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MONSTER 8 page playguide

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FORSAKEN

Full review and exclusive interviews with the Forsaken teams.

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TEKKEN 3
Huge preview on the fighting game of the year

DIE BY THE SWORD
Have at you! PC Medieval combat sim!

AERO GUAGE
NINTENDO 64
FUTURE RACER

SONY'S NEW
DUAL SHOCK
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GRAN TURISMO
PlayStation's Ultimate Racer



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12 PAGES OF CHEATS & PLAYGUIDES



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All format game of the year!

Forsaken could well be the multi-format game of the year, and Hyper travels to the UK to interview the two teams behind the games, and take a look at what else they're up to. Probe's Tony Beckwith explains where the Forsaken concept came from, and Iguana's Guy Miller gives us the low down on the N64 conversion, and their upcoming chilling, horror action adventure, Shadowman.



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1998



10 Sony's Dual Shock Analogue Controller

hits our shores. Sony push on to offer more value for money with their "look Ma, no batteries!", stereo force feedback hand controller! New third party Mako pad turns out to be a real winner in the N64 gamepad stakes.

82 PLAYGUIDE - Resident Evil 2

Kevin Cheung had finished the game long before its Australian release! Let Kevin guide you through the game with his playguide which caters for you, regardless which character you picked.

24 TEKKEN 3

We get nitty gritty with the Japanese version of Tekken 3 to provide you with an indepth preview of what already looks to be the fighting game of the year!



Publisher: Phillip Keir
Editor: Dan Toose
Art Director: Steven Scott
Deputy Editor: Eliot Fish
Cover: Matt Hatton

ADVERTISING

National Sales Director: Steve Watson
Advertising Manager: Annabelle Golsby
Advertising Assistant: Emma Beck
Ph: 02 9699 0333
Fax: 02 9310 2012
Victorian Ad Manager: Joanne Lockart
Ph: 03 9866 8144
Fax: 03 9866 8799

Circulation Manager: Paul Cox
Group Accountant: Theo Fatseas

Subscriptions Enquiries: Sharyn Eccles
ph: 02 9699 0311
Fax: 02 9310 1315
email: subs@next.com.au

CONTRIBUTORS:

Max Autohead, David Wildgoose,
Tim Levy, Ren Hoek,
Lord Seafood, Ross Clarks Smith,
Andrew Hoople, Kevin Cheung

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WRITE TO HYPER!

78 Renwick St,
Redfern, NSW 2016
Fax: (02) 9310 1315

E-mail: freakscene@next.com.au

Well, with a big review covering all formats, and a feature on the teams behind the game, you could say this issue is Forsaken... although we'd really prefer not to say that. In any event, we're hoping that Forsaken may start some sort of trend towards developing for all platforms at once.

This issue could herald an end of an era, as we're looking to make some changes to Hyper. The same basic elements will be there, but our review section is getting an overhaul, and we're also looking at adding a regular buyers guide section, which helps you keep in touch with the best deals for peripherals and add-ons for your PC, N64, and PlayStation. Why overhaul the review section? Well, we've been covering what you'd basically call the "top end" of the scale, but sometimes a title that may look B grade at a glance, turns out to be better than expected, and with this in mind, we thought it was time to cover as much as possible, as opposed to being overly selective about it.

So basically Hyper will tell you everything that is out that month, and what the best add-ons for your system are, every issue! Anyhow, that's next month...

This month we've got our **RESIDENT EVIL 2** playguide to help all you folks that can't take not knowing what to do anymore. In terms of big releases besides Forsaken, **STARCRAFT** finally rears its ugly head (those Zergs ain't pretty) and turns out to be a beauty. **BLACK DAHLIA**, which just missed our last deadline had Roscco in rapture... A true adventure classic.

PlayStation driving fanatics have been given their Holy Grail in **GRAN TURISMO**, which lived up to expectations. To go with GT, Sony have released their new Dual Shock controller, and no, there won't be a repeat of the V-Rally analogue controller debacle. Basically it's the best controller for the PlayStation thus far, and with games like Tekken supporting it as well, it's going to be a worthwhile purchase.

Speaking of **TEKKEN 3**, we've done a big double page preview, as we've been playing it here pretty solidly... it rocks (literally when using the Dual Shock).

I'm off for some Starcraft... oh, and some Unreal later this week.

Later

Dan



Katana Rumours Abound

If you could personally pick and choose three Sega arcade games to appear on the Katana when it launches, what do you think they would be? Virtua Fighter 3? Sega Rally 2 or Scud Racer? Well, it ain't no pipe dream readers, because inside sources have revealed that Sega are nearing the completion on each of these hot arcade games for the new Katana console. Why would they be so close to finishing these games already? Well, possibly Sega want to make more than a little impression at this year's E3... and if Katana is truly going to debut in Japan at the end of the year or very early '99, then this year's games expo is going to be very important indeed in terms of proving to other developers what the new system is capable of. We'll be bringing you a full E3 report in a few issues time, so look out for confirmation of Sega's plans and info on the still code-named "Katana".

Imagine, Virtua Fighter 3 in your living room! The industry is buzzing that the development kits sent out by Sega for the Katana, allow the programmers to achieve similar results to that seen in Sega's model 3 arcade machines, so there's no doubt that perfect conversions of the aforementioned games would be entirely possible.

Other titles rumoured to come from Sega, are a new Sonic the Hedgehog title, a new Ecco the Dolphin title and a new Panzer Dragoon adventure. Let's see if Sega can release a Sonic game for the Katana a little faster than they did for the Saturn, eh? Last but not least, the wondrous Konami have confirmed they are developing a secret game for the upcoming Sega beast. Castlevania on the Katana anyone? Could be... could be... Mwhahahah!!



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INFERNO GAMING ZONE





Shocked By The Power

You may have noticed that the Sony analogue controller has vanished from the shelves of your favourite games store. Well, don't run home crying, because it's to make way for something bigger and better from the science labs at Sony HQ. Meet the new Dual Shock Analogue controller! Sleeker in design, and more accurate than ever, this new controller is called the Dual Shock for a very good reason. Not only does the pad provide you with analogue control, but it has a built in feedback device to rattle in your hands during your favourite games - that's right an analogue controller and rumble pack in one! Some of the hot new games currently supporting the shock feature are Gran Turismo and Tekken 3, though any game is compatible with the pad in digital mode, and of course if a game is analogue compatible it will also work with the new pad - and how! The retail price for the Dual Shock is \$59.95. EF



PSX 2 Rumours

The very first inklings of a PlayStation 2 in development have surfaced recently with the announcement by LSI Logic of their new C12 chip. LSI Logic are the company which provides Sony with their chips for the PlayStation. Theoretically, this new chip which is set to be manufactured in a year's time, could be sold to Sony for use within the PlayStation 2. The chip itself holds 223 million transistors which can perform a variety of functions. Neither LSI nor Sony have uttered a word on the matter, but rumours have it that this will be what the PSX2 is based on. It would allow the PSX2 to do much more than just run games, such as providing the user with internet access through their digital TVs - which is obviously where the future of home gaming is

headed. Microsoft have also got in on the act by sealing a deal with Sony, so the two companies can "share" technology. Sony will have access to Microsoft's Web TV for possible future compatibility with the PSX2, and Microsoft gain Sony's home networking module and another finger in the home console market (the Katana will also use a Microsoft operating system).

Of course, the PlayStation has been such a success, that there's no chance of Sony spoiling the long-life of the console by releasing anything too soon. If there is a PSX2 in development, then you can be assured you won't see anything for another 18 months or more. Still, there's food for thought.

EF

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

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 Sith
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

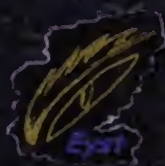
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Strategy Strikes Back!

LucasArts are set to enter the Real-Time Strategy genre with yet another Star Wars title (let's hope this one is REALLY good), called Force Commander. Said to be a little bit like Total Annihilation in design (3D units etc), Force Commander will allow you to fight against the Rebels or Imperial forces on some of the most famous Star Wars planets and in some of the most famous battles from the films. For instance, you could command a squadron of AT-ATs across the snowfields of Hoth and destroy that Rebel base - or lead a crack team of Rebels against Imperial scout troops in the forests of Endor. LucasArts are promising around 100 different units, craft and vehicles which can be acrued during the game, from legions of stormtroopers to a fleet of Y-Wings! The environments will all be true 3D, and prove to be some of the prettiest yet seen in a Strategy game. Because of the nature of the 3D engine, it looks like a 3D accelerator will be required to run the game - yet another reason to buy one, eh? Though Force Commander has only just been announced, LucasArts are hoping to have the game finished and on the shelves later this year. Can't wait for this one!

EF



Prince Of Persia 3D

Red Orb Entertainment are currently developing a brand new Prince of Persia game to pick up from where the classic Prince of Persia 2 left off. Making the transition to 3D was an obvious move, and with the current crop of 3D cards, POP3D is going to be more than just a facelift. This 3D sequel is sure to contain all the classic gameplay elements of the original 2D side-scrolling platformer, but in a fresh and highly interactive way. The game is still very early in development, but Jordan Mechner who designed the original Prince of Persia is overseeing the production of the game, which is a good sign. Something tells us that the success of Tomb Raider may have been a bit of an inspiration here, as lots of the game could entail jumping, climbing and attacking in rooms full of floating ledges and pretty textures. Interesting to see how this one turns out...

EF

Windows 98

It's finally here. On June 25th, Microsoft will make Windows 98 available worldwide. Big news, eh? Besides having a new name, and some pretty looking buttons to click on, what exactly can you expect from the operating system update? Well, the best news of all, is that Microsoft promise that games will run better under Windows 98. Maybe this is because of the inclusion of DirectX 6.0, maybe there's been a bit of tweaking going on under the surface to make Windows even more suited to the gamer - who cares, we win! The big feature which Microsoft are so happy about, is the fact that Windows 98 is going to be one step closer to the all-in-one desktop/internet browser experience. You can also expect better system performance, better resource management and less hard disk space disappearing into the Windows black hole. In fact, no longer will hard drives over 2 Gigabytes have to be partitioned, as the new FAT 32 file system will allow you to format your harddisk as one drive. There will be built-in support for MMX, DVD, Direct X and a host of other long-winded technological features which basically just mean that Windows 98 will provide your PC with a faster and more powerful OS.

EF

Competition Winners

Some of you had some very creative answers this month...

Rascal

Adrian Ivens, Vic
Adam Turner-Jones, Qld
M. J. Mathias, WA
Andrew Heinley, Vic
Simon Hunter, Qld

Battlezone

Scott Cason, SA
Cary Pilcher, Nth Qld
Carolyn Cooney, Qld
Brian Watts, Vic
Anthony Raper, NSW

Fighters Destiny

Tony Rugari, SA
Nick Petropouleas, NSW
Rodney Hilbert, WA
Kartik Dube, NSW
T. Barton, WA

X-Men

Jon Kerney, Vic
Andrew Hill, NSW
Ben Purnell, Qld
Grant Higgins, Qld
A. Jones, WA

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controller shakes, jolts, thuds and kicks on impact - making PlayStation a total body experience. Compatible games will include: Gran Turismo, Cardinal Syn, Medieval, Treasures of the Deep, Tekken 3 and more to come. No batteries required.

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64DD No Show?

As we get closer to this year's E3 games expo, word is dribbling out about the fate of the 64DD add-on for the Nintendo 64.

Keen industry watchers have noticed a few of the larger 64DD titles switching to cartridge releases, now that Nintendo have yet again delayed the release of the add-on till late in the year for Japan only and cancelled it's unveiling at E3. This has prompted speculation that the 64DD won't even make it to US shores, which would destroy any hopes for the add-on to get released in Australia. For those of you desperate for some of the slated 64DD titles, you needn't get panicked because some of the best ones will be released here on cartridge. *Zelda 64* for instance, will still be released, though the 64DD sequel which will hold add-on missions would not be available for gamers outside of Japan.

Why would Nintendo decide to make the 64DD a Japanese-only release? Well, speculation has it that console add-ons have always sold well in Japan (such as the Sega Megadrive add-ons), yet failed to catch on overseas. Nintendo may be getting paranoid that the 64DD simply won't sell outside of Japan, and thus their reluctance to show off the device at E3. Only time will really tell, and Nintendo are certainly not making any announcements, but don't be surprised if the 64DD remains a fantasy for Australian gamers.

EF

Control Yourself!

The first truly clever Nintendo 64 controller design has surfaced in Australia, and it's from InterAct game products. The MakoPad 64 uses the simple theory that gamers want to have complete control over their game pad - none of this silly switching of hand positions to use the analogue stick or d-pad... The MakoPad 64 allows you to use your controller much like the standard PlayStation pad. You hold the pad in the normal position, yet the analogue stick and trigger are positioned over on the left allowing you access to the d-pad and the left shoulder button at the same time! Genius! The other piece of good thinking, is that the four yellow "c" buttons have been layed out next to the A and B buttons in a similar fashion to the Saturn game pad. All up, it means that your N64



controller is now more user-friendly than ever. The pad sells for \$59.95, which ain't chicken feed but worth it if you find the standard Nintendo 64 control pad a right royal pain in the butt to use. You can find the MakoPad 64 at most good games shops.

EF

More Star Wars!

LucasArts have been secretly working on more games for the N64, but a sequel to *Shadows of the Empire* is surprisingly not on the list - egads! In another example of 64DD games being switched to cartridge development, the latest Star Wars title revealed for the N64 will be the space-combat sim, *Rogue Squadron*!

Possibly based on the comic book series of the same name, *Rogue Squadron* will allow N64 gamers to pilot their own X-Wing through a series of combat scenarios in the depths of space. No official word has come down the line from LucasArts, so details on the game are sketchy at best. This could be another case of a surprise E3 announcement, but the news that the game could be finished for a late '98 release is almost fact. Not to be confused with



possible games based on the upcoming Star Wars prequel *Episode 1*, which will come out in May 1999, *Rogue Squadron* will most likely stick to the same sort of characters and story which we've become used to receiving from LucasArts.

EF

overflow

Interplay have started up their own film company, simply entitled Interplay Films. Because of the new trend of computer games making it to film (*Wing Commander*, *Tomb Raider*, *Doom*), Interplay hope to develop movies based on some of their most popular titles like *Fallout*, *Descent* and *Carmageddon*...

In other news of a similar nature, film-maker David Lynch who brought us the TV series *Twin Peaks* and the movies *Blue Velvet* and *Eraserhead* is working on his first ever videogame. Called *Woodcutters From Fiery Ships*, he is developing the game in league with Synergy the company behind the mystery game *Gadget*...

Mac users will be happy with the news that *MacDiablo* is finally here. Virtually identical to the PC version, *MacDiablo* is going to cause havoc in the workplace! Now office networks using Macs (like us here at the Hyper office) are going to be adventuring at every given opportunity. Maybe it'll stop us playing *Quake*...

Conker's Quest from Rare has been retitled *Twelve Tales: Conker 64*. Why the name change, who knows, but it is going to be Rare's first self-published N64 title as opposed to just developing for Nintendo themselves. It should be wowing everyone at E3 round about now...

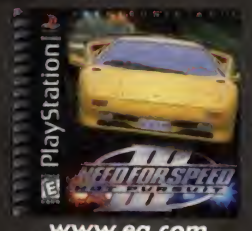
John Romero (famous for making *Doom* at id software) has taken time away from ION Storm and his new 1st person shooter *Daikatana*, to launch his own website. Called www.johnromero.com, it'll have tons of stuff on him and the games he makes. I wonder if he's having trouble walking through doorways?

Vampire Saviour (essentially the fighting game *Darkstalkers*) has been released in Japan for the Saturn, so you may be able to get it on import. The PlayStation version should arrive on our shores around October...

The Nintendo 64 owning public have been holding their breath to see what Eidos bring to their beloved console. Whilst *Tomb Raider 64* still doesn't look like it will happen, Eidos have announced their first N64 title - *Fighting Force 64*. Basically a port of the PlayStation and Saturn title, this scrolling beat 'em up will be an interesting showcase of how well Eidos can program that darn black box...

Capcom are getting in on the retro gaming act, and releasing two compilations... the first will feature the scrolling shoot 'em up series *1942* and the second will feature the *Ghosts 'N Goblins* series. These will be for PlayStation and should be perfect console translations of the old arcade classics.

III NEED FOR SPEED HOT PURSUIT III



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Love City

BY MAX AUONKAD

This is about genetically engineered freaks flying around with ascending dials on their foreheads exploding people in sprays of blood, spine and brain. It's about naked old men sitting in bathtubs mounted onto the shoulders of giant robots and morphing giant heads out from the road to crush, kill and destroy. Demonic evolved genes spread out to cover the skies while tuned men dance with hideous grins plastered firmly on their faces, firing rapid blasts of some heinous plasma weapon of death.

Welcome to Love City.

Taking place in the not-too-distant future, humankind has survived a continual existence of self-cloning in order to avoid "Gene pollution". What is "Gene Pollution"? It's a heinous and filthy virus a billion times worse than any strain of Ebola. It eats DNA, and affects the intelligence and judgment of the victims it overtakes.

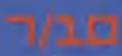
To counter this a man named Mr Leigh has created a corporation based on 'biotechnology'. He implants dials into people's heads so that they can use their minds as weapons. The higher the number on the person's forehead, the more deadly their power.

Enter Kay, a defective headmeter on the run from Mr Leigh's giant head-meter cyborg corporation. With him is an alcoholic private eye, a comedy-relief cat and a little girl cloned from the body of his lover. The little girl is AI, a genetic experiment programmed to hold the password to free humankind from the growing menace of the evolving gene virus.

Hmmmm....

Love City is a surprisingly entertaining Anime movie. Despite the misleading title, Love City is an explosive action romp through the pitfalls of cybernetics and wetware, where the truly weird blends with the barely plausible. The narrative structure is clumsy at best in its execution, but if you can manage to sit through act one you'll discover a story driven with enough originality and freaky concepts to keep you glued to the screen.

Certainly worth your time to have a look.



Rated 12+. Available on import.



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Violence Jack- Evil Town

This is a familiar post apocalyptic nightmare. The world as we know it is destroyed (in this case through a series of natural disasters) and mankind reverts back to tribal culture; small groups who band together to survive by preying on other tribes. In Tokyo, a powerful earthquake levels the city, trapping the survivors beneath the earth. Here the once "decent" remnants of society have established a world called "Evil Town", a no-go death zone where only then most brutal and the most cunning survive.

Evil Town is formed by three sectors... Sector A - civilian suits with three day growths slowly becoming more twisted and depraved through their imprisonment, Sector B - ultra-violent strong arm degenerates whose main aim in life is to rape and kill anyone not associated with them, and Sector C - a community of women who have survived the rape attacks of Sector B and still retain some semblance of what it means to be human.

This is post apocalyptic nightmare at it's scariest. Take all the ugliest and nastiest shit associated with humankind, distill it in a concentrated form, bury it and you have Evil Town.

Enter Jack. Twenty feet of superhuman muscle and potential destruction. He's uncovered during one of Sector A's attempts to tunnel to the surface, and quickly absorbs all the nastiness he's just been born into. Thus the stage is set for extreme death and destruction. Violence Jack is touted as one of the nastiest and most violent animes available. We're talking senseless death and destruction with liberal helpings of rape perpetrated by both sexes. We're talking about roach munching kids and psychotic cannibal demon giants, twisted suits and Judas cops and a giant death seeking hero. However, the version that has made it here has had most of it's ultra violent rape and murder scenes sanitised for your personal consumption.

There are three Violence Jack vids out; "Evil Town", "Slum King" and "Hells Wind". If it's been a while since your television has been graced with arcs of spraying blood in a post apocalyptic "Fist of the NorthStar" style action, then Violence Jack could be your man

6.5/10

Rated 18+, Available on Import

ARCADE



Motocross Go!

NAMCO

BY TIM LEVY

Although it has been some time that Mr Motocross has graced the likes of the Sydney Entertainment Center, images of semi-suicidal cycle riders battling it out in mid-air over man-made giant jumps and berms have never been too far away every time you see a trail bike. Now the good people at Namco have faithfully reconstructed the motocross genre into a 3D sim which is virtually free of physical injury (unless you are stabbed on your way to the arcade - which is not Namcos fault anyway)

The first tip we have for this sim is to go straight to the hardest options. Don't choose novice or intermediate tracks as there is only one track in the game. Only the advanced track gives you the chance to do two laps, whilst the other two give you only 1/2 a lap. The bikes to choose from are both Yamahas - YZ 250 & YZ 400F. Choose the 400F as it has more grunt.

The Track - Whoever could design and build a track of this dimension would need some serious bulldozer skills. The form and concrete bill, not to mention the price of land would be also be massive. The track takes you along straight dirt and paved sections, sees you powersliding into huge hairpin berms, over whoop-de-doops and over breathtaking jumps. Some of the jumps encountered are downright irresponsible, as in reality, any misjudgment would see contestants plummeting to their doom or an expensive hospital bill and a full body cast. Other bits of the track include a hard right hand corner where you learn how to use the brake, and a step climb.

Although there are no track outs - i.e. you can't jump off the track into the spectators, you CAN have big stacks. In fact it is quite easy to just clip the front wheel of another player (up to 4) or a computer droid (up to 17) and witness them careering into a neat 130 Kph commando roll.

The motorbike interface is excellent, with a real feel of being able to throw the bike into corners under full throttle. The step climb is where the 'road response feed back' in the motorbike interface is showcased with a realistic juddering effect that is only encountered from riding a bike UP a flight of steps at 70 Kph.

Overall the games longevity does lie in its multiplayer role, though just the thought of being Mr Motocross himself, even if only for the briefest of moments, is definitely worth the price of admission.



Metal Slug 2

SNK

Marco and Tarma those dudes of destruction are back in yet another side scrolling action packed 2D war adventure of EPIC proportions - that is if you can call using 27 credits to complete the game 'epic'.

For all of you that have been incarcerated for the past couple of years, the original Metal Slug (July 96) felt like a humorous interactive comic book. You were in control of a cute little man of action as he travelled through treacherous terrain swarming with enemy soldiers and their vast array of futuristic yet realistically plausible motorised war machinery. Metal Slug 2 is very similar to No. 1 and could be seen as stages 6 - 11 of the first adventure. The major differences is that you can now select from 4 soldiers, with 2 of them (Eri and Fio) being female. No matter which character you select, there seems to be no handling differences.

A wide range of weaponry is available on your arduous journey and are usually dispatched by freeing prisoners of war. Weapons included are pistols, machine guns, rocket launchers, shot guns, flame throwers, laser guns, Molotov cocktails, grenades and armour piercing shells.

Your first mission begins in the streets of an Arabic town. Once again you are battling the enemy forces which do battle under the Naziesque banner of 'X'. Instead of a metal slug there is a machine gun-armed camel. The end of stage boss is a giant jump jet boat plane.

The second mission is in a Egyptian mine/tomb. Bandaged mummies attack you with a purple gas in which the first hit turns you into a stiff legged mummy and the second costing a life. An elixir returns you to human state. The end of stage battle takes place on a 300 ft tower, with this vertical tower climbing tank thingo attempting to either chomp you with its jaws or fry you with its lasers.

Mission three is on the back of a train travelling through Yugoslavia. Instead of a tank, you get to fly a harrier jump jet. The boss for this stage is Morden the giant crab robot (watch out from being crushed whilst hiding underneath it).

The fourth mission is in the streets and shanty towns of Hong Kong. Strangely enough there is a minefield of food, though if you 'accidentally' eat some food, you become enormously fat. The end of stage boss is a battle ship on tank tracks.

Mission five takes you to the New York streets and subways. Mutant freakoids scaling the walls attempt to take you out with their own acidic bile. Whilst dodging the bile, trains try to run you down. The end of stage boss is a giant armoured hovercraft.

The final mission starts off in a snowscape and progresses into a submarine base which just happens to be the secret hideout for a jellyfish-like alien army. After defeating the enemy forces in the sub base, you are confronted by the leader of the 'X' forces you have been battling through out the game, but after defeating him comes the strangest of turns which has to be witnessed for oneself.

So if you enjoyed the original Metal Slug or have a love for scrolling adventure shooters or have an interest in the graphic arts then this is a good way to spend 45+ minutes.

And remember - war is hell.

STOP PRESS. Soon to be released - Time Crisis II.



Getting paid to surf the Net is harder than it sounds! **Ehot Fish** hangs ten...

Longbow 2

Flight sims and combat simulations have really taken off (sorry!), thanks to the 3D accelerator. Just take one look at Longbow 2 to see how scrumptious these games can really be. Jane's Combat Simulations have always been at the forefront of the genre, and if you're just starting to get into these sorts of games, you should start your web browsing here. You can also read up on their upcoming F-15 sim, which looks just as tasty as Longbow 2. Jane's also have a wonderful reputation for their webpages being full to the brim with info and screenshots. Nice.

<http://www.janes.ea.com/>

Rebellion

Who can resist the power of the dark side? Rebellion may not be everyone's cup of tea, but there's no doubting that it's a solid strategy title for people who love fiddly stuff. Command your fleets of Star Destroyers and take control of the galaxy! Cool, eh? There are tons of Rebellion websites popping up around the web, including Rebellion Leagues. One of the most comprehensive of the unofficial sites, is the Rebellion HQ, which we've provided the URL for. Not only is this a great Rebellion site, but they also have a huge list of links for all the other Rebellion site on the web.

<http://rta.gamestats.com/rebellion/index.shtml>

Wing Commander Movie

Fans of this sci-fi combat sim will obviously be pretty keen to find out what's happening on the set of the upcoming Wing Commander movie. Apparently, the film is already in post-production, so there are already pics floating around of

the cast in their uniforms and sketches of Kilrathi warriors. Though the production is attempting to stay under wraps, this fellow has kept his eyes and ears peeled, and hosts his very own unofficial Wing Commander the Movie website. Check it out.

<http://users.nac.net/splat/wc/>

Might & Magic VI

We featured the 3DO studios in a past Net Trawlin' so I thought we'd take a look at an unofficial site for their upcoming RPG Might & Magic VI. Redneck's MMVI: Mandate of Heaven webpage will fill you in on all the areas of the game, show you pretty screenshots and inform you endlessly with a FAQ. It's part of a webbing too, so you can keep on browsing those Might & Magic websites until you're brainwashed enough to buy the games! Heh heh. Seriously though, it's a popular series which is well worth your investigation - and an unofficial site solves all.

<http://www3.sympatico.ca/brad.7pin.es/mm6/>

Riva

So, you Hyper readers don't think we're 3Dfx biased or anything, let's take a look at the Riva Zone, where you'll find all about your Riva 128 card and what it's capable of. It's certainly one best dual 2D/3D cards for your PC at the moment - if you're after one card to handle both duties. It offers 3D acceleration via Microsoft's Direct3D, which is pretty good for most games. Of course - we won't even mention the Voodoo2! Check out this site for more info...

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



Longbow 2



Star Wars

Tex Murphy

Tex is back. Access Software's FMV mystery series has made a lot of fans, and now the next installment is out, you may want to check their website for the latest updates. Whilst you're there, you can download a Tex Murphy screen-saver (goodness me), get involved in the Tex Murphy Chat, or just read up on the series.

There is also the unofficial Tex Murphy website which will help you unravel the mystery if you're not quite up to it.

<http://www.accesssoftware.com:80/ctg/mystery/>

<http://www.geocities.com/TimesSquare/Alley/5944/>

Tarantino's Star Wars

Here's one of the funniest websites I've seen in years! The whole concept of Quentin Tarantino making Star Wars is funny enough, but when it's all done with action figures - it's hilarious! Some clever guy with lots of time on his hands, has put his G3 Mac to work with the help of a digital camera, and the results can be enjoyed by YOU the web surfer! Go visit this NOW, and download the movie clips!

<http://www.halcyon.com/chalky/>

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PREMIER MANAGER 98

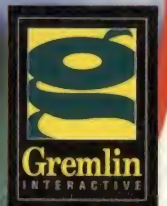
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Win Unreal, Sin & a free subscription



The Hyper Quake Challenge Mk2

Quake freaks, here's your big chance to win **Unreal**, **Sin**, and a twelve month subscription to **Hyper**!

Our last Quake challenge went off! There were some astounding entires, and it really went to show just how good the Australian Quake players are. Well, its on again! But this time we're not asking you to get to the exit, although time will still be of the essence.

We are running a "Bot blast" where you have to face off against a couple of Omicron bots in a level we've selected, and see how many you can kill in a 5 minute stretch. For those that haven't played against bots, they're rather unforgiving, computer controlled deathmatch opponents. This comp is being run in conjunction with **hyper@ctive**, as you'll need to download some stuff to enter. Basically, all the rules and files you'll need will be there, so head over to <http://www.hyperactive.com.au/> and take the Quake symbol link to get to the Omicron Botblast challenge.

Entries will be accepted by email (no need to send a disk)

But what's in it for you??

The top five entries will receive a copy of **Unreal** for the PC. Big thanks to the generous support of **Roadshow Interactive**.

