HYPER >>

WIN GAMES & STUFF!

IT'LL SCARE YOU ROTTEN

RESIDENT EVIL 2
Sequel to the Playstation classic

GEX 3D
King of the PSX Platforms

QUAKE 64
The PC Legend Comes to N64

BUSHIDO BLADE
Complete Playguide

STREETFIGHTER 3
Set to debut on the next Sega console?

YOSHI'S ISLAND
Classic Nintendo Quality

next gaming

FIFTY FIVE

9 771320 745001

Explosive action.
Adrenalin pumping racing.
Battles of power and skill.
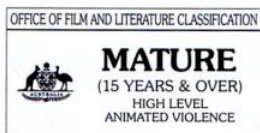# Ultimate adventure.

Explosive Racing

Explosive Racing

V-Ball

V-Ball

VMX Racing

Metro Games has

TWENTY FIRST 21 CENTURY ENTERTAINMENT

PIE

CRYO INTERACTIVE ENTERTAINMENT

Ubi Soft

Digital Integration

ISSUE 55

MAY 1998

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Hype It Up

Some of you may think we're on a diet being a bit slimmer and all, but it's just a one off. There's still tons of editorial, and some great games came in this issue. Unfortunately the two games I was going to review, Starcraft and Incoming just missed our deadline, so this is my first issue without doing a double page review... feels odd!

We decided it was time to do a report on the games that the staff here would rate as the best games over the past year or so, and what it proved was that the tastes here are very diverse. After everyone submitted their lists, we all sat around going... "Oh yeah... forgot about that game", or "Who the hell voted for that?!". We all found it pretty hilarious that Parappa The Rapper came in at No. 20, when titles like Total Annihilation didn't make it... oh well, it was all in fun anyway.

The first of the Voodoo2 cards are now available, but at this stage it seems there's no point running out and getting one unless you have a Pentium II, unless of course you never bought a Voodoo1 card, in which case the new cards will last you longer. First word of Quake 3 hit this month, and I guess this means I really have to save my pennies and get one of the new P2 chips and a Voodoo2. I'm never able to get over the rate that PC components get upgraded and improved. Intel recently showcased a P2 chip that ran at 702MHz... and here am I wishing I had the money to get a new P2-300MHz chip.

I'm going to get stuck into some of the games we've got coming up next issue, like Starcraft, Gran Turismo, Incoming, Cardinal Syn, Klonoa, and hopefully the demo of Unreal, which is probably our most anticipated game here at the moment.

I won't bother yakking about the games we've done this issue... That's what the reviews are for, right?

Enjoy...

Dan

Street Fighter Hits Katana, Saturn Kicks The Bucket

News on the Katana front, is that mega-publisher Capcom have signed on as a Katana developer which means you can expect more of those awesome Capcom arcade games turning up on the upcoming Sega bombshell. This is a huge score for Sega, and may rekindle flagging interest in their ability to deliver a solid gaming platform... First off the rank for the Katana from Capcom will be the current arcade game Street Fighter 3: 2nd Impact, which is great news for fighting game fans everywhere! As you can imagine, the PowerVR based console will be able to produce a perfect arcade port, if not an even better, tweaked and enhanced version of the game.

In other Katana news, Sega have called off all plans to reveal the Katana (still a working title) hardware at the Tokyo game show, which means that they're probably planning on putting on a big extravaganza event to show off the new console themselves. Possibly we'll see something at this year's E3, as the machine is still set for a late 98 Japanese release and Sega will have nothing else to show at the expo otherwise! With all this good news about Katana, Sega still can't hide the sad news that the Saturn has been officially terminated. Sega of Japan have announced that sales of both hardware and software will be discontinued in the US, though Sega of America disputes this. Who do we believe? **EF**

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Real-Time Strategy
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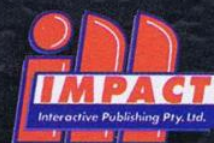
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PC CD-ROM

3D ACCELERATED

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Dead Or Alive... Lives!

We were pretty chuffed the other day to receive a pre-release version of Dead Or Alive for our battered office PlayStation... and it was quite special indeed. From the version we got to play, Dead Or Alive is looking like the best 3D fighter available for the system - bar the arrival of Tekken 3 of course. The game plays in the PlayStation's high resolution mode and flys by at a remarkable 60 frames per second, certainly making it the prettiest 3D fighting game we've seen yet on the system - the fluid movement and beautiful animation in this PlayStation version makes Dead Or Alive more intuitive and enjoyable to play than it's Saturn counterpart.

Though the gameplay is very reminiscent of Virtua Fighter 2, Dead Or Alive includes a number of original elements such as the block button being replaced with a counter/grab manuevre, which essentially allows you to reverse any attacking move from your opponent. The backgrounds are now flat and the arena is now flat to the ground also, which was a necessary change to keep the frame rate up, but it doesn't affect the gameplay one iota... which is rock solid.

So is the game still... how shall I put it... "bouncy"? Yes, indeed, my friends - like how. **EF**

Portable PlayStation!

The wonders of technology. I swear, everything is getting smaller and smaller - just take a look at this remarkable new gadget coming from Sony... At this stage, it's just being referred to as the PlayStation PDA (Personal Digital Assistant), as it has no name or price tag just yet. In fact, no-one is entirely sure yet exactly what this little "gameboy" device is capable of. It plugs neatly into the PlayStation's memory card slot, and from there you can download special games off a master disc in the PSX onto your PDA to be played later. It has a small LCD black and white screen, control buttons and some minimal sound capabilities - but enough processing power to handle games of some description. Amazingly, it will have an infrared device which will allow you to play multiplayer games with your friends on their own PDA's with absolutely no cables necessary! The device will also have a clock and calendar, so you can plan those gaming sessions... the picture here is just a mock up by Sony to give you an indication of what the little bugger will look like. This funky new gadget is still being developed by Sony, and probably won't be available for months. Still... it looks like it will breathe a bit of new life into the PlayStation's lungs. **EF**

Virtual Pets Just Got Weirder

Tamagotchis are one thing, but the latest PlayStation "virtual pet" game in Japan is taking the obsession a little too far into the "this is really quite unhealthy" department. A new game called My Neko, which sort of translates into "Daily Cat" is, yep you guessed it, a cat sim. Yes, a cat sim. Ever wanted a feline friend that you didn't have to actually touch or have sit on your lap? Hey, forget that the patting and companionship is the best thing about having a pet - just whack these pretty polygons onto your PlayStation, it's the next best thing! Really, I fail to see the fascination in "looking after" a polygon cat. Yes it poos, pees, eats cockroaches and sheds it's hair all over the floor... hell, it even has kittens, but it's all within the safety of your PlayStation's memory banks. You know, I think they're slightly missing the point here... **EF**

RASCAL

Float a bubble and clear the trouble

Here comes the Sun... is it alright?

Command & Conquer 2: Tiberian Sun is probably the game that gets the most "When is it coming out?" questions out of the Hyper mail bag. Now this is by no means an official preview on the game, since it is still a fair way off at this stage... in fact don't expect it till the fourth quarter this year.

Here's an update on what you can expect in C&C2:

• Weather and Environment effects. It seems a bit silly that GDI and NOD only chose to fight on clear sunny days, didn't it? Rain, snow, fog, and even volcanoes come into play. Imagine planning a special attack that forces your opponents to back up against a lava flow that's headed your way... cool eh? The environments will also be destructible (totally or partially, we're unsure as yet)

• 3D support and hi-resolution settings. This would suggest the units may be similar in appearance to those in Total Annihilation. Besides being able to fit more on screen with a hi-res mode, there will also be zoom-in, zoom-out capabilities.

• Night time. Attack by night... it's been throughout history, but never in a real time strategy game. Now lighting comes into play as well!

• Three sides to play as. Besides the ol' GDI and NOD forces, the are "the Forgotten" who were essentially NOD followers who were subjected to Tiberium experiments, and were highly un-chuffed about it.

• AI fixes. Westwood are taking care to make sure you don't have idiots at the wheel of your harvesters. They now retreat if getting attacked, and even warn you about it... that sort of thing.

• Lots of new units. The new futuristic environment means new units to use. We'll go into it more when the game is previewable, as anything may change at this stage.

Another Westwood title to look out for, Dune 2000 (Many believe Dune 2 to be the gran-daddy of all RTS games), which we have a couple of screen grabs of right here. Stay tuned for a preview or review soon.

DT

Quake 3 is coming!

Yes, we had internal organ disruptions too when we heard that id Software were now planning on delivering a third game in the Quake series! Scream it from the rooftops - QUAKE 3!! It feels good, eh? So how, why and when? Well, it seems that midway through working on an official id mission pack for Quake 2, id have decided that they would just use all those new ideas they just cooked up and blend them with all the ideas they had for the Trinity engine (which may now be their next game after Quake 3) and voila... Quake 3! This will be a brand new graphics engine (the Trinity engine) coupled with Quake 2's game/client/server framework, which hopefully will happen sooner than later since some work has been done on it already. Although who knows when this will surface? Public interest is always going to remain while id software keep offering something new in their .plans all the time.

In other mission pack news, John Carmack also happened to mention that Rogue (who brought us Quake mission pack 2 - Dissolution of Eternity) are also putting together something for Quake 2. So there will be something extra for Quake 2 in the meantime.

EF

Competition Winners

This month, oodles of goodies are going out to these Hyper readers...

Wing Commander Prophecy
Paul Marciano, WA
Aaron Leech, Vic

Ilario Dichiera, WA
M. Massimi, Vic
Mat Brady, Qld

Tennis Arena
S. Montgomery, NSW
Michael Swensson, SA
Brennen White, WA

Bloody Roar
Dion Matthews, Vic
Jake Whight, Qld
Douglas Hand, NSW
Jing Sia, WA
Michael Naidos, WA

I-War
Martyn Ryan, Qld
Tim Rawling, SA
Matthew Lister, WA
Franjo Pavletic, Vic
Roman Skuja, Qld

Seedy Turok

Turok 2 is getting that little bit closer everyday, and the latest word is that the game will be subtitled - Seeds Of Evil. Admist a bit of mild controversy, with Turok's 3D engine designer, Rob Cohen leaving Acclaim to start his own company Edge Of Reality and join the Gathering Of Developers (a new collective of game designers determined to make and publish games on their own terms), T2 is still on target with the latest screenshots looking extremely sweet. Whilst you may think you're seeing rendered cut scenes or something, Cohen promises that these are actual in-game shots - amazing, eh? Well, when you consider that Cohen also built the hi-res engine behind Quarterback Club 98, it's very believable. How big is this game going to be? Heh, well if you're talking Megabits, it's going to be at least 50% bigger than the first Turok! Bring it on!   EF

Kombat Coming Home

Mortal Kombat fans will be stoked to know that MK4 is not far off from a cosy spot in their N64 collection. The Hyper crew was pretty chuffed to receive a "work in progress" version of Mortal Kombat 4 for the N64, just before we finished up this issue, so we thought we'd let you know how it's looking. First impressions were very good indeed, with the game feeling intuitive and smooth straight off the bat, though a lot of the game's features weren't operating fully for us to try out. The characters are all made up of those smooth polygons, are quite crisp and animate really well - the frame rate in particular at this stage was flying by at an incredible rate. Though the 3D concept is pretty limited (essentially this is still a 2D fighting game), the camera panning was quite effective and the game never slowed down. Though stuff like the music and sound effects weren't working quite properly, the booming "finish him!" voice trademark was in there and the grunts, punches and kicks all sounded A-Okay.

Some of the included modes were Tag Team bouts and Endurance modes, and all the characters were available. Hopefully, it won't be long before we get a finished version in our hot little hands to give a good once over.   EF

Boy, it's colourful!

By the end of the year, you may be playing the first full colour Game Boy games. Making the transition from a Black & White LCD screen to a colour screen, the new Game Boy will be remarketed with a host of new games. There's a rumour going around that possibly the new Game Boy will somehow tie in with the 64DD, the disk drive add-on for the Nintendo 64. How exactly they relate to each other is yet to be revealed, but for now, at least those Super Game Boy converters will be a thing of the past. The new colour Game Boy will still run on two AA batteries for around 10 hours, but the actual quality of the game screen in colour has not been revealed. Nintendo have only confirmed that the screen will work both indoors and outdoors, that the screen is "reflective" and that it can display 56 colours on screen from a palette of 32,000. Hand-held colour gaming has been a long time coming, so lets hope it isn't a horrible gimmick and that this new Game Boy takes us into the new age of Nintendo. We should know more after the 98 Entertainment Exp.   EF

overflow

Interplay are bringing Starfleet Academy to the PlayStation! Non-PC equipped Star Trek fans who have missed out on previous Star Trek games will no doubt be choking on their own dribble to hear that this very cool Starship simulator is going to be playable on their Sony console. Beat me up, Scotty...

Paramount Studios have picked up the rights to the Tomb Raider movie, so finally the rumours are true! Lara Croft is headed for the big screen, and now rampant speculation on who will play the busty... er I mean gutsy Heroine can begin! The production team will be the same bunch who brought us Boogie Nights and Event Horizon, so that's a very good start...

Those crazy South Park kids are going to feature in their very own series of videogames from Acclaim! Appearing on every platform, Kenny, Cartman and the rest of those psycho schoolies will be popping up in a game near you!

EA's next game in the Strike series has undergone a bit of a change. Now the game is being called Mech-X, and it will be full of insect-like robots and packed with more action and less strategy. If it's anywhere near as good as the Strike series has been, we'll all be very happy...

Players on Ultima Online have filed a lawsuit against Origin! Their complaints range from false advertising on the UO box in regards to the minimum requirements and billing costs, and gripes about the "unfinished" product which was shipped. Origin have remained tight-lipped, and the whole thing may go to court. The players are asking for a refund of their money and some free time online to make up for their unhappy experience...

Square's latest RPG, Xenogears, has now racked up 500,000 units sold in Japan, outselling Resident Evil 2 and Gran Turismo. Good gawd! I guess that's what happens when you follow up a blockbuster like Final Fantasy VII, with another RPG. There's no word on the local release yet though...

Another N64 emulator has popped up on the web for PC. Though extremely illegal, those naughty folks seem to be able to put up websites and put the code together! We're no going to tell you what it's called, because really, if you want to play N64 games - just buy an N64. It's cheaper than a PC and an internet connection!

TOTAL RALLY PACK

THUNDER OFFSHORE

- ♦ 15 Circuits
- ♦ Multi-player mode
- ♦ Night rally challenges
- ♦ Realistic driving conditions
- ♦ Choose from 8 different cars
- ♦ Drive on snow, mud or asphalt

RALLY SERIES
WORLD WIDE
RALLY
CHAMPIONSHIP

NORIAWORKS

- ♦ 6 high powered armed boats
- ♦ Destroy your opponent
- ♦ Death defying jumps
- ♦ Multi-player
- ♦ 3 teams

Digital Dreams ARCADE series

Mtc. MULTIPLAYER
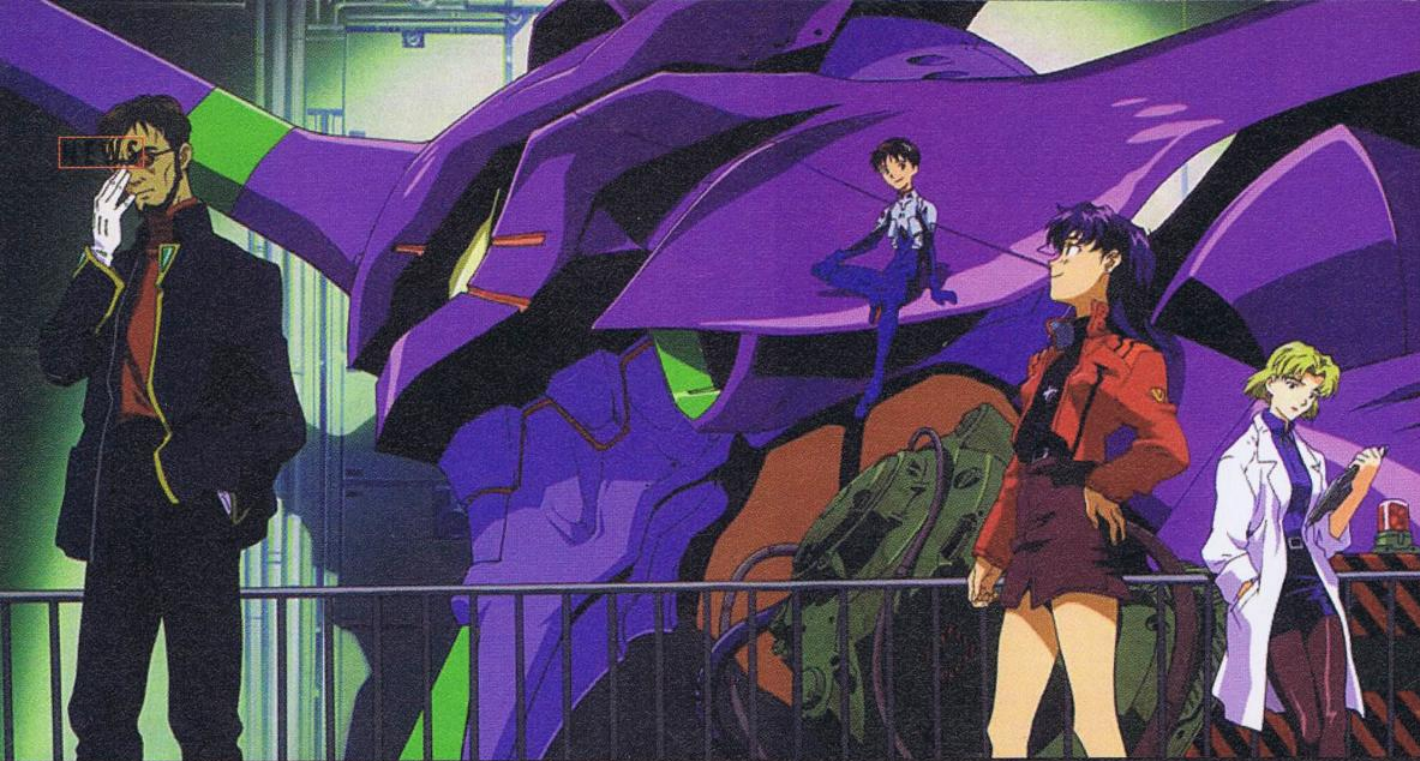
Anime Anticipation

Just a side note for all you anime fans out there... We've heard word that the Neon Genesis Evangelion series may possibly be receiving a local release here in Australia thanks to Siren. At time of publication this wasn't confirmed, but it sounds likely, and this is a godsend for all Aussie anime fans.   DT

The Tokyo-sho

Tokyo Game Show 1998 will have been and gone by the time you're reading this, but we thought it'd be interesting to mention a few of the titles on show.

For the PlayStation there seem to be endless hordes of games which you can tell just by the name, that they won't be released outside of Japan. Like Takara's "Office of Temptation: Love Division", a "love adventure". More importantly however there are titles that will make it out here, like Tekken 3 (which we'll be doing a major preview on next issue), Bushido Blade 2 (which we now have a copy of, and will also preview next issue), Metal Gear Solid, and X-Men vs Street Fighter EX edition. Squaresoft's Parasite Eve and Final Fantasy V (yes five), will also be showing.

The Nintendo 64 unfortunately only had 16 titles listed to show which really at this stage in the console's life, is a very grim sign indeed. Although titles such as Zelda 64 weren't on show, and these are the ones everyone are waiting for. Hopefully a few more titles will have made a surprise appearance.

There were some promising arcade titles on display, including some interesting ones such as Fighting Vipers 2, Time Crisis 2, and Ergheiz (Namco's latest fighting game).

Interesting to note that the Saturn looks like it was going to have a much stronger showing than Nintendo, as the machine still performs quite well in Japan. Titles such as Neon Genesis Evangelion, Dragon Force II, Shining Force 3, and Sakura Taisen 2 make it THE anime enthusiast's machine, and will thus guarantee that it won't die in the land of the Rising Sun. We'll be talking to the local distributors for the publishers that showcased games at TGS '98, to see what games are going to come out here, and when you can expect them.   DT

Quake Comps...

People seemed to love the last Quake comp we did, and we decided that maybe it was time to do another sort of Quake comp. We'll be running a "Bot Blast" where you take on bots and have to kill as many as possible within a certain time. At this stage most of the Quake 2 bots are still being updated every few days, so we'll wait till they calm down a bit, but next issue we'll prepare a Quake Omicron Bot Blast, and then keep it going on Hyper@ctive. The bottom line is, practise your bot-tonkin' techniques.   DT

charts

PLAYSTATION

1. Crash Bandicoot 2
2. Bushido Blade
3. Street Fighter EX + alpha
4. Tomb Raider 2
5. Time Crisis
6. Colony Wars
7. Final Fantasy VII
8. Coolboarders 2
9. Skull Monkeys
10. Ace Combat 2

SATURN

1. Quake
2. Last Bronx
3. Warcraft 2
4. Fighting Vipers
5. Sonic R
6. Fighters Megamix
7. Lost World
8. Sega Rally
9. Sega Touring Car
10. Virtua Cop 2

NINTENDO 64

1. Goldeneye 007
2. Diddy Kong Racing
3. Bomberman 64
4. Lylat Wars
5. Super Mario 64
6. Doom 64
7. Duke Nukem 3D
8. Mischief Makers
9. Turok
10. San Francisco Rush

PC

1. Starcraft
2. AFL '98
3. Age of Empires
4. Flight Unlimited 2
5. Jedi Knight: Mysteries of the Si
6. Wing Commander Prophecy
7. XW vs TIE: Balance of Power
8. I-War
9. F22 ADF
10. Quake 2

Charts kindly supplied by Hitech World

Burn-Up W

BY MAX AUTOHEAD

Burn-Up W stands for a squad of highly trained WARRIORS in the police force; a special weapons and tactics team whose job it is to stop terrorists and ruthless, mercenary criminals. It's populated by scantily clad anime bimbos and ultra "Junk boy" male cops, and they can all do SAS style combat manoeuvres to stop those hard to reach scum of the earth.

So what happens when a squad of terrorists take international VIP's and make ultra stupid demands? Give in... and get the WARRIOR squad to perform them. Hell, wouldn't you bungie jump nude in front of video taping pervert male cops?

From the creators of Tenchi Muyo, Burn-Up W is an yet again another entertaining comedy romp about police cops who take their jobs a bit too seriously for all the wrong reasons. It's about well endowed trigger-happy teenage girls with high tech guns running amok in a city full of stupid crims who in turn are being taken advantage of by genius crooks.

Great character designs and fantastic layouts. Weird-arse facial expressions and even stranger plot developments. Contains some moments of absolute stomach punching comedy and well directed action sequences. If you're looking for a good action comedy anime to sink your teeth into, then this could be your cup of tea.

Available as import title (subtitled), Rated 12

6.5/10

Beast Wars
Transformers- The series

There was a bit of debate over reviewing this animation in the offices of Hyper. We're talking a G-Rated computer animated series primarily developed to serve as a set of ads to help market the transformers toyline, nowadays under the name Beast Wars Transformers.

For those of you not familiar with the Transformers concept, it's about two warrior tribes of Robots Maximals (Autobots) and Predacons (Decepticons) who have two modes of physical interface. The modern variation in this is in Beast Wars, where the characters now change from robot mode to "animal" mode.

Though in the west Transformers has been a hugely successful phenomenon for many years, it's heritage is firmly grounded in Japanese anime- utilising the Transforming technology concept that we see in narratives such as Macross and Gundam.

The result today is in Beast Wars, where now the series is produced in stunning 3D. Mainframe, the company responsible for the production on this series, have done a spectacular job in working with both the limitations and bonus's that 3D animation supplies. You have beautiful sweeping landscapes, light sourcing where characters cast shadows and have reflective surfaces. However, gone are the caricatured faces that we've come to know and love from animated characters (what traditional animation still has over 3D animation).

The narrative itself is entertaining and simple, and at times degenerates into the marketing ploy that it is, yet there are moments of brilliance and freakiness that heralds the next generation of Saturday morning animation to come (such as the dream sequence on the planet of the Transformers).

Rated G but surprisingly violent. Have a chook if you get the chance.

6/10

Rated G. Distributed by Siren Entertainment.

Sega Rally Championship

SEGA

BY TIM LEVY

The art of simulation (a.k.a. The art of fooling) was first demonstrated by spinning a drum lined with mirrors and pictures of horses in various stages of galloping "Wow! It looks as if we are really watching horses gallop". Fast forward a couple of centuries, now Sega brings you - "Wow! It feels as if I'm really driving a horseless buggy at over two hundred and thirty seven kilometers an hour sideways down a dirt track." Hmmmm sideways.

For anyone who enjoyed Sega Rally, it's time to be double happy as the original has had some serious state of the art modifications to bring the arcade fan even closer to simulating the group A Rally Championships.

New to Sega Rally- which is most impressive, is that instead of the two original cars (which didn't seem to perform so differently), there are now six cars to choose from which all closely replicate both the sound (engine and exhaust note) and the handling (under/oversteer) characteristics of the original car. As there are front/rear and all wheel drive cars to select from, you will notice major differences in each cars road surface response.

The six cars which have had their badges and colours faithfully reproduced are: Mitsubishi Lancer Evolution V, Subaru Impreza WRC97, Lancia Stratos HF, Peugeot 306 MAX, Ford Escort WRC and the Toyota Corolla WRC.

The game console is to be released in two variants. The 50 inch screen 'DX type' offers you road handling response through vibration units in the floor of the interface. Both variants- the other being the 29 inch screen 'Twin type' give the feel of the steering matching the corners and road conditions. Up to four consoles may be linked together to give yourself a slice of multi-player heaven.

Another welcome addition is the hand brake. The hand brake is best utilized by whipping the tail end of the car into a sharp corner. For example, if you were to be turning the car into a sharp right hand corner, first 'whip' the car slightly to the left, and then spin the wheel hard to the right while simutainiously applying the hand break for a split second- and then punching the accelerator, which should see the rear of your vehicle sliding into the corner and then powerfully peeling out into the next section of road.

The four visually stunning (one million polygons per second) courses offer a wide range of terrain and an increasing level of difficulty to conquer. The 'Championship' course begins on the meandering dirt tracks of the 'Desert', continues up the winding 'Mountain' road, then takes you over the slippery ice encrusted 'Snowy' course, and finally delivers you to a road race along the ritzy 'Riviera'.

If one decides not to choose the Championship Course then there is always the 'Practice Mode' in which any of the courses may be selected. All four tracks are quite challenging, though if you're into sideways sliding action, then you can't go past the 'Snowy' course.

As a rally simulation, realistically reproduced to the n'th degree, Sega has brought yet another winning driving sim into the arcades. Although it is lacking the seven story jumps and high speed explosions encountered in other non-reality based driving games, there is enough gripping, true to life action occuring to attract both the arcade fans and those wanting to test drive any one of these one hundred and fifty thousand dollar plus vehicles (prior to purchase of course).

X X X X 1/2
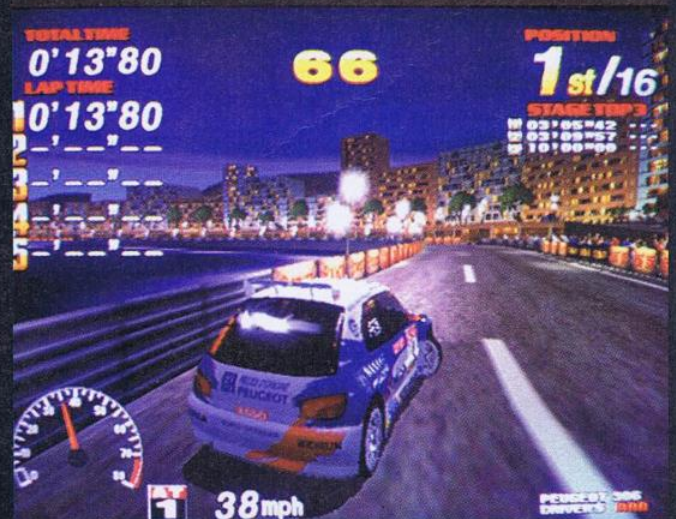
world junior champ -95
world grand prix contender-98

Jason Crump

hot tuna
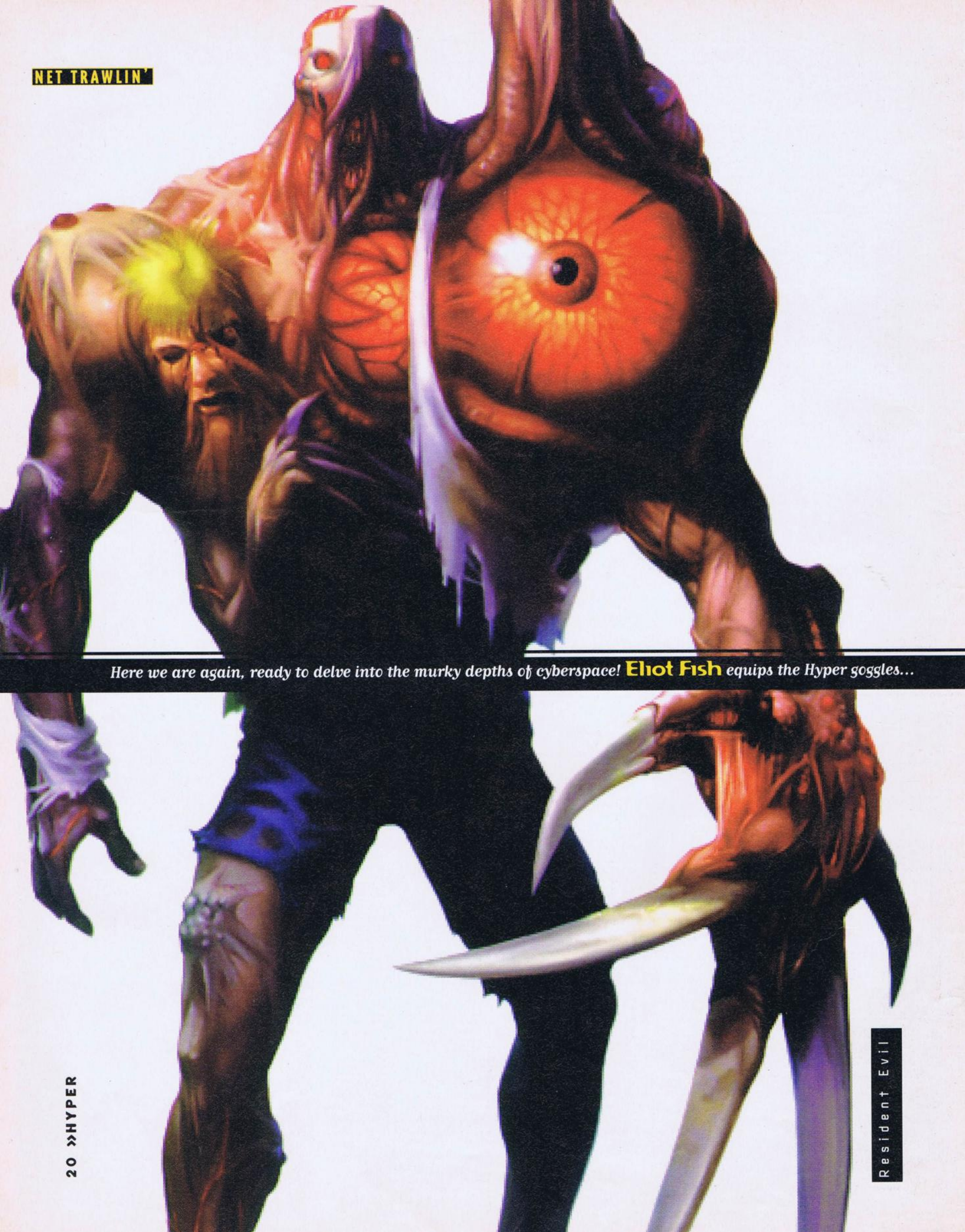
Here we are again, ready to delve into the murky depths of cyberspace! **Eliot Fish** equips the Hyper goggles...

Resident Evil

POS

Win A Free Computer!!

The Australian Schools Web Competition 1998 is on, and if you and some friends at school are into webpage design, then you should definitely check out this website for more information. Get together, learn more about the internet and your community and create some awesome web pages. The major winner in each category will take home a Toshiba and Apple computer, and this year more encouragment is going out to girls to get in there and have a go. Entries must be ready by June 29, so check out this website immediately for more details.

http://www.learning21.org/index.html

Cool Ultima Sites

The Ultima series is really having a bit of a resurgence here at the Hyper office, with Ultima IX on the way, Ultima Online going off around the world and the Ultima Collection being released by Origin. Seriously, the Ultima games are an essential purchase for any RPG lover, and once you've tasted a bit of Britannia, you'll be wanting to know more... Hence this collection of cool unofficial Ultima websites. Here you'll find maps, hints, walkthroughs, essays, weird collectable stuff, just about anything related to the Ultima games. Go have a look at these freaky-boy sites...

ly, the game is a bit of a stunner in the visual department. If you'd like to know more about this one before you hand over your dosh, or if you already have the PC demo and have become a bit of a devotee, then get on over to the Forsaken website...

http://www.forsaken.com/forsaken/EURO/

Resident Evil 2

It's here! Zombies spewing forth bile and blood, tense mind-numbing puzzles, and big fat shotguns... yes it's Resident Evil 2, the finest in survival horror (whatever that is). Capcom are busy little bees and got their web workers to slap up a RE2 website for all you drooling zombie lovers. It's easily found at **http://www.residentevil2. com/** and will provide you with enough screenshots, info and hints than you can poke a dismembered arm at. They even have a Javascript Resident Evil 2 game online to muck around with. Cool!

http://www.scott.net/rgregg/ultima/
http://www.fgi.net/thor/games/ultima/index.html
http://www.geocities.com/TimesSquare/Dungeon/1350/ultima.html
http://mypage.direct.ca/k/kbutt/index.html

Ultim@te Race Pro

We reviewed it last issue, and we liked it lots - Ultim@te Race Pro for the PC is awesome under 3Dfx, and now Kalisto have put up the official URP website. Drop in here for the latest updates and patches, a funky chat room, download the demo, get some technical suppport or just browse their screenshots of this hot racing game. Thankfully, it's at another insanely easy URL...

http://www.ultimaterace.com/

Videotopia

Over in the United States, there is a touring exhibit of classic arcade videogames, and this is the official website to go with it. Over 75 restored and new arcade machines are on show, along with a historical look at where they came from and where arcade games are headed. Check out the cabinets for the old machines like Pong and Computer Space - these are antiques! Not only is this quite an enlightening look at videogame culture, it's interesting to see how rapidly this industry has grown.

http://www.videotopia.com/

Forsaken

Acclaim have put together a Forsaken website, now that the game is poised to take over the world. Appearing on the PC, PSX and N64, this cyberbike/descent-ish combat game could become as popular as Quake online. Certain-

from darkest dungeons to deepest space

Ultima

a fantasy role-playing game

designed by
LORD BRITISH

39.⁹⁵

48K
13 or 16
Sectors

A TOP OF THE ORCHARD SOFTWARE PROD

from California Pacific Computer C

Ultima

21 »HYPER

Win One!

