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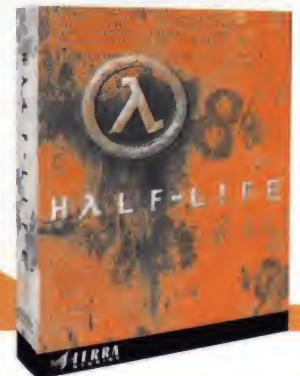
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EDITORIAL

Talk about a bonus, this issue is it. With the cover mounted Tekken 3 guide, and the Turok comic insert. You'd think it was our birthday or something with that sort of extravagant value, but that's actually next issue.



When we heard the "real" Lara Croft was coming out here, we thought it was time to share some images and info with you all. To me, the relationship between the financial success (or failure), and the improvements (or lack thereof) to the gameplay will be a really interesting way to gauge how fussy the mainstream gamers out there are becoming. Lara's always drawn the big bucks, but maybe the uneducated gamers out there who bought Tomb Raider as one of their first big gaming experiences will now be a little more demanding. I really hope that the new gamers of today are educating themselves pretty fast, as they're the ones that dictate what the upcoming titles are going to be geared for.

One day video gaming will be so widespread that young children will grow up and form opinions about good gameplay, which will hopefully keep all the publishers of the future very honest. I recently listened to a nine year old boy quite cynically comment on how pointless an aspect of Banjo Kazooie was... And I thought I was the cynic when it came to cuteness and platform games. He seemed to like the game despite his comments though.

There's some great games this issue, and with the Christmas season just around the corner, we're about to be swamped with what should be some mind blowing games... and of course the Japanese launch of the Dreamcast... November 20th... mark your calendars.

DAN

REGULARS

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Lara Croft model Nell McAndrew is coming to Australia, Neo-Geo Pocket, Shane Warne Cricket coming on PSX, the Final Fantasy VIII demo report, Quake toys, and more!



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The LX4 Tremor Controller Pak doesn't need batteries... making it the best value pak for any N64 gamer!



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The sequel to the most popular arcade racer of all time finally hits our arcades. Tim Levy takes her for a spin.



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Game of the Month

We review the "Ghosts and Goblins" of today. One of Sony's best in house titles to date!



LARA IS COMING!

Lara Croft devotees start salivating! It's confirmed that the "real" Lara Croft, 23-year-old model Nell McAndrew is coming to Australia to help promote Tomb Raider 3: Adventures of Lara Croft. Arriving on September the 27th, Lara will be here only until October the 4th, doing a whirlwind tour of the big cities. So who is Nell McAndrew? We did some necessary investigation (ahem) to find out more about the virtual Lara and the real Nell...

Hyper: How do you feel about representing a digital character?

Nell McAndrew: Very excited! Lara Croft is such a tough, sexy character - why wouldn't I want to be her? She's larger than life and I'm proud to think I've been chosen to play her part.

Hyper: How did you get the part of Lara Croft?

Nell McAndrew: I attended a casting session with a number of other models.

Hyper: Did you know anything about Lara and Tomb Raider before?

Nell McAndrew: Yes, I had actually played the game a little before the casting. I had also seen Lara Croft on the covers of lots of magazines.

Hyper: What's the best thing about being Lara Croft?

Nell McAndrew: Being Lara makes me feel powerful and confident, and the reaction I've had from people so far makes me feel really popular, even loved! It's a real pleasure to meet all the fans who support Lara - they're so dedicated to her!

If Nell plays her cards right, she may be in the running to play Lara Croft in the upcoming Tomb Raider movie! Then maybe those rumours about Demi Moore getting the part will go away... Ahhh!



VIRUS in WARGAMES

MGM Interactive were unlucky enough to stumble across a virus in their retail copies of WarGames. Whilst possibly only affecting North American boxed copies, it would be wise to pay heed if you bought the game here in Australia - just in case! Apparently, the virus is called Marburg and activates if you use the WarGames electronic registration process. This virus then lays dormant for an unspecified period of time until it decides to infect your harddrive. Marburg isn't terribly harmful, more annoying than anything, but it still may require you to re-install Windows and will need to be removed by a



specific program, as Marburg disables standard Virus checkers like McAfee. You can download the programs you need to remove the Marburg virus from Hyper's own website - www.hyperactive.com.au

FINAL FANTASY VIII - A Closer Look



weapon in town (and Squall's love interest), and Zell Dincht, a street dude keen to dish out a few knuckle sandwiches. You and your team are elite members of SEED, a military force who have been called in to protect a town square. However, Seifer is keen to investigate the nearby fighting and you stumble across a radar dish which has somehow opened a portal to another world. Monsters start appearing, and finally the radar sends out a message to this other world and a boss arrives to

against the creature, or your character can store it away for later use. This really adds another dimension to the game, as it essentially replaces the need for Materia, as well as adding more depth to the real-time combat.

When we saw our first summoning, Leviathan, in Final Fantasy VIII, our jaws literally fell open - and this was only at the beginning of the game, who knows what sort of sick summonings will be featured in the final game - this first taster was



With the Japanese release of Brave Fencer Musashi, an action/RPG from Square Japan, Japanese PlayStation gamers have been lucky enough to get their hands on a fully playable Final Fantasy VIII demo which is featured on an accompanying disc. Naturally, the HYPER crew got a copy of the demo as soon as it surfaced, so we had a chance to get a closer look at the inner-workings of Final Fantasy VIII and play through some of the game!!

With yet another stunning intro, the game begins with Squall Leonhart standing at the bow of a futuristic hovercraft, surging towards the shore of a strange land. These rendered sequences look fantastic, and Final Fantasy VIII is set to be even more cinematic and brilliantly realised than it's predecessor. Once you make it to dry land, your party reveals itself for the first time. Squall is your character, much like Cloud was in FFXVII, though there seems to be someone else in charge - Seifer Almasy, a grumpy warrior who argues with the rest of the team, yet you have to follow his orders. The other characters are Rinoa Heartilly a dark-haired girl with the funkier arm-mounted



take you out...