The top entry will also receive a copy of **Sin**, thanks to **Activision**. Also a **free 12 month subscription to Hyper** thanks to me, woohoo!

So get on over to **hyper@ctive** NOW! And get blastin'!





Win Dark Omen & N64 Pad

It's an Omen!

PC and PlayStation owning strategy gamers you want this now! Electronic Arts have generously donated five copies of Dark Omen on either PC or PSX to the "strapped for cash gamers fund". If you like the look of this fantasy strategy fest, then enter now and you'll be happily wasting hours, days and weeks off your young lives! Forget what it's like to feel sunlight on your face! Move the fridge to your bedroom! Break the Guinness Book of Records entry for sleep deprivation! All this and more... just answer this question to be in with a chance...

What board game series is Dark Omen based on?

Put your answer on the back of an envelope and send it to: Hammer It Home, HYPER, 78 Renwick St, Redfern, NSW 2016.



DARK OMEN



Phree Peripherals!

We know how clever the design of the MakoPad 64 is, just take a look at it! InterAct have the brains to know that you CAN reach all the buttons - as long as they're in the right place! It's even got that invisible casing, for that ultra-techy look. So how many of you Nintendo 64 owners want one of these babies?! Well the folks at NRG were kind enough to supply HYPER with six MakoPads to give away to you lucky, lucky folk. Answer the following question to be in it...

Which letter of the alphabet is used to describe the little trigger on the underside of the N64 control pad?

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

Make Mine Mako!, HYPER, 78 Renwick St, Redfern, NSW 2016.



» Tekken 3

PlayStation

AVAILABLE: SEPTEMBER
CATEGORY: FIGHTING
PLAYERS: 1-2
PUBLISHER: NAMCO

wow-o-meter

After all the hype, the hoopla, and the speculation, the issue now is not whether or not Tekken 3 will appear on the PlayStation, but when. From day one of its Japanese release not long ago, Namco wowed audiences several times over with Tekken 3's sheer graphical power and speed, all without the help of any add-on



device. Since then, Tekken 3 is amounting to be one of the greatest PlayStation fighting games ever produced, and one of the best arcade-to-console conversions for a long time.

Seriously, if you do not know what Tekken is, then you must have spent the last four years hiding in a dark little room with padded walls. It is a fighting game - a 3D polygon-based fighter, no less, whose immense popularity is attributable to a huge variety of characters, combos and the absolutely punishing style of fighting that it involves.

Imagine thundering towards your opponent with your fists pistoning into them. An uppercut sends them flying into the air, allowing you to heave a mighty kick at them. Before they hit the ground, you can launch yourself completely into the air and uppercut them, sending them hurtling so far off the screen that by the time the camera zooms out, you are both but tiny characters on the screen. You might then want to run up and stomp on them while they're down. This is, of course, accompanied by buckets of bone-crunching sound effects that go rippling right through your body. Tekken 3 is one of those few games that can have you wincing in pain as you watch the action transpire.

Story? Well, Tekken 3 takes place 21 years after Tekken 2. Apparently, before Kazuya was killed by Heihachi at the conclusion of Tekken 2, he and Jun took part in an odd union that eventually produced a son named Jin. Sixteen years later, Jun's life is taken by a force known only as the "Toshin" (Fighting God), who is hunting down the great warriors of the world. Jin then seeks out the help of his grandfather Heihachi in a bid to exact revenge. Heihachi, ever the power monger he is, holds a 3rd



Iron Fist Tournament to lure previous and new competitors to the tournament, and bring the mysterious Toshin into his grasp.

What else needs to be mentioned? Awesome graphics, a great soundtrack, new characters, secret characters, PlayStation-only characters, a side-scrolling beat 'em up mode ala Final Fight, a volley ball mode, a theatre mode, dozens of awesome FMV sequences, and non-stop pulse-pumping action. Dang this word count - I could go on forever. Tekken 3 is guaranteed to be a monster of a release that'll eat you alive.

KC





» **Star Trek:
Secret of Vulcan Fury**

PC

AVAILABLE: AUGUST
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: INTERPLAY

As any Star Trek fan should know, one of the greatest historical and cultural ironies is the gulf that exists between the Vulcans and Romulans. Our experiences with the crew from the original Star Trek and the Next Generation have only provided us with sketchy information on how certain events transpired in the Vulcan civil unrest and the eventual creation of the Romulan Empire.

Star Trek: Secret of Vulcan Fury takes us to the very heart of that matter. The Vulcan Fury is apparently a secret weapon of immense power that drove the Romulans away in the original conflict. Around 2000 years later, a Romulan ambassador is escorted by the USS Enterprise under Captain Kirk's command to the planet Vulcan. The ambassador's object is peace. All goes generally well, but as fate would have it, the ambassador is found brutally murdered in his quarters.

That's where you are meant to come in. Controlling characters like Spock, Chekhov, Scotty, and Capt. Kirk, your ultimate objective is to figure out what the hell happened. The game promises to convey this entire mystery through a series of puzzles, cinematic sequences, and motion-captured interactive action. All the characters have been modelled frighteningly realisti-

cally, and the animation is truly top class stuff. The original cast of the Star Trek series supply all the voices as well! No doubt, Star Trek fans will be keeping a keen eye out for this game, but if the controls and gameplay elements are as good as is being promised, then it should be quite good for everyone.

KC

» **Buck Bumble**

Nintendo 64

AVAILABLE: SEPTEMBER
CATEGORY: SHOOTER
PLAYERS: 1
PUBLISHER: UBISOFT

The development team behind Croc on the PlayStation and the original Star Fox on the SNES, Argonaut, are coming back this year with a fantastic looking 3D shooter for the N64 - Buck Bumble. Set in the world of insects, Buck the bee has the odds stacked against him, with humans AND other insects out for his Bumble-butt. Flying through the gorgeous 3D environments looks like it could be incredibly good fun, with Buck being able to dogfight through the air against other creepy bugs. Like any good shooter, also expect some awesome bosses in the form of big fat spiders and hornets. The game has 27 different environments on offer, ranging from muddy gardens, to lush green areas and even the interior of a house.

Of course, everything is polygon-based so the world is true 3D, and hopefully unlike Star Fox, Buck Bumble will have true 360 degree freedom of movement - not be stuck on rails as you're guided through the environment. So - what does a bee



use for a weapon? Well, it seems the insects in Buck Bumble have developed all sorts of robotics and cybernetics (maybe all those fertilizers in the garden did something to their genes) and they have equipped themselves with a variety of technological treats - an interesting concept. Hopefully, this one will give the N64 some seat-of-your-pants shoot 'em up action - the screen shots certainly look very promising. When we get a copy we'll give you the verdict.



EF

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» All-Star Baseball 99

Nintendo 64

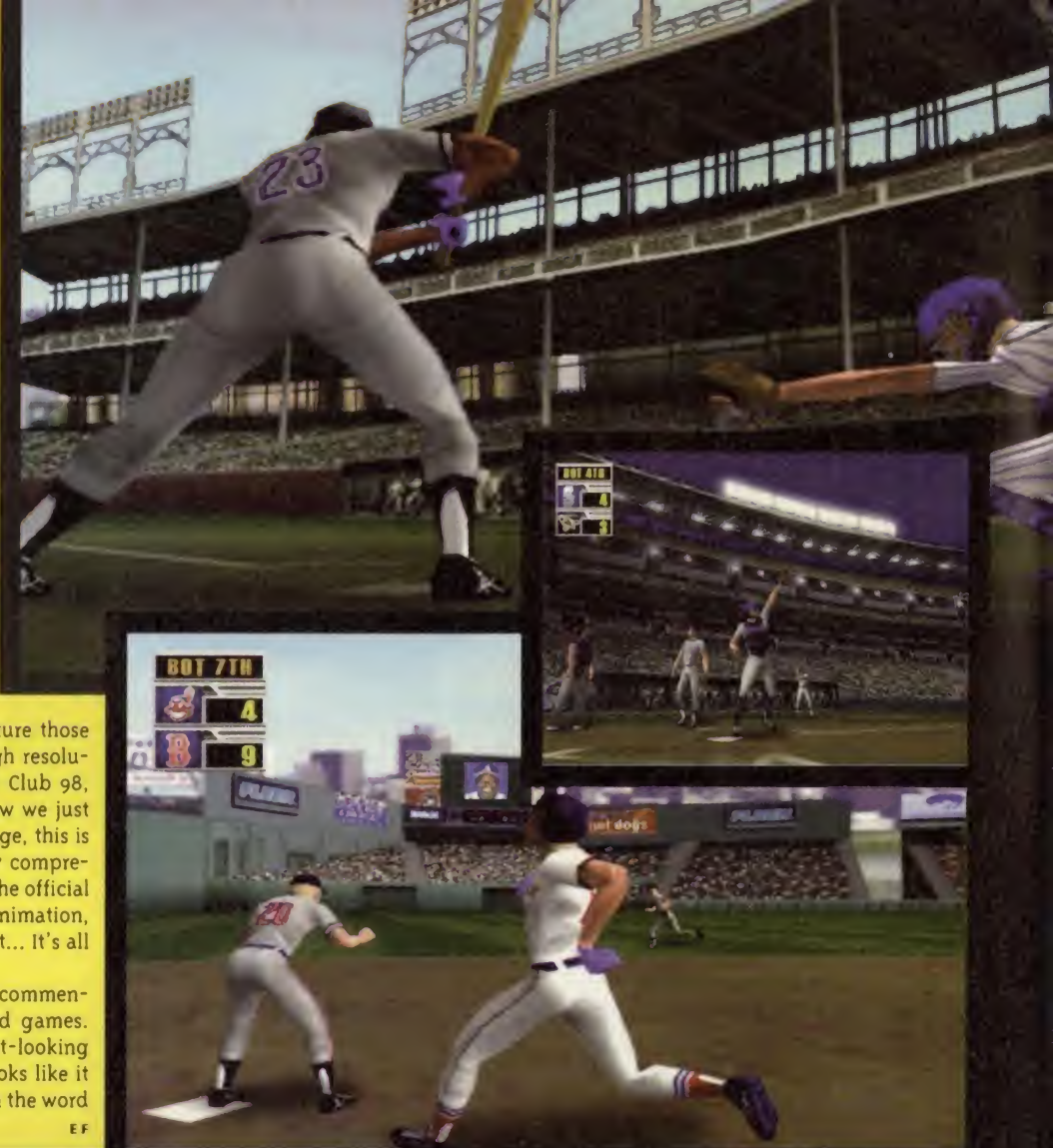
AVAILABLE: JULY
CATEGORY: SPORT
PLAYERS: 1
PUBLISHER: ACCLAIM

wow-o-meter

When you create a mental picture of a grown man lifting one leg, gobbing on the ground and grabbing his ball - besides not being very pretty - it doesn't really capture the grace and athleticism of the baseball pitcher does it? Well thanks to Acclaim, All-Star Baseball 99 is coming to your N64, and not only is it going to capture those talented sportsmen, but it's going to do it in high resolution! Only previously before seen in Quarterback Club 98, high res mode on the N64 is truly stunning - now we just gotta hope the frame rates don't suffer. At this stage, this is looking like a beauty. All-Star Baseball 99 is very comprehensive, with 30 major league baseball teams, all the official MLB stadiums, roster management, incredible animation, advanced weather conditions, rumble-pak support... It's all here and in spades.

Somehow, they've also managed play-by-play commentary, which is no easy task with cartridge-based games. Also expect user-friendly camera options and hot-looking replays. For any sport fan, All-Star Baseball 99 looks like it may be a must have for the N64. We'll let you in on the word once it hits the street.

EF



» Wreckin Crew

PlayStation

AVAILABLE: JUNE/JULY
CATEGORY: RACING
PLAYERS: 1 OR 2
PUBLISHER: TELSTAR

wow-o-meter

In the tradition of Power Drift and other 2D-based racers, Wreckin Crew is a welcome and refreshing change in view of the many hard-core racing games that are being released on the PlayStation. Light-hearted and fun, yet with enough challenge to intrigue any experienced racing fan, Wreckin Crew requires you to take control of one of a variety of hot rods and rocket your way through a few laps in a series of city locations.

Wreckin Crew has a couple of stand-out features. Firstly, there are the tracks. There are multiple winding paths littered all over the place. Some of the track designs are so complex and almost maze-like that no one lap would ever be the same. Not to discourage the spirit of fair play, the second feature of Wreckin Crew is (big surprise) the ability to do damage to other competing vehicles.

At this stage in development, Wreckin Crew is showing a lot of promise. The tracks are pretty huge and the 3D surroundings have a fair amount of detail to add to the atmosphere. There are even real time lighting effects for the night races! The cars themselves are sprite-based and sport wacky designs. Their animations are even wackier in the way that they bounce around, collide with each other, and so on. Combined with a simple control interface that is easy on mind, everyone should appreciate that Wreckin Crew is meant to be plain good fun.

KC



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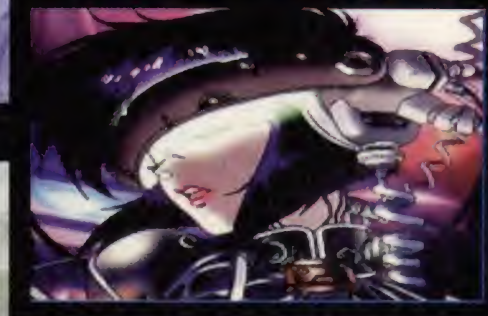


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» Ghost in the Shell

PlayStation

AVAILABLE: JULY
 CATEGORY: ACTION
 PLAYERS: 1
 PUBLISHER: SONY

wow-o-meter



Anime fans rejoice! Ghost in the Shell, billed by many as the successor to Akira, will be making its way to a PlayStation near you. The game won't be taking the form of anything you'd recognise from the film, as it's actually an adaptation of the manga (comic) on which the film is based. You'll still be controlling Motoko Kusanagi from the film, but you'll be spending most of your time at the helm of a robotic tank called a "Fuchikoma".

Brought to you by the creative minds behind Jumping Flash 2, GITS involves navigating the Fuchikoma through 3D environments and generally completing your mission directives by blasting things up. That might not sound new, but the innovation of this game appears to be the ability to crawl along any flat surface. In other words, you can exploit every last inch of the 3D environments, which adds a whole new dimension to the exploration and skirmishing.

The other drawcard of GITS is the inclusion of anime cut-scenes. At minimum they must be described as the Godliest hand-drawn art to ever grace the PlayStation. Production I.G. And Masamune Shirow, the creator of Ghost in the Shell, did a top notch job in not only redesigning Motoko's more feminine appearance, but creating whole slabs of brand new animation. Considering the low quality of previous anime-related PlayStation games (that's why they never get released outside of Japan), it is truly a credit to the programmers that Ghost in the Shell reaches such high standards. Anime fans: watch this space.

KC





EverQuest

PC

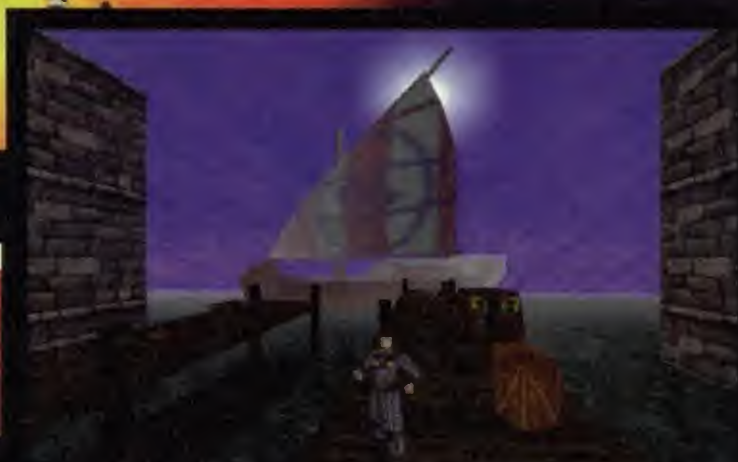
AVAILABLE: TBA
CATEGORY: ONLINE RPG
PLAYERS: THOUSANDS!
PUBLISHER: SONY

wow-o-meter

Currently going through some rigorous beta playtesting, is EverQuest, Sony's attempt at knocking Ultima Online from its rickety throne. The big draw card here, is that the entire game is polygon-based, making the world of EverQuest true 3D. EverQuest offers 40 skills and abilities to acquire, thousands of items and five huge continents - certainly nothing to sniff at. For magic lovers, there will be five different magic classes - and hundreds of spells as a consequence. All the other classic RPG classes will be included too, so you'll be able to become a knight, archer, thief, cleric etc. In fact, there are 12 races and 14 classes to pick from. All the characters will be polygon too, so wandering around town, bumping into other players will be more exciting than ever. Some races will be more customisable than others, but players should be able to choose their character's looks.

There's support for 3D accelerators which is tops, but unfortunately it comes at the cost of the game actually requiring the 3D card to run which won't make some PC owners very happy. Something that will make everyone happy though, is that Player-Killing will be managed in a way so that it's possible but punishable. There will be arenas or the like where players can get together and take each other on, which is cool. Will EverQuest be able to compete with Ultima Online? Well, there's a good enough reason to play both at this stage, but let's hope that EverQuest has tighter code, eh?

EF





Worthy of





Acclaim

Acclaim have had their ups and downs at times, but in recent times, they've been having far more ups. This is due in no small part to their latest success, **Forsaken**. The all-formats masterpiece is one of the few titles to ever be developed by two separate companies at once, being released at the same time. The two companies in question are Probe and Iguana. Probe with the original concept, Iguana handling the Nintendo 64 version. Acclaim are proud of their developers to the point where they invited us to meet the teams in their UK offices, and talk to the guys behind the game in the very last days before completion.

By Dan Toose





PROBE ENTERTAINMENT

England... Home of grey skies, green fields, and some very talented game developers. Amongst these developers are Probe.

Probe have had success with such titles like Alien Trilogy, but Forsaken without a doubt is their breakthrough title. At the Probe offices in Croydon, I met up with Joe Bonar and Tony Beckwith, the Directors of Development of the Forsaken project. Tony showed off the PC version of their latest creation (and his skills at deathmatch), then let me get smeared all over the place by the QA department in the same game... yup, the QA department are qualified alright.

After wowwing me with the game, Tony was kind enough to answer some questions on the project...

Hyper: Where did the design concept for Forsaken come from?

Tony: The original idea was to do a game featuring people flying around on jetpacks. The idea was going to be that you start off on foot and have to run and find a jetpack. This then turned into the idea of bikers flying around on hover bikes. Whilst it's true that we had played Descent we also play lots of other games - including many other first person shooters. Obviously there are lots of Quake and Duke Nukem fans here!

Hyper: In what ways do you feel that Forsaken has surpassed the Descent games?

Tony: Well the obvious one is on a graphical level - and our special effects are some of the best around. But if you look much deeper you will see that there is so much that's different in our gameplay. I like to compare our gameplay more to Duke Nukem with a mix of Quake 2. I didn't think that Descent single player was a very good game at all. But multiplayer Descent is great fun!

Hyper: Do you think there's a risk that the gaming populace might fail to see these improvements since they look very similar at a glance?

Tony: Only those who only look as far as the screenshots. People who actually play the game through will see that the only similarity is the 360 degree flying aspect.

Hyper: The game runs amazingly smoothly on all formats. Was this something that had to be worked on, or did the game design bring about high frame rates naturally?

Tony: There was a point where we had to throw all of the levels away because they weren't fast enough. Then they all had to be re-built with some new optimisation tools that we wrote. It was a dark day when this happened but I think the results speak for themselves now. We've got a better framerate than the mighty Quake 2!

Hyper: Forsaken's soundtrack is certainly one of the better ones to feature in a video game in a while. Are there any plans to release the soundtrack separately?

Tony: At the moment we are in talks with various major record companies... so it's highly likely that you'll be able to buy a special Forsaken sound track in record shops.

Hyper: Are there any plans to release a level editor for Forsaken?

Tony: We are talking to several professional level editor companies about this at the moment. Once again it's highly likely that there will be at least one editor out there. This probably won't be until the game has been out for a few months.

Hyper: Some multiplayer games such as Quake have seen the introduction of players being able to make their own models and skins. Any chance we may see something like this for Forsaken, with people doing custom made bikes and paintjobs?

Tony: The bike "skins" are windows BMP files so that anyone with a paint package can draw over them.

Hyper: After spending so much time playing the game yourselves, which is your favourite control method?

Tony: We all use mouse and keyboard. We honestly think it is the best control system but we're also hearing from a lot of people who are saying that the best players use joystick. We'll probably challenge some of these players when the game comes out!

Hyper: How much time did you guys spend on the AI for the single player game? And are there AI adjustments for each difficulty level?

Tony: One guy worked on AI coding for about 6 months. The enemies get cleverer with each difficulty setting. If we wanted to we could put them on maximum and then they would be absolutely impossible to beat. But this would be unfair so we toned it down a bit. However, I'm sure some cunning person out there will come up with an enemy editor on the net and then everyone would be able to play with enemy settings to their hearts content!

Hyper: Even though you guys have just finished Forsaken, are there any plans for a sequel or expansion packs?

Tony: Both! That's all I can say at this point.

Hyper: Probe has experience on developing on PC, PlayStation, and Nintendo 64. From your point of view as a developer, what are the pros and cons for each of these three systems?

Tony: The PC is the fastest by far. Current PCs and accelerator cards leave the consoles for dust. Because of this it was very difficult to optimize the console versions to keep up with what the PC could do. The PC has all of the memory and the speed. The Playstation has got CD access which means that a lot of graphics and music could be put into the game so



Tony Beckwith
Probe Entertainment

long as it wasn't all accessed at once. However with the PSX you have to spend time waiting for levels to load. The N64 doesn't have much memory but access is instant... no loading messages! Also the N64 has better graphical abilities than the PSX.

Hyper: Have you considered licensing the Forsaken engine to anyone else?

Tony: We've had several rivals approach us asking to license the engine. But we won't license it. It stays inside the Acclaim group.

Hyper: Are there plans to have an official league or site to host Forsaken online?

Tony: Have a look at www.gamingkrib.com - it features the Official Forsaken ladder. Also there is the official Forsaken site - www.forsaken.com. Also have a read on alt.games.forsaken.com.

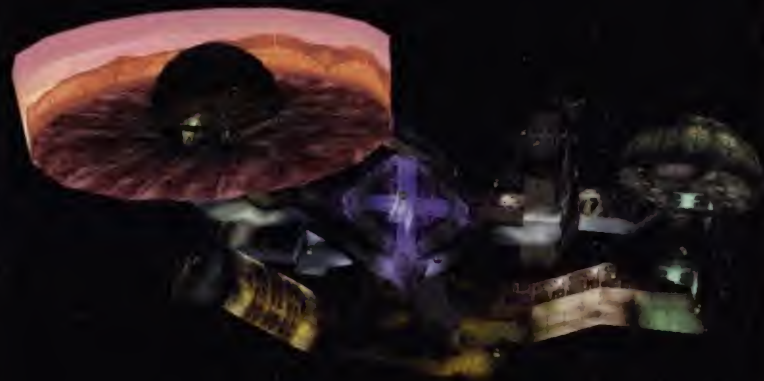
A notable feature of Forsaken is the soundtrack, which is thanks to the efforts of "The Swarm", a two man team comprised of Dominic Glynn and Stephen Root (Known as "Rootie"). Dominic's background is in Underground dance music, having recorded as Syzygy for Creation and Rising High Records, and as Fluid on his own "No Bones Records" label. Rootie has worked on many video game soundtracks, including Alien Trilogy, Die Hard Trilogy, and Extreme-G. It is common for games to licence songs (like Wipeout 2097), but it is not common for a game to have a high production soundtrack written specifically for it.

Something to look out for is the single "Pure Bitch Power", with MC Burglar doing the oratory. It was one of those "I must wobble to this" songs, which should make the charts (if there's any justice). One must note the game itself deserves a place in your CD player as well as your PC. The music doesn't require the game to be present to be appreciated.

After looking at Forsaken, we took a look at some upcoming Probe titles. PC strategy gamers have something to look forward to in "Machines" (current working title) by Charybdis. Although some may mistake Machines as being "Command & Conquer" in 3D, the game seems to offer a new way of playing real time strategy games, with an emphasis on using varying levels of AI amongst your units, to control the way your forces go about their tasks. With the concept of "smart" units, leading "dumb" units being a very interesting feature. Another handy feature was the ability to take control of a unit manually. What we saw was a very early build, but the basic concepts and engine looked very promising, and helped hammer home that Probe's track record with PC strategy games will remain solid.

I also got to see the final moments of the Batman and Robin game for PSX, which certainly looked a lot more promising than your average movie licence title. In fact it looked better than the movie. I really had to feel for these guys, as they had to get approval not only from Warner on the final details of what could and couldn't be in the game, but also the actors giving approval on their character models in the game. Presenting an actress with a polygon model of how you perceive her body to be is not what I'd call an enviable task.

Lastly, I got a sneak look at Extreme-G 2, which looks much better than the original even at this extremely early stage. Few companies are ambitious enough to be developing for PC, PlayStation and Nintendo 64, so hats off to Probe for their work on Forsaken, and their work in progress.



LOAD SE 8
ARMAND 4
THE ARJ 1

LORD SE KILLED THE ARJ



Above: Forsaken in development
Bottom: The final result...

IGUANA UK

My other port of call was Teeside, a rather sleepy sort of place, with a good pub (that serves hot stuff in a bowl, which they simply call "curry"), and a good development company... Iguana.

The American Iguana team was responsible for Turok, and the UK team's results with Forsaken have proven they're crack developers for the N64. Iguana stand alongside Nintendo and Rare as being the only developers to create truly outstanding games for the N64.

I walked in to meet the team, who were within 24 hours of finishing the game. Just going through a thorough search to check for any bugs. This considered, I've never seen a more relaxed team so close to a deadline. So relaxed were the team, they stopped to give me the controller and let me have a bash for quite a while. To them, this was akin to bug-testing anyway, seeing how someone who hadn't worked on the game played it. I met many people from Iguana, but spent most of my time talking with Guy Miller, firstly on Iguana's development of Forsaken for the N64.

Hyper: Iguana UK have had lots of success with conversions like NBA Jam, so is the fact that you've made the N64 version of Forsaken different to the versions by Probe a result of an undying urge to be unique?

Guy: When Probe came to us with Forsaken, they knew that the N64 version needed to be different - certainly in so far as the single-player game was concerned, because the N64 doesn't have the network play capabilities that make the Forsaken PC version so incredibly playable. We needed to concentrate on the single-player game and make it so playable it'll make your thumbs bleed. Which we did. And we needed to make the up-to-4-player mode equally thumbs' bleeding. Also, we do have an urge to be unique. It's not creatively satisfying converting someone else's ideas and we did that for a long time, waiting for the chance to show what we could really do. Forsaken 64 is the first in what we hope will be a long line of uniquely playable Iguana-developed games.

Hyper: From your point of view, having designed this version especially for the N64, what are some of the key differences between the game you've done, and Probe's Forsaken for PC and PSX?

Guy: I think that all three versions of Forsaken are great games. And apart from the obvious gaming differences mentioned above and the fact that the game is on differing formats, each with their own technological differences, I think everybody should buy all three and make up their minds for themselves, "smiles" but then, I would say that, wouldn't it?

Hyper: Were there any other changes you would like to have made to the game that you were bound not to by Probe?

Guy: Probe really let us fly on our own in so far as the development of Forsaken 64 was concerned. They had no objections to anything, because they knew that at Iguana, like at Probe - and at all Acclaim's internal studios - we know how to make great games.

Hyper: The texturing in Forsaken seems far sharper than in most N64 games, which generally look quite blurry in this department. Was there a trick to this?

Guy: There are no tricks, just good programmers and artists.

Hyper: What's the situation with an Iguana team in the US, and your one in the UK. Do you act independently of each other?

Guy: Yes, we are autonomous - although there is a very necessary sharing of technology and ideas throughout Acclaim's four internal development studios.

Hyper: Besides a game like Forsaken, what do you feel the N64 really has a need for at this stage in its life?

Guy: A greater diversity of games. The N64 is a brilliant machine, and if it's going to attract the market it so obviously deserves, it needs to have a multitude of gaming experiences available for it. Video games are no longer the sole preserve of

people under 14. Gamers are getting older and they're more sophisticated in their tastes.

Hyper: So does Iguana have any plans to make this kind of game themselves?

Guy: Yes. Shadowman.

Hyper: In terms of getting the most out of the machine, how hard have you pushed the N64 with Forsaken?

Guy: As far as it would go - in all areas.

Hyper: What's the N64 Forsaken team going to be working on next?

Guy: Ah, now that would be telling...

Hyper: That was the idea...



Shadows over Teeside...

Guy then took me in to meet Simon Phipps, and then began to explain the plot and workings of Iguana's next big game, *Shadowman*.

As positive as our preview was last issue, the stills don't convey how promising this title really looks. The game is very non-linear, and understanding the plot took a while for this jet-lagged editor. Once I did, the depth seemed huge, and this coupled with the graphic engine that quite simply looks to take a major step forward in the art of producing 3D worlds, put *Shadowman* on my wish list instantly. N64 gamers can all smile about *Shadowman* as well, as work on the N64 version started not long after we did our preview last issue.

