame because they are conducted to appear like an actual movie. The sequences are quite realistic, and add a spine tingling element to the atmosphere of the game. Combined with tighter controls, customizable weapons, more zombies, and more gore, this is going to be one heck of a great release. Get ready to scare yourself silly again!

KC



Klonoa Door to Phantomile

Playstation

AVAILABILITY: TBA
CATEGORY: PLATFORMS
PLAYERS: 1
PUBLISHER: NAMCO



Will there ever be a successor to Mario as king of all platformers? Well, Namco are certainly taking a shot at it, and a fairly decent shot it is indeed. Klonoa - Door to Phantomile is a side-scrolling platform affair with a three-dimensional feel to it, much like the Pandemonium games. This game requires you to take the role of a cat with some magical abilities and run, jump and do silly things with the baddies as you make your way through each level. Klonoa has such abilities as being able to inflate the baddies, explode them, use them as shields, or jump off them like a trampoline.

Silly as this might all sound, Klonoa actually looks like a very impressive game. There are some serious play mechanics at work, and a lot of the effort that went into the design of the game is apparent from the luscious backdrops, level and character designs, and flowing animations. All that, and there is meant to be a very touching storyline to follow.

With other divine titles like Tekken 2, Soul Blade and Time Crisis under its belt, Namco looks to have another winner with their brand new mascot. KC

Kula World

PlayStation

AVAILABLE: MAY
CATEGORY: PUZZLE
PLAYERS: TBA
PUBLISHER: SCEE



One only needs to look for a few seconds to realise that Kula World isn't your average puzzle game. Players control a beach ball that must be navigated through a series of maze-like constructs that are suspended in mid-air. The object of the game is simple: find the key to the locked door that leads on to the next puzzle.

Brought to you by the creative minds at SCEE and Game Design Sweden, Kula World looks to be an extremely challenging and cerebral affair.

The challenge lies in the fact that special items, keys and power-ups are littered on every surface of the maze, and can only be collected using the beachball's ability to cling to any surface. Added to that are multiple on-screen mazes to test jumping skills, transparent mazes to fool the eye, and variable time limits to test the nerves. That's not to mention the fact that this all happens in a virtual environment - so there are times when you'll be precariously hanging upside-down about a thousand feet from the ground.

Kula World will definitely be a test of co-ordination, memory, navigation, and skill. This promises to be a solid puzzling title. KC



» Quest 64

Nintendo 64

AVAILABLE: TBA
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: T*HQ

wow-o-meter

With Nintendo 64 owners lying in desperate want of a role-playing game, T*HQ and Imagineer enter the scene with Quest 64 to fill the void. Designed with Western tastes in mind, Quest 64 puts you in the shoes of a young sorcerer named Shanjaque who has the ability to manipulate the forces of nature. Using earth, air, fire and water, Shanjaque can combine various

elements to do his bidding in his quest defeat an evil wizard who has created chaos in the natural world.

So far, the game is looking mightily impressive. Shanjaque can travel anywhere on the world map in a 3D environment, from towns, deserts, and forests to valleys and castles. All of these areas are fully explorable, and there are a multitude of supporting characters with whom you can interact. Of particular note are the day-time and night-time lighting effects that add a sense of realism and interactivity to the game.

Given that this will probably be the first N64 role-playing game, Quest 64 definitely has a lot of expectation riding behind it. Its polygonal nature will almost certainly attract comparison to Mario 64 and the up-coming Zelda 64. Nevertheless, Quest 64 looks like it will hold its own very well. kc

The power has
officially swit

96



Need For Speed 3

Playstation

AVAILABLE: MARCH
CATEGORY: RACING
PLAYERS: 1-2
PUBLISHER: ELECTRONIC ARTS

how-to-meter

There are precious few things more alluring to the male mind than the seductive low growl of a super-

car engine. Need For Speed 3, the next in the series that is widely known for its use of Ferraris, Lamborghinis, Jaguars, and other such dream cars, provides yet again all the thrills and spills of rocketing through the countryside and ploughing through any on-coming traffic.

Need For Speed 3 shows off an impressive collection of new visual effects. There are all new real-time lighting effects such as headlights, brake lights, and police sirens, which look mightily splendid during the night races. There are also new weather effects such as wind, rain and smoke to make life amusing. And to top that all off, there are 6 brand spanking new "exotic" cars to select from, including the Lamborghini Diablo SV (drool).

Even in beta form, Need For Speed 3 is already showing signs of good improvement over its predecessors. The graphics are crisper and show very

few signs of pop-up or clipping. The tracks, particularly the road textures, appear to be more refined and dynamic in design so that the races are more interesting to watch. One of the more interesting tactics has been to use a blurred 2D backdrop to create a photographic effect, which is nice for the overall atmosphere. What's more impressive is that with rainy weather and traffic options switched on, Need For Speed 3 maintains its general visual integrity and continues to run at 30 frames per second.

Need For Speed 3 should ultimately have 10 reversible and mirror-able tracks to select from, split screen competitive racing, simulation and training modes, and variable levels of police aggression (crashing through a police blockade is wickedly funny). This will definitely be the most exciting muscle-car racing game in the series. Should be out any time now.

KC

s been checked on.



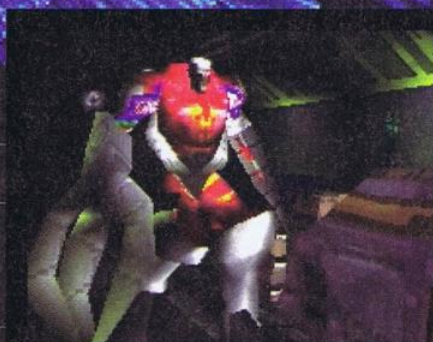
www.playstation.com.au



» **One**

PlayStation

AVAILABLE: APRIL
CATEGORY: ACTION
PLAYERS: 1
PUBLISHER: ASC

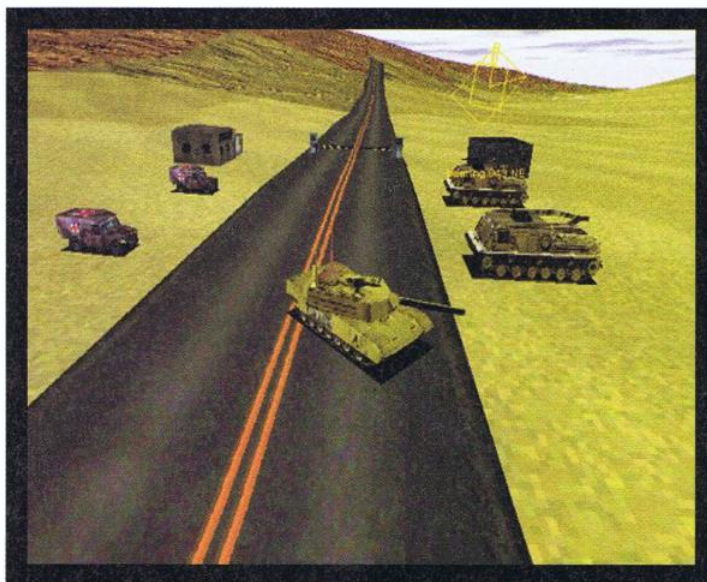


Don't you just hate it when you are woken from blissful slumber by an incendiary missile crashing through your bedroom window? Well, those are things that just happen, at least in the future that ASC depicts, in the action extravaganza simply called One. One man, one army, one purpose... that whole bad-ass soldier-from-Hell theme never seems to die, does it?

One throws you straight into the deep end of the action. After literally being woken up by a missile (you thought I was joking?), One has you running for dear life down a very long platform from a helicopter that is hell-bent on your bloody bullet-riddled demise. Everything around you is either exploding into flames or being shot to pieces. Armies of laser-toting bad-guys are trying to turn you into a scorch-mark on the ground. And all you have to defend yourself is a laser gun and a robotic arm that packs a wicked punch.

Does this sound too good to be true? Well here's some more. One sports free movement in 3D Blade Runner-esque environments, and has more special effects for all the lasers and explosions than you could shake a stick at. Total Recall, eat your heart out.

KC



Spearhead

PC

AVAILABLE: TBA
CATEGORY: TANK SIM
PLAYERS: 1-MULTI
PUBLISHER: BMG INTERACTIVE

wow-o-meter

Zombie Interactive, the development team behind this upcoming Tank warfare sim, Spearhead, are confident that it will be the ultimate mixture of action and simulation. The game has been designed to function primarily as a multiplayer game, though the single player game will be just as engrossing. U.S. And Soviet tank combat tactics, satellite terrain maps and actual time "in the field" has been intergrated and pooled together to try and make Spearhead as realistic and intense as possible. Real-world physics have been employed also, so your tank will perform differently depending upon the terrain. Try and cruise up a hill, and your huge hunk of metal will slow to a crawl. Hopefully this means that Spearhead will be the end of tank sims which feel more like dune buggies racing over sand dunes. Spearhead looks set to be a simulation of the current military technology, as opposed to being set in the future or set in a world war of the past, so tech-heads and war strategists will probably be delighted with this one. In fact, the game has been based on SIMNET, the U.S. Military's multiplayer warfare simulation technology, so the game should be a pretty accurate representation of how it feels to actually take part in combat. Visually, you can't really complain when they promise 3Dfx support!

EF



Forsaken

PC/N64/PSX

AVAILABLE: JUNE
CATEGORY: 3D COMBAT
PLAYERS: 1-MULTI
PUBLISHER: ACCLAIM

Every now and then a new game will come along which truly makes us lose control of our bodily functions... Forsaken got pumped through our office PC and before you could scratch your butt, a large throng had gathered to "ooh" and "ahh" at the simply gorgeous 3Dfx-enhanced graphics. What a boomer. Initially, comparisons with Descent were being flung around the office, but the game is visually light years ahead and the gameplay looks more than promising. Of course, before you think this is going to be one of those PC-only treats, the game has been announced for the PlayStation and the Nintendo 64 - so we're all going to be giving Forsaken a good flogging.

The game is set far away in the future when the solar system has become "condemned". All sorts of butt-ugly pirates, bounty hunters and uncouth gold-diggers have converged in this dirty, smelly part of the galaxy for a bit of ruthless combat. Ultimately, Forsaken is meant to be played as a multiplayer game, as the emphasis is on ultra-fast combat. If you thought Descent brought on motion sickness, then you'll be off to the emergency ward after a few seconds in Forsaken. The graphics are so smooth and so goddamn fast, you'll be bringing up your lunch with glee. Yeah, it looks like a steroid-pumped Descent, but Forsaken promises so much more than that - on the PC at least. It will be interesting to see how the PSX and N64 versions stand up to the possibly superior PC version.

You get to pilot your tiny craft (which sort of looks like a cyber motorcycle) in full 360 degree environments at a startling 60 frames per second (30fps on the N64). You're equipped with around 25 different weapons ranging from beam lasers to camera-mounted missiles and other bizarre futuristic guns of destruction. The PC game will ship with 15 single-player missions and 8 multiplayer maps for some instant brutality with a group of PC-equipped friends, and in single-player mode you'll be presented with mission objectives ranging from puzzle-solving to outright seek and destroy. Forsaken looks stunning, the game is literally chock-a-block with clever visual effects to make it one of the sexiest-looking games on the way.

EF



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GAMES OF THE

Rising Sun

"Made in Japan". Up to the early eighties, this phrase generally implied that it was some cheap junk that was churned out of the factories, as the nation was working on cornering the market in electronic consumer goods. In time though, and especially today, it's usually a sign of quality when it

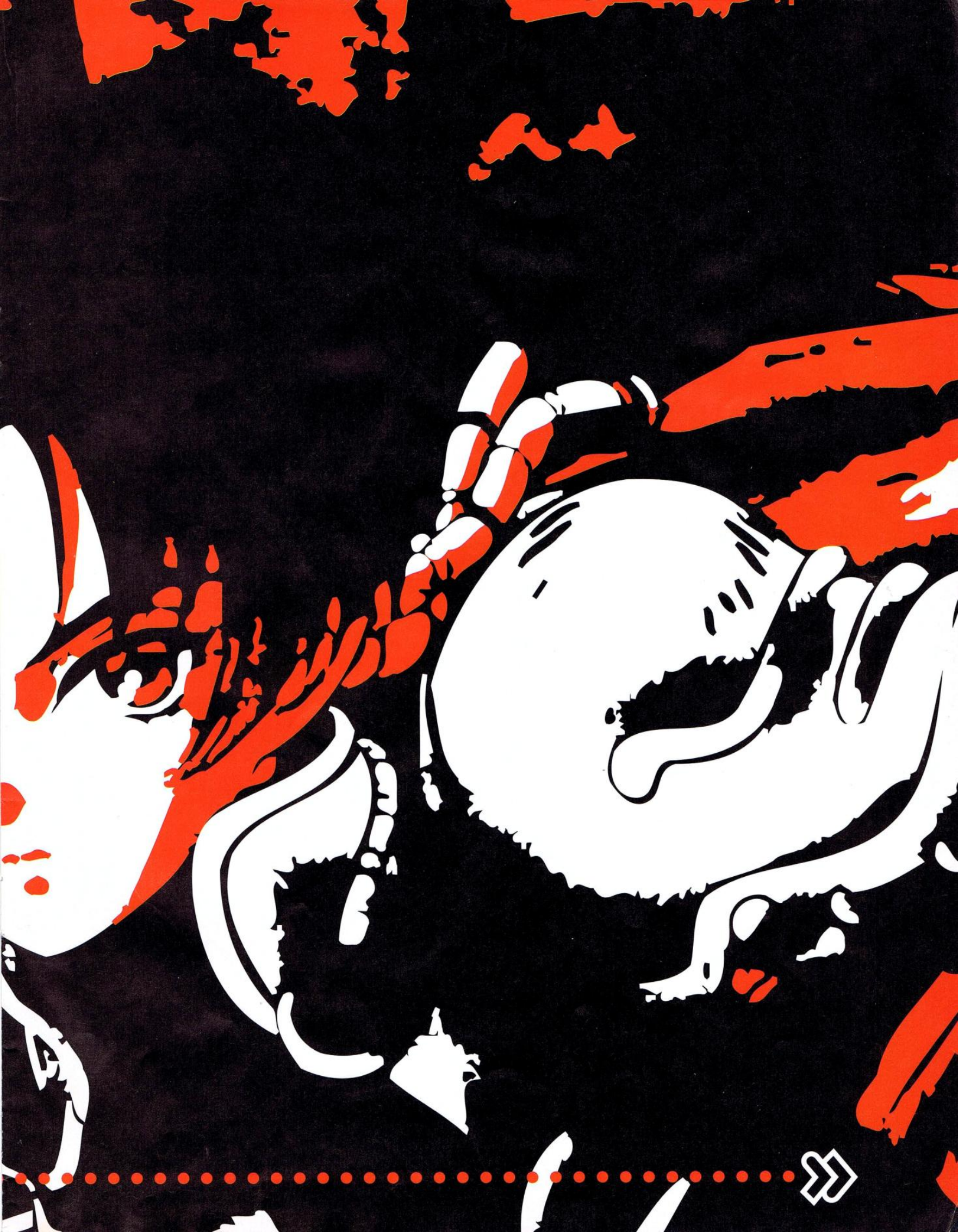
comes to electronics, as Japan are the world leaders in micronisation and electronic entertainment. Sony, Sega, Nintendo and Neo Geo... all from Japan. In fact the only console release that didn't originate from within Japan in the last five years was the Jaguar, which as we all know, died a rather

swift and yet painful death. Of course you can get all the consoles out here, but you never can get all the games. This wouldn't be a problem if we all could read and speak Japanese, but alas we can't, and as a result, there are some titles that getting an import version is just not an option. This is

particularly true with RPGs, which require you to read large amounts of text. We'll take a look at some of the games that haven't made it out of Japan, and the companies behind them. We'll also take a look at why this happens, and what we can do about it.

● by Dan Toose and Kevin Cheung





The Companies

Here's a couple of the big name developers from Japan, and a note on what they've done that hasn't graced our sunny shores as yet. There are countless others, but these are the companies responsible for some of the games we'll be looking at too.

Squaresoft

One of today's best Japanese game developers has to be Squaresoft. They've proven they produce class products regardless of the genre. Whether it's RPGs like Final Fantasy VII, fighting games like Tobal No.1 or Bushido Blade. The thing is, there's more, and unless you're importing games from Japan, you won't be seeing some of their best stuff. Of particular note is Tobal No.2, which when we asked a bunch of American PlayStation gamers as to what Japanese games they imported, was the number one response. As far as we're concerned Tobal No.2 is probably the second best 3D fighting game ever on any system, with Virtua Fighter 3 on the Model 3 board being the best... but buying a VF3 machine isn't really an option is it? We've done a full review of Tobal No.2. For those of you wondering why Tobal No.2 did not receive a release outside of Japan, do not seek to blame Squaresoft. The reason is very simple: Tobal No.1 sold very poorly outside of Japan. It was assumed that going to the trouble of translating the RPG mode and recoding for PAL would not be worth the effort due to a lack of interest from the Western markets. The other title that's been in high demand outside of Japan is Front Mission Alternative, a strategy game with Mechs.

Capcom

Most famous for their dominance of the 2D fighting scene, Capcom are another of Japan's most successful developers. They haven't released vast numbers of titles, but what they have done has been really good. The title that has caused the most fuss in recent times is X-Men vs Streetfighter, which received a Saturn release in Japan. The game uses a 4MB RAM cart which obviously increases the costs of the product, and subsequently was deemed to be a poor choice for American and European conversions.

We're uncertain if our import review helped at all (but we'd like to think we did), but Virgin have informed us that X-Men vs Streetfighter will be released on PAL around the end of the year! This is the PlayStation version (X-Men vs SF EX edition), but it will not allow you to tag your partner in, as they can only be used in the double team supers, due to memory limitations. Unfortunately we'll never have the pleasure of doing a review on a PAL version of X-Men vs SF for Saturn...

The issue with Capcom games coming out on the Saturn in Japan only is mostly because Capcom like to use all the resources they can get their hands on, and thus they're always using the 4MB cartridge. They're even doing Resident Evil 2 for the Saturn, but at this stage, only a Japanese release has been confirmed. Don't expect to see any Capcom games get a local release on Saturn anymore.

SNK

Most popular of the SNK lineup has been the King of Fighters games, which amazingly got a local release on both PlayStation and Saturn. The Saturn release being even more interesting in that it came with a RAM cart. The series that's really been poorly represented in Australia, and outside of Japan for that matter is the Samurai Shodown games (Samurai Spirits in Japan). In Australia, the PlayStation received a really sad port of SS III. In Japan, the PlayStation had a disc that had both Samurai Shodown 1 & 2 on it. Both PSX and Saturn received Samurai Shodown RPG, and the Saturn also got Samurai Shodown IV, which uses the 1MB RAM cart.

GameArts

Best known for their RPGs, GameArts are responsible for what is hailed by many as the best Saturn title ever... Grandia. It was on our release schedules for ages, but due to the collapse of the Saturn market outside of Japan, the plans for English conversions were dumped. Expect to see more RPGs through the years from GameArts, and just pray that they actually make it out of Japan.

Red

A Japanese-based company that has been around for a very long time, since the days of the old PC-Engine that never made it to Australia. Specialising more in character designs, Red has collaborated with other software companies like Takara and Hudson to create games like Arcana Strikes and Galaxy Fraulein Yuna. Many of Red's games were driven by the grand character and environmental designs. Perhaps the most memorable achievement was the creation of Sakura Wars for the Sega Saturn. Since its release in early 1996, Sakura Wars has won numerous awards in Japan for its originality and artistic excellence. The game and its characters are so popular, in fact, that an anime series has even been created in its honour. Red is now reportedly working on Sakura Wars 2, which is presently one of the most eagerly anticipated Saturn titles in Japan.



The Games

Here's a taste of some of the stuff that didn't come out of Japan, and the review scores we would have given them...



Front Mission Alternative

PlayStation

CATEGORY: REAL-TIME STRATEGY

PLAYERS: 1

DEVELOPER: SQUARESOFT

AVAILABLE: JAPAN ONLY

Ever wanted real-time mech strategy, without all the tedium of resource management? Front Mission Alternative, a game that fits such a criteria, introduces brilliant new concepts to a genre that, after Dark Reign and Total Annihilation, is begging for newer and better things.

Front Mission Alternative puts you in control of up to three battalions of mechs to guide through a war. Basically, all you do is set up your mechs' main and secondary weapons, energy distribution, camouflage, experience distribution, and initial way-points. Afterwards, aside from some in-game controls, you just sit back and watch as your mechs march about and eliminate enemy units. The levels are set in gigantic 3D environments from mountainous deserts to dense jungles that are filled to the brim with lush visual detail and ambient sounds. This is no exaggeration. All doubt will disappear if you see the elephant stampedes in the savannah. The mechs themselves are wondrously detailed as they trot about, jump-jetting to avoid rockets, and run in for the kill. With 2D backgrounds blurred for photographic effect, complete with parallax layering, as well as a full player-controlled zooming camera, FMA is the most visually stunning mech game to ever grace the PlayStation.

With a myriad of weapons to buy, FMA is definitely a hard-core game. But when most weapons are given names like "Manhood" and "Blue Veiner", it's as though Japanese programmers never expected this one to be released outside of Japan.



VISUALS

SOUNDS

GAMEPLAY

OVERALL

90

85

89

90

VISUALS

SOUNDS

GAMEPLAY

OVERALL

92

85

88

92

Sakura Wars

Saturn

CATEGORY: SIMULATION

PLAYERS: 1

DEVELOPER: RED

AVAILABILITY: JAPAN ONLY

Although it's been out since 1996, how does one even begin to describe Sakura Wars? In simple terms, Sakura Wars is a Japanese cartoon series about a war between diametrically opposed parties. One side fights for justice, while the other has delusions of supernatural grandeur. Their battles are fought out with giant mechs, and hopefully, with your help, the forces of good will prevail.

You are Ohgami, newly assigned to serve with Sakura, Sumire, and Maria, amongst others. On the battlefield, you play a 3D isometric strategy/combat game that bests many other games that are devoted to this genre. When not on the battlefield, you will be conversing with various characters and, depending on how charming you are, winning the favour of some of the ladies. You can even win points for protecting your favourite gal during the battles. In the end, should justice prevail, you will have won the heart of one of the girls.

Sakura Wars by far deserves to be called "beautiful", as the anime cut scenes, music, superb voice-acting, and overall 2D presentation are masterful pieces of work. This is all balanced off by well-placed humour, a good plot, and an excellent 3D strategy game. Anime fans will love the similarities to Voltron and Evangelion, and how each level is presented like a new episode of a cartoon. It is truly a source of bewilderment, and regret, that this game will never be released outside Japan. This is one of those rare moments where the distinction between anime and videogames is blurred. It deserves every award it has won.



Tobal 2

PlayStation

CATEGORY: 3D FIGHTING

PLAYERS: 1-2

DEVELOPER: SQUARESOFT

AVAILABILITY: JAPAN ONLY

Squaresoft, famous for its smash hit Final Fantasy 7, is not one to restrict itself to a singular genre of games as some companies are prone to do. Elaborating on the innovation and design of its cult hit Tobal No. 1, Squaresoft took what many called "potential" and transformed it into ground-breaking quality. The result is Tobal 2.



The premise of Tobal 2 is simple: Emperor Udan has decided to host another fighting tournament. As one of the competitors, you must fight your way past your opponents and defeat Emperor Udan to win the tournament. All of the competitors from the last tournament have been invited, such as Chujji, Oliems and Epon. Two new characters have been added as well - Doctor V, a scientist; and Chaco Yutani, a Barbarella-esque space adventurer with nothing better to do than follow her heart- throbbing Gren Kuts into the tournament. The bosses of the first game, Mufu and Nork, have also returned as Udan's subjects.

The first obvious improvement is in the graphics. Tobal 2's graphics are a giant leap from its predecessor. The characters sport a much higher polygon count with Gouraud shading that make the corners and joints invisible. The characters look amazingly vibrant and soft to the touch without a hint of break-up. Running in the PlayStation's hires mode, their movements are smooth and seamless as they bounce around, cracking knuckles, flexing muscles, and generally doing the fighting thing.

Each and every movement is deliberate and precise. The smoothness is accentuated even further with the Sony analogue pad, which makes the animations look absolutely natural. The backgrounds are also a lot



more atmospheric with moving 3D objects against some 2D backdrops. Visually, Tobal 2 is a breath-taking experience.

The music and sounds have also been noticeably enhanced, especially with all the new battle-cries and impact sounds. The sound effects even match the acoustics of different arenas - fighting in the mines, for instance, will produce a slight echo. The music is satisfactory, being primarily a melody-oriented PCM affair. It's quite good in conveying a competitive atmosphere, but it's not the sort that inspires head-bashing.

The beauty of Tobal 2 is really in the controls and play mechanics. Tobal 2 brings back the full 3D control of the first game which allows you to move your characters anywhere on the arena. Attacks are accomplished by pressing the high, mid, or low attack buttons. Blocking and jumping are assigned to the shoulder buttons. Each of these manoeuvres can be used to string together a mass of combos ranging from short 3-hit combos to unlimited juggles. There is no real formula or magic button sequence to these combos - it's all just a matter of linking the moves with a little common sense. With the right timing, special extended combos can be unleashed which produce all

sorts of star-trails and other lighting effects. The newest move of all is the projectile weapon such as fireballs and earth-tremors. Players must first charge up their weapon, which drains their life energy. The longer the weapon is charged up, the more damage it does - but the trade-off is that more of your energy is lost. This type of play mechanic does well to avoid the mundane fireball exchanges that are prevalent in other games.

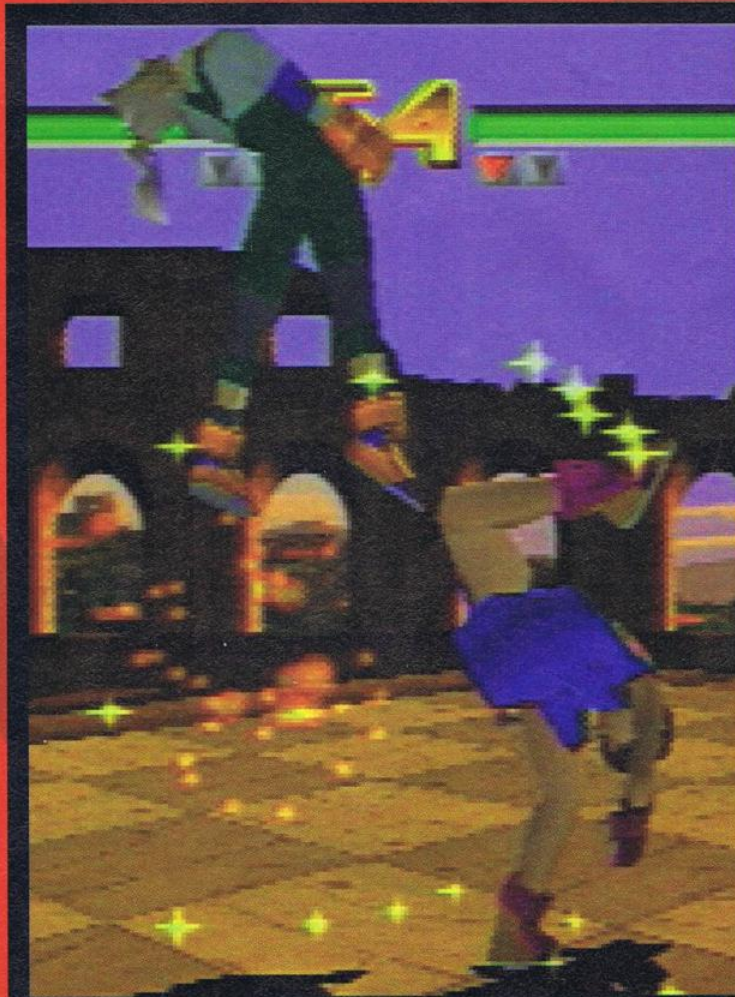
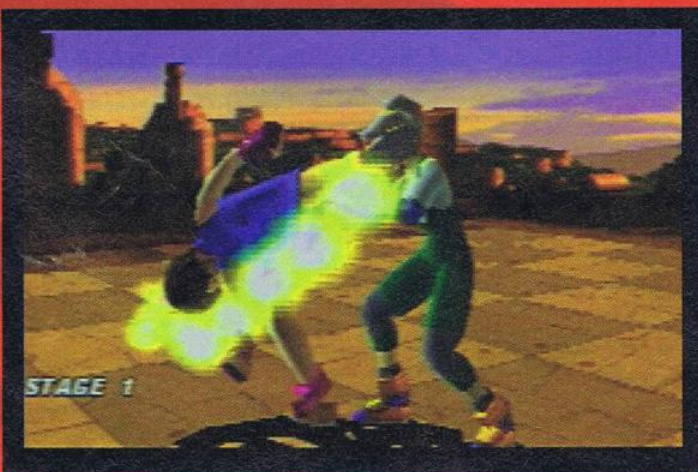
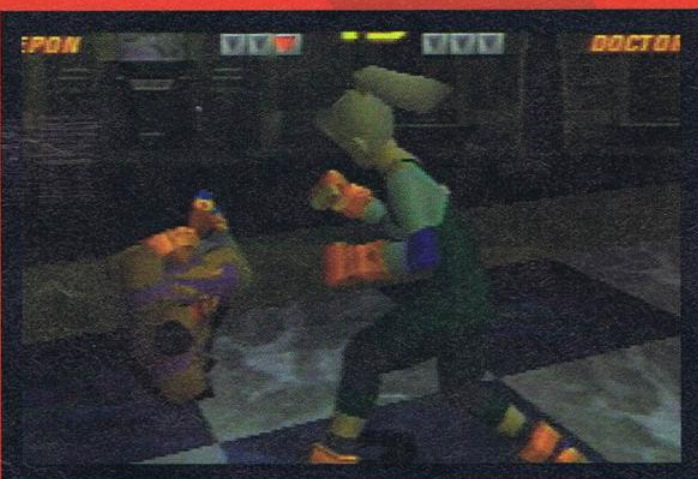
Added to all those moves is a comprehensive grapple system. By pressing a certain combination of buttons, you can grab your opponent and perform different throws and



grapple attacks. The beauty of it is that anything can be countered in a grapple. By pressing a combination of buttons at the right time, throws can be reversed or nulled, allowing to to land on your feet or even give you an opportunity to deck your opponent. It's also pretty cool to fall out of the air and flip yourself to land on your feet instead of crashing flat to the ground. These features ensure that the fights aren't lop-sided and more dynamic.

Finally, there is the Quest mode to consider, which is an entirely separate game altogether. Players are required to explore dungeons, recover jewels, and after descending a number of levels, defeat a villain known as Mark the Devil. As you progress through each dungeon, you will encounter numerous baddies who must be defeated in much the same way as the tournament mode. Your character will grow in experience with each different attack that is performed, and raise their strength, agility and health. With over 200 types of baddies to fend off, some will be shocked to know that each and every one of them can be unlocked, saved, and played in the tournament mode. One of the secret characters to be unlocked even include the Chocobo from the Final Fantasy series!

With different costumes, a fully interactive replay function, loads of FMV sequences, and other cool options, Tobal 2 is the most well executed fighting game to have ever appeared on the Playstation thus far. This game has everything: smart visuals, nice sounds, and gameplay that masterfully combines brains with brawn. You'd be stupid to miss this.



VISUALS	SOUNDS	GAMEPLAY	OVERALL
93	87	92	95

This is the best fighting game to come out on any home system, with full 3D movement to boot.



Grandia

Saturn

CATEGORY: RPG

PLAYERS: 1

DEVELOPER: GAMEARTS

AVAILABLE: JAPAN ONLY

If there was a title that we were ultra excited about on the Saturn release schedules, it was Grandia. Like Final Fantasy VII, this one was long in the making, and it's obvious why. This is really the second RPG that is truly a 32-bit game, with FF7 being the other.

What makes this one so great? For starters, you've got a polygonal, true 3D environment, which has been richly textured and really brought to life by the activity within. The characters however are all sprite based, so it's not a TOTALLY 3D RPG. Windmills turn, birds fly overhead, people go about their business. It would seem GameArts were the ones that truly pushed the Saturn to its limits, as the game can get a little bit jerky, and the towns are kept small as a result. The cinematics are also of an extremely high standard, and help bring that epic "movie-like" feel that FF7 had.

The area where Grandia beats all other games in the genre hands down is sound, as every little detail has been attended to: Creaking floorboards, the lapping of the waves, the crunch of grass and leaves underfoot... all of these topped off with fantastic music make this game an aural experience to be had.

You could say that in terms of gameplay innovations, Grandia goes steps further than FF7, which was more of an improvement on production values rather than on new ideas in RPGs. The storyline is long and deep, with a lot of emphasis on character development and a storyline, as opposed to a "number-fest".

The biggest drawback is that if you can't read Japanese, you'll lose all the richness of this wonderful title. There are rumours of the possibility of a revamped version of the game for the next Sega console, although even if this were true, an English conversion would not be assured.



Samurai Shodown IV: Amakusa's Revenge

Saturn

CATEGORY: 2D FIGHTING

PLAYERS: 1-2

DEVELOPER: SNK

AVAILABILITY: JAPAN ONLY

The Samurai Shodown (Samurai Spirits) series became a big hit with those that were dying for a 2D fighting game that used weapons. The original (whilst loved by some multi-format games mag editors... ahem), lacked in terms of innovation other than that both combatants had weapons. The series progressed, and was obviously popular in Japan at the very least because they're currently up to Samurai Spirits IV.

Samurai Shodown IV takes the combination of large colourful sprites, beautiful backgrounds, and a strange pausing effect (which caused Andy to dub the game "Samurai Slowdown"), which many mistook for slow down, but was actually just part of the whole cinematic aspect of the game, to bring a beautiful visual package. Perhaps second only to Capcom's X-Men vs Street Fighter, in this genre.

Samurai Shodown IV retains that fantastic audio quality that the rest of the series had, and it is this perhaps even more so that makes the game "feel" Japanese... although seeing the word "Victory" appear at the end of a bout reminds you even more so.

In terms of gameplay, there are plenty of characters to choose from, each with an "honourable (slash)" and "dishonourable (bust)" mode. Players can dodge, counter, drop their weapon (god knows why), disarm their opponent, and of course perform special moves and supers. The fighting is not as hell for leather and raw as in say X-Men vs SF, nor is the combo system as developed. However the game has its own way about it that makes it appealing in other ways, and it can only be called an A grade title.



VISUALS

SOUNDS

GAMEPLAY

OVERALL

90

94

94

94

VISUALS

SOUNDS

GAMEPLAY

OVERALL

89

94

90

90

The Corporate Response

The people who can best explain why some games don't make it to Australia are the people in the industry that are responsible for bringing in what we do get. First off we spoke to Chris Ansell from Sony Computer Entertainment Europe. SCEE, essentially deal with all Sony games that are being brought to the PAL (European) market, of which we are a part. Chris answered a couple of questions for us about the conversion of Japanese titles.

Hyper: *Tobal No. 2 is hailed worldwide as possibly the most advanced fighting game on a console... What were the main reasons behind Squaresoft not doing a conversion for PAL, or English NTSC for that matter?*

CA: Again, there are likely to be multiple economic and logistic reasons why Square don't convert all of their releases to PAL. A strong belief in their development teams and the freedom given to them also dictates which projects are suitably appealing to non-Japanese gamers, thus likely for conversion.

Hyper: *How do most of the Japanese specific titles fare in PAL territories, and does this have an affect on what stuff you choose to bring out?*

CA: So far, SCEE have been extremely selective on which titles are to be released for the European market. Naturally, not all games are of a suitable style to warrant such conversion process, though the majority of titles released do achieve excellent results across Europe.

As the age demographics of PlayStation owners increases in scope, more titles from Japan are becoming candidates for PAL release due to a wider range of tastes. For example, Parappa, Depth, Bust a move, and Final Fantasy 7.

Hyper: *Is there ever a situation where a publisher offers to cover the costs of converting a game that the developer didn't plan to convert?*

CA: Whilst I can't comment on possible offers of this in the past, the offer of money to cover conversion costs is often irrelevant to developers, since the primary clash of interests is not financial but logistical.

Since a development team's code is strictly confidential, it must be invariably the original team who invest their efforts in the PAL conversion. This effort is purely at the discretion of the original team and often we find that interest in a title wanes once the NTSC version is complete.