When the combat engine rears it's head for the first time in the form of an attack on troops from the Garvadian army, you get a real taste of the new combat system. When you enter the battle, Zell informs Squall that if you hit the R1 button as soon as your attack hits, it's possible for the Gunblade to do more damage. Cool. At first, you may not notice that much as changed, except for a few design tweaks with the menus at the bottom of the screen. However, the combat system has been totally revised to include a number of new tactics, most notably the Draw option. No, this doesn't mean Squall runs up, whips out a pencil and does a quick portrait of his opponents, but rather it's a move which "draws" the magic out of a selected creature. Whatever the magic is that you manage to leach from the monster, it can either be used instantly in return



quite special indeed. The Leviathan appears and summons a tall cliff from which a devastating gushing waterfall comes streaming down on top of your opponents - awesome to watch, and animated beautifully. When adventuring through the town, the party of three run around independently as opposed to merging with Squall, which may make it possible later in the game to switch lead characters.

All up, this was Final Fantasy VII on steroids and hopefully the western world will not have to wait a full year for the local release.

Competition Winners

Lucky, lucky winners. Go buy a lottery ticket!!

WWF WARZONE

Lachlan Thompson, NSW
David Carter, WA
Kellie Lane, SA
Peter McVey, SA

VIGILANTE 8

Neil Wickman, NSW
Ben Quax, Vic
A. Johnson, Tas
Mathew Peace, Qld
Mitchell Kalpakoff, WA

GHOST IN THE SHELL

Georgia Blair, WA
Bob McEwan, NSW
R. Willcox, Tas
Daniel Schmidt, NSW
Niwat Phoonasee, WA

FREESPACE

Liam Hosmer, Qld
Tony Ianni, NSW
Pat Herford, WA
Jos Van De Laar, NZ
James Cottee, NSW

QUAKE TOYS!

Think you're too cool to play with action figures? Think again. An independant toy manufacturer in the United States has been busy making action figures based on computer and video game characters. ReSaurus are the makers of such toys as Duke Nukem and Crash Bandicoot, and they now have plans to release a Quake 2 action figure line. These aren't your regular Toys 'R Us figures though, as they are only available at certain independent hobbist stores, and they could be almost impossible to track down here in Australia. However, they are proving pretty darn popular in the USA, so you never know where you might come across one of these scary-looking Ken and Barbies of the Nineties! The Quake 2 line-up will feature both male and female marines with pack-in accessories like the Rail Gun, Super Shotgun, Quad and even some lesser monsters like the Parasite! In the Duke Nukem range, it's even possible to buy the Pig Cop and Overlord! If you're really keen to see if you can order these online, check out <http://www.resaurus.com/> for details, but ordering online is at your own risk...



Here's a prototype design for how the final quake 2 toys may look...

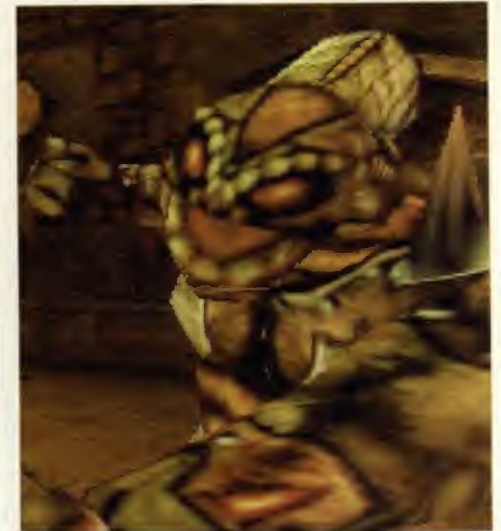
DARK REIGN 2

Activision have finally officially announced the sequel to Dark Reign - Dark Reign 2! Wasn't hard to figure out the title of that one, eh. Coming in 1999, Dark Reign 2 takes place before the events in the original game, so in effect it is a prequel. The brand-spanking new 3D accelerated engine, will allow the gamer to go from watching the gameplay in the classic top-down perspective to zooming right in to the action as if you were standing amongst your troops. The game is still going to be hardcore strategy, but with this new feature it will be the most immersive strategy experience yet. Pandemic are the new developers of Dark Reign 2, Aussie developers Auran dipping out on the prequel. This is one strategy game we can't wait to see in action!



Dreamcast Unreal?

Sources within the games industry are reporting that certain developers have the Unreal engine up and running on the Sega Dreamcast! Because of the machine's pure grunt, and the Power VR based chip inside this baby, it makes perfect sense that games using the Unreal engine will appear on the Sega console. Hopefully, the first of those will be the stunning Unreal from Epic



MegaGames. Other games which could possibly make it to the Dreamcast using the Unreal engine are pearls like Duke Nukem Forever, X-COM: Alliance and Klingon Honor Guard. It's quite likely that these would be perfect ports too, running as nicely as the games do on a Pentium II processor. The Dreamcast just got all the more exciting...

Charts

Charts kindly supplied by Hitech World

PC

1. Final Fantasy VII
2. Mech Commander
3. Swat 2
4. Special Ops - Ranger Assault
5. X-Files - the Game
6. Army Men
7. Forsaken
8. Might & Magic VI
9. Unreal
10. Starcraft

PLAYSTATION

1. Colin McRae Rally
2. Point Blank
3. Gran Turismo
4. Oddworld
5. Dead or Alive
6. Resident Evil 2
7. Premier Manager '98
8. Amored Core
9. Final Fantasy VII
10. Need for Speed 3

NINTENDO 64

1. Banjo Kazooie
2. 1080 Snowboarding
3. FIFA World Cup Soccer '98
4. Goldeneye 007
5. Forsaken
6. NBA Courtside
7. WCW vs Nitro
8. Yoshi's Story
9. GT Racing
10. Wetrix

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Neo-Geo Pocket

SNK, makers of the popular cult console, the Neo-Geo (the home platform of choice for arcade perfect ports of fighting games such as Samurai Shodown and Fatal Fury) have turned their attention to a hand-held gaming device which will be launched in Japan in October.

Called the Neo-Geo Pocket, it's certainly nothing to sniff at. Here are the specs...

- 16-bit CPU (as much as the SNES and Megadrive!)
- 160x152 dot LCD monitor
- Internal memory storage
- 16kb RAM

The LCD monitor is only greyscale, but the

Pocket has a variety of funky features to make up for this. Running on two AA batteries, you get about two hours of play out of the Pocket, which also displays a world clock, calendar and has a socket for link-up play and headphones.

Eight games are currently planned for the launch, including the Pocket Fighter Series: King of Fighters R-1, Neo Geo Cup '98, Neo Geo Tennis, Baseball Stars and a variety of weird Japanese tamagotchi-style games. There is no word yet on whether the Neo Geo Pocket will be available in Australian stores, but we'll keep our ear to the ground.

Bowling, Warnie!