On the engine, this looks to be the immersive 3D engine that we've all been waiting for, basically because things don't get lost in the distance, and you can walk up to what was just a lump on the horizon, and watch it seamlessly become a building... then walk inside.

Guy answered some questions on Iguana's next big thing...

Hyper: How did you get into working for Iguana?

Guy: Simon Phipps (*Shadowman* Project Manager) and I both worked for Core Design before joining Iguana two years ago. At Core both Simes and I worked on numerous games, with *Tomb Raider* being the most notable. Interesting snippet of info: originally, Lara Croft was called Lara Cruz - her upper-class Englishness came later. Before Core, I worked at Rare for five years on a variety of Nintendo (NES) titles - *Battletoads* being the most bizarre of these. Simes was a founder member of Core and was the programmer and artist on the *Rick Dangerous* games.

Hyper: Where did the concept for *Shadowman* come from?

Guy: Once upon a time Acclaim sent us a whole pile of comics from their comics division. *Shadowman* jumped up out of this pile and threatened to blow us away if we didn't make a game about him. So we did. The *Shadowman* character is unique, because he's actually dead, and he has these two personalities, two game characters for the price of one - a *Liveside/Real World* street-smart assassin and a *Deadside/ Otherworldly* voodoo warrior.

Hyper: Even though *Shadowman* is still in development, are there any plans to do another game based on an Acclaim comic?

Guy: Yes. We're currently working on another Acclaim comics title. But, I'm not allowed to talk about it. Suffice to say, you ain't seen nothing yet...

Hyper: *Shadowman* is a bit of a blend of genres in a combination that is looking very unique. Has this been something you've been wanting to do for some time?

Guy: While at Core, Simes and I spoke about creating a fundamentally non-linear game with a unique blend of genres - in fact, *Tomb Raider* was originally intended to be just such a game. Unfortunately, due to time constraints, it ended up without the non-linearity and the multifarious gameplay. *Shadowman*, however, will definitely have both. Stylistically, I've always wanted to make a horror-based game. Video-games aren't really able to represent emotions very well - you can't make people laugh internationally because humour doesn't travel too well, and you can't make them cry because the medium doesn't yet allow us to become emotionally involved with the player character - but you can really scare the shit out of the player. Video-games can do horror really well - better than movies, because the horror is interactive.

Hyper: How is the team finding putting together a game that is so non-linear? Does this create headaches in a design sense?

Guy: Not at all. Non-linearity is something of an illusion. Creating



Left: Iguana's *Shadowman* team.



that illusion is both fun and rewarding. In fact, the non-linear nature of the game's overall structure has allowed us to visit a greater variety of locations without seeming contrived.

Hyper: The way the engine keeps track of things in the distance is most impressive, what can you tell us about the Vista engine?

Guy: The VISTA (Virtually Integrated Scenic Terrain) engine was designed specifically with the distance tracking in mind. We wanted to be able to create a world where the player could see to the horizon without the need for a depth-cuing fog - so that he/she could spy a building on the horizon, head for that building, find it, and go inside, seamlessly.

We're going to be utilising the VISTA engine for our other projects - it's certainly got the technological legs to carry us for the next few years.

Hyper: Why isn't *Shadowman* going to be converted to the PlayStation? Is the Vista engine part of the reason?

Guy: We're still considering converting *Shadowman* to Playstation. Watch this space...

Hyper: Do you think the fact that *Shadowman* is a very dark game that it is going to cater to the Nintendo 64 gamers that are tiring of the bright and cheery titles?

Guy: I think that it will definitely appeal to those type of gamers, although we didn't especially set out to cater for them. I think that the Nintendo-64 is a highly versatile machine, and as such, should have a variety of game types available for it.

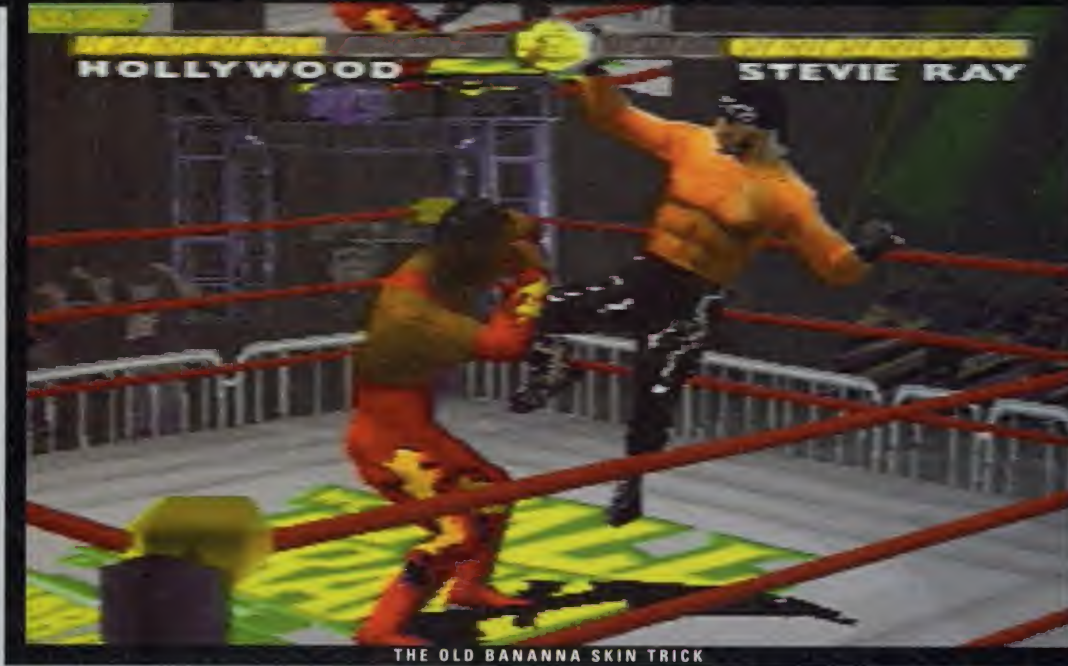
Hyper: Whenabouts can we hope to see *Shadowman* hitting the shelves?

Guy: We hope to have *Shadowman* in the stores for Christmas. Buy it for your mum. She'll love it.

The conclusion of my trip was that Acclaim are now going forward, which wasn't really the case a couple of years ago. With their latest title being such a class product, and with a bunch of stuff coming up that looks just as promising, their future is anything but forsaken.

WCW Nitro

Mild mannered **Kevin Cheung** secretly dons leotards on the weekends and beats folks up... No, really!



THE OLD BANANNA SKIN TRICK



THOSE WRESTLING BOOTS ARE HARD TO GET OFF



THIS IS NO TIME TO BE TAKING A NAP

"Hulk Hogan looks as though he's recovering his composure from that last blow", screams the commentator, "But look! He's decided to take a wild charge at Randy Savage and he performs a super lariat! Randy's head gets righteously smashed into the ground and he's down for the count! The crowd is absolutely loving this!" Ah... there ain't nothing more exciting than the flow of adrenaline through your body as you watch a couple of sweaty muscular men pre-tending to fight each other. You want raw power? You want pure bodily punishment? THQ delivers here with WCW Nitro.

Simple task:
Beat Each Other to Death.

Based on the professional American wrestling league, WCW Nitro brings the grunt and oomph of pro wrestling to life with all of your favourite wrestling stars on a grand

3D scale. The object of the game is simple: beat seven shades of Shinola out of your opponent until he doesn't get up again. This core gameplay element can be played out in a number of ways. On one hand, you could take on each opposing wrestler one at a time, or you can take part in a tag-team match. Alternatively, you could go head to head with a buddy in either a single or tag-team match to prove who's got the bigger, uh, repertoire of wrestling skills.

To defeat your opponent, your task is to whittle down their energy bar until there is nothing left. When their energy bar is depleted, and they've gone down for the count, you've basically won the match. However, this is more easily said than done. The first thing that's stopping you from accomplishing your goal is your opponent, who is actually trying to do the very same thing to you. The second hindrance is that the energy bars are always being replenished at a consistent rate. You can deal out a few vicious blows, but they'll count for nothing



OH STING... OH GUERRERO!



LOOK MA! NO BRAIN

unless you persist and continue to deal out the vicious blows until your opponent drops to the canvass. Such a gameplay feature, therefore, creates some room for actual timing and strategy. For instance, when your opponent is down, would you prefer to try your luck and hold them down? Or would you prefer to take your chances, climb up on to the ropes, and drop on them from a great height? In that sense, WCW Nitro, if played wisely, is not really a case of mindlessly bludgeoning one person after another, as is popularly thought.

Graphics? Check. Sounds? Check. Control? ...Dang.

Graphically and aurally, WCW Nitro is an above average experience. There are plenty of digitized photographs to please every ardent wrestling fan, and the in-game polygon-based characters look relatively smooth and contain some fairly decent detail. The only real graphical flaws are in some of the odd animations that come across as stiff and jerky, especially when extra characters enter the scene and wreak all sorts of slowdown havoc. The general sound effects are of a decent quality, with every essential impact-related sound (and the ensuing howl of pain) accounted for.

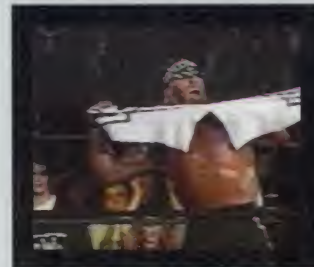
Control, unfortunately, is where WCW Nitro really hits the canvass hard. Like the large bulk of other wrestling-related games, WCW Nitro's controls are painfully unresponsive. General movement in the ring is sluggish, and the button combinations you push for various special moves aren't guaranteed to produce the same results every time. Basically, what you press doesn't always equate with what is theoretically meant to happen. For instance, if

you try to tap out the combination for a pile driver, you might end up whipping up a suplex. So let's say you decide to persevere, and try to push the buttons a little more carefully and with better timing. More likely than not, in the time that you spend looking down at the buttons and pressing the combination, you will have been decked four or five times. Frustrating? Yes. It also encourages impatient players to resort to button mashing, which doesn't make for very intelligent gaming.

All the Pow and Pizzazz of TV

In spite of the weighty control problems, WCW Nitro offers an overall entertainment package that is spruced up by its great atmosphere. There are plenty of fireworks and flashy visuals that mimic the gaudiness of the real televised events. Other ambient effects like the roar of the crowd, the camera flashes, the taunting, the oft-repetitious exclamations of the commentator, and even the zooming camera effect that brings the action right in your face are great in making the game feel wonderfully like an over-hyped American television extravaganza. On those terms, WCW Nitro can be good fun.

On balance then, WCW Nitro amounts to being a nice showpiece, but not that much more. The above average graphics and great atmospheric touches ensure that it will entertain whoever is watching it. Your opinion might be a little different once you start to play it, especially since the controls are unbelievably sluggish. This game might very well be one of the better wrestling games to have appeared of late, and it certainly does show some promise. But for now, it's probably best left to the fans of wrestling.



AVAILABLE: JUNE

CATEGORY: SPORTS

PLAYERS: 1-2

PUBLISHER: GT INTERACTIVE

PRICE: TBA

RATING: G

FREEMETER



Anyone who enjoys watching these "pretend" fights has got to be a freak.

MULTIPLAYER

These sort of games are always more amusing with a friend.

VISUALS

75

SOUND

73

GAMEPLAY

56

OVERALL

62

A polished looking game that shows some promise, but falls well below par in the control stakes.

Need For Speed 3

Buckle up! **Kevin Cheung** is about to hop into a \$500,000 sports car and play chicken with the cops.



There is not a soul in the civilised world who would not jump at the mere chance of being able to rip through the countryside at 200 kilometres per hour, smash through police blockades as if they were made of tinfoil, and do it all with style in a Lamborghini Diablo SV. That's not to mention the fact that you live to tell about it. Need For Speed 3: Hot Pursuit is one such game that delivers red hot racing action that tops any car-chasing scene you've ever seen this side of the cult movie hit Cannonball Run.

Excellent Racing Environment

Launch yourself into the race, and you'll be treated to quite an entertaining visual and audio treat. Graphically, NFS 3 is up there with the best of them. The textures look pretty smooth, the cars are animated nicely, but could've done with a slightly higher polygon count. On balance, NFS 3 moves at a smooth, fast, and consistent pace. Even in two-player split screen mode with the weather turned on, the game maintains its frame rate and suffers only from a little pop-up in the

background. Of particular note are the ambient effects that do wonders for the atmosphere of the game, such as smoke trails, reflections, coloured light effects, and a large 2D backdrop that is blurred to give it a strikingly photographic appearance.

Aurally, NFS 3 is a thoroughly satisfying experience. The sound effects are all what you'd expect, but some of the engine sounds sound a little weird. Musically, NFS 3 contains a mix of up-beat techno tracks and other pieces that smack of Tarantino influence, which is quite conducive to putting the pedal to the metal.

Who cares about strange controls when it's this fun?

In terms of control, NFS 3 offers two modes of play. The first, Simulation Mode, is generally stiff, unresponsive, and user-unfriendly. The Arcade Mode, however, is a far more engaging kettle of fish. In this mode, your acceleration rate is faster, the handling becomes looser (hence easier to manoeuvre), and most importantly, you can power-slide. Fans of V-Rally and Sega Rally in particular will delight to this.

Can anyone guess what you're meant to do in this game? Obviously, you're meant to race like hell around the track and get to the finish line first. Should you choose to do so, you can take on the cops and try to avoid getting arrested as you race for that finish line. The basic tournament races, whether with two-players or with traffic turned on, is a fairly hum-drum affair. The only real thrill of this mode is rocketing through the track and achieving a decent flow. The other main mode is Pursuit Mode, where you have hordes of marauding cops attempting to stop and eventually arrest you. This is perhaps the sole reason that anyone should have this game. It is a raucously entertaining piece of work that will have you lying in stitches. You could be rocketing through the streets of Atlanta while the cops chase after you. They set up all manner of road-blocks



NEVER PICK UP FAT HITCHIKERS



SHE'LL NEVER PASS REGO NOW...



THE ALTERNATIVE

It's a shame that NFS 3 will have to compete with the awesome Gran Turismo, because NFS 3 is an excellent game of its own right. On one hand, Gran Turismo focusses on the cars themselves. Most of its options concern engine set-up, suspension, and so on. Hence, the focus of the gameplay is more on creating experience of driving a real car. NFS 3, on the other hand, focusses on the experience of the race itself. There is actually little to distinguish between the cars aside from their appearance, and it's actually the in-game race settings that makes the game so enjoyable.

and other traps to ensnare you, which you can avoid by taking one of the many alternate routes on the map or just by crashing straight through them. The cops sometimes even try to ram you into the wall (a favour you can return in kind); and when all else fails, they scream things like "Stop your car NOW!". The funniest part is when you pull away from them and you can hear their voices fade into the distance in Dolby Surround glory as they scream "You cannot escape!", and other such hollow threats.

Plenty of race options

It gets even better when you start fiddling with all of the pre-game options like car selection, track selection, mirrored and reversed tracks, viewpoint selection, weather, day-night driving, and traffic settings. Want more? How about a full replay of the race complete with 11 selectable camera angles that capture every ridiculous crash you got yourself into?

When it comes down to it, NFS 3 is pure, uninhibited, and insane fun. This game has fast cars, great speed, and wickedly funny gameplay that is filled to the brim with unpredictability. It is truly the best game in the series. If you have any hint of mischief in your being, you'd check this game out now.



AT THIS POINT I KNEW MY DRINK WAS SPIKED...



AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-2

PUBLISHER: ELECTRONIC ARTS

PRICE: \$89.95

RATING: G

FREEMETER



This game is the equivalent of dodgem cars, but with a much heftier price tag. Great stuff!

MULTIPLAYER

Teaming up against the police has never been this much fun.

VISUALS

84

SOUND

82

GAMEPLAY

82

OVERALL

85

A solid title in every respect. Easily the best game in the series, and a wonder-cure for road rage.

Gran Turismo

Sony promised this would be their best racing game yet... **Kevin Cheung** has to agree.





Look out, Rage Racer, there's a new racing God in town, and it takes absolutely no prisoners. Spawned from the creative loins of Sony's internal development team Polys Entertainment, Gran Turismo is a racing tour de force that brings to life the wildest dreams of every racing nut alive. The explosive opening FMV sequence of several cars muscling their way through each other at blistering speeds is enough to wake up even the most jaded of racing fans, and it is but a mere taste of what's inside.

A Driving Simulator for Every Occasion

Gran Turismo offers two game modes, the first being the Quick Arcade for the recreational racing fan. All you basically do is select a car and compete in a track of your choice. When you finish every track in each class, you will unlock a new item, such as a new track or a brand spanking new car to play with. The cars and tracks sport a wondrous diversity in design, ranging from short winding mountain-hugging roads to night time freeway shenanigans. Each of these tracks test your skills in managing the speed and manoeuvrability of your car, speaking of which, there are heaps to select from, and even more to unlock. Ever fancied a Honda NSX? Or perhaps one of those little Subaru 4WD turbo-charged monsters? All of the Japanese super cars for which this title has gained notoriety, plus a few European cars, are here for your driving pleasure. The thrill of choosing the right car for the right track and leaving the competition to suck your vapour trails is quite of the head expanding variety.

Enter the Gran Turismo Mode, and you will be quickly humbled. With barely enough money for a decent second-hand car, you must begin by taking a number of tests and earning your license to race. There are three types of licenses you can earn, each of increasing difficulty, which allow you to enter bigger and better competitions that yield more money. The tests are hard and frustrating, and you will hang your head in deep embarrassment when you can't even perform a hair-pin turn within 27 seconds in the presence of your friends. But alas, they are valuable lessons if you are to master the more subtle skills required in the races.

Once you earn your license, you can enter into some of the competitions. They can range from general league-style competitions and spot races to specialised races like "4WD-Only". The better your license, the more competitions you can enter. Each race pays money, even for coming last; and the crappy little car that you initially bought will ensure that you appreciate every penny you earn. With some perseverance, you will be able to buy new parts and accessories that cater

for every conceivable car-related need, such as mufflers, stabilisers, wheel height, shock absorbers, and God-knows what else. Persevere even harder, and you can buy a brand new car. When that's factored into the gigantic selection of cars (over 150, in fact) it creates a titanic depth of exploration and enjoyment to your collection of cars.

To top that all off, is Gran Turismo's exquisite replay theatre. After each race, you can view it again in its entirety from start to finish. The camera angles and zooming effects are an unparalleled achievement that bear an uncanny resemblance to television coverage of such real-life events. There are wheel cams, overhead cams, cameras in the walls and the trees... they're everywhere! In the grand scheme

SUSPENSION: SPRING RATE

Front **9.6** kN/m MIN MAX

Rear **4.5** kN/m MIN MAX



Adjust F/R Spring Rate Independently

← ADJUST OK △ CANCEL

ENGINE: TURBO BOOST

Boost **4** MIN MAX

Max Power **684** PS / 7800 RPM

Max Torque **63.4** kg-m / 7000 RPM

Adjust Maximum Boost Pressure/Power

← ADJUST OK △ CANCEL

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TYPE FF

200ps

1150kg

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ENTER THE VIRTUAL GARAGE

Gran Turismo contains one of the largest and most comprehensive options library for your car. To begin with, there is the huge selection of cars to work through. After that, there are hundreds of little modifications you can make. Don't like the grip on your tyres? Would you prefer a looser grip for power sliding, or stronger grip for tighter control? How about fuel injection? Or suspension? What kind of brake system do you want to use? How would you like your gearbox aligned? Do you want to accelerate hard in the lower gears? Or would you prefer to leave that to the higher gears? Would you like to check the performance graphs to verify your choice? Would you like to test drive the vehicle just to be sure? Heck, do you want to wash the car to make sure there's no dirt to affect its aerodynamics? Didn't like the acceleration? Well, we still haven't even touched the engine.

As you can see, beefing up and optimising your car is a whole game in itself. You can literally get lost in some of the techno-babble that's involved, but that's just what makes the game so cool! Every little detail can affect the race. Worried about grass slides? Switch to 4WD and you won't have so much of a problem. Worried about rugged turns? Change your tyres and suspension. They didn't say "God is in the details" for nothing, you know!



BUT... BUT... YOU'RE BLACK

LAP 2/2 **5th**

Total Time 1:17:466

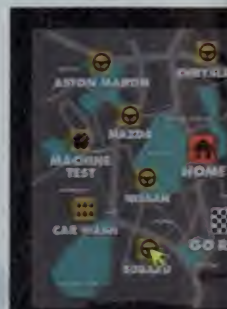
Lap Time 1:12:673

0:04:793

Total Record 2:05:591

Fastest Lap 0:58:619

ANOTHER STRETCH OF OPEN ROAD... WOOHOO!



You Get The M

Ranking **1st**

Total Time 2:05:591

Lap Time 1:12:673

Lap 1 1:12:673

Lap 2 0:57:989

Course Se

2 TRIAL MO 3.979

TOTAL RECORD KFC 2:05:591

FASTEST LAP KFC 0:58:619

of things, these replays add very little to the gameplay - but to hell with the philosophising: the replays are the most breath-taking car-related sequences that the PlayStation has ever seen, period.

A "Shocking" Experience?

And how is this all executed? Very, very well. The graphics are vibrant and solid, moving quickly and smoothly with a rare hint of break-up, and topping anything that other racers have achieved. There is the odd bit of slowdown or pixellisation, but it's only in the replays that you really notice it. Aside from that, the game is loaded with spot effects, like smoke, real-time lighting suspension, and simulated reflections on the cars, which do wonders to the atmosphere. There is even a Hi-Res mode you can unlock, where the races can be played at a super-smooth 60 frames per second! The sound effects are quite comprehensive, right down to the different engine sounds for every car. It's nothing entirely spectacular, but it provides all the sounds that you'd generally expect to here in a game of this calibre, such as skids, gear changes, echoes, and so on. Musically, the game contains a wonderful and satisfying combination of PCM with hard rocking tunes from the likes of Garbage, Ash, and Chemical Brothers. Call it taste, but as good as the music may sound, it doesn't really top the flare of Wipeout 2097.

In terms of control, Gran Turismo is generally tight and very common sense. Certain cars will actually feel lighter or heavier to handle, and there is a good sense of momentum in the cornering and skidding. The interactivity of the experience is augmented with the new Dual Shock analogue pad, which has a dull latent buzz to simulate the

Lap 1/2 5th

Total Time 0:24:960

Lap Time 0:24:960



Total 5th

Fast

Total 5th
Fastest



GETTING YOUR REAR END OUT

Total Time :36:160
Lap Time :29:001
:08:144



engine of the car, while at the same time recognising collisions with an extra overlapping vibration. The overall range of the vibrations is surprisingly large, depicting anything from as light as a grass skid to a head on collision, outdoing anything that the N64 Rumble Pak has offered. This kind of interface actually lifts interactivity to a whole new level. For instance, instead of relying on visual and audio feedback to depict a subtle collision like a fender bender, you will be using the control vibrations almost exclusively to discern what is immediately around you, such as your proximity to the kerb, and what kind of surface your car is presently driving on. However, the Dual Shock pad itself is a little awkward in that the main handles are shorter than any incarnation of the PlayStation control pad. That being the case, the analogue controls are a little clumsy at times. Unfortunately, the digital controls are just a little too jerky to satisfy the precision steering and acceleration/braking required to properly complete the top class competitions, which pretty much makes the Dual Shock pad an essential item, especially if you want to master the GT mode. But seriously, you won't really die without it.

There are only a few serious control and gameplay related problems with Gran Turismo. Firstly, the rear view mirror is completely out of proportion. Cars that are staring right down your tail pipe look as though they are a good few metres away. Secondly, in stark contrast to Wipeout and Rage Racer's infamous "instant stop collisions", your fellow competi-

tors can actually bump and force their way past you, no matter how hard you're mashing them into the wall. Finally, there is the two-player mode. In spite of all of the replay features, cars, and optional gadgetry, Gran Turismo would only be perfect if it has a decent two-player mode. It doesn't. What you get is a split-screen competition between two players without any CPU-controlled cars, which gets boring very, very quickly.

A kinder, gentler King?

Compared to Rage Racer or Wipeout, Gran Turismo is not as emotionally intense. The tracks are more realistic and balanced, hence they aren't wildly dynamic in their design. That said, you won't have your eyes completely glued to the screen despite the fact that they are bloodshot; and you won't be screaming some crude profanity at the car in front while hurling your control pad at the television set just because you got bumped at a little turn, despite the fact that you're going to pick up the controller and try again, perhaps a few hundred more times. However, what Gran Turismo lacks in intensity is made up for with depth, realism, complexity, and razor-sharp execution.

Either way you cut it, Gran Turismo is great technical achievement. It has both size and dazzle, and is a bigger, meaner, and more intelligent monster than Rage Racer could ever wish to have been. Even if you don't like racing games, it's guaranteed to make for an excellent show-piece to your collection. Get it now!

AVAILABLE: NOW

CATEGORY: RACING

PLAYERS: 1-2

PUBLISHER: SONY

PRICE: \$79.95

RATING: G

FREEMETER



This game reeks of general appeal, but the GT mode is totally hard core.

MULTIPLAYER

Exciting at first, but the lack of CPU-controlled cars makes it ultimately bland.

VISUALS

93

SOUND

88

GAMEPLAY

92

OVERALL

92

A brilliant game in every respect. It's easy to get into, it's complex, and the replays are bloody good to watch.

Armoured Core

Have Sony got the answer to Virtual On? **Kevin Cheung** mechs sure...



EAT THIS YOU OVERGROWN CAN OPENER



GO AHEAD, MECH MY DAY



YOU VS EXXON

With legendary games like Mechwarrior 2 well and truly behind us, From Software, better known for their exploits in King's Field, have a very distinct benefit of hindsight as they enter the 3D mech genre. And by golly, they've exploited it well. Combining the finer elements of classics like Virtual On and the already mentioned Mechwarrior 2, Armoured Core is one of the most comprehensive mech games to hit the PlayStation.

Life as a mercenary

The basic game plan is that you are a mercenary belonging to Clan Raven's Nest. To eke out your meaningless existence, you take on all sorts of missions in the neverending quest for cash. These missions can range from guard duty to all-out offensive strikes. Using the cash you are rewarded with, you will be able to upgrade your mech with all forms of new parts and weapons like pulse rifles and rocket launchers. Your ultimate goal? As a mercenary, you live for the simple pleasure of creating bigger and meaner ass-kicking mechs. The more money you make, the more ass you can kick. Make less money, and you'll end up kissing ass.

The alternative to the Scenario Mode is the Versus Mode, which allows head to head action through a split screen or link cable. The great thing about this option is that you can use the customised mechs that you have saved from the Scenario Mode. This is a great incentive to perform well in the Scenario Mode so that you can trounce your pal's butt with a personal monster mech creation.

Pillage and plunder in style

Graphically, Armoured Core is excellent. The mechs are highly detailed and extremely customisable, right down to the colour scheme, and emblem, similar to Rage Racer. The mission areas and playing areas sport a similarly high level of detail along with great size and variety. They range from open forest areas and bridge blockades to underground sewer-mazes and to storey oil refineries. Considering the relatively large size of the areas and some of the mechs, it is surprising that the game moves so quickly and at such a smooth and consistent frame rate. The only real drawbacks are the instances of slow-down, clipping, and pixellisation during large and dense portions of action. Otherwise, it would have been nice for the environments to be a little more interactive than just being "obstacles". For instance, trees that are caught in the cross-fire don't exactly burn down.

The sounds of the game are quite good, with different pulsing sounds for each weapon and subsequent explosion, right down to the splashing of water when your robot is run-





GETTIN' JIGGY WIT IT



ning in the sewer. Musically, Armoured Core is mostly a techno bass-synth affair. It doesn't really add much to the game, but it doesn't really matter, especially when you are focusing on the sounds of mayhem and carnage as you cap multiple enemy targets.

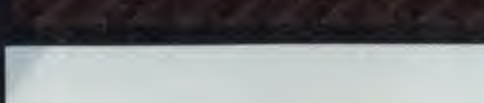
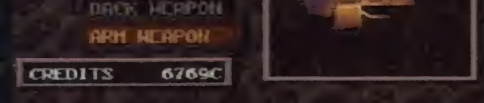
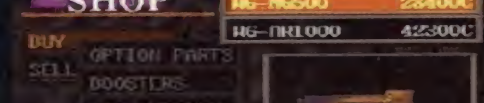
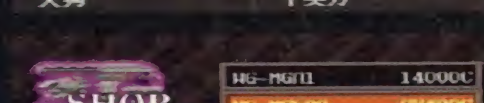
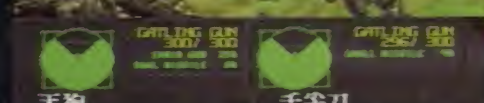
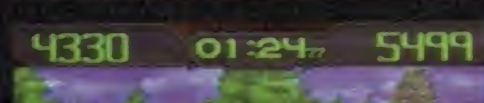
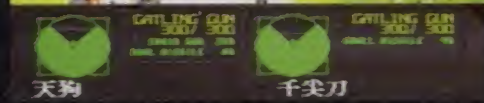
Armoured Core's control interface is a joy. They are best described as a simplified version of Mechwarrior 2's controls, without all the bother and pedantry of such things as speed settings, heat management, and precision torso twists. Most of this is replaced by user-friendly strafe buttons, Tomb Raider-esque movement controls, and a targeting system that similar to Virtual On. That is, your designated weapon will automatically lock on as soon as the target is within range. In general, the controls are remarkably smooth and responsive. The only flaws in this area are the awkward vertical view-shift controls and the external rear-view camera that doesn't always pan out to show what you want to see.