Win one what you ask!? **ONE!** The game! **GT INTERACTIVE** have bestowed upon us some very cool copies of the game to give to some of you lucky folk. But wait, there's more! Not only will you win a shiny disc, but we'll throw in a supremely cool Nerf action **RatchetBlast!** You won't believe how much fun we had in the office with one of these - it shoots small nerf arrows which stick, which can only mean ultra-coolness! Okay, so now you're all desperate to win, I'll pose a tricky question for you to solve in order to enter...

What number comes after One?

Send your answer to - **Argh Maths!, Hyper, 78 Renwick St, Redfern, NSW 2016.**

I know it's hard, but give it a shot - you never know!

Action & Adventure!

PSYGNOSIS have brought us a great console RPG to bring back misty memories of those golden days glued to our TVs, exploring wonderful 16-bit worlds full of mystery. Ahhh. So, if **THE ADVENTURES OF ALUNDRA** looks like your cup of hot beverage, then pay close attention because we have five copies of this great RPG to give to you! To have a chance at winning a copy, answer this question for us...

Name another Psygnosis game reviewed in this issue.

Put your answer on the back of an envelope, and post it to - **I Want My RPG, Hyper, 78 Renwick St, Redfern, NSW 2016.**

Good luck!

ALL ENTRIES CLOSE MAY 13TH 1998
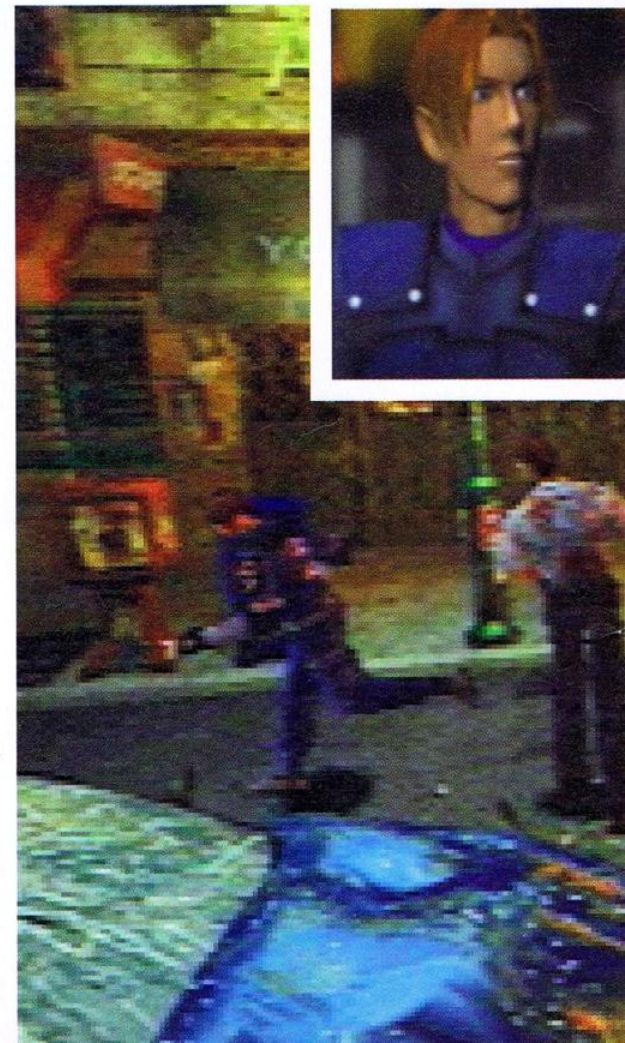
Evil Goodness!

We know you want it. **RESIDENT EVIL 2** is here and it's chock full of lumbering zombies, big guns and scary bits - what more could you want? Well, I guess you could want it for free. So look no further! Virgin have been cool enough to donate five copies of this blockbuster game to just give away willy nilly to some Hyper readers! But, even better than that, each winner will also receive a mounted poster, t-shirt and limited-edition key ring! Coool - how hot is that?! Then you could be exploring those dark hallways and unravelling the mystery behind that creepy undead virus thingy - all for just sending us an envelope! Of course, the catch is that you have to answer this exceedingly tricky question to be in the draw...
Name the two lead characters in the game.
Write your answer on the back of an envelope and post it to - **Blood Bath, Hyper, 78 Renwick St, Redfern, NSW 2016.**

Mystery Prize!

Well not really. We'll tell you what it is right now, in fact, it's **MYSTERIES OF THE SITH** - the expansion pack for Jedi Knight. **LucasArts** have a winner here, and they know it too, because they've generously given us five copies to award to some ultra-keen Hyper readers. Even though the game is so cheap to buy, getting it for free is something you can't quite beat, eh? 14 levels of more Star Wars action than you could poke a protocol droid at. To win a copy of MOTS, use the Force and answer this question for us...
Who is Luke Skywalker's father?
Put your answer on the rear of an envelope and post it off to - **Saber Envy, Hyper, 78 Renwick St, Redfern, NSW 2016.**
MTFBWY!

» Shadowman

PC

wow-o-meter

AVAILABLE: TBA
CATEGORY: ACTION/ADVENTURE
PLAYERS: 1
PUBLISHER: ACCLAIM

A new era of PC games developed specifically for 3D accelerators seems to be dawning, and Shadowman from Acclaim seems to be one of those which is willing to take full advantage of this new 3D technology. Based on the comic of the same name, Shadowman is a strange individual who can travel between the lands of the living and the lands of the dead. In the "Liveside" he's an assassin who is trained to track down serial killers and in the "Deadside" he becomes a voodoo magic user who's out to destroy the evil killers a second time. The game takes this dark concept and puts you in a lush, living world where you can experience the horror at first hand. Like Turok: Dinosaur Hunter, Acclaim have polished Shadowman to a fine sheen, and the game looks ready to set new standards in visual and audio realism thanks to the current 3D hardware which is available. The weapon and magical effects will be even more explosive than Turok's, and the detail in the environment like birds flying overhead and ambient noises should be enough to have the gamer totally engrossed.

This game looks hot, and it's not far off, so as soon as we get a copy we'll pass on the verdict. EF

Batman & Robin

PlayStation

AVAILABLE: TBA
CATEGORY: ACTION/ADVENTURE
PLAYERS: 1
PUBLISHER: ACCLAIM

wow-o-meter

Seeing as Batman movies are literally being pumped out of Hollywood like Pez, it doesn't really matter that Batman & Robin from Acclaim is a little late. As long as there are male actors in L.A, there will be Batman movies and subsequently, Batman games. Acclaim have certainly done a great job visually with this one, as Batman & Robin is a slick product. Taking the Tomb Raider concept a little further, you get to slip on the rubber undies and explore a huge Gotham city in clever 3D, from a third person perspective. There are similarities here with Spawn and The Crow, in terms of the style of game Acclaim have put together, though I hope Batman & Robin manages a little more originality than your bog-standard 3D platforming beat 'em up when it's finished. You have a variety of projectile weapons at your disposal, such as Batarangs and the like, and of course your fists come in pretty handy too (ha-ha). The game is looking very pretty, but the gameplay looks like pretty standard stuff at this stage. Mr Freeze makes makes an appearance, as do most of the major characters from the film... so if Batman is your thing, you're in luck. This could turn out to be the best Batman game yet.
EF

25
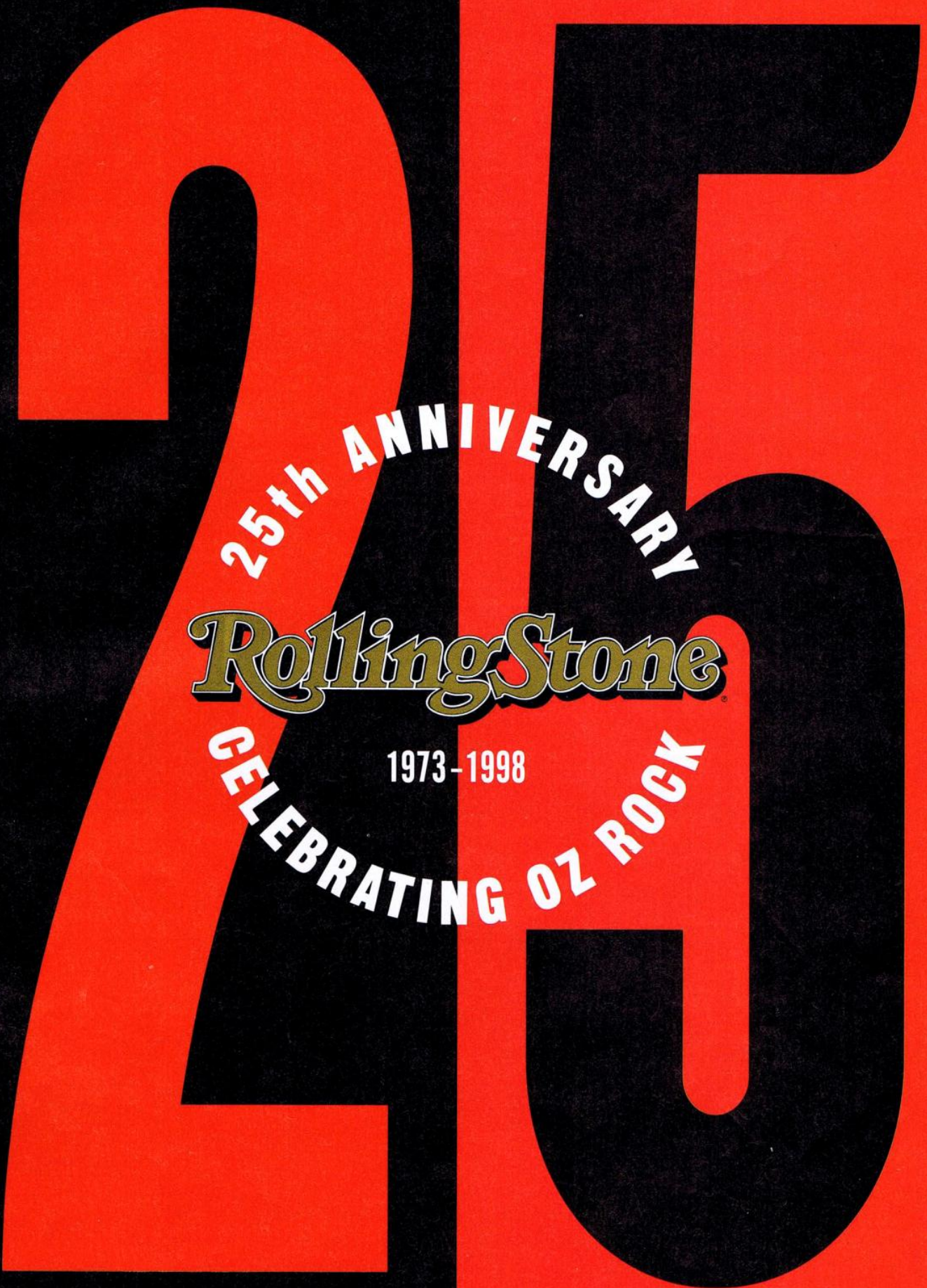
25th ANNIVERSARY

Rolling Stone

1973-1998

CELEBRATING OZ ROCK

ON SALE APRIL 15
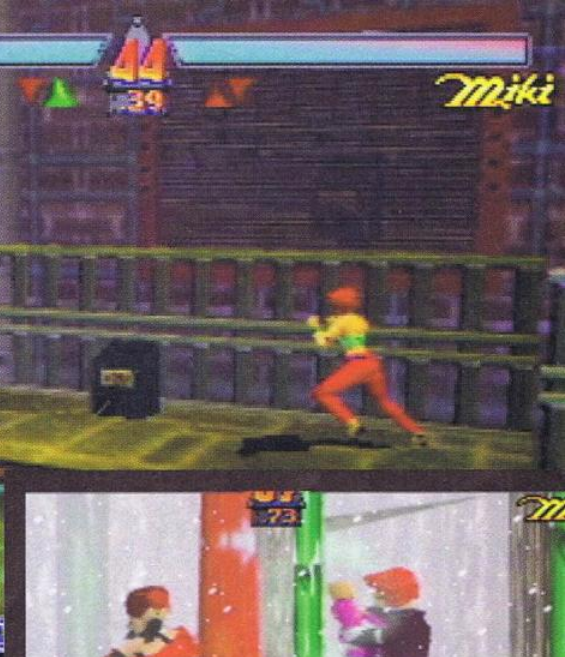
» Deadly Arts

Nintendo 64

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

Konami have come up with their first 3D fighting game for the N64, and it looks like they're upping the ante. Have you ever wanted to actually customise your fighter? Well, in Deadly Arts, you can choose your character's weight, hair, costume, height and even train them yourself and then save it all to your memory pak to use later against a friend! The characters are all jumping with colour and detail, and the visuals are special even if the gameplay doesn't turn out to be anything remarkably original. We all know there's still room

for a great 3D fighting game on the N64, so our hopes now turn to Deadly Arts to show everyone else how it's done. Some original moves to take note of... your character will have the ability to pin your opponent up against a wall and there looks to be a more interactive and/or breakable environment than seen in other fighting games. Environments such as snow and water will affect the fighting, and objects like boxes can be used to attack your opponent with. The rendering is fast and smooth, and most of the moves are based on actual martial arts techniques...

As is the way with upcoming Nintendo 64 titles, Deadly Arts will be fully Rumble-Pak compatible to bring the fighting a little closer to home. It will be interesting to see how well they can implement this into the game without it coming across like a "tacked on" feature. With the characters' movements all brought to life thanks to some motion capture technology, this could be the N64's answer to the awesome Tobal 2. **EF**

» Snow Racer

PlayStation

wow-o-meter

AVAILABLE: TBA
CATEGORY: SPORT
PLAYERS: 1-2
PUBLISHER: OCEAN

Yep, more snowboarding than you can poke a Nagano Olympic medal at. Here's the latest in this obviously trendy genre, Snow Racer from Ocean. What immediately seperates this title from Cool Boarders 2, is that Snow Racer focuses more on the racing aspect of Snowboarding and skiing as opposed to pulling off clever tricks. You can choose from a variety of different boarders and boards or skiers and skis, and then try your hand at downhill, slalom or free ride. The courses are well designed and provide enough bumps, turns, trees and jumps to get anyone's blood racing. The game was still in the early stages when we got to take it for a whirl, but already it was looking as good as if not better than Cool Boarders 2. The controls were quite simplistic, with there being a jump button for the boarders and a tuck button for the skiers, with shoulder buttons being used

for various board manueveres. The frame rate pumps along nicely, and the polygons all looked pretty solid, our only gripe being that the controls felt a bit unrepsonsive. Snow Racer 98 is still being tweaked and tucked though, so we'll give it a good going over when it shreds by the office once again. **EF**

Monster Truck Madness 2

PC

wow-o-meter

AVAILABLE: TBA
CATEGORY: RACING
PLAYERS: 1-MULTI
PUBLISHER: MICROSOFT

Yeeehaw! Once again it's time to grab your favourite pig, a slab of Bud, a couple o' shotguns and a packet of chewin' tabacco and head off for a day at the Monster Truck arena...! Well sorta. What you can do, is gear up for another round of Monster Truck Madness from Microsoft on your PC. Not quite as gung-ho, but probably more fun in the long run.

The original Monster Truck Madness on the PC was one of the first to fully utilise Direct 3D for some pretty tasty accelerated graphics. Now, Microsoft are going to come back hard with MTM2, and deliver a piece of software which is not only a fun game, but a new standard in 3D accelerated graphics. The development team behind the original MTM, Terminal Reality, went on to make CART: Precision Racing and then focus all their efforts on the upcoming MTM2 for

Microsoft. The game will use their new 3D engine dubbed PHOTEX2, and it's going to rock quite harder than hard. All the visual detail has been hiked to new levels, plus the frame-rate has been given a good kick up the duff thanks to all this new technology. MTM2 really is going to be quite spectacular.

The game will feature 12 tracks, 9 new trucks, and wait for it... World Championship Wrestlers. Can your neck get any redder? Yep, now you can not only crush innocent vehicles in your monster truck, but you can do it with Hulk Hogan emblazoned across your truck. Give it all you've got, and your truck will actually visually bear it's damage until it's smashed to a pulp for that realistic touch. There will of course be tons of weather effects to race in - like rain, snow and ice - and the trucks will all handle a little more realistically too and there will be full support for force feedback devices. Each copy of the game will also come with a complimentary piece of beef jerky to chew on. Okay I made that last bit up.

EF
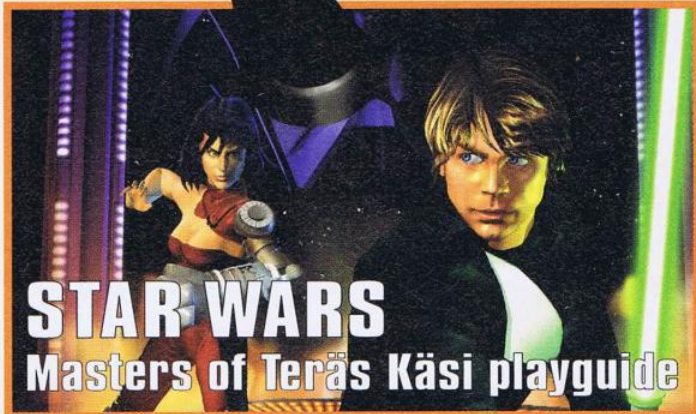
» Bomberman World

Playstation

wow-o-meter

AVAILABLE: JUNE/JULY
CATEGORY: ACTION/STRATEGY
PLAYERS: 1 TO 5
PUBLISHER: HUDSON

Joy! Hudson has decided to bring its explosive action-strategy hit series to the PlayStation! Bomberman is a title loved by many for its simple play mechanics and wildly addictive multiplayer mode. Bomberman World, as this game has been so entitled, won't be imitating the Mario 64-esque interface of its Nintendo 64 counterpart and will be sticking with its traditional two-dimensional mode of play.

With a plot and introductory FMV that is reminiscent of Voltron and Superman II, Bomberman World hurls you into a historical turning point where you can tip the scales of existence in favour of peace and harmony. The situation is this: four bad bomber dudes who were magically imprisoned a long time ago have managed to escape with the help of an unknown force. With their combined powers of earth, air, fire, and water, the "Dark Force Bombers" have commandeered four worlds. As Bomberman, long-time hero and close relative of the Lego-Space Clan, you must liberate these four worlds and bring an end to the reign of terror that has gripped the galaxy.

For those of you who are unfamiliar with the series, all Bomberman involves is running around a little maze, dropping bombs here and there to clear away the walls, and using those bombs to turn any bad-guys into a scorch marks on the earth. In addition to the standard power-ups such as punching gloves, kicking boots, and remote-controlled bombs, Bomberman World offers new features like triple bombs, speed variables, jelly-like bombs, and an array of other zany stuff.

The game will be sporting a story mode and challenge mode for the single-player side of things, which has all sorts of great new puzzles and level designs. The multiplayer mode, which is the very essence of the Bomberman institution, will allow up to 5 players that can be either player-controlled or CPU-controlled. There are even different characters to select, such as Bomber-Witch and Bomber-Ninja, all of whom have innate abilities to add to the gameplay.

Simple graphics and addictive multiplayer gameplay - there isn't much more one can ask for. Bomberman World will be one to look out for. KC

≫ KKND2
Krossfire

PC

All those fans of real time strategy will be clapping their hands with greedy glee on hearing about this sequel to Krush, kill N Destroy. Those who are not so wild bout managing strange little armies will be holding their heads and groaning, "Not another one!" Patriotism can come into this one as well because the game is an Australian product, being created by those smart cookies from Beamsoft down in Melbourne.

The original game was made as an alternative to Command and Conquer, where all the boring, yucky, useless, slimy, and pretty bits were firmly ignored and pure gameplay with bucket loads of cool was the leading idea. The finished product was a real time strategy game that pushed the players level of skill to new boundaries while preventing hair tearing frustration with liberal doses of humour. Like all reasonably good games, the producers can see the opportunity of improving on the original and cashing in by making the sequel. Well the cashing in remains is still on its way, but improvement is definitely well in effect in KKND2.

All the inventive bits have been kept from the original, but a whole bunch of new stuff has been thought out and thrown in too. So players who liked being able to place multiple or indefinite orders for units will be pleased to see its return. As will those who liked the idea of resources being in the one easily defensible location. There are still the similarities to other real time strategies, like the units answer to commands, the cut scenes and the FMV briefings, but the game has a feel of its own, which is largely due to the humour.

As for new stuff, there is a fair bit. All the graphics have

been redone are sharp, clear and highly detailed. There is a third race in post-holocaust world just waiting to trounce the enemy, or get their behinds whipped. The ability to design and build units using different components is a really cool feature. Probably the best news for fans of the genre is the difficulty. The AI is kick-ass smart and it takes many different strategies to win and see the cut scene at the end of the mission. There are loads of other little improvements to watch for including the line of sight rule that does not allow a unit to see up cliffs but the ones on top can see down. A welcome dose of reality!

RC

A little over a year ago we took a look at the 32 bit collectors guide, which was kind of a testimony

to the arrival of the N64, since we looked at all the games we thought you should have (or want to have) on all the other major systems. A lot of our "must have" choices haven't changed, but getting those old classics can prove tricky sometimes, so we thought we'd stay a bit more current and take a look at what we thought were the best games of 1997, and of these early months of 1998. We also thought including what each of the Hyper reviewers were most looking forward to, what systems they owned, and what games they most liked to play, to help you better understand each of the reviewers in the future. We must note that before you go, "Hang on, how come that's your 3rd favourite game, but you only gave it 80%?". Please remember that a review score is a critical analysis, and not entirely "personal". For example, I loved Last Bronx to death, but I knew had enough faults to warrant the score coming down a bit. Kind of like folks who watch soap operas... They know it's crap, but they love it anyway.

HECK!
WE'D BUY 'EM!
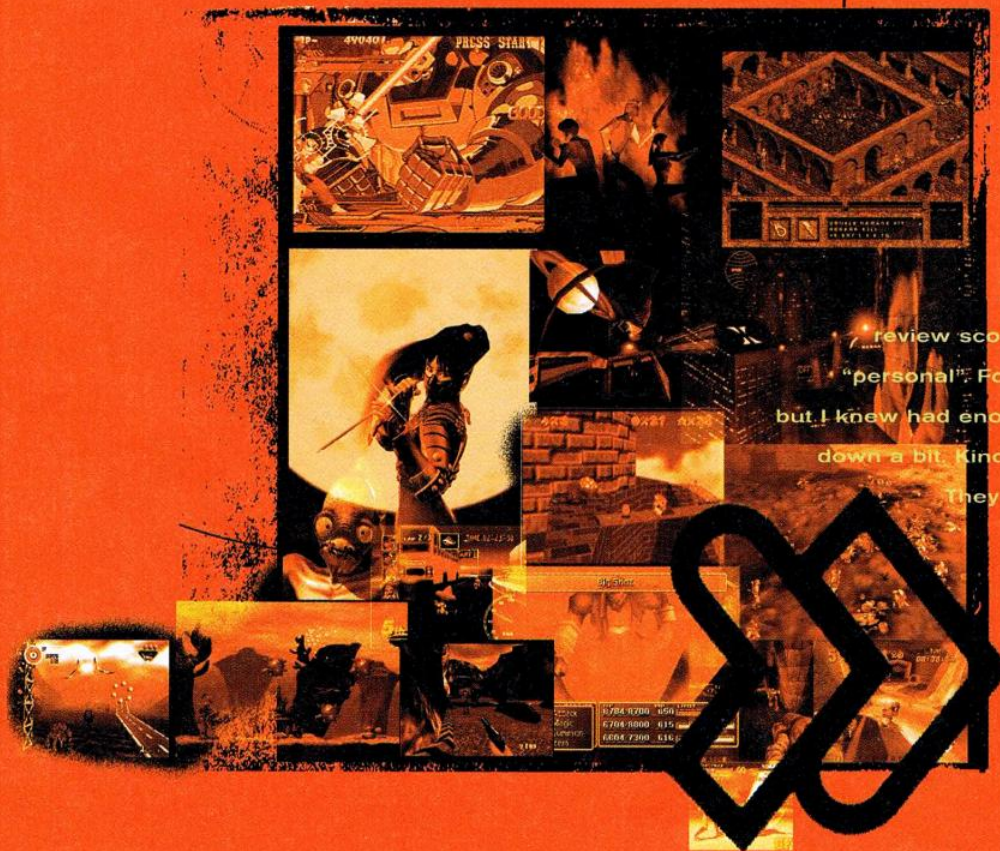
The Reviewers

Dan Toose

(Editor of Hyper)
Age: 23
Systems Owned: PC, PlayStation, N64, 2 Saturns (PAL & NTSC), Neo Geo
Favourite Types of games: All types except car racing and platform.

Top 10 for '97–'98:

1. Quake 2 (PC)

Kind of predictable... sorry. I actually didn't get into Quake 2 as heavily as many would suspect until the point release (major bug fix/update) was out, since online play was quite buggy till then. Besides the obvious droolworthy visuals, the deathmatching is far more strategical than in Quake, since the gameplay isn't quite as fast paced, and the commitment to any sort of action has its consequences. Personally, I like that.

People who call video gaming "Anti-social" are clueless. I've met tons of people through Quake (yes, I do get out enough). The servers are like "hang-outs", and while there's no need to be sociable if you don't want to, there's a general sense of comraderie that develops amongst the regulars, which leads to people forming clans and so forth... it's a beautiful thing.

2. Final Fantasy VII (PSX)

Being an RPG fan, this is kind of like a dream come true. FF7 is the definitive, no holds barred, high production values kind of product that we all want to see. One of the few RPGs with a truly epic feel to it, and the sense that you've read a big fat fantasy book, and you wanna read more.

3. Soul Blade (PSX)

Although doing a playguide made me sick of the game for a while... Soul Blade is a class fighting game. It has all the essential elements for a fighting game... Combos, dodges, lots of moves, and spiffy graphics to boot. Extra special was the quest mode, which hopefully should become more of a standard offering in fighting games of the future.

4. X-Men vs Street Fighter (Saturn-Import)

The legacy continues. If a game showcases the Saturn's dominance in the 2D graphics department, it has to be X-Men vs Street Fighter. It basically puts any other 2D fighting game to shame visually, and the gameplay is every bit as funky too. A reason to own a Japanese Saturn.

5. Myth (PC)

After Dark Reign and Total Annihilation, the next big strategy game had to be something different, and viola! Myth. While Myth is not going to go down as the most legendry game of all time, it was definitely the necessary step forward into the realm of 3D real time strategy games. The missions were hard, making you really pay attention to the basics of commanding troops in battle, worrying about what ground your troops held rather than how many gold pieces your refineries were pulling in over the next 10 seconds. Hopefully Wartorn will be even better!

6. Diablo (PC)

7. Time Crisis (PSX)

8. Colony Wars (PSX)

9. Last Bronx (Saturn)

10. FIFA '98 (PC)

Best value game: Ultima Collection (PC)
Although the early Ultima games are dated, this is the best RPG collection available without any doubt whatsoever.

Favourite PC game: Quake 2
Favourite PSX game: Final Fantasy VII
Favourite N64 game: Goldeneye 007
Favourite Saturn game: X-Men vs Street Fighter (Import)

Most Heavily Anticipated games:
1. Unreal (PC/Mac)
2. Ultima IX: Ascension (PC)
3. Zelda 64: Ocarina of Time (N64)
4. Tekken 3 (PSX)
5. Wartorn (PC)

System most used: PC

I guess my love of PC gaming stems from my Commodore 64 days, which were a real golden age of video gaming. I then moved to an Amiga 2000, and at this point got a modem. Whilst there weren't really any commercial games to play online this way, I did play MUDs (text based geeky-RPG online games), which I guess you could say was the inspiration for a title like Ultima Online. All the while I had an Amiga, I desperately wanted a PC, basically because the PC was getting all these wonderful RPGs that I was missing out on (especially the Ultima titles), and more importantly, Doom.

I'd say I value depth of gameplay and multiplayer features, which PC games tend to shine in due to their network capabilities. I'm certainly not down on consoles, although I never had an urge to buy one prior to the 32 bit machines, as I was more than happy with my Amiga in the 16 bit days.
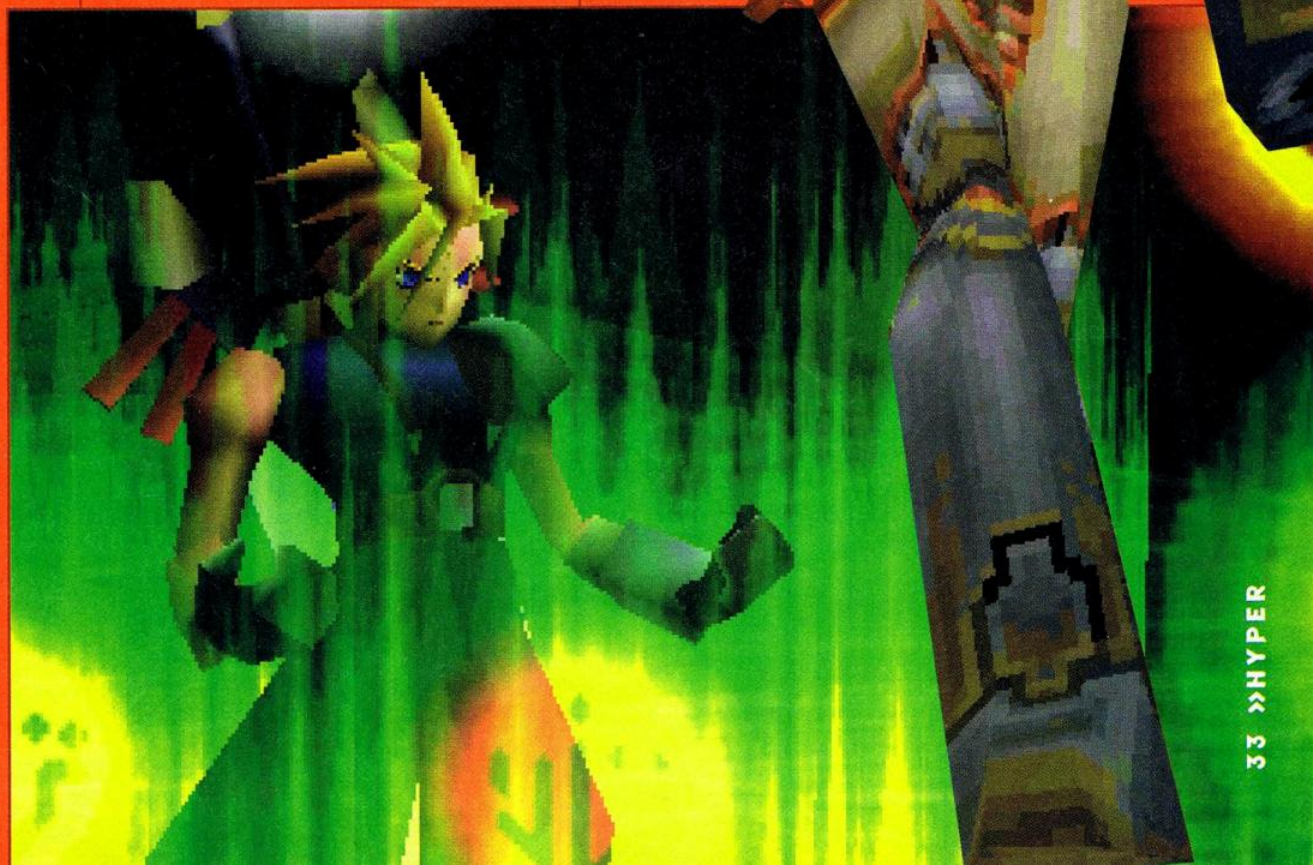
Eliot Fish

(Deputy Editor of Hyper)
Age: 27
Systems Owned: PC, PlayStation, N64, SNES
Favourite Types of Games: If it's good, I'll play it. RPGs and 1st person shooters usually get priority.

Top 10 for '97-'98:

1. Quake 2 (PC)

An undeniably great single player experience, however, I still can't see when I'll get sick of the old Quake for deathmatch... Both Quake I and 2 are incredibly good value due to the enormous online following churning out patches, mods and TCs which are constantly improving and expanding upon the originals. The first Quake 2 mission pack is just about on our doorstep too, so chances are I'll be Quaking on throughout the year to my girlfriend's dismay.

2. Jedi Knight (PC)

How could any serious Star Wars fan miss out on this cracker of a first-person shooter? The atmosphere and huge open levels made this an absorbing romp, with the Mysteries of the Sith add-on giving everything a tweak and making it even more special. Awesome sound.

3. Final Fantasy VII (PlayStation)

The most compelling console game I've ever played, bar Zelda and Super Metroid on the SNES. Not only is the game huge, intricate and cinematic, but you can actually play it twice just to pick up on the tons of things you missed the first time around. A classic game.

4. Diddy Kong Racing (N64)

This is still the only Nintendo 64 game I keep going back to. The racing is intense, clever and fun, and there's enough variety through the game to keep you interested. I prefer to play this as a single player game, and the over-the-top cutesy characters are so cheesy they just crack me up!

5. Diablo (PC)

Blending solid RPG elements with simple point and click action, Diablo was one of those games which rocked in single player AND multiplayer modes. Hellfire has given the game some extra life, but we're all looking forward to the release of Diablo 2 later this year (hopefully).

6. Time Crisis (PlayStation)
7. X-Wing Versus TIE Fighter (PC)
8. Ultima Online (PC)
9. Curse Of Monkey Island (PC)
10. Fallout (PC)

Best Value Game: LucasArts Archives Vol. 3
For the price of one game, you get six full games - and they're all great too. There's nice variety in genres here with the gamer getting full versions of the awesome original first-person Star Wars shooter Dark Forces, the great (albiet short) interactive cartoon adventure that is Full Throttle, the interesting point and click adventure The Dig, the clever Heaven and Hell sim Afterlife, and BOTH Monkey Island I & 2 (two of the funniest point and click adventure games ever), plus a Demo of Monkey Island 3 and a sampler disc. A top buy!

Favourite PC game: Quake Deathmatch
Favourite N64 game: Diddy Kong Racing
Favourite PlayStation game: Time Crisis
Favourite Saturn game: X-Men Versus Streetfighter

Most Heavily Anticipated Games of 98:

1. Zelda 64: Ocarina Of Time (N64)
2. Ultima IX: Ascension (PC)
3. Grim Fandango (PC)
4. Unreal (PC)
5. Tekken 3 (PlayStation)

System Most Used: PC
I still think you can't beat the PC for an intimate and intense gaming session. Besides the fact that your face is only inches from the monitor, the input devices you have access to from the keyboard to your mouse, joystick and/or gamepad mean a more immersive and interactive experience (depending on the game of course). So far, all my most memorable gaming experiences have been on the PC... taking to a Rancor with a lightsabre, sending forth legions of warriors against a tide of undead, or piloting a starfighter through the defences of a capitol ship - the PC has delivered big time. Now with 3D accelerators making it even more fun... woohoo!
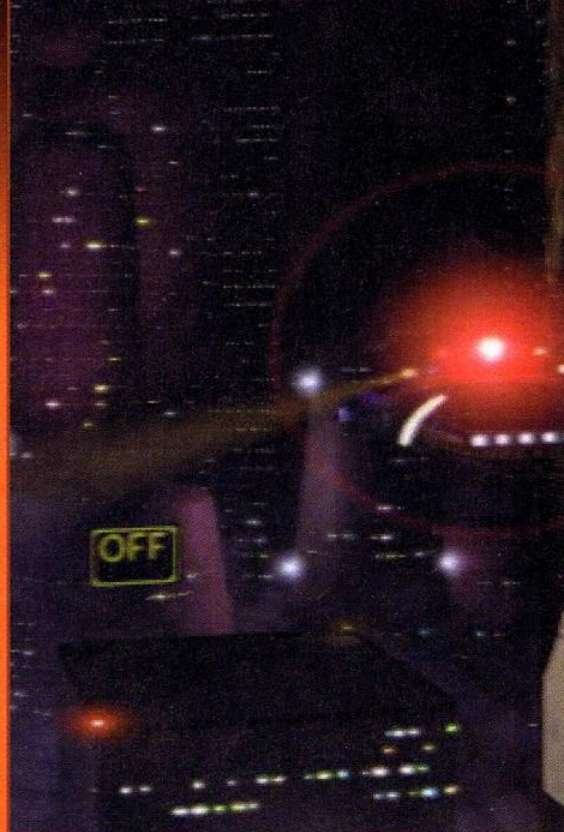
Kevin Cheung

(Hyper Contributor)
Age: 22
Systems Owned: PC, 2 PlayStations (PAL & NTSC), N64 (NTSC), Saturn (NTSC)
Favourite Types of games: Anything except first-person shooting games.