We also spoke to Nikki Hemming, General Manager of Virgin Interactive here in Australia, who handle Capcom (amongst others)

Hyper: *How much stuff does a company like Virgin look at bringing into the PAL markets, that the developers aren't interested in converting?*

NH: It would now run at about 10% of the prospective titles in any one

trading year. At one stage it was a much higher proportion of potential titles. The biggest challenge that faced International publishers was to convince our Japanese trading partners of the viability of the PAL territories. For example, if a title in Japan is able to sell a million units on day of release but the total potential in PAL territories is maybe 500,000 units in the product's lifetime, the proportion of local Japanese business can be as high as 10:1. The challenge then is to convince the developer or publisher to keep the development team working on a now 'old' project to convert it and achieve incremental sales of only 10% when that time could be spent producing another one million unit seller locally.

Fortunately, where the PSX market is concerned the installed Hardware base is sufficient allow us to project much higher volumes and therefore our Japanese partners now think in terms of a 'global release' rather than a local one.

Hyper: *Do Virgin ever end up putting money up front to finance the conversion of a game?*

NH: This is quite a common occurrence. Many titles are based on an advance to sign up a title which is then recouped against royalties that would be paid out to the developer/publisher once the game is being sold. It would certainly be a way that a publisher could convince another party to release in the PAL regions.

Hyper: *Are there any factors that simply rule a game out from being converted?*

NH: The main factors that will rule out a game from being converted would be:

- Technology
- Culture. There are titles that will sell in Japan which are culturally unacceptable in the western world. An example would be RIP. It's combination of sex and violence would ensure that it was banned in the US and PAL territories pretty much automatically.
- Language. After the UK, Germany is the next largest high income territory for PAL. A voice prompted program is complicated to implement in a different language, especially when the character count per word and sentence construction are fundamentally different from the original language. Virgin convert our titles into up to 11 different languages but the cost is high and is justified by our future opportunity to expand into mass market.

OFLC... Give em a break.

In stark contrast to what most people would expect us to say about the OFLC, we're going to say that they're doing a pretty good job. Why would we be saying this? Well not everything that comes out of Japan is sugar and spice. It's actually the PC/Mac games out of Japan that are the ones that we really don't need over here, and institutions like the OFLC (Office of Film and Literature Classification) stop them from getting here.

A perfect example would be the title "Waru" or "Rip", where your mission is to stalk and molest young (very young) women on public transport, within a short period of time. Suffice to say, this is something we don't need, and isn't something you're going to find too many people complaining about problems of availability over here.

Be Pro-Active at Hyper@ctive!

Sitting around whining to your mates about a game not coming out won't accomplish anything. Petitions sometimes get results, and although it will largely depend upon the developer and publisher, if there's enough public outcry for a release of an overseas game, then someone in a position to do so, may make the decision to okay a PAL or maybe US NTSC release of a game that is otherwise limited to the Japanese market for example.

The other fact that will always remain is that Australia is such a small market, and that a petition that was done solely in Australia wouldn't serve to turn too many heads overseas in terms of making a PAL release. There is however strength in numbers, and the rest of Europe, and sometimes the United States also miss out on some of these excellent

games, and since the Internet is a global service, we thought it'd be a good thing to offer the global gaming community a place they can petition to have games released in the western territories. So we're setting up a service where you can see what games are being petitioned for, and you can either add your vote to the games you want, or add a new game to the list if you feel it should be released outside of Japan.

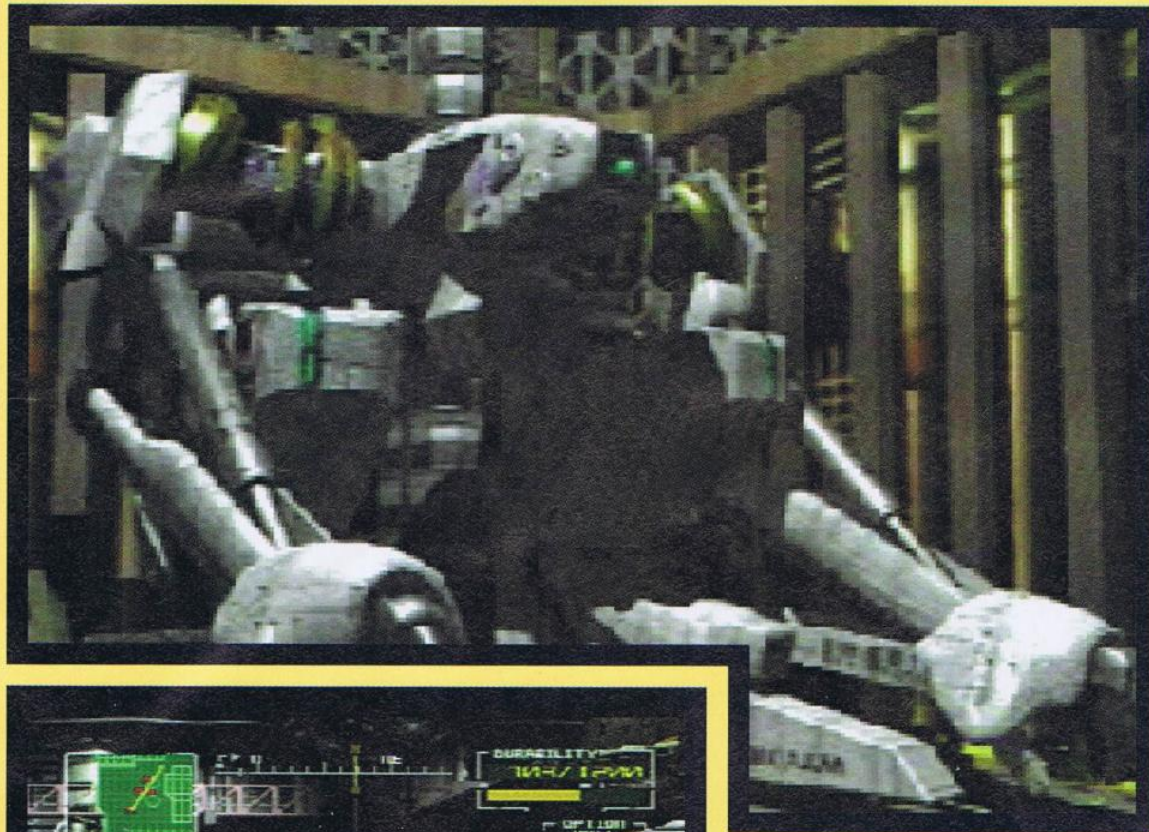
At time of publication, Hyper@ctive was undergoing a bit of a facelift, so we can't show you what to look for, but we can give you the address (<http://www.hyperactive.com.au/>), and tell you to look out for a button/link that says "Petitions".

There's no web site with a dedicated ongoing petition service, so get behind this one and we'll have an Aussie service as a world leader! Remember, developers and publishers will react to what the public buys, and what they ask for... so have your say and do something for gaming!

Brahma Force

Assault on Beltlogger 9

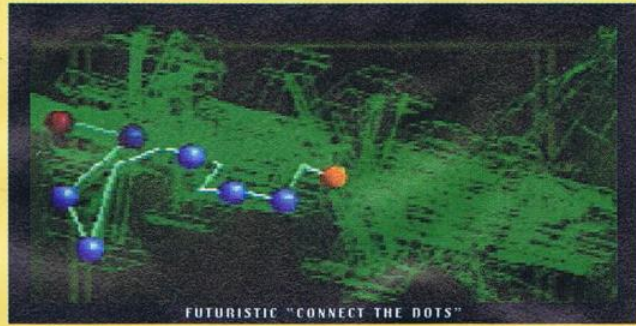
Before he worked for Hyper, **Kevin Cheung** was actually a mech pilot who got court marshalled for gunning down a church by mistake... maybe.



These days, it's hard to find a 3D mech game that truly distinguishes itself from the wartime themes of honour, glory and death by a hail of laser fire. The thrill of commanding an armed mech into combat is starting to grow tired. Thankfully, *Brahma Force: Assault on Beltlogger 9* breathes some new life into the genre with its somewhat different style.

A rescue mission gone awry

The game begins with a dream of the heartbreaking memories of your wife and her last words that she will be on a deep space excavation mission for three years. She is later discovered dead with horrific self-inflicted wounds, the result of the mysterious Pickman's Syndrome. When you wake up, you are sent with your Brahma squadron (that's mech squadron to you) to answer a distress call from the colony on Beltlogger 9. The colony is under attack from a vengeful warlord called Dionisio Vega, who ambushes your team as you try to infiltrate the colonial perimeter. You are the lone survivor of the ambush. From there, you are immersed into 22 levels of first-person mech-action gameplay with the aim of getting out



FUTURISTIC "CONNECT THE DOTS"



through the game, your communications with other characters will unravel a tale of despair, deception and betrayal, as you learn of the connection between Vega and the Pickman's Syndrome, hence solving the mystery behind your wife's death.

There is a down side to the story...

Atmospherics, however, can only go so far, as it is ultimately the gameplay that counts. In that respect, Brahma Force has a number of oddities and flaws to consider. Firstly, all of the items, special weapons, and so on must be accessed by pausing and opening up a large menu screen. This is all peachy for putting on a pair of night-vision goggles or checking your map, but it unnecessarily breaks up the flow of the gameplay when you change weapons. Having to change weapons mid-fight is indeed a little awkward. A weapon cycling function would have been appreciated here. And speaking of weapons, even though power-ups are available, there isn't a huge variety of them to choose from. Once you get over the initial feeling of suspense, the missions become much easier to get through. That's not to say that the gameplay is shallow, but it indicates that it isn't a hard-core mech game that's oozing with superfluous detail.

That said, Brahma Force is a solid game with an involving storyline. It controls well and looks fairly decent, but it's not intricate enough to keep hard-core mech fans happy. On the other side of the coin, the game has a good general appeal to suit most people.



of there alive. This involves a great deal of exploration through 3D environments and skirmishing with enemy units.

In terms of control, Brahma Force operates a lot like Quake with the ability to strafe, look up and down, open doors and switches, and so on. There is also the ability to raise shields and use jump jets. All of the options like weapon selection, items, special equipment and so on can be accessed by pressing the start button.

These controls are conveyed well in the slick graphics that move surprisingly quickly and smoothly. The environment textures are a little blocky at times, but they are a minor concern. The only glaring problem is the heavy lines used to defined enemy units, which cause them to be lost in the background.

Look! An actual plot!

The most notable part of Brahma Force is the dark and suspenseful atmosphere. The environment in which you play is a basically a deserted space station. Aside from the enemy units, the place actually feels desolate. There are also shadows and light effects that create all sorts of contrast. Those who have seen the sci-fi megaflick Aliens will have serious feelings of deja vu when they see the level designs, and hear how the radar beeps as enemy units come closer. This is capped off with some decent music, or lack thereof at times, which does well in creating tension.

All of these features are strung together by intermissions such as FMV sequences and conversations with other characters. These intermissions carry the story along and draw you deeper into the world before you - the mystery disease; the need to escape; your friends in danger. As you progress



BRAHMA FORCE VS MECHWARRIOR & ARMURED CORE

Brahma Force has a number of subtle differences to its alternatives like Mechwarrior or Armoured Core. The first is that MW and AC are mission-based games where you can purchase new weapons, prepare strategies, and manage variables such as ammo, heat-sinks, and so on. Brahma Force is a much simpler affair, where all you need to worry about are your shields, energy, and ammo pick-ups. Also, instead of making preparations between levels, you must finish the game with the mech you are given, and actively monitor your performance. However, Brahma Force won't provide non-stop action, as it is an extremely story-driven game. The intermission sequences build parts of the story up, and make the game dramatically different from MW and AC.**

AVAILABLE: APRIL
CATEGORY: MECH GAME
PLAYERS: 1
PUBLISHER: JVE
PRICE: TBA
RATING: TBA

FREEMETER

Without any 2-player options, this is one of those games where you have to sit down and get into the game on your own terms.

VISUALS
83

SOUND
80

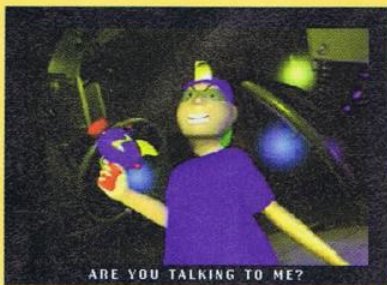
GAMEPLAY
71

OVERALL
78

Brahma Force proves that mech games aren't always about mindless war. The plot gives this game a lot of heart.

Rascal

Mischief Makers... Rascal... What's next? Very naughty child? Kevin Cheung pulls on his baseball cap.



It is oft remarked that imitation is the best form of compliment anyone can receive. Rascal is one of many games to mimic the gameplay of Mario 64. This isn't the first time programmers have paid homage to the powerhouse

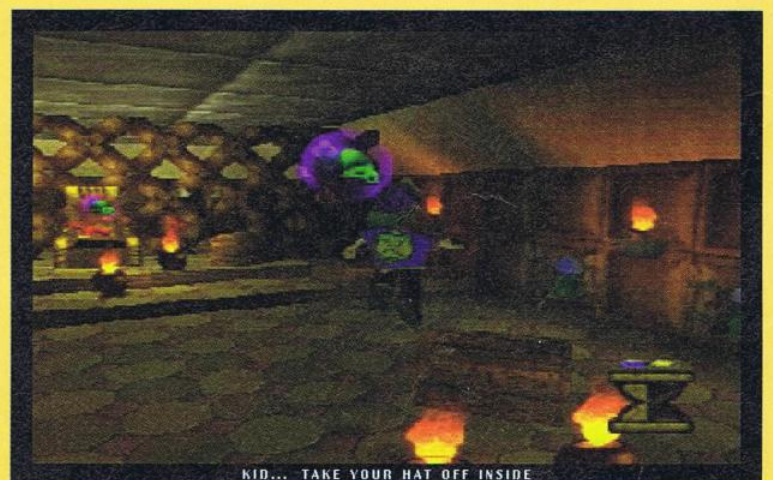
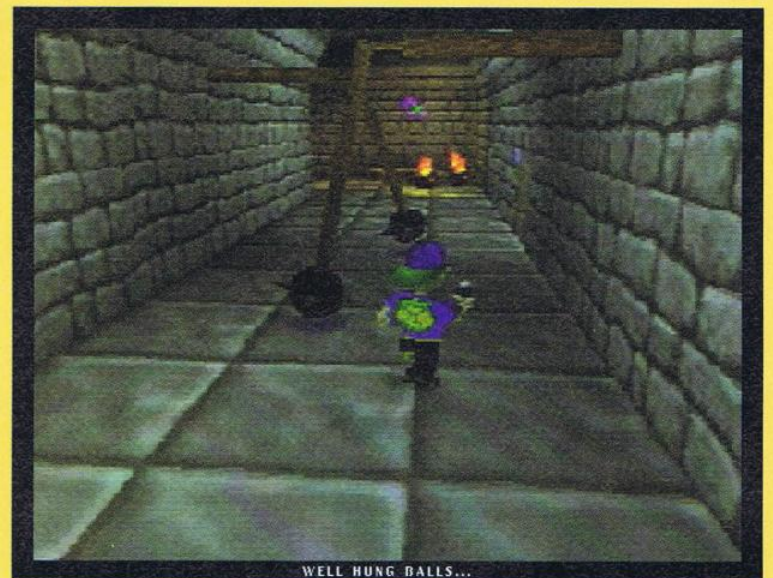
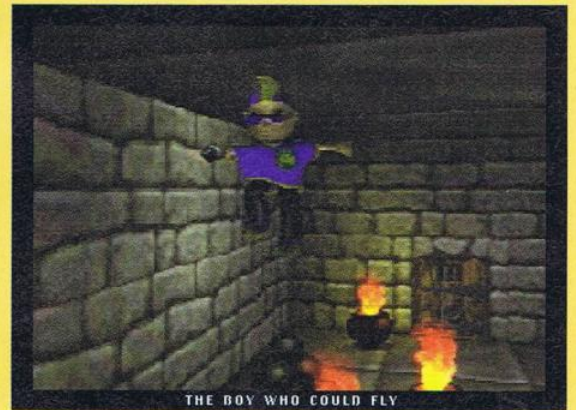
plumber - in fact, many have failed dismally, and others have had some limited success. In this case, however, Rascal is probably one of the better ones to have surfaced in a while; and given that this is on a less powerful machine, it's certainly nothing to snuff at.

Blowin' Bubbles...

Rascal puts you in control of a wee lad who stumbled upon a science experiment gone awry, and has taken it upon himself to set things right. Armed with a bubble-spurting gun, you begin the adventure in your bedroom and eventually make your way down to a floating glob of liquid metal that transports you into a castle in another dimension. From there, you must explore expansive three-dimensional environments, solve puzzles, kill baddies, and make your way through each level until the final boss has been defeated.

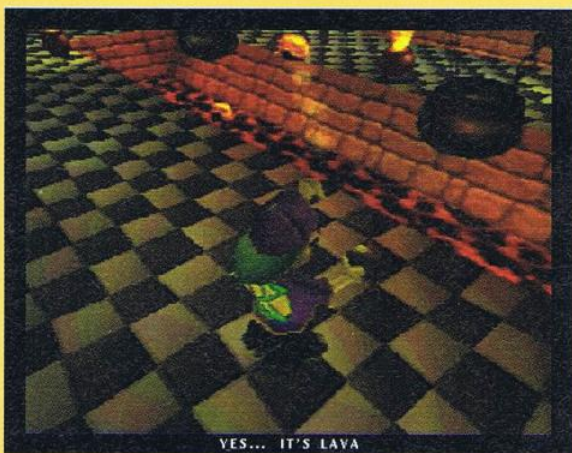
In terms of gameplay, Rascal is a relatively simple affair. There are various platforms to jump through, moving obstacles to avoid, and wooden planks to precariously tip-toe across molten lava pools. The bulk of the game rests in exploration, where sections of the maze only become accessible once certain keys are found. Succeeding that, you must also find the components of an egg-timer to reveal the exit to the real world.

There are numerous baddies to encounter along the way. The majority of them are bog-standard creepy crawlies like spiders and rats, which you can kill with your bubble-gun. The bigger baddies might take the form of knights or axe-wielding chefs, and usually relinquish important items like a piece of the egg-timer. But what platform game would be complete without the ability to stomp on the baddies? Yes, the little Rascal can stomp down on all the bugs with a double-tap of the jump button.





I BET THAT KNIGHT IS SHITTING HIMSELF KID...



YES... IT'S LAVA

Stomping grounds...

From a more critical perspective, however, experienced platform fans will find Rascal very easy. The mazes and puzzles aren't difficult to figure out, and you don't exactly need a Swiss watch to time the jumps through moving obstacles. With the focus being on exploration, the actual killing side of things are just a case of point and shoot until something explodes in a flurry of bubbles. Even with the stomp method, you need only hit the baddies with the shockwave of your impact with the ground.

Graphically, Rascal has all the attributes that impress. The characters and 3D environments are well constructed with simple textures, and everything moves smoothly with only rare instances of break-up to speak of. It's just a pity that some of the character designs are devoid of inspiration. Nevertheless, the game makes good use of lighting effects and shadows that augment the overall atmosphere. The real strength, however, is in the camera angles that can be freely rotated via the shoulder buttons. The camera angles certainly give Rascal a more charismatic feel, and the action appears more dynamic. It also gives you a greater sense of control and awareness of the environment around you.

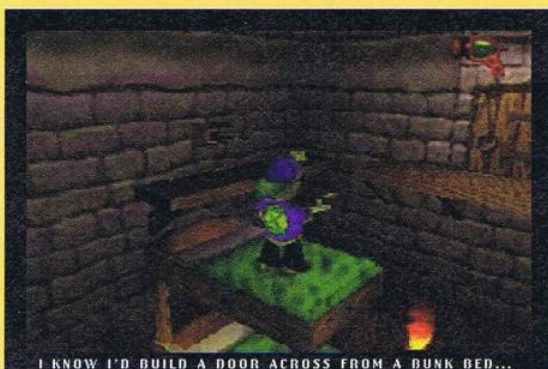
The graphics are supplemented by all the standard sounds of a platform game of this type: jumping, squealing, shooting, explosions, switches, and so on. The PCM-based music is also of a reasonable standard, with different styles attributed to each stage. One level might be played to the tune of a mischievous fusion of baroque and Dennis the Menace, while another would be of a grander and more classical flavour.

Mario's Evil Twin?

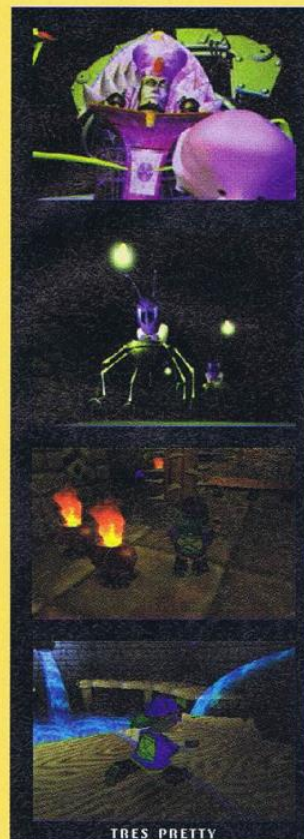
The overall atmosphere is a little hard to place. One could say this is the adventures of Mario's evil twin brother, given some of the fire and brimstone, and the touches of black humour in the way the bugs squeal when they are killed by bubbles. On the other hand, the relative size of many objects leaves a lot to be questioned in terms of realism. The doors, for instance, are barely large enough to accommodate a small boy. The setting could easily be mistaken for Alice in Wonderland. It's a rather unique taste.

Control is where Rascal can be considered to either have failed or barely scraped past. When you are running quickly through the rooms, Rascal is quick and responsive. When you attempt to stop, you will actually slip forward a little to accurately portray momentum, and you can cancel out the momentum by pressing the skid button to come to a complete stop. Once you start moving again, however, you will find that the controls are sluggish and unresponsive, and they don't get any better until you pick up some speed. That being the case, precision manoeuvres and jumps can become quite a slow and tedious exercise.

Altogether, Rascal is a pretty solid game with some control problems that can be persevered through. Experienced gamers won't warm to the shallow gameplay, so it's probably better for the younger players. But as a Mario clone, Rascal is the closest the Playstation has ever come. And that's saying a lot.



I KNOW I'D BUILD A DOOR ACROSS FROM A BUNK BED...



TRES PRETTY

AVAILABLE: LATE MARCH

CATEGORY: 3D ACTION

PLAYERS: 1

PUBLISHER: PSYGNOSIS

PRICE: TBA

RATING: G

FREEMETER



The 3D genre has taken a turn towards the die-hard, especially with so many of them floating around.

VISUALS
80

SOUND
75

GAMEPLAY
68

OVERALL
77

A great Mario clone to satisfy Playstation owners, sadly marred by control and gameplay problems.

Star Wars Masters of Teras Kasi

A little known fact, **Kevin Cheung** was the repair engineer on Wedge's X-Wing... honest.



For many a Star Wars fan, a fighting game starring our favourite intergalactic freedom fighters could only happen in our wildest of dreams. Imagine Han Solo and Boba Fett duking it out with laser blasters, or Luke seriously wupping Darth Vader's ass with the lightsabre. Ahh, to be able to wield a lightsabre... Well dream no further, as Lucas Arts brings you Star Wars: Masters of Teras Kasi. Take heed, however, that this game isn't exactly a dream come true.

After the introductory FMV fanfare complete with John Williams' famous musical score, MOTK boils down to being a three-dimensional fighting game that combines elements of other great fighting games such as Tekken 2, Soul Blade, and Virtua Fighter 2. Is this going to be a wonderful blend of the finest elements of modern fighting games? Or is this going to be a case of too many cooks spoiling the broth?

You can select the usual suspects to play, like Han, Leia, Luke, and the Wookiee, as well as a Tuskan warrior and a Gamorrean Guard. The new character to this game is a woman known as Arden Lyn, a master of the ancient fighting art of Teras Kasi. After selecting a character, you simply fight your way through everyone until you defeat Darth Vader.

In a galaxy far, far away...

The first thing everyone will notice is the presentation and the visual effects. MOTK is littered with all sorts of Star Wars paraphernalia to please the fans. The player selection screen, for instance, looks like the holographic chess-board in the Millennium Falcon. The in-game backgrounds which are a combination of 2D scenery and 3D objects are also worthy of mention, as they are set on locations directly from the films like Hoth, Endor and Dagobah. Many will get a cheap thrill when they realize that there's an AT-walker chugging around in the background.

Star Wars fans will also delight to the accurate portrayal of all of the characters and their



weapons. The lightsabres produce some wicked light-trail effects, and the screen flashes brilliantly when two happen to collide. Blasters are also pretty cool to watch. The characters are of a decent standard, looking just a little blocky at times, and having odd bits of animation missing from some key areas such as turning around to face your opponent. This is all topped off by the usual high standard of music and sound effects that the Star Wars series is famous for.

In the end, however, any experienced fighting game fanatic will tell you that it's the control and gameplay that really counts - and this is where the polish of MOTK starts to crack. Attacks are principally executed with four buttons, one for each hand and leg, similar to Tekken 2. Some special moves can be accomplished by pressing a sequence of a few buttons. Side-stepping is possible with the shoulder buttons, and blocking is achieved by pushing backwards. The whole attack methodology is changed when a shoulder button is pressed and your character's weapon is put into use. From there, attacks become a case of vertical and horizontal attacks.

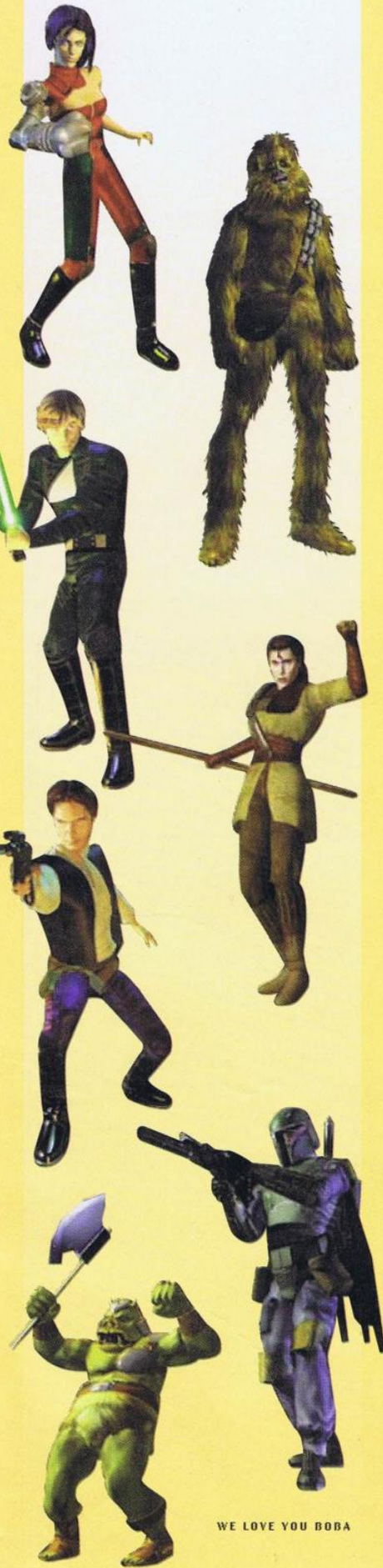
The ability to change attacking styles from weapon to hand-to-hand is actually a good idea. It creates different levels of strategy for the gameplay. Unfortunately, no real advantage is taken of this because of an absolute lack of variety to the moves. There are only a handful of special moves and throws, a couple of ridiculously powerful moves, a few 3-hit combos, and a power-up meter for one super move. What is the point in copying the control interface of Tekken 2 if you're not going to put in big combos?

Variety, tactics... A Jedi craves not these things.

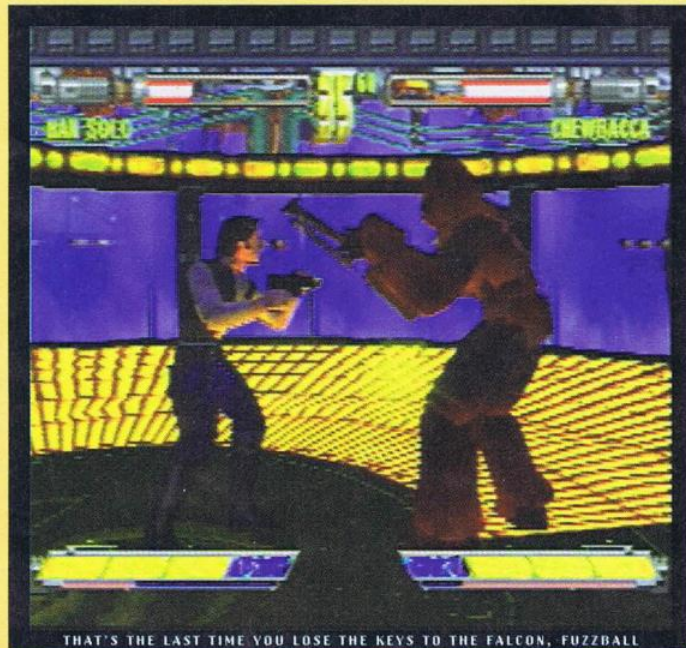
To top that off, the controls are just a little too sluggish and unresponsive for people with quick reflexes and intricate fighting strategies. Without any kind of counter-moves or decent combos, MOTK can become a monotonous "one hit at a time" button-bashing affair that can be finished by performing the same move over and over again. Many people would find this difficult to stomach.

Fans of the Star Wars mythos will also be quick to observe a number of flaws in MOTK. For instance, it just seems a little odd that Boba Fett can block a lightsabre with his bare arms, or that he doesn't get chopped into tiny pieces when hit by a spinning lightsabre. In the end, the lightsabre is just a glow-in-the-dark baseball bat. The game also does not fit into the Star Wars chronology. If the setting is the period immediately after the destruction of the Death Star in "A New Hope", Luke shouldn't be able to fight too well with a lightsabre.

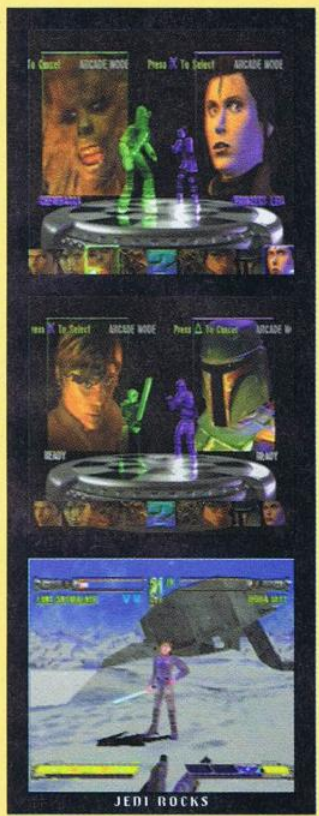
In the end, absolute Star Wars nuts and newcomers to the fighting genre will think that SW: MOTK is great fun to watch and play. There are some pretty cool visuals and excellent music, and the gameplay concepts had a lot of potential. But for the lack of variety of moves and the shonky controls, that potential is left idle. Experienced gamers would best avoid this one.



WE LOVE YOU BOBA



THAT'S THE LAST TIME YOU LOSE THE KEYS TO THE FALCON, FUZZBALL



JEDI ROCKS

AVAILABLE: NOW
CATEGORY: 3D FIGHTING
PLAYERS: 1-2
PUBLISHER: LUCASARTS
PRICE: \$89.95
RATING: MA 15+?

FREEMETER

Not for fighting game critics, and you have to like Star Wars.

MULTIPLAYER
Not enough moves to create for interesting battles.

VISUALS
81

SOUND
84

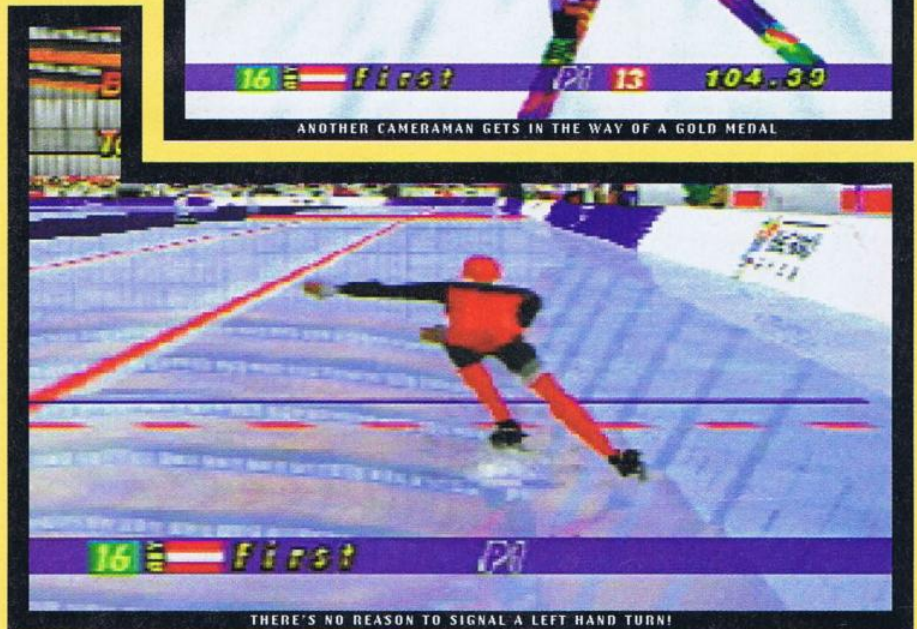
GAMEPLAY
60

OVERALL
65
A disappointing addition to the Star Wars franchise, but fans may still like it.

Nagano Winter Olympi

Kevin Cheung was petitioning to make video gaming an Olympic sport... but not to make Olympic sport a video game.

Yay! The four year wait is over and it's time for the Olympic Games again! With the Winter Olympic Games being held in Nagano this year, it is only fitting that the game Nagano Winter Olympics '98 should be released. Produced by Konami's XXL Sports division, of International Superstar Soccer fame, Nagano '98 certainly has potential. However, if titles like Summer Games back in the old Apple days are to be taken as a lesson, then games of this type should be approached with extreme caution. Nagano '98 is no exception.



Sport - the diplomatic alternative to war.

Being the Winter Olympic Games, you will be competing in events that involve snow and ice. The overall aim is to beat your international competitors and bring home those medals. Nagano '98 offers a select variety of events to compete in. These include alpine skiing, ski jumping, snowboarding, bobsleigh, and speed-skating. As a general rule, you should try to keep as dry as possible to stay in the game, otherwise you'd be disqualified from your event.

The first thing that will strike you about Nagano '98 is that it is merely a collection of games that, on their own, would not make for interesting games. Is this going to be a repeat of Star Wars: Shadows of the Empire? No. It's worse. Gameplay simply requires you to push various buttons as quickly as possible and then steer in a very one dimensional fashion. Now, first off, there is no rhyme or reason as to why you must push your buttons as fast as

ALPINE SKIING

The aim is to ski to the bottom of the slope in the fastest time possible. The giant slalom also requires you to ski between certain flags.



BOBSLEIGH

Using 4 people, you must push your sleigh to as fast a speed as you can manage. You must then jump in and steer the sleigh so that it remains on the proper course.



CURLING

Two teams compete by throwing their stones as close as possible to the centre of a circle that is marked in the ice rink.



FREESTYLE SKIING

Skiing without stocks, you must

gain enough speed to catapult yourself into the air off a ramp and perform a variety of mid-air manoeuvres.

LUGE

Basically the same as the bobsleigh event, except you use one person instead of four.

SKI JUMPING

Strap on some skis, go down a ramp, gain some wicked speed, and see how far you can fly.

SNOWBOARDING

Identical to alpine skiing, except you do it on a snowboard.

SPEED SKATING

Skate as fast as you can around a rink to get the best time.



CS '98

possible, save to build up your power or speed. Such control methods are completely devoid of any skill or co-ordination, and don't really deserve to be termed "control".

The analogue controls, if you're using them, are a separate matter altogether. Despite being "analogue", you are only allowed minimal interaction with the event on-screen. The most that will ever happen is that you steer your skis or bobsleigh from left to right and select a few snowboarding techniques. Anything else that requires sideways motions, such as speed-skating, require you to push the shoulder buttons quickly.

Get physical with the control pad

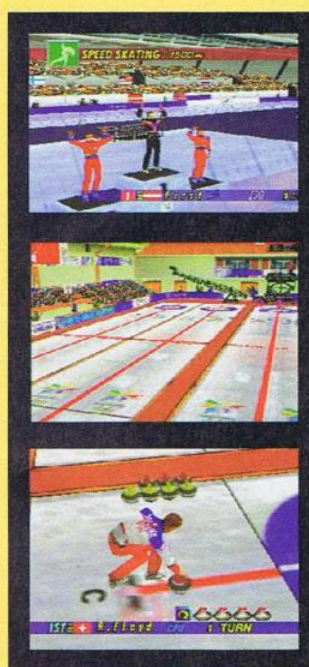
Perhaps Konami wanted to make the gameplay a more physical affair to emulate the sporting atmosphere. Honestly, you do get a good thrill out of timing a landing perfectly, but it is all dependent on how fast you pushed your buttons, how well you steered while your hands were cramping up, and how well you landed. Your landing, in turn, is



dependent on how much power you generated, how much spin you got from it and where you jumped from, which all decides whether it's your feet or your head pointing to the ground. But really, such a dependence on pure luck does not make for an enjoyable game. The only real entertainment for this kind of gameplay would be found in the multiplayer mode, the novelty of which lasts for only a few seconds.