Form feet and legs... and I'll form the head.

Gameplay variety is where Armoured Core shows its true colours. Firstly, there are the weapons and parts. In a word, mountainous. There are hundreds of different combinations of customised mechs for you to create. To add to the delight and beauty is the fact that the mech parts and weapons were design by the same genius behind the anime mech classic Macross Plus. In addition to the weapons, there are also the different engines, chassis, and body parts for your to select, all of which must be balanced with energy and weight limitations that your chassis and engine allows. Different body parts and engines will affect your speed, manoeuvrability, and efficiency of weapons-handling. To cap that off, the type of mech you make is dependent on how much cash you can earn.

But there's the catch: it's hard to earn money. When you go into each mission, you not only have to watch out for direct hits from the enemy, but also your ammo count and any peripheral damage you might take from shrapnel and the like. All of this totals up on your repair and replenishment costs which, if you've been a silly Rambo in the mission, can end up costing you more money than you earn! In other words, brains, control, and a modicum of common sense is required when you're out on a mission.

Simple gameplay, incredible depth, and mech designs from one of the best mech-designers of our time. There isn't much more you can ask for. It's a shame there aren't more games like this, so be thankful that this game was even created and check it out now!



AVAILABLE: JUNE
 CATEGORY: 3D MECH ACTION
 PLAYERS: 1-2
 PUBLISHER: FROM SOFTWARE
 PRICE: \$69.95
 RATING: TBA

FREEMETER
 There's heaps of custom mechs, but it's not really so intricate to call it hard-core.

MULTIPLAYER
 A little on the sparse and choppy side, but good fun nonetheless.

VISUALS
 86

SOUND
 80

GAMEPLAY
 92

OVERALL
 88
 A very clever game indeed. All mech, anime, and general action fans should check out this title.

Cardinal Syn

Dan Toose throws down the gauntlet at Sony's latest in house fighting game, *Cardinal Syn*.

As a publisher, Sony Computer Entertainment release more 3D fighting games than any other company around. With the recent release of *Bushido Blade*, and the upcoming release of both *Dead or Alive* and *Tekken 3*, Sony have got the goods in this department. They have also tried their hand at making these games themselves, with their latest effort, *Cardinal Syn*. The game borrows ideas from conventional fighting games, adds a few more and results in... well let's see.



Ye Olde Cliche Plot

The scenario goes something like this In the "Blood Lands" all the angsty, warring tribes get told to settle down and behave themselves by a mystical woman named Syn, who gets the champions of each faction to compete in a tournament to receive "Ye mystical trinity of swords". You guessed it, you play as a champion who fights the other champs, then takes on Syn.

Visually, this game has it happening. Whilst it's not as high res and fluid as a game like *Tekken 3* or *Dead or Alive* (the PSX versions run like the arcade version... Trust us), it certainly has some nice visual effects, and some great looking environments. That has to be pointed out first off, that the arenas look great. Forget the concept of a big square or circle, as the battles are staged in something that actually looks like the set of a medieval fantasy movie. Because you need to see more of the environment, the viewpoint is pulled back a bit, which makes the characters a bit smaller on screen than in your average 3D fighter.

Some of the visual effects include the standard flashy weapon swipes, but more importantly (and impressively), blood. When you hack into your opponent, they spring a leak, and blood splashes onto the floor, and stays there. Characters also bear their wounds for all to see, which is something most fighting games lack, and really should be able to do.

Ye Olde Cliche Plot

The sound is on par with most good 3D fighting games. The themely music is not something you'll want to play in your CD player, but it's good for the game, and you won't turn it off.

Cardinal Syn's gameplay is a myriad of pros and cons. Starting with the pros,



BACK WOMAN! LEST I ENTERTAIN THEE TO DEATH!

"CALL ME PAINMASTER!", "OOH YES MILORD! AGAIN!"



HYPER» Starcraft





IRON HORSE

HYPER» *Forsaken*





...AND THEN, THE 60' TALL DRAGON SNUCK UP ON THE KNIGHT AND...

the non standard arenas are really interactive, with powerups and health hazards making them a serious factor in the outcome of the battles. The powerups can turn the tide of battle, but because it is so obvious when someone is trying to grab one, it gives them a moment of vulnerability. Characters also have a special magical attack, which they can get an extra use of by collecting a potion powerup during battle. There are eight starting characters, with eight sub-bosses to unlock, and of course Syn, and the final boss, Kron. Kron is a huge dragon, who has to go down as possibly the coolest boss in a fighting game yet. Rather than just stand there and beat you up, Kron does all the things you'd expect a dragon to, like take to the air and do "bombing runs" with fireballs, and hover out of harms way, waiting for an opening. Another nice touch is that every character gets their own intro FMV, and finishing FMV, which helps add that element of character that new fighting games really need.

There aren't as many moves for each character as a game like Tekken 2 or Virtua Fighter 2, but there are multiple combos for each character, and a really nice touch with the "shove" move. This allows you to break your opponent's guard and leap in and attack as they stagger about. A well placed shove can also push them into a hazardous part of the arena. The "stun guard" also allows you to counter and throw your opponent. There aren't really throws as such, since all characters have their hands full.

Ye Olde QA Problems

Now for the bad news. Someone forgot to check to see if there were AI bugs, or if the combat mechanics were balanced properly. The major problem is that once you knock someone over, it is very simple to hack into them which not only hurts them, but keeps them down too. This quite frankly sucks, and turned a really good game into an average one fast. Other situations where damage is stupid include the act of falling over, which normally is fine, and if you fell onto a spike or something, you'd expect to be hurt. However you take damage by simply touching a wall as you get knocked over, and if you are in a corner, you generally get hit twice. Ouch! The AI could have used a tweak or two. Nothing is funnier than

watching your computer controlled opponent run into a spike with no immediate threat or reason, but it doesn't help the game at all. Some opponents are also fooled with the repetition of just one move.

Cardinal Syn is a good fighting game with some really original features, that is let down by what one can only guess was a lack of playtesting by the developers, which is kind of amazing, consider how SCEA have been so careful with games like the near flawless Gran Turismo. If they sequel this game, we can only hope they address the bugs.



GASTRALITY!



SHOW US YOUR KNIVES!



AVAILABLE: NOW

CATEGORY: 3D FIGHTING

PLAYERS: 1-2

PUBLISHER: SONY

PRICE: \$69.95

RATING: MA15+

FREEMETER



The rawness of it will draw a crowd, but effective control requires a little gaming nous.

MULTIPLAYER

Great if you agree not to hit each other when they're down.

VISUALS

87

SOUND

81

GAMEPLAY

60

OVERALL

70

Argh! Don't tease us by making a brilliant game and then leaving in a bug that ruins the gameplay. Those that love medieval fighting or bloody battle can still have fun here though.

Reboot

David Wildgoose wasn't so wild about *Reboot* until he gave it a go... Everyone likes a nice surprise.



WEREN'T YOU IN THE VILLIAGE PEOPLE?



Of course, we all know that film and TV licenses make for useless games. Being typically no more than a half-hearted clone of some other successful (and rather better) game, the film/TV license has to be content

to rely on its attention-grabbing name to produce sales. Fully expecting yet another lame retreat of the platformer or 1st-person shooter genre, I approached *Reboot* with all the warranted caution. Any such reserve was quickly abandoned once I started playing. *Reboot*, smashing the whole "film/TV license equals crap" theory at long last, turns out to be a remarkable and surprisingly fine game.

Why it succeeds has a lot to do with its refusal to conform to a tired formula. Almost unbelievably, *Reboot* isn't another platformer or 1st-person shooter, although it does borrow elements of both. If you want reference points, think of a bizarre combination of *MDK*, *Cool Boarders* and *Jumping Flash*. Think of a pulsating, stylish, free-form action game packed with intricate level design, death-defying leaps and cool giant robots. Sounds good? It is.

Exploding Heads

The first thing I liked was the hoverboard thingy, called a "zip-board", that Guardian Bob (that's you, the blue guy with the funny hair) rides upon about the place. It just feels so cool zipping and swivelling and scooting around that, when I had finished performing stunts off the various ramps and floating platforms or completing extravagant figure-eights around the tunnels and pylons, I could only think of doing it all again. Who cares about saving the world of Mainframe from the clutches of the dastardly Megabyte when there's some delicate hoverboard tricks and general showing off to be done?!

Oh yeah, Megabyte, I'd forgotten about him. Seems he has decided



THE EVER HANDY, PLANET SODOMISING PISTOL

to destroy your lovely computerised home by opening holes, or "tears", in its virtual reality and injecting devilish viruses from the Internet that might reformat your hard drive, make your head explode or, worse, force you to watch endless current affairs reports on the evil of videogames, for example. Thankfully, Bob is equipped with a handy mending tool (a virtual sewing machine, if you like) that can repair the tears as soon as Megabyte rips them open. He is also in possession of a few guns, some grenades, a nifty life-saving grappling hook, and a killer boomerang.

Immediately upon entering a level you should zoom all around the place, flushing out any of Megabyte's robot minions, scouting for power-ups and, perhaps most importantly, learning the layout of the level. After a few minutes, the game will cut away to show you where the first tear (there's usually three altogether) has appeared and the countdown (usually only a couple of minutes) will commence. Now you have to make your way to where the tear is located and fix it. Except it's not that easy. With the unerring ability of a black hole, the tears

will suck you towards them before brutally bouncing you away like a pinball and zapping you with a nasty burst of energy as you're trying to regain your balance. While the major part of the game is negotiating each world, fighting robots and working out how to get from here to there, the relatively uncomplicated task of fixing the pesky tears is a stern challenge enough in itself.

Opening in a futuristic city of gleaming metallic buildings and shiny hovercars, before descending into a busy port boasting several giant warehouses near a hulking great ship, and a decidedly dangerous sewerage works full of great vats, vertiginous walkways and a mutant sea serpent, all within the first three levels, Reboot offers nothing if not incredible variety. Later, Bob will encounter fantastically large robots amidst some spectacularly devised worlds - the "demo mode" showing glimpses of the final levels gets my mouth watering every time I see it! This is definitely a game that I'm very keen to play through to the end, even after I've finished this review.

Satisfied Customers

Reboot is one of those games that, while not being revolutionary or an amazing breakthrough in any way, just manages to get things right. The graphics, animation, controls (especially with an analogue pad), feel of the gameplay, the difficulty curve, it's all just about faultless. Although it's predominately an action game, and thus caters for your trigger finger most excellently, Reboot also gets you thinking. Taken together, the tough (but not unfair) difficulty and the clever level design mean that planning ahead is crucial to your success. Several attempts will be required to complete even the earliest levels, so intelligent strategies to make the most of the limited health bonuses and weapon power-ups and plotting the most effective route all come into play.



Despite being a terrific and surprisingly original game, Reboot will probably suffer in the eyes of the games-buying public simply because it is a licensed title - and especially because it has licensed a Saturday morning kids cartoon. For reasons to do with the fickleness of fashion and the omnipotent power of the hype machine, it will inevitably get lost in the overcrowded Playstation market. A real shame, too, for it deserves much better. Thus I implore you, on bended knees, to cast aside all your preconceptions and get hold of this game. Not for a minute do I expect Reboot to be a smash hit, but I suspect, however, that the three people who do actually buy it will consider themselves extremely satisfied customers.



VASECTOMY... THE NEW LASER TECHNIQUE...

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

FREEMETER

Slightly tricky controls.
High difficulty.

VISUALS
87

SOUND
76

GAMEPLAY
89

OVERALL
88

A quite brilliantly entertaining and demanding action game that has exceeded all my expectations. Buy it and surprise yourself.

Pitfall 3D

Having played the original on the Atari 2600, **Eliot Fish** was keen to see how Pitfall Harry was doing these days...



DOPE ON A ROPE...



LOOK OUT INDY! ER... HARRY!



OOH, I THINK I HIT A GAS MAINS!



The interest in retro gaming was probably quite unexpected for most game publishers, but it hasn't taken them long to churn out re-inventions of old classics. We've seen Battlezone prove to be quite outstanding, and yet we've also witnessed Frogger get revived only to die a horrible grizzly death (under the wheels of a big truck labelled "public opinion"). Now Activision, makers of some of the early 80s greatest videogames, have released Pitfall 3D - the modern remake of Pitfall. The original was a very simple side-scrolling 2D affair, which involved tons of log-jumping, vine-swinging and crocodile hopping. Pitfall 3D has all that and more, and in a brand-spanking-new glorious 3D environment.

A Few Pitfalls

Pitfall Harry is looking better than ever, with a brand new polygon face and limbs it sure does make getting around that little bit easier! True to the classic original, Pitfall 3D is an adventure-packed romp through platform infested levels, with squillions of obstacles for Harry to negotiate on his way to his heroic goal. This time around, the 3D environment allows for a dynamic camera angle which pans and rotates around the action. Harry himself has quite a great degree of freedom of movement, even though the game path is fairly linear. At various points within the levels, Harry will switch from side-scrolling to walking vertically into or out of the playing area. Even though the 3D world has been designed well, and the vertical action plays well, it does make platform jumping insanely hard to judge and you'll find yourself sending Harry to many a messy death on the rocks below through mistimed or misjudged leaps of faith. At one point, I was virtually having to guess where Harry was jumping, and then you have the unfortunate problem of the camera angle switching on you mid-jump! Argh! However, you'll only encounter these sorts of problems a few times throughout the game, and most of the levels are quite nicely designed. Overall, each level is more of an "obstacle course" than a believable environment, and the emphasis seems to be purely on tackling classic platforming game elements - swinging ropes, crumbling platforms and timed jumps are the meat and potatoes here.



DAMN . . . WHERE DID THEY PUT THE TOILETS?

Harry Up!

During the loading times, there are some nicely drawn comic-style explanations of your mission objectives which is a nice way to pass the time. Once in the game, most of the levels are laid out in a linear fashion, so it's not hard figuring out what it is you're meant to do anyway. In one of the later levels, you'll discover that Harry's pickaxe can do more than just splat scorpions. Harry can split crystals, operate switches and swing around Earthworm Jim style with the use of his trusty pickaxe. A few times during the game, it seemed to be a little more than easy to get Harry stuck between environmental objects like rocks and walls or other unbreakable polygons. At one point little Harry got stuck in what looked like a strange dance, and my only option was to reset the PlayStation and start the level again! A little glitchy.

A majority of your time in Pitfall 3D will be negotiating narrow walkways and areas where your jumping can potentially send you to a messy death, but thankfully the game doesn't allow you to stumble off the edge of most areas - Harry just waves his arms and makes that little "woah!" noise. If it wasn't for this, you'd find yourself dying a lot more often, as the controls in Pitfall 3D feel a little erratic and jumpy. Harry is responsive, but he only seems to move in a few limited directions, making the 360 degree layout of some sections difficult to explore accurately. Lining Harry up to use his pickaxe on something, can prove to be a little annoying. Exploring the levels on offer though, gives you a good sense of adventure, and as the story progresses the game improves immeasurably.

Pitfall 3D is pretty good, and fun enough to keep you at it, but it's nothing original or fascinating to play. Activision have done a solid job here, so it's down to personal taste.



I THINK I CAN . . . I THINK I CAN . . .



AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1
PUBLISHER: ACTIVISION
PRICE: TBA
RATING: G

FREAHOMETER

Pretty generic platforming action, so not too hard for anyone to pick up and play.

VISUALS
79

SOUND
83

GAMEPLAY
79

OVERALL
79

Pitfall 3D is a good romp for those who love classic platforming elements - skillful timing is a must.

Wetrix

When we asked **Eliot Fish** to do *Wetrix*, he jumped in the Hyper pool and balanced a beach ball on his nose..

Puzzle games come and go, some of them stunning us briefly and others proving that some game designers need to be shot. One of the all time classics, Tetris, the game of little rotating blocks and button blisters,

has been guilty of influencing one too many game designers. Half the puzzle games which get released these days borrow heavily from the elements within Tetris... falling stuff which you have to rotate to fit other stuff below - the concept is now over-used and dull as dishwater. But, strike me down with a wet towel if *Wetrix* hasn't come along and broken all the rules! Not only does it borrow ideas from Tetris and do it in an original way, but it's a bloody hard game and bloody good fun!

The forecast is for sore fingers...

It works like this... you begin with a flat square which is divided up into a grid, and each square in the grid can be raised or lowered to form a landscape. You can only raise or lower the ground with "uppers" or "downers" which randomly fall down from above (ala Tetris) to sculpt your landscape - the main aim being to build walls which will catch and contain water and stop it from dribbling over the edge. If you build up your walls incorrectly, water can leak through the cracks and fill up the drain meter, which will end the game once it is full. The "pieces" you get to work with are totally random, and you'll either have to place an upper, downer or dump a load of water when you least expect it. Other items you have to deal with are... fire (which can evaporate the water you land it on - handy for giving you that extra time to find your leak), bombs (which blow a hole in your landscape - very bad, but can be repaired with another upper), ice (which you cannot place manually, and simply freezes the water you have) and earthquakes which will eventually be unleashed upon your landscape. As you build up reserves of water, depending on the size of the lake, you will be awarded rainbow bonuses or rubber ducky bonuses and the game will switch you to the next level (the game never stops - you just move up to higher difficulty levels the better you play). You can tell you're playing well, when the landscape changes colour and things start to get a little out of control!



THE WORLD'S FIRST POMPEII SIMULATOR



MAYBE IT'S A METEOROLOGICAL EDUTANEMENT TITLE?





HEATED POOLS BY "ACT OF GOD" PTY LTD

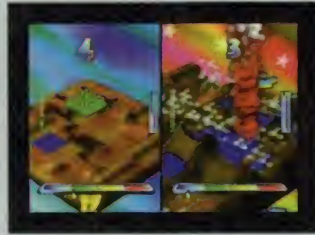
Though there is a perspective changer with the R shoulder button, it's a little hard to see your creation all at once. This becomes really very annoying when you have a leak somewhere, and you can't see where it is. The close-up view stops you from seeing your entire map, and the other two views from further away make everything just a little too small to line up your building blocks properly. You can rotate the map, but the function doesn't seem to work in a very user-friendly manner, and trying to struggle with it whilst all sorts of shit is raining down on your landscape isn't much fun.

Here comes a new challenger!

Besides the "classic" mode, you can also try varying degrees of difficulty, challenge mode (which gives you one minute, five minute maps, or limited items etc), handicap mode (which starts you with a lumpy landscape, or a flat sheet of ice or random holes), Pro mode which is stupidly fast, practice mode which teaches you new trix tricks and of course Multiplayer mode! Splitting the screen in to two vertical strips, the multiplayer mode is great fun and absolutely frantic - yet it's even harder to see your map in such a limited view, and play can dissolve into either fits of laughter or cries of anger. You can even make things harder for your opponent by attacking them with earthquakes as they build. Nasty!

The great thing about Wetrix, is that it's very hard to play. There's no option to slow down the speed of the items, so you're forced to just make do with what you have. This forces you to learn the game very quickly, but there are many elements and unpredictable moments in playing the game, that it takes precise placement and a cool head to keep your landscape functioning properly. This is a puzzle game, truly for those of you who loooove puzzle games and want something which will truly test your patience. It's not for everyone though, so tread carefully and try it out in the shop if you're unsure.

Despite it's minor flaws, Wetrix is still hugely playable and the sort of game which keeps you coming back to see if you can improve on your last attempt. Addictive.



AVAILABLE: NOW
CATEGORY: PUZZLE
PLAYERS: 1-2
PUBLISHER: OCEAN
PRICE: TBA
RATING: G

FREEMETER

It's a hardcore puzzle game and requires fierce concentration. Not for the newbie gamer.

MULTIPLAYER
Hectic, competitive and frustrating to see where you are in the vertical windows!

VISUALS
83

SOUND
79

GAMEPLAY
84

OVERALL
83
A challenging and unforgiving puzzle game. Addictive and satisfying, it's a minor classic.

Aero Gauge

Remember Aero bars? Neither do we. **Eliot Fish** tests this new futuristic racer...



THE FUTURE OF McDONALDS DRIVE THRU



AH, THAT SQUIGGLY WHITE THING IS IN THE WAY!

Aero Gauge is an interesting anomaly. Within playing this game for five minutes, at least five people walked up to me and cracked a joke about Wipeout, and yet there's not even the vaguest inkling of gameplay in Aero Gauge which even comes close to the Psygnosis racing game. Sure - it looks exactly like it - but I can assure you that Aero Gauge is most unlike Wipeout in a major way. Wipeout was fun, challenging, exciting and addictive, Aero Gauge struggles to even come close to this sort of consistent quality. It may look like it, but it plays like something else entirely.

Go Hard Go Fast

The artists who worked on Aero Gauge may have borrowed heavily from the Designer's Republic (or at least attempted to), but rather than being pale imitations the craft designs here are actually quite original and fun. The animations of the wings folding in and out, depending on how you take a corner looks cool, and the blue flare of their engines are a nice touch. There's no doubt that Aero Gauge is a pretty game - it's fast too, with most of the tracks flying by at speeds high enough to raise a bit of a sweat. The track design leaves a bit to be desired though. They've tried to liven things up by including the odd turn-off and hidden path, but ultimately it's all a bit of a muchness. The tracks just fail to really entertain that much. There are tons of right angle turns, swooping bits and cool cylindrical tunnels - yet somehow it all comes across a bit contrived. There isn't that flow in the racing which you find in Wipeout when you go into the "zone" and start zooming around the track in almost a trance. In Aero Gauge, you never get a chance to settle into the "zone", and as a consequence the racing tends to become a little tedious.

There are lots of very nice graphical effects here, from the splashing water when you skim over the surface of a lake to the sparks that fly when you collide with other craft or hit the walls of the track. These don't make up for the actual gameplay mechanics though, which lack that certain something to make Aero Gauge a game to remember.

Carve It Up

The comparisons to Wipeout only go so far, as Aero Gauge focuses purely on the racing. There are no weapons in this game, and no way to tool your opponent other than smashing



into them! Your craft does have a damage meter, because it's pretty darn easy to go flying into walls, rocks and other obstacles. If you've taken too much of a beating, there is a re-charge lane at one point in the track, so you can replenish your power if need be - another borrowed idea. But back to the weapons, or lack thereof - really, copying Wipeout to this extent and not including one of the main elements is a bit odd. Sending a rocket up the tailpipe of the craft just ahead of you, was one of the reasons Wipeout was so good. Aero Gauge just isn't interesting as a racing game alone - and that's all it is. Purely just trying to take the lead and stay there for the race gets a bit boring after awhile, and it makes you wish they had just copied all the good gameplay elements instead of just sort of going halfway.

As far as options go, Aero Gauge ain't too shabby... there's the Grand Prix mode where you can qualify and then race against all the other CPU opponents, or you can just play a single race to enjoy your favourite track right off the bat. As far as variety and number of tracks, things are a bit thin. There are four tracks to begin with, and if you race successfully you'll unlock another two. But that's not really enough to keep you playing. There are five different craft with differing speeds, acceleration and handling and there are another five craft to unlock. A bonus is the inclusion of a VS mode where you can enter a horizontal split-screen mode and race a friend. This is a major plus, and could very well be where the real fun lies. As a whole though, Aero Gauge is only average and you may want to wait for F-Zero X or Wipeout 64.



21ST CENTURY REDNECK



FUTURISTIC PENIS SUBSTITUTE



R2! TRY AND PATCH DOWN THAT STABILISER!

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

FREAKOMETER



Very straightforward aim to the game, but the tracks are quite tricky.

VISUALS
 82

SOUND
 59

GAMEPLAY
 65

OVERALL
 69

All a bit average. Aero Gauge is fun for a brief run but the longterm playability just isn't there.

Forsaken

Dan Toose pulls rank to ensure he's the lucky sod who got to review what looks like it could well be the all-format game of the year, *Forsaken*.



LORD SE 5
ARMAND 4
THE ARJ 1



N64 FORSAKEN 3RD PERSON MODE... OR JUST THE GHOST OF BEARD?



It's really rare nowadays that a title makes it to all formats. It is even rarer that all versions of the game release simultaneously. The only games that tend to release all format have been sports titles, which have a universal appeal... like Soccer games. To develop a 3D action shooter for all formats at once probably to this day remains unique to this month's major release, Forsaken. A concept that was developed by Probe, who have handled the PC and PlayStation versions, and then taken up by N64 experts Iguana, has turned into a classic that anyone can get their hands on.

What is Forsaken all about? Before I mention the plot (not that it's of dire consequence), I must point out that this game will unavoidably be compared to Descent by everybody that sees it. The basic game mechanics are totally identical, with the complete control of 3D movement in a vehicle that hovers along through an environment of tunnels and chambers. There's also similarity in the way the weapons work, with powerups, and extra weapons working pretty much the same, even the way the interface is structured to call missiles and mines your "secondary weapons". Despite the frame being there, Forsaken goes much further, and redefines this genre in one fell swoop.

The game is set on, and around Earth... although some dufus made a big booboo in the lab, and nuked the whole planet. You play the part of a rogue who in the PC and PSX versions, is out to get all the cash they can from this ruined world. The N64 version is a tad more honourable, where you're killing the scum that have come here to loot the place. Either way, you still spend the whole game killing things, so it's much of a muchness.





MEET THE PACK

There are a variety of bikers to play as, with slightly varying statistics for shields, speed, etc. They all look distinctly different, which makes deathmatching look all the funkier. There are plenty to choose from too...

PC vs Nintendo 64 vs PlayStation. Which is Best?

PC

Normally we're too busy comparing a game to another game, but since Forsaken is that much better than Descent I and II, it seems the thing to focus on is which version of Forsaken is the best. The PC and PSX versions are identical in design, with the same maps, enemies, weapons, the works.

The brutal reality for PC owners without a 3D accelerator, is that you will have the worst deal of the lot. We know they're not cheap, but go buy a 3DFX card now. If you have a P2, then go get a Voodoo2 card. Those PC owners that do have a 3D hardware accelerator are in for one of the best looking games around. Frame rates are not consistent on the PC version, and those that played the demo and thought, "Wow, I got 70 frames per second the whole way through!" should be prepared for slowdown unless they have an utterly beastly PC. Hardly a serious problem though, as there's no 3D PC game that isn't subject to slowdown on normal systems.

PlayStation

PlayStation owners can rejoice, for the PlayStation version runs as smooth as a babies lower end. The PSX version does have a couple of downers compared to the N64 and the PC. Firstly, the PSX control pad is damn hard to control this game with. In time it becomes easier, but if you hand this one to a novice gamer, prepare for some cursing and projectile gamepad action. The only other obvious weakness of the PSX version is that it only supports 2 players for multiplayer gaming, which isn't that bad, but compared to the PC's 16, and the N64's 4, it makes it the least sociable version of the lot. The PSX version doesn't allow recording demos either, like the PC version does, but this is to be expected as well. There's also no character voices, only the one computer voice to accompany, whereas the PC version has many.

Nintendo 64

Iguana have really gone out of their way to ensure the N64 version is special, and for the system it is on, this version is probably the most impressive. For



starters, the missions are simply more diverse in nature. Sure, there are "Find the exit and kill things on the way" levels, but there are also far more interesting scenarios, like defending a drone which moves along a monorail. That may not sound amazing, but when you get to do things like hit switches to affect the course of the rail, allowing you to control the way you defend the thing, this makes the mission seem far much more like a real life situation. The factor that really stands out in my mind, and that will stand out in the minds of anyone who has got into Quake, is that the N64 version allows you to use CPU controlled opponents in deathmatch, which in Quake-speak, means you get "bots". You can have any combination of players and bots that add up to 4, and if you're playing against bots yourself, you can play full screen, which beats looking at a tiny window any day. The CPU opponents can have their AI set so they range from sitting ducks, through to relentless killing machines. The only downfall of the N64 version is that many may find it a little too easy. It gets harder, but relative to the PC and PSX versions, the single player game is not quite as challenging. The 4 player deathmatch makes up for this though, and helps offer the game a long life span. Lastly, the texturing on the N64 version doesn't rely on that washed over blurry effect that almost all N64 games do, which was a very refreshing change. For some reason the Pyrolite flamethrower was left out as well, reasons unknown.