Coming to a PC and PlayStation near you this summer - Shane Warne Cricket! Hugely popular on the Sega Megadrive all those years ago, Shane Warne cricket spawned forth from Brian Lara Cricket and now it's been updated with a gorgeous new 3D engine for Cricket fans the world round to rejoice over. Codemasters are the team behind this one, and after their success with TOCA Touring Car Championship and Colin McRae Rally, hopes are high for Brian Lara Cricket to be the Cricket simulation gamers have always dreamt about.



The magical word here is multiplayer, the PC version will support network play, whereas it is most likely the PlayStation game will have a two player mode. All the players are motion captured and there will be commentary from Geoff Boycott and Johnathan Agnew. Full preview soon.

overflow

Making news recently, was a comment from Police Commissioner Ryan regarding videogame arcades. Apparently, arcades attract so much crime, that Ryan was quoted as saying they would "shut them down" if necessary. Cripes...

There have been very cool rumblings that LucasArts have licensed the Unreal engine for the development of Dark Forces 3: Jedi Master! Now that's a game we want, like, NOW!! Unfortunately, it is most likely a bad rumour, as LucasArts currently only have plans to make games for the upcoming prequels and they rarely use a game engine which has not been developed in-house...

Premier Quake player Thresh was recently thrashed, so to speak, by a bunch of Swedish Quake players - Clan 9 - who well and truly out-played Thresh and his Death Row Clan at a series of clan matches. The Americans did a little better in the one-on-one matches, but Thresh has certainly had his crown knocked off his head...

Nintendo 64 owners, rev your engines. Activision have decided to port Vigilante 8 over to the 64-bit console, now that the game has been selling well on the PlayStation. There are no details yet on what may features may change or a release date, but it is happening...

As far as PlayStation is concerned, word has surfaced that the popular You Don't Know Jack quizshow game is being developed for the Sony console. Dual-Shock support will be available (although we can't imagine why), and big four-player action will be the main aim. A release date has not been set.

Although we didn't have Sin, the first-person shooter for PC, for review this issue, Activision have already announced an add-on pack! Developer 2015 have been given the job of creating 13 new levels, a bunch of funky new weapons and new enemies to blast away. Activision must be pretty confident that Sin is going to rock da house - this add-on pack is already on release sheets!

The classic videogame, Paperboy, once a favourite on the Commodore-64 and in some arcades, is getting souped-up for release on the Nintendo 64 with a brand-new 3D engine. Paperboy 64 should have exactly the same classic gameplay as the original - sitting on your pushbike, you have to deliver newspapers down a neighbourhood street before the time runs out, avoiding all the crazy obstacles on your way. Should be fun!

"Iguana... have included everything a wrestling fan could ever dream of"

- N64 Gamer



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GAME BOY

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NINTENDO 64 and F



WIN WIN WIN



MISSION IMPOSSIBLE

Your mission should you choose to accept it, is to win one of five copies of Mission Impossible we have to give away from the overly generous folks at Roadshow Interactive. This Nintendo 64 cart is bursting with intriguing puzzles and sure-fire spy gameplay, so you don't have to be a fan of the movie to appreciate it. To be in with a chance to slam this into your Nintendo 64, just pick your brain over this one...

Who played Ethan in the movie?

Whack your answer on the back of an envelope and post it to: Impossible To Win, HYPER, 78 Renwick St, Redfern, NSW 2016.

MEDIEVIL

The coolest undead videogame character ever! Sir Daniel Fortesque, the one-eyed skeleton hero of MediEvil can be yours for one low, low price! In fact, how about for free! Yes that's right, Sony Computer Entertainment Australia have graciously offered us five copies of MediEvil to give to the grovelling readers of HYPER. To score one of these excellent PlayStation games, just answer us this...

Name one other famous Dan.

Put your answer on the back of an envelope and send it to: Dan's a Dead Man, HYPER, 78 Renwick St, Redfern, NSW 2016. Absolutely icebox.



WIN WIN WIN



KROSSFIRE!

KKND 2: Krossfire has come storming into the strategy scene thanks to Aussie game developers, Beam Software. Scoring a big 89 in our last issue, it's a gorgeous looking carnage fest which even comes with a game editor so you can make your own funky campaigns and challenge your friends! The heavens have opened and ten glorious copies of KKND 2 for PC have landed in the Hyper courtyard (actually it's all thanks to the awesome crew at Roadshow), so to get in with a chance to win, answer this question...

What does KKND stand for?

Put your clever answer, or stupid answer for that matter, on the back of an envelope and post it to: **Beam me up, HYPER, 78 Renwick St, Redfern, NSW 2016.**



DR. KATZ

He's a professional therapist, who is in desperate need of professional help himself - Dr. Katz, the latest late-night SBS cartoon craze. If you haven't watched the show yet, you can just enter this comp and we'll send you one of ten videos so you can catch up on everything you've been missing out on! That's right, answer this question correctly and you can win a Dr. Katz video thanks to Roadshow.

What sort of Doctor is Dr. Katz?

Write your answer on the back of an envelope and post it to: **Doctor's in the House, HYPER, 78 Renwick St, Redfern, NSW 2016.**





Tomb Raider 3

PC/PLAYSTATION

AVAILABLE: NOVEMBER
CATEGORY: ACTION/ADVENTURE
PLAYERS: 1
PUBLISHER: EIDOS

wow-o-meter

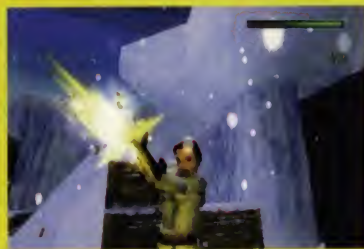
As we speak, Lara Croft the idol of millions, is strapping on her thigh-holsters and polishing up her pistols for a third and possibly final adventure. As the game nears its release, we though we'd take a one big final look at how things are shaping up for number three in the series.

Sub-titled, *Adventures of Lara Croft*, *Tomb Raider 3* isn't going to knock anyone down with any great new enhancements or features - Eidos themselves would have to admit that this is more a case of new levels and general tweaking. Is it enough to get even die-hard fans of the series to want to go exploring with Lara again? Maybe. There seems to be something irresistible about Lara Croft, and there are probably millions of gamers who will play *Tomb Raider 3* just to see Lara in her new outfits. Those after a fun gaming experience will be pleased to know, though, that *Adventures of Lara Croft* promises to be possibly the sweetest incarnation of *Tomb Raider* yet, with a faster game engine, prettier graphics,



look sharper and smoother and there will be Dual-Shock support so you can feel all of Lara's vibrations (heh). For both the PC and PSX versions, the loading times should be improved, the animation a bit faster and a new in-game save feature has been implemented with Easy and Difficult options.