To top that off, the graphics are pretty average. The environments look nice and the characters have some victory/failure animations, but everything moves at a very choppy frame rate. With only a limited number of animations, the characters end up looking very stiff and uninteresting. The only thing going for the game are the decent sound effects, but even then, there are no national anthems to be heard.

Some of the events would have been better left out. The others that had potential, such as skiing and snowboarding, don't even touch the quality of Sega's Winter Heat or Steep Slope Sliders, or Sony's Coolboarders 2. With the high standards of games these days, one would have thought that figure skating or ice hockey could have been implemented. In the end, instead of making a few quality events, Konami just tried to cram too much into this game and ended up creating a horrible mess. Considering that Konami is responsible for killer games like ISS and Castlevania, this is truly a surprise, and proves they're far better when left to their own creative devices rather than following a strict set of guidelines. Looking forward to their next title.



AVAILABLE: NOW

CATEGORY: SPORTS

PLAYERS: 1-4

PUBLISHER: KONAMI

PRICE: \$99.95

RATING: G

FREEMETER

Olympic Games appeal to everyone, but hard-core sports critics should steer clear.

MULTIPLAYER

Enjoyment is slightly improved with friends, but it's only because you're laughing at each other.

VISUALS

77

SOUND

83

GAMEPLAY

52

OVERALL

60

It passes for those who enjoy luck and physical gameplay. But Summer Games on the Apple was more enjoyable, which can't be a good thing.

X-Men

Children of the ATOM

*The fact that he's a mutant has absolutely nothing to do with **Eliot Fish** reviewing this one...*

Whilst Saturn owners go nuts for the awesomely good X-Men Vs Streetfighter, PlayStation owners are going to have to wait patiently and get to know the X-Men a little better first. We all know the story about the PlayStation having difficulty processing these sorts of 2D graphics yadda yadda, and though the frame rates present in X-Men aren't top notch, the game is still very playable. There are some quality fighting games on their way to the PlayStation this year, so judging whether you should splash out now on X-Men is a tough call. Dead Or Alive, Tekken 3 and even the PSX port of X-Men Vs Streetfighter are all going to be fighting for your dollar, so proceed with caution. At first glance, X-Men looks pretty darn solid so let's venture a little further shall we...?

Bunch O' Mutants

So are the X-Men just, like, the coolest superhero group EVER? I'd like to think so - Wolverine, Cyclops, Storm, Colossus, Iceman, Psylocke - the hardest, meanest, coolest bunch of mutants on the planet. When the X-Men fighting game appeared at the arcades, it was a magical





moment, and though it was pretty much a Streetfighter clone with a few extra bits, it was just that little bit more exciting for the Marvel fans because you got to play your favourite character. Thankfully, the PlayStation now has it's own version, and it's pretty good... but not at all outstanding.

First up, there's no doubt that fans of the arcade machine will not be that disappointed with this PSX port - the game is solid and there's nothing really missing, except for a few frames of animation. Just stick this on your TV and then put it next to the Saturn playing X-Men Vs Streetfighter though and you'll notice how inferior the PSX's X-Men port really is. Anyway, X-Men still plays really well and even if at times the animation is simply not there, the gameplay is still pretty darn solid. It must be said yet again though, that the PlayStation control pads are pretty horrible for



and strength. Wolverine is stupidly fast on his feet and with his claws which can tear the opponent to shreds before they can even blink, whilst Cyclops' optic blast is extremely difficult to avoid and virtually instant in its execution. It seems the way they've put X-Men together, is that the faster characters tend to have more frames of animation than the slower characters such as Colossus who really only have 2 or 3 frames per move. Psylocke for instance, is animated really well and she zooms around the screen like lightning, whilst playing as the Sentinel feels clunky - as I guess so it should.

Tonkometer

As you knock each other around, your power meter builds up so that your character can pull off their own "Super" which you can unleash with a quick quarter-circle and two punch buttons. Do these at the right time, and they will pretty much decimate your opponent - they also look really, really cool. The screen is awash with colour, life and crunching sound effects, and there's absolutely no doubt that X-Men: Children of the Atom is one action-packed and entertaining fighting game. Hardcore fighting game experts will have a pretty good challenge on their hands here, as this is one tough game and even with the difficulty level set on easy some gamers will have a hard time getting past the CPU's relentless combos and supers. There's only one word for the AI in X-Men, and that's Aggressive! It hurts! On top of this, the backgrounds are gorgeous and depending on how the battle is going, you may even break through the floor more than once to a different area - nice variation. My only gripe with X-Men, is that the missing frames of animation can sometimes make the game feel a bit unresponsive or sluggish - other than that, it's tops!



Streetfighter-style fighting games. Besides the lack of two extra buttons within easy reach, the d-pad is clumsy for quarter-circles and you may find yourself fighting with the controller to perform the simplest of moves. But hey, we're all used to that now anyway, eh?

Where's The Wheelchair Dude?

In typical fashion, the arcade mode takes you through a variety of opponents from fighting your fellow X-Men in the Danger Room to the evil Sentinel, Acolytes, Spiral, Omega Red, the Silver Samurai and the awesome Magneto. Each character has the standard light, medium and heavy punches and kicks, though depending on their super-powers they will perform unique moves which each have a different reach



AVAILABLE: NOW
CATEGORY: 2D ACTION
PLAYERS: 1-2
PUBLISHER: CAPCOM
PRICE: \$89.95
RATING: TBA

FREAKOMETER

It's fast, furious and potentially frustrating. It's also excellent fun.

MULTIPLAYER
Going the tonk with a friend improves the game dramatically.

VISUALS
75

SOUND
74

GAMEPLAY
79

OVERALL
76
Skilled gamers should stick to Streetfighter EX Plus Alpha. X-Men fans might have to take the plunge...

NHL Breakaway '98

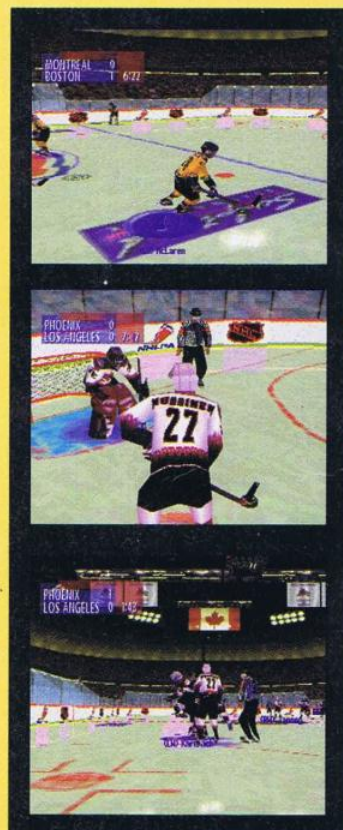
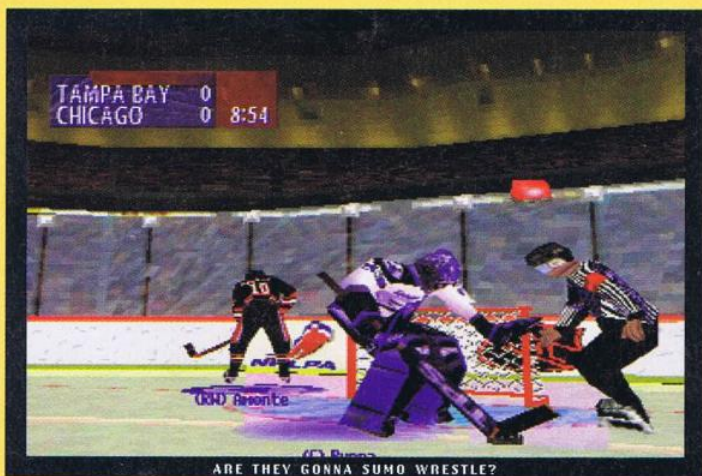
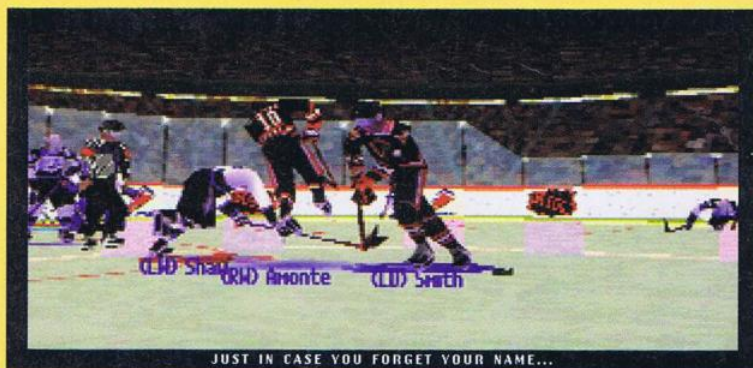
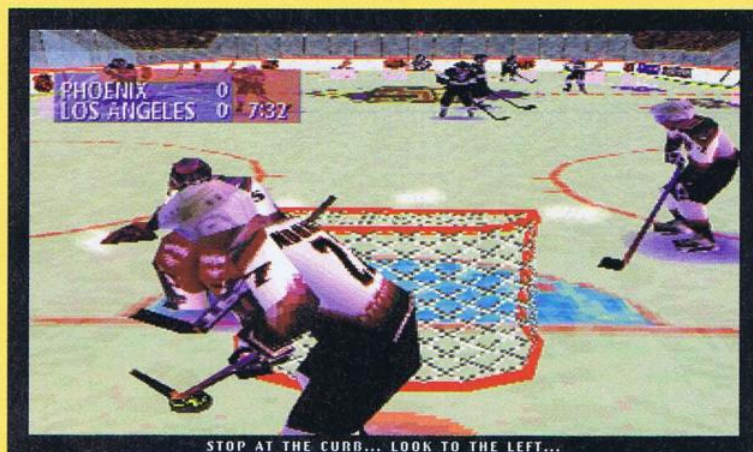
Dan Toose once again laces up the hockey skates, straps on the pads, and slap shots his way through NHL Breakaway '98 . . .

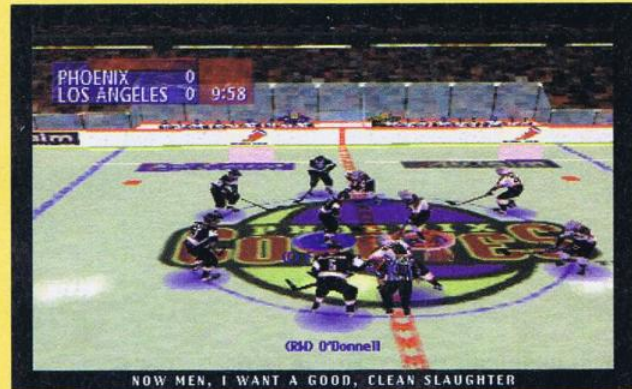
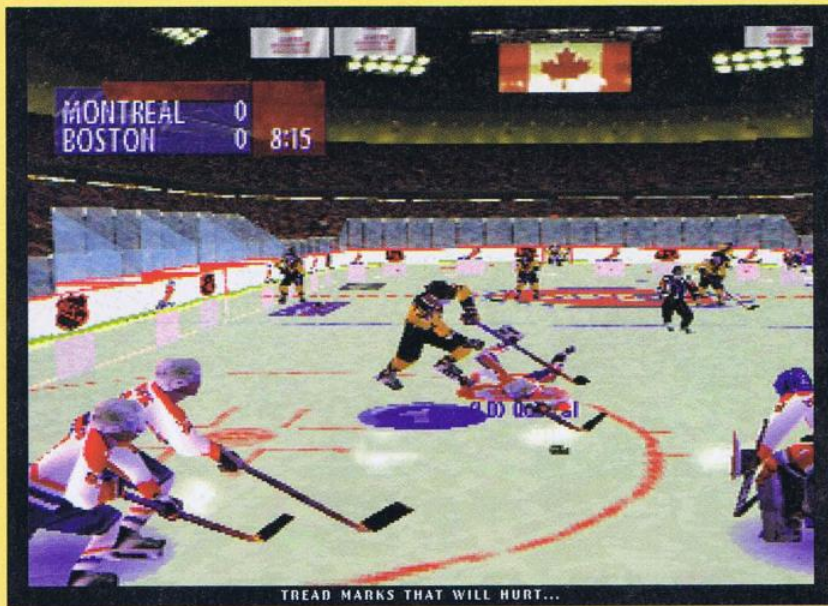
I've said it before, and I'll say it again... Ice Hockey video games are generally very playable, regardless wether or not you have any interest in the sport, and NHL Breakaway '98 is no exception to this. The thing is, NHL Breakaway '98, whilst being enjoyable period, is going to be a real hit with the true fans, since you actually get gameplay and a score that's more like a real ice hockey game that anything else we've seen yet on a console.

There's only one other game to compare the visuals to with Breakaway, and that's Wayne Gretsky's 3D Hockey. Breakaway uses motion capture to help make the players move more realistically, and in terms of uniforms, proportions, and the overall look of the game, everything is fine. The game however does chug in certain camera angles, and put next to Gretsky, doesn't look quite as polished, although in terms of proportions, it does look more like the real thing. Breakaway also uses the technique that was used in Gretsky, that made the puck easier to keep track of by putting a streak behind it wherever it moved.

No comment

The version we reviewed did not have commentary, but considering this is done by the same people responsible for NFL Quarterback Club, then we suspect there will be in the final version (we could not get confirmation). So if commentary is a big deal to you, check out the back of the



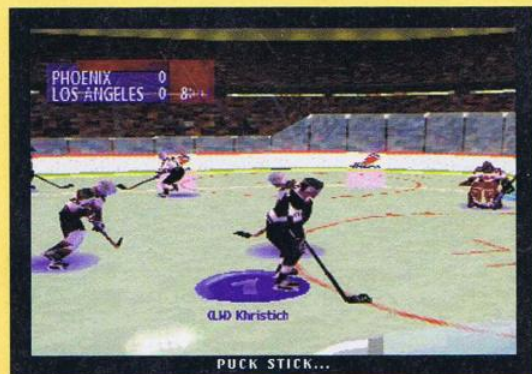


box in the store. All other sound was, to be honest, very normal. Not great, not bad.

The area where NFL Breakaway truly shines is in the gameplay. Where to begin? How about with player attributes, and how they affect gameplay? If a player is bigger than his opponent, and he crashes into them, the little guy comes off second best. You can also see the difference in height and weight from player to player, so you can know who not to get slammed by. For those into the NHL itself, there are all 26 NHL teams included, and around 600 real players to slam into one another. There's also all the player editing and creation you could want, so you're not just restricted to what the game already has to offer.

A little backwards...

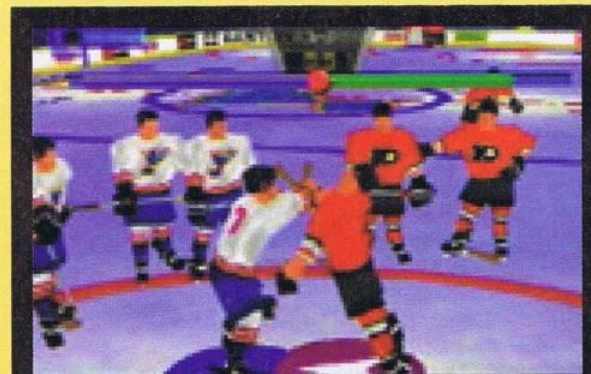
In terms of control, the game feels just about right, with some interesting features like the ability to skate backwards, which is something generally forgotten



Breakaway '98 play like a real hockey game more than anything else is the goalies. Essentially to score a goal by simply skating up and trying to belt it straight past the goalie is really tough. Most successful shots on goal involve a clever pass or an overlap to help wrongfoot the goalie. This encourages more thought to the way you go about attacking and means people who know hockey well will actually be able to use their knowledge to win.

Besides the goalie, the general AI is really quite good, and something that will probably be only appreciated by some die hard fans of the NHL is that the teams in the game actually use the plays and strategies that their real life counterparts do!

If you're into ice hockey, and own a Nintendo 64, this is the game you want to have. If you prefer sports games where you get a cricket score, even though it's unrealistic, then you may prefer Gretsky, although Breakaway is the better multiplayer game of the two.



BREAKAWAY VS GRETSKY

The bottom line here is do you want something arcadey and high scoring, or do you want a game that produces a rather realistic depiction of a game of ice hockey? If you're after the latter then NHL Breakaway '98 is the game for you. Even if you're really dominating your opponent, you're not going to win by a landslide, and this is a good thing. Games lose all their thrill when you win too easily, and the game allows you to be complacent, and Acclaim has recognised this and acted accordingly. If you're after "a bit of fun", Gretsky does look a little cooler, mostly due to the camera angles being a little more up close and personal, and the general look of the game is a bit more crisp. However any hockey fan will be better off with Breakaway to satisfy their sports gaming needs.

about by development teams working on hockey games. The momentum effects are realistic, and players committing to a tackle can end up being out of the picture if they miss, just like the real thing.

The thing that makes

AVAILABLE: NOW

CATEGORY: SPORTS

PLAYERS: 1-4

PUBLISHER: ACCLAIM

PRICE: TBA

RATING: G

FREEMETER



An appreciation of ice hockey is not needed to play, but it is to see why this game is so good.

MULTIPLAYER

Really quite intense. Great for those down to the wire gaming experiences.

VISUALS

81

SOUND

70

GAMEPLAY

90

OVERALL

87

While it could have used a tad more polish, the gameplay is hard to fault... great stuff.



Tetrisphere

Kevin Cheung often looks puzzled, especially when playing a game like *Tetrisphere*... and who wouldn't be?

Back in the glory days of 8-bit gaming, Tetris proved to the world that simplicity and gameplay ultimately conquers all. Although not quite as simple anymore, *Tetrisphere* launches the puzzle genre into the hands of an expectant 64-bit generation. Thankfully, this game is every bit as exciting and addictive as the original Tetris.

You need more exposure

Using a shadow of random shape, players must move various blocks along a sphere so that they are aligned with other blocks of the same shape. Once the blocks are aligned, the shadow will illuminate, indicating that you are free to destroy them. After doing so, the process must be repeated until the sphere's core is eventually exposed. If you attempt to destroy a block without following the requirements, you will lose one of your three lives. You can also lose a life if you take too long to destroy some blocks. The puzzle is failed if all three lives are lost.

To make life infinitely easier and more entertaining, "combos" can be strung together. If you destroy more than three blocks at a time, you will create "power blocks" that can help you add to the combo tally. Destroy over 20 blocks at a time, and you will be rewarded with one of a number of magic items, such as bombs and ray guns, that assist you by carving out large sections of the sphere.

The single player mode offers four types of games. Hide & Seek and Rescue are the easiest modes, requiring you to expose either a hidden picture, or enough of the core to release a little baseball trapped inside. The Puzzle mode is a little more cerebral, requiring you to destroy all of the blocks in a set number of moves. Some of them are devilishly tough, but on the



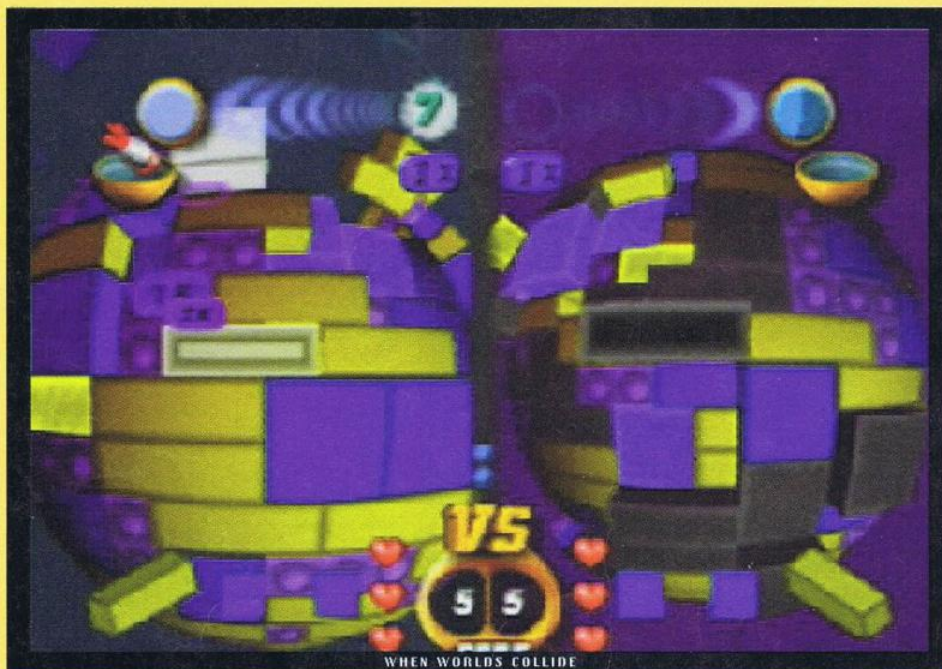
same token they are most gratifying once solved. The last single player game is the Time Trial, where you must rack up as many points as humanly possible within five minutes.

Dump crap on your mates

The multiplayer mode is where things get really fun. Competing directly with the CPU or with up to three friends, your objective is to expose a portion of the core before your opponent does while dumping "dark pieces" on them in the process. The dark pieces can only be destroyed if they are part of a combo sequence. They are created either by destroying more than 4 regular blocks, which results in your opponent's blocks changing to a dark piece; or by destroying dark pieces themselves, which physically stacks new ones on top of your opponent's sphere. The first person to expose the core wins - and the first person to use their three lives will lose.

The multiplayer game is filled with thoughtful options to vary the mechanics of the game. Features like the size of the sphere and the proportion of the core to be exposed can be altered. There are even robotic-looking characters that you can select, which vary in speed and power. In practice, it adds little to the gameplay save for giving it a more humorous feel.

The victory dances always provide a thrill. The most important option, however, is the ability to change the number of different types of blocks in the puzzle. Having two types of blocks, for instance, will make the game more dynamic and fast-paced.



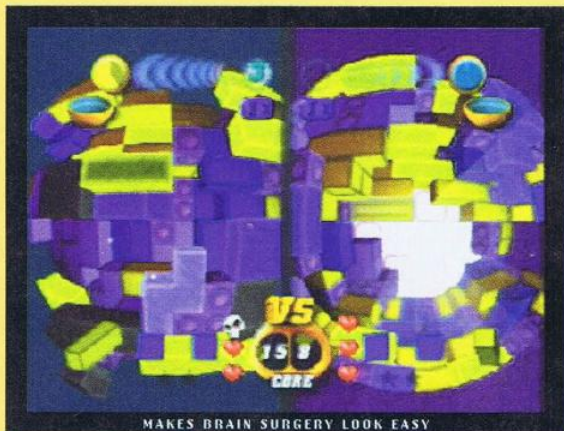


Selecting the maximum of six types of blocks will turn the game into an exercise in preparation and patience. These variable dynamics ensure Tetrisphere a much longer life-span.

Keep it simple stupid...

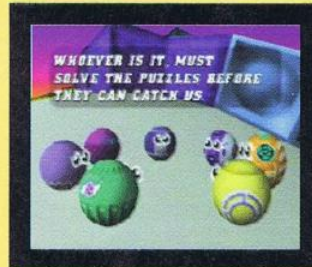
Graphics and sound are normally of secondary importance to these games, but nevertheless, they are all very adequate. The graphics are simple and pleasing to the eye with the odd humorous touch here and there. Animations move smoothly and the sound effects do well in creating the character of the game. The music is also not bad, as the upbeat techno tunes maintain a frantic and fiercely competitive atmosphere. The all-important controls are very tight, ensuring precision gameplay throughout every puzzle.

The gameplay, described at length above, is what really makes Tetrisphere an enjoyable game. Be warned: it is



extremely addictive. With a little practise, the puzzles can look like a flying mess of blocks as you attempt to overlap and build up your 50-piece combos. This is especially amusing in multiplayer games, which can take up long segments of time. The only misgiving is the time limitations which takes away much of the preparation element that is so important to these games. If you try to build up a beauty of a combo, you'll probably run out of time and lose a life. That said, people who prefer to slowly set things up may be a frustrated. On the other hand, it makes Tetrisphere a dynamic game that will have you constantly thinking on your toes.

Tetrisphere is one of those games where you completely lose track of time and feel sick afterwards for spending too much time in front of the screen. Its complex gameplay mightn't appeal to everyone, but it becomes extremely addictive once you are familiarised with the controls. This is a delight for novice and expert puzzlers alike.



AVAILABLE: NOW
CATEGORY: PUZZLE
PLAYERS: 1-4
PUBLISHER: NINTENDO
PRICE: \$59.95
RATING: G

FREAKOMETER

This is a puzzle game. Of course you have to be a freak!

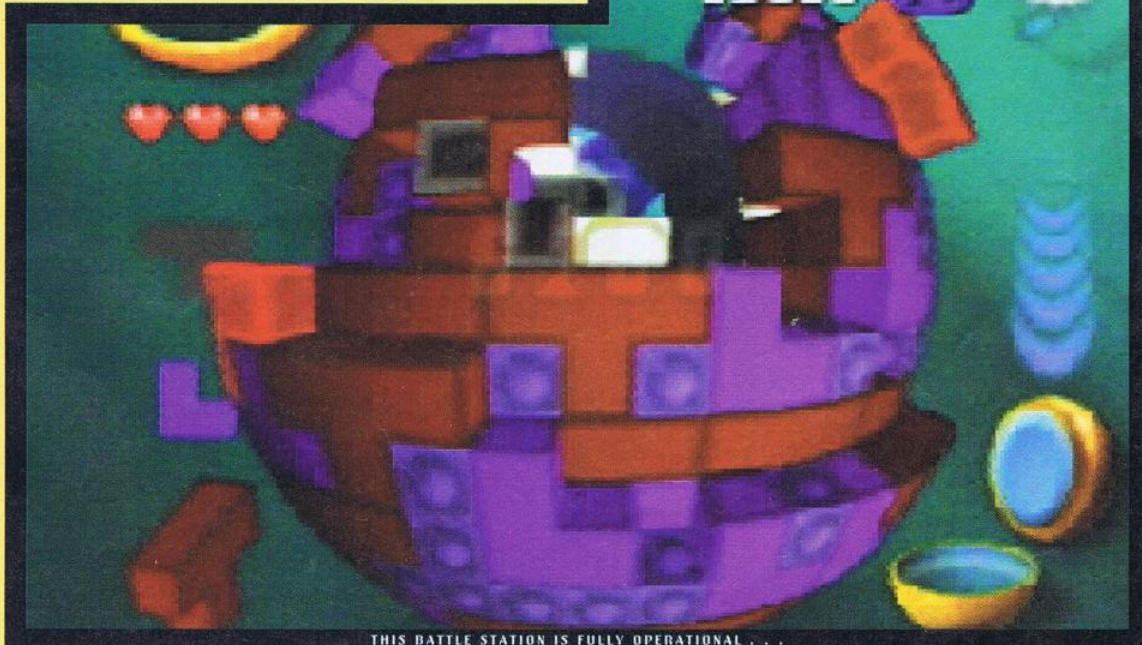
MULTIPLAYER
Can get monotonous in single-player mode - but an absolute blast in multiplayer.

VISUALS
83

SOUND
80

GAMEPLAY
92

OVERALL
86
This game was an unexpected surprise. An excellent puzzle game worthy of the "Tetris" name.



Fighters Destiny

Fighters Destiny? Dunno 'bout that. We do know that it's **Dan Toose's** destiny to review lots of 3D fighting games...



Now when a system doesn't have any games in a genre, people don't get too restless, because they assume something good is coming soon. When you get a situation where there have been a few games in a genre for a fairly new system... And they've all kinda sucked... Things start to look grim. Enter *Fighters Destiny*, a much more thoughtful venture into the 3D fighting game genre than any other title to date on the N64.

Anyone remember *Karate Champ 1* or *2*? Okay, so I'm showing that I had a misspent youth, but KC essentially invented the one on one fighting genre, and used something that no other fighting game ever used... A points system that was tournament style, meaning two convincing knock-downs could win a bout, or instead four not so spiffy attacks would win. Well after all these years, somebody else has decided it would be a good idea, in this case *Imagineer*. Basically, the bouts in *Fighters Destiny* are won by winning seven points, with various conclusions to a round resulting in differing amounts of points. If you don't like the way the points are allocated, you can change them for each type of move to suit your own set of rules.

Texturing on the N64 is always smooth, but blurred, and *Fighters Destiny* is a testimony to this. The characters in the game have really nice modelling, and move well, but the texturing looks really lazy in comparison. Take a look at *Soul Blade* on the PlayStation to see the results of good texturing. The backgrounds are 2D bitmaps, and the arena is essentially a block, which you can fall off. Impact effects look quite ordinary in the game, but overall the game looks alright.

Oh do shut up!

Commentary in a fighting game... bad move. Having some cheesy American voice go "That was a great move!", and other such cliché nonsense is nothing other than distracting and annoying. Having the actual characters say (or grunt) a bit more would have given the character design a shot in the arm, and been a much wiser move. Other than that, the general music and effects are okay.

The crunch however comes in gameplay, and whilst this is certainly not the same sort of classic that the Virtua Fighter or Tekken games are... it's easily the best N64 fighting game, and is a good game in its own right. There are a reasonable number of moves for each character, but with only two attack buttons (high and low), one can't help but think it would have been easy to make things a little more intricate. One button attacks high, the other attacks low, with a third button to block.

The interesting feature about this game, as mentioned before is that there are multiple ways to score points. There are knockdowns, throw downs, ring outs, judge's decisions on timeouts, counters, and specials. Knockdowns work by beating your opponent's health meter down to nothing, then hitting them so they'll fall over. If someone survives for a while in the dazed state of zero health, they'll get a second wind and get all their energy back. A throw can end a fight extremely quickly, but they're fairly easy to counter, and having long series of throws and counterthrows are not uncommon. Imagineer also considered that ring outs have been awfully boring, and that some people would try and catch onto the edge of the ring to save themselves. They actually went a step further, allowing you to grab your opponents foot and pull them down!

Spoiling something good

A great idea Imagineer implemented was to have the character earn extra moves in a master mode. There is a problem here though. Let's say you have earned five extra moves, then when you go to earn the next one, a random



opponent selection puts you up against a joker instead. The joker then beats you, and this strips all of that character's learned moves. Why should losing one bout cause you to "forget" techniques you've spent time earning? Why not just make the masters progressively tougher to beat so that the moves are harder to unlock. This by no means ruins the game, but it just makes a great new aspect of the game flawed where there was no need to do so.

Other interesting game modes are time attack, where you face off against four set opponents and have to win in the fastest time. Survival mode is quite stock standard, although the target is 100 rounds! Yeah right. The last challenge is the most amusing... rodeo, where you a face off against a bull who's obsessed with hip gyrations, and have to stay in the ring as long as you can with him.

The only thing that hurt Fighters Destiny at all is the response time, which compared to most top notch fighting games, is just a bit too slow.

All up, Fighters Destiny is a healthy addition to the Nintendo 64 lineup, and certainly the fighting game to have for that system thus far. I'd be really keen to see if they do a sequel, because the potential for this game was pretty huge.



AVAILABLE: NOW

CATEGORY: 3D FIGHTING

PLAYERS: 1-2

PUBLISHER: IMAGINEER

PRICE: \$99.95

RATING: MA15+

FREAKOMETER



Button mashing won't work, so it may prove to appeal to the enthusiasts more than anyone else.

MULTIPLAYER

Not as immediately addictive as some, but two fighting game enthusiasts will appreciate it better together.

VISUALS

83

SOUND

72

GAMEPLAY

88

OVERALL

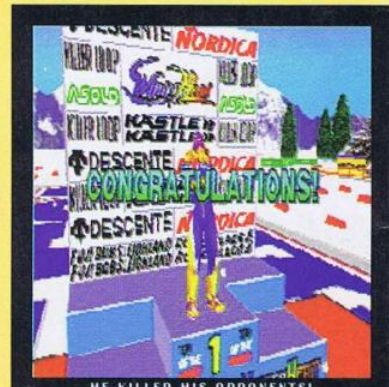
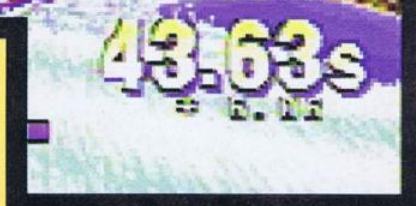
86

Easily the best fighting game on the N64, and a sign of even better things to come.



Winter Heat

Winter Heat really wouldn't be a very good thing at all when you think about it. All the snow would melt and stuff... **Eliot Fish** investigates...



Gee, what lucky timing! All those months spent slaving over this winter olympics title and thank the Gods, it just so happens that it's ready around the same time as the Nagano games! They couldn't have planned it better. Heh. Well, when you mull it over in your head for a while, who buys games like this anyway? Do gamers really love real-life sports like the Olympics, or is this just a vain attempt at cashing in on some media hype? Regardless of the reason for a game like Winter Heat getting released, you just have to take a good look at what it really offers as far as entertainment goes and see if it would succeed purely on it's gameplay. The answer in this case would be no. There are a lot of good things about Winter Heat, but when you strip everything away and reveal the gameplay - there really isn't much there at all.

Cut The Powder

Most gamers remember Summer Olympics on the PC... it was great at the time. Button bashing and a bit of lucky timing provided hours of fun with a few friends. But when you transport this concept into the 1990s, no matter how beautiful the graphics are, you're going to see through it all



and realize that the gameplay hasn't changed one iota. Surely, almost twenty years down the track, you think they could come up with some new ideas! No, here we are with these powerhouse consoles which would make our PCs back then look like pocket calculators, and all they can really offer is better graphics. The button bashing remains.

How many of you played *Athlete Kings*? Basically, it was the Summer Olympic version of *Winter Heat* and if you had a chance to give it a bash, you'll be ready to compete immediately when you pop *Winter Heat* into your CD tray. All the characters return to try their hand in the snow, on the ice and in the air. *Winter Heat* certainly looks gorgeous, and pretty darn close to the arcade version. The characters are animated smoothly and realistically, the frame rate is very fast and the environments are nice and solid. It's no great surprise though that the visuals are this good - the gameplay is so basic that the CPU doesn't really have to think about anything other than pushing out the polygons.

It's All In The Wrist

Eleven events are featured here, from Ski Jumping, Speed Skating, Downhill Skiing and Cross-Country Skiing to classic events like the Slalom. Each event requires you to use basically two buttons - Speed & Action. The speed button simply has to be pumped as fast as your finger can handle at the correct moments, with the action button causing



your character to perform a jump, landing or trick. I found that steering your character in some events was virtually useless, and you could actually compete and win without even guiding yourself in the right direction. The mechanics have been tweaked to provide the gamer with the most basic, easy to understand and easy to win piece of entertainment - there's no real challenge here. With a friend involved, the adrenalin levels rise slightly, but still you're left feeling pretty unexcited at the end of an event. Pressing a button at the correct moment just isn't that challenging.

There are a few options here - from competing in the full 11 events to going at it in Arcade mode (where you have to qualify to continue) to Individual event mode where you can choose which event you'd like to try out. There's something to be said for trying to beat the world records - or your own records - but the events are too short and simple to be truly fun. The emphasis here is purely on the graphics. In some events, you can't even see where your character is headed because the game is too busy showing you the action from a dynamic camera angle. I guess, when you're simply bashing one button on your controller, there had better be some bloody nice pictures to look at on the screen or you're likely to go back to the games shop and break something. Strangely, I know a lot of you really like these sorts of button-bashing sports games, so if you're a major Olympics nut or can't get enough of winter sports - maybe you should check this out. *Winter Heat* is perfect for a rental, but if you're going to spend some serious money - check out your other options. The funny thing is, in terms of winter Olympics games, this one is probably the best, which doesn't say a lot for the R&D on gameplay in this genre.



THE ONLY WINTER SPORTS INVOLVING BREAKDANCING



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

FREEMETER

Gotta love winter sports, but the game is piss easy.

MULTIPLAYER

Get a friend over and the button-bashing is a riot.

VISUALS
87

SOUND
75

GAMEPLAY
55

OVERALL
64

Fun the first few times, but there's nothing here to keep you coming back. I'm afraid this just won't do, Sega.