Oh yeah, N64 gamers can also take a good hard look at themselves... thanks to the 3rd person



LONG FLESHY PROBES... EWI

Across all formats, this title had visuals in mind, which makes sense when you're creating an action game with futurist weapons. All versions boast coloured lighting, high frame rates, and slick graphics in general. Playing a couple of levels of the game may lead one to believe that the levels aren't particularly detailed, but that notion goes out the window once you start coming across all sorts of machinery and gadgetry, some of which comes to life. In addition to the solid environment, nice touches like lightning fields, laser traps, transparent energy fields, and liquid environments all help to prove how Forsaken blows Descent out into free-space. There are some shortcuts taken, like rather than having light sources drawn as models with a light face, Probe and Iguana have just popped a "fluorescent light" texture on the wall where desired. This all helps contribute to a good frame rate though, and certainly doesn't look dodgy.

Phat beats and sound effect treats...

Not since Wipeout 2097 have we had a game come in with such an impressive soundtrack. Even more impressive is that this soundtrack has been created especially for the game, rather than the usual case of licensing a few exist songs from well known artists. The music has been done by "The Swarm", and they're even releasing a single from the soundtrack, "Pure Bitch Power".

Not only are there some grade A phat beats to play to, but the SFX are great too. All weapon effects are pretty much the same across the board, and all versions have a computer voice informing you on what items you just picked up, etc. The PC version has extras though, with all the characters having different comments to make (Duke-Nukem has left its mark), and even the option to have different computer voices, which vary in accent and attitude. The PC version also features extra ambient sound effects, which help to add a deeper sense of atmosphere.

As far as the gameplay goes, it's mostly an aim and fire affair, although to say that's all there is to it would be far from the truth. Those that got motion sick playing Descent because they kept ending up upside down all the time will find that Forsaken's auto-level feature makes getting your bearings really easy. It helps define a true sense of up and down.

There are six main weapons: Pulsar (Star Wars style lasers), Trojax (A hold-down-charge-up gun), Suss-gun (Rapid fire machine gun spray), Transpulse (Rebound gun. Shots bounce off walls and aim at target), Laserbeams (solid beams of powerful energy), and a flame thrower, that works wonders in confined spaces. The secondary weapon lineup consists of 11 rockets and mines, ranging from dumb fire rockets, through to pine mines which double as sentry rocket launchers.

Some of the puzzles introduced are really quite cool, like using keypads as combination locks, where you have to hunt for a hint as to the solution elsewhere... Or having devices that react to certain types of weapon fire. If you like your secrets, this game is full of them, and for the PC and PSX versions, there's an extra treat for those that really hunt hard for to get every item.

Basically, if you love thick and fast action, with exploration, a side salad of puzzle solving, and serious multiplayer action Forsaken is for you. PC gamers will get the bonus of some variations of capture the flag, and treasure hunt style multiplayer games too. Those that like bragging or analysing their game will love the demo recording facility which lets you watch deathmatches back from any player's point of view, and even a free floating view.

Unless someone pulls some wonder game out of the bag at E3, this one looks like it's going to be the all-formats game of the year. If you like action shooter games, this is a must have.



SPACESHIP IN A BOTTLE...



AVAILABLE: NOW

CATEGORY: ACTION

PLAYERS:

PC: 1-16, NB4: 1-4, PSX: 1-2

PUBLISHER: ACCLAIM

PC & PSX PRICE: \$89.95

NINTENDO PRICE: \$99.95

RATING: MA15+

FREEMETER



Whilst the visuals will make everyone want a go, novice gamers will find the controls tricky.

MULTIPLAYER

On all formats, this game is a multiplayer classic. Particularly for PC gamers who get online and play.

VISUALS

93

SOUND

90

GAMEPLAY

91

OVERALL

92

Not to be mistaken for a cheap Descent clone. This game takes the 3D shooting game to new levels. Go get it for your system now.

Warhammer: Dark Omen

Shadow of the Horned Rat stunk pretty bad. Dan Toose takes a whiff of Dark Omen, and doesn't go reaching for the peg.

There's a rare breed of folks that spend their spare time playing miniature based wargames. They go out to places like the Games Workshop, spend bucketloads of money on little lead figurines of warriors and wizards, marines and aliens, paint the lot of them, then get together with another freak who does the same thing, and spend hours rolling dice whilst playing their hand at military strategy. I myself started to get into this years ago, but stopped almost instantly, as I realised the cost of the figures was huge. A video game of Warhammer Fantasy Battle seemed like a dream come true, but *Shadow of the Horned Rat* was really quite disappointing. The sequel, *Dark Omen*, is a game that does the miniature wargaming phenomenon far more justice.

The Warhammer world is loosely based on medieval Europe, with a strong fantasy influence. You play the part of Morgan Bernhardt, a mercenary captain, who ends up working for "The Empire" on a series of missions, in an effort to save the realm from the undead legions who have been popping up all over the place. You also have to contend with other factions, such as orcs, bandits, goblins, and other nasties that tag along with them.

Just like the real thing

The game is presented just like the tabletop game, on a rectangular battlefield. The game utilises a rather simple 3D engine that allows you to rotate the map and zoom in and out. One unfortunate factor is that you cannot alter the angle at which you are looking at the ground, which makes zooming in kind of useless, as you end up being able very little of the field, whereas a "flatter" angle would make this view useful. The units are rather crude 2D sprites, but the backgrounds are beautiful 3D environments... as long as you're using a PC with 3DFX, as the PlayStation version is smooth, but much grainier. Nice little dynamic features like smoke from chimneys, running streams of transparent water, and more help bring things to life. The engine is solid and the emphasis on elevation is well conveyed.



A BIT OF A DONNY BROOKE BROKE OUT



NOT FIGHTING... JUST TAKING A PICNIC

One of the coolest things about this game is that the speech is genuinely helpful. Because there are individual voice samples for each unit's commander, when you hear them cry out, "Watch your fire!", you actually know who is trying to get your attention, whereas most strategy games leave you in the dark, relying upon you to take a guess which one of your troops told you something. The sound effects are also crisp and clear, sampled at a nice high rate. There is no music during battles, which didn't prove a problem, as you need to listen for telltale sounds of surprise attacks like bowfire from out of sight, etc.

Hardest of the hard

If you like your wargames tough and unforgiving, you'll dig Dark Omen. You start the game with cavalry, infantry, crossbowmen, and a cannon team. As the game progresses you come across other units which join your ranks (some only to leave when it suits them). If a unit is wiped out in a battle, that's it, you can't replace it. You can replace individual troops to get a unit back on track, but losing a unit is like losing the game, as you need every soldier you can get you can. In particular, the mages you come across are your most devastating units, but can also be wiped out in an instant, so you need to be really anal about their survival. The game seems to be geared so that you get just enough money out of each conflict to replace the troops you lost, and so you strive to finish mission with minimal casualties.

There is actually a storyline, and your decisions affect what happens, who joins you, and other such things. Personally I was dying to see what happened in the end, but must honestly admit I wasn't able to get to the end before our deadline... Things got really tough about halfway through the missions.

Morale problems...

There are some gripes to had with Dark Omen, one major, one minor. The minor one is that morale plays a rather inflated role in the game. Sometimes you can have the right strategy, only to have your units fail a morale check (based on a check against a random number), and thus have you fail. This is a standard rule in the original Warhammer game, but it will certainly annoy PC strategy gamers that prefer to rely on solid battle calculations, like "My opponents and my troops are of equal skill, but I have more troops, so I will win".

The major gripe is that Dark Omen comes with no skirmish mode, and for the PlayStation owners, no multiplayer option at all! The problem with no skirmish mode is that since there's no



GREENPEACE PROTESTERS ALMOST DEFEATED SIR!

specific server or site dedicated to starting multiplayer games online (even though you can do one by finding opponents through a chat page or something), you're going to be hard pressed to get a multiplayer game going unless you get a friend to buy the game and play with you via network or modem.

I really wanted to stage some special battles in a skirmish mode, since I was getting stuck with the single player campaign, and unfortunately, the lack of such a mode left me with little else to do with the game.

Dark Omen is a really addictive and thoroughly challenging strategy game, that really could have used a skirmish mode, or an online site like Battle.net, to help people get the multiplayer game happening. The PlayStation version is not nearly as suited to the system as the PC game, and you can take 15 off the overall and visual scores.



DAN TOOSE - 3AM



WHERE'S HIS +10 HAIRDRYER



AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-?? (ONLY 1 FOR PSX)
PUBLISHER: MINDSCAPE/EA
PRICE: \$79.95
RATING: M15+
REQ: P120 16 MB PCI 2MB VID CARD 4X CD ROM

FREAKOMETER

Either an appreciation of Warhammer or medieval fantasy wargames is pretty essential to hold your interest.

MULTIPLAYER

Great stuff if you can find someone to play against, shame that will be hard.

VISUALS

86

SOUND

86

GAMEPLAY

87

OVERALL

86

A much better game than its predecessor. We pray Mindscape make a skirmish mode patch for the PC version.

Die by the Sword

Ross Clarksmith has been known to butcher things sometimes. *Die by the Sword* suits him to a T.



When some hairy dude from the bible said, "those of you who live by the sword will die by the sword", he was definitely not thinking about this computer game. If he was he would more than likely said, "Go and get yourselves a kick butt machine that you may experience the chip melting excitement that is *Die by the Sword*. For what could be more fun than hacking bits off hosts of creatures?" Unfortunately that hairy bible dude was not a games freak, but was a peaceful, goody two shoes who got a raw deal from the Romans and pegged out early in life. So I say unto you gamers out there, "Go forth and fill your leisure time with radical gameplay, unless you too should find your Easter long weekend spent hanging around nailed to a lump of wood!"

What could be more fun than running around and hacking bits off creatures? Nothing, right? Well Interplay have given gamers everywhere the chance to get their fill of chopping bits out of hordes of Orcs, whole tribes of Kobolds and a menagerie of other creatures. Unlike many other 3D combat games, *Die by the Sword* does not have weapons that get bigger and better as you go along, nor does it have players running out of ammunition at a critical moment to be left with some poxy little knife. No, but what it does have is a muscle bound legend running around with five feet of sharpened steel trying to sheath it in the next monster that just happens to cross his path.

Players are given three different areas to practice their swordsmanship. The first is the tournament, where the player chooses their enemy and does one on one combat until death. The Arena allows up to four players to come up against four different monsters, and fight to the last man standing. Alternatively you can play



THE CHAMBER OF MUCH CHOPPING!



0/1 ROSSCO
1/0 ORC



5 BOSSO
 010
 1/2 MAGMAR
 28

GROK, I STILL THINK IT NEEDS TO BE A WISHBONE FOR THE WISH TO COME TRUE...

to a time limit and score on the number of deaths, beheadings and dismemberment. There are four different arenas, which have built in dangers of their own, like lava pits, and huge spinning lawnmower blades. For those of us who want a reason to chop at poor little critters there is an adventure to rescue the character's girlfriend from certain death as a human sacrifice. The adventure has a definite Tomb Raider feel to it, but satisfies a more primeval urge in its combat, as well as having better looking environments.

The real specy bit to Die by the Sword is the way the movement and sword swing is controlled. Movement has the usual, run, jump, sidestep, crouch, and climb, but it is also possible to flip, spin, and most other moves seen in any Technicolour swashbuckling adventure movie on a Saturday afternoon. The sword swing has no set moves and can be manoeuvred through any number of positrons. This takes quite a bit of getting used to, but can be done via the mouse, keyboard or joystick. For those people who have five thumbs on each hand, there is also an arcade version, which allows easier monster death, but loses the spectacular moves. A handy move editor has been included in the game, which lets the player work out a near impossible move, record it and use it in the game with the press of a hotkey. This great idea lets players attack while flipping and spinning or just the double handed overhead chop. The move editor also teaches the player where the swing has the most



BRUCE AND TONY ON THE MEDIEVAL FLOAT AT MARDI-GRAS

power and does the most damage.

All of these moves are needed, because the monsters in Die by the Sword are smart. Not smart as in rocket science or brain surgery, but the little buggers will ambush, retreat and try and gain the high ground. Gone are the days of suicidal hordes of monsters impaling themselves on your sword in the name of fun. Players will also be attacked from any angle, whether it be above or below, or even from the side or rear, which makes combat incredibly real, especially when fighting groups of two or more monsters. Each time a weapon connects, depending on the strength and position of the hit a number of reactions including, tripping, stunning and being knocked off balance. An accurate damage assessment sees limbs and heads flying everywhere. And just because you chop of that Orcs leg does not mean that he will run off and hide. No way, that guy is mad and will hop around after you with Monty-Pythonesque determination trying to get his own back. And if the mood strikes, players can pick up dismembered limbs and beat opponents with the soggy ends.

Die by the Sword gives new meaning to the hack and slash genre. Set in stunningly rendered environments the blood and gore just does not stop flowing. If for some reason you need more violence there are five different levels of difficulty, with the highest guaranteeing players will be literally up to their necks in bodies and assorted bits.



AVAILABLE: NOW
 CATEGORY: 3D COMBAT
 PLAYERS: 1-4
 PUBLISHER: INTERPLAY
 PRICE: \$89.95
 RATING: M15+
 REQ: WIN95, P100, 16 MB RAM,
 4X CD-ROM

FREAHOMETER



Not particularly tough, but takes ages to settle into the controls.

VISUALS
 93

SOUND
 80

GAMEPLAY
 85

OVERALL
 91

A hilarious romp with enough dismembering and decapitation to keep Mum and Dad happy!



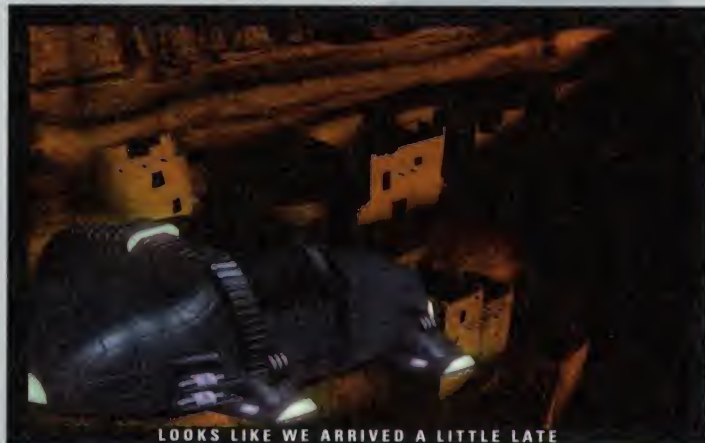
POOR BRUCE... TONY WENT HOME WITH GROK

Tex Murphy - Overseer

He's a bit of a mystery to us, so **David Wildgoose** seemed to be the perfect man for this one...



FREEZE OR INNOCENT RAINCLOUD GETS IT!



LOOKS LIKE WE ARRIVED A LITTLE LATE

Like two duelling cowboys preparing for the showdown at dawn, they stand at either end of the dank, smoky alleyway. Lying in the gutter, a broken bottle reflects the last traces of moonlight as the two men step forward from the shadows. Tex Murphy - Overseer, haggard, detective gaming veteran of note, on the right; Black Dahlia, clean-shaven, young, investigative upstart, on the left. Removing their hats, they stare at each other through half-squinting eyes, fingers twitching at their side in anticipation. The two men reach quickly into their trenchcoat pockets and pull out...

Noir 21st Century Style

Okay, I'm attempting to contrive a rivalry between two games that probably doesn't exist. But when a pair of noir-thriller adventure titles, both with a trenchcoat-clad bloke as the main character, are released almost simultaneously it's inevitable that some sort of comparison will be drawn. Prepare yourself, then, for heavy reference to a certain other game throughout this review.

In this prequel to the other Tex Murphy games, *Under A Killing Moon* and *The Pandora Directive*, we go back in time to when Tex had just graduated from Gumshoe College (with a combined major in Hat Wearing and Sarcastic Asides). Told in flashback sequences, an admittedly quite clever idea and one that works well, *Overseer* details Tex's first ever case. Involving the suicide of a possibly crackpot professor, his estranged alcoholic daughter's vehement asser-



tions that it was really murder, an insurance policy worth millions and a top secret research project, the participants of which are now either missing or dead, there is undoubtedly the potential for a gripping murder mystery plot. And, despite the typical reliance upon cliches, the story manages to hold your attention for the duration. Multiple endings are sorely missed, but I suppose it wouldn't fit with the idea of a prequel, so we'll let it pass this time.

Don't Use Your Head

With a neat scenario set up, Overseer then sadly proceeds to never live up to its early promise. The gameplay is weighed down by a plodding pace and desultory puzzles. Now, if I'm playing the role of detective, then I do expect

there to be occasions when I'll be required to sift through various files and notes in someone's office. This is hardly the stuff of epic gameplay, but it makes sense in this sort of game and can be deemed acceptable. Shame, then, that as Tex you'll be spending most of your time engaged in such mundane actions. From one location to the next, there's usually little to do other than going through drawers and reading bits of paper in search of that vital clue. Which - surprise - will take you to the next location. Yawn! Black Dahlia achieved a much better impression of doing real, exciting detective work.

Spicing things up somewhat are the situations where you get to interrogate one of the numerous characters populating 21st century America. These sections are alright, though it's just a case of clicking through each dialogue option. Acting standards range from the laughably inept to the moderately bad - but Tex fans will enjoy seeing the beginning of our hero's transformation from wet-behind-the-ears youngster to the hardened, cynical PI he becomes later in life.

Graphically, Overseer is decent, but a Ninja PC is recommended to play it properly. Although, due to the ponderous nature of the game, it is still playable on even a low-end Pentium. Most of the game is played from a first-person per-



SORRY, BUT THAT'S NOT IN MY JOB DESCRIPTION!

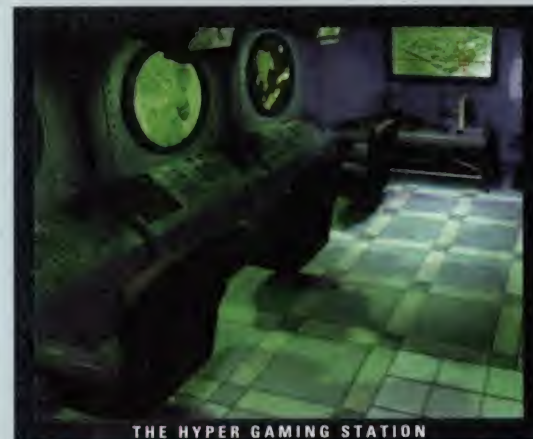
spective intercut by FMV scenes of conversations or other important bits. Compared to Black Dahlia, the integration of these two is less seamless here and thus not entirely successful. It's a tad disconcerting to chat with someone, then have them vanish completely when you return to the normal 3D view. This gives the first-person sections an unreal or dreamlike quality that I'm sure wasn't at all intended!

Just A Bit Silly

Perhaps the biggest area in which Overseer is inferior to Black Dahlia concerns the puzzles. Often they are, quite frankly, rather silly and demeaning. Kind of like puzzles just for the sake of puzzles. There's the lining up bricks puzzle, the arranging dominoes puzzle, the pass-card jigsaw puzzle, etc. Oh, I'm sorry Tex, I was under the impression that I was partaking in a Mystery Detective Adventure, but it's obviously Activity Hour at the Child Care Centre instead. How silly of me! Come on, if you insist on having these sorts of "puzzles" clogging up our adventure games, then the least you can do is incorporate them into the story in some meaningful way. I'm fed up with games that say, "Solve this obscure spinning gears puzzle and we'll tell you the password for a computer on the other side of the world!"

Sigh. Then there's the horrendous amount of disc-swapping to do as you move from location to location. On several outrageous occasions you will even have to change CDs just to examine an object in your inventory!

Die-hard fans of previous Tex Murphy adventures may well be satisfied with this. The rest of us, however, must have better things to do. Like playing Black Dahlia, for example.

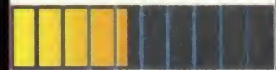


THE HYPER GAMING STATION



AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: ACCESS
PRICE: \$TBA
RATING: M15+

FREAKOMETER



Not particularly tough, but slow going for all but the most devoted adventure fans.

VISUALS
73

SOUND
70

GAMEPLAY
62

OVERALL
64

A mediocre FMV adventure with a lame atmosphere due to dire puzzles.

Starcraft

Dan Toose puts Starcraft through the paces, checking to see if this is just Warcraft in space, or something new



MEET THE EXTRAS FROM ALIENS



TERRANS GOING THE TONK



0055 69696969... RING RING... CLICK! "HI... MY NAME'S CANDY... WHAT ARE YOU WEARING?"



THE SPIFFY NEW MISSION EDITOR... IT ROCKS



Command and Conquer, Red Alert, Total Annihilation, Dark Reign, and Warcraft... The big names in real time strategy games. Warcraft 2 was one of the most successful of these games, and Blizzard's next strategy title has been long awaited by many... and here it is, Starcraft.

Starcraft is a futuristic wargame, where you play as one of three races, each fighting for their own reasons. Like the Warcraft games, you have to manage your forces by acquiring resources, creating buildings and units, and researching technical (or evolutionary) advancements.

Still no 3d...

Many would have expected Starcraft to be a 3D venture, since 2D RTS games have been done to death. There is an isometric perspective to everything, and a sense of depth, but no new revolutionary visual tricks to Starcraft. There are claims of light sourcing on the box, but examination led me to believe there was simply little flashes in the sprite animations when they fired guns and so forth. This aside, it still looks very pretty, and there are certainly no complaints to make about this game's graphics.

Every bit as polished and classy as the visuals are the music and sound effects. Warcraft had the best speech amongst the RTS games for some time, and Starcraft is full of speech (and alien slurpy noises). There's also plenty of custom speech for mission specific events, which really help bring the single player campaign to life. While the music lacked variety (a single tune for each race), it didn't lack quality, and you won't be in a hurry to hit the "music off" button.

Starcraft doesn't really offer many new ideas in terms of RTS gaming, but it does have a nice variety of gameplay ideas with the introduction of three distinctly different races to play as. Taking a base values point of view there's a "fast production - low power" race, a "slow production - high power" race, and a "medium production & power" race. The interface is nice, being the general point and click affair, and some features like queuing unit production, and multiple waypoints are handy. However one had to wonder why Starcraft only allows you to queue five units at a time. Total Annihilation and Dark Reign allowed for more, so why not Starcraft? TA also allowed you to not only queue waypoints, but also get units to build in the queue, which was a godsend... so why not in Starcraft?





WOBBLY THINGS KILLING ONE ANOTHER... MORE FUN THAN IT LOOKS

THE RACES...



THE TERRANS

Your basic human beings. Those familiar with Warcraft will feel comfortable playing as the Terrans, as they handle in the "traditional" sense. You have SCVs (peasants), who collect minerals and vespene gas (gold and wood), and create buildings. Your barracks and factories create your units, and your academies and engineering facilities work on your advancements, etc. The main Terran buildings are mobile, allowing you to relocate bases either to move to a new resource area, or even if you want to escape the enemy (although airborne buildings are slow sitting ducks). Terrans can repair buildings and mechanical units with SCVs, which the other races can't do.

In terms of tactical diversity, the Terrans are it. Cloaking technology allows Terrans to turn Ghosts (elite infantry) and Wraiths (fighter planes) invisible, allowing for large scale surprise strikes. Or you can just go straight up with

siege tanks, marines and goliath mechs, winning by pure force.

The Terrans would appear to be the most versatile race to play as, although an experienced resource manager may get more out of the other two races.

THE ZERG

Looking very much like a bunch of extras from the Alien movies, the Zerg are unlike any other race in a real time strategy game. Rather than training units in barracks and factories like the Terrans, the Zerg have hives, where larva mutate into other forms of Zerg. Similar in nature to a bee hive, you have to build drones to do the work "inside" the hive (collecting resources). A "building" is really just a Zerg drone that mutates into a building. Something that is a new sort



It feels good...

The single player game has a feel to it that really shines, and with a storyline that gets told from three different points of view, you really get sucked in. There are hero units which tie in with the plot, and generally are the focus of any battle. One particular character, Kerrigan starts the game as a Terran hero, only to be captured by the Zerg and turned into their "secret" weapon. Not so secret when she does half the killing.

Naturally, the multiplayer game rocks, and there are many different styles of gameplay, including capture the flag, king of the hill, and other scenarios. A deeper and more interesting strategy lies in team games, where players on the same team play as different races, meaning they'll have a much more versatile attack and defence. Playing with one player as Zerg allows for fast unit production... the other player as Protoss allowing for high tech power. The computer AI for skirmish games also behaves far much more like a human than most RTS games do, meaning practising against the computer will actually help your online play. Blizzard have also set up Battle.net to cater for Starcraft users, and there's a ladder system and chat rooms, so anyone with net access can get into the thick of things.

Make your own mayhem

In addition to all this, there's an in depth campaign editor, which allows you to make your own maps and missions, and basically lets you adjust every minor detail you could think of. Let's say you don't want Terrans to be able to develop their infantry armour level to 3... that's fine. You can even do stuff like make the starting forces. You can even import custom graphics and sounds.

Starcraft is a highly polished real time strategy game that shines in the area of having distinctly different sides to play as, both aesthetically and in terms of gameplay. Those that thought Dark Reign and Total Annihilation were a big step forward may wonder why Starcraft hasn't got it right with all the simple interface improvements of the two new RTS giants. Bottom line though, if you liked Warcraft II, you'll love Starcraft to death.



of twist to RTS games is the Zerg have a "creep" which they place their "buildings" on. Just like in the Alien movies where the Xenomorphs shaped their surroundings into that Giger-esque environment, the Zerg spread toxic purple goo over the floor, which they make spread with creep colonies. The Zerg can create units extremely swiftly, but compared to the Terrans and the Protoss, they can't take much punishment. Whilst unable to repair or heal units, all Zerg regenerate slowly, so simply send those wounded troops to the back and they'll be better by the time you need 'em. This does make Zerg structures the most vulnerable however, as Terrans can repair them as they get damaged, and the Protoss can use shield generators to provide immediate help.

THE PROTOSS

Here we have the other end of the spectrum from the Zerg. The Protoss are a highly advanced alien race that propagate slowly, thus having lower numbers of troops but also can take, and dish out plenty of punishment, so a few Protoss units can generally match it with a numerically larger force. A single zealot (melee infantry) can usually take out two Zerglings or Terran marines before going down to the third. The other



interesting twist to the Protoss is that they "gate" in buildings, rather than build them, and rely upon a power network to keep them going. This allows the drones (SCV equivalent) to go back to collecting stuff immediately rather than have to keep working on the new building. While Protoss cannot heal themselves or repair buildings, they do have a shield, which recharges over time. A Protoss force with upgraded shields, armour and weapons is devastating.

An experienced player that can get a huge resource production line going should be devastating with the Protoss, but slower players may find they keep getting caught out with too small a force.

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-8
PUBLISHER: BLIZZARD
PRICE: \$89.95
RATING: M15+
REQ: P 90 16 MB 4X CD ROM

FREEMETER

A simple interface that doesn't require you to be a strategy nut to get a grip of things.

MULTIPLAYER

Excellent stuff. The different races will create for some really interesting battles.

VISUALS

88

SOUND

89

GAMEPLAY

91

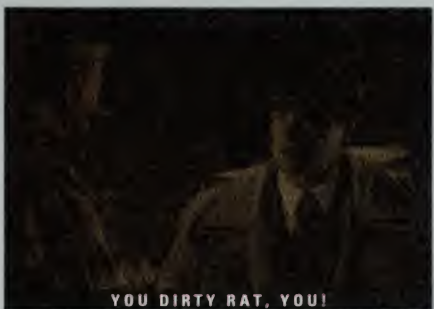
OVERALL

91

Not a huge groundbreaker, but a highly polished strategy game that will no doubt go on to be just as big as Warcraft 2 was.

Black Dahlia

Ross Clarksmith investigates *Black Dahlia*... adventure game, or a horticultural guide to goth flowerbeds?



Black Dahlia is an interesting name for a computer program. Seeing as how a dahlia is a flower from Mexico and how black is a really uncommon colour for flowers. You may pick up this game and think, "I'll buy this gardening program for mum for Christmas!"

Well think again, the game you would be holding in your hand is probably the best adventure currently on the shelf. *Black Dahlia* is a game that combines classic gothic story telling, mind bending puzzles, incredible scenery, a couple of big name actors and a whole bunch of other stuff besides.

Titanic Sized Game

The people at Take-2 have provided players of adventure games a new benchmark with *Black Dahlia*. The game is played in a mixture of full motion video (FMV), fully realistic 3D locations, and a wide range of seamlessly integrated puzzles. There is a huge amount of FMV cut scenes, with the difference from most other games being that they are not only at the beginning and end of scene, but liberally interspersed throughout. For example the hero of the story, Jim Pearson, an agent for the government will walk into the FBI office and have a conversa-



BLACK DAHLIA'S HIDDEN QUAKE LEVEL

tion with the FBI agent before he dashes off on an errand. The scene changes to 3D while Jimbo searches the room to find the safe and its combination. Having found the safe the scene changes to 2D while he opens the safe then back to FMV while the player sees him reading through its contents. From here it returns to 2D so the player can read the safe's contents, then to 3D so the player can negotiate a way out of the room. This occurs throughout the 70 plus scenes in the game, with many of them being the setting for several different events. If you are thinking this is going to take up a whole load of space, right on, the game is squashed on to only 8 CD-ROMs. The great thing is that with a machine that is only a little better than the minimum requirements, say P133, then the changes between the different types of scene are almost seamless.