Top 10 for '97-'98

1. Final Fantasy VII (PSX)

Hype, graphics, and music had nothing to do with this choice. There are few RPGs that actually delve into such things as the meaning of the soul, or the genetic engineering of a perfect race. That, and the little effects that conveyed the realism of every event gave FFVII an earnest and mature storyline that captivates the heart and mind. That is rare indeed.

2. Soul Blade (PSX)

Variety. Atmosphere. Maniacal fun. Soul Blade is a tour de force of slick visuals and lightning-fast action that has enough manoeuvres, combos, and special moves to please experts and novices alike. The arcade and quest modes guaranteed a satisfying game whether you were looking for a quick hit-up or something with a little depth. A very close second.

3. Bust A Move - Dance and Rhythm Action (PSX-Import)

This game is just too funky to ignore. Not to be confused with the Puzzle Bobble series, this game takes a page from the success of PaRappa in combining ultra-smooth graphics and positively wild dance moves with the most awesome music you will ever hear on the PlayStation. With addictive gameplay and a two-player mode, Bust A Move is Space Ace with a pulse, and then some.

4. Gran Turismo (PSX-Import)
5. Resident Evil 2 (PSX)
6. Super Puzzle Fighter II

Turbo **(Saturn)**

7. X-Men Vs Street Fighter
(Saturn-Import)

8. Diablo (PC)

9. PaRappa the Rapper (PSX)

10. Thunderforce V (Saturn-Import)

Best value game: Quake II (PC)
I might be crap at the game, but I get endless fun out of multiplayer games like this.

Favourite PC game: Quake II

Favourite PSX game: Bust A Move - Dance and Rhythm Action (Import)

Favourite N64 game: Goldeneye

Favourite Saturn game: X-Men vs Street Fighter (Import)

Most Heavily Anticipated games:

1. Sakura Wars 2 (Saturn)

2. Bushido Blade 2 (PSX)

3. Soukaigi (PSX)

4. Parasite Eve (PSX)

5. Pocket Fighter (Saturn)

System most used: PlayStation
My youth was torn between the Amiga 500 and the 8/16-bit machines, which is why I view the PlayStation as the perfect balance between the quality of PCs and the variety and quick entertainment of consoles, at least as far as they suit my tastes. I generally prefer Japanese games, and I like a good balance between strategy, co-ordination, and action. But above all I must be entertained. In a medium that can portray things outside the realms of physical possibility, all a game really needs is imagination. Believe it or not, Dragon's Lair and other Bluth games are among my all time favourites, but that's probably because I'm a sucker for a good cartoon. Long live 2D games!!

David Wildgoose
(Hyper Contributor)
Age: 23
Systems Owned: N64, Playstation, PC, SNES
Fave Type of Games: The type that makes my head spin and my fingers itch.

Top 10 for '97-'98

1. The Last Express (PC)

A surprise choice perhaps, but I think this is just an incredible game. A masterpiece of "interactive fiction", The Last Express is a deep and complex thriller that is cinematic in every sense of the word (creator Jordan Mechner is currently working on adapting the game to film). The first genuinely real-time adventure, with some gorgeous graphics and the best acting ever seen in a computer game.

2. Twinsen's Odyssey (PC)

It's only when you break into the secret office of a Zeelichian dissident by sneaking backstage at a Kiss concert and climbing through an air-conditioning vent, that you realise just how great a game Twinsen's Odyssey truly is. Or maybe it's when you first take Twinsen's car for a spin around Desert Island. Or when you land on Emerald Moon and have to fight off a pair of ridiculous goons while you're laughing at Twinsen's attempt to walk in very low gravity. It's French, you see.

3. Mario Kart 64 (N64)

I don't understand some people's criticism of this game as being too shallow. Sure, it won't take you many weeks to win all the cups, but so what? I really feel sorry for anyone for whom beating the game is the only reason to play. I can confidently say that I've had ten times as much fun with MK64 since I "finished" it than I did beforehand. Speeding Wario maniacally through Bowser Castle is a high that won't be topped for a long, long time.

4. Micro Machines (PSX)

5. Final Fantasy VII (PSX)

6. Abe's Odyssey (PC/PSX)

7. X-Com Apocalypse (PC)

8. International Superstar Soccer (N64)

9. Goldeneye (N64)

10. Grand Theft Auto (PC/PSX)

Best value game: Heroes Of Might & Magic Compendium (PC)

One of the best strategy games ever. Loads of maps, lengthy campaigns, map editor (there are hundreds of maps to download off the Net) and great for both single and multi-play. Almost perfect.

Favourite PC game: The Last Express

Favourite PSX game: Micro Machines

Favourite N64 game: Mario Kart 64

Favourite Saturn game: Worldwide Soccer

Most Heavily Anticipated games:

1. The Dark Project (PC)

2. Parasite Eve (PSX)

3. Messiah (PC/PSX)

4. Ultima IX (PC)

5. A cutesy Nintendo tennis game!! (N64)

System Most Used: PC
As a result of writing for both Hyper and Powerplay, I'd say around 75% of the games I review are for the PC. Thus, I spent most of my time with a PC, but when I buy a game (hey, it happens!) I'm far more interested in getting something for my consoles. Although I don't have any particular preference for one system over another, likewise for single or multi-player gaming, I would still rather sit around the lounge room with friends and a copy of Micro Machines than go online Quaking or whatever. Much to Dan's astonishment, I'm sure.

Ross Clarksmith
(Hyper Contributor)
Age 24
Systems Owned: PC, N64.
Favourite Types of games: Role-playing, Strategy and Simulations.

Top 10 for '97-'98

1. Fallout (PC)

Fallout saw a return to the great role-playing games of old in my mind. The inclusion of many sub plots while striving for the ultimate goal kept the game vibrant and alive from start to finish. A highly polished bug free end product showed the gaming public what could be achieved if everything was done right. Provided hours of entertainment, with no sign of the tedium that is all to common in rpg's.

2. Diddy Kong Racing (N64)

This has to be one of the most addictive games of the year. I find myself playing it before work, after work, and especially when I have something important but boring to do. Great toon feel with
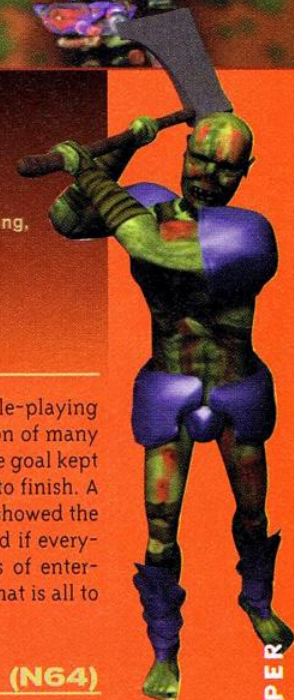
good racing physics adds to the challenge.

3. Age of Empires (PC)

A simple concept that has been done many times before without much success. Microsoft found the winning formula and balanced fun with challenge. Easy enough in some scenarios for the mental midgets who like the cool little men, but with some difficult enough to test the seasoned veteran.

4. Diablo (PC)

5. Myth (PC)

6. Goldeneye (N64)

7. Dungeon Keeper (PC)

8. KKND (PC)

9. Riven (PC)

10. X-Com Apocalypse (PC)

Best value game: Magic the Gathering (PC)
Being a freak of the card came, but no fan

---

of the cost of building decks, this turned out to be a cheap alternative.

Favourite PC game: Fallout

Favourite PSX game: Crusader No Remorse

Favourite N64 game: Diddy Kong Racing

Favourite Saturn game: Saturn Bomberman

Most Heavily Anticipated games:

1. Diablo 2 (PC)

2. Ultima IX (PC)

3. Unreal (PC)

4. KKND (PC)

5. Tekken 3 (PSX)

System most used: PC

I have never had much to do with consoles. Having only just bought a N64, I feel that I may have been missing out for quite a while. The real backbone of my gaming world is my trusty, rusty PC. I have had PC's for over 10 years now and feel for raw game driving power they just cant be beat, although consoles seem to be closing the gap quite quickly. The huge numbers of ways to play all sorts of games on the PC make it an absolute must in my mind. From wild racing games to long term strategy, then back to first person shooters, then add the dimension of playing people from all over the place via modem, network on internet, and the variety is virtually endless. If only they could find a way to make them the same price as a console.

Steve O'Leary
(Editor of N64 Gamer/Hyper Contributor)
Age: 28
Systems owned: PC, Nintnedo64, Playstation, Saturn, Neo Geo
Favourite Types of games: Anything where you can punch or kick the shit out of other people

Top 10 for '97-'98

1. Goldeneye (N64)

Well, this game certainly turned some heads on N64 owners with its brilliant graphics and gameplay. The first 'real' spy-type game, Goldeneye is not only excellent fun single player, but it's probably one of the best multi-player games of all time. If you've got a N64 and don't have Goldeneye then you need a good beating...

2. Ultimate Race Pro (PC)

I must admit that this game is one of the best racers of all time. Originally for a PC accelerator card called the Power VR, Ultimate Race was the first PC game to actually stand head and shoulders above consoles, and even arcades for that matter. To top if off, Ultimate Race has a destruction derby mode. Get four players on a network and the game screams.

3. Fighter's Megamix (Saturn)

Being an old Saturn fan, Fighters Megamix was, in a way, a dream come true for me. Thirty or so players, Virtua Fighter dudes Vs Fighting Vipers Dudes, and some of the moves for the VF3 characters made it the best fighting game seen in '97-'98, period.

The Next Media In-house Game Boffins

We also asked some of the guys in the office who weren't Hyper contributors as to what they'd put as their top ten games.

Malcolm Campbell
PC Powerplay Art Director)
Age: 26
1. Final Fantasy VII (PSX)
2. MacQuake (Mac)
3. Abe's Oddysee (PSX/PC)
4. Soulblade (PSX)
5. Raystorm (PSX)
6. Suikoden (PSX)
7. Goldeneye (N64)
8. Mario Kart/Diddy Kong (N64)
9. Street Fighter Alpha 2 (PSX)
10. Bust-a-move 2 (PSX)
Most Anticipated - Xenogears, Unreal.

Gareth Jones
(Deputy Editor of PC Powerplay)
Age: 26
1. Quake2 (PC)
2. Masters of Orion 2 (PC)
3. TOCA Touring Cars (PC)
4. Interstate '76 (PC)
5. Championship Manager 97/98 (PC)
6. FIFA '98 (PC)
7. Diablo (PC)
8. Dark Reign (PC)
9. Total Annihilation (PC)
10. Stars! (PC)
Most Anticipated: Babylon5: The Shadow Wars

Steve Scott
(Hyper Art Director)
Age: 27
1. MacQuake
2. Super Mario 64 (N64)
3. Interstate '76 (PC)
4. Age of Empires (PC)
5. Mario Kart (N64)
6. Quake 2 (PC)
7. Blade Runner (PC)
8. Twinsens Oddysey (PC)
9. Lylat Wars (N64)
10. Diddy Kong Racing (N64)
Most Anticipated game: Unreal (PC/Mac)
(mac baby, mac!),

Ben Mansill
(Editor of PC Powerplay)
Age: 31
1. Master of Orion 2 (PC)
2. Heroes of Might and Magic 2 (PC)
3. TOCA Touring Cars (PC)
4. Total Annihilation (PC)
5. Jedi Knight (PC)
6. Diablo (PC)
7. X-Wing vs. TIE Fighter (PC)
8. C&C for Win 95 (PC)
9. Age of Empires (PC)
10. Ignition (PC)
Most Anticipated: Falcon 4.0

Ed Dawson
(Creative Director - Hyper@ctive)
Age: 20
1. Teamfortress Quake (PC)
2. Turok, Dinosaur Hunter (N64)
3. Goldeneye 007 (N64)
4. Twinsen's Odyssey (PC)
5. MDK (PC)
6. Worms 2 (PC)
7. Speed Rally (PC)
8. Wipeout XL (PC)
9. Grand Theft Auto (PC)
10. Carmageddon (PC)
Most anticipated: Turok 2 (N64)

4. **Super Mario 64 (N64)**
5. **X-Men vs Street Fighter (Saturn)**
6. **King of Fighters '97 (Neo Geo, Arcade)**
7. **Mario Kart 64 (N64)**
8. **Quake 2 (PC)**
9. **Moto Racer (PC)**
10. **Jedi Knight (PC)**

Best value game: Well, it sure ain't KOF'97! ($400) I'd have to say Fighter's Megamix.

There's a little clock in the game that records the amount of hours you play the game. So far I'm up to about 800 hours...

Favourite PC Game: Ultimate Race Pro
Favourite PSX Game: Rage Racer!!!
Favourite N64 Game: Goldeneye
Favourite Saturn Game: Fighter's Megamix
Most Heavily anticipated games:
1. **Virtua Fighter 3** (Whatever the hell it comes out on first!)
2. **Unreal (PC/Mac)**
3. **Virtua Fighter 3** (Whatever the hell it comes out on first!)
4. **Zelda 64 (N64)**
5. **Virtua Fighter 3** (Whatever the hell it comes out on first!)

System most used: PC

Mostly because I spend so much time typing on the damn thing... Still, it's great to have the fastest machine and a real hot 3D accelerator to play games like Ultimate Race and Quake 2. The Saturn's still an old favourite though. The games still keep their interest, even after some have been released for over a year or so. PC does have the edge at the moment though.

Andrew Iredale

(Editor of Official Australian PlayStation Magazine)
Age: 25
1 - Time Crisis (PSX)
2 - Street Fighter Zero 2 (SF Collection) (PSX)
3 - Final Fantasy VII (PSX)
4 - PaRappa the Rapper (PSX)
5 - MacQuake (Mac)
6 - TOCA Touring Car Championship (PSX)
7 - Tobal 2 (PSX)
8 - Point Blank (PSX)
9 - Bushido Blade (PSX)
10 - Wave Race 64 (N64)
Most anticipated: Metal Gear Solid (PSX)

Andrew Humphreys

(Editor of Rolling Stone)
Age: 27
1. MacQuake (Mac)
2. Myth (Mac/PC)
3. WCW vs NWO Wrestling (N64)
4. Diddy Kong Racing (N64)
5. Goldeneye (N64)
6. Last Bronx (Saturn)
7. International Superstar Soccer (N64)
8. Parappa the Rapper (PSX)
9. Quake II (PC)
10. Resident Evil 2 (PSX)
Most anticipated: Unreal (PC/Mac), but hey, I anticipate ANYTHING that's coming to Mac. Diablo for Mac looks nice too. How about Quake II for Rhapsody to be obscure!

The Awards

In the name of good fun, we decided to declare winners based upon the games that people voted for. The score is based on how highly each person put the game in their list, with their number one game receiving 10 points, and their tenth favourite receiving 1 point. The number of votes also helps give an indication of how universally our staff here liked a game.

The top 20 games for '97-'98

Title	Points	Votes
1. **Final Fantasy VII (PSX)**	51	6
2. **Quake 2 (PC)**	40	6
3. **Goldeneye 007 (N64)**	35	6
4. **Mac Quake (Mac)**	35	4
5. **Diablo (PC)**	30	6
6. **Diddy Kong Racing (N64)**	27	5
7. **Soul Blade (PSX)**	24	3
8. **Mario Kart 64 (N64)**	21	4
9. **TOCA Touring Car (PC/PSX)**	21	3
10. **Myth (PC/Mac)**	21	3
11. **Twinsen's Oddysey (PC)**	19	3
12. **Time Crisis (PSX)**	19	3
13. **Masters of Orion 2 (PC)**	19	2
14. **X-Men vs Street Fighter (Saturn)**	17	3
15. **Age of Empires (PC)**	17	3
16. **Jedi Knight (PC)**	16	3
17. **Super Mario 64 (N64)**	16	3
18. **Interstate '76 (PC)**	15	2
19. **Abe's Oddysee (PC/PSX)**	13	2
20. **PaRappa the Rapper (PSX)**	12	3

Most Commonly Used Gaming Platform: PC

Most Heavily Anticipated game: Unreal (PC/Mac)

It was pretty interesting that no game appeared in more than 6 gamers lists. In total, sixty-nine games were listed, proving that there's a lot of good stuff around. It's obvious that titles like Mac Quake made it in because the office is full of Mac users, and Final Fantasy VII was voted for by every PlayStation owner, with the exception of Steve O'Leary.

We'll no doubt do this sorta thing again in about a year's time... and it'll be interesting to see how many of those "most anticipated games" make it into the lists.

Quake 64

It's gibbing time! **Eliot Fish** *does a backwards rocket-jump onto a Quad and gives us the low-down...*

Before I even finish this sentence, Nintendo 64 owners have taken one look at these screen shots and decided to buy this game. I know that, but it's OK, because they'll be making the right decision. The anticipation over a N64 port of this mega-hit PC game has been massive, and even after the shoddy Saturn conversion, N64-owning Quake virgins have been praying to the heavens every night that Quake on a cartridge would be possible. Well it is. It's here. If you've never played the PC original, then satisfy those urges and grab yourself a copy of Quake 64 right now. It's not as good as the PC version (how could it be?), but it's no dog. In fact, Quake 64 has surpassed my expectations, and even though the single player game was never Quake's strong point, Quake 64 is extremely playable and a real blast.

Control pad hell

The first thing that worried me, was how the controls would be implemented. Well, thankfully, you can remap the N64 controller to whatever you desire, so getting in there and gibbing won't take too long to do. The most ideal setup, seemed to be using the D-pad for forward, backward and strafing, with the analogue stick for looking and turning - though Turok and Goldeneye players will probably prefer their own setup. Once you've settled in to the uncomfortable controls (they're not ideal for this style of game, though if you haven't played Quake before you won't be upset), you can begin your adventure into the spooky world of Quake.

Visually, Quake 64 remarkably has more in common with the GL version of the PC Quake, as the game is packed with coloured lighting and smooth textures. There are even some pretty glow-effects with rockets and the like which were only previously seen in GLQuake thanks to 3Dfx. Don't expect the same sort of resolution though! The low-res of a common TV mixed with the N64 habit of blurring things, tends to makes some of the darker sections of the game a little hard to figure out. The game isn't ugly though, and on a whole, the graphics are quite crisp and defined. Certainly the funky coloured lighting
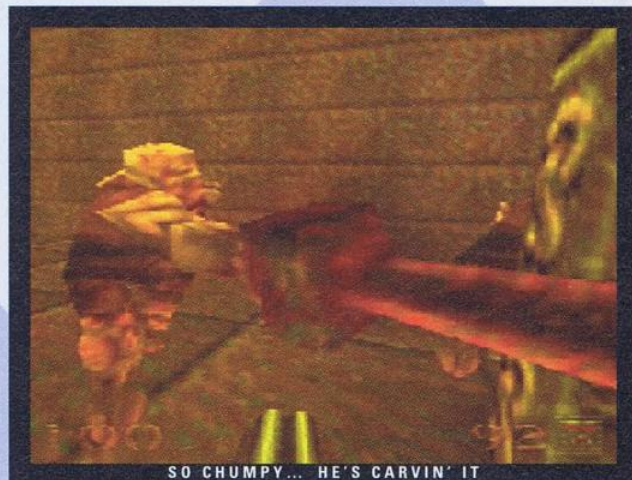
SO CHUMPY... HE'S CARVIN' IT
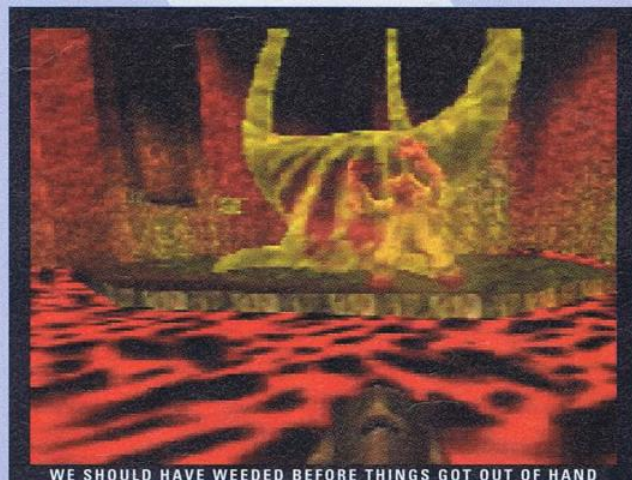
WE SHOULD HAVE WEEDED BEFORE THINGS GOT OUT OF HAND
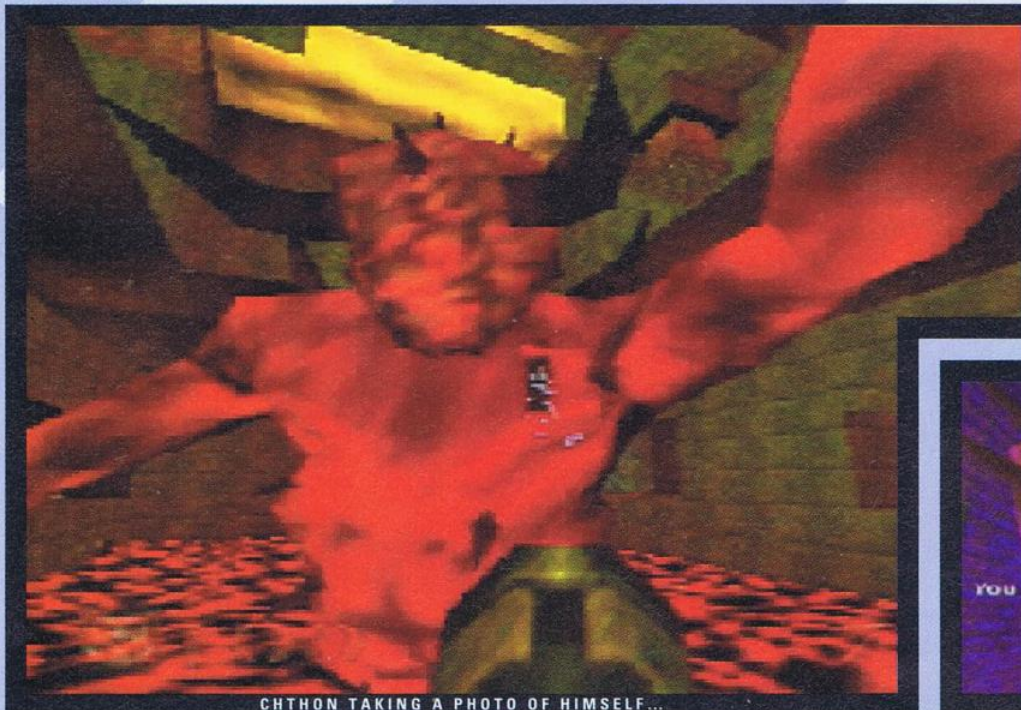
CHTHON TAKING A PHOTO OF HIMSELF...
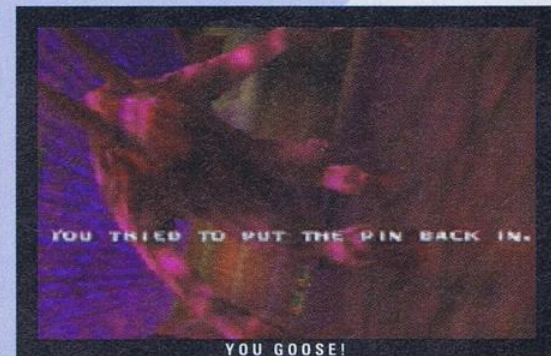
YOU TRIED TO PUT THE PIN BACK IN.
YOU GOOSE!

makes a huge difference in creating a creepy atmosphere and giving the architecture more depth and line. You could even go to say that Quake 64 looks quite unbelievable considering it's all coming off a cartridge. So how fast does everything animate? The big question, eh? Well you'll be beyond happy to know that framerates in Quake 64 are really very good! Charging down a hallway into a room full of fiends, with grenades pumping out everywhere, the game didn't slowdown at all and everything was really quite smooth, probably smoother than Goldeneye. All the creatures are animated pretty closely to their PC counterparts too, and besides some very minor level changes and architectural differences to the levels, this is virtually a direct port. Incredible stuff.

Multiplayer hell

Sooooo... we know that the single player Quake 64 is very good. The question everyone wants answered though, I'm sure, is – "What the hell is the deathmatch like?!". Ok, for starters, Quake 64 can only manage a two-player deathmatch. That's disappointment number one. Number two, is that the split-screen mode is a bit of a dog. It chugs. When you're not engaged in combat with your opponent, things tend to roll by smoothly, but once you start fighting the game doesn't like it much at all. The horizontal split is squashed and ugly to look at too. Not only can you just look at where your opponent is and hunt them down, but once you get there, they appear so small on the screen that fire-fights almost come down to blind luck. This won't do at all... Dan and I had a bit of a deathmatch, and it was just kinda silly. Still, for two gamers who don't have access to some PCs and want to see what Quake DM is all about, this is an okay representation. Goldeneye deathmatch is definitely better, though let me say again that those who didn't play Quake on the PC may find Q64DM more fun than we did. To their credit, the developers managed to include seven deathmatch maps for your persual, which is a fine achievement – and they're all the original iD maps too. The Hyper verdict though, is that Quake 64 is a great single player romp and a more than adequate port of the original, but for deathmatch... well, Nintendo 64 owners will just have to be happy with experiencing only half the magic of Quake.
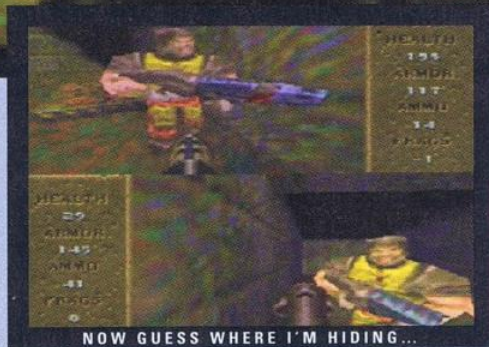
NOW GUESS WHERE I'M HIDING...
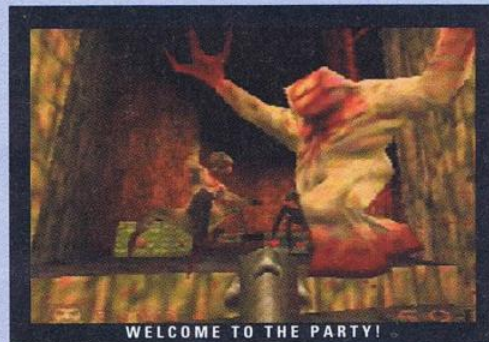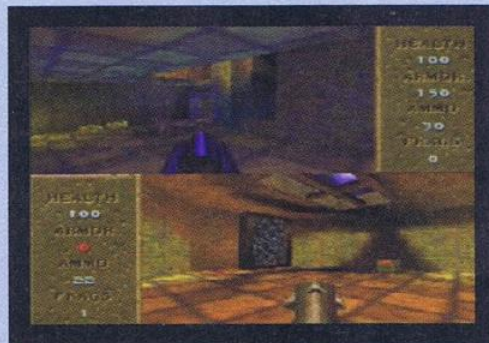
WELCOME TO THE PARTY!

AVAILABLE:	NOW
CATEGORY:	1ST PERSON SHOOTER
PLAYERS:	1-2
PUBLISHER:	GT INTERACTIVE
PRICE:	TBA
RATING:	MA15+

FREAKOMETER

You have to be very dextrous to handle the control system, but the AI isn't hard to beat.

MULTIPLAYER

Not a good indication of a real Quake deathmatch at all, and really just a diversion from the single player game.

VISUALS
85

SOUND
80

GAMEPLAY
84

OVERALL
85

Hey man, it's Quake on the N64, and it's good! If you never played the PC original, then you'll be stoked.

Yoshi's story

Sometimes you wonder what those Nintendo programmers are on. **Eliot Fish** gives them a urine test...
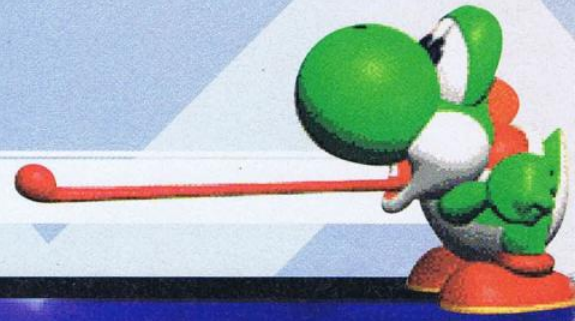
Hands up those of you who played Yoshi's Island on the Super Nintendo system? It was probably one of the best and most underrated of the post-Mario platforming games by the game designer from Hell (or Heaven, depending on your point of view), Shigeru Miyamoto... The big M, as opposed to the big N. Yeah, were talking about the Shigster. A man who just seems to be so in touch with what gamers want from a game, that his creations always leave you with a memorable experience - Mario, Metroid and Zelda just to name a few. Though his fingerprints are undoubtedly all over Yoshi's Story, you get the feeling that when it comes down to it, Mr. Miyamoto was too busy with Zelda 64. Yoshi's Story is an awesome platformer, no doubt, but the game is on the whole a little shallow. There's enough gaming here to keep you grinning from ear to ear for days, and maybe weeks if you only play in short bursts, but there's something about Yoshi's Story which leaves you feeling like there should be something more to it.

You May Puke

Eat some ginger before you play this game. I've heard that it's good to prevent nausea, and once you hear the Yoshi theme and the song when you complete a level - you'll be grabbing your ears in terror and running for the porcelain bus to take it for a joy ride. Then there are the little Yoshis with their big watery eyes and squeaky voices - ahhhhhhhh-hhh!!!!! Diddy Kong Racing isn't a patch on this. If Yoshi's Story wasn't so damn playable, I'd take to it with a large blunt object and quote something satanic. Okay, maybe I wouldn't, but I think you get the message. So let's just get straight to the gameplay...

Nintendo's decision to stick with 2D was a good one. There's only so much 3D platforming this next generation can stomach, as most of it simply doesn't work. Simple 2D level design can still provide the gamer with plenty to do and plenty to ooh and ahh at, so it was nice to see they didn't mess with the basics. Yoshi's Story isn't strictly 2D though, as
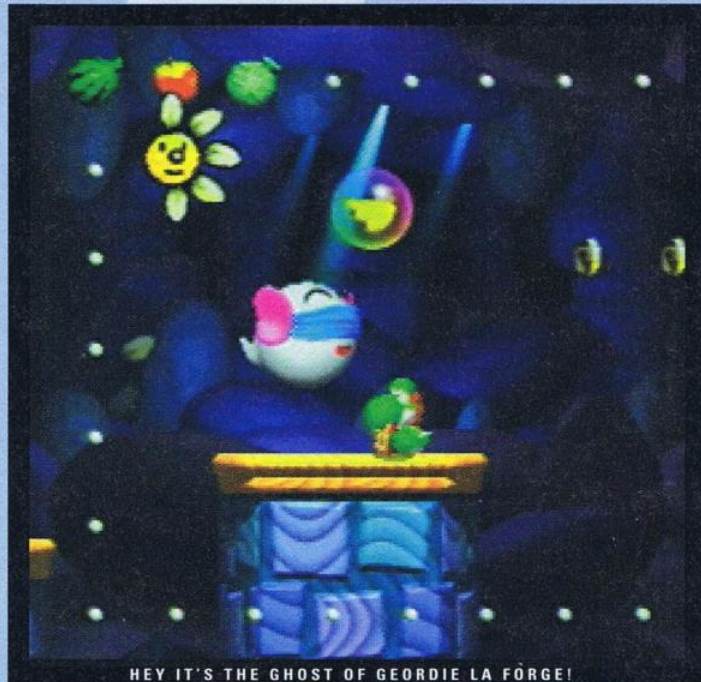
HEY IT'S THE GHOST OF GEORDIE LA FORGE!

PLAYING THIS GAME COLOURBLIND WOULD SUCK

WHO EVER SAID A LONG TONGUE WOULDN'T COME IN HANDY?

the N64 can manage some pretty fancy effects which make the game look incredibly solid and lifelike. At points in the game, you can walk in and out of the screen as well as see parts of the environment look quite 3D in their rendering. The oozing gooey ledges, and jelly-like water move especially beautifully and help to enhance the smooth feel of the game. The analogue control works a treat, and everything feels so fluid and precise. The animation is perfect, and everthing is flicking by at 60 frames per second, so you really only have your clumsy skills to blame when things go wrong.

There are a whole bunch of different coloured Yoshis to choose from, and this plays a big part in how you approach the levels. Yellow Yoshi for instance, will score more points by eating only the yellow fruit and the yellow enemies, though the exception is eating the honey-dew melon which is good for all Yoshis. If you can survive with the one Yoshi, you're going to score big time, but if you die it is possible to continue with a different coloured Yoshster until you run out. Basically, scoring high points is the main aim of the game, which will excite old-school gamers. The order in which you eat fruit, also makes a difference for your point scoring, and it can be quite tough hunting down the type you're after. Discovering the hidden bits and funky secrets is always a sub-plot to Miyamoto games, and in Yoshi's Story there isn't really

enough of this. Yoshi has the ability to "sniff" suspicious areas for secrets, and there are hidden Hearts through the game too, but there isn't that nail-biting toughness of Mario days. You see, there are no "exits" to the levels - a level is complete when you eat 30 pieces of fruit. The challenge is trying to eat the "fruit of the day" which is randomly selected at the beginning of your game. It's a goddamn fruit-fest!

It's An Addiction

Yoshi's Story is full of fun and interesting devices which make this a platforming game a cut above the rest. Drifting down levels with an umbrella, riding huge tilting platforms, floating on jets of air, stomping through jelly, pushing and breaking blocks - this is damn good fun. A lot of the elements we've already seen in the Mario games, and it's levels are all reminiscent of classic Mario levels - the haunted castle, icescapes, underwater bits etc. - but Yoshi is so big, bright and beautiful that you'll enjoy it all over again. Some things have taken a neat twist too, like the shy ghosts who now are blindfolded but have huge ears and chase you when you "make noise" like jumping and running. There are also interesting new beasties in the underwater bits, and oddities like the spiders which hang from an inpenetrable piece of webbing. Everything has it's own personality, and there's a unique way to approach every level. Yoshi can jump and tread air (which makes him hover slightly), shoot out his tongue which can stick onto things and grab fruit, shoot eggs which trail behind him after eating enemies and you can also do a stomp jump to reveal coins or affect the environment.