Red Baron II

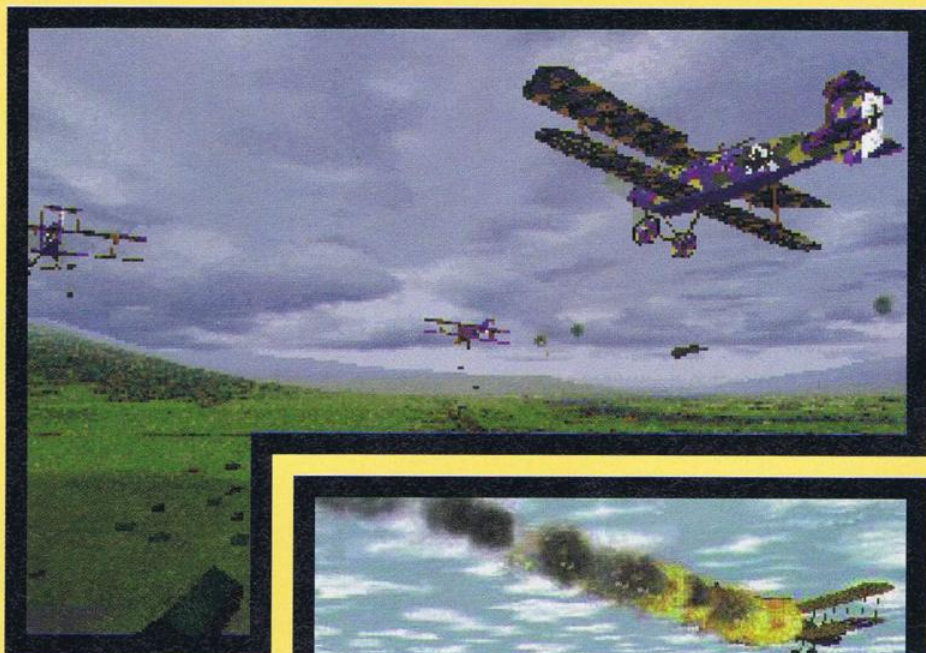
Those fabulous men in their flying machines! **Eliot Fish** shoots those whimps outta the sky...

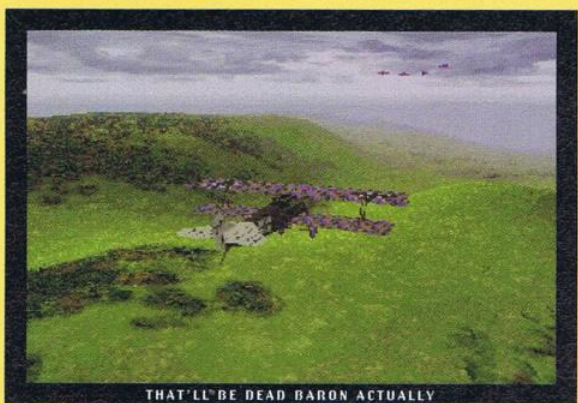


The original Red Baron from Sierra was possibly the best World War I flight sim for its time. Consequently, the anticipation for the sequel and the long and painful wait for it to finally get released after an eternity in development has been a nail-biter. Sierra promised that they would address all the niggles and complaints people had with the original Red Baron, and make Red Baron II the best follow-up they could possibly muster. Well, besides a host of obvious improvements, Sierra have strangely made one major mistake... the graphics. Red Baron II is visually poor in many areas when you compare it to the current elite of 3Dfx-enhanced flight sims. Sierra have vaguely promised a future patch for those with 3D cards, but have also stated that the 3D engine is a little too old to "understand" 3D acceleration. So, why in hell did they stick with such an outdated engine? Maybe work started on Red Baron II a little too long ago for Sierra to get the jump on the new 3D hardware, whatever, the fact is that this game is visually disappointing and could have been soooo much better.

Canine Sparring

Apart from the bizarre lack of 3D card support, Red Baron II certainly isn't dog ugly. Guiding your Sopwith Camel or Fokker through the skies over a war torn Europe is smooth, and quite realistic. Dive close to the ground, and you'll notice houses, bridges, cars, trains and even infantry scattered about the rolling hills and valleys. The detail in your environment is lovely, and really helps to make you feel like you are really taking part in the war. Rolling hills and dirty trenches are all visible from the air and when you get close you can appreciate the excellent modelling. Looking down at the ground though, some truly nasty terrain textures ruin what is otherwise a lovely looking game. Lumps of brown and green fuzz look horribly pixelated and sometimes





THAT'LL BE DEAD BARON ACTUALLY

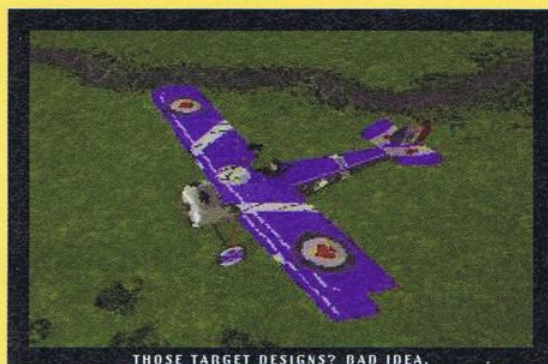
pop out of view, depending on your altitude. The textures are so grainy, that sometimes you'll think your monitor has switched to 16 colours, and finding an enemy plane skimming the hills is next to impossible. In the graphical options, you can hike everything up to full and still the ground textures sometimes vanish or leave broken polygons bleeding into the distance - urgh! There's an option which improves frame-rates during combat by automatically switching terrain features off when you engage an enemy, which is a nice idea, but again it just looks dog ugly when it happens and makes you wonder why they just didn't include 3Dfx support and solve all these problems in one fell swoop! The aircraft all look great though, as do all the ground objects, and the frame-rates were good, albeit on a high-end PC.

Gutsy

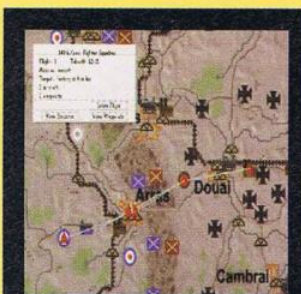
The real guts of Red Baron II, though, is the engrossing gameplay and wonderful recreation of the struggle between the Allies and the advancing German threat. The Campaign mode allows you to join the British, French, U.S. and even the Germans, and begin your career in a squadron as 2nd Lieutenant. Missions range from classic "Lone Wolf" scenarios where you simply go looking for trouble over a series of waypoints to more detailed escort and defend or bombing missions. You'll be piloting your plane from take-off, and flying in formation with your squad to your target waypoint, completing your mission and then returning to camp and landing - the full shebang. Don't expect any instant action - this is a true WWI sim - though you can edit your

own missions or use the "Fly Now" option for some dog-fighting practice. Taking damage in Red Baron II is cleverly implemented, and whether you're taking hits or inflicting damage - the game performs beautifully! Flying from the cockpit view, you may suddenly notice flames beginning to engulf your engine, or wood splintering off your wings as you get peppered with bullets and it's even possible to still fly your maimed aircraft back to base to live another day. The enemy AI is surprisingly cunning, and you'll need some serious practice until you can nail another pilot. The sound effects are great, with even the odd grunt from your pilot if you take a turn too steeply and you may even hear your wing struts crack! Red Baron II is neatly balanced between hardcore simulation and action. This may disappoint the flight simmers out there, as the flight model isn't terribly accurate, but it's certainly easier for the novice to get a handle on how the game operates.

The entire presentation behind Red Baron II is superb, from the movie-reel style briefing sessions to the exhaustive online dossiers on Aces and aircraft, the game oozes a certain amount of style which you can't ignore. Basically, like Red Baron I, this is a top-notch WWI combat sim which has enough realism and action to keep you hooked for months, but the graphics really need a major overhaul. Almost wonderful.



THOSE TARGET DESIGNS? BAD IDEA.



GOT HIM, YES!!

AVAILABLE: NOW
CATEGORY: SIM
PLAYERS: 1
PUBLISHER: SIERRA
PRICE: \$89.95
RATING: G
REQ: P133, 16MB RAM, WIN 95, 4XCD-ROM

FREEMETER

Any flight sim takes a certain amount of patience and know-how.

MULTIPLAYER
Internet, LAN and Modem support, and deadly human opponents!

VISUALS
78

SOUND
85

GAMEPLAY
84

OVERALL
84

An excellent WWI flight combat sim, in need of a few tweaks, but basically one of the best you can buy. Become an Ace and you can customise your plane! Cool.

Battlezone

Arcade classic turned into a real time strategy game... Huh??
David Wildgoose investigates.

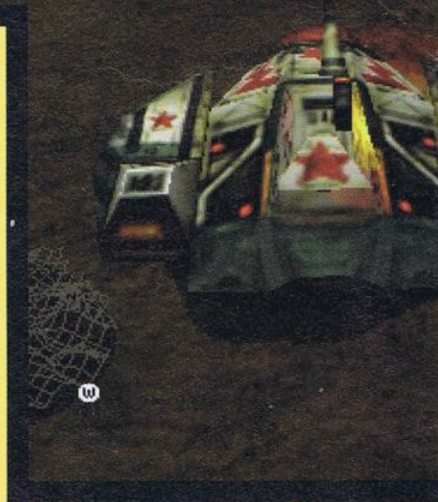
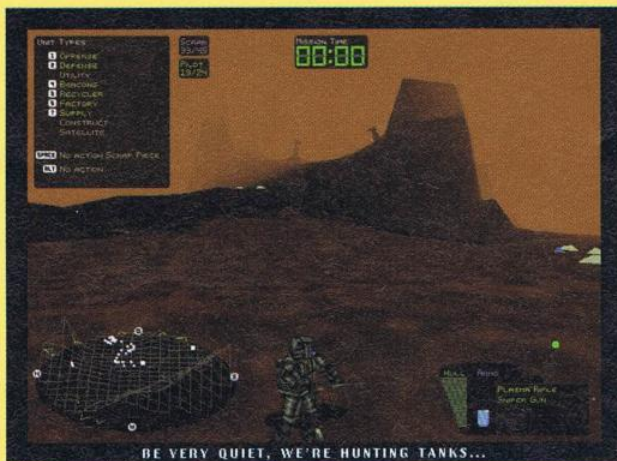


I'll bet some of you are thinking, "Battlezone - I'm sure I've heard that somewhere before", right? If you ask your Dad (and, believe me, I had to!) he'll probably tell you Battlezone was an ancient arcade tank game back in the heady days of sumptuous green-on-black wireframe 3D graphics. Sometime in the early 80's, he will continue, before hazing over with the mists of nostalgia. In their eternal wisdom, Activision have decided to update it for the late 90's. Yet instead of buffing up the creaky visuals and labelling it Battlezone 2000 (or something), they've commendably put some real thought into the design (something along the lines of, "Hmm, Battlezone hasn't aged at all well over the past fifteen years. In fact, it's rubbish!", I expect) and created an almost entirely different game. For which we can be very grateful indeed - Battlezone rocks!

Let me shock you, though, by reporting that Battlezone is a real-time strategy game. I'm sorry, I should have asked you to sit down first. But it's true! You usually start your missions with a couple of vehicles - a Recycler and a Unit Factory. Because the whole game takes place on either the Moon or other planets like Mars and Venus, power sources are in fairly short supply. So you have to scout out some geysers and set your units on top of them to harness the geothermal power they provide. Later, from your Construction Rig you can build Power Plants to utilise energy from the sun, wind or lightning. In addition, to build anything substantial, you also need metal. Since mining isn't possible, small Scavenger vehicles can be built to scoot around the surrounding area collecting bits of metal debris (this also includes the remains of any destroyed vehicles, whether yours or your enemy's). It's not really much different to gold mining and chopping wood in Warcraft, when you think about it.

The base essentials...

Once you have the essentials of your base established, it's time to start constructing things to defend it with and then launch attacks on the enemy. For the first job, Turrets and Howitzers should be deployed on the outskirts of your base, perhaps next to your most important buildings, to snipe at any approaching enemy craft, while Minelayers can be directed to strategically vital areas. To begin an offensive, however, you'll be needing destructive things like Tanks, APCs, Walkers, even the nifty little Scouts. Nav Beacons can be built to provide look-out points and rendezvous locations, while the Supply Launch Facility does what it says (launches supplies like ammo, weapons,



and repair kits to wherever you wish).

By now you're no doubt somewhat confused. While I've been happily describing this RTS game, you've been looking at some screenshots that look remarkably like a 3D action game. Here's the twist, then - it's both! Yep, while you're doing all the strategy, base-building and so forth above, you are actually inside one of your vehicles watching it all from the cockpit. You issue commands via the incredibly easy to use menus at the top left of the screen. For example, just press 6 to open a comms channel to your Unit Factory, then press 1 to tell it to build a Tank. Next press 1 for comms to your Offensive units, 1 for Tanks, 1 for the Tank you've just built, then 3 for it to attack the enemy. You can also tell units to follow you, go to a particular Nav Beacon, stay put, return to be recycled, or whatever. And as well as ordering them about, you can hop from one vehicle to another, depending on your personal preference for the task ahead.

Quakin'?

That task ahead usually involves engaging the enemy, and it's here that Battlezone moves firmly into first-person shoot 'em up territory. Blasting away with the great variety of weapons (the earthquake producing Thumper is brilliant) is a hoot and the 3D easily makes this far more immersive than any previous RTS game. It certainly does get pretty hectic at times, trying to juggle your own survival with organising your troops, but then that's the heat of battle for you, isn't it?

Training missions aren't much cop, I'm afraid, but the early game missions more than compensate by easing you into the action beautifully. Or, I should say, ease you into the strategy beautifully. I'm making this distinction

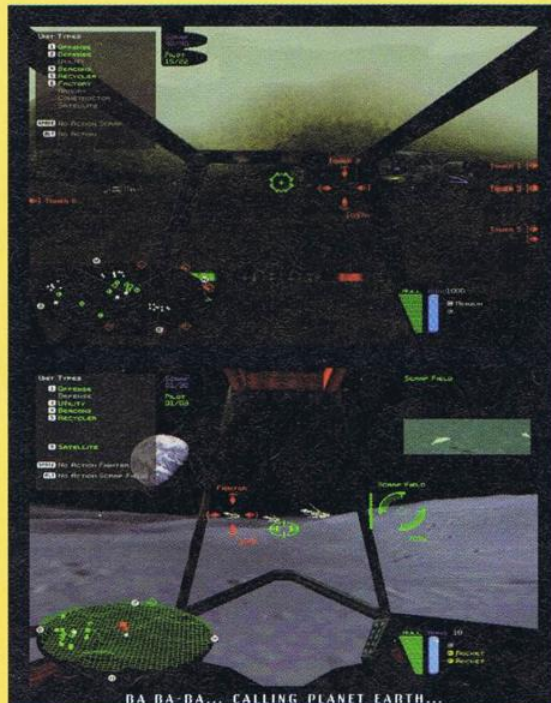


because I think it indicates the direction from which Activision approached the design of Battlezone, and thus tells you what sort of gamer they thought would be playing it. To me it seems clear that they've aimed at the action gamer who wants some deeper tactics and management to get stuck into, rather than the strategy boffin keen to dirty his hands on the battlefield. Obviously, I'm sure either type of gamer will be capable of loving the game and coping with both styles (and, needless to say, BZ is heaven sent for people like me who desire a little bit of everything in their gaming diet). However, I thought it worth mentioning that while the strategy elements are introduced gradually, you are pretty much thrown into the deep end as far as the action is concerned.

No need for a beast

Visually, Battlezone is excellent. It uses a greatly enhanced Mechwarrior2 engine and looks terrific. I couldn't run the 3DFX version (it will be in the version you buy in the shops), but it still ran superbly in high detail on my Proo - which is most unusual nowadays. The way it seamlessly cuts away to show you important happenings, like an impending enemy raid, during the game is superb and adds enormously to the atmosphere.

Battlezone is a fantastic game. It may not be quite in the same league as Total Annihilation or Dark Reign in terms of tactics, but thanks to the hands-on 3D action it makes for a much more exciting experience.



AVAILABLE: NOW
 CATEGORY: ACTION/STRATEGY
 PLAYERS: 1-MULTI
 (NETWORK, MODEM)
 PUBLISHER: ACTIVISION
 PRICE: \$89.95
 RATING: M
 REQ: WIN 95, P90, 16 MB RAM

FREAHOMETER



It's a cross-genre game, so some people won't be satisfied. Might take some getting used to.

MULTIPLAYER
 Straight deathmatch and full strategy modes offered. So there's plenty of scope here.

VISUALS
 90

SOUND
 83

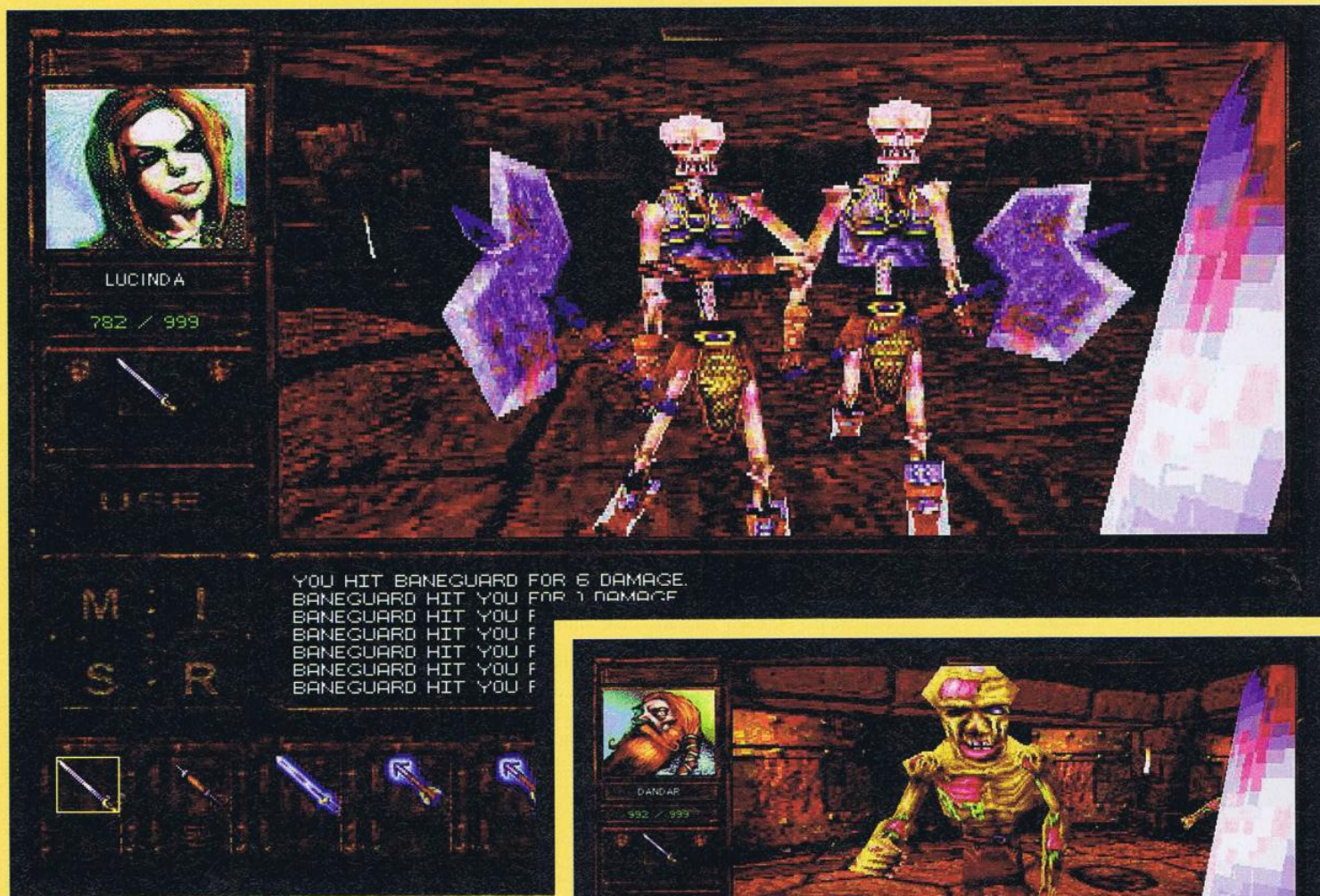
GAMEPLAY
 94

OVERALL
 92

Brilliant. Intense, in-depth, thrilling action/strategy hybrid. Battlezone has shown us a glimpse of the future.

Descent To Undermountain

He was telling us he enjoys role-playing in the dark the other day, so **Elliot Fish** got entrusted with this mission...



If they gave out awards to games which have been stuck forever in development, then Descent To Undermountain would probably go home with a big fat trophy. The fact that it's based upon the original Descent engine is proof that this is one title which was really meant to have hit the shelves at least a whole year ago, and consequently everything about DTU comes across a little dated. Though it's an RPG, and really good RPGs can stand the test of time (hey we were playing Ultima 3 on our Macs just a few months ago!), DTU is technically rather poor and even on my Pentium 200 with 32MB of RAM it ran sluggishly. Ewww...

What gives?! One of the most exciting things about DTU was that it was going to have an excellent 3D engine behind it, but somewhere along the way things got mightily screwed. Descent To Undermountain may be based on the Descent engine, but you wouldn't know it. There's no support for 3D accelerators, and visually the game looks more like a predecessor to Descent rather than the other way around.

Brave Sir Robin

Visually, movement feels more similar to Daggerfall than Descent, and what's worse is that it all takes place in a box a little less than 1/2 of the screen. As you walk around the joint, you'll notice how clumsy the 3D engine actually is - Non-Player Characters look blocky, monsters are animated poorly (some even seem to still move after you've killed them) and your environment is made up of murky colours and messy polygons making it hard to make sense of your surroundings. Some creatures walk into walls, get stuck on polygons or hang mysteriously in the air. Urgh! Where the visuals really suffer badly is during combat. As you face your opponent and click your attack but-



tain

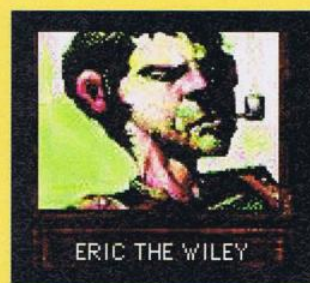
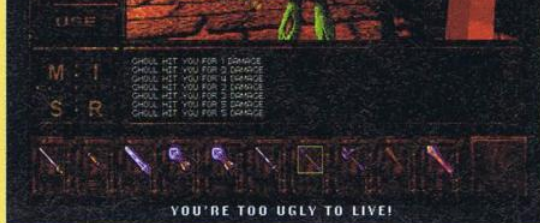
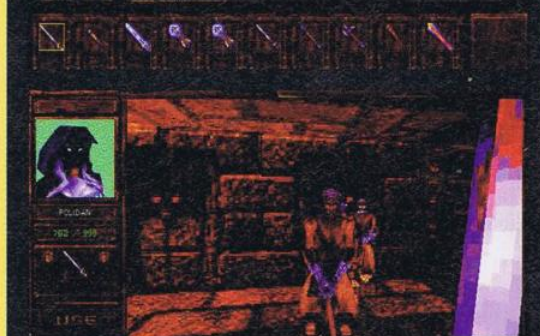
ton, it's hard to judge your distance from your target and your character responds slowly to your commands. It really feels like combat is more dependant upon luck than any actual gaming skills, as for some reason you can be right on top of a pissy opponent and not get one blow in while they whittle you down one hit point at a time!

Character creation is a bit disappointing too. Your basic stats such as Strength, Charisma etc can be rolled for, your race and class chosen, and that's about it. In this day and age we're all accustomed to a bit more depth and detail in this department, so I was a bit miffed at how "basic" this side of the game was. Incredibly, for an RPG, DTU comes across rather linear too. You start out in town and can only visit one place, then as you get assigned a mission, more destinations appear on the map. If you try and go down a corridor that's for a later mission - you'll run into a locked door. Argh! RPGing is meant to be about exploration and character development, but DTU sends you down one path. Sure, you can approach the mission in any fashion you like, but essentially it's "kill the Kobalds first" then "kill the evil Skeleton second" and you gain more access to Undermountain as you progress.

Better Than Bad It's A Log

So... It can't all be bad right? Well, the way the plot unveils as you complete your missions is nice and you'll find yourself strangely compelled to keep going just to find out what's next - definitely a positive sign. Interaction with NPCs is odd but it was interesting at least, as unlike other RPGs which let you go back and try all your characters different responses in a conversation, DTU really only allows you character to choose your response once or twice so you really have to think about how you want to approach a situation. For instance, one guy offered a bet for his magical sword that I wouldn't be successful on my mission and asked me what I could offer him in return... the offer I made didn't interest him and that was that. Frustrating at times, but more realistic that's for sure.

Because DTU is based on TSR's Advanced Dungeons & Dragons, it will attract a legion of spotty fans who will probably stick it out for the long haul. It has to be said though, that this game feels extremely dated and will annoy or disappoint gamers who have played superior games such as Daggerfall or Lands Of Lore. Maybe if Interplay released this back when they said they would, it would have fared better at the time, but RPGs have come a lot further since then, and DTU just doesn't cut it.



AVAILABLE: NOW
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: INTERPLAY
PRICE: \$89.95
RATING: TBA
REQ: P90, 32MB RAM, 4XCD-ROM

FREAKOMETER

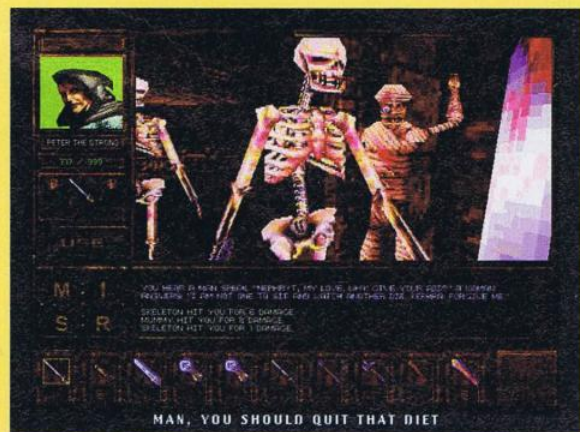
A pretty simple RPG, but it could bore beginners.

VISUALS
55

SOUND
52

GAMEPLAY
56

OVERALL
58
where did it all go wrong? Buggy, chuggy & clumsy!
A real disappointment



Ultimate Race Pro

Not renowned for his love of racing games... why is **Dan Toose** at the wheel of *Ultimate Race Pro*?



FORGET THE RACE... GO THE TONK!

URP also comes with a special track for a destruction derby style deathmatch, where you simply ram your opponents to lower their energy to zero, and thus blow them to bits. There are optional powerups to make the experience a little less straight up, which is good. You'd really want at least four people playing to get the most out of this though, because the arena is huge, and the more chaos, the merrier.



Kalisto are really proving to be very diverse. Their recent titles have included a gothic horror action adventure, an adventure RPG, and now... a racing game. Perhaps next quarter they'll give us a sports title and then a real time strategy game. One thing that is for sure, and that is that Kalisto are definitely on a creative roll. Nightmare Creatures may not have been a killer, but it showed promise, and Dark Earth showed far more. One consistent factor has remained, and that's Kalisto's art department are top notch. Ultimate Race Pro continues the trend, being one of the most visually attractive racing games to ever grace the PC.

Jer so purty!

The first demos of URP were packed in with Power VR video cards, and they were fantastic. Owners of other 3D cards will be pleased to know that the game looks amazing as long as you have an accelerator. Very few racing games get all the visual effects right, and URP stands out as one of those that does. Taking a corner a little too wide, your back left tyre slips over the bitumen, dragging through the dirt. Yes, dirt flies up... No, it doesn't come from all four tyres... just the one that's in the dirt. That's where URP's visuals really shine... continuity. The reflections in the windows match the movement of the car... the headlights cast light over the 3D terrain realistically... the lens flare from the sun disappears for that brief instant a power cable passes between you and the light! Not only are the special effects amazing, but the basics haven't been forgotten either... good frame rate, lovely texturing, and solid modelling and environments. Something else that is highly commendable is the visual options screen which actually displays the frame rate you'll get, and adjusts the value on the fly as you choose to add or remove various features. You can even just adjust the frame rate itself and it will automatically adjust

the features to suit!

Someone at Kalisto has heard the term "Audio visual experience", because the sound is of nearly as high a standard as the visuals, which is saying something. If you like driving to in game music, the music is perfectly suited to this style of game. More importantly all the sound effects are of the highest quality, and seemed perfectly synchronised to what you see on screen. Even ambient effects from driving inside tunnels seem spot on.

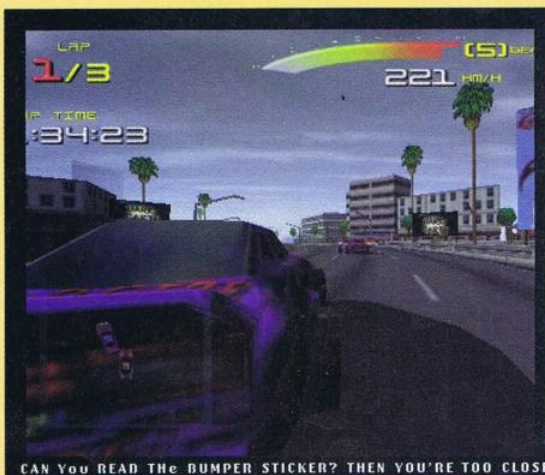
This leaves gameplay as the last possible downfall for Ultimate Race Pro. In terms of handling, the game is fantastic, having that hybrid arcade-

realistic feel. You can also adjust the cars to suit your performance preferences, with max speed, acceleration, grip, and shield rating being the four variables. If you're after adjusting the tyre pressure, tweaking the shocks, and mixing the right amount of detergent into your wiper fluid, then URP may not be hard core enough for you, but it never really seeks to be. The track design is fantastic, and they actually look like real life environments.

Where's the rest?

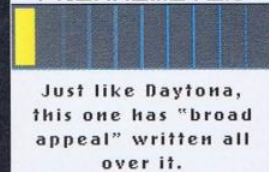
URP's downfall is that there's not enough of this good thing. There are many cars to choose from, which are unfortunately just a collection of paint jobs, since you can adjust the stats of them all, to exactly the same levels. The tracks, while gorgeous, are only four in number, besides a track for training, and a track for the destruction derby arena. The game gets around this a little by mirroring these four tracks, and adding weather conditions and night time driving... but essentially, there are four tracks which simply get varied a bit. Those of you out there that play a game for a few weeks only will be happy with what they get in URP. However the long termers out there will be wanting updates and patches to expand the game, because there's only so many times you can drive the same four tracks and still find it interesting.

In the end, Ultimate Race Pro is an excellent driving game, that unfortunately lacks enough content in the form of tracks and genuinely different vehicles. The destruction arena is a great addition, but the fact that it is only for multiplayer gaming might prevent many from getting to ever see it. A good game, that might be made better with patches and updates.



AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-16
PUBLISHER: MICROPROSE
PRICE: \$79.95
RATING: G
REQ: P133, 16 MB RAM, WIN 95

FREAKOMETER



Just like Daytona, this one has "broad appeal" written all over it.

MULTIPLAYER

Good. Racing is good, but the arena is better... as long as there's a group of you

VISUALS
94

SOUND
90

GAMEPLAY
75

OVERALL
80

Astounding visuals, great fun... Held back only by the lack of genuinely different tracks and cars. Future updates may make it a classic.



Bugriders The Race of Kings

Playstation

AVAILABLE: **NOW**
 CATEGORY: **RACING/ACTION**
 PLAYERS: **1-2**
 PRICE: **TBA**
 RATING: **G**
 PUBLISHER: **GT INTERACTIVE**



Best described as Sega's Panzer Dragoon in a race, Bugriders is set in a reality far removed from our own where absolute power is judged by one's ability to win in "The Race of Kings". 33 Emperors have presided over the Entymion Empire under this system. Unfortunately, after a prosperous and peaceful 48 year rule, Emperor Leptus has now passed on. The call has gone out to the people of Entymion, farmers and

nobles alike, to enter the Race of Kings as equals and compete for the right to rule the land.

To win the Race of Kings, you must ride your pet bug to become the overall winner in a series of races. You will be racing in 3D environments such as rainforests and mountainous cliffs complete with obstacles and some alternating paths. There is also a good deal of general thuggery involved, which usually entails firing projectile weapons at your opponents.

The control mechanics of Bugriders is a little daunting at first. In order to fly, players must whip their bug, but they cannot be whipped too much otherwise they'll suffer some form of damage. At the same time, the bug must be navigated through the race, as well as being positioned well to attack and defend themselves.

Unfortunately, Bugriders has unforgivably choppy controls. The still-shots may look okay in terms of character and background designs, and the game might move relatively smoothly, but they say nothing about the total lack of precision when it comes to flying, making every race an unnecessary struggle. It then becomes almost impossible to properly coordinate the whipping with the navigation and shooting, much less looking out for special weapons. "Frustrating" is the only word to describe the experience.

For those who are willing to persevere,



Bugriders offers a multitude of options to vary the gameplay. There are numerous characters to select, each with their own balance of abilities in speed, strength and so on. There are even different types of bugs to ride, such as dragonflies and crickets. As an alternative to the race-mode, there is an extermination mode where the object of the game is no longer to win the race, but to kill as many bugs as possible. All this, and there is a two-player split screen mode as well.

It's really a shame that this game's controls are so bad. They spoil a game that otherwise has great story and gameplay concepts, thoughtful options, and fairly decent graphics and sound.

KEVIN CHEUNG

VISUALS	79
SOUND	75
GAMEPLAY	55
FREAKYNESS	15
OVERALL	62



The Reap

PC

AVAILABLE: **NOW**
 CATEGORY: **FLYING SHOOTER**
 PLAYERS: **1-2**
 PUBLISHER: **MAINSTREAM INTERACTIVE**
 PRICE: **TBA**
 RATING: **G**
 REQ: **P90, 16MB RAM, WIN 95, 4XCDROM**

The Reap does have a story line, but that is really the last thing that's important in a game like this. The most important thing to know is that this flying shoot'em up is finger pumping fun from start to finish. The game can be played in either arcade or bounty hunter mode which allows the player to either choose their path through the levels or to play straight through. There are three levels of difficulty, with the only noticeable difference being the number of lives.



The Reap is visually stunning, it is rendered in 3D and played in isometric view flying diagonally across the screen from the bottom left to upper right. This has the advantage of giving the game a relatively real look to it, but makes it quite difficult to get used to, especially when there are bits of background that have to be flown around. The visual affects all rendered in 16 bits, really set this game a cut above the competition. Real time lens flare, glow, smoke particles, awesome explosions, light sourcing and ambient background give the game a fantastic feel. The soundtrack is a pumping techno mix that not only draws the player in but also sits you on the edge of your seat and gets the adrenaline flowing.

The two best features of The Reap are the motherships at the end of the levels and the body count system. The motherships have a very high level of detail, a unique style of movement, several different modes of attack, and are very, very hard to kill. The body count system is cute as well as adding to the score. Blow up a ship in the harbor and the number of dead sailors appears in the smoke. Wipe out a passenger train and the number of passengers killed floats through the debris. Very cool for those who love mass destruction without all the blood.

ROSS CLARKSMITH



VISUALS	89
SOUND	91
GAMEPLAY	90
FREAKYNESS	10
OVERALL	89

Rune War

PC

AVAILABLE: **NOW**
 CATEGORY: **STRATEGY**
 PLAYERS: **1-4**
 PUBLISHER: **MAINSTREAM/ARCANUM**
 PRICE: **\$TBA**
 RATING: **G**



If, when I mention Mahjong, images of old women sitting around a table nattering away springs to mind, then Rune War might come as quite a surprise. Essentially, Rune War is a mahjong simulation only inasmuch as there is actually a game of mahjong in it to play. What distances it from the realms of conventional sim - and is sure to provoke a mild stroke amongst those old women - is that Rune War is also a

fantasy strategy game, packed to the hilt with wizards, undead monsters and fire-breathing beasts from hell. I like to think of it as something along the lines of, when you play a Green Dragon tile, you really do play a Green Dragon!

The game begins with a choice of wizard. There are nine to pick from, each boasting a unique array of creatures they can summon. In addition they begin with a certain amount of spells. Some wizards have better creatures, others possess better spells - the choice you make will affect your playing strategy. You also select one of the four clans to determine where you start on the map. For every game there will be four wizards (that's up to four human players with the computer making up the numbers), each one perched on a seat around the "void" and ready to play the first hand of the game.

The actual mahjong part of the game should be readily accessible to anyone who's ever played the real game. Only two things will be somewhat strange. The first is the time limit - you only have around thirty seconds to have your turn, before the computer simply discards a random tile. The second is spell-casting. By winning hands and accumulating (magic) points, you can cast spells to assist your own or hinder your opponents chances of winning or



picking a good tile, among many others. Once the hand has been won, it's off to the map screen where you march your troops around picking fights and trying to gain territories. Obviously, the more magic points you've earned, the more powerful army you'll be capable of summoning. And so on it goes, until someone wins!