A THRILLING MOMENT



HYPER'S LOCAL PUB... POPULAR EH?



THE ENTRANCE TO DAN'S OFFICE... PLEASE KNOCK

Lost The Plot

The research that has gone into Black Dahlia would have to rival the lengths that James Cameron went to on Titanic. Set in the United States of America and Germany at the beginning of World War Two, the game is visually stunning. Some scenes have been created with loads more care than some movies have, which makes the game not only pretty, but nothing looks like it is out of place or odd. The plot has not missed out on research either, with extensive amounts of information on the Norse gods, runes, ancient cults and heraldry, as well as a couple of gruesome serial killers being liberally placed throughout the game. The plot not only has depth based in reality, but also is intricately structured, and has enough twists and turns to keep even the cleverest players guessing until the final cut scene.

Puzzling

For the player who likes to be truly challenged by puzzles, Black Dahlia can provide more than 60 different mind teasers. These range from decoding lists, to putting the pieces of a broken stained glass window together, to opening Chinese puzzle boxes.

Quite often games that rely on a lot of FMV skimp when it comes to getting characters that can really act. This has the unfortunate side effect of making the game look crappy. Black Dahlia has avoided this by getting some good, and some great (Dennis Hopper, and Terri Garr) actors to play the scenes. The main actor has a couple of slips, but on the whole he gives a worthy performance. The soundtrack is a very unobtrusive jazz score, and each scene has its own special effects, which can be background as well as a hint in the grand scheme of things. This adds a rich reality to the game.

So what exactly is a Black Dahlia and what does it have to do with a mystery set in 1941? Well a Black Dahlia could be a type of car, with big flared guards of the type favoured by gangsters. Alternatively it could be some type of ancient artifact with mystical powers to control the dreams of others. Although it could turn out to be a type of rare flower from central America, and the box you are holding could be a guide to propagating flowers. The only way to really know is to get the game and play it through, an exercise well worth the effort.



AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: TAKE 2
PRICE: \$79.95
RATING: M15+
REQ: WIN95, P90, 16 MB RAM, 4X CD-ROM

FREEMETER



VISUALS
95

SOUND
87

GAMEPLAY
91

OVERALL
92

Black Dahlia sets a new standard in the adventure genre

M1 Tank Platoon 2

We heard **Ross Clarksmith** likes getting tanked, so we gave him this one . . .

"Not everyone wants to drive a Leopard tank" was a recruiting phrase from the Australian Army a little while ago. A more truthful statement would be, "we need more cooks, and besides we don't let every idiot that rocks along play with the good toys!" Well now M1 Tank Platoon lets every idiot with a computer, jump in a main battle tank, scream all over the countryside, and blow the guts out of just about anything.

The general feel to this game is one of incredible detail and depth. Microprose have gone to great lengths to provide gamers with as real a possible feeling of being in a tank. The only way it could be more real was if you were crammed into a tiny metal box, in 45-degree heat, wearing camouflage gear, having your eardrums torn from your head by the sounds of a gas turbine engine and a dirty great cannon.

Tanks, I needed that...

The player controls all the positions in the tank, which involves varying levels of action. The loading is done automatically but the player chooses what type of round to use. The driving is just a matter of the tank's four different speeds, slow, fast, faster and dead stop, as well as direction. This can be automated to a certain level by plotting a course on the main battle map with waypoints, and orders for each waypoint. The main complexity of the game comes in to play when using the crew commander or the gunner. These are the guys in the tank that try and find the bad guys before the bad guys find them and blow them to kingdom come. This may seem pretty simple, but once





THE FIRST TANK WITH BMX HANDLEBARS

Staring down the barrel of a gun..

The game makes use of 3Dfx, which gives the landscapes quite an appealing look. Most of the game time is spent looking through the gun sights, or at a monitor with thermal imaging. The 3D is still evident even here which is a good thing. There is no background sound track playing throughout the game, which makes the sounds of guns being fired and the constant whine of the engine more evident. The introduction screens are accompanied by heavy metal guitar, which is a great combination. The opening scenes have some fantastic footage of M1 tanks being put through their paces in training, as well as some Desert War film.

The simulation is frighteningly real, with many other aspects of waging warfare available to the player. Things such as calling in artillery strikes and coordinating air support. M1 Tank Platoon provides the opportunity to battle a variety of different enemies in a range of theatres. The campaigns are designed in a dynamic way, with the successive mission objectives being dictated by the success of previous encounters. A great idea comes into play in the multiplayer game, where different players control all the tanks in the platoon, and a fifth player controls the enemy.

M1 Tank Platoon is probably one of the most technically complicated battle simulation around. It has the ability to be purely a strategic game, played with symbols on a map, with the added advantage of being able to jump into the gunner's seat to line up the enemy and press the fire button. The level of control need to master the game will not make it everyone's cup of tea, but if you like to get out there in your cammo gear on the weekend and take pot shots at others with paintballs, this might be a game worth looking into.



you realize that all these jobs have to be carried out in some sort of combined effort, the difficulty starts to sink in. Real tanks have four crewmembers to carry out all the complicated tasks of moving the tin can around the place and trying to break the other kid's tin can. These men usually undergo a wide range of extensive training in order to get the job done right. These two facts do not appear to have been considered by the game designers during production. The reality of M1 Tank Platoon means a huge amount of complexity to the control of the game. It is very difficult to learn the tasks of all four crewmembers and then have them carried out by the single player. Not only this, but the player is expected to plan the strategy behind the missions as well. To its credit, the team at Microprose has included a highly detailed manual, and there is a training section in the game. The manual is full of information about controlling the game, but has large amounts of tactical hints, a huge appendix about the capabilities and statistics of all sorts of military vehicles. The training section gives the player a chance to try some simple missions without the worry of being shot at. However the absence of a tutorial running through the actual control of the tank is very evident, and something that could have made the game easier to learn how to play.



AVAILABLE: NOW
CATEGORY: TANK SIMULATION
PLAYERS: 1-5
PUBLISHER: MICROPROSE
PRICE: \$89.95
RATING: G
REQ: WIN95, P133, 16 MB RAM, 4X CD-ROM, 200 MB FREE

FREEMETER

Highly technical stuff, but some freaks love that!

VISUALS
85

SOUND
85

GAMEPLAY
74

OVERALL
80
A well rounded game, with the understanding this one is meant for the wargame or tank freaks.

» *Bust A Move 3* PlayStation

AVAILABLE: NOW
CATEGORY: PUZZLE
PLAYERS: 1 OR 2
PUBLISHER: ACCLAIM
PRICE: TBA
RATING: G

Never underestimate the subtle powers of a puzzle game, especially not when it's the latest in one of the most popular puzzle-based series of all time. *Bust A Move 3 DX*, brought to you by Taito,



is the third installment to the series that was originally inspired by the characters from *Bubble Bobble*. In this game, Bub and Bob are back with a bunch of friends.

For those who don't know, *BAM* games involve shooting different coloured bubbles up against a falling ceiling, causing bubbles of corresponding colour to explode, and clearing the screen of all bubbles before you are crushed by that ceiling. The main variation on this theme is the two-player head-to-head mode, where the object is to defeat your opponent by destroying long strings of bubbles and sending them to your opponent's side.

From the outset, it should be noted that the core gameplay elements of *BAM 3 DX* are not very different from its predecessors. Your goal is still the same. So the question is, what does *BAM 3 DX* offer that is new? Plenty. To begin with, the bubbles that you clear can now be suspended in mid-air, and the bubbles that you shoot can bounce off the ceiling, as opposed to just sticking to the ceiling. The results of this variation are a devilish placement of certain bubbles that require pinpoint accuracy in your rebound calculations. *BAM 3 DX* also offers a selection of new power-up items such as the bowling ball, which can plough through everything in its path, and the rainbow bubbles, whose colour depends on the bubbles next to it. The gameplay is further improved when you get to the two-player mode, where the different characters have their own individual styles of attack, creating plenty of depth and hard-core strategy.

Further to the usual single-player and two-



player game modes, Taito has taken the liberty of creating a set of new difficulty settings, options, and other such gameplay variations. Certain games could be filled with power-up bubbles, or even fill an entire screen. Heck, if that's not enough for you, you can create your own custom puzzle and challenge yourself or a friend with it. Curious to see the puzzles that other people around the world have dreamt up? That's here too. And if you're still not satisfied with your performance, you can play in a puzzle sequence that evaluates your puzzles-solving skills.

With simple sounds and revoltingly cute graphics that can instantly melt the heart of any hardened gamer who chances upon it, *BAM 3 DX* is a very satisfying game. However, it's the brilliant two-player mode that makes this easily one of the best PlayStation puzzlers available.

KEVIN CHEUNG

VISUALS	75
SOUND	77
GAMEPLAY	88
FREAKYNESS	30
OVERALL	84

» *Diablo* PlayStation

AVAILABLE: NOW
CATEGORY: ACTION/RPG
PLAYERS: 1-2
PUBLISHER: EA
PRICE: \$79.95
RATING: MA

Aargh! The curse of the PC to PlayStation conversion strikes yet again. For those who haven't been exposed to this nasty malaise as yet, here's what happens. A classic PC game eventually finds its way onto the PlayStation, often some twelve months after initial release. It is, for all intents and purposes, virtually identical and yet somehow, thanks to the black magic mysteries of that arcane curse, it always fails to impress. Soon you even begin to wonder whether the original PC game was actually that good!

But this is *Diablo*! Winner of far-too-many-to-count-properly awards for best game of 1997! It scooped the readers poll at sister magazine *PC Powerplay*! It's an ingenious modern day reinvention of *Gauntlet*! Essentially, *Diablo* is a basic Action-RPG. But with dark stylish graphics, plenty of wicked spells, loads of blood and gore, neat trappings like a story and shops to buy things in, and not forgetting the legendarily cool multi-player mode, of course. You choose a



character from a selection of three (warrior, rogue or sorcerer) and then venture into the cold, dank depths of whatever foul dungeon awaits. There are few stats or skills to worry about, rather the gameplay concentrates almost solely upon fighting monsters, collecting treasure and dispensing fearsome spells. When you feel you've hacked 'n' slashed enough, you simply return to the village to rest, buy potions, kit yourself out in some new armour, or be given a new quest. All these factors go toward making *Diablo* a quite fantastic game.

So why then does this PlayStation version disappoint? Well, for a start, the clean, crisp graphics of the PC are rendered dull and murky here on your television screen. Compared to, say, *Final Fantasy VII*, *Diablo* looks not a little lame in the visual

department. Fiddly controls detract from the enjoyment because the PlayStation control pads lack the finesse available with the PC's mouse control. Multi-player options are limited to two players only, while saves consume a mind-bogglingly TEN blocks on your memory card.

In all, *Diablo* remains a good game, but the PC version is superior in every way.

DAVID WILDGOOSE

VISUALS	70
SOUND	80
GAMEPLAY	84
FREAKYNESS	20
OVERALL	83

Kula World PlayStation

AVAILABLE: NOW
CATEGORY: PUZZLE
PLAYERS: 1-2
PUBLISHER: SCEE
PRICE: \$69.95
RATING: G

Remember the days when puzzle games were king? The Commodore 64 and NES had tons of great games which stole hours and days from many of our lives... Something in the design and brilliant simplicity of these games made them highly memorable, but we haven't had many great 32-bit puzzle games. Now a few have started to emerge, and Kula World is one of them.

A beach ball, a series of blocks, a few keys and a jump button. It works! Kula World has much more than that to it, of course, but essentially it's this simple device of getting to the exit which is where the beauty of the game lies. This is a puzzle game in the classic sense of the word. As you play through Kula World's levels, the design of each becomes more and more complex and the successful path to the exit becomes more and more difficult to solve. Your beach ball can move forward, turn corners and even cling to surfaces, but most importantly it can bounce. The only way to send yourself falling off the edge of the puzzle, is by accidentally bouncing off the edge, or



willingly rolling off in the attempt to land on a ledge below. You have a camera button which allows you to gain an overhead view to check out the layout of the puzzle from a different angle, and you can also look up and around. Throughout Kula World, you'll find yourself rolling up the sides of walls and thus flipping the puzzle around to give you a whole new angle to work from. If you reach the end of a block, and it has no connecting angle, you can roll over onto the end and decide which surface to continue on. You with me? It's quite straightforward when you have control. Your aim is to collect whatever you

can, plus a key or two and make your way to the exit. Of course, along the surface of each block are various nasty obstacles to bounce over - spikes, fire, trippy pills and other nasty items which will hinder your getting to the exit. The two-player mode is also a ton of fun, and the copy-cat mode will have you in fits of laughter with a friend. Kula World is a simple, yet fiendishly clever game, and will be a fave with puzzle gamers looking for something new.

ELIOT FISH

VISUALS	79
SOUND	75
GAMEPLAY	83
FREAKYNESS	40
OVERALL	80

Theme Hospital PlayStation

AVAILABLE: NOW
CATEGORY: SIM
PLAYERS: 1
PUBLISHER: BULLFROG
PRICE:
RATING: G

I don't think there's a living organism alive which is too happy with the idea of another living organism cutting them open and fiddling about with their various internal bits and pieces. Which may explain the overwhelming feeling of nausea one feels when presented with the concept of having to pay a visit to that big, shiny white place which smells of dettol. If you've ever wanted to exact revenge on an institution which has given you phobias of white overcoats and plastic plants, then Theme Hospital is the tool. Originally appearing on the PC over a year ago at least, this Bullfrog sim followed along the

humorous lines of Theme Park. You build a hospital, hire the staff and watch the sick, injured and diseased stumble in and out, whilst taking their beloved moola. Whilst it was funny and interesting to play, it was ultimately a bit dull and not as satisfying as Bullfrog's previous efforts. Now Theme Hospital comes to the PlayStation, and whilst the game is identical to the PC version - the gamer must suffer that dreaded inflection known as Oh-god-a-digital-pad-there-aint-no-mouse-itis. Not a very pleasant illness.

As many of you know, sims require tons of menu scrolling, button clicking and fiddly cursor work. PlayStation owners will also attest to the fact that playing PC ports which were designed for mouse play are horribly slow and tedious to play using the clumsy scrolling of the d-pad. Diablo suffers from this too. Other than this major flaw in the PlayStation version of this game, Theme Hospital looks great, plays identically to the PC version and will give you many hours of fun. For those who love the silly humour aspect, well Theme Hospital has loads of funny bits. The actual sim mechanics are fairly straightforward, and you'll have to build wards, hire doctors and manage your accounts to make your Hospital the best in



town. Or at least the most profitable! The greenback rules, and if you don't hire competent staff or have the correct facilities for curing your patients, no-one's going to come to your big house of healing and you go broke. A fun game to waste a few hours, and if you liked Theme Park, you'll dig this too - just be prepared for sloooow gameplay.

ELIOT FISH

VISUALS	79
SOUND	80
GAMEPLAY	82
FREAKYNESS	70
OVERALL	76





RESIDENT EVIL II

PLAYGUIDE

This Play Guide is designed to show you the basic motions to go through in order to complete Resident Evil 2. It is a complete guide through both CDs, comprising both Scenarios A and B, beginning with Scenario A for Leon and ending in Scenario B for Claire. In other words, don't start Scenario A with Claire and expect this Play Guide to be entirely accurate. Once you finish the game with Leon and then Claire, you should have enough knowledge to start over with Claire and then Leon if you want. Practice makes perfect, and with a little work, you'll be able to finish both scenarios in under 6 hours. The awesome secret weapons make it all worthwhile.

Kevin Cheung.

» GENERAL NOTES

- The less saves you make and the less time you take will give you a higher grade award at the end of the game.
- Certain "unlimited" weapons can lower your grade, such as the Spark Shot and various unlockable weapons.
- Zombies can be killed by conventional weapons like guns, magnums, shotguns, and grenade rounds.
- Lickers and Tyrant 103 can be quite susceptible to Claire's acid rounds.
- All plant creatures can only be destroyed by a flame weapon, such as the flame-thrower or the flame rounds.



LEON SCENARIO A



Make your way to the gun shop and avoid the zombies along the way. In the gun shop, you can either walk straight through the back door, or stick around and take the two boxes of ammunition on the surrounding shelves. When the zombies break through the glass window, you can run up to the body of the shop keeper and take his shotgun.

Go down the alley and collect the ammunition from the back of the van. By this time, a group of zombies have opened the gate and started towards your general direction. Kill only when necessary, and avoid the rest. Once past the basketball court, make your way through the stairway and climb over the garbage bin. Avoid the zombies make your way to the end of the alleyway, run past the zombies that are having a quick bite, and then enter the bus. In the bus, kill both zombies and make your way to the front of the bus and exit. Weave your way through the zombies and get to the Front Gate of the police compound. Once inside the compound, take the first right turn, run through the garden, and enter the front door of the police station.

In the Main Hall, enter the second door to the left into the West Office and speak with the Wounded Cop. He will give you a key card. When you go back to the Main Hall. Go to the desk, take the ammunition and the ink cartridge. Go to the computer on the desk and use the key card to unlock the two doors immediately to the left and right of the main entrance. You can save the game at the typewriter if you wish.

Go through the first door to the left of the Main Entrance into the Main Reception. Take the document lying on the seat. The knife is a fairly meaningless weapon, so dump it in the box. Proceed through the door on the opposite side of the room and walk down the hall. Inspect the officer with the missing head and take the ammunition. Proceed down the hall until you are attacked by "The Licker". Simply aim low and shoot until it doesn't move anymore. Proceed to the end of the hall, take the green herbs and heal yourself if necessary, and go through the door.

Follow the hallway until you see a set of double doors that leads into the Briefing Room. Enter the Briefing Room and take the report file located immediately to your left on the desk. Go into the little room at the opposite end and use the lighter to light the fireplace. The first red jewel will be revealed for you to take [1].

Make your way back to the hallway and proceed through the door at the other end. There is a Dark Room next to the Main Stairs where you can save your game and store some items if you wish. Otherwise, kill as many zombies as is necessary and go up the stairs. Walk down the hall until you reach the Three Statues. Push the grey statue over the square on the floor

up against the wall, opposite of the main statue; and likewise for the brown statue. They should both be facing into the room. If done correctly, the second red jewel will be revealed for you to take [2].

Proceed through the next door, go down the hallway, and enter the door on your left. This should be the STARS Office. Take the shotgun from the locker, and then take the diary and Unicorn Medal from the centre desk. After talking with Claire, go back the way you came and make your way to the Main Hall. Place the Unicorn Medal on the fountain, which will give you the Spade Key [3].

Go back to the hall where you first saw the Licker and the officer with the missing head. Use the Spade Key and enter the File Room. Take the report and the ink ribbon, and then push the step ladder up against the cabinet. Climb up the step ladder and take the crank. Leave the room.

Go back up to the Main Stairs, go past the Three Statues, go past the STARS Office, and use the Spade Key to enter the door at the end of the hall. Walk down the hall, turn right, and enter the Library through the door at the end of the hall. Note the Locked Desk just before you enter. Go up the stairs and walk around to the end of the balcony. After you fall through the floor, examine the picture as it shows you how the bookshelves are meant to be aligned. Push the red switch, slip back into the main library area, and push the buttons on the bookshelves so that they are moved into the positions indicated on the picture. If done correctly, this will reveal the Bishop Plug for you to take [4].

Leave the library through the double doors, kill the zombies, activate the ladder (but don't climb down), and enter the Waiting Room on the end opposite the balcony. Take the diary, the Desk Key, and the ink ribbon. You can save your game here and store away the Bishop Plug.

Go back to the hallway just before the Library. Use the Desk Key to open the Desk and take the Handgun modification. Combine them with your Handgun. Go back through the Library to the Waiting Room again. Go through the door next to the desk, and then go through the door to your right. Proceed down the hallway and go through the door immediately in front of you. Go down the metal Side Stairs and through the door. Go through the door to the left into the East Office and then enter the small office to your right. Get the green herbs behind the desk, unlock the safe with the combination 2-2-3-6, and take the Station Map and shotgun rounds.

Go back up the metal staircase and turn right as soon as you go through the door. Kill the birds and inspect the body for ammo. Proceed to the end of the hall and go through the door. Go past the burning helicopter and go down the stairs. Avoid the zombies and run around to the cabin [5]. Get the shotgun shells, the Valve Handle, and save your game if you want. Run back up the stairs, go to the valve behind the fence near the burning helicopter, and use the Valve Handle to put out the fire [6]. Get the ammo from the helicopter.

Go back inside the police station, and run straight to the very end of the hall. Go through the door. Run to the very end of the hall again, where you should see the helicopter wreckage protruding into the building. Enter the door to the right. Get the diamond key. Place a red jewel on the chest plate of the left and right sculptures. [7] The centre sculpture will reveal the King Plug, which you should drop into the nearest box.

Make your way back to the first floor and go to the hall with the Main Stairs. Go into the Evidence Room on the far end of the hall, furthest from the stairs. Kill the zombies and get the film and shotgun shells. Go through the next door into the West Office and find the Wounded Cop. Take the Heart Key, and then find some ammo and herbs in the West Office.

Get back out to the Main Hall and enter the door immediately to the right of the Main Entrance. Run to the end of the hall, go through the door, and use the Diamond Key to enter the first door that you come to.

This is the Interrogation Room. Take the Rook Plug and the Cord and leave the room. The cord can be used at locations where you see that the control panel cord is cut to the security shutters, such as the hallway where you met your first Licker [8].

Go back to the East Office and walk to the other end. Go to the door on the far left and open it with the Heart Key. Go down the Basement Stairs, kill the dogs, turn right, and go through the first door on the right into the Power Room. Get the herbs and the Level B1 Map. Go to the control panel and press up-up-down-up-down. [9] The meter should be level with the marker, and will activate the security door next door for the Weapons Storage Room. Leave the room, turn right, and enter the Parking Lot at the end of the hall, where you will meet Ada Wong.

Help Ada move the paddy wagon out of the way. Follow her to the very end of the hall and enter the Cell Area to the left. Go to the last cell, where you'll meet Ben. Take the Manhole Opener on the shelf next to Ben's cell. Leave the Cell Area, walk down the hall, and enter the Kennels via the first door on the left. Kill the dogs when necessary, and you can take the blue and red herbs if you wish. Use the Manhole Opener to open the Manhole, and climb down [10].

Run through the sewers and go up the stairs at the end. The first door to the left is a save point with a storage box where you can drop the Rook Plug. The next room is the Main Sewage Control Room, but you can't do much in there. Explore until you come to the dead end at the end of the hall. As you walk back, you'll meet up with Ada again. After a brief conversation, you'll be in control of Ada.

Go out the door, kill the dogs, and take a right turn after you cross the bridge. Go down the lift and take the shotgun shells. Go back up the lift, get out of the shed, and go through the door straight ahead. Take the Sewage Disposal Map, hop down the stairs, and push the boxes up against the wall so that they are lined up from one end to the other. [11] Climb back up the steps and hit the switch on the console. Run across the bridge and take the Club Key. Head back to the area where you first took control of Ada. She will toss Leon the Club Key and the shotgun rounds, after which your control will revert back to Leon.

Go back through the Parking Lot and go through the door on the right into the Autopsy Room using the Club Key. Get the Key Card and leave the Autopsy Room, head left and make your way to the security door (second door to the right) that you activated a while ago, which leads to the Weapons Storage Room. Open the door with the Key Card and treat yourself to a bunch of goodies. [12] Don't forget to leave something behind for Claire for Scenario B.

Go up the Basement Stairs and go through the door into the room next to the Basement Stairs, and take the Magnum, the ammunition, and the Diary. Now make your way around to the Interrogation Room, and go past it till you reach the door at the end of the hall, which leads to the Media Room. Enter the Media Room with the Club Key. Use the lighter to ignite the furnace and switch the faucets on in the following order: 12, 13, 11. [13] The Cogwheel should fall out from the painting behind you for you to take.

Go to the library and go up the stairs. Leave the library through the 3rd Floor door, go down the hall, and enter the next door. Use the Crank at the square hole to reveal a new set of stairs. Go up the stairs, put the Cogwheel into the gears, and push the button. This will reveal the Knight Plug for you to take. Jump down the shaft, and you'll end up on Level B1.

Go down the Manhole and make your way to the save point to pick up the King, Bishop, and Rook Plugs. Go to the Main Sewage Control Room, where you'll meet up with a big beastie. Kill it and go to the sealed door. Insert the King, Bishop, Rook, and Knight Plugs as required to unlock the door, and proceed through it. [14] From there, you should meet up with Ada. Go through the door at the other end of the room, walk down the hall, turn left, take the blue herbs, and enter the door. This should be the Control Room, where you'll find a typewriter, a box, an ink ribbon, and some ammo. Make sure you take the Valve Handle and leave two empty inventory spaces for the Wolf Medal and Eagle Medal. Push the locker to the side to reveal a hidden shaft. [15] Go down the shaft, use the lighter to ignite the two oil lamps, and get the magnum bullets and shotgun shells. Go back up the ladder and then head down the elevator shaft.

After a brief interlude, you will be shot, and control will move over

to Ada. Follow the woman down the hall. Take the Sewer Map and go through the door. Turn left and go up the ladder and then through the ventilation shaft. Climb down the ladder after you speak with her. Then go across the bridge and climb down the ladder. Control should revert back to Leon.

Follow Ada's path down the hall and through the door. Turn left walk to the very end, and turn left into a small alleyway. Get the Wolf Medal and the shotgun shells from the dead bodies. [15] Then run to the other end of the tunnel, turn left, and go through the door. Run down, turn left, and go through the double doors. Use the Valve Handle to lower the bridge. Walk across it and use the Valve Handle on the valve at the other side to raise it back up [16].

Go through the door and run all the way to the end of the tunnel. When the alligator attacks, run back till you see the red light on the left. Push the red light to release the gas canister and wait for the alligator to take it in its mouth. Shoot the canister to blow the alligator's head off [17].

Run back up the corridor to where you saw Ada, unlock the door and proceed through it. Go to the other side and talk with Ada. After you go up the ladder, go across the bridge and turn left. Get the Eagle Medal and the diary.

Run back down the ramp to the spinning fan. Use the Valve Handle at the red light to switch off the fan. Climb up the ladder go through the shaft, climb down the ladder. Turn left, turn left again, go through the door, and head for the waterfall dead ahead. Place the Wolf and Eagle Medals into the machine to the right of the waterfall [18]. Go through the door. Run down the ramp, go through the next door, run down the ramp, and switch on the power to the Sky Tram on the console to the right of it. Enter the Sky Tram and fend off the attacker on the way down by shooting its arms.

Get off the tram, turn left, and use the lighter to shoot the flare gun. This will reveal the Weapon Box key for you to take. Run down the hall and go through the door. Run down the hall, turn left, kill the zombies, and search the bodies for the Shotgun Parts. Combine them with your Shotgun for a more powerful weapon. Go through the door at the other end of the hall, turn right to get the green herbs, and climb up the ladder at the other end of the hall.

This will take you to the Factory Save Point, where you'll find a typewriter, an ink ribbon, shotgun shells, magnum bullets, and a first aid spray. Make sure you leave one free space to pick up the Control Panel Key later on.

Go through the door, go inside the giant transport, get the magnum bullets and the Control Panel Key. Go back outside to the Control Panel and use the key, and push the button to activate the transport. When you're attacked, head out the door and kill the big beastie. Go back inside and watch the interlude between Leon and Ada in the Security Room in Umbrella's Secret Lab. Get the Magnum bullets, shotgun shells, ink cartridge, and green herbs, and you can save the game if you want. Make sure you leave three free inventory spaces to get the Flame-thrower, the Fuse Case, and the Main Fuse. You should toss aside the Handgun - you won't be needing it anymore.

Go through the main shaft. When you get to the Breaker System, [19] take the left fork to the East Area and go through the door. Run to the end of the hall and enter the Freeze Room [20]. Get the first aid spray and the Fuse Case from the trolley. Use the Fuse Case at the control box just opposite, which will reveal the Main Fuse for you to take. Head back to the Breaker System and use the Main Fuse. This will activate the shutter systems.

Take the right fork to the West Area, and go through the door. Go through the door at the very end of the hall. Go to the computer, get the security manual, and activate the Anti-B.O.W sprinklers [21]. Get the Flame-thrower and use it to kill the plant monster (and any subsequent one for that matter, so use it sparingly). [22] Get the User Registration Slip and equip yourself with the shotgun before you climb through the shaft. Kill the Lickers, get the shotgun shells and head out the door.

Push the shutter switch found at the red light right next to the shutter. Go through the shutter and the next door. Take the green herbs and go down the Lab Ladder. Go through the door and run through the hall, past the Foyer, down through the next hall, and go through the door into the Monitor Room. Get the laboratory map and save your progress if you want. Make sure you take the Weapon Box key with



An open/close switch for the [8] utter.



you, and leave at least one free space for the Lab Card Key.