The environments have been enhanced and beautified for greater atmosphere and general eye-candy too.

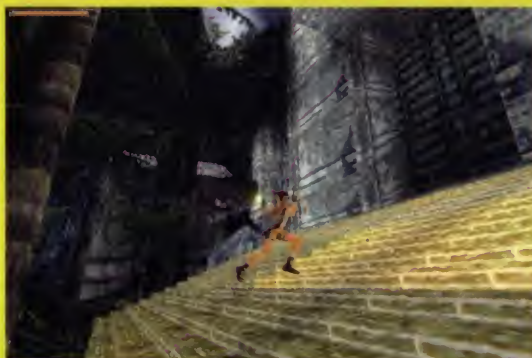


a few new moves for Lara and a better balance between gun-toting action and non-linear exploring and puzzle solving.

SPECIAL EFFECTS

So what have Core (*Tomb Raider's* development team) been brave enough to change with *Tomb Raider 3* without messing with the successful formula? Well, there's no harm in improving the visuals, and that's exactly what they've done. Firstly, on the PlayStation, *Tomb Raider 3* will be in a higher resolution than the previous TR games, making all the environments and Lara herself

Prettier water effects like rippling, reflection and transparencies and better dynamic lighting as well as coloured lighting should have a few jaws dropping. The landscape system which is used to create the environments in the game has been improved to display smoother surfaces and structures such as domed ceilings, archways and organic surfaces like rocky floors. Nice touches like leaves blowing in the wind, footprints in snow, shafts of light, fog, mist and a variety of weather effects will also help create a more immersive game world. There are also some new vehicles for Lara to ride, from a mine cart to a canoe and an underwater propul-



or-other in your way? Lara can now simply knock it down!

As well as these new features, some of Lara's old moves have been tweaked too, such as her throw move becoming an underarm lob, and her 180 degree spin being simplified into a standard roll.

Now that Lara has all these new funky moves, who is she going to use them against? Well as you would expect, the enemy AI has been improved also, allowing enemies to run for cover and use more sophisticated combat tactics to take you down. In some instances, Lara will be able to sneak past an unsuspecting enemy and use her new duck move to get cover during a fire-fight ala Time Crisis! In terms of the number of enemies in the game, it's been promised that there will be more opponents than both Tomb Raider 1 and 2 combined.

Tomb Raider 3 will consist of five different adventures, and after the first scenario has been completed, you will be allowed to play the remaining levels in any order you choose with the fifth and final level only unlocking once the other scenarios have been completed. The story this time revolves around the search for four missing artefacts, with Lara beginning the game in India, looking for the reportedly magical item... all will be revealed when Tomb Raider 3: Adventures of Lara Croft is released in November.

EF

sion device. As far as weapons are concerned, you will all be happy to know that Lara can finally get her hands on some truly beefy weaponry. We're talking rocket launcher folks. Not only that, but a grenade launcher and a... desert eagle?! We'll have to wait and see...

FANCY FOOTWORK

Thanks to a bunch of new moves in Tomb Raider 3, Lara will soon be able to do just about anything bar the macarena. In addition to all her regular moves from Tomb Raider 2, the gameplay will be enhanced with the following new techniques...

The Dash - Lara can now dash forward briefly to help avoid deadly traps, and a dive move can be added to the end of the dash to really help her escape harm.

The Duck - something flying at her pretty face? Duck!

The Crawl - once in the crouching position, Lara can crawl back and forth to explore cramped areas.

The Monkey Swing - much like playing on monkey bars, Lara now has the ability to jump and catch something and then swing from arm to arm.

The Rope Swing - once holding on to a rope, Lara can swing back and forth until she's ready to let go.

The Frustrated Lara - instead of simply saying "No", Lara will now grab a door handle and grapple with it in frustration if it's locked!

The Swimming Strafe - now you can strafe from side to side whilst swimming.

The Push and Shove - flimsy looking something-





Body Harvest

NINTENDO 64

AVAILABLE: NOVEMBER
CATEGORY: ACTION
PLAYERS: 1
PUBLISHER: GREMLIN

wow-o-meter

Aliens invading the Earth. Not an entirely original concept, but sometimes it can be done so well, that you truly get absorbed... Body Harvest was one of the first games announced for the Nintendo 64, and now finally it's almost ready for release. Why the long development period? Well, possibly because Body Harvest is such a fantastic

mixture of genres. Action, adventure, puzzler, shoot 'em up - it's all here. Your character is a futuristic time-traveller, and one of the last remaining humans thanks to an alien race eating most of the human race. He travels back in time to try and prevent the aliens from achieving their evil deed, which means you get to play through a variety of time periods. When adventuring on foot, your character can examine every object in the environment and interact with it. He can also hop into any vehicle he sees and take it for a spin, with big arachnoid mech aliens on his tail. The variety of gameplay on offer here makes Body Harvest one of the most promising N64 games on the horizon. There's some sweet action here, and we can't wait to taste some of it. **EF**



NBA Jam '99

NINTENDO 64

AVAILABLE: OCTOBER
CATEGORY: SPORT
PLAYERS: 1-4
PUBLISHER: ACCLAIM

wow-o-meter

All 29 NBA teams, over 300 players, total team management including player drafting, trading, signing and salaries and five different mode of play is making NBA Jam '99 look like a pretty hot release. Though the NBA Jam series has moved away from the arcade-style 2-

on-2 frenzy we all grew to love to more of a sim, involving 5-men teams and real-life players' skills and attributes, this is still a basketball fan's dream... Acclaim have really packed this one to the brim with features, stats and fixed it up with a good 3D engine to boot. Team creation allows you to specify your team's playing style and you can now call plays during gameplay for ultra realism.

Each player in the game is an exact representation of their real-life counterpart, from facial textures to their height, and even signature moves. Like WWF Warzone, there's a funky player creation option here also, so you can star yourself in the team of choice, and lead them to a string of heroic victories! Either that or get Scottie Pippen to do it for you. **EF**



Microsoft

I DEPLOYED MY GUYS USING THE TRANSPARENT MAP.

I TOLD MY GUYS TO ATTACK FROM BOTH FLANKS.

I KNOW WHERE THE TECH UPGRADE SECTOR IS.

I KNOW WHERE TO PLACE MY HOST STATION.

I KNOW WHERE THE POWER STATIONS ARE.