Rune War is clearly a niche title, but its curious mix of game styles proves quite successful. Worth checking out if the idea appeals to you.

DAVID WILDGOOSE

VISUALS	81
SOUND	50
GAMEPLAY	74
FREAKYNESS	80
OVERALL	75

Lords of Magic

PC

AVAILABLE: **NOW**
 CATEGORY: **STRATEGY**
 PLAYERS: **1-MULTI**
 PUBLISHER: **SIERRA**
 PRICE: **\$89.95**
 RATING: **M15+**
 REQ: **P100, 16 MB RAM, WIN 95**

If you're a fan of Lords of the Realm, and you're busy wiping the spittle from your chin, then stop for two secs, and consider that Sierra's latest offering is actually more like Heroes of Might and Magic than Lords of the Realm. Lords of Magic is essentially a combination of traditional turn based medieval strategy games, and real time strategy games like Warcraft.

The plot, and actual working of the game are set in a world called Urak. A nasty man called Balkoth is essentially the guy to dethrone, and you play one of seven other lords, being a lord of one of the four elements, or life, chaos, or order. Each lord attracts and uses different unit types, including infantry, mages, missile weapon troops, cavalry, and others. Unlike a game like Warcraft where you don't really get upset if one of your grunts dies, all of your troops are valuable, especially early on in the game. Units gain experience, and there's



Elements such as building upgrades, spell research, and negotiations are all in there. Although the negotiations seem to be a little bit impossible to get to work in a favourable context. You pretty much have to prostitute yourself to get somewhere without going to war with the person you were just trying to chat to.

The major problem with Lords of Magic is loading times, and having to wait for the other seven factions to take their turns. Sure, strategy games aren't meant to be quick fix situations, but you want to spend all your time making your decisions as opposed to waiting for

something to happen.

The combat, whilst looking good in stills, is really quite jerky, and for a real time strategy mode, it's quite unresponsive. Perhaps just sticking to a turn based thing would have been better than attempting something like this.

There are plenty of fans of this style of game that will find Lords of Magic to be a great long term challenge, as the AI is pretty mean. Those that have really got a kick out of fast paced RTS games may find the combat system a bit sucky though, and this is probably one of those games that those that would like it will be able to tell just by looking at the box.

DAN TOOSE



VISUALS	75
SOUND	78
GAMEPLAY	79
FREAKYNESS	90
OVERALL	78

TOMB RAIDER II

PLAYGUIDE

If you're still stuck on Tomb Raider 2, you're probably ready to kill someone by now... STOP! Just use our walkthrough to serve as stress relief.

Dan Toose

To describe how to complete Tomb Raider 2 without "skipping bits" would be extremely tedious, so before you read the first few parts of this walkthrough, keep in mind we're not going to explain how to do the basic actions over and over again. For example, if you need to run to the other side of the chamber, jump up and clamber on to a block, then jump across to another block that has a corridor leading out of the room on top of it, then we'll just describe it as "Go to the other side of the room and enter the corridor above the block". So put simply, we're not going to state the bleedingly obvious.

To further cut corners, we'll abbreviate the moves:

RJ: Running jump (Whether jumping whilst running, or coming to a ledge, taking a hop back, then running and jumping)

RJwC: Running jump with Catch (A Running jump where you get ready to catch onto a ledge or rough surface)

JR: Jump Right

JL: Jump Left

JF: Jump Forward

JFwC: Jump Forward with Catch

JB: Jump Backwards

CL: Climb (When at the bottom of a wall or block, move forward into the wall, and push the action button to climb up)

JCL: Jumping Climb (Jumping up on the spot and catching on to a ledge above. Usually requires walking to the edge of the block/square you're on)

FIGHTING

The tactic to use when fighting is to be as hard to hit as possible. Basically you can miss if your opponent is in front of you, so the priority is not to get hit yourself. To do this, simply jump around whilst firing. Keep in mind that you should jump to a spot further away from your opponent if they're getting close. Don't forget to use rolls to turn around to keep firing at an opponent as you pass each other.

Also, be conservative with your ammo when possible. Don't waste the ammo for your better weapons on opponents that can't get to you, and be sure to pump the fire button as opposed to hold it down, as you

keep firing at a dead opponent if you don't take your finger off the button. The only exception to this is when an enemy is only popping into view occasionally, and holding down the fire button makes you fire the instant they're back in view again.

1. GREAT WALL

Make your way to the far end of the chamber, but be prepared to be attacked by a tiger from behind once you near the water. The tiger tends not to enter the water so try fight it from there. Climb up onto the ledge at the other side of the water and follow it around to make your way up to the building above by jumping back and forth across the gap [1-1].

Once up inside, go onto the grate in the corner which drops you into a pool. Get out onto dry land [1-2] and take a **RJwC** to the ledge with the lever. Pull it then leave through the open door. Run out onto the great wall and take out the three vultures before they get near you. At the break in the wall [1-3], jump into the pool below, then swim to the right into a short corridor which has a key. Take it, and get out of the pool, being ready to fight a tiger once you're out. Now head further along the wall where you can climb up some block to get back up. Use the key to enter the door at the end of the top of the wall.

Kill the spiders that come at you, then go up the stairs to the left and jump and fire whilst at the top to kill the spider on the opposite ledge. Go back down and climb the ladder get the key, go down and use the key on the door.

Kill the spiders in the next room (one comes from behind), take the stuff from the skeleton, pull the block out of the way and head into the new corridor. Go down the ramp to the pool, and go to the left and use the gap in the wall [1-4] to shimmy around the room. Climb out at the other end run down the corridor over the collapsing tiles and into the next room... don't stop [1-5]! Head to the right straight away and jump over the spikes as you make your way down to the chamber below. There's ammo here, but you'll need to be fast to get it. Climb out through the hole in the wall before you get spiked to death [1-6].

Run down this new corridor over the tiles, and jump over the blades at shin height as you keep running. You'll enter another crushing blades room. Grab the secret if you have time, then run out into the next corridor. Keep moving past the spiked walls, and when you come to another chamber with spiked walls, run onto the tiles to drop down to safety.

Take the medkit (carefully), then run past the rollers [1-7] from the left and into the next area. Kill the spiders then use the flying fox to get down to the ledge at the far end of the chasm. (Note: You can drop down just to the side of the flying fox to get into a cave which leads down to the bottom of the chasm where you can get a secret and fight a T-Rex or two. [1-8]). Take out the tigers, then go to the large doors in the next room to exit the level.



[1-1]



[1-2]



[1-3]



[1-4]



[1-5]



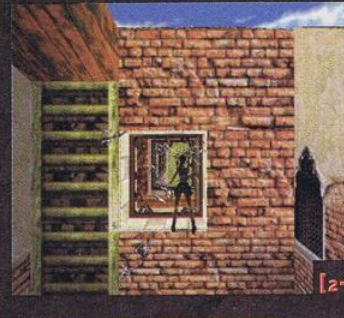
[1-6]



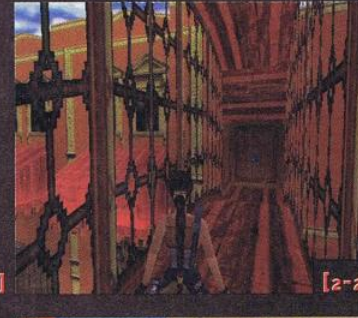
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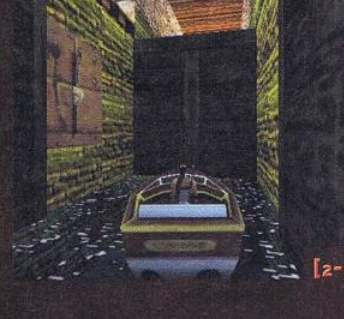
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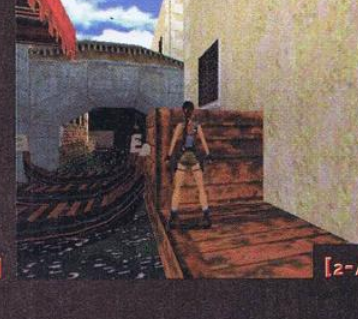
[2-1]



[2-2]



[2-3]



[2-4]

2. VENICE

Head down the alley, kill the dog, and take out the man on the balcony. Head down the next alley, and kill the dog and thug that come out of the doorway. Jump into the water and swim under the large wooden doors into the boathouse. Just hit the button on the wall and head back out. Enter the building grab the flares, press the button and climb up to the next room. Hit the button and climb up again. Shoot the windows away [2-1] and make your way through to where the sniper on the balcony was. Take his key and head back to the corridor you just passed through. Kill the dog in the next room, then run down the corridor over the water [2-2] and pull the lever. Back in the room, shoot out the window and take a **RJwC** to get to the red canopy. Jump across the canopies to get to the door the lever opened. Pull this new lever, then go back down to the boathouse and use the key to unlock the doors. Look out for the thug that appears near the building, who is carrying automatic pistols.

Drive the boat through the door into the dark tunnel, go over the waterfall. You'll end up in a pillared room with landings on two sides. On the landing with a window, park the boat near the lever in the wall [2-3], jump out of the boat and go to the landing, shoot the window, kill the thug inside and get the shotguns shells and pull the lever. Go out to the ladder and climb up. Get into the water, pull the lever, then get into the boat and go through the doors and head to the left. Climb onto the landing and onto the block [2-4]. **JFwC** to the canopy, get your guns out, jump to the bridge, then jump back immediately, and kill the dog and thug that have appeared. Kill the thug down on the landing below next to the second speedboat, before moving into the courtyard and killing another thug who carries a key. Unlock the door and head in. Drop into the room below, pull the lever, climb up, kill the thug, get back into your boat, and drive towards the large doors at the end of the channel. Jump out as you approach, so the boat will set off the mines [2-5]. Head along the shallow alley with the gates then head left down the channel. Climb up onto the landing, kill the thug, and head in through the



[2-5]



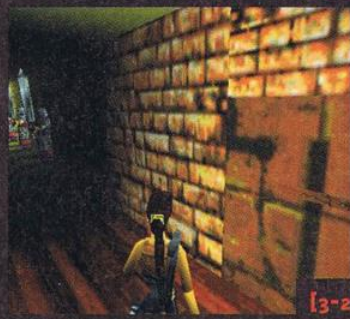
[2-6]



[2-7]



[3-1]



[3-2]



[3-3]



[3-4]



[3-5]



[3-6]



[3-7]



[3-8]



[3-9]

door. Kill the rat, pull the lever, head out and climb up to the room above the channel, shoot the windows and grab the secret and huge ammo stockpile.

Go back down the side you came up, dive into the channel and take the first alley on the left. At the other end, head left and you'll come to a landing [2-6]. Climb up, head in and grab the key. Climb up the walls into the hole in the roof and kill the thug and the dog. Pull the lever and jump back down into the channel. Head left swimming back to the area with the second speedboat and go to the door. Use the key to get in, kill the thug and pull the lever. Now jump in the boat, head back past the landing where you went in to get the iron key, follow the channel to a place where you can drive the boat into on the right. Kill the thug, push the button, then drive the second speedboat all the way to the other side of Venice (past the landing where you got the iron key) to a room where you can drive your boat in. Kill the gunman, line the speedboat up with the ramp [2-7] and press the button. You have to do the following as fast as possible: Drive up the ramp, brake immediately and turn left, drive fast (holding the action key/button) following the channel right, left, right, left into the gated alley, then right down to where the mines were. If you were fast enough, you will just make it in through the doors before they shut. If you fail, go back and try again.

3. BARTOLI'S HIDEOUT

Drive up to the landing in front of the big doors, get out, kill the rats, and head up the steps to the left. Kill the thug, and head up into the corridor, kill the rats, and pull the lever at the end. Kill the next thug on the way back to the big doors [3-1] and head in.

Take out the thugs on the balcony and to your right, then head to the far left corner of the room where you will find three statues with swords. Walk up to the swords and perform a roll when they're up to pass them safely. In the next chamber is a lever to pull [3-2] (it's very dark). Then head back past the statues, shoot the windows, kill the dogs, and get the items in the corner of this new room. Now head back to the main hall where there's a ruined sloped block in the middle, and stand just in front of the slope [3-3], facing away from it. **JB** onto the slop and jump the instant you land on it, then hit action to catch onto the ledge. Climb up, push the block further along the balcony and do a **RJ** across to the other balcony. Use the rough wall to shimmy over to the hole in the wall onto an external balcony.

From the balcony [3-4] take a **RJwC** to the red canopy (you'll slide on it before catching on). Shimmy to the left, then once at the end, pull yourself up, jump immediately and this will backflip you onto the balcony. Take a **RJwC** to the brown ledge, then a **JF** from the corner onto the red canopy and take a **JF** from the middle of the canopy to land on the opening back into the building below. Run up the stairs killing the dogs on the way, and take out the thug who comes through the opening at the top. In the next room, shoot the window, kill the guy on the balcony, head along the balcony and go into the next room. Kill the dog and two thugs, then go to the fireplace and push the block (back of the fireplace) forward till you can climb onto it, and into the next area.

At the top of the ramp with the blade jump over, and jump again once you land. Now you'll see a series of fires [3-5]. As you approach the fires, they will go out, but it's on a timer. Take a **RJ** from the first line (fire spout point), then just take **JFs** each time you land, not pausing at any time.

Overlooking the next chamber, take out the thug and the dogs, then head down, and use the block to climb onto the lowest chandelier. Take a **RJwC** to the next chandelier, then a **RJ** to the platform with a lever. Pull the lever, then turn around [3-6] and jump back to the chandelier, then take another **RJwC** to the next chandelier and climb up to the upper ledges. Kill the rats, then follow the path around and jump up to the top of the thick wooden rafters. Shimmy across [3-7] so you can climb up, then take a running jump to the next ledges. Kill the thug that climbs over the blocks at you. Climb onto the blocks and jump up to the other thick rafter, and pull the lever (this adjusts the chandelier height). Now make your way to the nearest chandelier, and drop to it. Take a **JF** to the next chandelier, and again to the next one. Take a **RJwC** to get into the hole in the wall and take the key. Go back to the chandelier, and go to the next one up. Now take a **RJ** to the window over to the left of the fireplace, and go through and drop down the hole in the back of the fireplace.

Swim to the big doors and use the key. Kill the thug coming from the opposite archway, and enter it. Climb up the bookshelves into the loft [3-8] and pull the lever. Head back down to the hall, kill the gunman, and enter the door he came from. Climb to the top of the chamber, and go through the window. Slide down the canopy, and jump before you fall to your death. From the balcony you land on, jump across to the ledge and from there to the wall to the next area [3-9]. There's an important secret here, go to the section of wall that is slightly

raised, and from here take a **RJwC** to the lowest bit of roof from the building surrounded by water. Now run over to the smoke stack, and take a **RJ** to get into the recess in the wall **[3-10]** (start your run from the spot in the grab). Down in the pool are a pair of Uzis, grab them then climb back up. Dive into the water, go into the building, kill the thug, and grab the detonator key. Go back out and jump over to the ledge with a door, go through, kill the thug, and go through the windows back into the main hall. Pull the lever, and be ready to kill the thugs coming through the window in the next room. Go out to the courtyard and go through the door. Dive in and go to the left where you can climb up to the ledge where the detonator is **[3-11]**, and use it.

Kill the thug, and make your way to the submerged block in the water **[3-12]**, which lets you jump up onto dry land. Climb up the building and through the hole in the roof to the passage that leads to a dark corridor that exits the level.

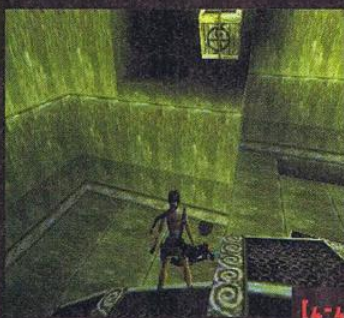
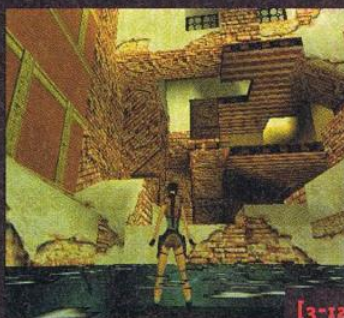
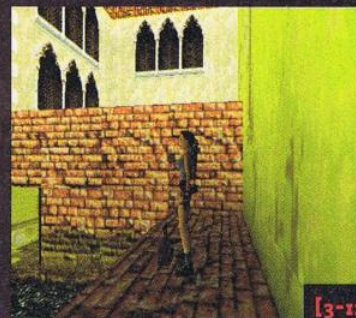
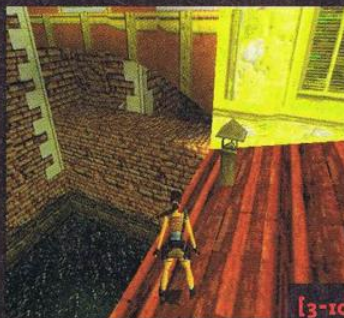
4. OPERA HOUSE

Jump into the water below and swim to the left. You'll find a ladder cut into the wall. Climb up to the first platform, turn around and climb up onto the ledge in front of you. From here, shoot the thug who is beneath where you started, and pull the lever **[4-1]**. Climb up the rest of the ladder to the top, and take a **RJ** across to the ledge across the gap. Now take a **RJwC** to get to the spot you started from. You need to aim to jump directly into the hole across the gap, so take a **RJ** from the corner closest to the hole (this involves timing it so you don't hit the swinging block). Once in, kill the thug, grab the key, and head up the stairs (killing another thug). Now make your way back to where you started the level once again. This time take a running jump to the platform to the right of where you started, and a standing jump to the flat spot above and to the right of the window in the structure above the water. Step backwards off the ledge, catch on, and shimmy to a point in line with the window. Let go, and hit action to catch onto the next ledge. Shoot through the glass **[4-2]** then walk (not run) to the ladder in the far left corner. Head up till you come to a keyhole, use the key, and head on till you come to a long chamber with collapsing tiles beneath you. Line yourself up with the run of tiles that starts with three tiles **[4-3]**, then take a **RJ** down, keep running from here. Jump at the edge, and at the edge of the nest set of tiles take a **RJwC** to make it to the far ledge.

Now head up into the corridor and get ready to kill lots of opponents. Beneath you is a club guard with two dogs, and also in the room are more dogs and guards. Kill all the guards and collect their items, then go to the far corner of the room, where a swinging block is **[4-4]**. Jump and climb up (not in front of the block silly), then go into the pit and press the button. Go back out and you'll find that some trap doors have opened up **[4-5]**.

Go in and you'll see two switches and a relay board. We'll call this point "relay 1". Pull the switch on the left and go down into the next room. Push the button on the wall, taking care not to get crushed by the boulder which comes from the top of the corridor. Now climb up the gate that dropped down and go into the main opera hall, being careful not to stand under the sandbag in front of the opening.

Take out a gunman from the left, then enter the corridor where he came from and kill the two dogs who come at you. You'll find another relay board here we'll call "relay 2". Now go back to where you first dropped into the hall and run over to the other side, killing the gunman and dog that come out of the doors that open. Move over to the edge of the balcony and take out a gunman that is on one of the lower balcony levels. Carefully lower yourself down to the level above the ground and take out the thug and dogs **[4-6]**, then go down to the bottom. Run across the floor so you set off the rolling boulder, then head to the pool and be ready to take out a gunman and a dog on the stage, and then another from the land once you get to the stage. Also be careful not to get crushed by sandbags whilst moving around the stage. Head to the left stage exit and pull the lever on the wall. Now head to the other stage exits **[4-7]**, killing the two thugs as you get near. Instead of going in at ground level, jump up to the entrance above the ground floor, and walk around the spikes, and to the end of the catwalk where it meets the vertical bit. Take a **RJwC** to the gap in the wall to the left **[4-8]**, and shimmy up so you can get to the lever in the wall. Take a **RJ** to get back onto the catwalk, and head to the end of it, where you take a **RJwC** to the left, and climb up to the alcove up top, then kill the rat before taking a **RJwC** to the higher catwalk. To get past the swinging sandbags **[4-9]**, just stand to one side of the ledge and **JF** when the bag is right in front of you and is about to swing away. At the other side, pull the lever which causes a sandbag to crash through the floor in the stage. Slide down the ramp, jumping at the last

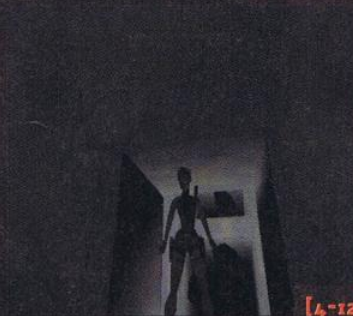




[4-10]



[4-11]



[4-12]



[4-13]



[4-14]



[4-15]



[4-16]



[5-1]



[5-2]

moment to send you falling through the trapdoor and into the water.

Light a flare and you'll see two exits. Take the left corridor, and stick to the left wall all the way till you come to a lever. Pull it and head back to where you fell in the water. Now go down the other (wider) passage and you'll almost immediately resurface to a room with one landing which has a relay switch. Climb the ladder out and you'll find yourself on a balcony again. Climb up to the top, and head back to "relay 2", and insert the relay box you just found. Pull the lever, but don't get in the lift just yet. Get on top of the lift once it goes down, and climb up the ladder in the wall [4-10] to get into a secret room with another pair of Uzis. Pull the lever to open a door that will allow you to get back to "relay 2". Pull the lever again to get the lift back up, and again to make it go down (with you in it).

At the bottom, kill the two gunmen, then pull the lever to send the lift back up. Dive into the water at the bottom of the lift shaft, and take the passage to the left (hug the left wall). You'll come to a waist deep room with a circuit board in the corner [4-11]. Take it, then return to the grate that you saw when you entered the water. Swim around the grating and you'll find a lever on the wall, pull it, and go through the opening in the grate, and resurface. After killing the rat, jump up to the next level, and then the next, taking out the rats, gunman, and dog. Follow the corridor to a set of windows, shoot through, then lower yourself down to the highest point in the next room to take the least damage.

Go over to the lever, pull it, enter the door, and slide down the ramp. Jump just before you slide into the fan, and catch onto the ledge if you don't make it clear up. Take the key, then climb to the top of the block and jump across to the next slide, making sure you're going to land facing downhill (aim slightly to the right), and jump before you reach the end so you land in the ventilation shaft (be ready to jump over the fan again if you miss). Kill the rat in the shaft, then walk right to the edge before the slopes [4-12], and jump forward. Jump forward again, and again to get past the next two fans safely. Now turn around, **JFwC** to get into the upper duct, which has a secret, and heaps of Uzi ammo. Hang and drop down to fall safely, then **JF** to get up past the fan again.

In the next room, pull the block away from the wall, push the button, then push the block through the new opening, all the way to rest against the raised patch in the dressing room. Climb up to the windows [4-13], shoot your way in, and move the block out onto the other block you just moved. Now stand on that raised patch and climb up onto both blocks, kill the thug up top and head back to the shaft you climbed to get here. Jump to the next level up, which is one of the balconies in the main opera hall. Pick up the ammo on the way to the keyhole in the wall. Use the key, go in, press the button, and climb back up into the "relay 1" room. Put the circuit board in place, then make your way back down to the stage.

Kill those that oppose you, and make your way through the hole in the stage wall to enter a warehouse. You'll find one of the blocks in the large stack can be pulled out [4-14], which hides a corridor with a lever. Pull the lever and climb the stack of blocks, leaving the room through the hole at the top. Follow this ledge to the room off to the right, and once in, jump over the gap and onto the ledge and pull the lever there. Now jump across to the ledge with the swinging sandbag (use the same timing as the other swinging sandbags before). Now take a **RJ** to get past the swinging block [4-15], and be ready to fight a large man with two large guns. Kill him, and any dogs that run in, and take his guns (grenade launcher) and head to the other end of the room. Kill another thug, then climb up onto the blocks to get to the top of the middle of the room. From here [4-16], just take a running jump to the blocks as shown in the grab. Now jump over to the ledge near where you entered this chamber, hit the button, then go to the opposite corner of the room. Kill the thug, and enter the plane to exit the level.

5. OFFSHORE RIG

Take a look around your cell, noting the door. At the back of the chamber, pull the block back two squares so it's next to the other block. Now enter the corridor this revealed, pull the lever, and make your way to the door as fast as possible. The easy way is to Roll then run as soon as you pull the lever, and get on top of the blocks by jumping straight up on the run.

Once out, save your game, as it's quite easy to die doing the next bit. Take the corridor on your left [5-1] and once inside, start running up the ramp. Jump the barrel as it rolls at you, and keep following this corridor till it comes to a room with some windows. You'll be getting hassled by a guy with a club and a gunman. You need to get the gunman to fire at you and break the windows for you [5-2]. If the club thug is attacking you, just jump out of the way

and then stand still, as most of the time this confuses him and he wanders off (hooray for bugs). Once out through the windows, just beneath you to the right is a button on the wall [5-3]. Push it, and jump into the water, resurfacing in the middle of the plane through the now open trapdoor. Push the button in here, go back to the windows, and take a **RJwC** to the propeller from the jetty thing. Find the trapdoor on top of the plane, drop in, and get your pistols. Now go back and kill the two thugs, making sure you get the yellow key card from the gunman. Use the keycard in the slot in the window room, and go through the doors.

Press the button at the T junction to turn the alarm off, then go up the right passage, open the door, kill the workman, and enter the next room. Kill another workman, and open the door on the right, kill the guy inside, and collect the ammo. Take the other exit from this room into the dormitory [5-4]. Make sure you get the automatic pistols and the harpoon gun from the beds, then go to the top bunk, 1st on the left from when you enter, and push the button. Now run to the top bunk in the opposite corner, and **JFwC** through the hole in the roof and pull yourself up (this is on a timer).

Follow this next passage to a slope, then slide down backwards so you can catch onto the edge at the end of the slope. Climb down and take a look at the room. Pull the blocks out of the wall, and position one so it's in line with the ladder over the other side of the fire [5-5], then take a **RJwC** from the top of that block to get to the ladder safely. At the top, kill the worker and take his red passcard. If you want, the ladder goes up to a secret. At the end of the corridor, just drop into the pool, ignore the lever (unless you want to go get a secret which is more trouble than it's worth), and just resurface and take the corridor back to the plane room.

Head back to the button that turned off the alarm, and this time head left. Kill the dog and the worker, and run across the room, just in front of the ramp to the next area, so you trigger off the rolling barrels trap. Now head up to the door and use the red keycard to get in. Now be ready to take out two workers and a gunman [5-6].

Get up onto the balcony on the left, push the block, then go round to the other side of it and pull it, then go back and push it once more. Now climb onto the landing to the right of the ramp, and take a **RJwC** to get on top of the block, then jump up into the hole in the wall. Take the passage to another room with a green keycard slot, killing a gunman on the way. Pull the lever, then head back to the room with the block you had to push around, and jump into the pool, and jump onto the platform over the pipes on the right. Pull the lever on the pillar here and return to the room with the lever that filled up the pool [5-7]. Go down the new hole and slide to the next area. The path around this area is really obvious, head to the left, and simply jump the gaps as necessary, making your way around the room in a clockwise path. Be sure to collect the shotgun from one of the guards you'll come across. At the end of the path is a window [5-8] which you shoot through to get the green key card. Now head back to the hole which is in the wall above the section of balcony before this one you are on now (the hole's visible in [5-8]). Run up this new corridor, and at the end, drop down, kill the thug, and head to the room that had the trapdoor that led to the large area you were just in. Insert the green key card, pull the lever in this room, then go through the door, dive into the water to the left, and swim down the corridor. Pull the lever at the grate, and swim through to exit the level.

6. DIVING AREA

Jump to the ledge across the pool below and hit the button in the end. Now dive into the pool, swim behind the fan and get the grenades. Return to the pool, pull the lever, and climb out of the pool, and into the next room. Be ready for the guards and dog that attack you. Be sure to get your Uzis from the guard, and take a **JFwC** to catch onto the block in the middle of the room [6-1], and shimmy to the right, then pull yourself up. Line up the other block and take a **RJwC** when the swinging hook is out of the way. Pull yourself up and jump to the next landing, killing the thugs if you haven't already done so.

In the next room go to the middle of the wide slope [6-2], and simply hit jump when you're at the absolute edge before the radioactive goo. Continue to the next chamber, climb the long ladder, and drop into the hole in the next room, ensuring you'll land on the slop, sliding backwards [6-3]. At the bottom of the slope, catch on, then let go, and catch onto the next ledge. Pull yourself up, kill the gunman, and proceed to the spot where the fence is slightly broken. take a **RJ** here to land on the flat patch below that has the blue keycard. Climb out the hole in the wall, up the ladder again, and repeat the process to get onto the balcony again, this time going to the door which





[6-4]



[6-5]



[6-6]



[6-7]



[6-8]



[6-9]



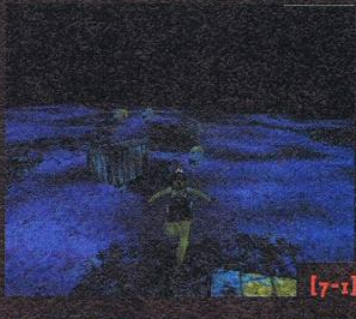
[6-10]



[6-11]



[6-12]



[7-1]



[7-2]



[7-3]

needs the blue keycard.

In the next area, kill the four dogs, and the flame thrower guy, being careful not to get too close. There are two doors with wheels in this square area [6-4]. Open the one that is furthest from where you entered the area, and go in. Dive into the pool, enter the corridor, then swim back out so the frogman follows you, get out of the pool [6-5], and kill the frogman.

Now dive in and go down the corridor, pull the lever at the end of the tunnel, turn around, take the right turn through the gate, go on till you get to another lever, pull it, and continue on again, taking right turns till you get back to the spot where there were two gates again, at which point you turn left and thus back to the pool. Now make your way back to the square area, and open the other door with a wheel in it. Take the stairs, and kill the three thugs at the top at the room with a helicopter [6-6].

In the next room [6-7], pull the lever, then run into the corridor, fall down the trap and grab the M16. Climb back out immediately and back to the room. Now pull the lever, roll, run to the button, press it, then run into the corridor, jump the trapdoor, go to the end and grab the circuit board, roll and get out as fast as you can.

Now return to the room with the pool, and push the block next to the closed door to find a circuit board, and put the board you found in place [6-8]. Go into the next room, running straight in, firing at the thug with the club, then roll and take out the flame thrower guy. If you try fight near the door, you'll get fried.

Also get the harpoon spears at the edge of the pool, then dive in, enter the underwater tunnel till you come across two frogmen, then return to the surface and take them out from dry land [6-9]. Dive back in, go down the corridor to another, larger pool. Climb out (there's only one spot you can), go up and pull the lever. From the ledge by the water [6-10], kill the two guards and another frogman, then swim back to the other pool and head back to the circuit board. The guards locked up in the room will be ready to greet you at the pool before the circuit board. Go into the room that was locked up before, and pull the lever, which makes the block above the pool move within reach [6-11]. **IFwC** to get on, then jump across to the area with the circular saw. Climb over the blocks in the corner, and push the button in the little corridor. Now head back to the helicopter room, killing the dogs and guards on the way. Drop into the pit and go through to a point where you drop down into another room. Get ready to be attacked by a club guard and a flame thrower guy, ensuring you kill the flame thrower guy first. Take the chip from the club guard, and head to one of the four doors, which leads to the square area, and then go back to the circular saw. Put the chip in the board behind the saw and then grab the red keycard. Use the keycard in the area you got the chip, and follow this corridor to a room with a couple of guards [6-12]. Kill them and go to the wounded man to exit the level.

7. 40 FATHOMS

Turn around and swim along the bottom of the ocean floor, following the trail of debris on the floor [7-1]. You'll come to a sunken ocean liner. Travel to the upper left corner of the wreck and you'll see an anchor. Swim in through the anchor hole [7-2], and resurface in the next room to get some air (note that sharks will follow you in). Now swim through the hole in the wall into the next chamber. Go through the hole up top, then through the hole in the far left corner, and finally in this next room, pull the lever in the far left corner. This opens a trapdoor which reveals a corridor that leads to a room in which you can surface [7-3]. After getting some air, swim around behind the large pile of crates and resurface in the room behind them. Follow the path to a lever, pull it, then return to the crate room. Climb the crates to make it over to the opening near the ceiling and climb into it. The next room has a large trapdoor in the middle [7-4], so be careful not to fall into it unawares. Once you enter the room, you'll be attacked by a shotgun guard. Kill him, then run over the corner of the trapdoor, so you don't fall down. Take out the two guards below from up top if possible, then drop into the room. There's a hole in the upper corner of the room (near the railing), which you need to jump over to from the block across the wall.

In this next section, I strongly advise you take a good look around before doing anything so you know exactly where you're going when the time comes. Throughout this next section, make sure you jump over the pipes and low ledges to ensure you get around as fast as possible. Also, running jumps make you move faster than just running. From the start [7-5] go down the corridor and take the first right into a dark area. Climb up into the room above and pull the lever. Now go down take the other corridor out of the dark room, then hand a right, and follow the wall to the right into another room with a lever. Pull this

lever ("lever 1"), then hurry back to the last intersection, and take a right into a room with burners. Pull the lever on the wall inside, then head out, go right, and follow this corridor all the way, past some portholes, and go into the opening in the wall into another room with a lever, pull it and head straight back to "lever 1". Pull it, then head back to the burner room, which should now have no fires. Go straight to the other side, and pull the lever to open the door.

Step into the water with guns drawn and kill the fish that attacks you. This next bit must be done very fast to avoid drowning. Swim up through the trapdoor [7-6], and keep swimming up to the third chamber, then pull the lever on the wall. Now swim straight back down to the bottom, and into the opening in the wall. Pull the lever just in front of you and swim straight back out and up to the top to get some air. Follow the corridor to the end and lower yourself into the next room. Go to the opening in the floor on the other side of the room and lower yourself down into a large room [7-7].

Go to the end of the room to the right and pull the block back so you can climb up into the opening above. Pull the lever in here, then once the screen calms down, go back to the spot where you entered the large room (the hole on the right) and go up. You need to get to the hole in the wall up top [7-8], so go to the left, climb up, and take care not to fall through the hole in the middle. Once up in the hole up top, pull the lever then head back down into the large room. Now go up into the other hole in the ceiling, just along the wall and climb up. Go up the pile of debris to the right, then jump across the flats [7-9] to get to the hole at the other side of the room. Once again, pull the lever, and head back to the large room. At the opposite end of the room to the block you moved is an opening. Climb in and follow the passage to the next area.

Dive into the deep pool, swim down far enough so the frogman comes after you, then go back up and kill him from the land. Go back into the tunnel he came from, then surface in a room with two guards. Kill them, pull the lever, then exit the level.

8. WRECK OF THE MARIA DORIA

Kill the frogman, grab the harpoons, then swim through the next corridor to come to a ledge with a slope [8-1]. Go down backwards and catch onto the edge, then drop onto the tiles, and into the room below (note: This will hurt, so make sure you have a decent amount of health before dropping). We'll call this the "pool room". You'll be attacked by two men coming from one end of the room. After killing them, go to where they came from and pull the block back, revealing two more blocks [8-2]. Continue to move the first block into the passage on the left, and then pull out the other blocks to reveal two new corridors, of which you should head down the right hand one to a new area. Once you drop to the ground below, you'll be attacked by two thugs. Make your way into the ballroom beyond [8-3], and kill the gunman on the balcony before going to the far corner where a patch of ground is sloped so you can get on the end and jump up onto the balcony. Go to the left, hang off the balcony and shimmy along to the far left and pull yourself up. Follow this balcony around to a point where you need to take a **RJwC** to get to a section with a circuit breaker on it.

Now drop down to the ground and go to the exit which is in the same wall as the entrance. Walk through the broken glass [8-4], turn around and drop and catch onto the edge. Now drop and catch again, entering a dark corridor with a key. **JFwC** to get out of the corridor and head back to the blocks you moved near the pool room. Now head down the other passage you revealed into a room that has a lock behind some chairs [8-5]. Use the key and enter the recess in the wall, and push the button. Turn around and kill the worker who comes at you, then press the button in the recess he came from. Now head back to the ballroom, and go up to the balcony, entering the door that the button opened.