Go through the door next to the typewriter, head down the hall, turn left, and go through the pressurised door. Use the Weapon Box Key to open the locker that has a light on top and take the Magnum Parts [23]. Combine them with your Magnum for a more powerful weapon. Go through the next door and the next into the Main Lab, and get the Lab Card Key.

Go back out to the hall and run directly ahead through the door with the strange eggs. Kill the Giant Moth, clear off the critters from the computer, and enter the name "GUEST" on the computer [24]. Now head back up the Lab Ladder to the Breaker System and take the left fork to the East Area. Use the Lab Key Card and enter the first door directly in front of you. Turn on the light switch and get the MO Disk, the Magnum Bullets, and the First Aid Spray. Head out the door and you'll be greeted by Annette Birkin.

After a getting the G-Virus, head back around to the West Area, where you'll meet up with Ada. Head down the Lab Ladder. Go through the door, head down the hall to the Foyer, and use the MO Disk at the computer in the foyer [25]. Go through the door that just opened, run down the pathway, through the next door, hit the red switch next to the elevator shaft on the other side of the room, and get ready to rumble with Big Willie Birkin. After you kill Big Willie, go into the elevator, run to the end of the tunnel, and enjoy the ending sequence.



CLAIRE

SCENARIO B:

Dodge the zombies and go in through the back door to the police station. Grab the Cabin Key from the shed to the left and go into the Cabin on the other side. [5] Grab the ammunition, head out the other door, run around the corner, and head up the stairs. Enter the police station through the door. Run through the hallway with the crows and take the ammo from the dead police officer. Go out the door to the left, go down the metal Side Stairs, and head into the East Office. Get the Valve Handle, go into the smaller office within the East Office and take the bullets behind the desk. Open the safe with the combination 2-2-3-6 and grab the acid rounds.

Go back up the stairs, go back to the burning helicopter, and use the Valve Handle to put out the fire [6]. Take the acid rounds from the helicopter and head back inside the station. Don't bother trying to kill Tyrant 103 as he'll only get up again later on and try to kill you again. You only be able to get some grenade rounds from him while he's down. You're better off running past him and saving yourself the grief. Run to the end of the hall, go through the door, and go around the corner to where the helicopter protrudes into the building. Enter the door to the right of it and take the Blue Key Card. Leave the room and go around the corner to the Waiting Room. At this point in the game, make sure you have the Blue Key Card and the acid rounds, and toss the knife.

Head out the door to the balcony in the Main Hall. Kill the zombies, and run all the way to the other side, right to the end, where you should find the Unicorn Medal. Activate the ladder on the balcony, climb down, and use the Blue Key Card at the computer to unlock the two doors. Place the Unicorn Medal on the fountain to get the Spade Key [3].

Grab the Grenade Launcher on the way to the Main Reception, use the lock-pick to open the drawer, and make sure you have 3 free inventory spaces for the Red Jewels and a Lighter. Go through the back door, take the bullets from the policeman missing a head, and use the Spade Key to enter the File Room. Push the step ladder up against the cabinet and take the Lighter.

Leave the File Room, continue through the halls, and go into the Briefing Room. Go to the painting at the back and use the Lighter to obtain the Red Jewel. [4] Leave the Briefing Room, continue down the halls, and go up the Main Stairs. Solve the puzzle of the Three Statues and take the second red jewel [2].

Go through the next door and around to the S.T.A.R.S Office. After a brief interlude with Leon, get the Diamond Key from Chris' desk and the Bow-gun (a ridiculous weapon, not recommended) from the locker. When you leave the room, ignore Sherry for the time being. Head back down the Main Stairs to the Dark Room. Take the ammunition and make sure you have the Diamond Key and two free inventory spaces for the plastic explosives.

Go around the corner to the Evidence Room and find the C-4 Explosives. Go through the next door into the West Office and find the Detonator. Combine the Detonator with the C-4, and head out the next door to the Main Hall. Climb up the ladder and go to the Waiting Room. Drop the Diamond Key in the box and take the two red jewels. Make sure your Grenade Launcher is armed with acid rounds.

Leave the Waiting Room and go around the hall and into the room next to the helicopter wreckage. Kill the Licker with an acid round, insert the two Red Jewels, and take the Jaguar Stone [7]. Leave the room, go right next to the helicopter wreckage, and set the C-4/Detonator explosive. After the explosion, go through the newly created hallway to meet Chief Irons [26].

After a brief conversation, go through the door to the rear corner of the office to find Sherry. Later, take the Heart Key from the Chief's desk. Go back out to the hall with the Helicopter, go to the end and go through the door on the left. Go through the door in front, proceed down the metal Side Stairs, and go through the door. Go through the door at the end of this small passage with the Heart Key. Take the acid rounds and go down the Basement Stairs.

Once you go down the Basement Stairs, kill the dogs and keep on sticking to the right until you come to a set of double doors. Go through the doors, take the red herbs, kill the dogs that jump down at you, and then go down the ladder at the end of the passage.

You must go into the room on your left for the game to progress. You can save your game here if you want, but drop the Jaguar Stone and red herb into the box. When you leave the room, you'll be met by Sherry again. After a short conversation, you will take control of Sherry.

Go up the elevator, run past the dogs, and go through the door straight ahead. Climb down the stairs and push the boxes up against the end of the wall so that they line up completely across to form a bridge. [11] Climb back up the stairs, hit the switch on the console, run across the bridge, and grab the Club Key.

Head back out the door, run to the opposite end of the area, and go through the door. Take the grenade rounds, run back to where you first took control of Sherry and head down the elevator shaft. She'll toss the Club Key and Grenade Rounds back to Claire. Control will then revert back to Claire.

Climb back up the ladder and make your way back to the Police Station's basement. Go through the first door on the left into the Autopsy Room. Kill the Lickers and take the Red Card Key. Make your way down the hall to the first door on the right and enter the Power Room. Flick the switches in the order up-up-down-up-down [9] so that the meter is level with the marker, and then go next door into the Weapons Storage Room [12]. Take whatever goodies there are in the room, and hopefully you will have left something for Claire to take.

Go into the parking lot, kill the dogs, and then head for the kennel to take the Crank. Kill all the dogs that seem to come out of nowhere. Go back up the Basement Stairs and go into the room right next to the top of the Basement Stairs. Take the acid rounds.

Make your way back to the East Office. Arm yourself with something good before you go through the double doors at the other side of the room. Go through the double doors, let loose on the crowd of zombies, and head through the door to the Main Hall. Go to the box in the Main Reception and make sure you have the Diamond Key, the Club Key, the Lighter, the Crank, and the Jaguar Stone.



[10]



[11]



[12]



[13]



[14]

All plugs are in place and
the lock's been released.



[15]



[16]



[17]



[18]

Go back through the door to the right of the Main Entrance and run down the halls until you reach the Interrogation Room. Enter the Interrogation Room and take the Eagle Stone. Leave the Interrogation room, head right, and enter the Media Room. Use the lighter to ignite the furnace and switch the faucets on in the following order: 12, 13, 11 [13]. The Cogwheel should fall out from the painting behind you for you to take. Generally avoid Tyrant 103 when he attacks. Just run away and heal any damage you might take.

Run back to the Main Hall, go up the ladder, kill the Licker with an acid round, and go left into the Library. Go up the stairs, walk to the end of the balcony, and fall through the floor. Examine the picture as it shows you how the bookshelves are meant to be aligned. Push the red switch, slip back into the main library area, and push the buttons on the bookshelves so that they are moved into the positions indicated on the picture. If done correctly, this will reveal the Serpent Stone for you to take [14].

Go back up the stairs, go out the door, go through the door at the other end, and use the crank. Also, combine your Blue Stones and place the Cogwheel into the gears and push the button. Go back to the library, go down the stairs, head out to the balcony, and make your way around to the Waiting Room. It is recommended to save here, since it's quite easy to be killed in the next sequence. Make sure you take the Serpent, Eagle, and Jaguar Stones.

Go back around to the hall with the helicopter wreckage and go into Chief Irons' office. Sherry should be here. Place the three stones into their slots and go down the elevator. Follow the hallway and find Chief Irons in his hidey-hole. Take the acid rounds and go down the ladder. Kill the big monster with a few acid rounds and go back up the ladder. From this point, you'll have to lead Sherry around. If you move too far away from her, she'll just plant her bottom on the ground until you go back to get her.

Go back past the area where you had the last confrontation, and go into the sewage area. When Sherry eventually disappears down a floodgate, don't bother looking for her. Just follow the pathways until you reach a room with a box, typewriter, and some other goodies. Push aside the locker and head down to the warehouse for some grenade rounds.

Come back up, take the Valve Handle from the box, and go down the elevator where you'll find Leon. You can actually go up the elevator that Leon came down from and go down to the warehouse that's on his side [17]. Make sure you have the lighter so that you can take the herbs, flame rounds, and grenade rounds. Come back down the elevator to where you found Leon, go down the hall, and through the door to the sewage tunnels. Turn left and then left to take the Wolf Medal and flame rounds from the dead bodies. Run to the other end of the tunnel, turn left, go through the door, and go through the double doors to the left, where you'll find Annette Birkin who is recovering from her confrontation with Ada Wong. Use the Valve Handle to lower the bridge, run across it, and use the Valve Handle on the valve at the other side to raise the bridge back up.

Grab some flame rounds, go through the door, and run down the tunnel until you get attacked by the alligator. If you already used the gas canister as Leon to kill the beast, then you won't be able to do it here. A few grenade rounds here will kill the beast. Open the security door, run through the water, and climb up the ladder. Run across the bridge, turn left, and take the Eagle Medal from the dead body.

Run back down the ramp and use the Valve Handle to switch off the fan. Climb up the ladder and crawl through the shaft. Run back around the tunnel, through the door, and to the waterfall. Place the Wolf Medal and Eagle Medal into the machine to the right of the waterfall and enter the door that is revealed. Follow the path all the way to the Sky Tram. Call the Sky Tram back on the console. Meet up with Sherry and take the Sky Tram to the Factory Area.

Take the Weapon Box Key, and then proceed through the halls, using the grenade rounds to kill all necessary zombies. Take the Spark Shot if you want. Make your way to the end of the passageway and climb up the ladder into the Factory Save Point where you'll find flame rounds and acid rounds. Go out the next door to the transport, get the Control Panel Key, and dump some acid rounds on Tyrant 103. Take the six rounds on his body. Go back to the Factory Save Point, get Sherry, and drop off the Weapon Box Key and the Valve Handle in the box. Make sure you're loaded with ammo, herbs and first aid sprays before you leave. Use the Control Panel Key at the Control Panel and jump into the transport. When the monster attacks, grab the flame rounds and kill it.

After defeating the monster, the transport stops. Make sure you are armed with acid rounds, and make your way through the vent. Go through the door, and push the block on the lift. Push it down into place after-

wards so that you can get into the Power Room later. Go down the elevator to the next room, kill the Lickers, and push the elevator switch. Make your way back to the elevator that was just powered up and proceed to the Umbrella's Secret Lab area. Go to the Security Room and pick up the flame rounds and green herbs. Make sure you have plenty of rounds for your grenade launcher, and a few herbs or first aid sprays.

Leave the Security room and go through the main shaft. When you get to the Breaker System [19], take the left fork to the East Area and go through the door. Run to the end of the hall and enter the Freeze Room. Get the first aid spray and the Fuse Case from the trolley. Use the Fuse Case at the control box just opposite, which will reveal the Main Fuse for you to take. Head back to the Breaker System and use the Main Fuse [20]. This will activate the shutter systems.

Go back to the Breaker System, take the right fork to the West Area, and go through the door. Push the shutter switch found at the red light right next to the shutter. Go through the shutter and the next door. Take the green herbs and go down the Lab Ladder. Go through the door and run through the hall, past the Foyer, down through the next hall, and go through the door into the Monitor Room. Get the laboratory map, and save your progress if you want. Make sure you take the Weapon Box key with you, and leave at least one free space for the Lab Card Key.

Go through the door next to the typewriter, head down the hall, turn left, and go through the pressurised door. Use the Weapon Box Key to open the locker that has a light on top and take the grenade rounds [23]. Go through the next door and the next into the Main Lab, and get the Power Key.

Head back to the Foyer, where you'll run into Annette Birkin. After a brief interlude, go back up the Lab Ladder, run past the Breaker System, out the front door, and go up the elevator to the Power Room, to rescue Sherry from Tyrant 103. When the room begins exploding around you, forget Sherry and go back down the elevator. Make your way back to the Breaker System, where you'll find the body of Annette Birkin. Search her body for the Master Key and take it. Run back to the elevator, and go down to the escape train. Run to the back, grab the platform key, and prepare for the final battles. At this point, you should have one free space, lots of rounds, and lots of healing items.

For Tyrant 103, fire a few acid rounds and heal yourself when necessary. A rocket launcher will be tossed to you by a mystery character, and all you have to do to finish Mr. Tall Dark and Ugly is point and shoot.

Use your remaining ammunition in the rocket launcher on Big Willie Birkin, and then unload everything you've got on him till he doesn't move. After the action is finished, sit back and enjoy the ending sequence.

SECRETS

EXTRA COSTUMES

In the Normal Mode, Scenario A, run through the entire opening section without taking any items. When you go through the Front Gate, instead of going through the Garden on the first right, go down the stairs on the second right hand turn. Kill Brad, who had his eyes pecked out in the first Resident Evil. He will give up a "Special Key", which you must take. When you get to the Dark Room, use the Special Key to unlock the locker, where you will find an assortment of clothing. This applies to both Leon and Claire.

SECRET WEAPONS

Once you complete the requirements, finish the game, and save it, you will find the weapon on any of the boxes.

- Infinite Ammo Sub-Machine Gun: Complete Scenario B in under 3 hours with a grade of A or B.
- Infinite Ammo Rocket Launcher: Complete Scenario A in under 2 and a half hours with a grade of A or B.
- Infinite Ammo Gattling Gun: Complete the entire game with a grade of A or B. Scenario B must be finished in under 2 and a half hours, and no saves.

SECRET CHARACTERS - THE UMBRELLA AGENTS:

To play as these characters, complete the requirements and the game will prompt you to save a new file. Their mini-games are very hard.

- Hunk: Complete Scenario B in under 3 hours with a grade of A.
- Tofu: Play through Scenarios A and B three times. You must unlock Hunk and have his file on your memory card before you make your third round. You must also start every scenario on the newly created Leon/Claire file that is created at the end of each scenario.





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1902 262 662

Calls charged at a rate of \$1.50 per min. A higher rate applies from public and mobile phones.

Electronic Arts

1902 261 600

Calls charged at a rate of .95c per min. A higher rate applies from public and mobile phones.

Virgin Interactive

1902 220 058

Calls charged at a rate of .95c per min. A higher rate applies from public and mobile phones.

GT Interactive

1900 957 665

Calls charged at a rate of .95c per min. A higher rate applies from public and mobile phones.

Auto Destruct

PSX

Pause the game then enter any of these codes. . .

Cheat Menu:

Press Up, Down, Left, Right, Down, Right, Li, Ri, Ri

Blood Mode:

Press Li, Down, Ri, Left, Li, Right, Ri to activate Blood Mode. Revel in the blood as you run those pesky pedestrians over!

Angel Mode:

Enable Blood Mode, then press Up, Ri, Down, Li, Up, Left, Ri, Right, Li. Watch the angels fly when you hit the pedestrians now!

Extra Tune Up:

Press Down, Li, Li, O, O, Ri, Up, Square, Li

More Cash:

Press Li, Ri, UP, O, Down, Square, Left, Ri, Li

More Nitros:

Press Li, O, Down, Li, Up, Square, O, Ri

Infinite Fuel:

Press Li, O, Right, Li, O, Ri, Li, UP, Ri, Down

Invulnerability:

Press Li, Li, Li, Li, Left, O, O, Square, Li

Skip to Next Mission:

Press Li, Right, Down, Left, Up, Ri

All Time Trials:

Press Ri, Li, O, Left, O, O, Right, Li, O

Mission Select:

Press Up, Down, O, Li, Ri, Li, O, Up, Down

Tune Up Menu:

Press Li, Ri, Li, Up, Down, O, Down, Right, Left, Square, Ri

Debug Mode

Press: Up, Right, Left, Down, O, Li, Ri, Ri, Li, O, Down, Left, Right, Up..

Passwords

Level 1: sSFTgfCnZ

Level 2: mLVbbJnY

Level 3: frJKZYCPf

Level 4: rmKKFFfnk

Level 5: gvLKCgkmp

Level 6: gvLKBgkmb

Level 7: gvJVCskmp

Level 8: gvBVYshNv

Beast Wars

PSX

Level Skip:

Pause the game, then hold L2 and press Up, Down, Left, Right, Triangle, X, X, Triangle, Right, Left, Down, up. Continue to hold L2 and unpause.

Missile Lock:

To use the Missile Lock, hold the FIRE button after shooting to lock the missile on an enemy.

Command & Conquer: Red Alert

PSX

Cheat Codes:

To enter these codes, click on the TEAMS menu with the CANCEL button (generally O by default.) Now move the cursor over the following icons on the menu bar and press the CANCEL button on each.

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

1000 Credits: Square, Square, O, X, Triangle, O

Atomic Bomb: O, X, O, Triangle, Square, Triangle, Square

Chronosphere: Triangle, O, O, Square, Square, X

Reveal Map: Square, Triangle, O, X, Triangle, Square

Parabomb: Square, X, O, O, X, Triangle

Win Level: X, Square, Square, O, Triangle, O

Dynasty Warriors

PSX

No real cheats, but some good info on extra characters . . .

Play as Cao Cao:



Beat the game with Xiahou Dun, Dian Wei, Xu Zhu, Lu Xun, Taishi, and Diao Chan. To select Cao Cao move right off the end of the character selection screen.

Play as Zhuge Liang:

First, beat the game with Zhou Yun, Guan Yu, and Zhang Fei. Then on your character select screen press LEFT until you find him.

Play as Sun Shang Xiang:

To play as Sun, go to the Title Screen. Highlight "1P battle" and the press: Left, Left, Up, Down, Triangle, Square, L1 and R1. Then go to the character select screen to select the new character.

Play as Toukichi:

To get Toukichi, you must first earn the boss Cao Cao. Next, press Down, Down, Right, Up, O, Triangle, R1, and R2 at the title screen. A chime will confirm correct code entry.

Play as Zhuge Liang:

First, beat the game with Zhou Yun, Guan Yu, and Zhang Fei. Then on your character select screen press LEFT until you find him.



Fantastic Four

PSX

Clones:

While playing a two-player game, press START then press SELECT, choose a different character, then press X. When either player is teleporting in the blue ray, have the other player press START, then SELECT. If you're quick enough, both players will have the same character.

Extra Options:

Go to the OPTIONS screen then highlight TRAINING and press L1+L2+R1+R2 to get extra options like invincibility and level skip.

Gunship

PSX

Invulnerability:

At the Loading screen press and hold L1 + L2 + R1 + R2 for the entire time you see the screen.

Unlimited Ammo:

At the Loading . . . screen hold Down + L1 + L2 + R2 + X for unlimited ammo

MDK

PSX

Bonus Arena:

In World 1 Arena 1, after you have blown up the atomic door with the "world's smallest atomic device", turn around and go back to the original cave you started the game in. You will find a shimmering

pink ball. Step into the ball. You will appear in a new arena. Shoot all the Grunts in this arena. A tornado (useful for killing everything in an arena) and health bites will float down. Pick up these goodies and then step back into the ball. You will arrive back into the original cave and continue onward to Arena 2.

Level Select:

At the title screen press Left, Circle, Triangle, Up, Square.

Weapon Codes:

Enter these at anytime during gameplay, do not pause.

Hand grenade:

Triangle, O, Square, Square, L1, Right.

Mortar: Left, L1, Triangle, S, Right, O, Left, Left.

Dummy Decoy: X, L1, Right, O, X, Up, Square.

Super Chain Gun: Left, L1, Down, S, Triangle, Up, Down.

Cow Drop: Up, Down, Down, L1, Right.

Homing Sniper Grenade: Left, Up, X, Square, L1, L1, Right (or pause the game and press Left, Up, X, Triangle, L1, L1, Right).

Bones Airstrike: Down, Up, O, Down, Up, Down, L1.

Most Interesting Bomb: While playing, pause the game and press Down, Right, O, O, Left, Left, Up, Square, Triangle.

Sniper Grenade: While playing,

pause the game and press Up, Square, L1, Left, O, Triangle, Square.

Thumper Weapon: While playing, pause the game and press Down, Up, Left, Left, Triangle, Up, Right, Down.

Twister Weapon: While playing, pause the game and press Down, L1, Square, Triangle, Right, Up, X.

Maximum Force

PSX

Arcade Mode:

To play the original arcade version of Maximum Force, go to the Options screen and press Select, Start, Select, Select, Start, Select, Select, Select, Start, Select, Select, Select, Start. The words "Arcade Mode Unlocked" should appear over the game logo.

Jedi Knight: Mysteries Of The Sith

PC
During gameplay, press T, enter the code, and press ENTER to activate:

boinga 1: God mode on

boinga 0: God mode off

iamagod: Uber-jedi

diediedie: All Weapons

gimmestuff: Full Inventory

cartograph: Show Map

gameover: Level Jump

statuesque 1: Freeze Enemies on

statuesque 0: Freeze Enemies off

trainme: Force Level Up

freebird: Fly Mode

trixie: Full Mana

gospeedgo 1: Slow mode on

gospeedgo 0: Slow mode off

freebird: Fly

quickzap: Warp to specified

coordinate

Conquest Earth

PC

Level Passwords:

After choosing your race at the Difficulty Selection screen, type in these level codes in all caps:

KICKS BUTT: 5

TRIFFIDS: 10

JUPITER: 15

BIG GREEN MONSTER: 20

H G WELLS: 25

Croc:

Legend of the Gobbos

PC

Type in these codes during gameplay or on the island select screen:

All secrets, warp to last level:

LLLLDRRLDRDLUR

Unlimited lives: ARGOLIFE

Level select: ARGOSKIP

Battlezone

PC

Hold "Shift" and "Ctrl" while entering any of these. . .

Unlimited Shields: BZBODY

Unlimited Pilots and Recoursen:

BZFREE

Full Map: BZRADAR

Unlimited Ammo: BZTNT



Die By The Sword

PC

While playing hold down F1 and type any of these
Mukor: God Mode
Dedly: Weapon that kicks ass.
Golrg: Big Char
Btiny: Small Char

Andretti Racing

PC

Extra cars:
 Choose Begin Career and register with one of these names:
CHAO BROS: Indy cars
PEACEFUL OCEAN: Stock cars

Joint Strike Fighter

PC

Turbo Speed (mach 10000):
 Ctrl+T+U
Instant victory in current campaign: Ctrl+C+O

Instant loss in campaign: Ctrl+G+O
homing bullets: Ctrl+G+U
color smoke: Ctrl+s
screen capture: Ctrl+ctrl+s
In select pilot menu choose all different aircraft: Ctrl+ctrl

Heavy Gear

PC

During the game, hold down CTRL-ALT-SHIFT and type :
bedouinprince: invulnerable
checkmateinz: Auto win mission
hesbackandhesgotagun: unlimited ammo
deplikespudding: free-eye mode (navigate using CTRL + arrow keys)

Wave Race 64

N64

Floating Rider Glitch:
 This little glitch allows your rider to float on air. Go to time trials mode and choose any racer

and go to Twilight City on Expert. As soon as the race starts gun it and try to get maximum power. Head straight for the jump and pull back while you're in the air. If done correctly your racer will sort of sit on the wall but you have to him there. Do so and eventually the announcer will call a "course out." Keep holding A and you will be forced to retire. Now your rider should roll off the back of the jetski and into the water but if you did everything right, your jet ski will remain on the wall. Keep watching and your rider should float up into mid air and float there for a few seconds! It's nothing much but kinda cool to watch. Get lots of points in Stunt Mode: Enter stunt mode with any player. Whenever you do a trick, immediately pause the game. Wait until the announcer says something, then unpaue the game. If you did it correctly, you will get tons of points.

Baby Dolphins and a Whale:

In this code, you aren't affecting any particular race or racer, but you do attract three dolphins and a whale to follow you around. Go to Championship Mode, choose easy and then choose warm up. You'll end up in Dolphin Park.

Follow the dolphin as it forges out two loops. Stay close to the dolphin, but don't lose it or pass it up. You'll know whether you're on the right track if, as you reach the pier, it'll do a flip. It's important that you do what the dolphin does, so if it does a barrel roll as it clear the jumps, then do barrel rolls; if it does flips, then do flips, etc. The dolphin seems to randomly make a choice as to which trick (if any) it performs each time you turn on the machine, so if you aren't good at the tricks, keep restarting machine until he's just clearing the jumps.

After approximately two laps (each lap consists of two times around), the dolphin will do a back flip (if you've done it right), and a baby dolphin will follow you. Each time you do it another baby dolphin will appear until there's three.

After you've completed approximately 30 laps of this kind without falling, passing the dolphin, or messing up in any other way, you'll attract a killer whale to join the pack! Now you can have three dolphins and a whale following you.

Dolphin Ride:

In stunt mode, go to Dolphin Park,



ride through all of the rings and do the following tricks:

- Handstand
- Backwards Spin
- Stand with
- Backflip
- Single Backflip off
- Ramp
- Dive off Ramp
- Barrell Roll off Ramp in both directions

If you did it correctly, you'll here squeaking when you cross the finish line. Additionally, when you reset and go the title screen, you'll see people riding on dolphins.

In order to ride a dolphin, select Championship Race, normal mode. Hold down on the analog stick when selecting your racer. In Dolphin Park, you will ride a dolphin.

The code lasts permanently and can be chosen again and again even after you're turned off your N64.

Change Racers Colors: Here's a simple trick that'll bring a little difference into the way your characters look.

Go to the character select screen, and before choosing characters, push the analog stick or the D-pad up and hold it there —

the characters's outfits and jetski bikes will change in color. The number on the bikes will also change.

Top Gear Rally

N64

Access All Cars: To access all cars, go to the Arcade (mode selection screen) and enter the following code:

A, Left, Left, C-Down, A, Right, Z

Access All Tracks: Go to Arcade (mode selection screen) and enter the following code:

A, Left, Left, Right, Down, Z

Access Beach Ball Car:

B, B, A, Left, Left, C-Down, A, Right

Access Cupra Car (Ice Cube): To get the oddly shaped Cupra car without beating the game, simply enter the following code

at the Arcade screen:
C-Down, Up, B, Right, A, C-Down, A, Right

Access Helmet Car:

Go to Arcade (mode selection screen) and enter the following code:
Up, Up, Z, B, A, Left, Left

Pitfall 3D

PSX

Cheats:

10 lives: GIVEMELIFE

99 lives: STEVECRANEME.

Big head: BIGHEADHARRY.

View end credits

2D Harry: 2DHARRY.

Floating Harry: ZEROHARRY.

Quiet Harry: STOPTALKING

View comic screens: PITFALLCOMIC.

View movie cutscenes: PLAYMOVIES

Original Pitfall: CRANESBABY

While in original Pitfall mode try these...

R1 + R2: Toggles "Gary head"

(Programmer of 2600 version)

R1 + Circle: Toggles "Elvira head"

(Daughter of Lead Programmer)

R1 + Triangle on a crocodile screen:

Makes right crocodile say "Hi Mom"

L1 + L2: Toggles infinite lives

Starcraft

PC

To enter any of these press ENTER while playing, type in the code then press ENTER again.

Enemies Can't Use Psionics:

NoGlues

Free Gas and Money: Show me the money

Faster building: Operation CWAL

Free minerals: whats mine is mine

Free unit upgrade: medieval man

Free Vespene gas: breathe deep

Gain all available upgrades:

something for nothing

Ignore building requirements:

modify the phase variance

Ignore supply restrictions: food for thought

Instant loss: Game Over Man

Invincibility: Power Overwhelming

Level Select: ophelia

Lift the Fog of war: war aint what it used to be

Play after mission complete:

staying alive

Unlimited Mana Powers: The

Gatherin

San Fransico Rush

PSX

Drive the UFO:

To get the UFO go to the Car Select Screen and hold

R1+R2+L1+L2, keep holding these buttons at the transmission screen then press X. As soon as you're done with that, press and hold TRIANGLE until the race and then you should have the UFO.

Secret Cars:

After selecting your vehicle:

Hold L1 until the race begins for a miniature truck.

Hold R1 until the race begins for the England Buggy,

Press DOWN on the Transmission screen for a taxi.

1080 Snowboarding

N64

Grab Tricks:

Do these moves when you are in air. NB: The longer you hold it, the more points you get.

Indy: Right+B

Indy Nose Bone: Down-Right+B

Melancholy: B

Stiffy: Up-Left+B

Stalefish: Down-Left+B

Mute Grab: Up-Right+B

Tail Grab: Down+B

Tweak: Right+B

Method: Left+B

Nose Grab: Up+B

Shifty: Left+B

Spin Tricks:

In the tricks below, pressing A is optional; it just makes you jump.

360 means to make an anti-clockwise circle with the analog stick starting in the up position.