SO WHY AM I STILL DEAD?

I SAW A MYKONIAN CUBOID FORMATION.

I'M BEING SMART ABOUT MY MOVES.

I KNOW WHICH SECTORS ARE SECURE.



Use your map to deploy your troops and jump into any of 15 different types of vehicles.



Create your squadrons and set their level of aggressiveness to defend, attack, or raid.



Battle 5 unique alien and human enemy races.



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Aliens Vs Predator

PC

AVAILABLE: EARLY 1999
CATEGORY: FIRST PERSON SHOOTER
PLAYERS: 1-MULTI
PUBLISHER: FOX INTERACTIVE

wow-o-meter

It's a great concept which has appeared as a scrolling beat 'em up in the arcades and on a few consoles, but finally the Aliens Vs Predator series is making its debut as a first-person action game! Choose to play as either a Xenomorph, Predator or Colonist and then see how long you can survive! The gameplay and visuals look simply stunning, with Aliens able to cling to walls and ceilings, Predators able to enable cloaking devices and Colonists able to fry them both with stupidly big flame-throwers. Yes! If Fox Interactive get this one right, it could be the multiplayer game to beat all current multiplayer games. This one was shown at E3, and the crowd's response was most impressive, though development of the game is only just getting into gear. As far as the single-player game goes, the most appealing feature is the ability to revisit any level in the game at any time, which will obviously be necessary with some of the puzzles. This true non-linear approach should really make you feel as if you're adventuring through a big infested space station, not a computer game. Bring it on!

EF



The Settlers III

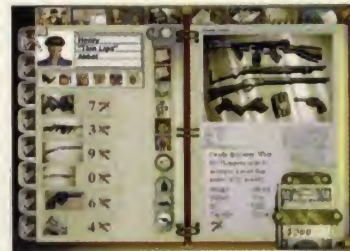
PC

AVAILABLE: NOV/DEC
CATEGORY: SIM
PLAYERS: 1-20
PUBLISHER: BLUE BYTE

wow-o-meter

Settlers is back! Essentially a God Sim, Settlers III has a little bit of everything, from strategy and combat to resource management and general sim duties - all with an incredible amount of detail and humour. You can play either the Egyptian, Roman or Asian campaigns and attempt to maintain their economy and growth until they're strong enough in a certain area to go out and conquer other whole civilisations. Each race is unique in a variety of ways, from their clothes and skills to their professions and tactics. The multiplayer game will support up to 20 players at once for some seriously challenging - and funny - games.

EF



Gangsters

PC

AVAILABLE: TBA
CATEGORY: STRATEGY
PLAYERS: 1-MULTI
PUBLISHER: EIDOS

wow-o-meter

Here's your chance to be the boss. Gangsters is set to enter territory Grand Theft Auto steered clear of, so it'll be interesting to see how this one goes with the censors. The aim is to run a mafia crime syndicate, make lots of money and... er... "whack" anyone who gets in your way. You control each gangster individually, and can view what's happening around town from either a map-like menu or a street-level camera. The game had definite similarities with Syndicate, yet with a few more sim-like functions. There certainly seems to be a lot of fun stashed away here, so let's hope Eidos don't rush this one out before it's ready...

EF



Odds of landing this move: 10 to 1.

Odds of fathering children afterwards: 1,000,000 to 1.



MOTOCROSS MADNESS™

Start the madness at www.microsoft.com/games/motocross

Sick stunts and even sicker crashes. 16 get-some-serious-air stunts, like the outrageous Heel Clicker and insane Nac-Nac. Loads of notify-your-next-of-kin wipeouts. Either way you land it, you're a crowd favourite.

What makes a phat ride? Physics. Separate physics models for rider and bike mean you can pull wheelies out of the gate, dive into hairpin turns, and showboat during your Big Kahuna stunt (as if the Big Kahuna ain't showboating enough).

Choose a track. Or not. Over 30 tracks, including Supercross, Nationals, Baja, and the dreaded Stunt Quarry, plus off-track terrain that's so hairy you may find yourself saying, "Track? What track?"

Boredom is a four-letter word. You'll constantly admire the mind-messingly photorealistic environment, whether you're face-down in the dirt or 20 feet in the air. And keep it all fresh with a built-in track editor and 8-person multiplayer capability.

Motorcross madness goes off with the Microsoft Sidewinder Freestyle Pro.



Motorcross Madness™ requires a 3-D card.

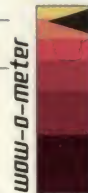
Microsoft



European Air War

PC

AVAILABLE: DECEMBER
CATEGORY: COMBAT SIM
PLAYERS: 1-MULTI
PUBLISHER: MICROPROSE



Like the thought of a World War II air combat sim which has missions involving 256 planes in the air at once? We do too. And it's not like the game is ugly as a result either - European Air War is one of the sexiest looking WW2 combat games to come our way in a long, long time. Just take a moment to dribble profusely over these in-game screen shots! Wispy realistic cloud cover, stupidly detailed terrain, gleaming shell casings spewing out the back of machine-guns, and a fully functioning cockpit.



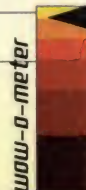
Flying in the career mode, you can play through campaigns and earn yourself the right to lead the squadron in future missions. Officially the sequel to 1942: Pacific Air War, European Air War gives you the opportunity to pilot 20 different aircrafts and indulge in co-operative play and dogfighting via direct connection, modem and network. Missions will also be strung together with newsreels featuring actual historical footage to really put you in the mood. Can't wait to take this one for a joyride. **EF**



Heavy Gear 2

PC

AVAILABLE: NOVEMBER
CATEGORY: MECH SIM
PLAYERS: 1-MULTI
PUBLISHER: ACTIVISION



Heavy Gear hit the shelves around the same time as Quake 2 and consequently suffered as a result, not really taking off the way a follow-up to Mechwarrior 2 really should have. In the development of Heavy Gear 2, the Heavy Gear engine has been scrapped for an all-new 3D engine called the Dark Side. From all reports, this new engine far surpasses the original, and should help elevate Heavy Gear 2 into the realm of killer titles. The environments are all the more detailed and the animation all the more realistic and smooth. The Mechs now have the ability to lie flat on the ground as well as crouch, plus terrain will play a greater part in fire fights. If moving your Mech through water, you'll find your speed decreases as you fight the moving currents, and the opponent AI will be advanced to the point where they will duck for cover and retreat for reinforcements. There will also be more times when you find yourself outside your Mech, struggling to stay alive on foot. At your fingertips there will also be a whole new array of combat commands to give to your squad, making combat even more tactical than before, allowing you to flank, ambush and divert the enemy to achieve your mission goals. Heavy Gear 2 is looking quite deadly indeed. **EF**