Now you'll come to a corridor with five doors [8-6]. Open the first door on the left, but head further down the passage and open the 2nd door on the right. Now lower yourself in this chamber and move the block so that it sits under the switch which is out of reach. Pull the lever, then climb up out of the room. Take the corridor, run through the next room, kill the guard, and you'll come to a room with a block in the corner. Move the block so it is under the lever on the wall. Grab the key from where the block was, then get up and pull the lever. Leave through the door this opened. Now go back to the door that had a lock, and use the key. Lower yourself into the room, and move the block to the fixed blocks [8-7] so you can pull the block up in the wall, out far enough for you to be able to get into the wall. There's another block there you need to push in to continue.

The section of four tiles requires you to carefully step onto one, then step





[8-7]



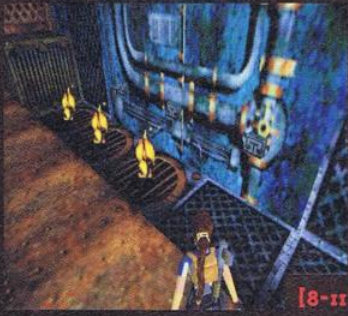
[8-8]



[8-9]



[8-10]



[8-11]



[8-12]



[8-13]



[9-1]



[9-2]



[9-3]



[9-4]



[9-5]

back off [8-8], and wait for the barrels to come down. Now jump over the pit and continue on to the corridor ahead to the left. Kill the guard then climb up and drop through the hole [8-9] into the pool below. Next to the rusted ladder is a lever. Pull it, then get onto the boat ASAP. Climb up through the hole, then climb up through the hole that the lever opened. Pull the lever in front of you then proceed to the two slopes with a trapdoor between. Start sliding down the slope, then jump before you fall in. Keep jumping back and forth till the trapdoor shuts again, then climb into the passage above and pull the lever. Now return to the room above the boat, and climb up out through the other passage, and proceed through to the next big room [8-10]. Kill the three guards, then go to the left where there's a button. We're not sure whether or not this is a bug, but it works. Back off from the button, and go to step off and catch the edge of the balcony. You'll land on the level below, which is a lot easier than pushing the button and running all the way around the whole room. Grab the circuit breaker, then head to the centre of the wall beneath the one you entered this room from, and press the button. Now back to where you landed on this level, then over to the other side of the room where a trapdoor has temporarily opened up for you to get back up.

Return to the boat, open the wheel door, and head on into the corridor. Go straight at the fork, drop down and press the button. Now go back to the fork, take the other path. then right to a trapdoor into the bathroom you were in ages ago. Kill the worker and the gunman, then press the button near the keyhole once again. Now go back up the trapdoor, and back to the button that opened it, then take the new short corridor to get the last circuit breaker.

Now make your way back to the pool room and go to the other side and dive into the water. The tunnel will start going up, and on the last bend before the final climb, there's a lever on the wall to open the trapdoor at the top. Once out of the water, you'll be attacked by three guards. Kill them then go to the set of burners [8-11], and put the circuit breakers into the slots so you can drag the block to a spot underneath the hole in the wall above. Climb up it and kill the thug in the small room, then pull the lever. Now take **RJwCs** to go from air duct to air duct, and at the other end of the room, take the long dive into the pool far below.

Resurface into the next room and head down the flickering corridor to the bridge area. Kill the fish, then wade in, and hug the wall to the left. Climb out and kill the worker. The door right next to you is to the Captain's cabin. Follow the corridor to the helm (spot with a block and a lever), go past the helm and you'll come to a door with a wheel in it. Go in and pull the switch, now hurry past the helm and go into the room with a block in it. Take the flares, then push the block into the wall and pull the new lever revealed. Now head back to the wheel door, but instead turn left and head into the broken area. Head along the main central path and you'll come to a trapdoor that the lever just opened (save here). Dive in and start swimming following the wall on the right (the ship). Once you come in line with the bridge windows [8-12], start looking on the ground to your left, and you should see a key. Take it (not if you're surrounded by fish), and return to the trapdoor.

Now hug the right hand wall as you go along, picking up the ammo in a dark narrow corridor. You'll arrive back at the helm. Use the key on the cabin door lock, go in and pull the lever. Now go push the block at the helm so you can get to the lever. Pull it and head back into the cabin, go through the hole and into the next area.

Kill the guys on the level below (if possible), then use the hole in the right hand side of the balcony to drop down to a spot just above the pool [8-13]. Go get the M16 ammo stockpile in the dark area. Then jump into the pool, climb out onto the broken glass, and kill the frogmen from there. step back into the water and head to the barrel. Next to the barrel is a hidden tunnel that leads past several large eels (just swim past), and then to the exit of the level.

9. LIVING QUARTERS

Immediately to your left is a lever [9-1]. Pull it then swim up to the trapdoor at the end of the cave. Go to the exit of this room, killing the thug on the way, then enter the piston room [9-2]. Go to the opposite corner of the room and follow the corridor till you come to some guards. Kill them, and take care not to be hit by rolling barrels. In this next room [9-3] take a **RJwC** over to the pipes so you can shimmy along past the fires and then pull the lever to turn them off. Now jump up to the hole above and follow the path to a room with a hole in the floor and a lever. Pull the lever, and drop through the hole to the piston room. Climb up to the pistons, and go **JFwC**, **JFwC**, **RJwC**, and **RJ** to reach the other side safely.

Kill the guard in the next corridor, and continue on till you come to a block, push it three times, then enter the corridor right next to you and push the block at the end of that once. From here [9-4], drop into the hole and pull the lever.

Now climb up out of the hole you just dropped through, and head back to the pistons. Jump across the tops of the pistons again, and at the last one, take a **RJwC** to the right to the ledge with a lever [9-5]. Pull it, then take a **RJ** onto the nearest piston, and make your way down to the burner room again.

Swim in, and pull the lever above the entrance. Now swim through the door and down into a large underwater cave. Not far to the left is a spot you can resurface which is handy for killing the frogman. There is a decent sized opening in the far wall of the cave that leads to a dark area with a giant eel [9-6] and a lever. Pull the lever and head back to the cave and out through a trapdoor that has opened just above the opening to the eel/lever area.

The next room is easier than it looks. Kill the guard firing at you from above, then jump onto the platform in the middle of the room and stand at the spot in [9-7]. Just **JFwC** to get onto the air duct, and then take a **RJwC** to the exit in the upper corner of the room.

Follow the corridor to a fork, kill the thug, and take the path to the left. Slide down the ramp and kill the fish in the water in the next room. Now run up to the broken pillars with a tile inbetween them and jump onto the tile. Now jump to the next patch of ground up the hall [9-8], then jump onto the slope so you'll face forwards as you slide, then jump and catch onto the gap in the pillar. Shimmy up to the right, pull yourself up, then exit through the hole in the top corner of the room.

In the next room, kill the guard and go up the ramp to where he came from. Now run past the balcony [9-9], and pull the block in the next passage. Return to the balcony and jump over, killing all the guards who come at you. Go down into the pit, pull the block, and get the key. Now return to the balcony area and go up the narrow passage. First, go past the door and kill the two club guards, then unlock the door and go into the theatre.

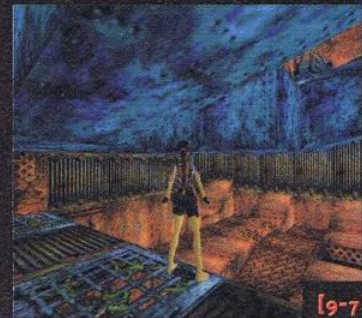
Kill the gunman in the balcony [9-10] before jumping up, and kill the thug too. Push the button and head to the stage. Kill the guy coming from backstage, go to the block at the end, pull it back once, then climb up and go further backstage. Jump over the pit of broken glass on your way to the button at the end. Press it and return to the pit where you got the key to the theatre, and exit the level.

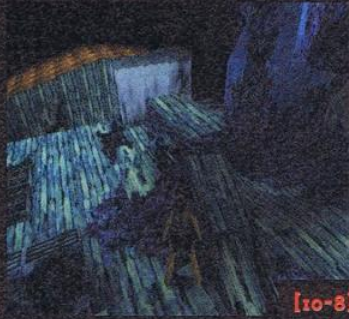
10. THE DECK

Start by killing the two guards to the right and then hugging the right hand wall till you get the grenade launcher. Now go back to the start and jump into one of the large holes in the wall and dive into the water below [10-1]. Climb onto the shore and kill the fish, then climb around the room [10-2] to get to the stern key.

Dive back in and swim through the opening that eventually leads to a spot you can resurface. Climb out [10-3] and kill the worker. Go to the ground, head right and you'll come across a flamethrower guard. Kill him, then go to the pile of crates around to the left. Push the leftmost crate, climb onto it, push the next crate, go down, pull the first crate, go to the other side of it and push it. Now pull the next crate along to reveal the stern door [10-4]. Open the door, go in and dive into the water. Hug the right hand wall and you'll come to a lever [10-5], pull it and head back to where you killed the flame thrower guard. Kill the shotgun guard who's appeared, and climb up to the landing. Step on the trapdoor and fall into a corridor that ends in a ladder to a lever. Pull it and head back to the stern door. Follow these caves down to a dark corridor which eventually surfaces behind the propeller that you may have seen at the bottom of the huge cave the ship is in.

Go to the shore where you can see a raft, and swim in, heading to the left where you can get up on a shore with crates [10-6]. Kill the thug, and the two frogmen in the water, then dive in again and stick to the bottom of the wall on the left, which leads to an underwater passage to another spot you can surface. Kill the fish once you get out of the water, then take the path all the way to the top, ignoring the left fork on your way up. At the top, ensure your health is at maximum before hanging onto the edge of the hole [10-7], then letting go to land on the raft below. Grab the key and ammo, then dive back in and head back to the left fork. Climb up all the ledges to bring you back up to the ship's decks. Head to the left, taking out guards as you come across them on your way to the pool deck. There's also ammo behind a crate, and at the other side of this deck. Facing towards the bottom of the cave, drop onto the deck below on the right hand side, and move to the point on the deck where you're closest to the flat raised section on the deck below [10-8]. Take a **RJ** to get there, and then a **RJwC** to get to the raised walkway. Take another **RJ** from the top of the walkway to get to the rusted hull of the boat, and walk over to the other side where it slopes down. Go down backwards and catch onto the edge [10-9]. Let go and catch onto the next handhold, shimmy left,





[10-8]



[10-9]



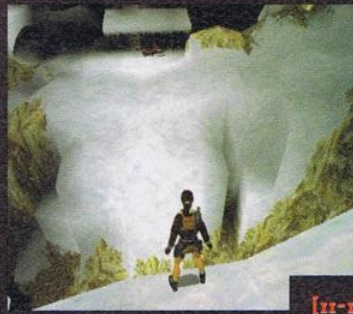
[10-10]



[10-11]



[10-12]



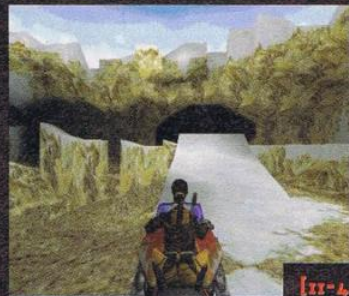
[11-1]



[11-2]



[11-3]



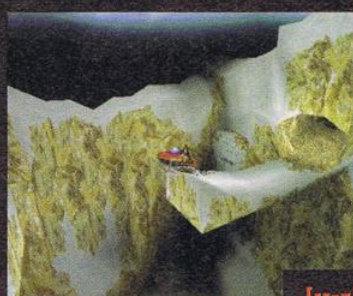
[11-4]



[11-5]



[11-6]



[11-7]

and pull yourself up. Now take a **RJWC** to get to the ledge in the rockface.

This passage leads all the way to the top of the cave, so just make your way up, jumping from ledge to ledge where necessary, and killing the two thugs who come at you. At the top **[10-10]**, take a **RJWC** to get onto the roof. Now jump across the alley, to the right hand side of the orange structure, then fall into the trapdoor. Kill the thug, and follow the passage to a door and a block. Pull out the block, pull the lever it was hiding, and leave through the door, taking a right, and then a right again. Keep going to the next "building" **[10-11]** and enter through the door. Use the cabin key on the lock and in the next room, run over the tiles on the left to get to the button, press it, then run back using the other tiles. Now head back to the alley you just came from and enter the door that was shut before. Follow this path to the top of the cave, and eventually to a room with a hole that overlooks a key **[10-12]**. Drop down to the key and take it all the way to the bottom of the cave, near the stern. There's a shed with two guards here. Kill them, use the key to get in. Take the Seraph to exit the level.

11. TIBETAN FOOTHILLS

Kill the eagle, jump to go through the gap, and you'll come to a slope with snowballs in the distance. Go down on the left hand side, and while running at the snowballs, angle your jump so you're going between them. Wait in the recess to the left for the other snowballs to go, then proceed. In the chamber up top, take a **RJ** through the right hand side of the ice sheet, and jump as soon as you land and keep pushing right so you don't fall down the gap.

Kill the two eagles from the end of the cave, then turn around and drop down off the cliff **[11-1]**, and catch onto the ledge of the slope you'll land on. Drop down and go into the cave. Fall into the water pit, climb up and jump back to avoid getting skewered by the icicles. Go on to find yourself at the canyon again, and follow the path along the wall to the right. In the next caves, take the left turn at the fork, and slide down to another icicle room **[11-2]**. Carefully go through, and continue along this path all the way till you need to take a **RJ** at the canyon area again. From this ledge, look across the canyon and you'll see a medkit below **[11-3]**. Take a **RJ** to that spot, then climb up the ledges all the way top to the top.

Kill the two thugs near the hut, grab their stuff and get on the snow mobile. Head down the tunnel and kill anyone in your way. You'll come to a "snowmobile jump park". Get off and go to the far side of the area, where you can jump up into a hole in the wall. Kill the two snow leopards and pull the block on the right (the one in line with the ramp) out of the way and into the corridor you came from **[11-4]**. Now head back to your snowmobile and go to the middle of the area **[11-5]**. Use the action key to drive fast, and go over the ramp that will let you jump over the low wall. Now just follow the path around the area, going over jumps, and taking care not to slip off the walls. Eventually you'll jump up into the area where you moved the block.

Do one more jump to get over the next gap, then get off the mobile when you come to a fork in the path. Take the right path to a spot with grenades, and then climb up the cracks in the wall to a room with a lever. Pull it, then head back to the fork, killing two guards on the way. Get back on the mobile and take the left path **[11-6]**. Go over the jump, and continue along, over the narrow path, run over the three thugs that you come across, and take a big jump over the gap **[11-7]**.

At the other side, park inside the cave, get off and head over to where the snowballs are. After setting off the first couple, jump to a spot where you'll slide and be able to catch on **[11-8]**, then go about shimmying across and climbing up to set off the rest. Now go down to the cave below and take the key. Follow this corridor, shoot through the ice, kill the guard and you'll arrive at a lever under some icicles, pull the lever and climb out to a cliff face with cracks in it you can climb up. At the top **[11-9]** go back to your snow mobile, and drive across the slope that's too steep for you to run across. Follow the new corridor to a room with a drawbridge directly above the entrance. Get off the mobile and use the key to raise the bridge. Now ride the mobile up along over the bridge to the warning sign **[11-10]**. Now power along fast to the cave ahead, and then over the jump, and back into the main room. Now get off and go to where the frozen pond used to be, and grab the key. Kill the guy who attacks from a snow mobile, and ride your mobile back, all the way to the hut where you got it from.

Go inside, take all the stuff, flip the switch go out, kill the two guards, and head to the gate they came from. This leads to a room **[11-11]** where you get attacked by a snow mobile rider. Kill him and continue on to a large gap, which you get across by jumping onto the ledge on the left and shimmying along.

In the open area, just climb up onto the ledge to the right and kill the two riders from the safety of higher ground. Proceed to the bottom of the valley and push the block through till you can go into the next area. Kill the oncoming guards, jump off the cliff into the water (or drive a snow mobile in), then pull yourself out to the left and take the tunnel to exit the level.

12. BARKHANG MONASTERY

You'll arrive at a fight scene, between monks and thugs. The monks will only attack you if you fire at them, so use them to your advantage and let them do all your dirty work for you. After the thugs die, climb up the ladder in front of the stairs and at the top, use the ledges either side of the ladder to get onto a new ledge. Follow this ledge to a spot where you can't actually run forward [12-1] as though there were an invisible wall. From this square, jump to the square diagonally to your right and from this one, jump to the next slope along towards the building. You'll start sliding, so catch onto the ledge, then release and catch the next ledge down. Shimmy along to the left and go to the windows. Shoot through and go in.

At the fork [12-2], go right, let the monks do the killing and grab the ammo off the thug. Through the window is more ammo. Go the other way at the fork, then take the first door on the left. The monks are heading off to kill another thug if you want more ammo. Go to the ladder and up to a huge hall with a large idol. Follow the balcony to a platform with a key [12-3]. Grab it, and continue along the balcony, then drop into the next room.

After triggering the boulder, step out of the way, then continue. Jump back to avoid the second boulder. Go down past the boulder and push the block in the otherwise dead end area. Now go up to where the 2nd boulder came from and go into the pool. Swim around hugging the right hand wall and entering the narrow passage in the pool wall to avoid getting sucked down till you drown. Go to the end of this next corridor and drop down to a dark tunnel. Light a flare and continue along, taking care not to get killed by the three crushing doors [12-4]. Go up the ladder at the end, and work with the monks to kill the thugs in the dark room ahead. In this room go to the prayer wheel in the corner, pick it up, [12-5] then position yourself so you're inbetween two burners and jump down, and then jump again, heading back into the previous room. Pull the block against the wall out of the way and go in. Take this path all the way back to the first fork you came to in this building. Use the key on the lock in this hallway and go through into the main hall.

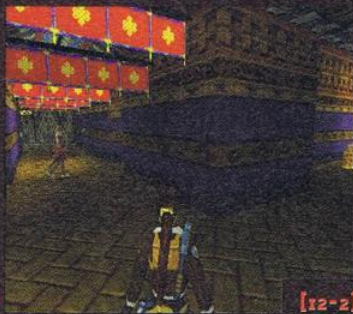
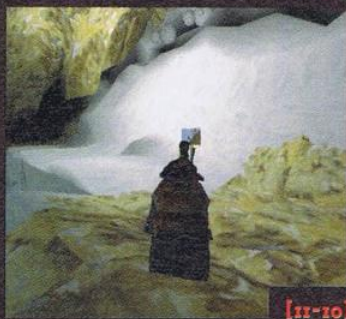
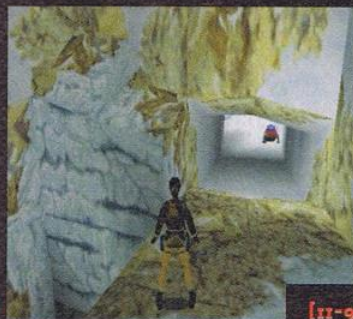
Go to railing by the statue, then turn around and fight the thugs. Now take the door that was the first on your right as you entered this room.

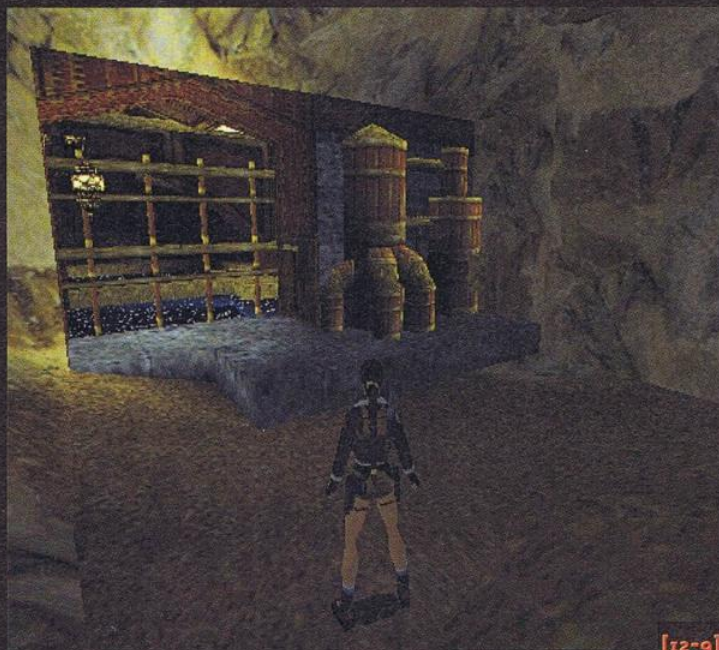
In the next corridor, jump over the blade, and enter the first room on the left to get the strongroom key. Now head back to the fork and go left. There's a lock on the wall. Use the key and get the next key inside. Now go through the door in the nearby hall that leads to a room with two rolling blades [12-6]. Go past the blades to the keyhole and use the key to get into the next corridor.

At the top, go behind the statue to the right and pull the lever. Now make your way over the burners as fast as possible. Simply jumping one at a time works better than trying to keep running all the time. Take the left after the last burner, fight the thugs with the monks, then pull the lever on the pillar, and drop into the room below. Shoot through the glass [12-7] and take the two gems. Find the lever on the wall and pull it so you can climb up and out of the chamber

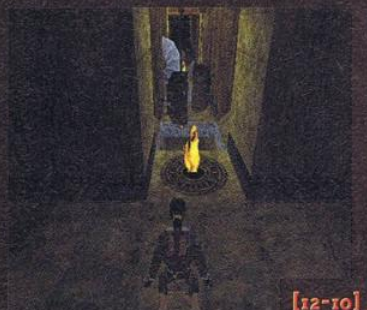
Go back to the burner passage, head left into a new area, with two gold statues and a star shaped object in the wall. Insert a gemstone into the socket on the wall between the two statues, then go past the star to a new room. Pull the block out twice, then enter and grab the 2nd prayer wheel. Now make your way back to the giant statue room again, and take the second door on the right, which leads to a ladder to up higher. From the ledge, take a **RJwC** to grab onto the lower hand [12-8], then climb onto the one just above, and take a **RJwC** to get onto the head. Keep jumping across to the other hand, and up into the recess in the wall, where you can insert another gemstone. Now make your way down to the base of the statue and into the room underneath. Drop through the hole, and follow the passage to a room with some machinery and a lever [12-9]. Pull the lever and go through the opening into another room with a block and a stream. Push the block into the path of the stream, and head down into the large room which used to be filled with water. Directly opposite is a ledge with a block on it, push the block to the left and take the prayer wheel behind it.

Climb up the ladder to get out of this room, and into a hallway. To the right the passage goes to the giant statue, but you need to go left. Kill the

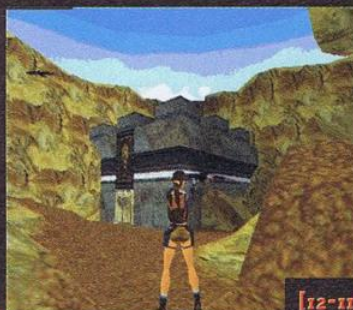




[12-9]



[12-10]



[12-11]



[12-12]



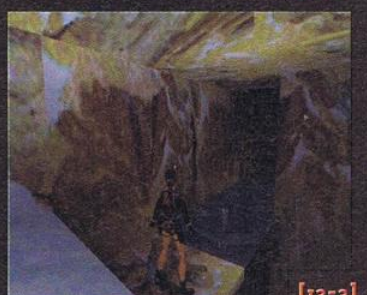
[12-13]



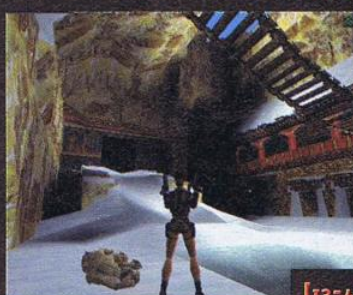
[13-1]



[13-2]



[13-3]



[13-4]

thugs then proceed to a corridor with swing spikes and burners [12-10].

As you approach the first burner, it goes out, run onto it, and immediately step into the pit once you get a break from the swinging spike in front of you. Walk under the spikes trap to the next section of corridor. Wait for the rolling blade to go to the left and proceed to the next burner, doing the same as at the last one. Once you walk through under the spikes, climb out to the right and pass the rolling blade to enter a room with a key. Take it and follow the path to a slop going down. Get on backwards and catch onto the edge to avoid damage when dropping down.

Once again, climb out of this chamber, and return to the giant statue room, where you'll find a lock in the wall that opens the trapdoor right next to it. Drop in and pull the nearby lever (leads to the statue room). Now take the other path, and run along the canyon. At the top is a pillar of rock, and behind it, an opening. Go up in, and run along the ledge of the next area, and to a bridge. Kill the bird and thug, then continue along the path till it comes to a small building [12-11]. Kill the birds, then use the ledges on the right to climb up and take a **RJwC** to get the roof. Drop in, grab the prayer wheel, then head all the way back to the large statue room. Go to the hallway just to the side of the statue, and enter the first door on the right.

Follow the path through this room and the next into a corridor. Jump over the trapdoor spot, then take a right, then a left, which is a path leading up to a window. Shoot and run straight through to avoid being mowed down by thugs with guns. In this area are three monks [12-12], a ladder and a lever. Climb up the ladder, which leads to several other ladders, which eventually come to another prayer wheel. Take it, go back down and pull the lever. Help the monks kill the thugs, then head back to the main statue room, and go to the left of the statue and insert the five prayer wheels into the empty slots in the walls [12-13]. Go in and place the Seraph in the slot to exit the level.

13. CATACOMBS OF THE TALION

Start by not getting skewered by the icicles in front of you, and head into the room. [13-1] In the room below you a yeti is waiting. Go down and kill it, and pull the lever next to the grate. Now go climb up the ladder, and go down the slope backwards. Catch onto the edge, then backflip to the next corridor. Avoid the icicles and head into a large room. Move down the steps and kill the gunmen that come down after you. [13-2] Now take note of the pool, the cage, and the ramp with snowballs at the top. Get onto the ramp and run up towards the snowballs, and jump to the right to get out of the way (you'll land in the pool). Now go down to the bottom, and kill the leopards. Find the spikes in the corner, and go to the other corner along the wall to find a rock that you can climb up to allow you to jump over to the area where there are collapsible tiles [13-3]. Run along the tiles and climb the ladder at the end. At the top, backflip onto the ledge behind (it's out of view), by simply pressing jump while holding onto the ladder. Here there's a lever that raises the cage, and empties the pool. Jump to the cage, grab the mask, then head down to the empty pool, go in, and drop down the trapdoors.

In the new corridor, jump over the spikes, then use the mask in the lock, and run without pausing, jumping out of the ramp onto the higher ground as soon as you're able to avoid the snowballs, then finish off the pack of leopards [13-4]. Now climb into the hole in the left wall and go to the floor of this new room. Kill the four leopards, take the opening [13-5] into another room with a glacier. Climb onto the wall to the left as you enter, and go down into the water below to find another mask. Now return to the room you came to just after using the first mask, and locate the next "mask lock" near a ladder.

The next chamber is almost completely dark, so light a flare, and follow the path to the left which leads to a lever. Pulling this lever frees four yeti (which are easier to kill in the large area in the middle [13-6]), and also lights the room a little. Kill the yeti, then move the block (opposite corner to where you entered) under one of the gates [13-7]. Now go into one of the other openings and pull the new lever. Now head back to the hole in the wall (three thugs will attack you) and enter the door you just opened. Run up the bridge till the snowballs start moving towards you then simply roll to run back and get out of the way. At the point where the snowball started [13-8], take a **RJwC** to grab onto the ladder and climb up to a room where you can dive into a pool below.

Dive in go to land and kill the fish. Now swim along the path till it ends in a set of double doors. Turn around and climb onto the block, and then take a **RJwC** to get to the ladder. Climb up, and at the top, jump to flip onto a

ledge with a lever that opens the doors below.

Go in, kill the leopard, then pull the lever on the block nearby, and take the exit back into the room with the icy floor, and then into the room where the doors just opened. Take a **RJ** to get over the gap then set off the two snowballs **[13-9]**, and jump out of their way. Optionally from here you can kill the leopards below and take some ammo. There's another ramp with a snowball. Jump onto the ramp, and jump aside to get out of the way and let the snowball break through the ice.

In this room there are two panels on the floor. Stand on the left panel then go into the door that opens ASAP. Walk carefully through the spikes **[13-10]** to the door on your right. When it opens, jump onto the slightly sloped surface in the "two panel" room. Then jump over the snowball onto the other panel, jump back immediately, turing in midair with the roll button/key, and start running for the door you just came through. Jump in to save time, and race for the other door in the spike room you haven't been through. This leads to a ladder, which leads to the exit.

14. ICE PALACE

Note, that at all times you use a springboard in this level, you must ensure you are ready to catch onto any ledges that you can, as falling from a great height will hurt or kill you, and it's also possible to get caught bouncing on the platform repeatedly, which will kill you.

Shoot the bell to open the door, and enter a room with several cages **[14-1]**. There are also a few springboards off to the right. The first set of springboards lead to a ledge up above with a lever that release some yeti. After pulling the lever, drop down to your right, and attack the yeti from here till they reach you, at which point you should drop into the cage they were in, and get out, killing them as they make their way over to you. Get back to where you started shooting them, and enter the hole above the yeti cage. Take this corridor to another yeti, and a room with a lever. Pull it, then return to the springboards. Go to the second springboard **[14-2]**, draw your guns, get on and fly up, taking shots at the bell. Once you've managed to hit it, go to the next springboard to jump up and get a health pack.

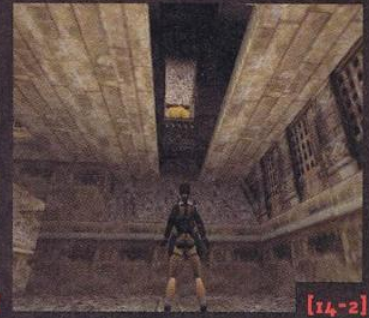
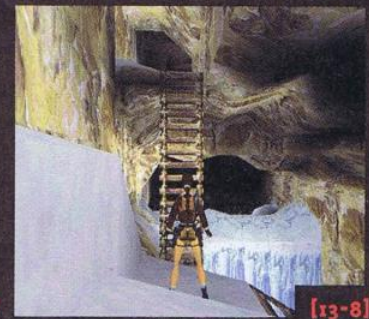
Now enter the room just past the double springboards, and step onto the single springboard from the side (towards the side that is against the wall). Shoot the bell, then go back down to the ground and through the two open gates. Approach the springboard from the front and get up to the flat landing up high. From here **[14-3]**, take a **RJ** towards the opening above the slope, and once over there, keep jumping to ensure you don't fall, then draw your guns, and shoot the bell as you bounce backwards and forwards. Put your guns away, catch onto the edge, then make your way back down, and then use the springboard to get back up again.

Go through the open gate and climb the ladder. At the top, take a **JR** to clear the gap and kill the yeti that attacks. Go through the opening it came through into a natural corridor and get the health to the left, then head straight down the corridor into a room with three tigers **[14-4]**. Kill them and get the mask at the end of the room. Go back to the natural corridor and go up into the exit on the left, through the now open doorway. Follow this path till you come to a yeti, kill it, then go to the area with burners and gaps **[14-5]**, and kill the yeti in the room below by shooting through the holes. Now go to the last gap in the room, and drop down in the centre of the hole. Light a flare and collect the items, then climb into the large hole in the wall, and insert the mask in the lock. Now enter the small hole in the wall and you'll find yourself above a room in the previous level. Go across the bridge, and follow it to a point where you pull a lever, which tips the molten goo onto the ice in the previous level.

Go down, and kill two tiger that run in, then enter the room they came from, grab the shells, then climb onto the ledge, go into the pool below and get the uzi ammo. Now return to the ice and go into the water through the hole. Don't grab the hammer yet **[14-6]**, instead, swim through the hole into the next area, and approach the shore on the far right side. Take out your guns as soon as your feet touch bottom **[14-7]**, and kill the three yeti. Now return to the hammer, grab it and swim straight back to the shore. Get out, kill yet another yeti who has shown up, and then kill the fish from land.

Take the left fork, hugging the wall to avoid getting skewered by the icicles above. At the end of the next room, kill the yeti and go into the bright area and grab the grenades. Now go down the right fork, and up the blocks to the next area.

Step forward cautiously, setting off the first set of snowballs safely. Now back down the slope, facing the area you came from **[14-8]**. As soon as those snowballs start moving, run up and jump to the door you came from. Then





[14-7]



[14-8]



[14-9]



[14-10]



[15-1]



[15-2]



[15-3]



[15-4]



[15-5]

just run down the slope, keeping to the left to avoid the last snowballs. Jump into the hole at the bottom, and then slide backwards down the slope and catch on. Shimmy to the left, and pull yourself up and backflip once you're near the end. Take a **RJwC** to the cracked wall across the gap, and climb up. At the top, slide backwards down the slope, catch on, then drop to the gong **[14-9]**. Use the hammer, then climb over the "walls" to the side of the gong to get down to the room underneath which houses the key to the temple of Xian. After you pick it up, exit the room and get the grenade launcher ready.

To kill the guardian **[14-10]**, keep your distance, firing grenades whilst backflipping away. To get away, run and jump at the same time. When he dies, you exit the level.

15. TEMPLE OF XIAN

There's no way to get the dagger from the pedestal, so just run straight at it, and catch onto the slope you fall onto **[15-1]**, then let go, and take the long series of slides down to the pool, then over the waterfall into another pool. Climb onto the brown landing and kill the two fish. Take note of the ladder, and what we'll call "lock 1", then swim through one of the underwater holes leading to a shore **[15-2]**. Take note of the door to the right, with a lock we'll call "lock 2". Kill the two tigers as you approach the temple, then go around to the left and use the springboard to get up onto the roof. Go to the other side of the roof, kill the eagle, then make your way back to the ladder.

Climb up and kill the spider, and come to a room with lava. Climb down the ladder, and at the bottom, let go and grab onto the next ledge. Shimmy to the left, and go down another ladder. Now jump over to the ladder going up **[15-3]**, after killing the spider. Climb up again and come to a room with a spiked pit. Jump over to the climbable wall, shimmy to the right and climb to the gap. Now jump, and jump again as you land on the ledge behind you, taking you to the top of this trap, and into the next room.

Get in the middle of the ledge, and step down onto the tiles, running to the last one, and falling onto the block with ammo. Now take a **RJ** to the corridor, and slide down, jumping before you land on the spikes, and jumping on the next slope to avoid the next set, making sure you catch onto the ledge. Get the grenades below, then climb up to the lever, pull it, and head back to the temple doors.

Run right up the middle of the room to avoid the statues with swords **[15-4]**, grab the ammo, and head out through the door on the right at the end.

After climbing the blocks you'll come to a room with ramps and lava. Take a **RJ** to the slope in the middle, then jump to the next slope before coming to the lava, and again, and again, and again, this time making sure you catch onto the ledge. Climb up to the top of the room, and jump across to the opening. Once you enter you'll slide down a slope into a room with crushing walls. Just run to the lever ahead, pull it, then roll and head for the exit directly ahead. This next room has three boulders to avoid. To avoid the first, just get onto the blocks and face down the ramp, then step off onto the ramp and run to the side. The other boulders are in plain sight in niches in the ceiling, so just advance, watching them, and being ready to get out of their path. At the top, climb the ladders to come to a very dark room.

Drop down and light a flare, go to the far right corner and pull a lever. Kill the tiger that attacks you from behind, then climb up into the opening in the wall not far left from the lever. Face away from the blade, move to the extreme left, and back up to the corner of the block. Step off and catch the ledge **[15-5]**, then drop into a room with two rolling blades. Simply start running for the corner as the two blades are just meeting in the middle and you'll get through.

You'll arrive back in the room with the statues, but up on the rafters. Jump across to the left to get to the button, and once you hit it, you have to roll, then start running, not pausing as you jump across all the rafters to get to the doors, which shut if you pause at all. The next set of swinging spikes **[15-6]** simply require you to do each one, one at a time. Dodge them like every other swinging object in the game so far. Now go to the button on the right, then jump left, hit the left button, and run into the corridor immediately. Keep running all the way till you're coming to the end of a ledge in the middle of a large room with a dragon idol **[15-7]**. Keep running, and take a **RJwC** when you get to the end, to climb onto the platform and get the dragon seal. Now take a **RJ** to the right and follow this path to a corridor behind the dragon, and pull the lever.

Keep following the corridor around, and head down to the bottom of the chamber, and jump across to the second flat platform. Then take a **RJ** to the middle, landing on the slope, and jumping and catching to grab onto the next block. Pull yourself up, slide down and jump with catch again to get onto the platform. Now, turn to your right **[15-8]**, jump across, then take a **RJ** to get to the platform at the bottom. From the centre of this ledge, jump forward

onto the springboard. When you land, back up and catch onto the ledge to avoid being crushed. Climb back up, then jump across to the next flat to the right, and keep moving forward to the right to avoid the next boulder. Now simply jump from flat to flat, till you get to one where an eagle attacks. From there take a **JFwC** to the next flat, then jump across to the one near the exit and make your way out. Pull the block in the next room twice, and then pull the lever in the small room behind it.