The overall presentation is fantastic, and you'll find yourself addicted to Yoshi's Story within no time at all. The problem is, that the game seems a little unchallenging and you may finish it off pretty quickly. There isn't the hardcore gameplay seen in the Mario series or even in Yoshi's Island, and there really should have been more hidden levels or bonus challenges to keep you playing long after the main objectives are behind you. Yoshi's Story is a little too damn easy, but you will enjoy it while it lasts.

THE LADIES ALL LOVE YOSHI

One

There's certainly more than One reason to buy this game, as **Eliot Fish** *will tell you...*

ONE MAN AND HIS GUN...

Sick of jumping on the heads of fluffy animals? Tired of lengthy conversations with dull townsfolk? Or are you getting bored with the easy videogames you've been playing? Well... here's a game which will not only test your patience, but give you a real challenge along the way. One is a strange hybrid of platforming, shoot 'em up and MDK-like game mechanics and it's one of the toughest videogames I've had to review in quite a while. Either you'll love the brutal difficulty or you'll hate the game to bits, as One starts hard and ends harder - and most of the difficulty comes from the slightly flawed controls - yet there was something about this one which kept me coming back determined to conquer it... or maybe that's a testosterone thing... either way, I had fun playing it.

Relentless

From the first few seconds of One, you'll be thrust into the relentless action which doesn't let up until the game ends. Your character, John Cain, wakes up to find a rocket blasting through his bedroom window - and suddenly the chase is on. You are being pursued and you yourself are racing to destroy your pursuers. One is a very cinematic game in this sense, and the presentation is top notch. Before I even wax lyrical about the tasty graphics, let me say that the soundtrack in One is the full dramatic movie score and it sets the tense atmosphere well. The sound effects and constant radio chatter from your enemies is great too, and as you run around like a psycho you hear your opponents say stuff like "What is this guy made of?!" and "Here he comes! Don't let him near the (whatever)!" which helps to suck you right into the action.
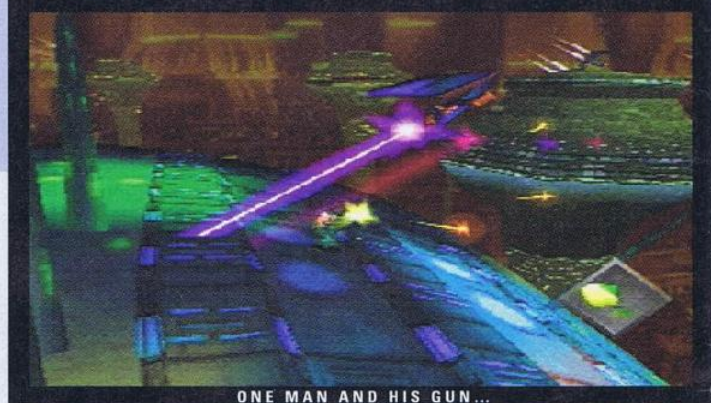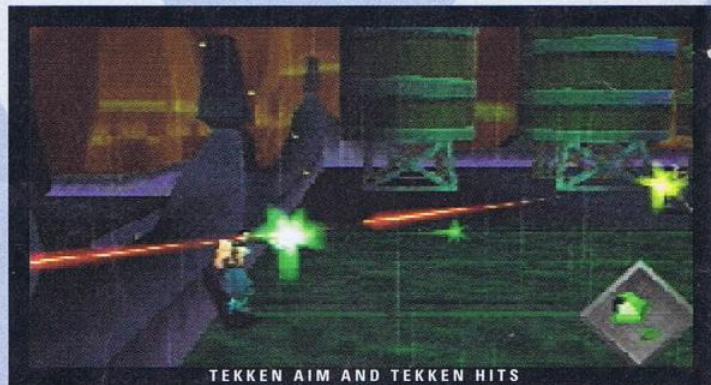
TEKKEN AIM AND TEKKEN HITS
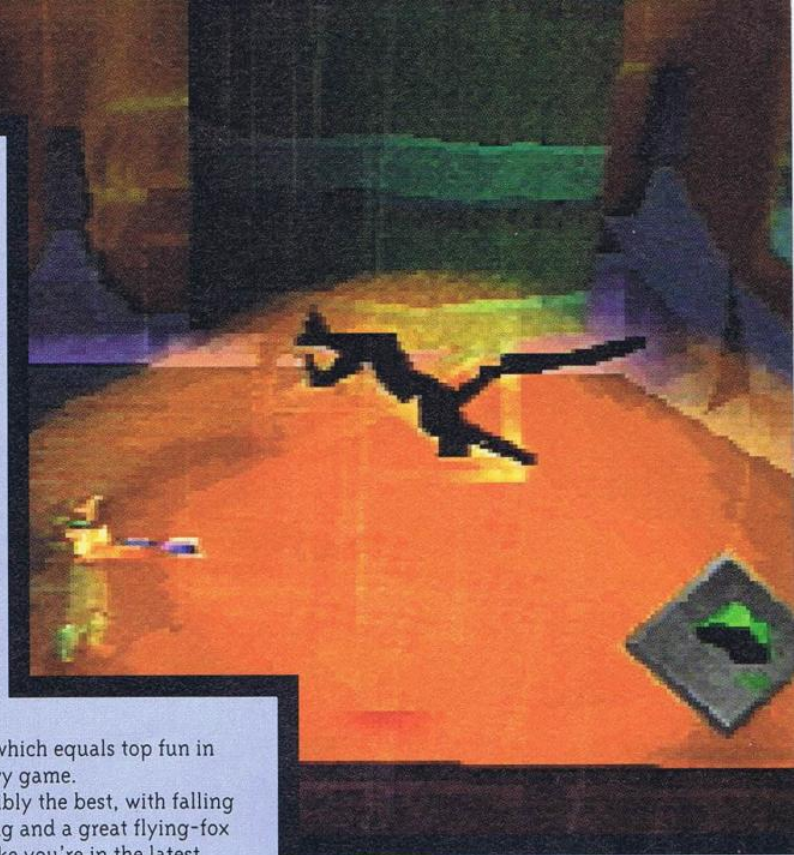
As you can see from these screen shots, One is right up there with some of the coolest looking PlayStation games around. The coloured lighting and laser effects look awesome and all the explosions and weapons look fantastic and are fun to use. As you play, the camera swings around you giving you the feeling you're in a true 3D world and it zooms in and out depending on what you need to see. As opposed to games like Pandemonium or MDK, the camera work in One is way more dynamic, and though at times it's in an annoying position, it never fails to keep the game looking great and as long as you know how to approach the level you're on - the camera will never really get in your way.

WATCH OUT FOR THE EVIL GREEN BLOBS!

Intense

So, why is One so challenging? Well, for starters the game begins on a rather difficult level which unfortunately highlights the game's sloppy controls. But, if you manage to be patient and get past this initially frustrating beginning to the game, you'll discover there's a lot of fun to be had here. The next rooftop level for instance, besides looking exceptionally Blade Runner-ish, swings from some exciting hardcore shooting sections to tricky platform jumping which you'll probably end up having to play over a few times to nut out.

Your character is equipped with a robotic arm which has a green laser - not the most powerful beam - and you only have a certain tolerence level to pain. As you destroy more objects and opponents, you get steadily angrier and your power increases until you reach the maximum level which is a mega-powerful silver laser. At the same time, your heart-rate increases and as long as you are not taking hits, your resistence to pain builds so that you can take more damage. This concept is the driving element of the game, and you'll always be trying to keep your weapon powered up and your Rage levels high, whilst avoiding enemy fire which only makes you weaker again. What this means of course, is that there is a stupid amount of things to shoot,

from helicopters to buildings, which equals top fun in such a fast paced weapon-heavy game.

The mountain level was possibly the best, with falling rocks, sections of cliff collapsing and a great flying-fox bit which just makes you feel like you're in the latest Bruce Willis movie. You really get the feeling that your little guy is managing to infiltrate some huge evil complex, and once you take on the boss in the train section, you be saying "coool!!".

Of course, some of you may find One either too hard or too frustrating, as the slippery controls have you falling off plenty of ledges and not making jumps you swear were there. Certainly, the controls should have been tweaked, and there were times during the final stage (which requires a ridiculous amount of accurate jumping - and it's TIMED) that I was ready to eat the controller or smash it through the TV, but One was entertaining enough that the next day after I had calmed down, I wanted to give it another go.

Be wary if you're easily annoyed, but be encouraged that One is a lot of fun if you stick with it.
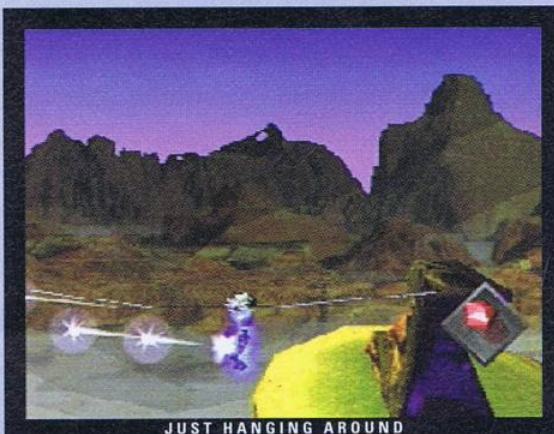
JUST HANGING AROUND
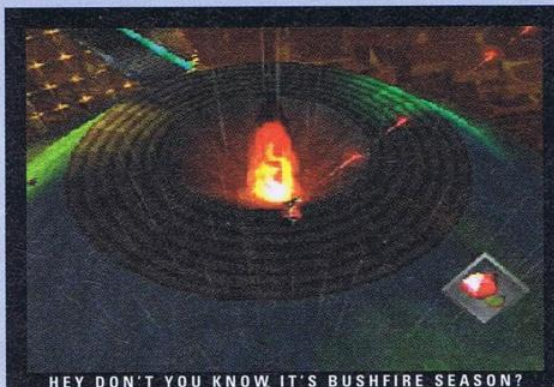
HEY DON'T YOU KNOW, IT'S BUSHFIRE SEASON?
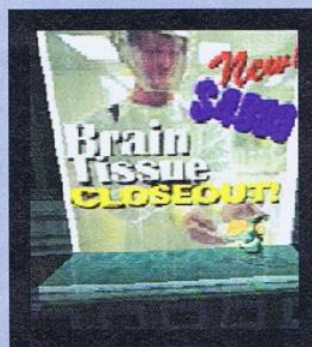
AVAILABLE:	NOW
CATEGORY:	ACTION
PLAYERS:	1
PUBLISHER:	GT INTERACTIVE
PRICE:	TBA
RATING:	TBA

FREAKOMETER

Not a genre which requires a great IQ, but the game is HARD.

VISUALS
86

SOUND
84

GAMEPLAY
82

OVERALL
80

Only 5 levels, but they're long and hard. Furious action!

The Adventures Of Alundra

Finally, some more RPG action for the PlayStation! **Eliot Fish** *goes in search of some gameplay...*

Your Life Lacking Adventure?

Your name is Alundra, and as per bloody usual you have to trounce around the world saving everyone's sorry butt. It's not like anyone even asked you, but you're stuck there to fulfill a prophecy blah blah blah, and the fate of the world is on your shoulders - thanks a lot, eh? This is classic stuff, and the Adventures of Alundra never really steers outside of the generic console RPG scenario... not that there's really anything wrong with that, as the game is beautifully made and there's some quality adventuring beneath it all. If you played Zelda on the SNES then you'll notice a lot of elements which have been "borrowed" for Alundra. Small bushes can be swished with your sword, as they hide money and life, and bombs can be used to destroy rocks and bosses. As is the norm, your character develops better weapons and magic as the game progresses, with some of the effects later in the game looking truly cool.

If you're not one for dialogue in RPGs, then you'll find yourself wading through streams of conversation in Alundra that you could probably do without... all the people in the village of Inoa have a story to tell (typical, eh?) but it sets up the plot bit by bit which keeps you sucked in. At times, my jaw was hurting I was laughing so much at some of the dialogue - you will too when you're told "Do what he says, or he'll tear you a new one!". Your little dude Alundra is constantly being presented with decisions to make by people he comes into contact with, and sometimes you have to think before you act on something. Unfortunately, most of the options simply lead you back to the correct decision, so there's a bit of pseudo non-linear stuff going on here.

The golden days of 16-bit gaming on the SNES and Megadrive brought us some truly wonderful RPGs - Zelda: A Link To The Past and Landstalker were both corkers, and a couple of classic console RPGs. In this 32-bit era of CDs packed full of FMV and oodles of rendered art, we've played some truly awesome adventures - FFVII for instance - but when I popped Alundra into the office PlayStation, I was reminded again of those rainy days playing Zelda on my SNES and how satisfying and engrossing it was to play. Alundra is a return to this classic Action/RPG gaming, even visually, the game harks back to the 16-bit era. The playing area is quite massive, with sprawling forests and huge castles, and there are some definite 32-bit moments with the graphics, so this isn't a step backwards by any means. Only ten minutes into the game, you get the feeling that Alundra is going to be a quality RPG, and it really is one for lovers of all those great 16-bit RPGs.

THE DEADLY ITALIAN MEATBALL SPELL

THE SHOPPING TROLLEY TRAINING PAYS OFF

IS THAT A PLUS TWO MAGIC SWORD IN YOUR POCKET OR ARE YOU JUST GLAD TO SEE ME?

Bonaire

Sara......Sara! Don't be shy,
you tasty morsel of babitude! Let me
check you out!

Classic Stuff

The smooth animation and responsive control in Alundra makes navigating the map, jumping gaps and hacking and slashing with your sword as easy as 1-2-3. Alundra gets around at a decent pace, so wandering through the endless screens of forest isn't too frustrating as it is in other adventure games. Everything feels intuitive and responsive, so the design of the adventure is all that needs investigation.

The sort of tasks which you'll be faced with in Alundra range from fetching objects, to vanquishing the evil inhabitants of a location to simply figuring out what it is you're meant to do next. A nice touch is the little old fortune teller in the village who will give you a hint if you pay her some cash. At first, the villagers are terrified of being overrun by the creepy Murgg, so initially their hideout is where you focus your aggressive tendencies. However, as you crack skulls, you realise something far more sinister is going on and Alundra really has his work cut out for him. Your character has the ability to enter other people's dreams, and this is a great addition to the tasks which lie waiting back in the real world. Most of these episodes are puzzle-orientated with a boss to defeat. There may not be a polygon in sight here, but it's all the better for it, as Alundra has some great bosses and the challenge in these battles is great fun.

If you love console RPGs, then you simply can't go wrong with the Adventures of Alundra. Working Designs have put a lot of effort into a piece of classic gaming which may have it's roots in the past, but stands up today as good value.

HAVE AT YOU MASHED POTATO MAN!

AVAILABLE: **NOW**
CATEGORY: **ACTION/RPG**
PLAYERS: **1**
PUBLISHER: **PSYGNOSIS**
PRICE: **$79.95**
RATING: **G**

FREAKOMETER

Patience is required for venturing on with very few save points. A good challenge.

MULTIPLAYER

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

VISUALS
77

SOUND
74

GAMEPLAY
80

OVERALL
82

All the puzzles, action and plot you'd expect in a good RPG. This is a must as long as you're not expecting a FF7 beater.

Point Blank

There's nothing quite like getting to know your weapon. **Eliot Fish** *whips his out and shakes it around...*

For those of you who visit the arcades, you'll already be familiar with Point Blank the novelty-style shooting game from Namco. There's not a zombie, robot, evil cop or soldier in sight, instead it's 2D fluffy toys, circular targets and a skeet or two. Before you nod off to sleep, or run screaming to your copy of Quake, let me tell you how good this concept really is. Point Blank has enough challenging and frantic target shooting in it to have the whole Hyper office standing around giggling stupidly... and everyone wants a go. It's simple, clever and incredibly addictive. It's not hardcore in it's visuals, in fact at times it's poor, but it sure is hardcore in it's gameplay. This is pure fun.

Bust A Cap

How about accurately hitting 21 targets the size of a five cent coin in five seconds? Think you can do it? This is the sort of challenge Point Blank offers the gamer. Strap on your Guncon (easily the best PlayStation gun on the market), and get ready to lose a few buckets of sweat... you'll be back and back at this game until you master it completely. It's just got that dumb appeal which forces you to want to better your previous efforts. Some of the challenges on the disc are so stupidly difficult that you may in fact never manage to achieve them. Thankfully, Point Blank lets you choose between a Training level, Normal, Expert and Very Hard mode of play. In the Normal mode, you may be required to do stuff like... shoot all the red ducks (avoiding the blue ducks and bombs) in 20 seconds - or lose a life. In Very Hard mode, you'll end up have to shoot a falling leaf the size of a peanut, in five seconds, with one bullet - or lose a life! The amount of variety here is great too, with there being countless different challenges, so that you can play over and over before you actually see everything which is on offer! Some of the best include nailing the cuckoo birds as they pop out of a castle, or the classic (and bloody hard) skeet shooting, or how about busting a cap in a bunch of fluffy toys - but you have to match your target with the toy in the window as they pop up! Your continue button will be worn down to the spring.

SESAME STREET ON DRUGS

HEY! HOLD ON, THESE GUYS ARE JUST MADE OF CARDBOARD!

Press the button

Shoot to select!

ABBATOIR WORKERS ON THEIR LUNCH BREAK

Press the button

HMMM... YOU'LL HAVE TO THINK BEFORE YOU SHOOT
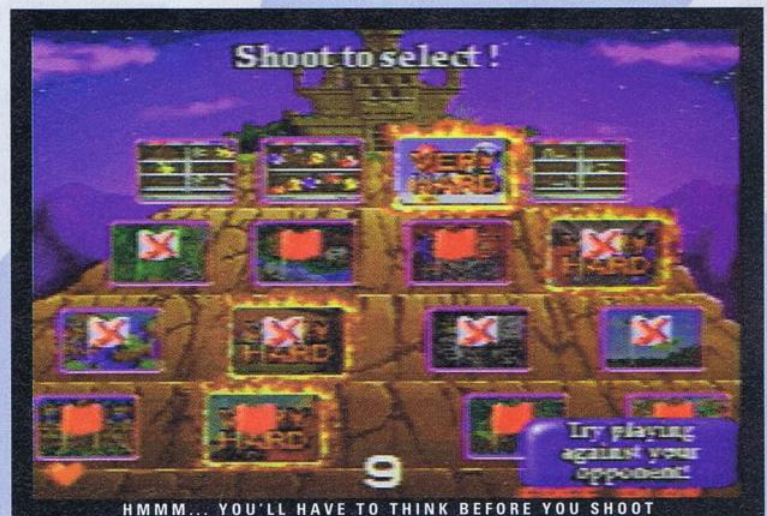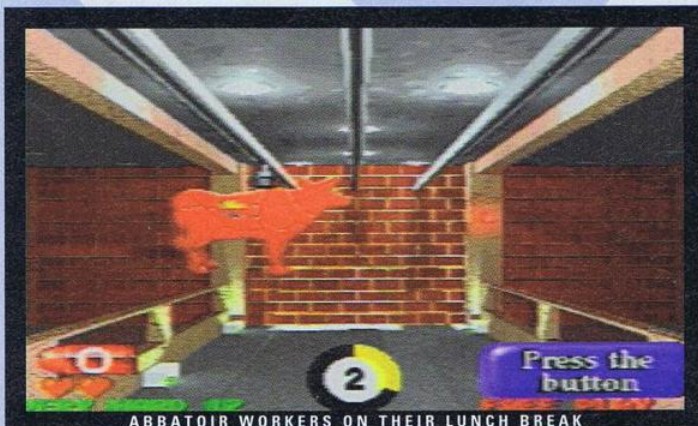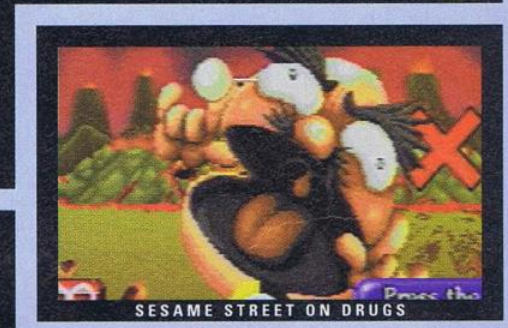
Gang Bang Bang

Get some friends around with another gun, and you can indulge in the fantastic two-player mode where you go head to head to see who shoots the sharpest. On the bonus levels, you get to hinder your opponent by shooting at the object they're trying to protect, just to be a pain in the butt. The two bizarre characters Dr. Dan and Dr. Don are always popping up throughout the game in odd situations, and you have to keep the dangers at bay with your razor-sharp reflexes. For instance, Dr. Don may be hanging from a rope over shark-infested waters with a flock of buzzards attempting to pop his balloon. Shoot all the buzzards in the time limit to move on. Play Point Blank for a while and then go back and play something like Time Crisis and you'll find your skills have improved remarkably. Point Blank is great for honing your light-gun skills if nothing else, and it's fun to just pick up and muck around with too.

An interesting addition, is the inclusion of a Quest mode where you lead the two doctors around an island by shooting on the map. Shooting on doorways makes them enter and converse with the locals, where you can buy stuff to help you on your quest. As you wander about the land, you'll have random encounters which require you to complete a challenge to receive experience points, and other RPG style bonuses. It's strange, but it's a nice diversion from the standard target practice in the arcade mode. If you're dying to use your Guncon for something other than Time Crisis, then get this immediately. Point Blank may not look cutting edge, but it's great fun and an excellent port of the arcade game. Good fun.

LOOKS EASY - BUT ROCKS HARD
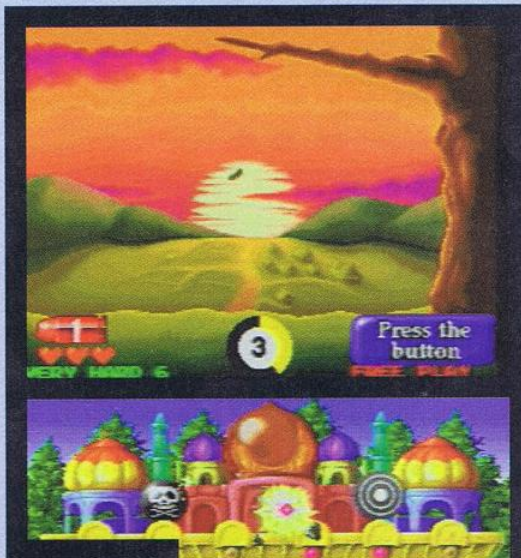
AVAILABLE: MAY
CATEGORY: SHOOTING
PLAYERS: 1-2
PUBLISHER: NAMCO
PRICE: $59.95
RATING: G

FREAKOMETER

You'll need some shooting skills, but this is simply fun with a gun.

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

VISUALS
50

SOUND
55

GAMEPLAY
83

OVERALL
79
An excellent challenge for light-gun gamers who think they're hot and for those who think they're not. Grab your Guncon and go!

Resident Evil 2

The walking dead, guns, strange viruses . . . The Hyper office is a happy place.
Kevin Cheung *drops in . . .*

HYPER BIG RUBBER STAMP OF APPROVAL

DAMN ROACHES... WE'RE GOING TO HAVE TO GET BETTER SURFACE SPRAY
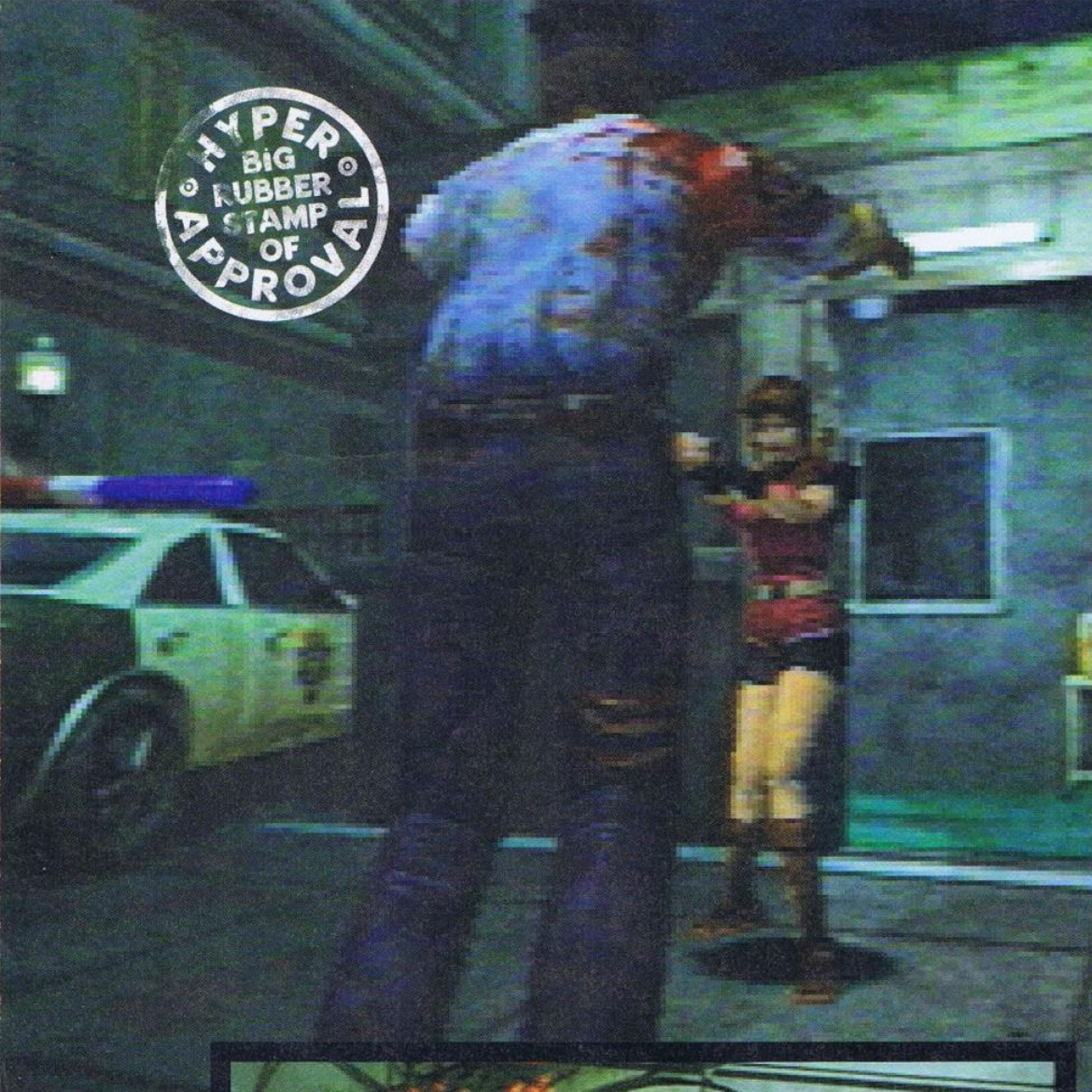
The evening air is empty and still in the lonely town of Raccoon City, disturbed only by the light metallic clatter of two motor vehicles entering the area. Leon Kennedy and Claire Redfield, strangers to each other and this town, should have steered clear. As Leon goes to help a wounded pedestrian and Claire looks for a quick meal in a local diner, a darker tale slowly unfolds right over their shoulders as hordes of the undead emerge from the shadows. Lumbering about like puppets on strings, their bodies are a collection festering wounds, and their eyes are turned a chilling white stare. Neither words nor bullets can stop their stuttered march as they seek to quench their thirst for human flesh. In a few frantic moments, Leon and Claire will be united by the solitary purpose of escape. Make no mistake: the evil has returned.

Here we go again...

Resident Evil 2 marks Capcom's return to the genre of survival horror that was literally re-invented with the original Resident Evil. RE2 takes place shortly after the events of the T-Virus incident of the first game, except the situation is much graver. As either Leon or Claire, you must walk through the zombie-infested streets of Raccoon City and find your way to the police station. From there, you'll interact with survivors, explore the station itself, and eventually make your way into a hidden underground facility. In the process of finding an escape route from the city, you'll discover the horrible truth about Raccoon City, its involvement with Umbrella Corp, and what really happened to Chris Redfield and Jill Valentine after their adventure in the mansion. The discovery of the truth culminates in a new G-Virus with more potency than its predecessor.

BUSTIN' A CAP... GRRLY-STYLE

A Realistic Horror Experience

RE2 is immediately captivating with its superb graphical quality, especially the meticulous attention that has been paid to both the immediate and ambient detail. The backgrounds are simply breathtaking with their photorealistic portrayals of every aspect of Raccoon City. The streets are covered with garbage, bodies, blood stains, and wrecked cars; and the police station is

GEE . . . HE MUST BE A HEAVY SLEEPER!
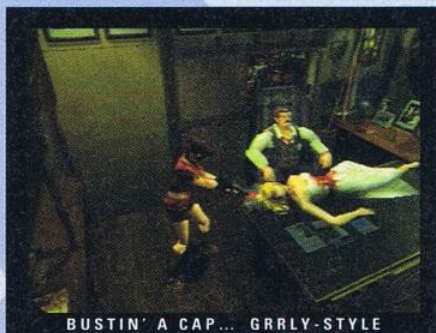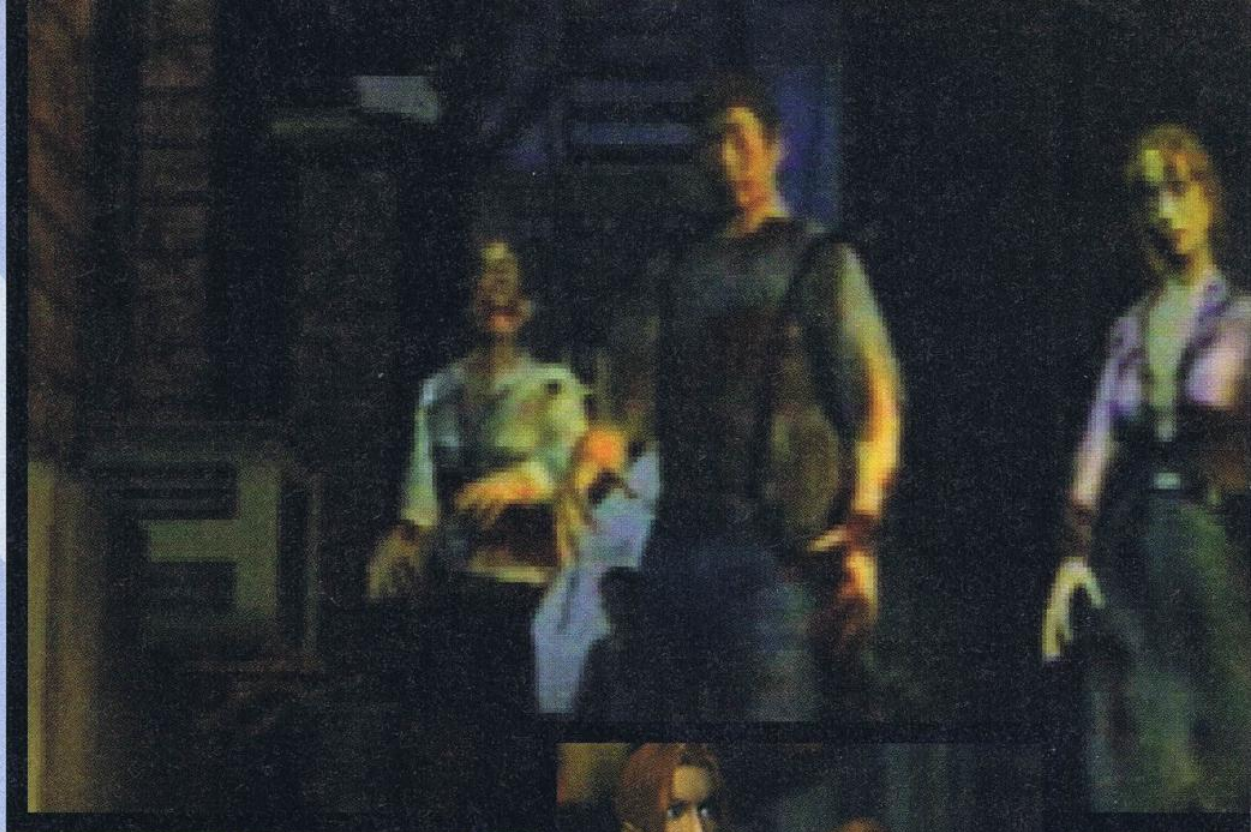
LIGHTS, CAMERA, ACTION!

Throughout the game, you'll be treated to cutscenes that entertain and generally forward the plot. The live action scenes of the original are no longer, replaced by a multitude of FMV sequences, dialogues with in-game graphics, and of course the documents you find lying around the building. On one hand they relieve some of the dramatic tension, but they also deserve a lot of credit for their direction and choreography. With the lights turned down and the stereo turned up, you'd swear you were watching a real movie. Combined with a killer musical score (which is available on import) and the general camera directions within the game, RE2 is a true cinematic game.

THE SUPPORTING CAST

RE2 has a cast of likeable characters who add to the depth and enjoyability of the virtual world. Here are some of them:

Gun Shop Owner

The first person you meet who'll supply you with extra ammo and weapons. Just don't stick around him for too long...

Wounded Cop

He'll fill you in on the recent events at Raccoon City. We all thought he was Will Smith!

Ada Wong

A journalist out on a mission who also becomes the love-interest.... but what exactly is her mission?

Sherry

A little girl whose parents are somehow involved in the zombie-related events. For a kid, she sure is independent!

Chief Irons

The chief of police is definitely a weird guy who knows too much.
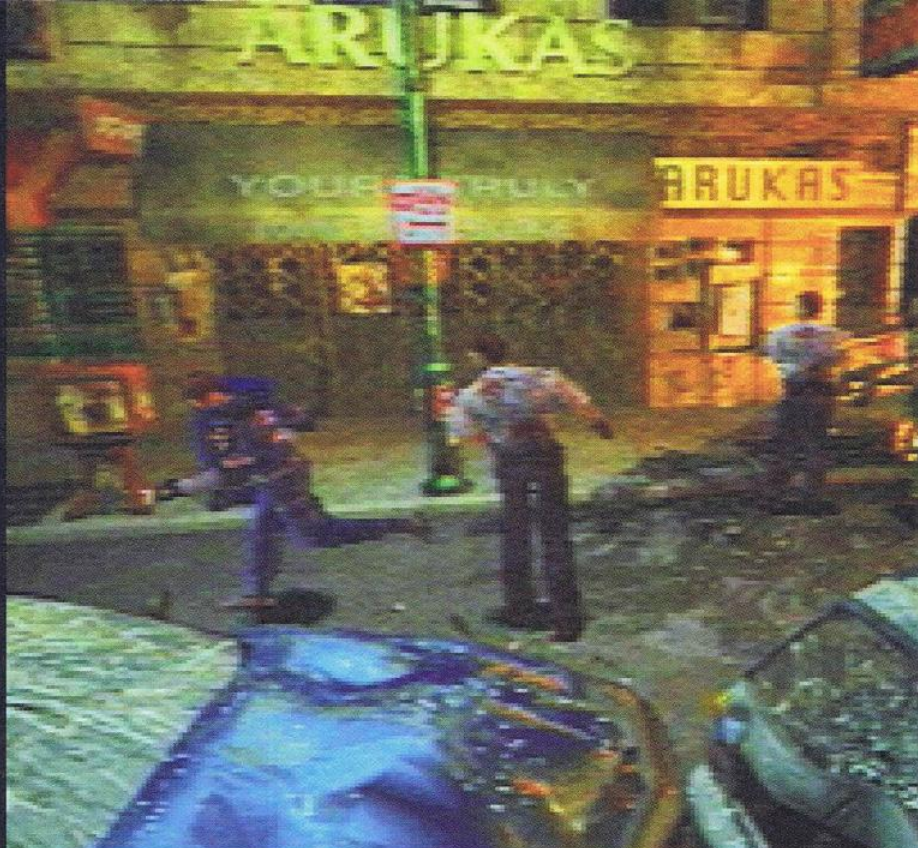
AND WE THOUGHT GETTING TO THE OFFICE FROM REDFERN STATION WAS ROUGH...

filled with spent bullets, broken barricades, scattered office equipment, more bodies, and more blood. Top marks really have to go to Capcom for the designs as they perfectly create the sensation of a population that has recently died a violent death.