Streak

PLAYSTATION

AVAILABLE: NOVEMBER
CATEGORY: ACTION
PLAYERS: 1-2
PUBLISHER: SINGLE TRAC

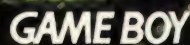
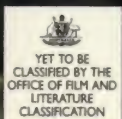


For some reason, in the future, the skateboard wheel industry has gone out of business... because these boarding games never seem to let you actually ride a real skateboard! Created by the Jet Moto team, Streak is a hoverboard racing game involving a bunch of streakers (no they don't race nude, that's just their futuristic name) who hurtle around a bunch of crazy environments to see not only who can cross the finish line first, but who can perform sick aerial manoeuvres in the process. Choose between twelve of these streakers, all with their own unique personalities and voice samples and try your hand at around twelve different 3D tracks full of huge jumps, half-pipes and even moving traffic and obstacles. There are a number of different modes, such as practice, championship and rally, plus a split-screen option for gamers



wanting to go head-to-head.

At this stage, the character design and animation is great, and the sensation of racing the hoverboards feels good - the controls are responsive and smooth. The tracks are all quite varied, and there should be enough here to keep you coming back, with some levels featuring some inspired design. The physics feel quite good, and Streak is certainly a notch above some of the other boarding games on the market. It seems SingleTrac are taking their Jet Moto experiences and using them to create a better racing game. We'll take a closer look when we get a finished version.



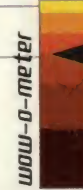
THE SECOND COMING
OCTOBER, 1998 A.D.



Test Drive 5

PLAYSTATION/PC

AVAILABLE: OCTOBER/NOVEMBER
 CATEGORY: RACING
 PLAYERS: 1-2 (1-6 ON PC)
 PUBLISHER: ACCOLADE



It seems the world just can't get enough of the Test Drive series, otherwise Accolade would just stop making these games, er... right? In the next few months we can

expect to lay our hands on number five in the series, tweaked and improved and ready to race. Test Drive 5 should be the first game in the series to feature ultra-High Res graphics, for even more detailed cars and environments. Not only the look of the tracks has changed, but Accolade have intergrated a more interesting track design which allows you to take shortcuts and go off-road. All up we can expect 17 big tracks, and 28 hot cars to experiment with, including the '69 Chevrolet Corvette and a '68 Ford Mustang. Whilst you're burning around in these classic cars, you'll be listening to music by bands such as Fear Factory and Pitchshifter, so there should be plenty of inspiration here for some totally reckless driving!

An exciting new feature is the Cop Chase mode, where you actually get to be the cop and it's your job to pull over all the speeding hoons on the motorway! A nice twist. A number of real-world locations are featured in the game, along with our very own Sydney, Australia! Test Drive 5 will also feature varying weather effects and nighttime driving. Should be pretty cool, folks.... **EF**



Knockout Kings

PLAYSTATION/PC

AVAILABLE: NOVEMBER
 CATEGORY: BOXING
 PLAYERS: 1-2
 PUBLISHER: EA SPORTS



Fly like a butterfly and sting like a bee! There's been a bit of a drought on the consoles for boxing game fans, but EA Sports are keen to change all that with their upcoming Knockout Kings. The game will be loaded

with 38 real-life boxers, from the great Muhammad Ali to Sugar Ray Leonard and Evander Holyfield. Either get slugging straight away in the exhibition mode, or go through the gruelling task of an entire career mode, featuring lightweight, middleweight and heavyweight divisions. EA Sports are well known for their high production values, and you can expect some top commentary from some of the sport's most experienced commentators, as well as all the usual player stats. If you box well, you'll even go on to duke it out at Madison Square Garden.

The boxers moves have been motion captured for true-to-life realism by the one and only Oscar De La Hoya, Sugar Ray and Shane Mosley - all three contributing hundreds of unique boxing moves for use by the gamer in the actual game. We're looking forward to seeing this one in it's gloved glory... **EF**



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- Bomb, electrocute, nuke and teleport into your enemy's base to achieve victory
- Unlock the hidden Giant Ant missions
- 12 new solo play units, with seven also available in multiplayer
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- Save battles in progress to your memory card
- Command your forces with the game controller or mouse



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Westwood
STUDIOS





O.D.T.

PLAYSTATION/
NINTENDO 64/PC

AVAILABLE: OCTOBER/NOVEMBER
CATEGORY: ACTION
PLAYERS: 1 (1-4 ON PC)
PUBLISHER: PSYGNOSIS

O.D.T. is Psygnosis' next big multi-platform game, but what the hell does O.D.T. stand for? Orange Donut Tray? Original Disco Twist? Well it's actually something a bit more sinister than our suggestions, O.D.T. stands for "Or Die Trying". Yep, this is one dark, creepy, fun-packed third-person action game in the tradition of *Fade To Black*.

Your ship has crash-landed during a mission to capture a magical pearl which has the ability to help save your homeworld. Unfortunately, now you're up to your neck in mutant aliens who are not only after the pearl, but they're out to get you too. Your crew consists of four characters, and you get to choose which "class" you'd like to play the game with - the beefy dude, the agile girl, the mystical spell-caster, or the mysterious loner. The action is viewed from the now-famous *Tomb Raider* style third-person perspective, but the camera angles seem a little more dynamic and zoom all around the joint giving you the best angle on the action. Though the graphics pack quite a punch, with fantastic animations and complex level design, the game flows seamless from the FMV scenes to the actual gameplay, making loading times almost non-existent - yay for Psygnosis! The guts of the game promise that O.D.T. will provide far more variety in gameplay than most other third-person games on the market. There's action, adventure, puzzles, fighting and a killer story to boot, the PC version also supports a four-player game. Looking good...

wow-o-meter



Eliminator

PLAYSTATION

AVAILABLE: OCTOBER
CATEGORY: ACTION
PLAYERS: 1
PUBLISHER: PSYGNOSIS

wow-o-meter

In the vein of *Tunnel B-1* and *Shadowmaster* comes a new vehicle-based 3D shooter from Psygnosis - *Eliminator*. With maze-like level design, and rocket-fast gameplay, *Eliminator* looks like a winner for gamers who love their shooters fast and frantic. Your craft glides just above the ground and comes equipped with two weapons which can be upgraded as you shred through your enemies. There's also a cool flip manoeuvre which allows you to quickly race off in another direction if the opposition is posing a bit of a threat. The design of the game is in a futuristic mech style, and all the animation is fast and smooth. We'll review this one next issue, hopefully.