Drop down into the corridor below, run down and turn immediately into the corridor to the left to escape the boulder. You'll come to the rafters of the temple again. Kill the tigers before dropping down, and using the seal on the lock (the left door). Use the alcoves in this next corridor to make your way safely past the rolling blade. At the end of the corridor, slide down into a room with shallow water [15-9]. There are three levers on the wall which you need to pull ASAP to open a door which you need to go through before the ceiling comes down on you. Climb up the blocks to get to the surface of a pool, and kill two fish from the landing before diving in. Swim over to the lever in the corner to the right and take note of the door next to it, get a full breath of air, then pull the lever, and head down the underwater passage ASAP.

Ignore the lever, instead take the tunnel opposite it, pull the lever inside [15-10], and head back to the first pool and swim straight up to get some air. Now head all the way back to the lever you just pulled and head into the short passage it opened, and pull the lever. Return to the air pocket, and now dive down into the door by the first lever, and go in, then pull the lever on the right. Now head back up to the top, and climb out of the water. Grab the ammo in the next room, head through the opening, and run to the lever. Pull it, then continue to the end of the corridor, and take the ride all the way to a gold key, and then take this next passage up to the surface, which is where the level began for you.

Use the key in "lock 1" then enter the new corridor, and hug the wall on the right and you'll find an opening into a dark underwater chamber. Light a flare, and use your harpoon gun to kill the fish that attacks. Now pull the lever on the pillar and swim back to the surface to get some air. This time follow the corridor to the end, and head up into a new cavern [15-11]. Kill the fish, then head to the shore.

The next area is essentially a spiders nest, so move cautiously and be ready to kill spiders every step you take. Once you get near the first giant web, you'll start encountering giant spiders from here, so ready a decent weapon.

You'll see a giant white sac with a pillar under it. Move in and kill two giant spiders that attack you while you're on the floor, then go to the other side from where you entered, and climb up the ledges to get to a point where the ledges are all your height [15-12]. Now move to a point where you can jump to the pillar under the sac, and then jump across to the ornate opening up in the wall, and at the end of that corridor, leap out to the block in the large cavern, and get the silver key from the top.

Jump into the water and swim back to the starting area, and then to "lock 2". Go on in and start climbing up the ledges to get up the slope. When a boulder comes at you, just hang off the edge of the ledge you're on [15-13], and it'll pass overhead. Get the ammo, then head onto the bridge. Kill the tiger and eagle, and then another tiger again in the next room. Climb onto the sloped block in the right corner and flip from the surface to land on the ledge behind you. There are two openings in the wall, make your way to the higher one on top of the reddish block, but take note of the "lower opening". To get past the rolling blade, go to the far side of the room, back as far away from the blade as you can, then once then blade reaches the wall in front of you, **JF**, and then **JF** immediately again. There's some Uzi ammo if you are keen, down the slide to the left. Otherwise, go into the next room, take the health and the ammo, then run along the bridge, not stopping till you reach the platform at the end. Push the button, then make your way back to the "lower opening"

Each of the flat platforms is a springboard [15-14], which you need to jump from one to the next all the way to the top. This can be tricky, so save now. To do this, get in front of the first springboard with your back to it, walk forward to the wall in front of you, then backflip onto the springboard. Just before you hit the last springboard, hit the action key and hold it until you have caught onto the ledge at the very top.

Now **JFwC** to the next opening and go through the huge golden door you opened with the button.

From here [15-15] jump over to the small square in front of a lock, and then into the area beyond. Run, and then jump onto the next block, and immediately climb the ladder to avoid being killed by the spiked wall. Climb the ladder to a new ledge up to the right, and climb into a dark corridor with another spiked wall. Run to the right, and jump and grab onto the ladder at the end.



[15-6]



[15-7]



[15-8]



[15-9]



[15-10]



[15-11]



[15-12]



[15-13]



[15-14]



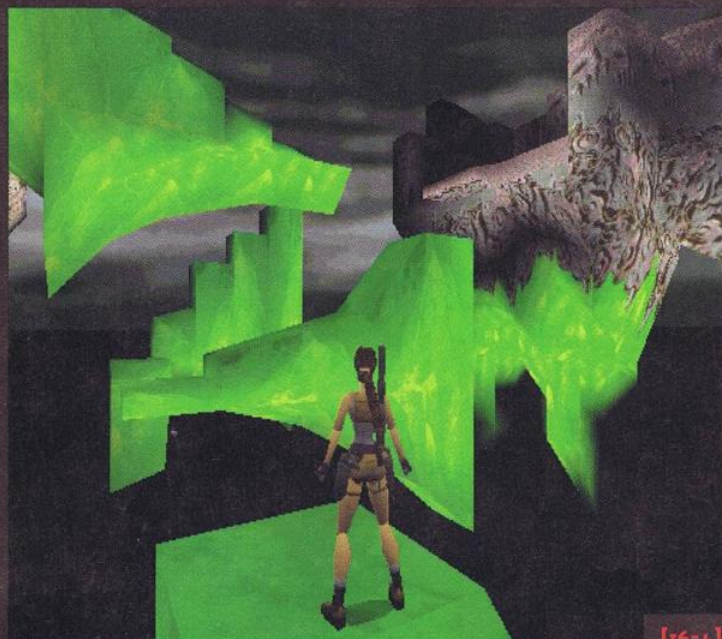
[15-15]



[15-16]



[15-17]



Climb up and follow this winding corridor to a lever. Pull it, then head back down the corridor and go through the new opening to a ledge before a dragon statue [15-16], and a pillar with a key. Jump around the ledges to the left to get to the pillar, and then make your way down the dragon, sliding till you land on a pillar.

Now make your way back to the large gold doors, by taking a **RJ** from the platform just down to your left. Jump over to the lock, use the key, then jump back, and take a **RJwC** to grab onto the metal grate in the side of a pillar. Jump over to the ladder, climb up, get off at the platform on the right, turn around [15-17] and jump onto the ladder on the pillar.

At the top, go down the corridor and go left to find yourself on another ledge that overlooks a dragon. Jump around the platforms to the left, making sure you jump when you land on the last sloped platform. Climb up the ladder that is on the pillar that the dragon is wrapped around, and go up. Keep going till you come to a blade, then backflip to a slope, jump off it and catch onto the next ladder. Climb up to another blade [15-18], backflip and immediately hit roll to twist in mid air, and then catch onto the ladder. Climb up and to the right, and exit the level.

16. FLOATING ISLANDS

Start off by killing the floating warrior. They move slow, so use pistols at a distance. Grab the medkit just left off the path here, then stand in the middle of the last square on the path [16-1] and jump so you land on the left slope of the island just in front of you. Jump before you fall off the edge, you'll land on another slope, which you must also jump off, and catch onto the ledge of the corridor. If you miss, kill the warrior and climb back up to where you made your first jump. At the end of the first corridor is a lever, pull it then, head down the narrow corridor. At the end step off onto a slope, slide down, jump at the end to land on another slope, which leads to a landing [16-2] with three spear guards. These guys are fast and do lots of damage, so be ready. Take out the first guard, then climb up into the trapdoor, grab the mystic plaque, etc. and take out the next guard through the trapdoor.

The third guard only becomes active if you go to the front of the island (past the lamps). Now hand off the ledge at the opposite end to where you arrived at this area, and drop down and catch onto the ledge below [16-3]. Pull the lever to the left, and take a **RJ** to where the gate was, and then another **RJ** from the end of the gate to the island.

Climb to the top of this island [16-4], and from here, take a **RJwC** to the next island. Now take a **RJwC** to the tiny island, and another **RJwC** to grab on to the island that looks like a flight of stairs. Climb to the top of this island, take a **RJ** across to the next island, and go along it, heading away from the grey castle, but looking towards it. When the first warrior comes to life, stay and kill it with your pistols, then move further along the path and the second one will come to life, which you should also kill. Now get onto the gold structure, and drop onto the grey rock attached to the narrow part you're on. From the end of the rock, jump onto the right hand slope in front of you, and catch onto the edge (this is back at the beginning). Drop down, and take a **RJ** to get to the second mystic plaque.

Jump to the small island towards the place you got the first plaque, and jump over to that area again. Now make your way back to the point where you were closest to the grey castle. From there take a **RJwC** to grab onto the ledge, and then put the plaques into the slots and collect the ammo.

Go through the doors [16-5], take out the warrior coming from the left, and grab the ammo off to the right. Now get up to where a green boulder is sitting, turn your back to it and backflip over it. As soon as you stop sliding, step back off the edge and grab on so the boulder can pass you. If you drop down to the bottom you can grab a medkit and kill a warrior, then climb up the green blocks to get to a section of roof, and then up again to slide down to the starting courtyard.

Now go back to the boulder slope and jump across at the gap, and stand on a flat spot [16-6]. Now take a **RJwC** to get onto the island with a flying fox on it.

Ride the flying fox down, letting go when you're over the bridge. Go into the room, and kill the spear guard who comes at you. Now pull the lever between the other two guards, then kill them after they come to life. Now go to the flying fox at the other end of the room [16-7], ride it and let go before it hits the wall, and then grab onto the wall, and scale it to the top. At the opening at the top, grab onto the edge and shimmy left so you can drop down. Now climb up, all the way to the top, and into the first courtyard again. Head back to the first flying fox, and ride it to the very end.

Face back towards the top of the flying fox and jump into the room ahead, making sure you land on the edge to the right. Touch the block, and a warrior

will appear behind you. Kill it, then move the block so it is against the wall, just to the right of the trap firing blades. Climb up on top, and climb up to the dark area above. Light a flare, climb onto the wall and grab the M16 ammo, then go to the pillar [16-8] and pull the lever. Go back down to the floor of main room, and look into the chasm below. Go to the end where the blades are being fired from and lower yourself down. Step onto the next block down, and from the end of this square that is furthest from the edge, jump towards the platform in the middle of the fire below. Pull the lever here, then make your way back up to the main room, and then back up to the dark area above. Climb onto the wall and line yourself up with the trapdoor you just opened. Now take a running jump at it, but go to grab out in front of you as soon as you take off. This alters your jump so you go straight through the trapdoor and into the water below [16-9]. Grab the shells, and pull the lever at the end of the room. Now swim through a narrow corridor right near where you landed in the pool, and in the next room, pull yourself up onto the platform where the shooting blades are hitting, and pull the lever. Now walk through where the sweeping blade (which are now off) were, and climb up the ledges to the spot where the flying fox took you. Once again, jump into the main room, and this time, push the block to a spot near the end of the flying fox [16-10], then take a running jump from the top into the corridor ahead. Take note of the gate to your left, then go to the edge overlooking a room with a spiked floor, and **JFwC** to grab onto the gap, and shimmy to the right, pulling the lever in this alcove. Now take a **RJ** back to the area with the gate, and go through. Drop into the hole in the middle, and catch onto the last ledge to slow your fall.

This next area [16-11] has four ninja, and four spear guards, so you must do this carefully or you'll get cornered. Pull the lever, roll, then run and climb onto the ledge just to the side of the slop you dropped down from. From here, kill the ninja, jumping whilst you fire to help dodge the knives, or if things get really hairy, take cover behind the pillar. Now go down and cautiously advance till the statues come to life, then race back to the ledge above, where you can kill the spear guards safely. Repeat this till they're all dead (you may have to shoot one at point blank to wake it up), then pull the two levers, and go to the exit near the jade columns.

Kill the ninja that comes down the corridor, and go all the way to the top, pulling the lever at the end. Kill the two spear guards, and then head through the double doors into the next room with climbable walls and some lava [16-12]. Climb the wall, then do a backflip, twist, and catch onto the next wall. Go up and to the left, and once again, flip, twist, and catch on. Climb up to the top, and shimmy to the leftmost spot. Then climb out, jump, and keep moving left as you jump back and forth over the hole till you can safely stop without falling. Kill the ninja, then drag the block out into the middle of the path so you can climb onto it, and then ride the flying fox out of the level.

17. THE DRAGON'S LAIR

Take the gear, go in and pull the lever on the other side of the room, and then to the left of the door you came through to get in, killing all guards that awaken. Use uzi ammo, as there is plenty up ahead. The next area [17-1] is dark and hides many ninja. Keep luring them back to the room, where you can kill them much easier. The last ninja has a mystic plaque, which you use to open the door to the dragon's lair.

The dragon's lair is huge, but the only area you fight in is right near the dragon itself. Around the point where the dragon "comes to life" are four pillars, and many entrances to an underwater chamber, where there are tons of uzi clips, and many health packs. However, be warned, if you swim anywhere towards the middle, the dragon will still come to life.

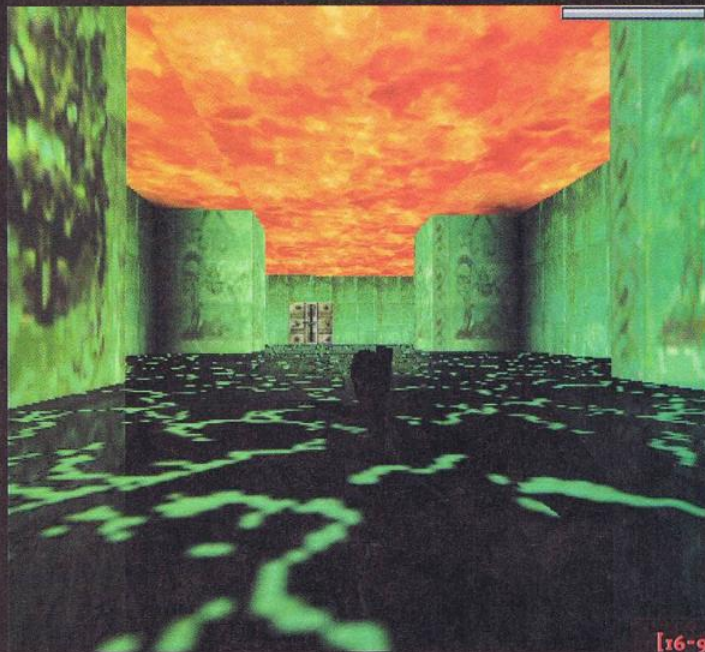
When fighting the dragon [17-2], just make sure you're never standing still, as he can burn you really quickly if you do. Uzis work best, as you can keep a constant fire going. Note that you can't attack his tail or body, only the head. Once he dies, sprint around to his belly and grab the dagger.

Positioning is fiddly, so keep turning and shuffling to get in the right spot.

Once you've got the dagger, run out the new exit, and don't stop till you reach the end.

18. HOME SWEET HOME

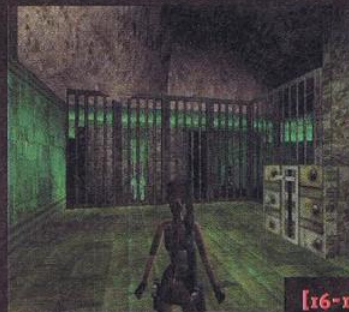
Open the gun cabinet with a key already in your possession. The stack of shells to the left also has a shotgun, which you'll be needing. Have fun.



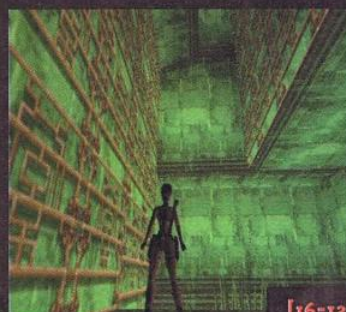
[16-9]



[16-10]



[16-11]



[16-12]



[17-1]



[17-2]



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Dead or Alive

SATURN

Bonus Images:

For some nice screen shots and wallpaper, place the Dead or Alive CD in your computer and look in the "Omake" folder.

Bonus Outfits:

For extra costumes, finish the game on the default settings. On every level you can get up to 6 new costumes, including Kasumi dressed as a bunny, or with a sailor suit.

Harder Game:

For a greater challenge, hold **L** or **R** while selecting your character.

This will turn the entire arena into a danger zone. How's that for a hot foot?

Play as Raidou:

Choose any character, then beat the game in Arcade mode with the default settings. Repeat this until you've beaten the game with all the characters.

Replay Rewinder:

After you win a round, hold the **A** and **C** buttons. A "Play Back" arrow should appear in the Replay screen. Hold **B** to rewind the fight

and release it to resume play.

Quake

SATURN

Nightmare Mode:

To play in Nightmare mode, choose the fourth episode and fall into the pool of water near the entrance. While you are sinking, strafe left until you reach land, then walk toward the doorway. There you will find a secret slipgate that leads to Nightmare mode.

Resident Evil

SATURN

Alternate Costumes:

To get alternate costumes for both Chris and Jill, hold the **L** and **R** triggers on controller 2 at the "July 1998" screen. While holding them down, press **START** on controller 1.

Battle Game:

Start a new game and save. Reset the game and at the title screen simultaneously press and hold **X**, **Y**, and **Z** and press start on controller 2. The screen should flash. Press start on controller 1 and go to options. There should be an option called Battle Game. Pick it and load the data from your saved game.

Easier Game:

Follow these steps . . .

- 1) When you get to the dining

room at the beginning of the game, immediately head back to the main hall. Wesker will say "Investigate if you hear any gunfire", and you'll go back to the dining room.

2) Once in the dining room, try to exit again, and this time Barry will say "Lost your courage already? It's not like you!", and you won't be able to exit again.

3) Talk to Barry as you normally would.

4) After talking to Barry, head to the grandfather clock and before you can get near it, a zombie will come out of a door and chase after you, Barry will say a pretty ridiculous line, and then reduce its head to a gory pool of blood and brain chunks.

5) After this hilarious sequence, you'll have to go report it to Wesker back in the main hall, but unfortunately, he's gone.

6) Go around the back of the stairs looking for Wesker and when you come out the other side, Barry will talk to you a bit and give you the lockpick.

7) After Barry leaves, go back to the dining room, and in through the door the zombie came out of, turn left, then right and you found your old buddie's (Kenneth's) mutilated body, only this time more mutilated, without his legs (or ammo clips), which will confirm that the sequence worked.



Hunting Tips:

To kill zombies dead with one shot, blow their heads off at extremely close range with the shotgun.

For acid-spitting zombies let the zombies get pretty close, then fire three steady shots with your Beretta. This will save you a lot of ammo.

To kill spiders quick, here's what to do. If you're Jill, arm the Bazooka with Flame rounds. Then when you encounter a spider let it get pretty close (or if you like, when it's ready to bite you), then fire! This works only against medium-sized spiders. You can try the Acid rounds, but it might take a shot or two more. For Chris, if you can pick up the flamethrower, use it against the huge spider. Just fire until it's dead.

Rocket Launcher:

To get the rocket launcher, you need to beat the game in under three hours. It will ask you if you want to play again. Answer yes and you'll receive the rocket launcher with unlimited ammo!

Shinobi Legions**SATURN****0 Lives:**

For an insane challenge, highlight "Game Start" and press **A, B, C, B, A, Start** at the main menu

99 Lives:

Highlight "Game Start" on the title screen, then press **A, Z, B, Y, C, X, Start**.

999 Shurikens:

At the Options screen, hold **L + R**, then press **C, A, B**.

Level Select:

While playing, pause the game and press **A, B, A, B, C**. The level # will appear in the lower left corner. Use the d-pad to select the desired level, then press Start.

Burning Road**PSX****Mirror Mode**

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

Colony Wars**PSX****Level Select:**

Enter 'Commander*Jeffer' as a password.

Unlimited Primary Weapon Power: Enter 'TranquilleX' as a password.

Unlimited Secondary Weapons:

Enter 'Memo*X33RTY' as a password.

Unlimited Shields:

Enter 'Hestas*Retort' as a password.

Coolboarders 2**PSX****Alternate Clothing for Irin and Cindy:**

Highlight Competition Mode in the main menu then press **Down, R1, Up, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2**. If you did it right, Cindy will have a leather outfit and Irin will have school clothes.

Play as the Alien and the Snowman:

To play as the Alien all you have to do is score a 40.0 or better in the halfpipe. Alternatively, complete all 100 moves in MASTER mode in ONEMAKE jump, then break all records in FREERIDE mode.

Play as The Boss:

To play as The Boss, complete Mirror mode in first place. Secret Levels and Secret Boards: To get all of the levels in Freestyle mode, just beat the Tour Competition in Mirror mode and come in first place. (This also lets you play Boss.) To get the secret boards, choose a level which you can break the top record in any of the categories. Then choose the type of board you want to become a special board. (i.e. if you want the Freestyle special, use a freestyle board to break any top record.) Then all you have to do is set a new top record without falling and you will get the special version of the board you used. Easy eh? Not!

Duke Nukem**PSX****Low on Health?**

Use the toilet or any water fountains. The fountains (or blown up fire hydrants) will increase your health as you sip the water. Using the toilet ups you health by 10 a go.

Mortal Kombat**Mythologies: Sub Zero****PSX**

Cheat Codes: Enter these codes on the password screen.

NXCVSZ: Unlimited urns

GTTBHR: 1000 lives

GRVDTS: View credits

ZCHRRY: The "Ultimate" Cheat (Transport to Level 8: Shinnok's Fortress. If you die before you reach a checkpoint, press **L1** to



fight Quan Chi or **L2** to fight Shinnok.)

RCKMND: View the exploding Earth Boss

Fatality: Remember the head rip fatality? (Forward, Down, Forward, HP) You can perform this throughout the game. Try it on Scorpion at the end of level 1

Level2: THWMSB

Level3: CNSZDG

Level4: ZVRKDM

Levels: JYPPHD

Level6: QFTLWN

Level7: XJKNZT

Cricket 97**PC****Boost Runs:**

During the match pause the game and type **131**. This will give you a boost of four or six runs every time you hit the ball!

Constructor**PC****Cheat Codes:**

These codes will only work in a DOS game. Enter them at the map and player select screen. Then press enter. You will hear a tone if you entered the code correctly. Press "C" during the game to activate the codes.

speed471: Change game speed during network play.

worker902: Buy workers any time.

gangster822: Convert workers into gangsters

weapons473: Buy all weapons

tenants127: Access to all tenants

fences673: Access to all fences

loans039: Unlimited loan

estates131: Purchase an estate with no council interference.

houses738: Access to all houses

build909: Instant build, hold ctrl when placing the building.

actions674: All undesirables

actions on easy

gadgets337: Access to all gadgets

missions824: Turn off council missions by pressing alt-i

complain840: Turn off complaints with alt-c

cadets552: Add cadets and mob bribes with alt-p (cadets) alt-m (bribes)

maps751: Access to all maps on easy

Jungle Strike**PC****Cheat Mode:**

While playing, press **ESCAPE** then type "Chicken". Press **ESCAPE** again to return to the game and activate the code. You now have infinite numbers of everything except lives. You can also double your speed at any time by pressing **T**. To deactivate the code, press **F12**.

Moto Racer**PC****Cheat Codes:**

cdnalsi: Access to all tracks

cesrever: Mirror mode

ctekcop: Tiny bikes

Speed Burst:

At the start of any race, put the gas all the way up. As the announcer gets to number one in the countdown, slowly release the gas. It takes some practice, but with the right timing, you will cruise ahead of the pack to first place!!

Myth: The Fallen Lords**PC****God Mode**

While playing type "pizzaparty" to enable god mode.

Level Select:

When Myth starts up, hold the space bar and click on **NEW GAME**. You now have access to every level



but the secret one.

Secret Level:

To enter the secret level, make your way to "The Sons of Myrgard" and kill all the ghouls in the caves. Once that's done, try to enter the caves. One of them will bring you to "A Long Awaited Party."

Red Alert: The Aftermath
PC

Bonus Missions:

In MS-DOS mode, go to the directory you installed Red Alert in and type "redalert funpark". When the game begins, select **START NEW GAME** and choose either side for five new missions.

Free Men:

Build a missile silo. When the missile is ready, sell the silo and immediately launch the missile. If you were quick enough, the sale will have stopped and some troops will come out of the silo.

Soviet Playing Tip:

When playing as the Soviets, when you have a Iron Curtain and a Missile Silo, send a tank into the enemy base. When he is attacked, use the Iron Curtain on him. When lots of enemies are around him, launch the atom bomb.

View Credits:

To view the ending credits, click on the Westwood logo on the title screen.

Turok: Dinosaur Hunter

PC

Enter these codes in the "Enter Cheat" menu. To use them, go to the Cheat Menu and enable the desired codes.

- LLSNMRTN: Invincibility
- MBRNKLSN: Spiritual Mode
- MGRLSGTM: All weapons
- RHNSRLL: Unlimited ammo
- PRMSHN: Big heads
- TRNTNNQ: All map
- HLLTHSH: Tiny enemy
- PTLFGNDS: Level 1 warp
- QTMBSGS: Level 2 warp
- GTMNDSBF: Level 3 warp
- NCPGHHM: Level 4 warp
- RSTPDFRPL: Level 5 warp
- BGRSD: Level 6 warp
- NBCD: Level 7 warp
- LFRRSPR: Level 8 warp
- HTSDNM: Gallery
- JFFSPNGDNBRG: Infinite lives
- DGHTTSRS: All keys
- CRCDDND: Longhunter warp
- CTNTSCND: Mantis warp
- THSFNDNT: Trex warp
- HSTSMN: Campaigner warp
- KNTSFSKS: Fly mode
- TKMDKK: Show enemies
- BGGNTSS: Disco mode

Treasures of the Deep

PSX

Pause the game and try any of these:

Refill air and health:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, Up, Down, Left, Right, X, X

Infinite air:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, Triangle, O, X, Square, Up, Right, Down, Left

infinite health:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, Triangle, Triangle, X, X

extra continues:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, R2, R2, R2, L2, L2

turbo speed:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, R1, R2, R1, R2, R1, R2

all equipment:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2

all weapons:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2

reveal entire map:

Down, X, Left, Square, Up, Up,

Triangle, Triangle, Right, Right, O, O, Square, X, O, X, Square

hunting liscence (no fines):
Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, R1, R2, L2, L1

open all doors:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, X, O, Triangle, Square

disable currents:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, R1, L1, L2, R2, X

extra gold:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, R1, R2, L1, L2, R1, R2, L1, L2

unlimited payload:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, Triangle, Up, X, Down

get tablet piece:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, L1, L2, L1, L2, Square, O

COMPLETE CURRENT mission:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, Triangle, Triangle, Triangle, Triangle, Down, down, Down

all missions available:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, D, Right, Up, Left, Triangle, X

overhead camera:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, Triangle, Square, X, Square

in this mode use Select+L1 to zoom in and Select+R1 to zoom out

change speargun ammo:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, X, Up, Triangle, Down

pass through objects:

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, Square, Square, O, O

and when on shark attack enter this code for bonus time (enter it early on in the level):

Down, X, Left, Square, Up, Up, Triangle, Triangle, Right, Right, O, O, L2, L2, L2, R1, R1, R1, R2, L1

Bust-A-Move 3

PSX

Extra world:

On the title screen press :

O, Left, Right, O
If this is done correctly a green wizard will appear on the lower right hand of the title screen. Now when you go into 'Arcade' mode 'Another world' will show.

NB. This cheat will only work in Arcade mode. This world is a whole new world of play to discover and is more difficult than the normal gameplay.

Star Wars Masters of Teras Kasi

PSX

These must be done while the game is loading after selecting your character in either Practice or Versus mode.

Big Head Mode: Hold Select

Super Deformed: Hold Select+Down+X

Tiny Mode: Hold Select+Down+X+R2

X-Men:

Children of the Atom

PSX

Active Cheats:

Hold down **Li + Ri + X** as you are going into the options screen from the main menu. No sound will register to acknowledge that the cheat is entered properly. You will have to go into **Configuration** from the options menu, where if the cheat has been entered correctly, there will be an extra option of **Boss select** and also **free play** if you scroll through the number of credits.

free play means that the game will give you unlimited continues.

Boss select will allow you to select Juggernaut and Magneto in the Vs mode, you will also have to do the following:

To select Juggernaut, hold down **L2** after you have selected a player in Vs mode and keep it held down until the **Now Loading** sign appears.

To select Magneto, hold down **R2** after you have selected a player in Vs mode and keep it held down until the **Now Loading**

Extra Character - Akuma:

To play as Akuma enter the following codes on the player select screen in either the Arcade or Vs mode: Put the selection cursor over Spiral, leave it there for 5 seconds. Then move **Left, Left, Left, Left, Right, Up, Right, Right, Down**. You should end up on Silver Samurai. Leave the cursor there for 5 seconds, and then press **Ri + Li + X**. Akuma will now appear.

Wing Commander Prophecy

PC

Cheat Codes:

Enter these codes while playing. For best results, hold SHIFT while you type to prevent your ship's functions from activating.

'goodtarget': type during spaceflight to change the targetting mode in the cockpit to one similar to that used on the turrets.

'dynamite': the standard debug mode/cheat code. Type during spaceflight.

CTRL+ I switches to Invulnerable
CTRL+ K(ill) makes your ship self-destruct

CTRL+ C Turn collisions off. (You can pass through anything; No missile, laser or ship can hit you. Another form of invulnerability, without the cheats used showing up on the Stats screens.

'moretunes': enable the 'radio', which allows you to select individual Cobalt 60 *or* Orchestral tracks during spaceflight. Type during spaceflight.

'alswantsmoreships': type at the simulator mission selection screen, and then follow the on screen commands to allow yourself to fly enemy ships in the simulated missions! Includes the Dralthi, Vaktoth, Devil Ray and both types of Mantas and Morays. Type **'Z'** to activate enemy ship selection.

Easy Kills:

While playing, press **CTRL-F12** to achieve one of the following effects.

1. The first time you use this, any targeted friend's forward shields disappear!
2. Targeted Enemies forward shields disappear! Hit again and it will be destroyed. (On easier settings enemy ship will blow-up with one push)
3. Targeted Friend or Enemy Capital ship sub-target will be destroyed, and the whole ship will blow-up when the bridge and engines are

targeted and destroyed.

Note: This will not give you any credit on the killboard, but it does advance you to the next level.

POD

PC

Rocket Car:

At car settings screen, type **ROCKET** to get 400 points to make your car better instead of the standard 300.

Crime Wave

SATURN

Sector Select:

At the Name Entry screen at the beginning of the game enter your initials as **"J A W"** and you will be able to select any sector in the game!

Prime Target

MAC

All Weapons and Ammo:

While playing, type **"owpn"** while holding the COMMAND and SHIFT keys.

Invincibility:

For invulnerability, type **"prime"** while holding **SHIFT** and the **SPACEBAR**.

Level Select:

At the main menu, hold **COMMAND + OPTION** and click on **"New Game."** From there you can type the number of the level you want.

Civillization II

PC

Change Attitude:

To alter your council's attitude and time period, enable cheat mode, then press **Ctrl+Shift+T**.

Invincibility:

Type **"god"** during gameplay to become invincible.

Cricket 97

PC

DynamiteWickets:

While playing a game press pause (spacebar) and type in **1711** spacebar. This will give your bowler extra power and pace. It will also make the wickets explode when hit by the ball.

Grand Theft Auto

PSX

Rename your character to one of these when starting a game:

GROOVY: All Weapons

WEYHEY: 9,999,990 points

BLOWME: Co-ordinates

EATTHIS: Wanted Level Max

CHUFF: No Police

TURF: All Cities

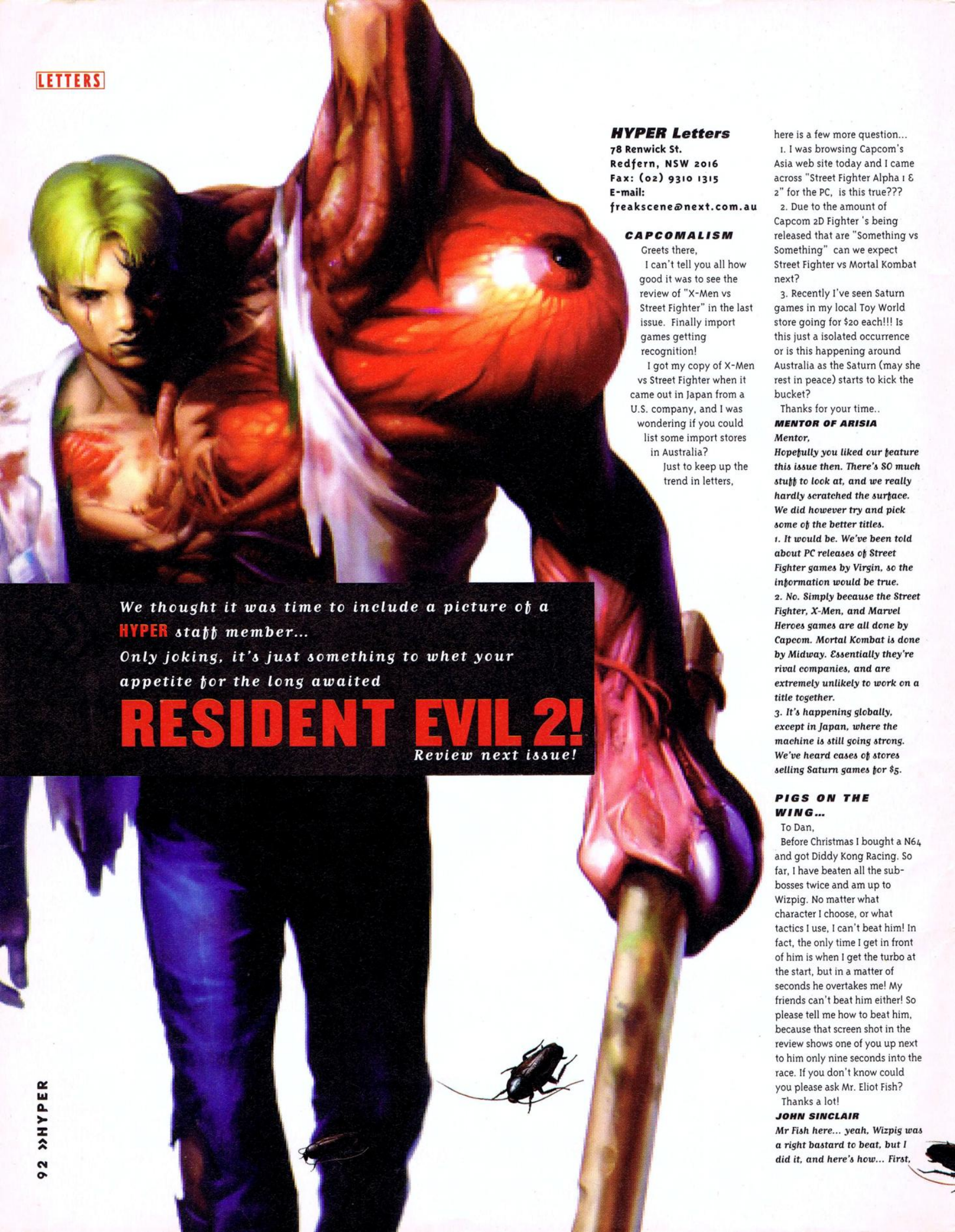
MADEMAN: All Cities and Weapons

BSTARD: All Cities, Infinite Weapons and 99 lives

FECK: Liberty City Part 1 and 2

TVTAN: San Andreas Part 1 and 2





We thought it was time to include a picture of a **HYPER** staff member...

Only joking, it's just something to whet your appetite for the long awaited

RESIDENT EVIL 2!

Review next issue!

HYPER Letters

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CAPCOMALISM

Greets there,

I can't tell you all how good it was to see the review of "X-Men vs Street Fighter" in the last issue. Finally import games getting recognition!

I got my copy of X-Men vs Street Fighter when it came out in Japan from a U.S. company, and I was wondering if you could list some import stores in Australia?

Just to keep up the trend in letters,

here is a few more question...

1. I was browsing Capcom's Asia web site today and I came across "Street Fighter Alpha 1 & 2" for the PC, is this true???

2. Due to the amount of Capcom 2D Fighter 's being released that are "Something vs Something" can we expect Street Fighter vs Mortal Kombat next?

3. Recently I've seen Saturn games in my local Toy World store going for \$20 each!!! Is this just a isolated occurrence or is this happening around Australia as the Saturn (may she rest in peace) starts to kick the bucket?

Thanks for your time..

MENTOR OF ARISIA

Mentor,

Hopefully you liked our feature this issue then. There's SO much stuff to look at, and we really hardly scratched the surface. We did however try and pick some of the better titles.

1. It would be. We've been told about PC releases of Street Fighter games by Virgin, so the information would be true.

2. No. Simply because the Street Fighter, X-Men, and Marvel Heroes games are all done by Capcom. Mortal Kombat is done by Midway. Essentially they're rival companies, and are extremely unlikely to work on a title together.

3. It's happening globally, except in Japan, where the machine is still going strong. We've heard cases of stores selling Saturn games for \$5.