The characters and creatures are equally impressive. Each and every one of them are brimming with individual design and brought to life by some of the most life-like animations to be seen. The zombies throw themselves at you with arms outstretched, their body parts fall off as you attack them, and you yourself will limp if you've been injured. Some of them even continue to twitch and writhe about after you've killed them, which is a tad disturbing.

This is topped off by the atmospherics that add to feelings of dread. Different camera angles are exploited to create a horror movie climate. A view from above or from outside a window, for instance, will have you jittering forward as you wait for a monster to leap out. In addition, the audio effects are crisp and distinct, which cleverly exploits your fears and expectations. The effects are totally comprehensive, ranging from creaky floor boards and bullet casings hitting the ground to the gusty winds that blow on the balcony. As if that weren't bad enough, Capcom had to add in some pretty scary music that does well in reflecting the
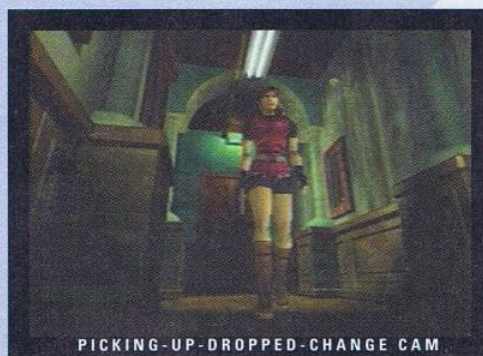
PICKING-UP-DROPPED-CHANGE CAM
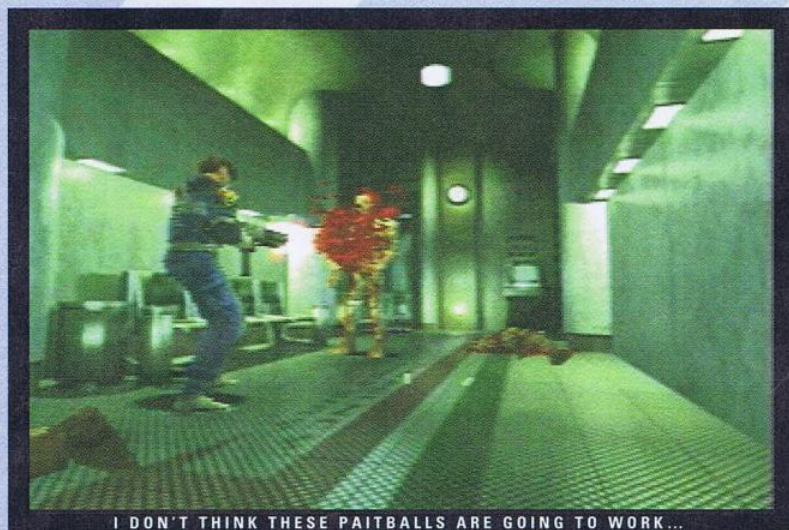
I DON'T THINK THESE PAITBALLS ARE GOING TO WORK...

game, for instance, is not dissimilar from that of Newt in James Cameron's Aliens. The game is actually littered with these allusions, none of which come across as contrived, and thus creates an overall package of plot, sub-text, and themes that will satisfy across the board.

Moving away from all that cerebral matter, it is also satisfying to know that RE2 has new and upgradable weapons. There are enough magnums, crossbows, semi-automatics, and flamethrowers to fulfil the needs of any gun-happy zombie-hunter in sending the undead back to their maker. There are plenty of zombies and creepy crawlies to dispatch, so don't go too crazy.

A Superior Sequel?

As a sequel, RE2 definitely looks and sounds prettier than its predecessor, and is by far more interesting to play, which is what everyone wants. It seems ironic that its one main flaw comes from the fact that Capcom listened to its fans who complained that the original was too difficult. RE2 comes off as being a little easy. Experienced players with nerves of cold steel should be able to complete the first disc in under 7 hours, and the second in even less. The Easy Mode actually gives you 150 bullets to start off with, which is a clear temptation for beginners to mow down every last zombie they see. This wouldn't be a smart thing to do in the Normal Mode (the recommended Mode) where you only have 13 bullets, and you are forced to properly manage your resources.

On balance though, RE2 has graphics that easily top Final Fantasy 7, music and sound effects that shame some live action movies, and a wonderful atmosphere that chills to the bone. Despite its comparatively easier difficulty level, it holds its own both as a sequel and as a game of its own right. Go out, buy this game now, and immerse yourself in the world of survival horror.

mood of the game, especially when it accentuates every surprise confrontation. You'd be forgiven for leaping out of your chair with fright every now and then.

Don't Forget your Partner!

Veterans of the original RE will be familiar with the gameplay. Basically, you run around in the virtual environment solving puzzles, collecting items, and finding keys to various doors that allow you into new areas. Along the way, there are lots of bugs, zombies, and monsters to encounter.

Once you've escaped the city, don't think for a moment that you've completed the game. If you paid attention to the opening FMV, you'll know that Leon and Claire were separated, and that their journeys begin on the opposite sides of a wrecked truck. If you initially escaped with Leon, you'll then have to slap in Disc 2 and escape with Claire in order to truly finish the game. This is where some of the innovation comes in. Your second character will start the game from a different point, and since you can't waltz in through the front door anymore, you will have to tackle the police station with an entirely different strategy. You will also get to see some things that your other character didn't get to see the first time around. Some of the things that you did as your first character will also affect what happens to your second character. For instance, if Leon forgot to close the security shutters, then the zombies will start crawling in through the windows to attack Claire later on. If Leon decided to become greedy and take off with all of the weapons, then Claire might be a little short-handed in a critical encounter. This sort of gameplay creates wonderful variety in the flow and outcome of the game.

Speaking of gameplay variety, RE2 has a large cast of supporting characters, two of whom you can control. They are quite likeable and have tales of their own to reveal, which causes you to feel a greater sense of responsibility as you control them. As the plot pans out, you'll realise that there are numerous outside influences from great horror and science fiction works. Sherry's role in the

SECRET STUFF

If you're not too busy having the willies scared out of you, you might take the time to unlock some of RE2's secrets. Here are some of them:

ALTERNATE COSTUMES

This can only be done in Normal level. You must get to the police station without taking a single item. Go down the stairs adjacent to the front door, kill the zombie, and take the Special Key. Make your way to the Dark Room, open the closet, and voila!

GATTLING GUN

Finish the game with both characters with the highest end-of-game rating. Save the game, and the next time you play, you will be rewarded with a gattling gun with unlimited ammunition in the storage box.

FREAKOMETER

A game where you can actually feel the tension. Rare, but freaky.

VISUALS
94

SOUND
91

GAMEPLAY
90

OVERALL
92

The creepiest game of all just got creepier. Scaring yourself to death was never this much fun!

Gex 3D - Enter the Gecko

Known as a tough one to please, David Wildgoose, doesn't whip out the big rubber stamp often, but Gex got an inking!

Ever since Nintendo breathed new life into the platform game with Super Mario 64's daring exploits in the 3rd dimension, there have been several Playstation games which have tried to follow suit. Pandemonium looked 3D, but was a traditional 2D platformer in every other respect. Crash Bandicoot, while undoubtedly a fun game, for me it never seemed to realise the potential 3D can offer and in the end it felt no different to most 2D platformers. Croc, too, despite bearing the greatest resemblance to Mario 64, was too simple, too easy, and certainly didn't make the most of its 3D-ness. All in all, on the Playstation the 3D platformer hasn't entirely lived up to the weighty expectations.

Gex, Gex, he's our man...

Can Gex do it? Will he be the game hero to finally rival Mario? Or maybe, just possibly, Gex might knock the tubby, overalled plumber off his throne with a swift flick of the most lethal tail in the business? Well, maybe not, but Crystal Dynamics have still created a dizzying and often inspired game that is surely the best platformer I've seen on the Playstation. Just as the first Gex adventure on the 3DO (and later on the PSX and PC) triumphed through a cool combination of slick, inventive platforming and ridiculous humour, Enter The Gecko works for exactly the same reasons. This is more of the same, BUT MORE SO. Much, MUCH more so!

Intros are usually pointless wastes of time, but the one here is a must-see. It might be short, and it hardly tells you anything about the plot, but it's damn funny! If only because of the crude, but genius send up of Sharon Stone's leg-crossing scene from Basic Instinct. More usefully it serves as a great way to get acquainted with the Gex style of humour - he's a cool guy, a bit James Bond-ish and a bit sleazy (he is a lizard, after all!), but always very strange and very funny. At one stage he actually says, "I feel like I'm in Boy George's pants!" I reckon Gex is easily the most charismatic game character in ages.

NOT SURREAL AT ALL... NO...

HYPER BIG RUBBER STAMP OF APPROVAL
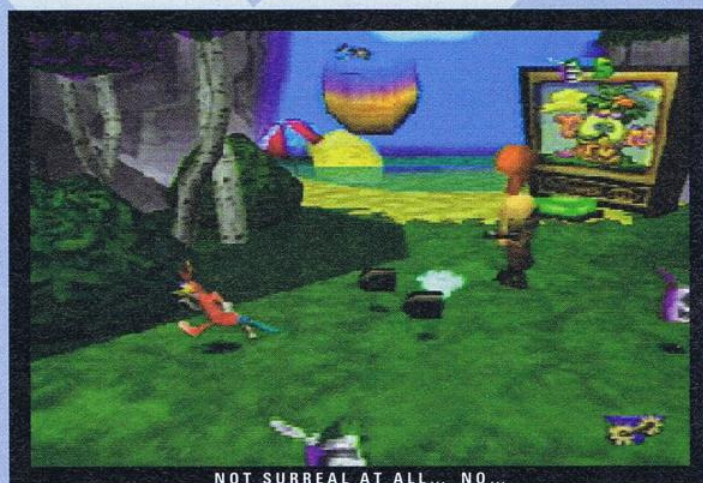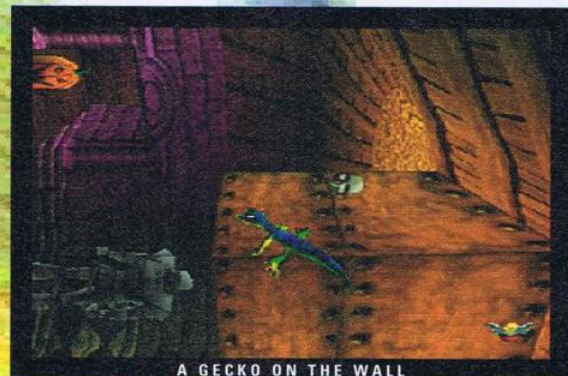
A GECKO ON THE WALL
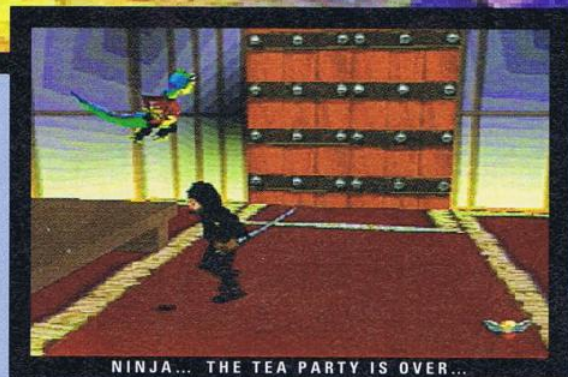
NINJA... THE TEA PARTY IS OVER...

GEXY CHAN...

Looks familiar?

The game is set up in a similar manner to Mario 64. Like that game's castle, the first area in Gex is essentially just a way to select the level you want to play. Levels are shown as giant TV screens (not too different from paintings actually), while massive iron gates restrict access to large sections of the game. Move Gex in front of a screen and you get a choice of goals to complete within the level. There is usually about two or three to pick from, so you have to make your way through each level a few times. But, of course, you'll be doing totally different things every time, thanks mostly to the wild variety between goals. On one level Gex will be disguised as a "wabbit" as he tracks down a couple of Elmer Fudd look-alikes, on another he'll be out to destroy five blood coolers (like water coolers, but with, um... blood) scattered throughout a haunted house. An early bonus level has Gex donning a brown hat, growing some stubble and venturing through an old tomb in search of precious gems to the accompaniment of the Indiana Jones theme!

Levels are populated by an incredible array of weird creatures and obstacles. Flowers watch you silently for a few moments before whipping out huge hammers and tonking you over the head. Samurai dart in quickly slashing their long swords, while ninjas hurl deadly throwing stars. Overflowing toilets flood whole dungeons and magic carpets whisk you spectacularly around levels. The design is brilliant. It's a hoot simply wandering around to check everything out, even if it's not needed to complete the level.
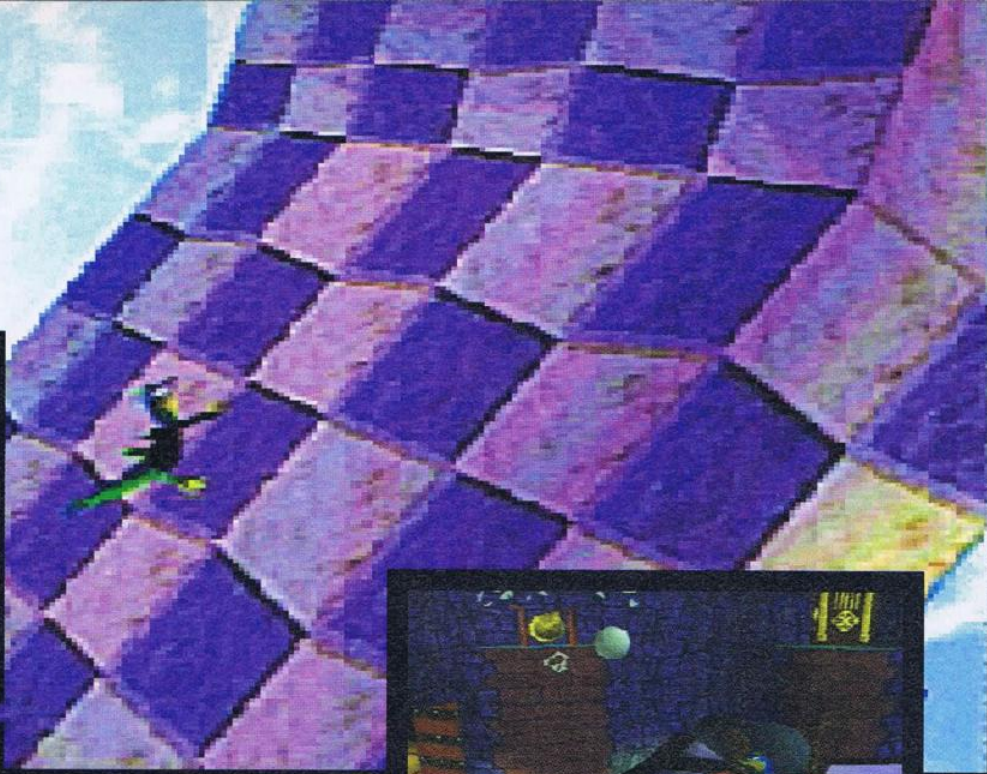
Manipulation made easy...

Controlling Gex is fairly simple, but depends upon the type of view you choose. There's a Tomb Raider style auto-view that means you're always looking at Gex's back and a manual view for which you have to position the camera. The first looks the best, but can get a little confusing at times (especially when you try to turn on the spot). The second one is better for judging tricky jumps (cos you can swing it around to side-on), but becomes fiddly to constantly adjust. Some people have complained that the controls are slightly over-sensitive, which is probably true. It can be a little tough to make precise movements (certainly with a standard digital pad - and yes, before you ask, Gex does support analogue control). Thankfully, though, this won't mean maddening falls to your death when you mess up a jump because Gex can survive plummets from even the greatest height.

Yes, because Gex is a lizard, he can do things other game characters cannot. Not only can he fall a long way, but he can climb up certain walls! There's a completely excellent bit in one of the Chinese levels where you enter an enormous room, make you way up a wall and scamper across the ceiling around all kinds of obstacles. The room has by now rotated several times, leaving you utterly disorientated, so when eventually you find yourself on what you think is the floor and a great, red Chinese dragon (about three screens long!) slithers past it nearly scares you to death!

Perhaps the most useful element of Gex's unique physiology is his flexible tongue. He uses this for capturing and eating flies to restore his health, and also for grabbing onto ledges that a jump can't quite reach. When doing the later, he will occasionally pass the ludicrous comment, "A little tongue now, but a LOT of tail later...". And if that sounds like fun to you, then you'll have a ball with Gex.

AVAILABLE: **NOW**
CATEGORY: **3D PLATFORMER**
PLAYERS: **1**
PUBLISHER: **BMG INTERACTIVE**
PRICE: **$TBA**
RATING: **G**

FREAKOMETER

For everyone, not just the platform die-hards.

VISUALS
89

SOUND
92

GAMEPLAY
90

OVERALL
90

Simply a brilliant game, bursting with wit and cool things to do. Gex rules.

Newman Haas Racing

Kevin Cheung *straps om his helmet and puts his foot to the floor . . .*
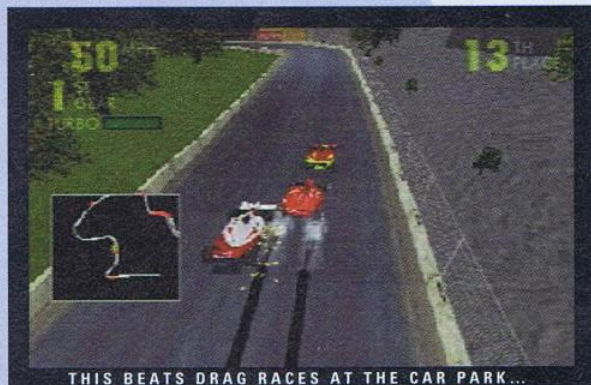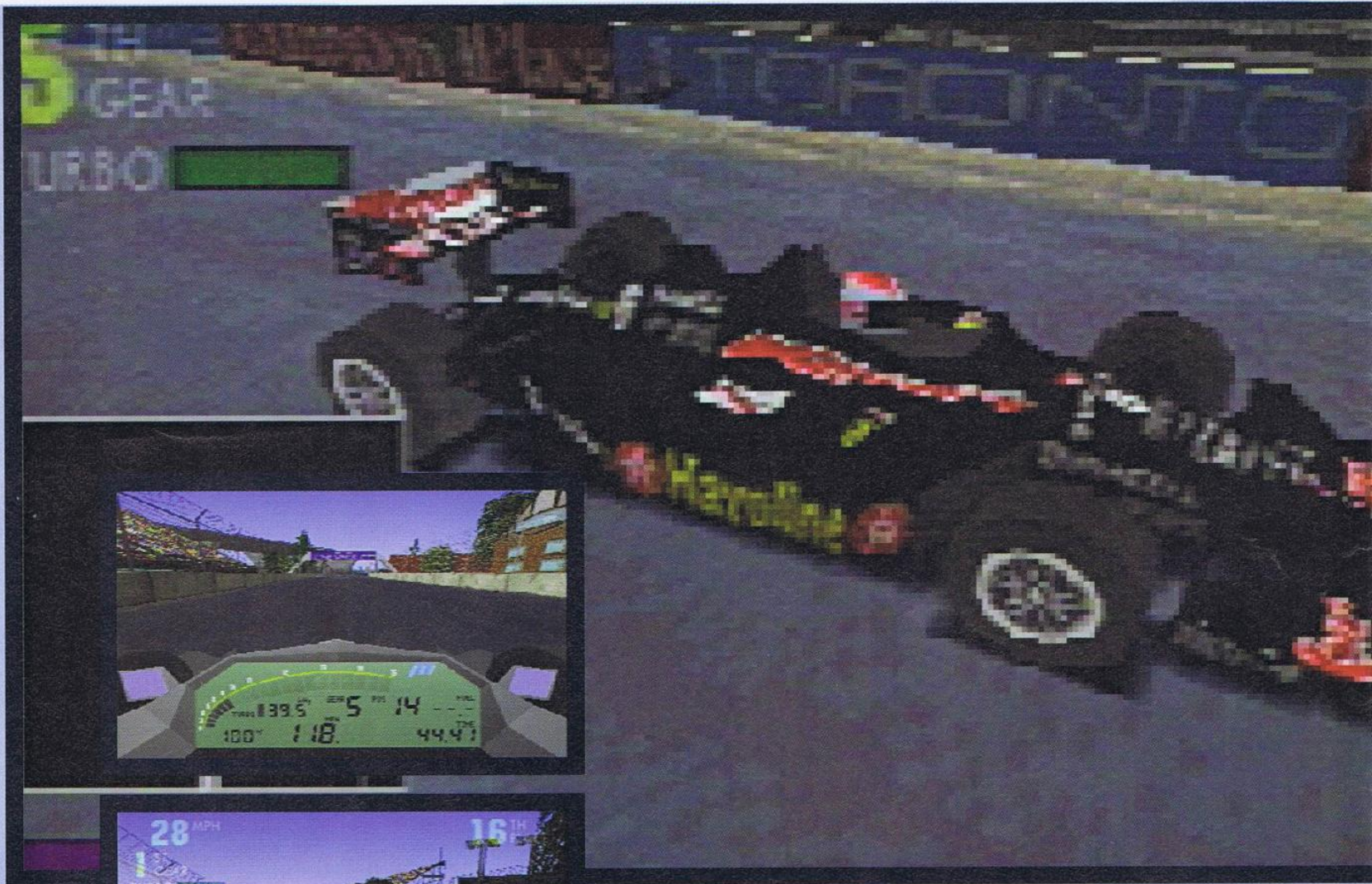
Speed, muscle and manoeuvrability. After the cheers and camaraderie that surrounded Formula 1 '97, Team 33 and Psygnosis has started from scratch to bring the thrills of indy car racing to your Playstation with Newman Haas Racing. Psygnosis, who are widely known for high quality products like Wipeout 2097 and G-Police, might have another winner here.

Burning Rubber, Without the Fumes

Best described as a faster version of Formula 1 racing, Newman Haas allows you to choose a driver from the Newman Haas team and compete in indy car races that are based on real tracks all around the world. After you've set your options like race length, wing size, brakes, and suspension, you'll be let loose to demonstrate those driving skills that you reckon you've learned from watching it on television.

As a simulation of racing on real life tracks, Newman Haas is quite a delight. The 10 available tracks include locations like Toronto, Rio De Janeiro, and Queensland Australia, where you can even see some adverts for Channel 10's "Medivac"! In other words, the locations depicted in Newman Haas are fairly accurate portrayals of the real thing.

Graphically, Newman Haas is a decent achievement. The tracks are filled with detail, from the smooth textures on the road to the colourful spectator stands. There is so much detail, in fact, that the game supposedly pushes the PlayStation to its limits. This might explain some of the pop-up in the background and why the surroundings look a little pixellised. They nevertheless move by quite smoothly, so it's not a major problem. As is usually the case, the cars look very nice and do the job well. And although it's not something you'd usually want to see, there's plenty of smoke, skid marks, and sparks to dazzle your eyes in the event that you damage your car.

THIS BEATS DRAG RACES AT THE CAR PARK...
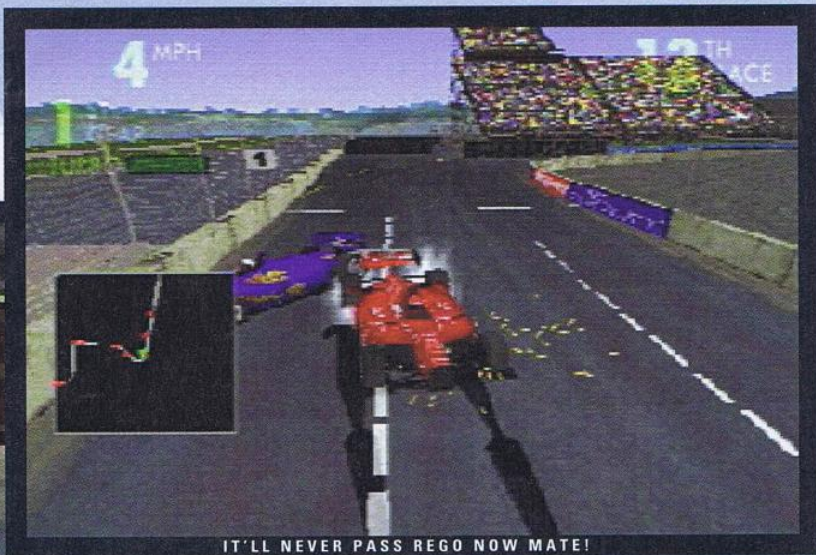
IT'LL NEVER PASS REGO NOW MATE!

Ye cannae defy the laws of physics, Jim.

In terms of gameplay, Newman Haas has great appeal with its simple accelerate, brake, and reverse functions, and multiple in-race options. As a general racing game, the cars accelerate, brake and crash in a fairly realistic manner. Heck, they even swerve, smoke and sputter along like battered old crates after they take enough of a beating. The only problem is that they suffer from a little too much jerkiness in the steering, which is a serious distraction when you start losing control of the car. Furthermore, it's disturbing that it is actually more of a task to drive with the analogue controls. Newcomers to indy car racing might also be at pains to accept that they have to actually slow down for the tighter turns, or that they have to use and sometimes even memorise the map in order to finish the race – but that's just part of racing in real life anyway. Hard core gamers will be pleased to know that you can set pit options, change the map, and switch views to other cars in the race in a roving camera-angle kind of fashion. The surprising thing in light of the camera angles is that there is very little noticeable clipping, which speaks volumes for the strength of virtual environments in the game.

On balance, Newman Haas is an enjoyable racing title. However, due to the difficulty, nature, and style of the racing, would better suit fans of the sport. F1 fans who were turned off by demanding driving skills and wanting a decent 2-player mode will definitely be pleased by this game.

One of the better features of Newman Haas is the sense of atmosphere. On one hand, all the engine sounds, skids, and crashes can be heard in all their Dolby Surround Sound glory, along with the roar of the crowd as you thunder past their stands on the straight. On the other hand, you are constantly reminded that this is also a spectator and television-oriented sport. For instance, every time you are involved in a collision, the camera will pan out to show everything else that has happened around it. Unfortunately, this is a huge put-off in the minor collisions. There is also the running commentary that makes you feel like you're watching a television show. The commentary is actually not bad at first with the commentators sounding almost conversational, but after a while, they can get predictable. They also seem to have a knack for pointing out things you did about 5 seconds after it happened.

SPLIT-SCREEN GOODNESS

NEWMAN HAAS VS F1 '97

Newman Haas is a much easier (but it's still hard) game to win than F1 '97. Some of the physics have also been tweaked to give the game more of an arcade feel, so that you don't go spinning wildly out of control when you hit the grass. Option-wise, Newman Haas is lacking in one vital thing: weather options. The biggest difference, though, is that Newman Haas has a great 2-player split screen mode that pits you against other computer-controlled cars. In the replay, both cars are displayed in a cool picture-in-picture fashion that can be switched back and forth. All of these features were sadly missed from Formula 1 '97, which only allowed one-on-one competitive racing. For the 2-player mode alone, Newman Haas is a more enjoyable party game than F1 '97

AVAILABLE:	**NOW**
CATEGORY:	**RACING**
PLAYERS:	**1-2**
PUBLISHER:	**PSYGNOSIS**
PRICE:	**$79.95**
RATING:	**G**

FREAKOMETER

It's hard as nails and it's not exactly Daytona.

MULTIPLAYER

Top fun, but only if you're both competent racers.

VISUALS
80

SOUND
82

GAMEPLAY
73

OVERALL
75

A fine racing game with lots of neat little options and atmospheric touches. Indy car fans will love it.

Star Wars Rebellion

David Wildgoose *has conquered the galaxy a few times over, so what did he think of Rebellion?*

A long time ago in a galaxy far, far away… there was a game called Master Of Orion. This game was hailed as a masterpiece of space-bound resource management and empire building strategy. Throughout the millennia countless imitators have arrived, promising much, but delivering little. What fate awaits the much-hyped and hugely-anticipated Rebellion?

Okay, okay, it wasn't all that long ago, and it was actually in this galaxy, but my point remains. Rebellion is basically Master Of Orion, but in the Star Wars universe. A brilliant idea, one would have thought. Yet it is perhaps for this very reason, of trying to flesh out the familiar worlds and characters of the great Star Wars movies all within the confines of some fairly standard strategy game design, that Rebellion proves inferior to MOO in every significant aspect. That's not to say Rebellion is a poor game… far from it. Rebellion is a very good game, with a few simple flaws..

You play as either the Rebel Alliance or the Galactic Empire in a game set soon after the destruction of the Death Star at the end of the Star Wars movie. As the Rebels you must take the Imperial HQ at Coruscant and capture both Darth Vader and the Emperor, while as the Empire you need to destroy the Rebel HQ and capture their leader, Mon Mothma, as well as Luke Skywalker. Although victory conditions may differ, the basic gameplay remains mostly identical regardless of whether you choose the Light or Dark side. There really should have been larger differences between the sides to force drastically different tactics - the Empire relying on force and terror, the Rebels on stealth and cunning. It doesn't work this way and is thus unfaithful to the Star Wars movies.

Sounds familiar...

Empire building is what it's all about. Swaying, whether by brute force or persuasive tongue, neutral planets to your cause and conquering enemy bases are the two ways of achieving expansion. But before you can think about this, it's useful to set up a solid base. Maintenance of your portion of the galaxy requires a bit of work. There are mines, refineries and raw materials to worry about on each planet. These provide the resources, or maintenance points, to build or recruit things throughout your empire. Manufacturing facilities, such as construction

WHO YOU LOOKIN' AT FOO'?

The KDY v-150 is a planet based ion cannon used to fire on ships which the planet on which the KDY is deployed. As with all ion cannons, the KDY does no physical damage. It drains energy from the target vessel.

SIR, THIS BIG ARROW TOUCHED US, THEN THE GREEN BOX APPEARED!?

I CAN'T BREATHE IN THIS THING!
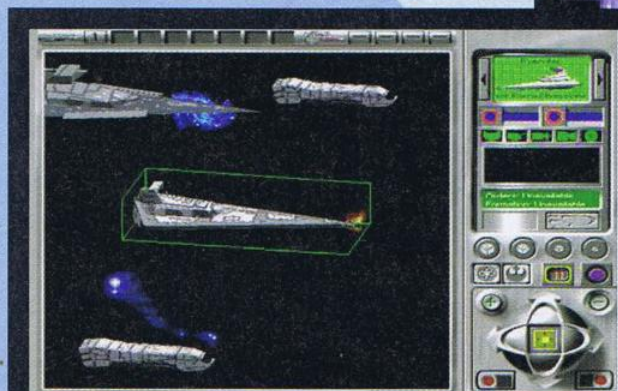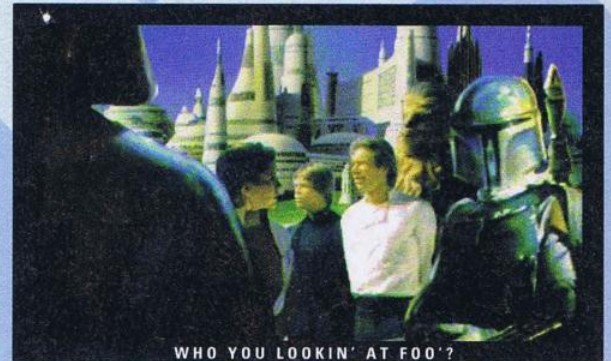
yards, training centres and orbital shipyards, need to be in constant employment, churning out all kinds of spaceships (there are 19 for each side), defence systems and troops.

On the resource management side of things, Rebellion never gets out of second gear. And what's it got to do with Star Wars anyway? Of more relevance to the Star Wars legend is space combat. When your space fleet engages with the enemy, the game switches to a curious combat engine. One that is graphically pretty lame (the special fx are appalling) and tactically pretty limited, yet somehow perversely entertaining. Maybe it's one of those "so bad, it's good" things. It sucks, but still can be exciting to watch.

Personalities...

Characters play a vital role in the game, and it's here that Rebellion incorporates some truly excellent ideas. All the major characters from the movies (Luke Skywalker, Han Solo, Princess Leia, Chewbacca, etc for the Rebels, Darth Vader, Emperor Palpatine, Piett, Veers, etc for the Empire)

plus many others, can be called upon to go on various missions. These can involve anything from diplomacy and espionage to assassination, sabotage and reconnaissance. Research and development is accomplished this way, too. Your characters can also lead troops into battle, offering a useful boost to their skill and morale. This works very well and provides a new level of depth to the game.

Undermining everything, however, is an extraordinarily clumsy interface that, barely ten minutes into any game, will resemble something no more exciting than your typical cluttered Win95 desktop. Everything just seems ten times more awkward to do than you think it should be. Visual representations of star systems, planets and bases are either poor and of little use, or entirely absent. This is probably the major stumbling block of the whole game. It's just so unfriendly to play that many people will just give up in frustration without giving the game a real chance.

Hard work?

Rebellion is played in real-time, but, despite the horrible interface, it doesn't degenerate into the unmanageable click-fest you fear it is going to be. You can adjust the speed from Fast to Very Slow, even pause completely when things get too much (though you can't issue any orders when paused). The trouble is that it's ultimately hard work to play. Having to go through multiple menus just to get the status on a ship is just frustrating. The basic resource management fare of the gameplay sits uneasily with the Star Wars action we know from the cinema. Rebellion paints the broad canvas of the Star Wars tale, instead of giving you the individual stories of Luke, Han and Leia, which is what Star Wars fans will want from a game like this.

I don't want to sound down on Rebellion, but it is one of those games that even while you're enjoying it, you're consistently thinking - why didn't they do this better? Which, for a LucasArts title, is surprising.

| AVAILABLE: **NOW** |
| CATEGORY: **STRATEGY** |
| PLAYERS: **1-2** |
| PUBLISHER: **LUCASARTS** |
| PRICE: **$TBA** |
| RATING: **TBA** |
| MIN REQS: **PENTIUM, 16MB RAM** |

FREAKOMETER

Only committed, hardcore strategy freaks need apply. Don't buy it just because it's Star Wars.