EF



Alien Resurrection

PLAYSTATION/PC

AVAILABLE: TBA
CATEGORY: ACTION
PLAYERS: 1
PUBLISHER: FOX INTERACTIVE

wow-o-meter

Those dang Xenomorphs are everywhere! Though the film departed our shores many months ago, here comes the videogame version of *Alien Resurrection*. We all know the gripping atmosphere the *Alien* series is able to create, so you can be guaranteed that this third-person action game will have it's fair share of thrills and spills. If you remember the film correctly, you're on a space-ship which is automatically returning to Earth packed to the brim with aliens and it's up to you to stay alive, and figure out how to put a stop to the potential disaster you're faced with. Expect loads of cool weaponry, and tons of aliens to blow into chunks...

EF

UPCOMING RELEASES

The complete guide as to what's coming out over the next couple of months here in Australia

★ Hot stuff on the way...

PC

OCTOBER

Actua Soccer 3
 Alien Intelligence
 Apache Havoc
 Australian Cricket Captain
 Blood 2: Chosen ★
 Boss Rally
 Buggy
 Centipede
 Creed
 Crime Killer
 Daikatana ★
 Delta Force
 European Air War
 Extreme Warfare
 Fallout 2 ★
 Fighter Pilot
 Forbidden City
 Gangsters
 Global Domination
 Grim Fandango ★
 Half Life ★
 Magic and Mayhem
 Moto Racer 2 ★
 NBA Live '99
 Nightlong
 O.D.T.
 People's General
 Pro 18: The World Open
 Revenant ★
 Rogue Squadron
 The Ring
 Riverworld
 Screamer Sports Car Racing
 Sim City 3000
 Sonic R

Speed Tribes
 Starsiege Tribes
 Superbike World Championship
 Tonic Trouble
 War of the Worlds

NOVEMBER

Alpha Centauri
 Carmageddon 2 ★
 Dark Vengeance
 Dead Ball Zone
 Earthworm Jim 3
 Expendable
 Falcon 4
 FIFA '99 ★
 Fighting Steel
 Heavy Gear 2 ★
 Hired Guns
 Kings Quest 8
 Monkey Hero
 Mordor 2
 NFL Blitz
 NHL Hockey
 Oddworld: Abe's Exoddus ★
 Populous - In the Beginning
 Powerslide ★
 Premier Manager '99
 Rayman 2
 Real Feel Golf
 Rivals Ultimate Racing
 Ruud Gullit Striker
 Saga Rage of the Vikings
 Settlers 3
 Sin Mission Pack 1
 SU-27 Flanker V2
 Tiberian Sun
 Tomb Raider 3 ★
 Viva Football
 VR Football
 War Hammer: Chaos Gate



WCW Nitro
 Wired
 World War II Fighters

PlayStation

OCTOBER

Actua Soccer 3
 Baby Universe
 Big Air
 Blaze and Blade
 Buggy
 Eliminator
 Knockout Kings
 Legend
 Master of Monsters
 Medieval ★
 Megaman Legends
 Megaman X4
 Monkey Hero
 NBA Live '99
 NFL Extreme
 O.D.T.
 Pocket Fighter
 Premier Manager '99
 R-Types
 Small Soldiers

Spyro ★
 Test Drive 5
 Test Drive Off Road 2
 Thrill Kill
 Wild Arms
 Zero Divide 2

NOVEMBER

AFL '99
 Blasto
 Brunswick Bowling
 Bust A Groove
 Carmageddon 2
 Castrol Honda Superbikes
 Clock Tower 2
 Colony Wars Vengeance ★
 Expendable
 FIFA '99
 Global Domination
 Lemmings
 Libero Grande
 NHL Hockey
 Oddworld: Abe's Exoddus ★
 Pro 18 The World Open
 Psybadek
 Rayman 2
 Rogue Trip
 Rug Rats

Ruud Gullit Striker
 Streak
 Tiger Woods '99
 Tiny Tank
 Tomb Raider 3 ★
 Viva Football
 Wing Over 2
 Wired

N64

OCTOBER

G.A.S.P
 Madden NFL '99
 Nascar '99
 NFL Blitz
 Tonic Trouble

NOVEMBER

Body Harvest ★
 Carmageddon 2
 Holy Magic Century
 NBA Live '99
 NHL Hockey '99
 Rayman 2
 WCW Revenge
 Wipeout 64 ★



M.S.E Race Car



N64, PSX, AND PC

Type: Steering wheel mount
Distributor: B.Crimmins (07) 5498 6700
RRP: \$350

Now there are some specialist peripherals, but this piece of "hardware" takes the cake. Some would say that only the true racing enthusiast goes out and buys a racing wheel and foot pedals to go with their N64 or PlayStation, but this takes it to the nth degree.

The M.S.E (Motorsport Simulation Equipment) Race Cars are for the virtual petrolhead that wants to make the whole experience as realistic as they possibly can. There are merits to the whole concept. For starters you sit in the M.S.E, which places the wheel at the sort of spot it should be, and holds it securely, rather than have you hunch over a coffee table, or have it wobble around in your lap.

To ensure that its a comfy experience for everyone, the M.S.E is adjustable to suit the players needs. To go yet another step further into the realms of "tailor made" there is a choice of

colours and stickers, which will no doubt come in handy for mums who choose to store their kids in these units and want to identify with just a sidelong glance.

A few people claim to have actually played better in one of these things, which whilst that may sound funny, is quite possible considering how much more natural it feels to steer in this position.

What's the catch? The \$350 price tag, which

basically limits it to either the very rich, or the racing game nut who is prepared to live in this thing rather than pay rent. And despite these photos, we suspect the M.S.E. is not an effective chick magnet.

Compared to the other units we've seen though, this looks like a much more "fully blown" experience than the others. We will look at more of these steering wheel mounts in the coming issues.

DT

LX4 Tremor Controller Pak

NINTENDO 64

Type: Rumble Pak
Distributor: HES
RRP: \$29.95

Now heres something that should interest every N64 owner. Gamester have produced a Rumble Pak. Okay, that's nothing new, however, what is new is that it doesn't require batteries. There are cheaper Rumble Paks on the market, but if you are planning on using the Pak with any regularity, then you are going to end up going through quite a few batteries as time goes on. This is the cheapest long term solution as a result.