PIGS ON THE WING...

To Dan,

Before Christmas I bought a N64 and got Diddy Kong Racing. So far, I have beaten all the sub-bosses twice and am up to Wizpig. No matter what character I choose, or what tactics I use, I can't beat him! In fact, the only time I get in front of him is when I get the turbo at the start, but in a matter of seconds he overtakes me! My friends can't beat him either! So please tell me how to beat him, because that screen shot in the review shows one of you up next to him only nine seconds into the race. If you don't know could you please ask Mr. Eliot Fish?

Thanks a lot!

JOHN SINCLAIR

Mr Fish here... yeah, Wizpig was a right bastard to beat, but I did it, and here's how... First,

get a turbo start and try and stay directly in front of him - this way you'll make it across the log, and if you're lucky, he'll bump into you and push you forward instead of knocking you into a spin. Then you have to nail EVERY SINGLE TURBO for the rest of the race! It's a bit tricky in spots, but once you know where they all are it'll all suddenly become quite easy. Remember that you can also get an extra boost off a turbo by letting go of your accelerator just before you hit the arrows, and then apply the accelerator again as your smoke goes multi-coloured. Beat the Pig, and you'll soon be in the final Space levels which are the best in the game. Have fun!

OUTDATED

Dear Hyper Crew,
Greeting and salutations. You make a great mag. Anyhow I figure I should get to the point. I've been reading your mag for about a year when I looked back at some old editions over the year I find the hardware getting outdated at an alarming rate. I recently bought a PC a P200MMX and it looks like that is going to go out of date in maybe 6-7 months. What I'm getting at is: is this rapid advance in technology going to scare off gamers?

Questions

1. Where is C&C3?
2. How many games support The Force Feed joystick?
3. How much do you get payed?

NATHAN T

Lismore
Nathan,
I've said it before and I'll say it again... investing in technology is always an uphill battle. Technology, by its very nature becomes outdated very quickly. The thing is, at some stage you need to bite the bullet and decide if you want the current technology more than you feel the fear of it being outdated. I bought my 3DFX card pretty early, and they're a bit cheaper now... but I've had countless hours of fun with it, and don't regret my purchase for one second. We'll keep you updated on major steps, like the Voodoo 2 cards for instance, which should be available for us to review next issue. Other things to look out for are Pentium II chipsets with a 100MHz bus speed and 450MHz clock speed! These naturally won't come cheap, but at least they'll have a long lifetime.

1. C&C2 is Tiberium Sun, and will be released around the end of this year (supposedly).

2. Trick question. Companies often put patches up to support these peripherals after the release of the game, so the answer is kind of impossible to keep tabs of. We're noticing that many new releases cater for them.

3. The same answer as any person from any company would give... not enough. Heheh. Oh... Hi Phil...

MANIC MUMMY

Hyper,

I'm writing to tell you a story about my mum and my pc.
One day my mum tried to have a go at turning on my computer and following the instructions in this book that she had just bought but all of a sudden she forgot how to close a window so she thought that shut-down would close it so she shut-down my computer and i have put on a picture to replace the "YOUR CPU IS NOW SAFE TO TURN OFF" with a Lara Croft one saying "DON'T PRESS THAT BUTTON YET" so she didn't so after 15 minutes she came in and woke me up asking what was wrong!! So I gave her a lecture on how to use the PC. So later that night I asked her if she wanted to shut-down the pc and no-shit she had forgotten how to and covered it up by saying "I want to play a game" So i put on Frogger (which i downloaded from your site) and she played that for a few minutes then I asked her if she wanted to play a better game so I put on Quake and I showed her how to play but after a few minutes of watching her play I began to feel sea sick (you know what I mean) cause she couldn't seem to figure out where she was. She was lucky that I put in the cheats because her method of play was to run up to a wall and fire the rocket launcher and the whole room was littered in bodies which was not good for me cause she doesn't like violence but when she pressed change weapon and got the axe she nearly threw up so I put on Carmageddon but when she saw the hand moving she nearly threw up again but once I got the race started and she got the hang of things she fell in love she was laughing so hard she nearly threw up again and she played this game (which I downloaded from your site as well) over and over and kept on hating when there was no people around to KILL!! But to set a good example to me she kept on saying stuff like "this is gross" but as soon as she would say it she would start laughing again because she would hit some old granny hobbling out of the way!

HaHaHaHa..

Moral: If a game is fun nobody cares if there is violence

From **WILLIAM KENNEDY**
William,

Context is everything. If you go and see Starship Troopers, you'll see so much graphic violence and mutilated corpses that it's unbelievable. The thing is, everyone in the cinema laughs rather than cringes, simply due to the way the scenes are executed. Games are the same, but unfortunately a lot of people (boring stuffy types) don't see it that way, due to their own disinterest in games, rather than an informed reasoning.

AMAZINGLY AMUSING COMPLAINTS

Hi guys, (and gals if there are any), I have just started reading your mags, they are pretty cool with all the codes and stuff that you give out, but I have one complaint... Your magazine is a bit too wide... I mean what are you supposed to put it in? And if any of you have ICQ, I'd like to get some more contacts...

HARTZ

Hartz,

Too wide? Compared to what? We also have to wonder what you've been trying to put it in. We do have ICQ accounts, but we'll remain anonymous for kinda obvious reasons... we could never get the mag done with ICQ going "uh oh!" all the time.

PEEVED AT PIRATES

Dear Hyper,

I couldn't help but notice that games piracy seems to be running rampant these days, especially on the Internet. A lot of pirates seem to think that they're not doing any harm if they sell pirated games, but this is wrong. Software companies spend millions of dollars fighting piracy, and unfortunately, that cost is often passed on to consumers in the form of higher games prices. Back in the early days of computing, games didn't cost anywhere near as much as they do nowadays, and that's because piracy didn't exist. If you're a pirate, please realise that what you're doing is only harming the video games industry, and help put a stop to high game prices by not pirating. I agree with AlphaD (Nov '97)- piracy sucks.

Here are a few quick questions:

1. Do you think it's likely that Marvel Super Heroes vs. Street Fighter will be converted to PSX?
2. I'm a bit of a retro gamer, and

I GOT KILLED BY BLACK BUGS ON MY VIDEO GAME



Dear Dan, (love your work)

After a tough day of FFVII I decided to check out what was so great about the out doors. To my horror I saw a little black cockroach crawl into my PlayStation as I was packing it up. After a gut wrenching screech, I calmly lifed the CD to see where the little bugga was hiding, but he was gone. I felt relieved to think he was nearly passing by. But as I was about to close the lid on my PlayStation, two beady eyes popped out from under the CD drive. I tried to blow him out, I even tried to shake him out (geeze those guys can hang on!) but nothing would work.

Finally he got the better of me and I pulled out a Phillips head and began to carefully disassemble my beloved PlayStation. As if the shock on a cockroach crawling around inside my PlayStation wasn't enough, the little guy had his aunties, uncles, mamma and papa, and the rest of the family over for dinner! 8 cockies in all. I didn't know weather to laugh or cry. I got out a pair of needle nose tweezers and managed to catch two of 'em but the rest crawled under the circuit board. I am not stupid enough to even try to lift that.

I sprayed the surrounding area with surface spray and put out some of those groovy baits that are supposed to be like hamburgers to roaches. I caught a few but I am sure there are a couple of the little guy's still left inside.

Let this be a lesson to all the console and PC owners out there! You aren't the only one who loves your machine. I spray regularly and kill all cockies!

And remember: Forgiveness is divine, but never pay full price for a late pizza!

J MOOKII

JM.

I'll explain why this happens. Your PlayStation is warm and dry, and thus things like to hang out around (and in) it. The PSX will always remain warm as long as it is plugged in. So if you want to avoid vermin living in your console, leave it disconnected while you're not using it.

Why do I know about this? Because I had mice living in my PC... seriously! I thought that for some stupid reason, mice were coming into my room, and scratching against the wood. This sound was actually the sound of the little buggers running up and down my PCI cards and hanging out by the power supply. They got in through a slot that I hadn't closed over since I'd lost a screw to hold the little metal panel in place. Once I fixed the problem, no more mice to pieces!

I'm not sure which is worse though.

letter of the month



wondered - is it illegal to emulate old arcade games like Galaga, Pac Man and Gauntlet using PC emulators like MAME or MGE (both available on the Net?)

3. I heard that Midnight Run is headed to PSX in an American mag. Have you heard any word on it and when it may be due out?

Thanks for your time, and keep up the good work

Yours Sincerely

OX-MAN

Ox-Man,

1. Considering Virgin have told us X-Men vs Street Fighter will happen (even though it will be a modified version that doesn't allow tag ins), we can only say yes... although they may use the success of X-Men vs SF as a measuring stick first, so it may not be for a while.

2. All the legal mumbo jumbo is actually on the MAME and MGE pages. Basically, it's the duplication of the ROM sets that is not legally sound.

There's usually a comment along the lines of "This is only legal if you own the original 'company' ROM sets". So they're implying if you own a machine that had the ROM boards needed to play Gauntlet, then using the emulator to play it on your PC or Mac is fine.

3. We haven't been informed by any of the distributors as of any plans for a local release. This doesn't mean the answer is no though.

WAITING FOR THE WORMS TO COME

To the gaming gurus,

Your magazine rulz so I know that I didn't have to be the three thousand and second person to tell you this fact. I agree with issue 50's letter of the month, you should be able to see a decent ending when you finish the game, otherwise it makes the game pointless. I also like the idea of bringing out demos for games coz' it helps you decide whether you want the game or not.

Now for some q's

1. Can you use any headphones for the sound blasters, or do you need a special type?

2. What game would you recommend, Hexen II or Quake II?

Thanks for your time, I know that you will answer these questions as honestly as you possibly can.

WERMZ

P.S I really like the Worms II poster in issue 51, keep up the

good work!

Wermz,

Thanks for the praise, but making a point that you didn't need to make a point of it... um... okay.

Your answers

1. Just make sure they're stereo headphones. It'd actually be a chore to find a pair of mono headphones, so you shouldn't have any hassles.

2. Quake II. It's simply got a better engine, and by the time you're reading this the point release should be out (that's an update by id software). If you have a problem with firearms, or you dream nothing but medieval fantasy stuff, morning, noon and night... then maybe you may want to go for Hexen 2.

CAN THIS BE... THE END?!

Dear Hyper,

Have you noticed how most games are about something rather stupid? In Tomb raider, Lara searches for a stone ring and then a knife. Has she not heard of the local hardware store? In racing games you simply go around in circles and if you're lucky get your life insurance premiums to shoot through the roof. Pacman eats pills and then gobbles ghosts that look like bed sheets. Mario lands arse first on peoples heads—now if anything needs censorship Mario does!!

In Broken Sword you control a brainless moron who needs you to point at people so he can move. And all this is normally for absolutely nothing. In V-Rally all you get is "YOU FINISHED ON HARD SETTING" - REALLY ?? I would never have thought putting something on the hard setting in the menu would do that. Do Infogrames really think we are stupid dickheads?

What about Tomb Raider I? You struggle through the game to see Lara get into a boat. Yay for everyone, CORE design certainly put their best team on that one! Resident Evil is not much better though, the game has 6 endings, that's like saying that racing a track in reverse and mirrored is a totally different track. All the endings are flying off in a helicopter, the only difference is who is in the chopper.

At least I can give credit to Sony on something. Final

Fantasy 7 has a breath taking ending and ironically , it is one of the few games that I wouldn't mind having a brief ending as I enjoyed the game so much. I also think Twisted Metal 2 has the right idea in terms of endings. I especially love it when you play on easy and it gives you that sign saying you'll have to put it up to a new setting. Basically what they mean to say is that you are a total loser if you have it on this difficulty and you should go back to playing chess against the guy who drools next door.

Well I've said my piece, I can only hope that Resident Evil 2 brings me more pleasure than reading the people who bag this letter. If it does I am seriously going to love that game!

BEN HEAVEN

Cremorne, TAS

Ben,

Yes, most games are pretty silly when you think about them.

Consider this though...

Rollercoaster rides. They're very silly when you think about them. You get on, you subject your body to forces that don't do it any physical good, and then you get off. Silly... but good fun. Some things are simply "good fun" regardless how much sense they make.

A bit surprising you wouldn't have minded if FF7 didn't have a big ending... the game is essentially a big story, so having the final chapter fall short would be a bit rough. To make sure credit is given where it is due, be sure to commend the developers rather than the publisher... Squaresoft are responsible for Final Fantasy VII's brilliance. Let's just hope some developers take note of the complaints people make when it comes to game endings.

BALL AND CHAIN

Dear Hyper Agony Aunts,

Let me regale you with a tale of infinite woe and sorrow. Early last year I decided to abandon the archaic and outdated world of 16-bit gaming, selling my SNES, Megadrive and a shitload of software accompanying them both.

After about six or seven months of turning my back on the world inhabited by the video-game obsessed (during which time I found a girlfriend) I heard a rumour—which a friend of mine apparently read in Hyper— that AFL and cricket were soon to be released on the PSX. Joy! Rapture! Sheer Bliss!! Being a huge fan of both sports, I immediately bought a PSX (as well as a N64 for good measure). I would have liked to invest in a PC, but my girlfriend presented a rather convincing argument against spending three grand on a computer— she

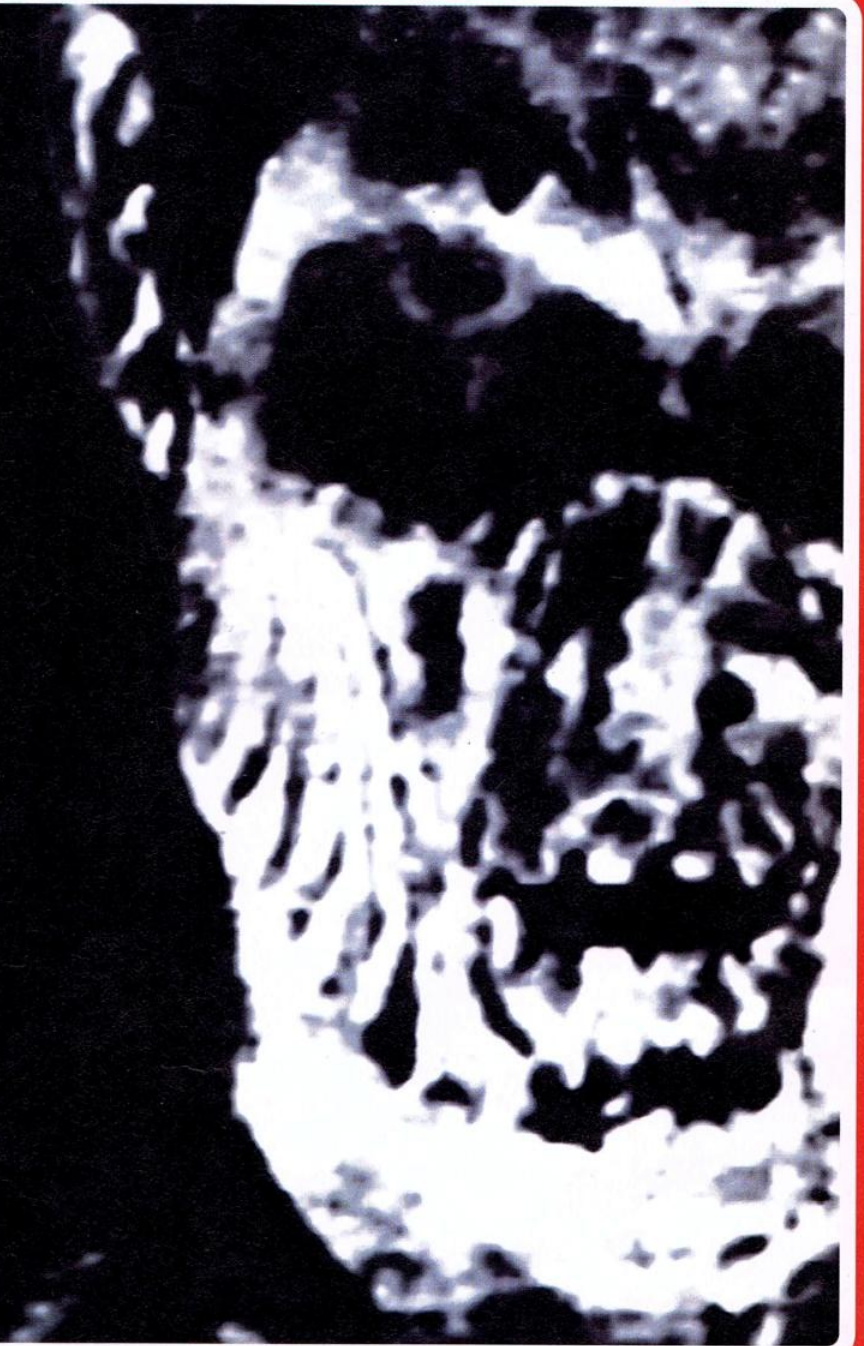
HERE'S SOME REALLY SPIFFY CG ARTWORK SENT IN BY SOMEONE... COMPUTER ARTISTS, PLEASE PUT YOUR NAME ON YOUR ART!

Official Australian

PlayStation

09 April 1998

Magazine



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IN THE APRIL ISSUE: Resident Evil 2, Deathtrap Dungeon, One, Rascal, Brahma Force, Ghost in the Shell, Front Mission Alternative and more!

threatened never to speak to me again if I did!

Don't get me wrong, I love my PSX and N64 and adore the brilliant games I've acquired for each system. Wave Race was a surprise, Goldeneye is superb, ISS Soccer 64 is extremely lush and Colony Wars is just SO addictive. Even so, I long for the experience of leather on willow and leather on leather on my console.

I keep asking around shops and ringing distributors, but to no avail. Now a representative of EA has told me that EA Sports won't be releasing AFL on the PSX until October, while there are no plans to release Cricket 97 at all. Is this horror story true? Have you any news? Will Codemasters be making a cricket game for the console market? - just as they released Brian Lara and Shane Warne cricket on the Megadrive. Am I (and many others like me who are fanatical followers of the greatest summer and winter sports) simply out of luck?

If I am forced to buy a PC, my love life will perish quicker than the popularity of a certain blue hedgehog, but that is a price I am prepared to pay.

Please advice

A.H

(Somewhere in QLD)

A.H.

The thing is, a cricket game will only sell in a tiny portion of the global PlayStation marketplace. This means, any company putting the time and effort into it, does so realising that even if they make an absolutely killer title, it won't make them a great deal of money. We have no direct contact with Codemasters, and have heard nothing of a PSX cricket game from them. As for your love life and the PC, ask yourself this... will you neglect your partner due to owning a PC? Who's paying for it? If it's coming out of your hard earned pay packet, is it not your decision? Hate to play relationship counsellor, but it's an interesting issue that affects a lot of gamers. If you have a die hard urge to play games all the time, maybe you should remind your partner that this gives you pleasure, and whether they're asking you not to for reasons that are selfish or reasonable. Or perhaps you should ask them if they'd insist you'd stop spending time on

another hobby or past time, like a sport, or painting or something. While the numbers of female gamers are growing, most still don't see the big attraction, and to ask them to understand why you'd do it so much is never going to be easy. Just make sure you don't do a double standard and give them grief for spending too much money on clothes, or whatever your particular partner does... to get some enjoyment.

EVERYONE'S A FREAK

Greetings Hyper Personnel,

Let me introduce myself. I'm the entity Silverchair had in mind when they released their Freakshow album. I'm known to my peers as the Grand-daddy of all freaks.

My life is a tale of Woe. You see...I'm Married!! I seek not your pity, but your understanding and advice. My aim in life is to acquire a 3DFX card and a Nintendo 64, but my wife's prioritisation of extraneous issues like food and shelter are precluding this.

As all your readers will understand, it is imperative that I get an N64 because I play multiplayer games with my friends Johnno, Russ and Danektus of Borg. I'm sick of being a statistic!! I won't even attempt to convey the frustration I feel as I get blown away in Mario Karts or slaughtered in Golden Eye! Only ownership of an N64 can remedy this tragedy. Could you please suggest some tactics or tricks I could try on my Wife to facilitate the acquisition of these items? Begging, reasoning, threats, sulking, contracting a disease- these are all tools I am willing to adopt in my quest!

Just a couple of quick technical questions while I'm at it guys. Is there a controller on the PC that offers the same type

of control for 1st person perspective games like Turok as the Nintendo controller? Using analog stick for viewing and the digital pad for moving works really well. Also, when will we see Voodoo 2 in Australia?

Danektus of Borg thinks it would boost my self-esteem considerably if you'd be kind enough to publish my album cover in your fine publication. Maybe there are other husbands or boyfriends out there with similar problems, but their sense of shame precludes them from seeking help

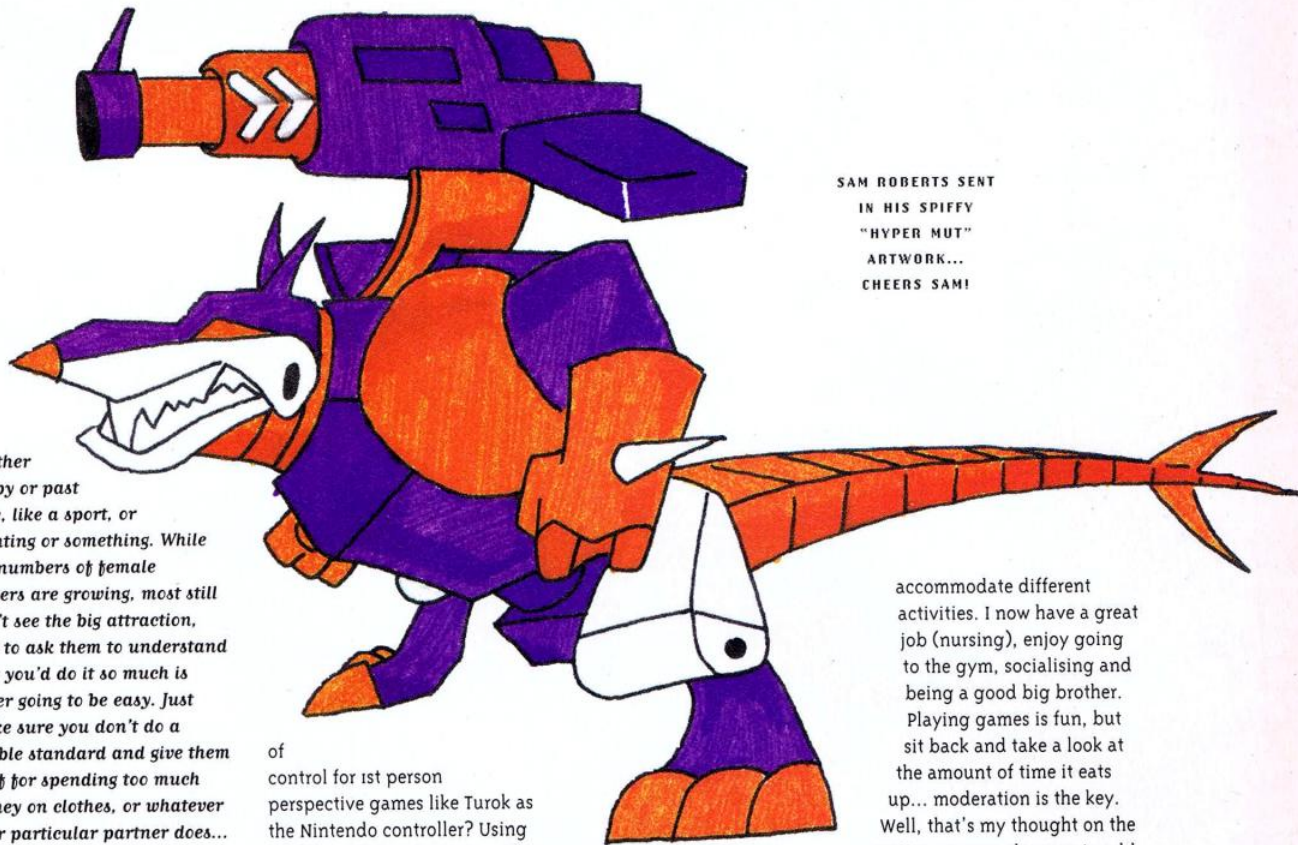
Yours Hopefully

THE FREAK

Dear "Yet another freak", Hmmm, you should get together with A.H. Okay, if you can't afford one, then maybe your wife is just being sensible. Since you're married, one would suggest you really do something about this. Is she your mother or your wife? Most parents will let their kids buy something if they save up for it. If your wife won't "let" you buy one even then... You've got more than Mario Kart 64 lap times to worry about.

To answer your less sociological questions:

1. The PC has a better alternative to the N64 analogue controller... The mouse and keyboard combination. Use the keyboard keys to move, and the mouse to look around. A mouse is far more precise and responsive than a small analogue stick.
2. The Voodoo 2 cards should be out sometime around this mag hits the streets. We have been



SAM ROBERTS SENT
IN HIS SPIFFY
"HYPER MUT"
ARTWORK...
CHEERS SAM!

accommodate different activities. I now have a great job (nursing), enjoy going to the gym, socialising and being a good big brother. Playing games is fun, but sit back and take a look at the amount of time it eats up... moderation is the key. Well, that's my thought on the matter, anyone else care to add or respond?

P.S How about selling HYPER t-shirts?

KEITH STEVENS

Arundel, QLD

Keith,

I can relate. Sure, I love games... and sure, the fact I play them for a living (though it's not all playing games) does make me want to take a break now and then. There's more to life though. I get asked, "So have you finished "obscure time consuming game" yet?", and people are surprised when I tell them I haven't had time, or occasionally haven't even played the game. People who talk about one thing, and one thing only, are REALLY boring to talk to. I just told the Freak to listen to A.H. Maybe I should tell them both to listen to you?! I guess these last three letters all combine to make the point that gaming is about having fun, and gamers need to explain that properly to those that don't understand. But, gamers must not forget that games are just that... games. More importantly, remember that not everyone will understand why on earth you do it.

P.S. Hyper's last T-shirt venture was a rather miserable failure, but then again... they were the ugliest t-shirts in the history of short sleeved torso apparel. Maybe if enough people showed a big interest, but for now, the answer is no.

told the release date of the first Diamond Voodoo2 cards would be in March. If you're after the Canopus voodoo2 card, it should be coming out around June (that may only apply to the US, so it could be later here).

If you want to boost your self esteem... just stand up for yourself and buy a N64 or a 3DFX card. "Disclaimer" We shaln't be held responsible for your partner's response... good luck.

IT'S ONLY A GAME

Dear Hyper,

I'd like to thank you guys for providing me with a few hours of simple enjoyment when I sit down from a hard days work and just want to relax. I'm a 23 year old male who enjoys playing console games and surfing the net when time permits. I guess you are wondering why I'm writing this letter, and the reason is that some people seem to get a bit carried away with playing games. I mean there are people who spend hours every day sitting in front of a screen, people who neglect other aspects of their life. I was one of these people until I saw that my little brother was spending more time glued to the screen than out with his friends. What ever happened to "kicking the footie". Thank god that I realised the error of my ways and changed my lifestyle to

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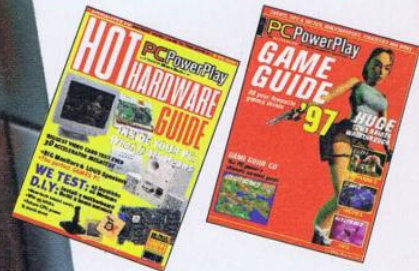
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Playstation games (PAL)- Street Fighter ex plus alpha \$65 o.n.o. Alone in the dark \$25 ono. Both in perfect condition. Ph Duncan on 03 9704 7026

Nintendo 64, 3 controls, 2 games (Mario Kart and Goldeneye) Good condition all boxed with instructions. For people in Newcastle/Sydney area only for \$350. Worth \$500+. Ph Heath on 02 4977 1893

Super Nintendo with 2 controllers, Mario Allstars which includes Mario 1, 2, 3 and Lost Levels, Donkey Kong Country 2, Donkey Country Kong and Nigel Mansell World Championships, all in excellent condition. \$149 o.n.o. Call 02 4285 6661 after 3.30pm on weekdays

Panasonic KX-P1080 printer, with all cables \$40. Apple Imagewriter II printer, without cables \$30. 2 Apple IIC computers with monitors, cables, instruction booklets, games and other software \$100 each. Apple 5 1/4 inch floppy disk drive \$15. All prices are negotiable. Call Taran on 02 9674 3112 after 4pm

V-Rally (PAL). Mint condition \$60. Ph 07 4946 6934

Playstation games: Resident Evil \$50, Crash bandicoot \$40, Both for \$80. Also PC CD Rom games fade to black \$30. Disc World \$30, Ultima 8 Pagan \$30, Warcraft 2 \$40, Magic Carpet 2 \$30 or swap the lot for a 3DFX. Call Dominic on 07 3207 9878

PC games "Command & Conquer" with the "Covert Operations" \$35. "Microsoft Monster Truck Madness" \$25. "Warcraft 2" \$30. Call Dion on 07 3800 3508 after 6pm weekdays. (Brisbane only)

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Nintendo 64, 2 control pads, 3 games- Mario Kart 64, Mario 64, Wave Race 64. Everything boxed

with instructions in excellent condition. \$400. Ph Angus on 03 6428 7388

Nintendo 64 games: Mario 64 \$75, Pilotwings 64 \$65, Wave race 64 \$70, Mario Kart 64 \$75, Turok: Dinosaur Hunter \$90.

Playstation: Wing Commander III: Heart of the Tiger \$15, Tekken 2 \$65. All games have their manuals and boxes. Call Henry or William on 9428 1640

Red Alert and KKND (PC CD-Rom). Plus 2 Red Alert extension disks including Aftermath and Counterstrike. All for the low price of \$120. Ph Eugene between 4-6pm on 07 5592 3079

N64, Killer Instinct Gold \$50, Blast Corps \$45. All in excellent condition, boxed with instructions or I will swap any of these games for Doom 64, W. Gretsky 3D Hockey, San Francisco Rush or Turok Dinosaur Hunter. Please call madura on 02 9834 2937 after 5pm on weekdays

PC-CD Rom games. Red Alert \$50, and Warcraft II \$30. If interested please call Drew on 07 3843 2993. (Brisbane only)

Do you still love your little 16-bit of a Megadrive and can't find games or stuff for it? I have a solution, I have 3 games and 1 Arcade power stick II. Ph Andrew on 08 8431 2438

One Sega Saturn, 2 controllers, 1 arcade racer (steering wheel), 1 memory cartridge, 10 games including: Sega Rally, Tomb Raider, NBA Live 97, PGA Tour '97, NFL Quarterback Club 97, NBA Jam Extreme, The Need for Speed, Bug, Command & Conquer, Destructon Derby and a demo disk. Games will not be sold separately. The lot for \$450. Ph Luke on 03 9336 1588

Super, Nes 2 controllers \$50. U.S Goldeneye \$50, U.S Doom \$30, UK Lylatwars with RumblePak \$70, Duke Nukem 3D \$15, Quake \$15. Call Chris on 08 9409 7733. WA only. Must send money first

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MK3, Micro Machines, Altered Beast, Road Rash, Immortal, Art Alive, Rugby WC 95, Alex Kidd, Zero Tolerance, Fifa Soccer, Mickey Mouse Castle of Illusion. The whole package is going for a bargain price of \$210. Call Bernard on 08 9284 0559

N64 games: Extreme G \$80, Lamborghini 64 \$70, Gretzky's 3D Hockey \$70 o.n.o. Call Mike or David on 02 9649 8048

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Sega Mega Drive, 3 controllers, 15 games including Mortal Kombat 1, 2, 3, Super Street Fighter, Road Rash 2, Earthworm Jim and Landstalker. All in good condition. The lot for \$100. Ph Daniel after 5pm on 02 4571 1071

PC Games: Mechwarrior 2 mercenaries \$25, Normality \$20, NBA Full Court Press \$15, Resurrection Rise 2 \$15, Relentless LBA \$10. Ph Peter on 03 5978 7354 after 4pm.

Hyper Issues 1, 2 and 13-52 for sale. Must sell the lot for \$65 o.n.o. Call Toby on 08 8389 2316 between 7-10 anyday. Adelaide only.

PSX, 7 games, 2 controllers and a memory card. Games include Tomb Raider, Die Hard Trilogy, Resident Evil and Mortal Kombat Trilogy for \$700 o.n.o.. Call Robert anytime on 02 6685 7189

Acer Aspire 12 x CD Rom. Comes with 8 software titles, 2 additional games. (Mechwarrior 2 & WipeOut), printer, 33.6k fax and voice modem, phone. All Cd's, disks and manuals in excellent condition \$2000 o.n.o. Also for sale- C&C, Red Alert \$50, Cricket 97 \$40. Ph 08 9344 7783 (W.A only)

SWAP

I will swap Sim City, Rebel Assault and the Simpsons cartoon

studio for Red Alert with instructions and box. I will also swap 2 other games (Mega Race and 3D body) for Red Alert. Call Sean on 03 9802 4461

I will swap San Fransisco Rush in mint condition and hardly used with box and instructions for Mario Kart 64. All other games considered. Ph Luke after 3.30pm any day on 08 9091 6006

I will swap "Cool Spot" (SEGA) "Muhammadali Heavyweight Boxing" (SEGA) for SuperThunder Blade" (SEGA) "Out Run" (SEGA) or any other violent Sega game. Write to Edward- 463 Grubb Rd Wallington VIC 3222

I want to swap my Playstation (1 month old) with Rally Cross, need for speed, Memory card, 1 controller and 2 demo disks for a N64 with any 2 games and if possible a memory pack. Call Ilkka after school on 03 9457 1314 (Melb area only)

Will swap Blast Corps on 64 for FIFA 98, Road to the World Cup or Duke Nukem 64. Call Toby on 08 8389 2316 between 7-10 anyday. Adelaide only.

I will give away my precious copy of C&C in exchange for Warcraft Battle Chest. Only call if your willing to drive to Gympie. PH Kerry on 07 5485 1895

I would like to swap Blast Corps for either Madden 64, Wayne Gretzky's 3D hockey or International Super Star Soccer 64. If you are interested ph Andrew on 02 6281 0353

I will swap Z or Bioforge for either Duke Nukem 3D, Quake 2, Quake Misson Pack #1 or Master Levels for Doom 2. (Not mission pack #2). Ph Ian on 03 5022 2105

WANTED

Fantasy Star 2 or 3 on M.D. PH 9130 5168

SNES games. I would love to get my hands on Theme Park, Syndicate, Comandie or any other cool games on offer, will pay \$20-\$40 each. PH Jesse on 03 5427 2797

Desperately seeking Casper for a Playstation. I'm willing to pay up to \$45 for a copy plus booklet in good condition. Please call Rachelle on 079 49 51 2131

For PC, desperately needs Street RCD 1 & 2. Boxed gets higher

price!. Must have manual, photocopy OK for 1. Call Tom after 5.30pm on 02 4821 1306

WWF in your house (PSX), WWF Royal Rumble (SNES ntsc/pal), WWF RAW (SNES ntsc/pal) Call Mike or David on 02 9649 8048

Sega Saturn games- Doom, Tomb Raider, Virtua Fighter 2, Mortal Kombat 3 and any other games like the above mentioned. Ph Levi on 02 6645 1050

I'll give you \$50 of my cold hard cash if you'll give me your copy of Virtua Cop 1 or 2 with gun in good condition with instructions. Gold Coast only. PH 07 5524 1599

PENPALS

Hi! I'm Norman and I'm looking for a female penpal around the age of 12-14. I like to play video games, I will talk about anything. If you are interested please write back at : 10 Brampton Ave, Bucasia, Mackay, QLD 4750. Ps- All letters answered

Hi my name is Thomas Hawthorn, I'm a 13 year old male form NZ. I am loking for penpals male or female any age, to exchange Playstation cheats or to chat about anything. I am a real big fan of the Playstation and also like playing and watching most sports. Write to Thomas Hawthorn- Rumai Road, R.D.1 Bu115, NZ

Hi my names Michael. I'm 11. If you like Nintendo 64s, PC's or strategy games like C&C, KKND, Dark reign and would like to talk about anything or just like to know some cheats. Write to Michael, PO BOX 236, Normanton QLD 4890

All Guys Attention!! ...I'm a 13yr old female looking for a groovy, gorgeous pen pal. I own a playstation and my favourite music is Silverchair, Greenday, Jewel, Nirvana and Backstreet Boys. So if your looking for a groovy penpal and your aged 13 or up then drop a line. Danielle 5 Sayner Court, Port Pirie SA 5540

Hi, my name is Sam and I would like a penpal aged 12-14, male. Please write to P.O Box 266, Paringa 5340 SA or e-mail at vision@sa.ozland.net.au

I will reply to all letters

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