MULTIPLAYER

Two players only, for obvious reasons. One game can take several days to complete!

VISUALS
50

SOUND
87

GAMEPLAY
79

OVERALL
79

There is deep strategy on offer here. However, it can be a deeply frustrating game.

Mysteries of the Sith

*He had so much fun with his lightsaber last time, **Eliot Fish** was enlisted for this one...*

Yep, it's the return of the Jedi! Since Quake 2, Jedi Knight has been sadly neglected by many gamers, as there's no denying that Quake 2 has the superior graphics... and of course, this is unfortunately how some people judge a game. But those sad folk will only be missing out on the excellent single-player and (sometimes) multiplayer experience Jedi Knight – and now Mysteries Of The Sith – has to offer. In retrospect, this is what Jedi Knight should have been in the first place... the visuals have been tweaked, coloured lighting has been added and the overall design of the levels seems more realistic and functional. If you're a fan of the Star Wars movies then you'll simply go completely nuts over this package. This is virtually an entirely new game. LucasArts have added new enemies, weapons, force powers and multiplayer levels and skins, including a tag game called Kill The Fool With The Ysalamiri. This is engrossing stuff.

Silly Looking Nerf Herder

Without a doubt, the most impressive thing here is the new 14 mission story for the single player. You begin as Kyle (a bit older, a bit wiser) defending a rebel base, blasting away stormtroopers alongside rebel troops! As you explore the level, characters will actually talk to you (full speech) and ask you to go do something. One guy told me they needed the hangar door closed, as the Imperial troops were
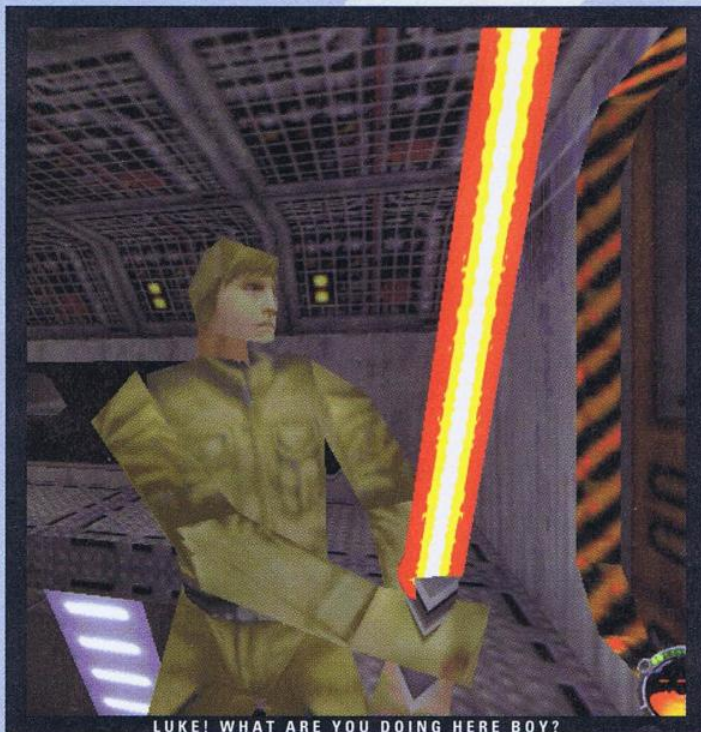
LUKE! WHAT ARE YOU DOING HERE BOY?
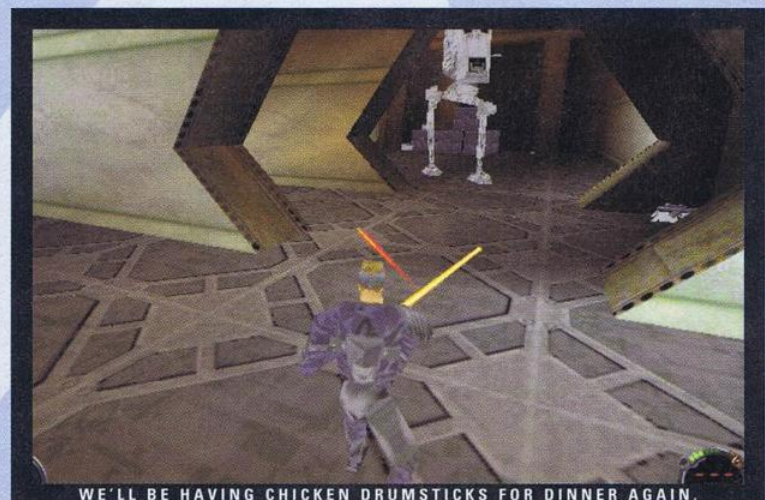
WE'LL BE HAVING CHICKEN DRUMSTICKS FOR DINNER AGAIN.
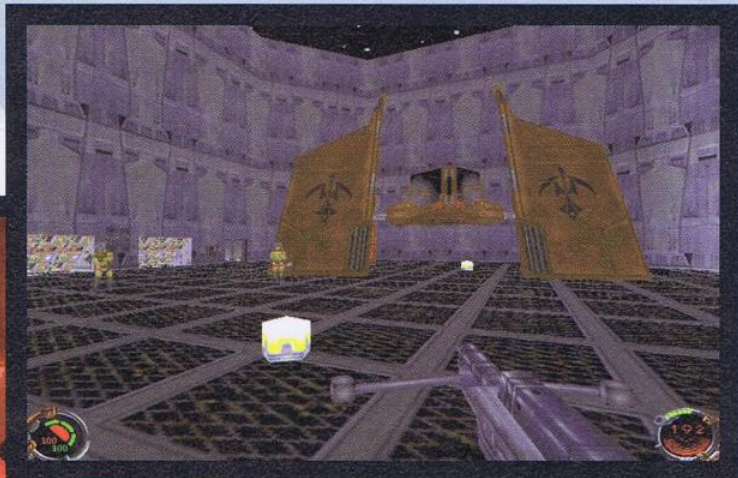
The cutscenes are now portrayed via the actual polygon characters, so you'll find yourself swinging in and out of the action to find out the next plot development – whilst this doesn't look as nice, it means that the actual playing environment can be seen in the cutscene which is kinda nice. As far as multiplayer goes, there's a huge 15 new levels which include the carbon freezing chamber from the Empire Strikes Back. You can also now choose from 3 different multiplayer classes. There are Jedi Knights (strong in the Force), Bounty Hunters (better with weapons, a few Force powers) and Scouts (fast, good Force defense) and soldiers (no Force Powers but excellent Force defense). Excellent value. There is no doubt, that everything in MOTS is a bit stronger than Jedi Knight – the level design, weapon choice, variety of enemies and atmospherics both visually and aurally are almost second to none. A must buy for Jedi Knights.

moving in. So after I found the control room and flicked the switch to shut the doors, I looked out the window only to see a TIE bomber zoom overhead and destroy the door before I could get it to fully close! It's these sort of moments which make Mysteries of the Sith such an exciting and fun game to explore.

Some of the new weapons include Han Solo's blaster (which can be charged up into one deadly bolt), a freezing rifle (which is pretty useless), heat-seeking missiles (fantastic) and a zooming scope for your stormtrooper rifle (utterly awesome! – now in those huge open areas, you can get behind some rocks and zoom in on that tiny Imperial guard in the distance – through that window – and shoot him in the head!).

One of the coolest new force powers is the Sabre Throw which can chop, slice and dice your enemies with one cool whirling lightsabre move. You can also pull weapons from your enemies hands and then get up close and personal! But this time they throw punches, so be careful.

Get To The Ship!

As far as new enemies to blast away, how would you like 22? Yes, LucasArts have included 22 new creatures (though some only appear in cutscenes – like Ka'Pa the Hutt). But ones you can slice, zap or choke include Biker Scouts, Hammerhead, Imperial Pilots, Dianogas, Sith Guards, Wampas and even a huge great big Rancor (like in Return Of The Jedi). The AI seems tweaked too, as enemies tend to avoid you more and jump around a bit.

Rebel and Imperial craft are also littered everywhere from X-Wings to A-Wings, Corvettes, TIEs, AT-ATs and more. In the spaceport level, you'll even come across a familiar Corellian vessel blasting out of a hangar – with a cute remark from Mara Jade. Who's Mara Jade? Well, a few levels into the game, Kyle departs for the Sith Temple and you take control of a young jedi-in-training, Mara Jade. Switch to the external camera mode and you'd think you were playing Tomb Raider ala Star Wars!

X-RATED FIGHTER

COME BACK! YOU FORGOT YOUR LUNCH!
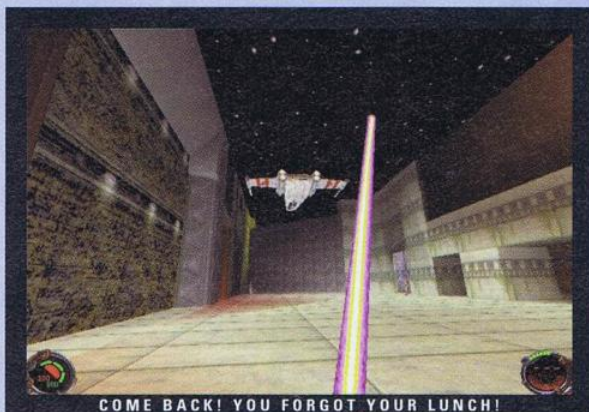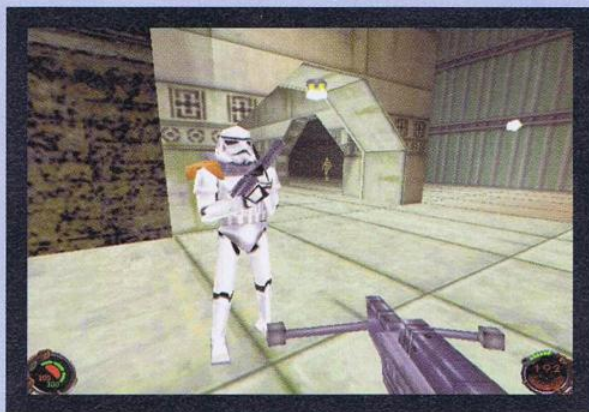
AVAILABLE: **NOW**
CATEGORY: **JEDI KNIGHT EXPANSION**
PLAYERS: **1-MULTI**
PUBLISHER: **LUCASARTS**
PRICE: **$39.95**
RATING: **M15+**
REQ: **REGISTERED VERSION OF JEDI KNIGHT**

FREAKOMETER

Not terribly hard actually, but dexterity needed in using Force powers.

MULTIPLAYER
Now more balanced, more levels, more skins and more fun!

VISUALS 93

SOUND 94

GAMEPLAY 93

OVERALL 92
It doesn't score as high as Jedi Knight because it's an add-on. But it's better!

Hellfire

PC

AVAILABLE: NOW
CATEGORY: DIABLO EXPANSION
PLAYERS: 1
PUBLISHER: SIERRA
PRICE: $TBA
RATING: MA15+
REQ: REGISTERED VERSION OF DIABLO

When Diablo came out around a bit over a year ago, it rocked the RPG world with its new point and click action style interface. The main complaints about Diablo by its fans were that 1) People could cheat, and 2) That the game was a bit too short, with the 16 levels not taking much time to traverse. So of course an expansion pack for the game would have to be a good thing. Right?

Hellfire essentially adds two new dungeon sections and introduces a new character class, spells, and items. The new character class is the monk, who like in all classic RPG scenarios, is a master of unarmed combat, and also the staff. The monk also is better at defending himself without heavy armour. One particularly handy ability for the monk is that he can strike multiple opponents at once (it still looks like a normal attack).

There have been some intelligent additions, like runes that allow the player to set traps, oils that allow players to repair, and faster movement in town where there is no threat. There's also the bonus of funky looking new monsters to kill (in the new sections). Despite these intelligent additions, there are some things that make you wonder. For starters, Hellfire does not allow for multiplayer gaming, which is what made Diablo so popular. Surely this was obvious to the creators of Hellfire? There are only eight extra levels. Considering how quickly a player can go through the single player game of Diablo, wouldn't it make sense to have at least another 16 levels to add to the game? What about the ending for the monk... after putting in the hours, you'd want a new ending to see right? Not only is it the same basic ending, but it's actually just the warrior's ending... a guy in full plate armour. Finally, the new arch-demon you get to tonk goes down like a sack of spuds in next to no time, which is a major let down.

I enjoyed playing Hellfire, but as a Diablo fan, I couldn't help but feel that this is the kind of expansion that just should have been part of the original product, and that fans of the game will expect more from such an expansion pack so long after the original game was released.

VISUALS	88
SOUND	87
GAMEPLAY	60
FREAKYNESS	50
OVERALL	**65**

DAN TOOSE

Vs

PlayStation

AVAILABLE: NOW
CATEGORY: 3D FIGHTING
PLAYERS: 1-2
PUBLISHER: THQ
PRICE: $89.95
RATING: MA15+

The 3D Fighting genre has been a little quiet of late on the PlayStation, although with Dead or Alive and Tekken 3 on their way, it would seem things are livening up. Vs is a fighting game where four gangs, each with four members, who fight using styles such as Pi-Kua Kung Fu, Aikido, ProWrestling, and a few more. The game borrows ideas from other fighting games and throws them together, with seemingly little conscious planning. What are some important things to have in a good fighting game?

1) Good character design, with each character being distinctly individual.

It's debatable that some might find the idea of playing as a gang member interesting, but none of the characters scream "Cool!" at all. If THQ were seeking to be "Down with the kids", then they should have reconsidered using this angle, as it's almost condescending. The characters most certainly aren't individual either, with many moves being shared from character to character.

2) A large variety of moves.

There are two attack buttons, which basically only provide a handful of moves for each character. Sure, a combo may throw in one or two little moves you can't normally do, but that's hardly a choice of a new move. Compared to games like Virtua Fighter, Tekken and Soul Blade, there's a severe lack of moves.

3) A good combo system.

Pulling off the combos in Vs can be done by a bit of enthused button mashing, which pretty much nullifies any need to practice to get good at the game. Some characters combos do a bit of damage... while others allow them to smash you repeatedly till you die, meaning they really only need to hit once to win. The play balancing here is almost nonexistent.

4) A practice mode

Trying to learn all the moves in a standard bout is frustrating, and basically not possible. Vs could do with this mode.

5) Decent AI

Unfortunately 90% of the opponents in Vs just don't know how to counter foot sweeping them repeatedly. As long as you start foot sweeping as soon as they start to get up... they go down again.

Vs does have some good points. The game runs at 60 frames per second, and it's always pretty clear as to what's going on. The idea of having gang related duels is also pretty cool. Unfortunately that's about it, and when almost all prior PlayStation fighting games are better, and with Dead or Alive and Tekken 3 on the way... Vs is certainly an underdog as a likely choice for your next fighting game.

VISUALS	67
SOUND	55
GAMEPLAY	50
FREAKYNESS	10
OVERALL	**55**

DAN TOOSE

Ubik

PC

AVAILABLE: NOW
CATEGORY: STRATEGY
PUBLISHER: CRYO
PLAYERS: 1
PRICE: $89.95
RATING: 15+
MINIMUM REQ: WIN95, P133, 16 MB RAM, 4X CD-ROM

Phillip K. Dick is one of the most original thinkers when it comes to science fiction, with such modern day classics as the Total Recall and the story Bladerunner was based on. Now another one of his books, Ubik, has been transformed into a visual masterpiece

The basic concept of the game is to control a squad of up to five agents on a range of missions. There are 110 different agents to select from for each mission. These agents are grouped into two categories, psys', who have a range of psychic powers but are physically weak, and phys' who are physically strong but have no psychic ability. All up there are 48 different mind powers and 60 different weapons with which to give the enemy teams a good trouncing.

Cryo have done a beautiful job of keeping true to Dick's vision when creating the world of 2019. A world where Megacorporations are all powerful, there are colonies in space, and ongoing battles of industrial espionage are an everyday occurrence. The missions are carried out in a beautifully created 3D world where the fight for money power and information is a daily event. Each agent has had its movement supplied by motion capture on real paramilitary agents, which gives the character a real life feel. Combined with the photo like scenery and the player gets the feeling of actually viewing real teams on camera. This feeling is enhanced by the ability to change to different camera angles to aid in battles and searching hostile environments. There is also an automatic view switcher which becomes quite handy in some of the more intense battles and when you get bored of changing views every few second. A top down view allows the player to strategically plan their moves during battle.

Squad members will get better and stronger as the game goes along as they become more experienced and battle-tested. The AI in UBIK is not only smart to begin with, but like any player who gets better at controlling squads as they go along, so does the AI. Your opponents also become stronger and more strategically sound. Your enemies remember the way your soldiers attack and fight and will use that information in future battles. You can be sure they won't make the same mistakes twice.

So what do you get if you cross a games company that is well known for its stellar graphic, and one of the best sci-fi action authors ever? You get Ubik, a damn fine, small squad strategy game.

ROSS CLARKSMITH

VISUALS	90
SOUND	83
GAMEPLAY	80
FREAKYNESS	85
OVERALL	86

Air Warrior III

PC

AVAILABLE: NOW
CATEGORY: FLIGHT SIM
PLAYERS: 1-250
PUBLISHER: I-MAGIC
PRICE: $89.95
RATING: G
REQ: P90, 16MB RAM

Air Warrior 1 and 2 have a great history as online dogfighting games. Put really simply, Air Warrior III is just like Air Warrior II, exception with a variety of enhancements that make it a better game.

Basically, AW 3 is a WW2 flight sim, where you can choose to fly over 40 aircraft in six WW2 campaigns from all over the place. In addition to the WW2 stuff, there's some WW1 and Korean war missions, giving a total of 450 missions to fly, which is about as it good as it gets assuming you get into the game. There's also a mission builder, for the freaks who get through the 450 pre-made ones!

If you're not a flight game whiz, then this game will soon make you one. Many of the missions are training orientated, and give you really simple goals to achieve, which is what so many flight sims lack.

There's 3D accelerator support, which makes the game quite smooth, but hardly visually gorgeous. There's also support for real time network speech,

although this requires you to have a microphone, etc. Your roles aren't confined to piloting a plane either, as you can man the guns on a bomber, or even drive a land based vehicle to work as ground support in a big mission!

Despite all its accuracy and wonderfulness... AW 3 is not what you'd call visually entertaining, nor does it have a cinematic feel to it. Take an old classic like Wings on the Amiga, where you really bore down on your opponents tail and chased them for a while, clearly able to see the chunks coming out of their wings as you peppered their plane. To pull up close on someone's six and let rip is a rare event in AW3, so if you're after dazzling visuals of tracers ripping into a nice big thing in the middle of your screen... bad news. This is true to life, but if you're not big on realism, then you may be a little perturbed.

The other problem with AW3 is a geographical one... We're here in Australia, and the online servers are in America, which means you can kiss a good online game goodbye. This is a major shame, since the online game with mammoth amounts of players is the game's biggest draw card.

In the end AW3 is the best WW2 flight sim around, and has plenty to offer the enthusiast. It's just a shame that Australian gamers won't get the same out of it as the Yanks, and that playing online costs extra per month.

DAN TOOSE

VISUALS	72
SOUND	75
GAMEPLAY	85
FREAKYNESS	80
OVERALL	80

BUSHIDO BLADE

— PLAYGUIDE

Bushido Blade is one of those games that has enough hidden bits and new strategies to consider a playguide... so here it is, courtesy of **Kevin Cheung.**

Bushido Blade is so much more than the average hack and slash fighting game that we've become jaded by. Just as it is in real life, the weapon combat portrayed in Bushido Blade is about subtlety and anticipation. Every move you make plays a part in opening up the weaknesses of your opponent and, or even in compromising your own position. With all these moves and strategies under your belt, you should become quite a formidable opponent.

STORY MODE

The story mode requires you fight with honour and spirit in the true way of the Bushido code. You may not strike an opponent who is in the process of greeting you, when they are climbing, or when their backs are turned. Doing so will dishonourably end the game. After you finish the game the first time, you can unlock a second ending sequence. The is accomplished firstly by starting the story mode again, not killing your first opponent, running to the well, injuring your pursuing opponent's legs, and then jumping into the well. You must then defeat each of the subsequent 5 characters without sustaining even a scratch.

THE WELL

Follow the dotted line on the map below which should guide you to the well. Briefly, you should run across the bridge, turn right and climb up the ledge. Follow the path, jump down, and then climb left into the bamboo area. Run through the path in the bamboo area, climb up a ledge and run past the buildings, and then jump into the mud hole. Keep on running straight, jumping down and climbing up where necessary, until you see a flight of stairs to your left. Climb to the top of those stairs, turn right, and run diagonally right to the opposite side of the area, where you should find a path. Follow the path, climb up the ledge, and then you'll be in the area where the well is located.

SLASH MODE

A test of composure and lateral thinking, the Slash Mode tests your knowledge of every different defensive and offensive manoeuvre with the mighty katana. Defeat 100 enemies without using a continue, and you will be able to access the gun-toting Schuvaltz Katze.

GRAND STAIRCASE

SERVANT'S QRTRS

BAMBOO PLANTATION

WATERFALL

THE BRIDGE

OPEN AREA

GRAVEYARD

•••••• FOLLOW PATH
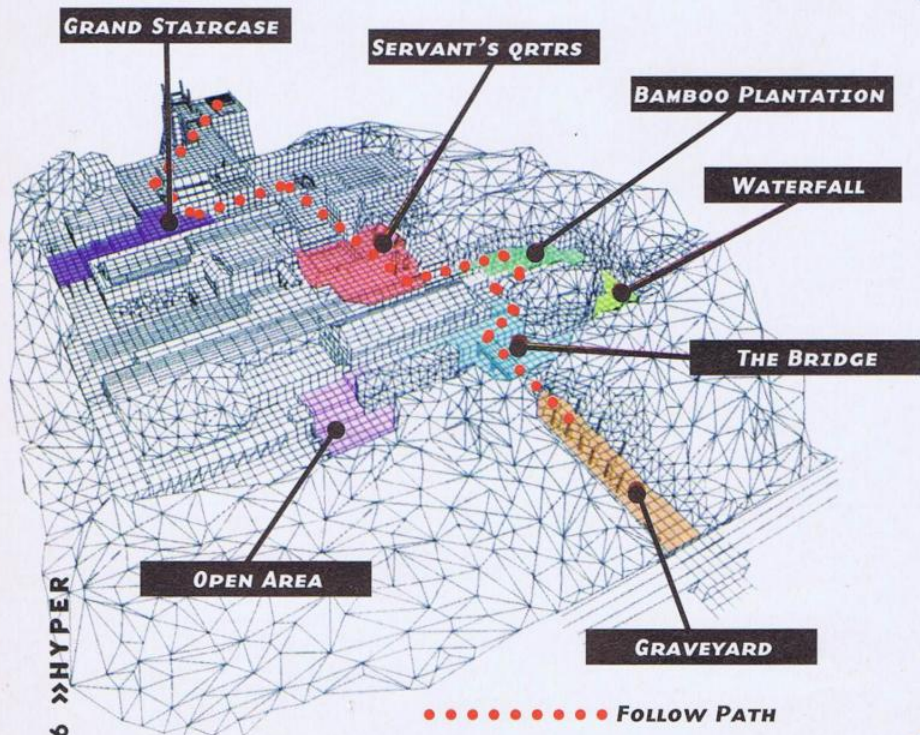
≫CHARACTERS AND WEAPONS

The outcome of each confrontation in Bushido Blade is influenced by the combination of the characters and their weapons. The following rating systems (out of five) should give you a good idea of how well a character will use a particular weapon.

RED SHADOW

Strength: 1
Agility: 5

Red Shadow is very quick, but lacking in attacking power. Her abilities are best exploited by using the lighter weapons and employing evasive tactics. Attacks should be swift and varied to slowly chip away at the opponent.

Optimum Weapons:
Sabre and Long Sword

TATSUMI

Strength: 2
Agility: 4

As he is neither strong or quick on his feet, Tatsumi is better suited to using the heavier defensive weapons. That way, he'll be able to stay in the action, but his attacks have to be well timed to be effective. Otherwise, he'll just trip over himself.

Optimum Weapon:
Hammer

MIKADO

Strength: 3
Agility: 3

Mikado might not look it, but her all-round abilities allow her to wield some of the larger weapons with great ferocity. She is definitely an even match against Utsusemi and Kannuki, but she is equally agile to take on fast characters like Red Shadow.

Optimum Weapons:
Naginata and Nodachi

BLACK LOTUS

Strength: 4
Agility: 3

Black Lotus is both agile and strong. He is generally useful wielding the larger weapons as Mikado does, but his strength also allows for stronger defence with the lighter weapons. With that in mind, his abilities with the rapier are far more valuable.

Optimum Weapons:
Katana and Rapier

UTSUSEMI

Strength: 4.5
Agility: 2.5

Utsusemi's great strength and speed in handling any weapon makes him very difficult to defend against. However, his somewhat limited mobility means that he should avoid the smaller, lighter weapons.

Optimum Weapons:
Katana and Nodachi

KANNUKI

Strength: 5
Agility: 1

This guy is the most singularly devastating character in the game. His immense strength guarantees speed and power with any weapon, which is limited only by the fact that he has extremely limited mobility. That's probably what makes him so difficult to play.

Optimum Weapons:
Hammer and Broad Sword

≫ WEAPONS

Katana
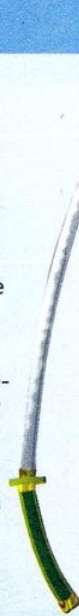
Power: 3
Range: 3
Speed: 3

The katana is the best all-round weapon for both offence and defence. Its average weight guarantees that every character will be able to wield it properly. In terms of flashy sword-play, however, the katana is somewhat lacking in flare. It is better used with conservative tactics.

Nodachi

Power: 3
Range: 4
Speed: 2

The nodachi should be thought of a a longer, heavier version of the katana. With the stronger characters, however, the nodachi is a far more spectacular offensive weapon that provides excellent defence in the middle stance. Its extra weight, however, means that the singular one-off moves will be a little slow.

Long Sword

Power: 2
Range: 2
Speed: 4

The long sword is an excellent balance between power and manoeuvrability, enabling you to keep your distance and chip away at your pleasure. Its smaller size also allows you to perform all sorts of cunning slashes. Defensively, it is only a little weaker than the katana, but that won't matter when you can run faster.

Sabre

Power: 1
Range: 1
Speed: 5

This is as light as a weapon can get without seriously compromising your defensive capabilities. It is a very fast weapon with some excellent moves, but its light weight (therefore weak defence) demands that it be used in an evasive manner. It definitely won't win in a chop-socky combo-fest with a katana.

Broad Sword

Power: 5
Range: 2
Speed: 1

The broad sword is the strongest offensive weapon of all, allowing some wild and devastating combos. Despite its weight, it can still be wielded with general precision by the weaker characters. However, the weight also means that there is more momentum, hence slower defence.

Hammer

Power: 5
Range: 2
Speed: 1

The hammer differs from the broad sword for the fact that the attacking part of the weapon is only very small and is located at the tip, as opposed to taking up 80 percent of the length of the weapon. Since the hammer is held across the body, it is a much stronger defensive weapon than any bladed weapon.

Naginata

Power: 3
Range: 5
Speed: 3

The naginata is the best defensive weapon in the entire game. Its long length ensures that it will deflect practically any attack. It's also great for keeping opponents out of their own attacking range. However, the naginata is on the heavy side, and can be very cumbersome to use around obstacles.

Rapier

Power: 1
Range: 1
Speed: 5

An extremely awkward weapon to use because it's defensive power is virtually non-existent. The attacking motions are also focussed on stabbing motions, which somewhat limits your offensive tactics to the chip and charge. What the rapier has in its favour, though, are fast long-string combos that are sure to surprise.

≫ MOVES, COMBOS, AND SPECIAL ATTACKS

The following is a list of all the basic to complex manoeuvres of Bushido Blade, listed in order of weapon and stance. All of the special and character-

Legend

u - Up
d - Down
f - Forward
b - Back
H - High Attack ([Triangle] Button)
M - Mid-Attack ([Circle] Button)
L - Low Attack ([X] Button)
G - Guard ([Square] Button)
"," - pause for a moment
"+" - Together with...

Basic Manoeuvres

f - Step forwards
b - Step backwards
u - Sidestep into the screen
d - Sidestep out of the screen
f-f - Dash forwards
f-f-f - Double Dash Forward (High stance only)
b-b - Dash back
b-b-b - Double dash back
u-u - Sidestep diagonally into the screen
d-d - Sidestep diagonally out of the screen
b-f+L - Jumping ground attack (Any stance)

R1 - Raise stance
R2 - Lower stance
Any direction+L1 - Run
Any direction+R1 - Climb
(Only when near a ledge)
f+R2 - Crouch forward/Pick up a secondary weapon from the ground
f+R2, M - Throw secondary weapon
(Only when equipped)
f+R2, R2 - Throw dirt (only where there is dirt)
f+R2, R1 - Jump
f+R2, R1, Any attack - Jumping slash
Direction+L1, H - Running downward slice

KATANA

High Stance

H-M - Downward slice, quick horizontal slice
M-H - Diagonal chop, head attack
L-H - Spinning leg chop, jumping downward chop
b+H-H - Block, forward slice
b+M - Retreating slice
f-f+M - Advancing ground stab
f-f+L - Advancing low swing
b-f+M - Advancing slice
f-f+M - Advancing mid swing (Black Lotus)
f-f+L - Advancing spinning low slice (Black Lotus)
f-f+H-H,M - 6 downward slices (Black Lotus)
f-f+H - Rising swing (Utsusemi)
b-f+H - One handed swing (Utsusemi)

Middle Stance

H-M-H - Downward slice, mid swing, head attack
H-M-M - Downward slice, mid swing, sidestep swing
M-M - Double slash
M-M, f+M - Advancing triple slash
u+M - Side-stepping swing into the screen
d+M - Side-stepping swing out of the screen
b+H,H - Block, forward slice
b+M - Retreating Mid Swing
f-f+H - Advancing downward slice
f-f+M - Running thrust
f-f+L - Advancing swing
b-f+H - Advancing head chop
b-f+M, H - Swat, high chop
b-f+M, M - Sword Swat, Thrust

Low Stance

H-L - Downward chop, leg swing
M-M - Advancing double swing
L-M - Rising slice, running thrust
b+L - Retreating spin
f-f+L - Advancing upward stab
b-f+H - Advancing upward swing
b-f+M - Advancing upward slice
f-f+L - Turning thrust (Utsusemi)
b-f+M, M - Windup, 4 swing combo (Utsusemi) While Crouching (f+R2)
L - Leg swing
L, H - Leg swing, advancing downward slice (Black Lotus, Utsusemi)
H - Jump forward, one handed swing (Mikado, Black Lotus, Utsusemi)
R1, L - Jumping upward slice (Red Shadow, Black Lotus, Utsusemi)

NODACHI

High Stance

H-H,f+H - 2 chops, jumping chop
H-L - Downward, upward slice
M-M - Double slash
L-H - Low slash, advancing chop
u/d+M - Side-step slash
f+L - Leg slash
b+H - Retreating chop
b-f+H - One handed advancing chop
b-f+M - Advancing slash and spin
f-f+H - Quick head chop (Mikado, Utsusemi)

Middle Stance

M-M, f+H - Double slice, spinning downward slice
u/d+M - Side-step slash
f+L - Low chop
b+M - Retreating swing

f-f+M Advancing swing
b-f+H - Advancing head chop
b-f+M, M - Swat and swing
b-f+M, M - swat, slice (Mikado, Utsusemi)

Low Stance

H-L - Downward chop, leg swing
M-M - Advancing double slash
L-H - Rising slice, chop
u/d+M - Dodging slice
f+L - Leg slash
b+L - Retreating low slice
f-f+M - Backhand slice
f-f+L - Leg swing
b-f+H - Lunging chop
b-f+M - Spin, advancing slash
L-L - Upward crescent, slice (Mikado)
b-f+M - Spin, advancing slash (Utsusemi)
b-f+H, H ,H, H - Wind up, 4 swing combo (Utsusemi) While Crouching (f+R2)
H - jump forward, chop (Mikado, Utsusemi)

RAPIER

High Stance

H-M - Chop, stab
M-M - Double stab
u/d+M - Advancing side-step stab
b+H - Retreating high stab
b+L - Spinning leg stab
f-f+H - Advancing chop
f-f+M - Advancing Thrust
b-f+H - Jump forward, upward slice
f-f+H - Head stab, spinning stab (Black Lotus)
b-f+M - Lunging thrust (Red Shadow, Tatsumi, Mikado, Black Lotus)

Middle Stance

H-L,H,M-M - Triple stab, advancing thrust and swing
u/d+H - Side-step, high Stab
b+M - Retreating swing
f-f+H - Advancing high stab
f-f+M - Advancing mid stab
b-f+M - Windup, upward stab
b-f+H - Advancing high stab (Red Shadow, Tatsumi, Mikado, Black Lotus)
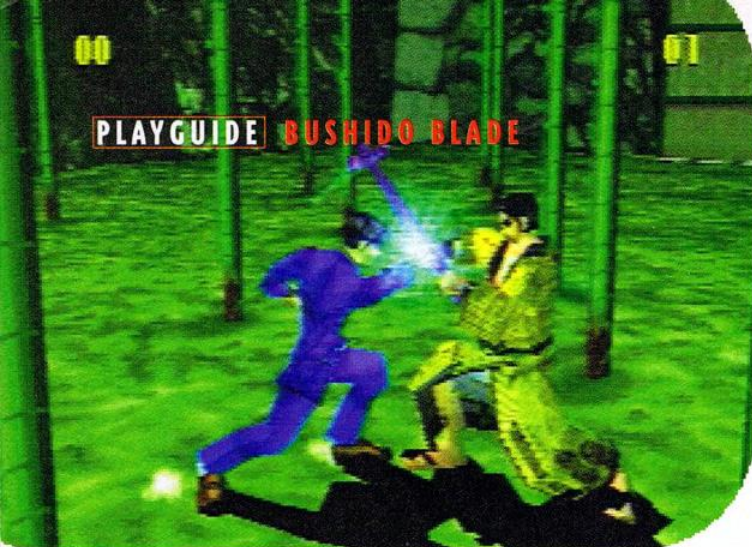
b-f+M – Spearing Thrust (Black Lotus)

Low Stance
H-H – Advancing double high stab
L-M – Low stab, spinning thrust
u/d+M – Side-step, swing
b+M – Spinning stab
b+L – Retreating leg swing
f-f+H – Advancing high stab
f-f+M – High stab
f-f+L – Advancing leg slash
b-f+H – Spinning head thrust
b-f+M – Advancing thrust
M-M,M – Multiple stab attack (Black Lotus)
f-f+H-M-L, M-M – Advancing stab combo
(Black Lotus) While Crouching (f+R2)
L – Upward Slice (Red Shadow, Tatsumi,
Mikado, Black Lotus)
R1, L – Jumping upward slice (Red Shadow,
Tatsumi, Mikado, Black Lotus)

NAGATINA
High Stance
H-H,H – Double head chop, full chop
M,M – Double swing
u/d+M – Side-step and swing
f+L – Ducking leg slash
b+H – Retreating one handed chop
f-f+H – Advancing chop
f-f+M – Advancing swing
b-f+H – Running upward swing
b-f+M – Running Slash
H-H, M – Double chop, swing (Mikado)