1805 air: A+R+left (analog)

3605 air: A+R+360

5405 air: A+R+360+left

7205 air: A+R+360+R+360+B

9005 air: A+R+360+R+360+

B+R+left+Z

10805 air: A+R+360+R+360+B+

R+around+B+Z

We Stock:

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Virtual Reality Games

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There's only one way to describe these grabs...

UNREAL

Looks to be a good year for 1st person shooters Unreal, Sin, Quake 2: The Reckoning, Half-Life, Blood 2, and Heretic 2!

In depth Unreal review next issue...



HYPER Letters

78 Renwick St.
Redfern, NSW 2016
Fax: (02) 9310 1315
E-mail:
freakscene@next.com.au

COVER CRISIS

Dear Hyper,
OK, I like your mag and all, but I just want to get this clear. In your April edition, if Star Wars: Masters of Teras Kasi only got an overall of 65% then what the HELL is it doing on the front cover of your mag. I mean did you just put it there because it's a piece of Star Wars or because the game was expected to be good, but didn't cut it and you just wanna say IN YOUR FACE!??

Well, what's the deal?
I have but one question:
What's your favourite games, strategy, RPG, racing.....etc?
Thanks for listening

SAM ROBERTS

Sam,
A lot of people were hanging to see what Masters of Teras Kasi was like, and the fact that it was disappointing doesn't mean that people don't want to know that. Sometimes the best story is that something you expected (or hoped) to be really good... isn't. To be honest, that was one of the weakest months in some time in terms of good releases. Battlzone was the best game that month, but the kind of people who are going to be excited about Battlzone are folks our age and older, who remember the game in the arcades, who are a tiny minority of our readers. As for our favourite games, we hope we answered that question for you in our feature last issue.

100%

Dear Hyper,
I'm 12 and own a PC and a PlayStation. As everyone would say your mag RULES! I love it! And it's the only one I read. I'd like to ask a question about subscribing. Does the mag really come earlier? I mean when they come out they're like two weeks before the newsagencies? Now to the more serious questions:

1. Has there ever been a game that got a rating of 100%?
2. Total Annihilation is Cavedog's first game right?
3. Personally, what's your favourite game?

4. Can you put in a game of the month?
5. Do you reckon KKND 2 will be better than any of the real time strategy game released?
6. Are the games in the Byte-Size section always crap?

TIM LIN.

Tim,
Hey Tim... Yeah, it comes earlier, usually by about 5 days or so, assuming that the postal service is working on time, etc. In my mind, the biggest reason to subscribe is the price difference. It's like buying the mag for \$3.75, which is a much better deal. If you think you're likely to buy 8 magazines this year, then it's cheaper to subscribe and get 12! If you subscribe for 2 years, then it's like paying \$3.27 per issue, which is a major bargain.
1. No. Basically, it will never happen, since there's no such thing as the perfect game. No matter how good a game is, they all have faults and room for improvement.
2.

3. Right now it's a three way tie between Quake 2, Forsaken and Starcraft... but ask me next week and it'll probably be Unreal or something else. I get so little spare time to play what I want that what I'm reviewing at the time often has a strong bearing on what I like. Contributors like Kevin get more time to play what they want, and he's always playing Jap import stuff.
4. We're about to start including an Intro section to the review area of the magazine, which explains everything, which will hopefully clear things up for people who haven't seen the mag before, etc. There's a very strong chance this will include a comment on which game is our game of the month.
5. That's a tough one to say. Ross really loved the game whilst previewing it, but we're not ready to pass judgement till we get a final version. It looks really good. The next one I'm hanging to get is Wartorn, which looks awesome. Preview of that next issue.
6. They aren't. However, when it comes to placement of a "lesser" game, we'd rather do something small on it, and do a larger review on a better game.

The only time we do big reviews on "less impressive" games is when the anticipation was high, but the results didn't match. There's another letter further on about Byte Size, explaining the deal when high scoring games are Byte Size.

HYPER VETERAN

Dear Hyper,

I have been reading your magazine since issue #9 and I would like to say that you're doing a great job. Keep up the good work.

I am writing because I was hoping you could answer a few questions for me.

1. By now, Sony and Nintendo would have heard about Sega's Katana. Have either company mentioned anything about their next generation consoles and when they plan to release them?

2. Are Rare planning a Donkey Kong 64 and if so, do you know when it is going to be released?

3. Although Blizzard have not mentioned anything about a Warcraft 3, do you know if there will be another expansion pack for Warcraft 2?

4. A friend told me that Microsoft are planning to release a new Windows program sometime this year. Is this true and if so, will it be able to support any of the current computer software available?

5. Hypothetically, will I need a special connector for the N64 if I own a digital TV?

6. So far, we've seen that most of the N64's games have been racing or platform. Do Nintendo plan any RPG's, Action, Adventure or better quality 3D fighters for 98 or early 99?

Well, that is all I have to ask and I would like to thank you for your time.

BEN MCDONALD, QLD

Ben,

1. This is a really popular talking point... unless you're Sony or Nintendo. It's obvious why though, since any plans for a new console are at this stage "long term" goals, and certainly not set in concrete when it comes to details like hardware specs and release dates.

2. We were told yes a while ago by Nintendo, but there's been no word on any progress or anything.

3. Not that we're aware of. Basically, Blizzard have been working on Starcraft and the upcoming Diablo 2. However, there is a Warcraft Adventure game on the way, which is not an expansion, but a stand alone adventure game.

4. Yes, very soon actually. Windows 98 will support all your existing software for Win 95. Although it's not out, and thus we haven't tested it out, it sounds like it's really going to be Windows 95, with Plus! as a standard, and Direct X 6. We imagine there will be a few

interface extras as well. Microsoft are very conscious of the games market now, and you can rest assured it will "do games right".

5. No digital TVs around for us to confirm this, but we'd say no. Purely because the difference is in the transmission, and so while the aerial may be different, the connections should be the same.

6. Don't just look to Nintendo themselves, as companies like Iguana are developing some rocking games for the N64. In answer though, Zelda really looks like THE RPG to hang out for (although if you want one now, and one pops up... grab it, because the wait for Zelda may be long).

TRULY SICK GAMES...

Dear Hyper,

My name is Paul and I'm 20 years old. I have owned a PlayStation for 3 years now and have been extremely happy with the gaming it produces. My favourite games of late have been TOCA Touring Car, NBA Live 98 and Coolboarders 2 (awesome).

Just recently I decided to get a N64 as well. I bought a console, extra joystick and game under \$300 on special and took it home eager to hook it up. The game was Goldeneye 007, and after a few minutes of learning the controls I was deathmatching in earnest with my brother. However, after about half an hour of playing I started feeling ill and had to go lie down. Thinking nothing of it I went back to my N64 later that night and started playing the single player missions. After 15 minutes I broke out in a cold sweat, started getting a headache and was feeling nauseous..

I left the gaming alone for the rest of the night and woke up the next day feeling fine. My brother and I started deathmatching and again after 15 minutes or so I had to stop or I was going to throw up. My brother brought my attention to the epilepsy warning on one of my PSX games, but I thought epilepsy meant having seizures. I used to get car sick on long trips as a child, and still get moderately sea sick. I can play Quake and Quake 2 on my PC all I want, yet Duke Nukem 3D makes me sick. I can play Coolboarders 2, TOCA Touring Car, Destruction Derby 2, Wipeout, and many more as much as I want, and yet Goldeneye 007 makes me sick.

I haven't read any letters in any gaming magazines from other people complaining of the same problem so I'm a bit unsure what it is. Needless to say I ended up returning my N64 and accessories. I guess I'll just have to wait for Metal Gear Solid for my fix of covert military action.

Thanks for a great magazine
PAUL CUNNINGHAM, Palm Beach.

THE WOES OF CAPITALISM

Dear Hyper,

As someone who has been in the computer games retail industry for many years there are a few things I need to say.

Many years ago when computer and video games became popular (late eighties or so), independent stores sprung up to meet the needs of gamers.

In the last few years we have seen the emergence of local distributors, who are basically middlemen. Not content with just creating a job where there didn't need to be, they had the import laws changed so that nobody could bring in overseas software, thus giving them an exclusive, competition free market. They say that this actually makes the market fairer, the truth is that it's the worse it's ever been. These distributors sell to major retail chains (Big W, K-mart, E.B.'s etc) much cheaper than independents due to their buying power, meaning often a department stores retail prices are very close to our cost.

Meanwhile dodgy second hand CD shops openly import games without fear of prosecution by the distributors. All these things add up to one result. The death of independent stores. The very people who started it all.

I hope people will support their local stores in future, rather than sending their money overseas, because soon that guy you talk games and stuff with at the local computer store will be replaced with some 16 year old clerk who knows as much about games as he does childrens wear.

As a side note, I hope Hyper would consider doing an article on the independent market, as I'm sure you yourselves don't want to see the stores you grew up with disappear. I think that you would agree there is room for every one in Australia, if it was an even playing field.

We need to change the way distributors work in order to open the market up and keep independents alive. I hope you will consider this, despite what your advertisers might say.

BRANDON CROWE, Canberra

Brandon,

Very valid points Brandon. However, this is certainly not limited to the games industry. In fact, almost EVERY consumer industry is effected by this phenomenon. Fruit and Veg stores... they're there, but they struggle to compete with supermarket fruit and veg departments. Record Stores... Independent stores always suffer at the hands of the HMVs, and Blockbusters. This problem is not going to go away for you I'm afraid. Please correct me if I'm wrong, but my understanding is that it is not illegal to sell an import game as long as it does not currently have a licensed agreement with a local distributor. I would have thought this would be the area that independent stores pushed hard in, since they can't compete with local releases against the companies with higher buying power.

I personally would go shopping in an independent store, basically because there's a "Gamer's vibe" in there, which I like. I however represent the "hardcore" gamers of this country, which is really in the minority these days. Bob the newbie gamer frankly just wants to pay as little as he can for his copy of Tekken 3, and if K-Mart sells it \$10 cheaper than your store does, he isn't going to care that "Indie Gamers Inc" is run by funky game experts. It may suit you for the distributors to change their ways, but it probably won't suit the customers who want to buy the games as cheap as possible.

I'll offer a constructive idea (not that I'm telling you how to run a store, you indie guys do that great). I walked into the Games Workshop here in Sydney, a place that sells wargaming miniatures and so forth. REAL niche market... these guys are really up against it with major toy stores in terms of selling board games and stuff. Immediately a member of staff set about befriending me, and offered to play a game of Warhammer with me, explaining the rules and so forth... it was great. How about having a spontaneous in store competition on same latest game, with prizes in the form of dead stock or whatever. Customers WILL tell their friends.

We wish you guys the best of luck, and to any new gamers that are really getting into it... search out to find your local "Indie" games store.

Letter of the month





ANDREW HILL, NSW
SENT IN HIS CHARACTER, ECCENTRO.
WE'LL PRINT MORE
WINNERS NEXT ISSUE...

Paul,
What can I say... that's terrible. I wear contact lenses, and my only complaint is that my eyes get bloodshot and watery with some games, or if I play for too long without giving them a rest. I guess the thing everyone should learn from your experience is that it comes down to individual games, so don't give up on gaming altogether just because a couple make you wanna hurl. Maybe a doctor or optometrist could give you a solution.

PISSSED!

Hi to all guys at Hyper and many thanks for such a great magazine. I've never missed a mag since issue #41 and I am totally pissed off at some of your reviews. I mean in issue #53 you gave Mortal Kombat Mythologies a '45' and what about all the die hard Mortal Kombat lovers out there, how do you think they felt. I mean how would you like it if Quake got '45'? You'd be pissed off too, wouldn't you?

Now for some questions:

1. When will MK4 come out on N64 or Playstation? I'm just dying to know
2. Why the hell Sub-Zero? Why not Scorpion in Mortal Kombat Mythologies?
3. Why can't Quake come out to the Playstation and then

comes out on Saturn, that really pisses me off too.

4. Is there any news on another console for Sony yet?

5. Why "Dan", why not call yourself something else, like give yourself a nickname?

That's all folks

MICHAEL SPENCER

Michael,
The whole MK thing is a choice for us between: 1) Telling the truth about what we really think. 2) Lying and saying we think it's good because that will make all the MK fans happy. We went for option 1. If someone reviewed Quake and gave it 45, that'd be their problem, not mine. If you love MK, you're obviously not going to start disliking it because we gave the game an unfavourable review. Read our reviews... they explain why the score is the way it is.
1. N64 version has a US release of June, so probably July to September here.
2. Hey... I thought you didn't like us dising that game? Why not both!
3. Supposedly there is still a PSX version of Quake to come, but if you own an N64, I'd suggest you get it on that rather than wait. The N64 has a better 3D chipset and for a console version of the game, it's pretty good. A game that was coded for the machine

in the first place (like Goldeneye) is always going to be better though.

4. Nope. Wishy washy speculation, yes. News from Sony... no.

5. What on earth for?? I don't enter "Dan" as my character name in video games, but otherwise I don't really mind being called by my real name.

SAILOR MOONIES QUAKE ON!

Yes Halloo in response to Sarah. W's question about a Sailor Moon game there's in fact a Q2 TC being developed for the PC Thanks.

IVES RUMLE

Ives,
That's great... hilarious perhaps... but great nonetheless. A far cry from Id's vision of macho marines running around on Stroggs.

QUESTION CORNER

To The Game Gods at Hyper, I have only a few questions so can you please answer them:

1. Is Sony's next console 128 or 256-bit?
2. Is there anywhere in Australia I can purchase NEO GEO CD software that's new?
3. Is House Of The Dead coming on Saturn or Sega's 128-bit

machine?

4. I've heard that X-men vs Street Fighter is coming to Playstation, is this true?

5. Any word on Tekken 3's release for Playstation or N64?

Thank you for your time and print my letter please

Good Day

FIGHTING GOD

Tonking Delty,

1. There's no confirmation about the chipset at all. So any answer is pure speculation.

Think 64 or 128... 256 is probably a ways off yet. Maybe if the console isn't released for a few years yet.

2. A store called Game Infinity in Sydney does. There's no market for it out here, that's why you're having such a tough time finding a retailer.

3. The last Sega release schedule we received said it was going to be a Saturn release, although in light of the miserable PR caused by the conflicting stories coming from Sega of Japan and Sega of America, whether or not it makes it out here is another thing. For this reason, maybe there's plans for a Katana release instead.

4. Yes, but as we've said before, you won't be able to tag your partner in, as the PlayStation doesn't have the RAM to handle keeping all those big sprites in memory. As a result, you can only get them in for the tag team supers.

5. PlayStation version has already released in Japan. Expect it out here around September. Don't hold your breath for a N64 version.

MORTALLY OFFENDED BY MK

Hey Hyper,

Great mag and all, but I've got an opinion to voice and unfortunately I fear that some people won't like it. Well, here goes: I believe that Mortal Kombat, in all forms, is crap. You'll probably be shocked but really, why did anyone play it in the first place?

Because it had BLOOD. Buckets and buckets of sauce. We all loved to see real looking digitized sprites dismember each other and all it really came down to was the fatalities. How many people actually bought and enjoyed MK on the SNES? (The 1st one) Not many I'll wager.

In our local arcade you never really played the game, you waited for some top dog joystick

waggler to play and oohed and aahed over the fatalities which none of us kiddies know unless we bought one of those

American cheat mags. And the characters all had the same moves or variants on the same moves and half of the people were played by the same guy with a different coloured shirt on anyway. Poo, what's that smell? Oh, it's MK Mythologies, the crappiest game ever that stinks so bad, that when it's in the room you have to do an onion fart to freshen the place up. I could go on forever, but I suppose I've taken up too much room already. Mortal Kombat, lay down and die already!!

DANIEL WHITFIELD,

Nindaroo QLD

Daniel,

Hmmm... you sound like me. I've never been a MK fan either, as I believed all the appeal existed in the fatalities, which to me isn't much of a draw card. I'd rather be able to say the fight itself was an intense diverse experience, than that I got to rip out my opponents spine after they'd stopped fighting back. We're still waiting for a MK game where the characters punch like people really do. All that said, if you have fun playing a game, then so be it. The MK fans can have it, it means there's less of a queue to get to the Street Fighter machines for me.

SMALL DOESN'T MEAN BAD...

To Hyper,

Great mag. I am writing to you with a small complaint. I thought that the Bytesize section of your magazine was for crap games, or games that have already appeared on another system.

I was reading the Bytesize section in issue #54 (April) and I see games like "The Reap" score 89%. Then I look at the cover of this issue. "Masters of Teras Kasi". I look it up to see what it scored and what do I see? 65%. Why does shit get a cover, and 89% games get two paragraphs? Did you know that the Reap was the second highest scoring game in that issue?

For some more examples take a look at issue #53, Shanghai Dynasty 87%, Speed Rally 89%. It's understandable for games, like Duke Nukem 64 or FIFA 98, because we have seen them before, but not with those other games.

Now that I've said that, here's some questions

1. Will there be an AFL game for Playstation or 64?
2. When will the DD drive and Zelda 64 be out, and how much?
3. Will you be able to use the internet on your TV?

Thanks heaps

REECE POLIMERE, Melb
Reece.

Then it's time to dispell that myth. Byte Size can mean lots of things. It CAN mean that the game was crappy. It can also mean the game came in late and we didn't have space for it. There are other factors too... like Shanghai Dynasty. A double page review of pictures of Mah Jong tiles... Very snoring. Something that we're probably going to change in the next few issues is to start running 1 page reviews. Hopefully this will let us squeeze in more games, and bump up those titles that we didn't expect to be any good, from Byte Size to a 1 pager. As for the cover... read the response to the first letter.

1. Not this question again! Eventually on PlayStation, yes.
2. No confirmation on the DD coming out here, and Zelda 64 isn't coming out in Japan till late this year... so maybe not till NEXT year.
3. With the 64 DD?? That all remains to be seen.

DD = DELAY DULDRUMS?

Dear Hyper,

Just a few months ago, I was reading a preview on Zelda 64 in your mag, great job by the way!! It says that the game will come out sometime between June-July. I was then jumping up and down pissing my pants off, overexcited. As you can see, I'm an RPG freak. And then a month later I was reading another mag (sorry) and it said that the game will be delayed due to the 64DD upgrade. I, like all the other RPG freaks was down right pissed off.

I know for a fact that most N64 owners have already spend \$400-\$600 on the machine itself and some games. I personally don't think they're gonna spend another \$200-\$300 on a peripheral. O.K, just say that we're all gonna go out and buy a 64DD, then, 5 months down the track, another game comes out that requires more than what the 64DD can handle. We then have to upgrade our N64 again, am I right? An average gamer cannot afford to upgrade his system

every now and then. It's just a console, not a PC you know!! Although it sounds like I'm exaggerating, but it could pretty much be true.

Just look at Final Fantasy VII on the PlayStation. Yes, it's big. Yes, it requires three CDs, that's because it's big and one CD isn't enough to handle it. Cartridges, obviously cannot handle more than CD's. So that's why it requires a 64DD upgrade.

Why buy a 64DD just for Zelda 64 when all the other great games are available on carts that doesn't require one?

Regards

NGOC TAN, Bass Hill, NSW
Ngoc.

This has been on of those games where the story seems to change every month. As you may have read in our news this month, there's reason to believe that the 64DD may not come out anywhere other than Japan, for the simple reasons that you stated. People don't like having to fork more money out for a new peripheral. The concept that games make new hardware happen is a bit misguided though, where consoles are concerned at least. Whilst developers don't like limitations, they do like knowing what parameters they're working within, and a console gives them that. The 64DD concept came about to address the limitations of the console. A new add on after that would be highly unlikely. As for Zelda, they changed the format from DD to cartridge. By the way, to answer the question about, "Does this 64 DD thing exist at all??" Yes it does, I've seen one at a game developers office. We're hoping the word about a PAL (or even American) release being canned is just an ugly rumour, but at this stage it's an ugly rumour that's somehow believable.



HI-TEMP CAME FROM THE PEN OF JON KERNEY, VIC...
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FOR SALE

SNES games for sale: Donkey Kong Country 3 \$50, Donkey Kong Country 2 \$30, Stunt Race FX \$30, Super Mario Kart \$30, or the lot for \$120. Call Josh on 02 6646 2644.

Playstation games- Reloaded, Command and Conquer "2 CD's" Speedster, one Sony joypad, the Need for Speed and codes for Command and Conquer. All in excellent condition for \$275. Call Steven after 4pm on 02 9749 4357.

6 mega drive games with books and boxes in excellent condition. Games are: Space Harriet 2, Revenge of Shinobi, Sonic Hedgehog 1, Greendog, Zero Tolerance and The Terminator. Will sell all for \$50. I will also sell separately if preferred, for reasonable asking price. Call Andrew after 4.30pm weekdays on 02 9328 1879.

Sony Playstation (PAL), 6 months old, comes with 3 games, 3 demo disks and Tomb Raider complete with game book. Includes cheats. All games come with instructions and in boxes. All in good condition. Must sell \$250 o.n.o. Call Glen after 4pm on 02 4573 1558.

PC Games: Virtua 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 Racing. The lot for \$150 or \$35 per game. Playstation games \$30 each: Tekken 2, Doom + Mouse, Crash bandicoot, Tobal no. 1. Memory card \$10. Call Gozza on 02 6382 4288

Steering wheel, Pedal frames including optional padded seat. Fully adjustable, compact frame for easy storage. Ph Peter on 02 9837 2080

N64 games: Doom 64 \$60, N64 Hangtime \$60, Wave race \$60, Bomberman 64 \$60, Dark Rift \$70 OR the whole lot for \$250. Call Daniel on 0411 390 780.

PC games: Mechwarrior 2 Mercenaries \$20, Spiderman: The Sinister Six \$15, NHL 97 \$15, NBA 97 \$15, FIFA 97 \$15, Daytona (with Sega Rally demo CD) \$15, MDK \$20, Red Alert \$30. Melb callers only on 03 9540 3623 ask for William.

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)

Gameboy in very good condition comes with a 12-in-1 game including: Super Mario, Snoopy, Elevator Action, Side Pocket, Soccer, Bugs Bunny, Zoids, Mario 2, Tiny Toons, Double dragon 3, Mickey Mouse and Turrican Other separate games included are Star wars, NBA jam, Worms, Donkey Kong and Ren and Stimpy. Will sell all for \$180. Call Matthew on 07 3204 0943. (Brisbane to Caboolture area preferred.)

Sega Saturn with 9 games, 3 Demos, a gun and steering wheel, all in boxes. \$400. Call 08 8523 1462 (S.A)

PC Games: Turok - Dinosaur Hunter \$60, Star Wars- Shadows of the Empire \$40, Street Fighter Zero \$40 or all for \$120. All brand new. Also Home Alone 3 Mouse CD for PC, looking for highest bid. Call Joseph on 03 9391 6912

I've got 2 Mega Drive games with your name on then. I've got Mortal Kombat 2 and Cosmic Spacehead. Both in excellent condition with cheats and instructions. MK2 \$20, Cosmic Spacehead \$10 or both for \$25. Gold Coast only. Call 07 5524 1599 after 4.30pm.

Game Boy, 5 games: Golf, Baseball, Street Fighter II, Nigel Mansells World Championship Racing and Trax. Plus a light magnifying glass. Call Geoffrey on 03 9808 4531.

PlayStation games: Time crisis with gun \$80, Tomb Raider 2 \$70, Crash Bandicoot 2 \$50. All boxed

in mint condition. Ph Jonny on 07 5593 4270

N64, 3 controls, Rumble pak, 2 games (Lylat wars, Wave Race) all boxed with instructions. Includes RF connection \$350 for the lot. Or will swap for Playstation with 2 controls, memory card and 2 games. Call Adam or Ben on 08 9331 1921. W.A area only

PC Games: Fade to Black \$35, Mortal Kombat 3 \$40, Alone in the Dark 3 \$40, Witchaven \$30. Ring Claude on 9872 2360 weekdays 4.30-5pm. NSW only- must be able to pick up.

Game Boy (with box and manual), Mortal Kombat 2 (box, manual), Nigel Mansell's World championship racing (with box and manual) and Super Mario Bros. The whole lot for \$90 o.n.o. Also Fury 3 for PC \$20. Ph Matt on 08 9305 7953

Gameboy with 3 games: Super mario Land, F-1 Rcae and Wario Blast. All in top condition \$55 o.n.o. Call Sebastian on 02 9908 3502

PlayStation games: Tekken \$45, Mortal Kombat Trilogy \$45, Hercules \$60 all in good condition. Sega Mega drive games : X-men 2 \$30, Altered Beast \$25, Toki \$30, Mortal Kombat \$30, Batman \$30 all in good condition. Call Ken on 03 9429 4158 after 4-9.30pm

I-War \$65. Mint condition. Never used. If interested ph Adam on 03 5368 9250

PlayStation games: Wing Commander 3, Mechwarrior 2 and Doom (includes Ultimate Doom and Doom 2) \$45 each or \$120 for all 3. Will swap any two games for Colony Wars or Red Alert. Ph Paul 07 4683 4319 after 5pm

Gameboy \$55, Gamelink Cable \$10, Carry Case \$7, Night Sight \$15. All in excellent condition. There's also 14 more games up for grabs including worms, Kirby's dreamland 1+2 and Superman plus 10 more. \$562 worth for \$400 (o.n.o.) can be sold separately. Call Chris after 5pm on 08 8295 4593

WANTED

I to 4 of The Official Australian Playstation Magazine. Will pay good money. Call Tom on 03 9589 4439

I am desperately wanting to buy the Mega Drive games of Micro Machines 2, Mortal Kombat 2 or 3 with cheats, Buggy 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

Full version of Wolfenstein 3D. Will pay around \$10. Call Andrew on 08 8431 2438

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.

PlayStation: I want to buy Streetfighter Alpha 2 or 2 gold, or Streetfighter Zero 2, or Streetfighter the movie or Super Marvel Hero vs Streetfighter. If you have and want to sell. Pls call David on 02 9727 5947

I desperately need Pizza Tycoon for PC, must have all disks and manual in good condition, will pay \$50 cash. Sydney only. Call Chris on 02 9863 6560 or e-mail me on cjennin@bigpond.com

SEX!! Now that I've got your attention I'm absolutely dying for Shining Force 1 and 2 on Mega Drive. If you don't mind parting with them for some \$\$\$\$ call Ross after 4.30pm on 08 8633 0105

PENPALS

Hi my name is Benn Hansen. I'm 15 and I want a penpal that likes N64 and the Doors. Preferably a girl 14-18. If you are interested then write to me at 3/30 Victor St, Beaumaris, VIC, 3193. Reply promised to good letters.

Hi, my name is Jamie. I'm a 15 yr old bloke looking for a hot 15 yr old chicky babe to be my penpal. My interests are the Playstation and surfing the net. I will reply to all letters. Write to Jamie Park, 114 Attunga Place, Kiama heights, NSW 2533.

This is for everybody who's anybody. I'm 12, male. I gave the ten commandments to Moses, picked the apple for Adam, told Eve to put something on, sunk the Titanic, defeated the Nazis, climbed Mt Everest, conquered the Arctic and assassinated JFK. That was on Saturday, Sunday is another story.....I'll write to anybody. I just like receiving mail!! Anyway, if your going to write to me send to : Matt Westcott: PO BOX 57, Sanctuary Cove, QLD 4212

Mature female in my 40's. Loves RPG games and platformers and pilot wings 64. My taste is FFVII, TR2, Excalibur, Mario 64, Pilot W ,etc. I own a SNES, N64 and PlayStation. If you are into the same games, I'd love to hear from you. M/F okay, but only keen writers. No rough dominant men!. Write to Frances, PO BOX 1195, Penrith, 2751. P.S I am also a soapie fan.

Attention all gorgeous and groovy girls. I'm a gorgeous and groovy guy. I like PlayStations and I have hundreds and hundreds of cheats, codes, passwords and Internet web sites for Sega Saturn, Playstation, N64's, Gameboy and more. So send a groovy letter to: Garry, 1212 Sturt St, Ballarat, VIC 3350. If possible, pls send a photo.

Hi, my names Daniel (but everyone calls me Novak). I'm looking for a female penpal between 13 and 15. I have a 64 and a PlayStation if you want to swap cheats or talk about anything drop me a line at 9 Hutchinson St, Albion, VIC 3020

Attention all girls: I am looking for a sexy penpal aged 13-19 that loves Shoot em ups and adores fighting games eg, Tekken 2, Samurai Shodown. I own 8 systems. So if interested write to : Jason, 8 Susan St, Yamba NSW 2464.

Hi, I'm a 16 yr old female, looking for a gorgeous interesting male penpal. Preferably 15 and up. I love Silverchair, Marilyn Manson, Korn, Greenday and more. Whenever I can I'll be playing the Playstation. If I'm interesting enough for all you babes out there send me a letter. I'll try and reply asap.

Katie, 179 Kingston Rd, Pt Pirie, SA 5540.

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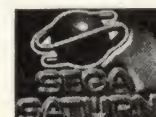
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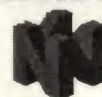
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