Middle Stance
H-M – Chop, shake
M,L – Body slash, side-step leg slice
u/d+M – Side-strp and slash
f+M – Stab
f+L – Side-step, leg slice
b+M – Retreating stab
f-f+M – Advance, ducking head stab
b-f+H – Short chop
f+M-M-M – Triple stab (Mikado)
f-f+T – Quick weapon flip (Mikado, Tatsumi)
b-f+M – Stab and shake (Mikado)
b,f+H-L,R1-L – Short chop, leg stab, vault
and crouching slash (Mikado)

Low Stance
H,L – Upward, downward slash
M,M – Slash and stab
L,M – Leg slash and stab
u/d+M – Side-step and swing
f+L – Low upward swing
b+M – Spinning swing
b+L – Retreating Leg stab
b-f+H, M, L – Advancing triple stab
b,f+M – Jumping rising slash (Mikado,
Utsusemi)
b,f+H-M-L-M – Advancing quadruple slash
(Mikado)

HAMMER MOVES
High Stance
H-H, H, H – Quadruple smash
u/d+M – Side-step, swing
b+H – Smash, retreat
f-f+H – Advance, smash
f-f+M – Advance, swing
f-f+L – Advance, upward swing
b-f+H – Jump forward and overhead smash

b-f+M – Lunging swing
f-f+H – Somersault, body swing (Tatsumi)

Middle Stance
H-H – Double smash
M-H-M – Swing, smash, swing
u/d+M – Side-step and swing
b+M – Retreating back-hand swat
f-f+H – Advancing smash
f-f+M – Advancing swing
b-f+H – Spinning overhead smash
b-f+M – Spinning swing

Low Stance
H-H – Double smash
L-H – Leg swing, smash
u/d+M – Side-step and spinning swing
b+L – Retreating low swing
b-f+M – Spinning double low swing, mid
swing, trip over (Tatsumi)
b-f+H – Advance and quick head smash
(Kannuki)
b-f+M-H – Swat, advancing overhead smash
(Kannuki)
M-M,M,M – Spinning swing, hammer twirl,
double swing (Kannuki) While Crouching (f+R2)
H – Advance, somersault, overhead smash
(Tatsumi)
H – Advance, jump forward and smash
(Kannuki)
L – Leg swing (Utsusemi, Kannuki)

LONG SWORD
Any Stance
b-b – Backflip (Red Shadow)
b-b-b – Double backflip (Red Shadow)

High Stance
H-L – Chop and low slash
M-M – Double thrust
u/d+H – Side-step, chop
b+H – Retreating chop
b-f+H – Spinning overhead slice
b-f+M – Spinning slash
b-f+L – Jumping ground stab
f-f+H – Advancing full chop (Black Lotus)

Middle Stance
H-L – Chop and short upward swing
M-M – Double slice
M-M, M – Triple slice (not Kannuki)
u/d+M – Side-step chop
f+M – Lunging thrust
b+M – Retreating swing
b-f+H – Lunging head chop
f+H – Somersault and upward slice
(Red Shadow)
f-f+L – Forward roll, crouching leg slash
(Red Shadow)
b-f+M – Advancing backhand swing
(Red Shadow)
b-f+M – Spinning overhead slash
(Black Lotus)

Low Stance
H-M – High swing, advancing head chop
L-H,H – Upward swing, full chop, advancing
head chop
u/d+M – Side-step spinning slash
b+M – Long backhand swat
b+L – Retreating upward slice
f-f+M – Advance, spin and thrust
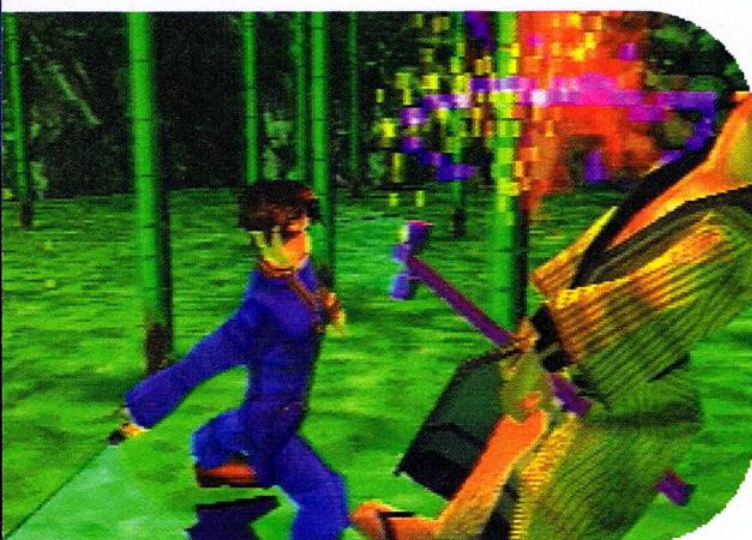
b-f+H - Stab the ground directly in front
f-f+L - Leg chop (Black Lotus)
f-f+L - Lay on ground, leg chop, side-roll
(Red Shadow) While Crouching (f+R2)
R1,L - Jumping rising slice (Red Shadow,
Tatsumi, Mikado)

SABRE

Any Stance
f-f - Roll Forward (Red Shadow, Mikado)
b-b - Backflip (Red Shadow, Mikado]
u-u/d-d - Cartwheel (Red Shadow)

High Stance
H-M - Chop and slash
u/d+M - Side-step swing
b+H - Retreating chop
f-f+H - Advancing chop
f-f+L - Advance, spinning leg slash
b-f+H - Jump forward and chop
b-f+M - Stab
H-M-M - Slice, double slash (Red Shadow,
Tatsumi, Mikado)
M-M-H - Double slash and chop (Red
Shadow,
Tatsumi)
f-f-f+M - Double forward roll, slash (Red
Shadow, Mikado)
b-f+M-M-M-M-M - Advancing five stabs
(Tatsumi, Black Lotus)

Middle Stance
M-M,H - Double slash , full chop
L-H,M - Low slash, two spinning slashes
u/d+M - Side-step slash
b+M - Retreating slash
f-f+M - Advance, lunging thrust
b-f+M - Short jump and chop
M-M-H,L - Double slash, full chop, somersault
slash (Red Shadow, Tatsumi, Mikado, Black Lotus)

Low Stance
H-H - Chop, spinning overhead chop
u/d+M - Side-step, slash
f+L - Short leg swing
b+M - Windup and thrust
b+L - Retreat with two swings
f-f+H - Advancing chop
f-f+M - Advancing slash
f-f+L - Advance, spinning leg slice
b-f+H - Spinning overhead chop
b-f+M - Long lunging thrust
M-L - Slash, forward roll and low chop
(Red Shadow)
L-H - Low stab, somersault overhead chop
(Tatsumi, Black Lotus) While Crouching (f+R2)
L - Backflip with upward slice (Red Shadow,
Tatsumi, Mikado, Black Lotus)

BROAD SWORD

High Stance
H-H-L - Short head chop, full chop, upward swing
M-M - Double slash
L-L - Low slash, upward swing
u/d+M - Side-step swing
b+H - Retreating chop
f-f+H - Advance, overhead chop
f-f+M - Advancing swing
f-f+L - Advancing leg slash
b-f+H - Two short head chops
b-f+M - Jump forward and slash
H-H,H - Double head chop, overhead chop

(Kannuki)
f-f+H - Advance, one handed chop (Kannuki)
f-f+L - Advancing leg slash
b-f+H, H - Quadruple head chop (Kannuki)
b-f+H - ? (Kannuki)

Medium Stance
M-M - Double slash
u/d+M - Side-step slash
b+M - Retreating swat
f-f+H - Advancing chop
f-f+M - Advance and slash
f-f+L - Advancing leg slash
b-f+M - Spinning slash
M-M-H - Double slash, overhead chop
(Kannuki)
f-f+L - Advance and upward swing (Kannuki)
b-f+H - Head stab, jumping rising slice
(Kannuki)
b-f+H - Jumping overhead chop (Black Lotus)

Low Stance
H-H - Advancing double head chop
M-M - Spinning slash and stab
(not Tatsumi or Mikado)
L-H - Advance, rising slice and chop
u/d+M - Side- step spinning swing
b+M - Full swat
b+M+H - Full swat, advancing overhead chop
(not Kannuki or Tatsumi)
b+L - Retreating low chop
f-f+M - Advancing one handed chop
b-f+H - Short leap, overhead chop to the ground
b-f+M - Spinning low slash
L-H-H - Rising slice, double chop (Kannuki)
L-H,M - Rising slice, chop, spinning slash
(Black Lotus) While Crouching (f+R2)
H - Advancing overhead chop
(Black Lotus, Kannuki)
L - Surprise stance change and slash
(Black Lotus, Kannuki)

GENERAL COMBAT TIPS

TWO ABLE-BODIED WARRIORS

Don't go madly rushing in with flashy combos. The likely outcome is that all of your attacks will be blocked, and you might even end up dead. True skill is demonstrated through control and anticipation. As you advance to your opponent, assess what weapon they are using and what manoeuvres they are capable of. Check what stance they are adopting and change your own to best defend against it. A sabre in low stance, for instance, will not defend at all against a hammer in high stance.

Now, you can either wait for your opponent to attack, or you can initiate the attack yourself. Either way, you should be attempting to exploit any possible weaknesses in your opponent's speed and stance. If things don't work out and get a little messy, simply move away and re-assess the situation.

When attacking, it is better to start with conservative moves like a double slash, which ensures that your weapon remains close to your body. The more outlandish moves like running slashes and flying overhead chops leave you vulnerable to attack, and should only be used either as a surprise element or when you are absolutely confident that your opponent wouldn't be able to defend against such an attack.

Your defensive tactics should stretch far beyond the simple parry. Subtle moves like the swat and retreating slash are critical in deflecting an opponent's weapon, momentarily breaking their flow, and giving you an opportunity to strike back. You should also not discount the value of the roll manoeuvre. If a stronger oppo-

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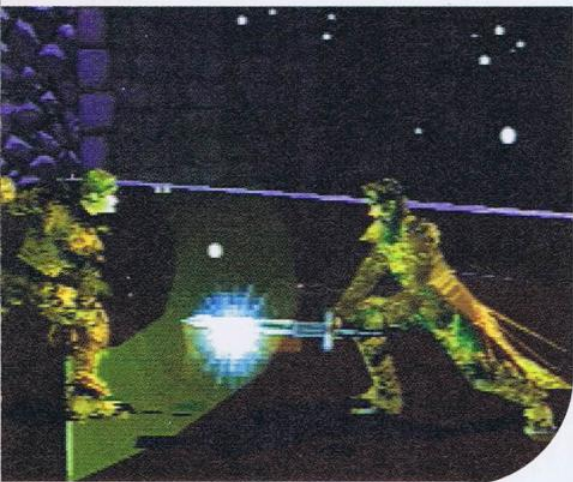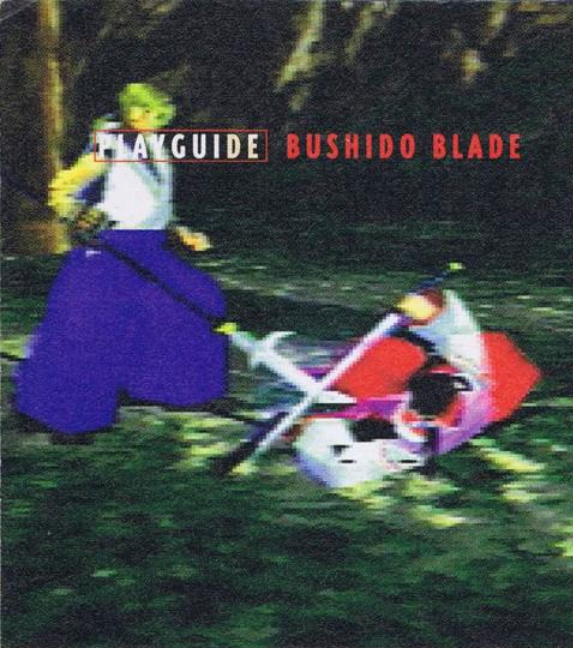
nent is swingling madly at you and you can't seem to get away, simply press the R2 button upon weapon deflection and you will roll away.

For more intelligent combat, don't waste your time throwing dirt or secondary weapons. They usually miss their target and leave you completely open to attack.

Fighting As A Wounded Warrior

If you have lost the use of your legs, you are not quite as useless as you think. In fact, your chances of winning remain pretty much the same. The fastest way to travel in this condition is to lay down and roll across the ground. Save for the jumping ground-stab, you will either be too low or too fast for your opponent to have a decent shot at you.

Offensively, you only have a couple of moves at your disposal. This is the time where you should be throwing dirt and your secondary weapon, and anything else you can lay your hands on at your opponent. If you are resourceful and quick enough, these sub-attacks should serve as great distractions (hence allowing you to attack) that even up the odds a great deal.

Defensively, you will be more susceptible to overhead chops. The other best defence in this case is actually to lay down on the floor and swing your weapon around. Don't forget that your weapon can serve to deflect an opponent's weapon, whether or not you intended to attack! You actually have a better chance of both defending yourself and wounding the opponent when you do this.

The other alternative is to use the obstacles around you as defence. Trees and tombstones are great for this, since you will be much lower to the ground. Chops and slashes are more likely to hit the obstacle before they even come close to hitting you.

Fighting A Wounded Warrior

Do not underestimate the element of surprise. A limping opponent can still spring up at you with an overhead chop to bring an unexpected finish to the fight. The wounded warrior can perform a couple of short swings, a falling leg chop, and a surprise running overhead chop. There are different ways to approach this.

The safest method of killing a limping opponent, especially if they are lying on the ground, is to perform a jumping overhead chop, or a similar move that involves jumping down at them.

If the limping opponent is upright, don't even think about charging at them unless you are

absolutely sure. They are still capable of swinging at you, and you are more than likely to run into either run past them or into their blade.

The conservative way of killing a limping opponent is to approach them with as much caution as any other healthy opponent. Perform a few simple slashes, knock their weapon out of the way, and then go in for the kill. The skillful way would be to wait for your opponent to perform that running overhead chop, side-step them, and give them a good slice to the gut.

Weaker Vs Stronger, Slower Vs Faster

Any disparity in the strength between the two warriors willl generally mean that the weaker character will stumble or have their weapon deflected every time they block an attack, no matter how heavy the weapon they are using.

If you are a weak character with a heavy weapon, then you should concentrate on evasive mavoeuvres like side-stepping and retreating moves. Attacks should be well timed and appropriate. Wild combos will only leave you in a mess.

If you are a weak character with a light weapon, then you should take advantage of your extra mobility and adopt a strategy where you keep your distance, keep moving around, and go in with some big combos. If your opponent is using a particularly heavy weapon, you might even exploit their limited speed (changing stance takes time for them), duck under their weapon, and slash at their legs.

If you are a slower by virtue of either your weapon or your character, then you should be concentrating more on the stance of your opponent. That way, you can assess what stance you should take of your own to best defend youself. Either way, offence is only of secondary importance.

Using The Environment

If you are using a weaker weapon, or your opponent has decided to go on a rampage, don't forget that you can use objects in the environment as shields. Larger weapons have no swinging space when they are up against the wall, and with your smaller weapon, you could commence attacking with short stabs and thrusts. Trees and tombstones can be used in a similar fashion, although you'd have to react quickly because it is a comparatively more open space.

Running on stone, gravel, dirt, or water also makes a difference adopting evasive manoeuvres. Characters like Kannuki and Utsusemi are hopelessly slow in the water, while heavier weapons can also affect the speed at which you run on gravel.

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http://hyperactive.com.au

GAMES ONLINE

Wipeout 2097
PSX

Possibly the best racing sim on the Playstation recently re-released as part of the Platinum range.

Animal Crafts:
As the game is loading, hold **L1, R2, Select and Start.** When you get to the title screen, briefly release Start and then hold it down again until the Main Menu Screen appears. Release all the buttons and go to the Team Select screen. You'll find all the craft have mutated into animals. The shark is very cool!

Infinite Energy:
Pause the game during a race, hold down **R1+L1+Select** and press:
Triangle, X, Square, O, Triangle, X, Square, O.
Unpause to activate cheat.

Infinite Time:
Pause the game during a race, hold down **R1+L1+Select** and press:
Triangle, Square, O, X, Triangle, Square, O, X.
Unpause to activate cheat.

Infinite Weapons:
Pause the game during a race, hold down **R1+L1+Select** and press:
X, X, Square, Square, O, O, Triangle.
Unpause to activate cheat.

Machine Gun:
Pause the game during a race, hold down **R1+L1+Select** and press:
Square, O, X, Square, O, X, Triangle.
Unpause to activate cheat. You

should see a blinding flash to indicate cheat is active. Now when you press fire your brand new machinegun will spit death! You can't pick up any other weapons while in this mode, but since it's so lethal that hardly matters.

Phantom Mode:
On the Main Menu Screen, hold down **R1+L1+Select** and press:
Triangle, Triangle, Triangle, O, O, O.
Now when you go to track select, the super-hard Phantom class is available.
Otherwise, enter this as a password:
Square, O, Square, Triangle, O, Triangle, Triangle, O, Square, Square, Square, Triangle, X, Square.

Piranha Challenge:
On the Main Menu Screen, hold down **R1+L1+Select** while pressing:
X, X, X, X, O, Triangle, Square.
Now go to Team Select and you'll find the state-of-the-art, virtually perfect super-ship Piranha is available. Normally this is only awarded if you place first on both Phantom tracks and then beat the Piranha Challenge, which demands you play through all eight of the game's tracks and get gold on each one.
Otherwise entre this as a password:
Square, O, Square, Triangle, O, Triangle, X, Square, X, Triangle, Triangle, X, O, O.

Track Cheat:

On the Main Menu Screen, hold down **R1+L1+Select** while press:
Square, O, Triangle, O, Square.
This cheat lets you race on each and every track while in the easy Vector class mode. Very useful for learning the best racing line on the harder tracks at a more relaxed speed.

NBA Hangtime
PSX

Cheat Codes:
Enter these at the "Tonights Matchup" screen.
Unlimited turbo: **461**
Stealth Turbo: **273**
Shot percentage on: **000**
No pushing: **048**
Quick hands: **709**
Maximun speed: **284**
Maximun power: **802**
Hyper speed: **552**
Goal tending: **937**
Fast Passing:**120**
All CPU assistance off: **300**

NFL Quarterback Club '98
N64

Attributes Trick:
This is a great trick is for creating your own super players. After you put in the players name, weight, height etc. press "a" or "start" and it will take you to the attributes screen. If you look at the green bar at the top of the screen it isn't filled up all the way, therefore you have to cut back on

some attributes. If you want it to be higher then all you have to do is press the "b" to take you back to the previous screen and then press "a" again to take you back to the attributes screen. The green bar will change. You can do this trick as many times as you want until you have the amount that you want.

Cheat Codes:
Enter these codes on the CHEATS menu.
STNTXTM: Bonus teams
LDSTRTRK: Beam the ball trick
PBYBYMD: Players crawl
SNWSLDS: Snow sled mode
LLDFSCK: Weak defense
LLFFSCK: Weak offense
BGBFYDF: Max defense
BGBFYFF: Max offense
YNSTYNS: Max disipline+awareness
WLTRPYTN: Max agility
BGSPRDV: Dive farther
YLCTRCFB: Electric football
TGHTGRP: No turnovers
MCHLJNSN: Run faster
FRMBYFRM: Slow motion mode
BGTWSTRS: Spinning ball carrier
SPRBGRMS: Players can kick, throw, punt 100 yards
SPRTMMD: Super team mode
SPRTRBMD: Super turbo mode
SPRDPRTCKL: Tackle always
PWHYRMN: Wimpy players
TRNTDLER: Shabby accuracy
BRDWYNMTH: Awesome Quarterbacks
GTNHNDS: Fumble mode
SPRSLYD: Slippery field Conditions

F22 Lightning II

PC

Invincibility:
While playing, press
Ctrl+Alt+Shift+Home. A small green X will appear in the lower left-hand corner if you did it right.
Reload Ammo and Fuel:
While playing press
Ctrl+Alt+Shift+Insert.
Stay off Enemy Radar:
To avoid the enemy's radar completely (Philidelphia experiment style), fly below 500 feet or above 50,000 feet.

Fifa Soccer 98

PC

Cheat Codes:
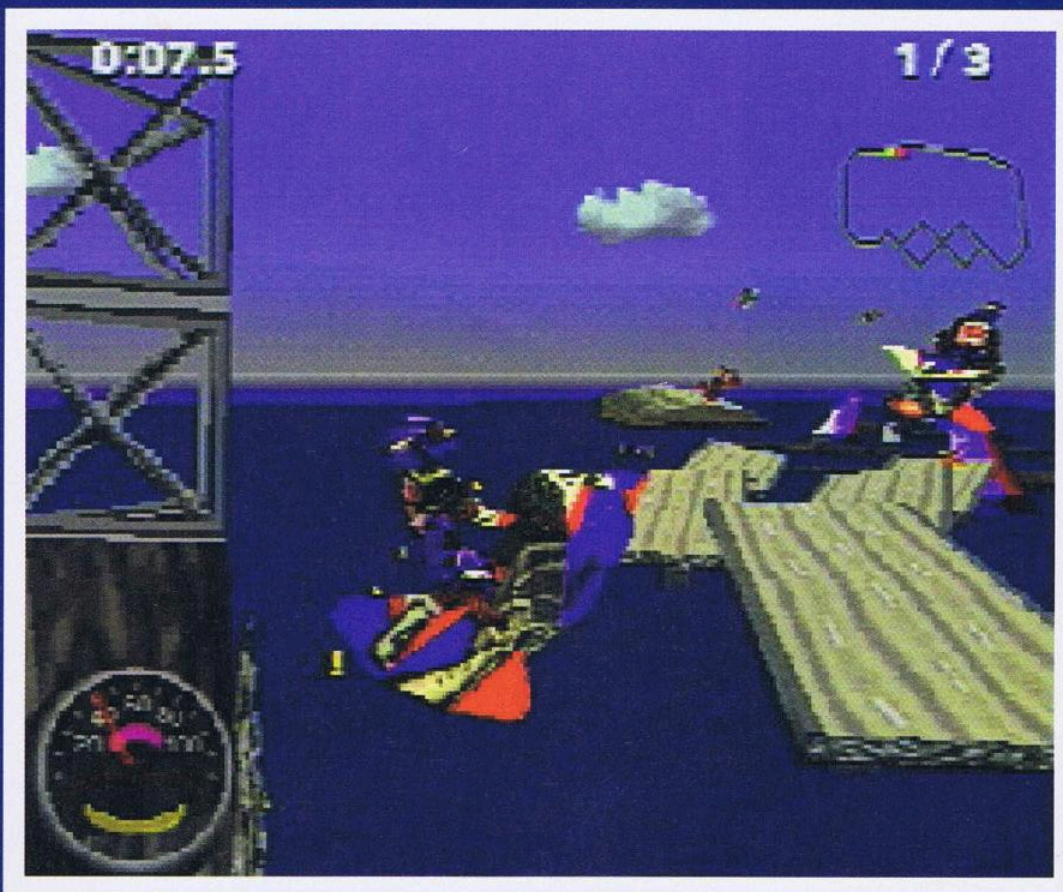Go into the player edit and edit any player name to these names.
eac rocks: Big heads
johnny atomic: Take a dive
dohdohdoh: Crazy ball
uriofus: Invisible walls
xplay: Hot potatoes
footy: Silly Moves

Autodestruct

PSX

Cheat Mode:
Pause the game during any mission and press **Up, Down, Left, Right, L1, R1, R1.** If this is done correctly, "CHEAT MENU" should appear at the bottom of the list of choices in the upper left-hand corner of the screen. Enter the Cheat Menu screen and try any of these:
Add 1 Minute To Time: **Down, L1, L1, O, O, R1, Up, Square, L1**
Car Tune-up Menu: **L1, R1, L1, Up, Down, Right, Left, Square, R1**
Extra Money: **L1, R1, Up, O, Down, Square, Right, R1, L1**
Extra Nitros: **L1, O, Down, L1, Up, Square, O, R1**
Infinite Fuel: **L1, O, Left, L1, O, R1, L1, Up, R1, Down**
Invulnerability: **L1, L1, L1, L1, Left, O, O, Square, L1**
New York Time Trial: **L1, Right, Down, Left, Up, R1**

Jet Rider 2

PSX

All Tracks:
1. Set the game to MASTER difficulty and 5 laps per race.
2. Press X on Li'l Dave then return to the title screen.
3. Press **Up, Down, Left, Right, R2, R1, L2, L1** very quickly.

4. Set the game to 3 laps per race.
5. Press X on Wild Ride, then return to the title screen.
6. Press **Up, Left, Down, Right, Square, R2, Circle, L2** very quickly. You should hear a tone.
7. Now set the game to AMATEUR dificulty with turbos off.
8. Press X on Bomber and return to the title screen yet again.
9. Press **Up, Down, Left, Right, Up, Down, Left, Right** very quickly.
10. Set to PROFESSIONAL difficulty and turn turbos on again.
11. Finally, press **R2, R1, L1, L2, R2, R1, L1, L2.**

Moto Racer

PC

Enter any of these as your password:
cdnalsi: All Tracks
cesrever: Reverse tracks
cdnaldarock: Secret track

Test Drive 4

PC

Cheat Codes:
To enter these codes, go to the OPTIONS menu, select SAVE GAME and type one of these codes. You'll hear a horn if you entered them correctly.
NOAICARS: No computer-controlled cars in multi-player
AARDVARK: All collisions turned off

SRACELLA: Unlock all cars
LEVELLLA: Unlock all tracks
SPAZZY: Spinning camera
BANDW: Black and white
COLOUR: Return to color
MIKTROUT: Giant cars
MPALMER: Tiny cars
BIRDVIEW: Birds-eye view
NITROXXX: Nitros instead of the horn

Test Drive 4

PSX

Cheat Codes:
To use these codes you must be fast enough to have your time entered on the high score screen (make sure to turn checkpoints on in the OPTION screen.) Make sure you have space on your memory card.
knacked: Reverse tracks
whooosh: Nitro when you press the horn
mjcim.rc: Tiny cars
sausage: Bonus cars
Drive the XPJ198:
Crazy as this sounds, finish any track entirely in second gear. Checkpoints and Traffic must be turned on for this to work. You can say goodbye to that gearbox!

Bravo Air Race

PSX

Bonus Planes:
To get the F16 and the Stealth jet,

follow these easy steps. At the title screen press and hold **R1** and **L2** on controller two (sorry single controller owners!), then tap the **SELECT** button 20 times before the Rankings appear. An electronic noise will sound if you did it right.

Skullmonkeys

PSX

Klaymen rides again! Pause the game and try these:

Free halo: R2, Circle, Circle, Down, Left, Circle, Right, Down

Max lives: L1, Triangle, Down, Left, Circle, Select, Square, Right.

Video Clip Passwords

1. O, L1, X, Triangle, Square, X, X, X, L1, R1
2. O, R1, Square, Triangle, L1
3. X, R2, Square, X
4. Square, R1, Square, X, X, X, O, O
5. X, Triangle, X, X, R1, Square, O, X, L1, X

Streets of Sim City

PC

Cheat Codes

While playing a Player's Choice game (codes are disabled during Scenario and Network play) press **Ctrl+Alt+X**. Type any of these in the dialog box which appears.

cruise control: Turns on cruise control

im back: Repairs all damage

lock and load: Refill ammo

mr fabulous: Makes you invulnerable

moon: Sets gravity to Moon level

mars: Sets gravity to Mars level

jupiter: Sets gravity to Jupiter's pull

earth: Sets gravity to normal (Earth)

Invincible in Scenario game:

1. Go into Player's Choice and do the 'mr fabulous' code in any city.
2. Leave Player's Choice and go into scenarios.

If successful, you will be invincible until you exit the game.

Resident Evil

PC

As with the Playstation original, if you finish the game in under 3 hours you get a cool weapon. On the PC Jill gets an Igram - a wicked Uzi. We'll let you know about Chris.

PilotWings64

N64

Interstate warp:

If you use a jetpack and fly to San Fransico city, there is a building there that you can enter. Enter in the south side, fly through, and you'll end up in New York. Turn around and go back in, you end up in San Fransico.

Mario Face Change:

Change Mario's face on Mt. Rushmore in the Super Cannon, Level 1. Hit Mario directly in the nose and watch his face change Mario's.

WCW Vs. NWO: World Tour

N64

Special moves:

Running Flip:

First throw your opponent into the ropes. When he bounces back, instead of pressing the **B** button, press **A** to flip him over or pick him up.

Break out of pin or submission:

To easily break out of a pin or submission move, simply tap the controller stick (not the control pad) in any direction a few times. No matter who weak you are, it'll work every time.

Use opponent's move:

This code allows you to do your opponents move. When the spirit meter is flashing special do a strong grapple then press **A** and **B** at the same time. You'll do one of your opponents moves. This works from the front or back.

Prevent Rope Breaks:

When you down an opponent near the ropes and you try to pin or submit him, a rope break is usually called. There is a way around that: Stand next to the downed wrestler, press the **L** button and you will start to drag him. Press the direction you want to drag him (away from the ropes) and perform your pin or submission hold.

Masked Wrestlers Flip:

If you play as one of the masked wrestlers (such as Rey Mysterio Jr. and Black Ninja), you can do a back flip onto your opponent by running towards the ropes, and hitting the A-Button when near them.

Somersault Roll:

This is just an undocumented controller function: When running hit the **R** (shoulder) Button to somersault roll under an opponent.

Top Rope Tricks:

To stay on the top rope for a period of time while waiting for the right time to jump off at your opponent, hold the **A** button. Start holding it when you are climbing the ropes. (This must be the first button you press after starting to climb. To jump off/climb down from the ropes, do the same as the above trick, only using the **R** button.

Foreign Objects:

Some wrestlers are more likely to get foreign objects (like bats or chairs) from the crowd. For example, if you play as Sting or Hulk Hogan, you almost always pull something out of the crowd. Simply walk up to the audience and press the **C-Up** button. Unfortunately you can't bring foreign objects into the ring.

I-WAR

PC

In the player history screen type **DARKGOAT** to enable cheat mode. Now in the player history screen try these:

Left-Shift+Backspace: Add selected mission to history
Left-Shift: Toggle outcome of selected mission
Left-Shift+o: Access all missions
Try these during gameplay:
Left-Shift+P: PCX image file to PSGRESOURCEARTSCREENS
Left-Shift+8: Jump to vicinity of target
Left-Shift+9: Match velocity with target
Left-Shift+o: Explode targeted ship
Left-Shift+I: Player invulnerable
Left-Shift+W: Force mission win

F-22 Raptor
PC
Press **T** to display the message prompt, then type in these codes:
there can be only one: Invulnerablity
it's not my fault: Finish mission
we can rebuild him: Repair all damage
never tell me the odds: No damage by enemy fire
i'll be back: Reload stores

Galaxy Fight
SATURN
Fight as the Boss characters:
Highlight the Vs. mode option on the main menu. Hold **L + R + Y** on controllers one and two, then press Start on controller one. Bonus-kun, Yacopu, Felden, and Warou will be accessible on the character selection screen.
Choose taunt:
Hold **A, B, or C** to select a different taunt at the end of a match.

Elevator Action Returns
SATURN
Original mode:
Complete the game and save your high score initials. Press Start at the title screen to begin another game.
Enter the initials that were saved after the game was completed. An "Old" option that allows the original arcade version of the game to be played will appear.

Bloody Roar
PSX
Big head mode:
Highlight a fighter on the character selection screen. Then, hold **L2** and press **Circle**.
Small fighters:
Highlight a fighter on the character selection screen. Then, hold **R2** and press **Circle**.

G-Police
PSX
All Weapons/Unlimited Ammo:
At the Weapons Load Out screen, hold **L1 + L2 +R1 + Circle + Triangle + Square** and press **Left**.
Enter these codes at the Password Screen
BENIHILL: Faster back up cars
WOOWOO: Sirens
SUPACAM: Different camera angle
ALSECRET: All the secrets
PANTALON: Secret stages

Coolboarders 2
PSX
Extra Clothing:
In select screen mode press **Down+R1, Up+R1, Down+R2, Up+R2, Up, Up+R1, Down, Down+R2**. After each press you should hear a voice say 'Here we go!'. Once you have finished the hidden clothing for Irin and Cindy will be available. You cannot do this in Competition or Freestyle 2 player modes.
Access to all courses in Freestyle mode:
On the select screen, move the selector with your controller in the following order:
FREE STYLE, BIG AIR, BOARD PARK, OPTION, HALF PIPE, BIG AIR, FREE STYLE, then press **X** to choose
Free Style. (you need to do this in 4 seconds) When you select 1 Player or 2 Players you need to hold **L1+L2+R1+R2** whenyou press **X**. You should hear a 'Whoop!'
Access to all courses in mirror mode:
On the select screen move the selector in this order:
FREE STYLE, COMPETITION, BOARD PARK, OPTION, HALF PIPE, BIG AIR, FREE STYLE, then press **X** to choose Free Style. (you need to do this within 4 seconds) When you select 1 Player or 2 Players you need to hold **L1+L2+R1+R2** when you press **X**. You should hear a 'Whoop!'

Micro Machines V3
PSX
Enter any of these while playing:
Change car models:
Square, Down, Down, Up, Up, Right, Right, Left, Left
Float Objects: **Square, Trinagle, Square, Square, Triangle, Square, Square, Triangle, X**
Camera behind car:
Square, Left, Right, Square, O, Left, Right, Square, O
Slow CPU cars: **Square, O, Triangle, Square, X, O, Triangle, Square, X**

Big Bounce: **Square, Right, Right, Down, Up, Down, Left, Down, Down**
Double Speed: **Square, X, O, Square, Triangle, X, X, X, X**
Just re-enter the code to disable it.
Try these as the character name:
Tanks on all tracks: **TANKS4ME**
Access to all tracks in Multiplayer mode: **GIMMEALL**
Snow instead of confetti: **WINTERY**
9 Lives: **CATLIVES**

Blast Corps
N64
Ghost Rider:
Mario has set a trend. If you complete a race with the right vehicle, a ghost rider will appear if you play the same race again. To choose your ghost, highlight the vehicle you wish to compete against and press **B**, then choose your vehicle as normal.
Turbo Start:
Here's another trick inherited from Mario Kart 64. For a faster start on racing courses, press the Accelerate button as soon as the last light turns green. For best results, time your press the button at the final beep.

GEX 3D
PSX
Who can resist this cute little dude?
Here is the legend for these codes (remember this stuff from the Megadrive days?)
Up on D-pad = **U or N**
DOWN on D-pad = **D or S**
LEFT on D-pad = **L or W**
RIGHT on D-pad = **R or E**
TRIANGLE Button = **A**
CIRCLE Button = **O**
X Button = **X**
Cheat Codes:
During gameplay, "Pause" the game, hold **L2 or R2** while entering cheat:
Infinite lives: **UNDEAD**
Invulnerability: **WEASEL**
One Liners: **ALOUD** (Press SELECT during gameplay)
Rambling GEX = **SENSELESS**
Level Timer: **EARWAX** (On Main Map, Press Select for level stats, press Square for best times)

Outlaws
PC
Enter these codes while playing (Doom style)
olimyella: god mode
olpostal: all weapons
oljackpot: all items
olairhead: flight mode (enter again to walk)

olcds: show enemies on map
olash: unlimited ammo (enter on each level)
olredlite: freeze enemies
olgusher: unlimited oil
olscore: level skip
olbounce: super jump
olmorerx: three more hearts
oler: full health
oltombstone: suicide mode
olappear: warp to final enemy of level
olwimpy: auto re-load
Level Select
To skip to any level, enter one of the codes below while playing.
olhideout: Hideout
oltown: Town:
oltrain: Train:
olcanyon: Canyon:
olcliff: Cliffs
olranch: Ranch

Seven Kingdoms
PC
During gameplay type !!!@@@### followed by any of these characters. A warning - you will be labeled a cheater and your score will drop to 0.
c: Instant $1,000
u: Immortal king
t: All tech advances and scrolls
b: Immediate construction
z: Fast build mode toggle
m: Reveals map
=: Increase prayer points

Flight Unlimited 2
PC
View mission boundaries:
Press **[Shift] + [Alt] + A** to view a wire-frame border around the area that your plane must fly over for the mission. File this one under pointless but bizarre.

Croc: Legend Of The Gobbos
SATURN
Level select:
Hold **X + Y + Z** at the start screen until the password prompt appears. Enter Up, Left, Down, Left, Right, Left, Down, Up, Left, Right, Right, Down, Right, Right, Up as a password.
Super password:
Hold **X + Y + Z** at the start screen until the password prompt appears. Enter Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right as a password to start at the final level of hidden island 5-B with all secrets.
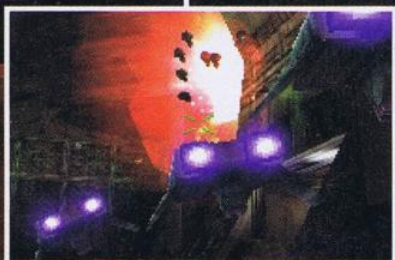
Hyper is Australia's only all-formats games magazine... and Forsaken is probably going to be one of this year's only all-formats games. Looks to be a killer too... Review and inside story, as Hyper travel to the UK to meet the makers...

Next Issue...

HYPER Letters

HYPER MAILOUT SERVICE
Dear Hyper,
Hi, and I buy your mag every month. Anyway here is some questions and some comments.
1) Why aren't you doing a review on War Wind 2?
2) I wish you did a rundown of units for Total Annihilation and don't tell me it's too long to list them all because you guys took 8 pages on Quake 2.
3) It would be much nicer if you sent a reply to all the letters. (In a condition that the sender must provide a self-addressed envelope)
4) My comments and questions might be stupid but please print this *&%# !$ letter.
Bye!
ANON
Hey,
1) I'll be completely honest and admit we were unaware of such a title existing, till I asked PCP if they'd got it, and when they told me about it, it's obvious why no one sent us a copy. We get sent many games across all platforms, and don't go hunting to make sure we get every B-grade title.
2) It's not so much too long as too tedious. In a game like Quake 2, the monsters are quite large and getting a decent looking grab/image of them is very easy, and comes up well in a review. If you recall our Dark Reign review had unit profiles, and frankly, we're not keen to do that sort of thing again, because small units make lousy deep etched (cut out) images.
3) in case you weren't aware, I'm the only full time person in the editorial department for Hyper. Most magazines only devote one or two pages to letters... while we generally devote six. Replying to many hundreds of letters is just not possible, purely due to a lack of time.
4) You never know if you never ask...

ISLAND GAMERS...
Dear Hyper
Good mag guys keep up the good work
I got back from Australia to plug in my Playstation just to find the wrong bloody plugs on the big black square box A.K.A Television. What did I do? Put it through the video just to find the wrong plugs yet again. I got some adaptors for it just to find it needed tuning in!
Anyway, I got it running, playing Time crisis, Completed the special stage and found I need a memory card to save the score. (I'm new to the console gaming market)
Anyway now to the questions
1. What way can I subscribe to Hyper from Fiji and the price of postage and time it would take for it to get there.
2. What games will be compatible with the G Con 45.
3. Is there any more news on the movies such as Doom
4. How many letters roughly do you get from your fans
5. Do you enter competition answers from Fiji or not. (Spare me the bad news)
6. Do you still do back issues?. If yes how do I get em.
Thanks for your time to answer this. Appreciate it.
PHIL
Phil,
It's amazing how much the cost of a few little cables and adaptors can end up costing.
1. You can subscribe just like everyone else, of course postage is a bit dearer. It's AUS$55, for a one year subscription (the whole thing, not just postage).
2. Maximum Force, Time Crisis, and Point Blank. More will come in the future. It's unlikely anyone will develop a gun game in the future that won't offer Guncon 45 support.
3. Not really no. They're sure taking their sweet time about it aren't they?
4. I never count em, basically because it's in the hundreds and doing so would just be more time I have to spend on them.
5. Most certainly.
6. Yup. If you call or email our offices and ask to speak to subscriptions, they can help you out. We sometimes have a back issues page, but not always. It's really helpful if you include your address and phone number so our subscriptions department can call you to answer these sorts of questions. (Details are in the credits)

THE TEA PARTY IS OVER!
Dear Lucky Bastards who have extremely high-end, Super-Ninja PC gaming machines,

I just got Quake 2, it rocks hard. Even though (oh no, it cannot be!!) I don't have a 3dfx card and my pentium's CPU is just 133m, I was wowed beyond belief. At 512x whatever it looks like 640x480 and plays like 320x240. The wounds on bodies, the flies, the way the chaingun cools down, the way the machine gun's view isn't steady in long ctrl-button hold downs, it's all too much. Ever since the days of Atari's Battlezone, First person shooters have always had a great following, and id software have taken me to heaven.

I found only 2 flaws other than in Hyper's review.(Please correct me if I'm wrong). 1) No Modem Play Option!!!!!!Why, why, my only son, oops, paternal flashbacks!!!!! And finally, 2) NO Co-operative option, sure fraggin my ex-mate's butt is fun, but when they get sick of losing they like to play with a legend, not get humiliated, fragged or gibed. So there's my view. Someone should release a patch for supermodels skins, I can just see ELLE with that.

MATT DOWNEY, via Snail mail

Matt,

Your comments on the review were fair enough. For modem play... I think my own lack of interest in one on one modem play caused me to overlook such an option. Basically, one on one Quake 2 is a very lonely process, to the point where most people would never bother, since getting online and playing with a dozen or more people is much more of a hoot. I guess it's the same with co-operative, since I'd rather just take on the monsters alone (Although standing around and saluting or giving the finger to

your buddies is lots of fun). The good news is, co-op play is now implemented with the introduction of the point release, which can be downloaded and installed for free. Check out http://www.idsoftware.com/

To play modem to modem (it's always been possible, just not obvious), you need to get the DUN (Dial Up Networking) software for Windows (get latest versions from www.microsoft.com), and set up one machine as a server, set your TCP/IP addresses, and when you run Quake 2, connect to the machine running as a server, using the IP addresses you specified.

As for us owning Ninja fast PCs, I'm afraid Eliot and I just have P166s, and the other contributors have slower PCs. We all have 3DFX cards though, which makes a world of difference.

EXPORTING GAMERS

Dear Hyper Magazine Guys,
Just want to say how really cool your mag is. I've got a couple of questions that I want you to answer. 1st, do America (if they have a Saturn game machine over there) Saturn games work on the Australian machine?. 2nd, do America's computer games work on Australians computers?. The reason I wanted to know is because I was sitting playing couch potato commando at the TV Dad then turned off the TV and said 'family meeting time'. I thought "OHHHHHHhhhhhh shit", "Where going to America" he told me.
Well I'll be off now, hope to get your reply soon.
Yours truly

DANIEL

Daniel-san,

Firstly, no. The American Saturns are NTSC, and games there won't work on your Saturn. The other thing is, your console might not work on the power supply there, since we run on 240V and they run on 110V. There should be some sort of transformer that will be available that'll do the trick. Secondly... 99% of PC games will work fine with your move. The only problem may be that some companies make region specific versions, which check which version of Windows 95 you use, like Quake 2 for example. Of course you can get around this by buying an American copy of Win 98 later this year.

GAMING ON THE INSIDE

Dear Hyper,
I'm a big fan of stuff, one of the things I put into the category of 'stuff' is your magazine. Anyway, I was reading issue #53 when I came across the article about "Street Fighter vs X-men" which happen to be my favourite arcade game and was dying for it to come out on PSX but then I read 'not available' on PAL system and then suddenly I had the urge to smash something, but as my shrink says that is not the answer.
I'm also a big fan of FFVII, so when I came across the "Xenogears" thing again to find that it may not come out for PAL, so now I'm writing this letter from the local prison with a 20 year sentence on my hands. Anyway enough bullshit, I have some questions to ask
1. Is it possible to get NTSC

FREAKY FANTASY VII

To Hyper mail,
Hi, I've written a few times before but so far none of my letters have been printed but this time I'm sure you may change your mind. I know you must get so much mail you don't know what to do with it all.

Now I'm sure there must be many people out there that have Final Fantasy VII for the PS. Well some good news. I not only have killed the main Bosses at Northern cave but I finally killed the Monster under the Sea (Weapon its taken me over 1 month to do it.

This is how I did it. Make sure all members have reached Level 99, Equip at least 2 members with nights of Round Master level, joined with W-Summon. Also at least 2 members with Final attack joined with Life 2, also use Megalixer often to keep magic points up, Regan helps also give Hero drink to the members who have nights of Round ,this must be used before using nights of Round.

Thanks for your time, I like your magazine cause it has more than one game console. I hope my Technique of killing weapon helps a lot of people who haven't killed him yet.

From an older lady

F.S, Sydney

P.S After so long , not being able to kill weapon I was starting to think you may have to just stay in battle with him till the 20 minute timer got to o then he would self destruct but I proved myself wrong, he can be killed.
F.S

What can we say? You're a freak! Either that or you have an amazing amount of spare time on your hands. Game on!
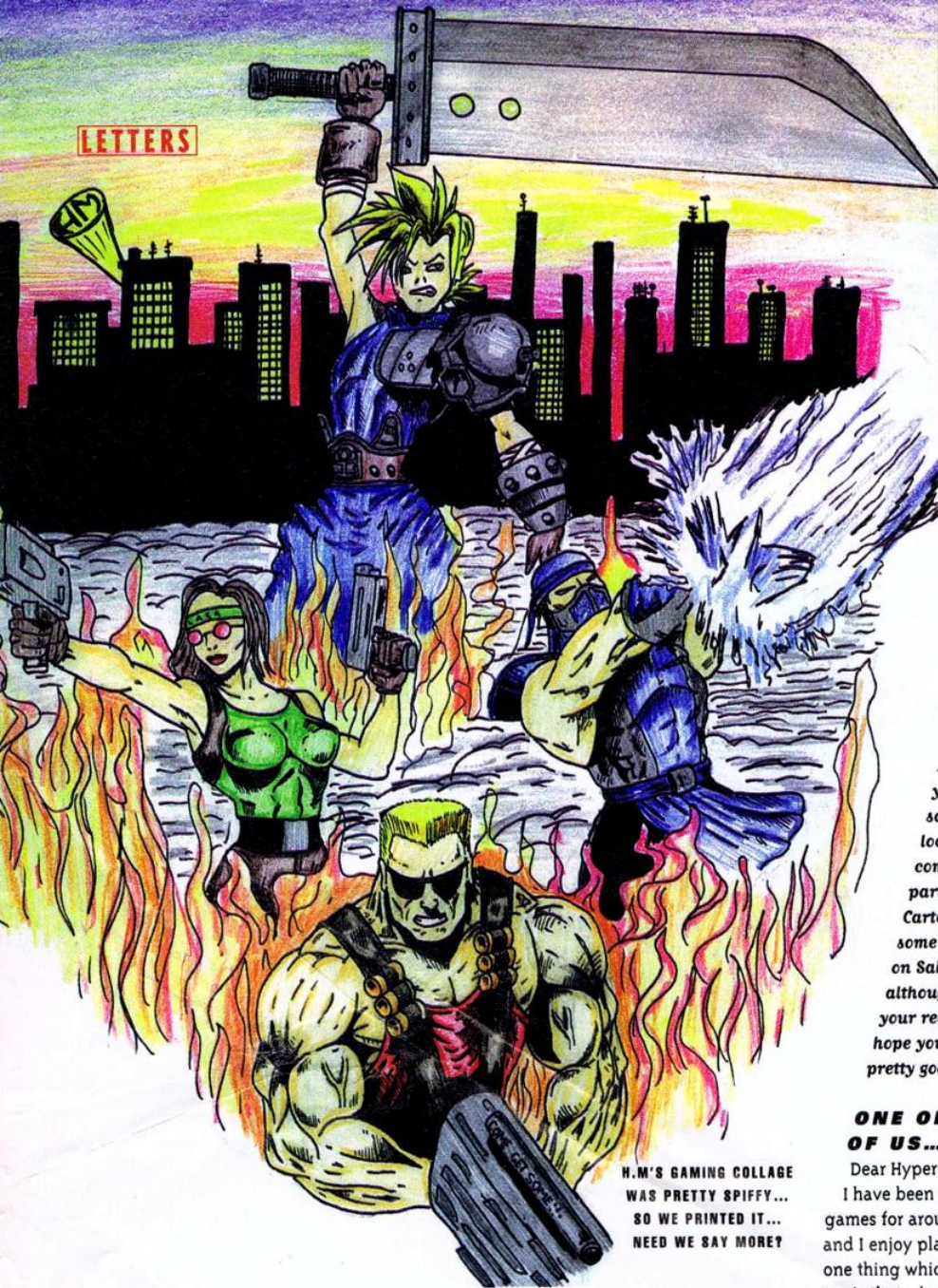
H.M'S GAMING COLLAGE WAS PRETTY SPIFFY... SO WE PRINTED IT... NEED WE SAY MORE?

playstation in Australia, if so how do I get one?

2. I saw an ad for "Final Fantasy Tactics" in a comic book and was wondering if you knew when or if it is coming out in Australia

3. I heard the Playstation's price will drop to $99, is this true?

4. Any news of a Starship Troopers game on PSX?

Thanks

DAMIAN. R, WA

Damian,
On a positive note, it seems likely that Xenogears will come out here, considering Front Mission Alternative and other Squaresoft titles are on their way.
1. You need to find an import video games store. It's pretty much as simple as going through the Yellow pages for computer stores and finding a place that does import stuff.
2. We doubt it, as it has been available for a long time now in Japan.
3. Not in the near future... and

considering how much PlayStations cost to make... probably not until they're outdated by the next Sony console
4. No... but we wouldn't be surprised if it happens.

ANIME ADDICT

Dear Hyper,
I wouldn't really mind if you don't print my letter, I would just like to ask you if you have any pictures or anything of Sailor Moon that you could send me. I am 12 years old and I have collected Sailor Moon things for some time now. I would also like to know if there is a PC or Playstation or anything 'game' of Sailor Moon that is coming to Australia. If you could give me some information or send me something I would be extremely grateful.
Yours Sincerely
SARAH W.
A.C.T.

Sarah,
We can't find any record of any Sailor Moon video games for PSX or PC, but if you're after Sailor Moon stuff, you may want to check out the Cartoon Gallery (the folks who supply our import Anime), or A-Zone at Market City, in Sydney. A fair hike from the A.C.T. But at least you'll have somewhere to start looking if you ever come on over. In particular, the Cartoon gallery had some really nice books on Sailor Moon stuff, although if you're after your reading material I hope your Japanese is pretty good.

ONE OF US... ONE OF US...

Dear Hyper,
I have been playing video games for around 5 or 6 years and I enjoy playing them but one thing which really irritates me is that when we get billions of games trying to be a clone of another. It happened with the Street Fighter/ Mortal Kombat rage, Doom clones, Command & Conquer clones and now were starting to get racing clones. Take last year. We had about 30 C&C clones and only Dark Reign and Total Annihilation were ground breaking. I know a lot of people will agree with me.
BRETT SALISBURY

Brett,
Yeah... there are more clones in the video gaming industry than in the X-Men comics. It does suck that there's a lack of originality because of this, but you do also get cases where someone takes an existing game, and makes it MUCH better. The basic reason this happens is simple... A game sells big, so companies decide to make a similar game in the hopes those that loved the first game, will buy their clone. Video games have been around long enough now that original

concepts are becoming harder to come by.

BRRR... FREEZING!

Dear Hyper,
I like to relax by sitting down and playing a few good games on my PSX. My favourite would have to be Tomb Raider II so you can understand how pxxxed off I was when it started to freeze up. I went out and exchanged it for a brand new disk but as soon as I loaded it up it froze again. What's up with that?
Why do two disks freeze at exactly the same point? Why do all my other games play flawlessly? Why did it still freeze on the machine at the shop where I exchanged it. Is there a flaw in the mass produced disk?
HELP!!
Puzzled and hyped up
a.k.a.
DANIEL FINDLAY, NSW

Daniel,
Try putting the PlayStation on its side and see if that gets you past this point. This makes a lot of games work better that crash or overheat. Also, try on a friend's PlayStation... if it works on theirs, maybe yours needs repairs in some way.

FEIGNING ANGST

To the Hyper Letters Man Dan,
What's your problem? Who's been overdosing on the generation X bitterness pills then?
Sorry to be a little abrupt, but my reaction springs from some of the replies given in the Hyper letters section.
While I am aware that some letters you receive are written by wankers with nothing constructive, original, or genuine to say and who deserve a little guidance. I think that a letter written in good faith should be replied to accordingly.
I refer to a letter from Ryan O'Donnell in the March 98 issue (there have been others but looking them up would be inefficient use of my time resources). Ryan politely pointed questioned the release date of a game, and bracketed it with compliments. It read like it might have been written by a (relatively) young'un.
An innocent query seemed to be met by you as a personal attack, provoking "......we can't be held responsible". This sort of gripe is a little anal". If I were

Ryan I'd be a little disgruntled.
It angers me to see you judge and belittle those who earnestly write to you for advice. To resort to a cliche, it's the humble readers that made it possible to for you to do what you do. Why insult them?
I realise no one can be sunshine and light all the time, and your variety of responses is refreshing- blunt and honest is good. But why not save the real attitude for those who deserve it? I'm sure there is a less harsh way you could have got your point across to Ryan and others that mean no harm
Enjoy and appreciate having your knowledge in demand
Yours Faithfully
VL, SA

VL,
I guess it all depends on what tone you read into my responses. I guess I could have said, "This nature of complaint about elements of the magazine that we have no means of maintaining is marginally excessive in its expectation"... that would of been formal and polite, but I also would have sounded like a limp wristed dork. I certainly had no "angsty" vibes while I was replying to Ryan's letter, and I do recall laughing when I read his letter, since the complaint seemed pretty ridiculous. You'll notice I said that type of gripe is a little anal... not that Ryan was anal. For any younger readers that don't understand, "anal" is as in "anal retentive" which means, in this sort of context, overly fussy about details. You may also notice I started my letter by thanking Ryan for his compliments. In case it isn't obvious, "I love youse all!", and if a letter was offensive enough to make me actively dislike the reader (which is extremely rare, since most offensive comments are also stupid ones), then I'd simply bin it, and happily give the space to someone like Ryan or yourself who could 1. String a sentence together 2. Do it without swearing their head off.
If I seem "angsty" in any of my replies, please consider that I'm generally very unfazed by what people say about me or the mag, and that if you heard me say it in person, that it might not sound quite like you read it.

BROOOOMMM!

Dear Hyper-people,

Just a short note to join in the cry for an Australian Touring Car game. Every Australian magazine you read, someone is talking about this very issue. It seems to me that the market is already there, for a game that doesn't even exist. Are there any Australian developers with the talent to pull it off. Yeah, sure Gran Turismo is coming. Big Deal! Can I get in Glenn Seton's Falcon and do so 250km/h down Conrod Straight. I don't think so. Anyway, great mag

Yours Sincerely

RICHARD DENNIS

Richard,

Essentially, this is in the same bracket as AFL and cricket games... the market is there, but it's still way too small to suggest a company that makes such a game will get much money out of it. In fact, if you compare the level of interest from the public in an AFL game to that of an Australian touring car game, the AFL game would be considerably higher.

Speaking of GT, the PAL version will feature more European vehicles, and consequently, will be a lot more like the kind of game you may be after. When it comes down to it... Is the quality of the touring car game the issue, or is it having that Falcon on that track?

NOW THAT'S RETRO...

Dear Hyper,

On the same day as I picked up a copy of your march issue, I finally conquered my video gaming nemesis of 14 years, Web Warp. At 6.34pm on the 12/2/98, I collected the fastest game ever. What super powered console is this homage to speed on you ask?. The mighty Vectrex of course, proving once more that you don't need the latest and most advanced system to enjoy a killer game.

Back in the day when games knew what a Vectrex was, I remember reading in a pre-Hyper (those were dark days) magazine that they knew of no one who had seen the 20th inhabitant of the 'speeding web of fantasy' and so I wonder has anyone since seen what I have seen?

Anyway, sorry about boring you with stories of the "older" days but I felt it necessary to remind everyone that there was more than just the atari back then.

I have a few questions, if you could squeeze in the answers I'd be grateful

1. I bought a PSX when it first came out and now with games such as FF7 it jams. Can this be fixed or do I need a new system?

2. Will a compilation of Vectrex games be produced for any of the new systems?

3. How many PSX games can be played over a link cable, and what are some of the better titles. Thanks

HAWK KING

P.S Don't award me the letter of the month just because I sound like a mature aged gamer, I'm only 18 dag nabbit!

Hawk,

I remember the Vectrex. I always wanted one as a kid, but convincing my mother that it was important to my future career as a video game professional didn't seem to work (why did she ever doubt me?!).

1. It's kind of an impossible question to answer with that little information. Try putting the PlayStation on its side. Otherwise, you'd probably better get it checked out by an expert.

2. Interesting idea... but too obscure to make me think the answer would be yes.

3. We're not about to go through the archives and count them, but the answer is not a lot. We can however say that the best link up game by a long shot was Wipeout 2097, which was an absolute hoot!

P.S. It's okay... we weren't going to.

3D INQUISITION

To the insanely lucky sods at Hyper,

Well, I suppose you're not really, but everyone else seems to start their letter "Dear Hyper" these days and it's getting a bit boring.

I wrote in to ask a few questions (what's new) but first I better talk about something. In your review of Quake 2, you say that Quake 2 makes previous first person shooters with polygon monsters look blocky and crude (with the possible exception of Turok). Now I haven't had thew pleasure of playing Quake 2, but I do own T.D.H and Goldeneye. The enemies in Goldeneye are much more realistic than the enemies in T.D.H. In Turok the enemies see you and attack, in Goldeneye they hide behind crates, boxes, walls. If you run away and they don't know where you went, they will stand guard at where they last saw you. They dive, roll, side step, jump, charge at you with guns blazing and if they hide around a corner, they'll toss a grenade down there to finish you out. The enemies in Goldeneye also have a lot of animations, they shine their shoes, grab their crotch, scratch their ass, yawn, sneeze, fiddle with their guns, check the sights on their guns, etc. They also patrol areas and react to sound. The death scenes are realistic, as in they grab injured limbs and keel over if you shoot them in the gut. I don't want to seem rude or act like I know more about it than you guys. I'm sure you know shitloads more about these games than I do. I was just making a point.

Anyway, enough with that, here's some questions:

1. Please explain the difference if any between 3Dfx cards and 3D accelerator cards and Power VR cards so all the other idiots like me know what to buy.

2. What is generally the best of these cards in graphics and sound.

3. I've just started watching Manga videos. I own Ghost in the Shell but only as an ex rental video. I've been trying to find a distributor but have been unsuccessful. I live in a small town if you guys know of a place where I could order them from it would be great.

4. Any decent strategy games coming to the N64?

Anyway, that's it from me. Thanking you very much in advance.

JEREMY LEVETT

Jeremy,

In this instance I was actually talking about Turok as a PC game, not as a N64 title. I suppose looking back that wasn't entirely obvious, but that's how I meant it. Valid points though.

1. Okay, a 3D accelerator card is any card you buy that works to improve your computer's 3D graphical capabilities. It may use a Power VR chipset, a Voodoo (3DFX) chipset, or a Verite chipset. So 3DFX cards and Power VR cards are just types of 3D accelerator cards. There are so many factors to determine which one is right for you that it probably warrants us doing a feature on it soon, which we'll include the Voodoo 2 cards in. At this stage we MUST stress that unless you own a Pentium 2, you're not going to get much better performance out of a Voodoo2 card compared to the old Voodoo cards. We also must point out that most new video cards are 2D/3D cards. Buying a straight 2D card like a Tseng Labs ET6000 is soon going to be a thing of the past. You'll be wanting a card like the Viper 330 which uses a RIVA chipset PLUS a Voodoo (2) card to spiffy up all your 3D graphics. This isn't cheap, but the results are great... if you have a decent CPU. I'd advise you go to http://www.tomshardware.com/video.html for more info.

2. I'm loathe to announce a "best", since I feel that price considerations are a large factor. It's easy to get cards that give you unbelievable performance, but also cost an arm and a leg. Once again, a site like http://www. tomshardware.com/ keeps benchmarks up, which give results on the latest cards, so you'll know what's hot and current.

3. Check out the details of the Cartoon Gallery on our Anime pages.

4. If you've got a PC, we'd suggest you not hold your breath for a N64 strategy title.

STEPHEN J. MANSFIELD SENT IN HIS DRAWING OF THE GAME THAT CAME 20th IN OUR FAVOURITE GAMES LIST... SCAREY ISN'T IT?

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FOR SALE

PC Games: Tomb Raider 2, Quake 2, Hexen 2, Dark Reign, X-Com, Apocalypse, Age of Empires, Hellfire (diablo inc) all for $30 each. Total Annilation $40. Much, much more!!. Call Jason on 08 9449 5726 (Perth Only). Please leave message and ph no if not home.

NHL Face Off-untouched, unopened. For NTSC between $55-$65. Real Bargain!. Call Will between 7-10pm on 02 6282 4912

Dark Reign, boxed with instructions $65, Lucas Arts Archives VOL 3 $50 or will swap either for Goldeneye 007 (N64). Ph Angus after school on 02 9327 5170.

N64 with the controllers and Goldeneye for $320. Plus call right away and I will chuck in a free adaptor worth $40 (You need it if you don't have a stereo T.V). All in perfect condition with boxes and manuals. To get this superb deal ph Daniel on 02 9969 5833 after 6pm.

Sony Playstation games: Parappa $35, Impact Racing $15, Twisted Metal $15, Need for Speed $15, Alien Trilogy $15. All boxed with manuals. Call Mitch on 02 9960 6839

Saturn Games: Fighters Megamix $40, Nights $30 and Virtua Fighter 2 $25 o.n.o. Or all for $90. Call John on 02 9633 1221

N64 console, 2 controllers, rumble pack, memory pack and 4 games: 007, OK racing, Lylat wars and Bomberman 64. All mint condition $400. Call Eugene on 03 9521 6807. Melb area only

Gameboy Games: Mario Land, Mortal Kombat 3, Donkey Kong Land 2 $25 each. If interested call 02 9603 2779

PC Games: Descent 2 $55, NHL 97 $45, NFS SE $40, Rise and Rule of ancient empires $40. $165 for the lot or will throw in a Sega mega Drive with 9 games for an extra $70. Ph Dane on 02 47 5912 34 (Sydney area only)

N64 games: Wave Race 64 $45, Super Mario 64 $45, Turok $50, Lylat Wars (sorry no rumble pak) $50, Diddy Kong racing $55 and FIFA 64 $35. SNES games for sale-enquire .Contact Harvey on 02 4884 4368 or e-mail me on verona@hinet.net.au

Playstation games: Rayman $25, Alien Trilogy $30, Porsche Challenge $40, Cool Boarders $40, Pandemonium $30. Ph Torrey on 02 9987 4631

Game Boy, 3 games includimg Donkey kong, Nigel Mansell's racing and Kirby's block ball. Also comes with carry case and game light/magnifier. All games include instructions. Only $80 o.n.o. Ph 02 6343 1507

Gameboy Games- 28 in 1-Samuri 3, Chinese Fighter, King of Fighter 95, Bomber Man, Kureyon Shin 7, Street Racer, Mario Land 4, Battle City, Tetris, Ma Jong, Alley Ball and LOTS more. All for $20. Call lachlan on 03 5472 4602

Clear Gameboy with 5 games, Booster Boy, power plug and rechargable battery pack and carry case. $300 o.n.o.. Ph Aaron on 02 9543 5643

Cheap Games: I will sell 3 gear games including Steel cage, Wonder Boy, and Sonic all in mint condition for $12 each or 3 for $30. Please call Casey on 079 4946 6737

PC Games: Virtual Fighter 2 for $20. Please call 02 4226 1847

Sony Playstation: 2 controllers, memory card, Time Crisis + Light gun, Final Fantasy 7, Need for Speed and Die Hard Trilogy. All under 6 months old and in original boxes. Will chuck in 3 playstation mags and demo disks. $375 o.n.o. Call Evan after school on 03 9879 0002

PC Games: Quake 2, Red Alert, Counterstrike, Aftermath, Blade Runner, Curse of Monkey Island. $20 each or $50 for the lot.

N64 with Goldeneye. 4 controllers, lylat wars + Rumble Pak, Diddy Kong racers. The lot for $150 or $35 per game. Playstation games $30 each: Tekken 2, Doom + gMouse, Crash bandicoot, Tobal no. 1. Memory card $10. Call Gozza on 02 6382 .4288

SWAP

I will swap my N64, 2 controllers, memory card plus TV adaptor, 2 great games (Lylat wars and Goldeneye- all pal version) FOR a Sony playstation, 2 controllers, memory card, memory card (preferably a plus) T.V adaptor and 4 good games.

Call Grant Wood on 02 4297 2112

I would like to swap my N64 with one controller for a playstation . My N64 is 2 months old. Pls call Amelia on 02 9456 1993

I will swap my Mario Paint, All Stars, Super Mario Bros, B.O.B, Joe and Mac Cavemen Ninja for a N64 with game, preferably mario 64 or Diddy Kong Racing. Call Chris on 07 3846 2539 after 5pm.

Will swap KKND and Quake (reg. Full version) for one of Red Alert discs. Both games in excellent condition. Call Charlie on 02 9401 2375

SALE OR SWAP

I will sell together, separately or swap Sony Playstation for N64 products. My Sony things including: console with controller + 7 demos, control, RFU cable, memory cards, games: FF7, Twisted Metal, Micro Machines v3 with codes. Call Brett on 02 4237 7864 (Illawarra)

Duke Nukem 3D, Aust version and U.S version, only 4 months old for $60 or will swap for : Starcraft, Jedi Knight, C&C Red Alert, Blood, Carmageddon or for PSX Tombraider, Tombraider 2 or Abe's Oddysee. Call Brad on 07 5485 2261.

i Sega Mega Drive 2, 2x 6 button controllers, 2 joysticks, 10 good games include: Earthworm Jim, Urban Strike, Street Fighter 2 special champion edition and Brian Lara's cricket all in good condition for $70. Or will swap for a good playstation game.

i Playstation, 5 games- Porsche Challenge, G-Police, Power serve, Reloaded, 2 controllers, 2 demo disks, 1 memory card and 2 PC CD Rom games FIFA 96 and Heroes of might and magical all for $365. Also willing to swap. Ph 02 9326 4649. (Sydney only)

I am selling my 2 month old Playstation with one controller, memory card and a RFU cable. 3 games- Croc, Tomb Raider, Time Crisis with Namco G-con45 gun and 2 demo CDs for $300. For more info call 03 5721 9706 after 6pm. (Wangaratta)

Playstation games: Need for Speed $25, Disruptor $25, or swap for Destruction Derby and Final

Doom. Other offers considered. Cheats included. Call TipsGod on 02 4257 0288

I will sell Virtual Springfield and the Simpsons Cartoon Studio for $80 or swap them for G-Police or KKND Extreme. Call 03 9800 5405 (VIC only)

WANTED

A Sega Saturn with Die Hard Arcade, I will pay $75 o.n.o. Ph Keith on 02 9718 3983

Abe's Oddysee for the Playstation. Willing to pay $40-$45 for it. Must be in good condition and have box and instructions. Ph Luke on 08 9409 2509. Perth area only

N64 games at a cheap price: Turok Dinosaur Hunter $40, Diddy Kong's Racing $35-$40, Mischief Makers $30. Must be boxed with instructions but in any condition. Some other games may be considered. Call Leigh on 08 8396 1377 Adelaide only.

I am desperately wanting to buy the mega drive games of Micro Machines 2, Mortal Kombat 2 or 3 with cheats, Bugsy 2 and any of the urban, jungle or any one of the strikes. I would like each game to be under $20. Call Liam on 079 5810 49 weekdays between 4-6pm or weekends between 12-6pm

SNES Unirally in good condition with box. Price negotiable. Please call Aaron on 02 6682 5754.

Will pay cash for any new or used Nintendo games, controllers, controller packs or rumble packs. Must be in good condition. Call Luke on 03 9796 2252. (Dandenong side of Melb)

I want a copy of San Francisco Rush. Will swap for Mario, Mario Kart, or FIFA 64. Will pay up to $60 if in good condition. Call Benn Hansen on 03 9589 0205.

PENPALS

I am a 15 yr old female looking for anyone to write to. I don't care if you are male or female, please send a picture if you can and I will send one back. I love the outdoors and some sports. I have a PC, Playstation and 2 game boys. All with good games. I also have the net on my PC. Please contact me at: Jane Sutton,

16 Russell Cres, Mt ISA, QLD 4825 or E-mail me :wow@topend.com.au.

Hi there!. My name is Jing Sia and I'm a strategy nut. I'm looking for a penpal between 11-12 yrs old, male or female. I like books, movies, music and PC games. Write anything, I'm reliable. 83 Amazon Drive, Beechboro, WA 6063

Hyper readers, I need a penpal. If you want to write to me and you like Sport, T.V, Computers, Playstations and are aged 12-14 write to Brad at P.O Box 370 ,Cooroy ,QLD 4563

Hey there!. I'm looking for a penpal any age, sex, terristrial or extraterrestial, race, system, dimension, name, anything. I also guarantee a reply. I enjoy sci-fi stuff (especially Star Wars) and I like playing video games a lot. If interested write to YUY, P.O Box 573, Port Douglas QLD 4871, or e-mail me at: mutant_crocodile@hotmail.com.

G'day. My name's Charlie. I'm 16 and thought it might be nice to have somebody to write to- to get my mind off studying. (Which I Hate!!), preferably female. I love football, soccer and rugby and own a Saturn, MD, gameboy and PC. Will talk about anything! I'd love to hear from you. Write to: Charles J. Scudamore, P.O. Box 949, Bunbury, WA 6231

Hi, my name is Peter. I am looking for a 14-16 year old penpal (M/F). I'm into Playstation and sport. Please write to me at 4 Spinoza St, Mt Lawley WA 6050

Need to talk to someone else about your interests?. Hi, our names are Adam, David and Aaron. We are interested in Sony Playstation, Nintendo 64 and Computers (well, Aaron likes computers) but we all vomit when we hear the name Sega. Our spare time is mostly used up by eating, playing video games, watching T.V and reading Hyper. If interested write to: David, Aaron and Adam, 44 Fleetwood Cres, Warilla NSW 2528