This prompts a question immediately Why have existing Rumble Paks used batteries up till now? No doubt this Pak will cause a wave of new no-batteries-required Rumble Paks to come out in the months to come.

As a Rumble Pak, the LX4 Tremor pak is strong enough, but there seems a slight lack in degrees of subtlety, making it a bit of an "Off or on" effect. It is doubtful that this is due to the no-batteries issue, and we imagine that other companies will soon bring out a pak that is very sensitive, and also doubles as a memory pak as well.

Till then, the LX4 Tremor Pak will remain our No.1 recommendation for a good value Nintendo 64 Rumble Pak clone.

DT



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ATI All-In-Wonder PRO 8mb AGP

PC

Type: 2D/3D Video card

Distributor: Ged computers

RRP: \$760 (Special Ged price)

ATI's latest video card based on their RagePro chipset is the All-In-Wonder-Pro. Coming in 4mb and 8mb AGP configurations complete with TV tuner, AV in and AV out, the All-In-Wonder-Pro is, at first glance, a very promising card. Installation is relatively easy and requires only the confidence to open up your computer case. For an AGP card it is quite lengthy so it might be wise to check whether your case and motherboard design will properly accommodate it before purchase. Booting into Windows 98 the card was immediately detected although the drivers supplied on CD-Rom with the card were out of date and a quick visit to ATI's web site was necessary to obtain full functionality from the latest drivers (6mb download).

Moving straight to the gaming performance it seems that the All-in-Wonder-Pro offers gamers very little. Not seeming to have learnt from the lessons of the Xpert series, ATI's "premiere" chipset is seriously lacking and yet is found in a great many pre-packaged home systems. Direct3D image quality is lacking in several departments and frame rates are a good 20% below those of the RIVA128.

When testing with Forsaken on an overclocked 290mhz Pentium2 (3.5x83) with 128mb RAM, a 4mb Riva128 averaged 55fps, a Voodoo1 just under 60fps, and the ATI way behind at 42fps. People often criticise the image quality of the Riva128 but compared to the All-In-Wonder-Pro it is outstanding. Like the Riva128 the OpenGL support necessary for Quake I/II (and shortly Unreal)

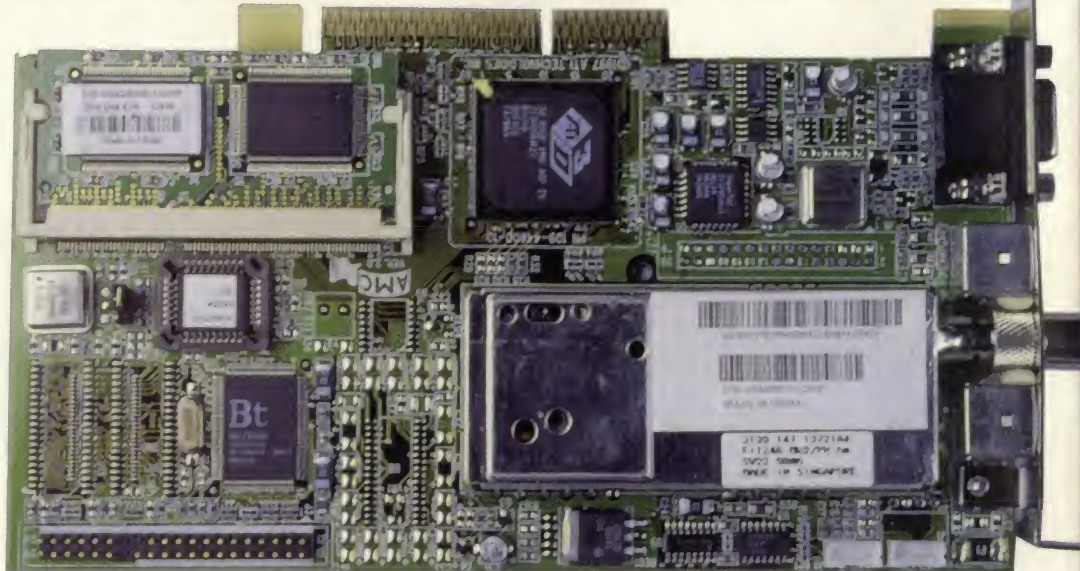
remains in the beta stages with the beta drivers being noticeably behind those of the Riva128 in terms of performance and image quality.

The TV tuner worked well after the installation of the latest drivers and allowed access to Teletext and automatically tuned itself to most of the local channels except for Channel 10 and SBS. The TV Tuner software incorporates nifty features such as a single-screen divided into multiple screens allowing you to quickly see what's on each channel simultaneously as well as "instant replay" and zoom facilities. Plugging in a VCR allowed the capture of a few kung-fu actions scenes in a matter of minutes with reasonably good quality. TV Out was easily configured

although the feature is more a gimmick than actually useful given the relatively poor 3D acceleration the card's chipset offers.

With 8mb of onboard RAM and utilising ACP, the All-In-Wonder could have offered a lot to gamers but the recently released cards based on the Riva128ZX, Intel i740 or Matrox G200 are a far better buy if you aren't going to stretch to a Voodoo or Voodoo2 paired with a \$70 Tseng Labs ET6100. Given that similar AV-in AV-out features already exist on cards from Canopus such as the Riva128-based Total3D and are becoming more and more popular the All-In-Wonder Pro doesn't have a lot going for it.

PROFESSOR PERIL



PSX Twin Shock

PLAYSTATION

Type: Dual Shock clone

Distributor: Bayform

RRP: \$49.95

As is the case with pretty much every sort of peripheral that gets developed by the company that made the console in the first place, we now see a third party Dual Shock controller, called the PSX Twin Shock (who would have thought eh?).

There's really not too much to say about the Twin Shock, as it is basically an almost identical controller to the Sony Dual Shock. Put to the Tekken 3 test, the controller seemed fractionally less responsive and precise compared to the Sony controller, but the difference was negligible. The other difference was that the rumble seemed a little lighter in the Twin Shock, although once

again, we're talking a very minor difference.

Bayform are also putting together a package where you can buy the Twin Shock with a 1MB Memory card for \$59.95, which is the same price as a Sony Dual Shock on its own, so that's very good value.



Buyers Guide

The guide to purchasing the best value games hardware around!

Item	RRP	Notes
PSX		
Memory Card	Memory Card 2MEG	\$29.95 It costs the same as the Sony card, but stores twice as much.s
	Nyko Memory Card x 8	\$49.95 A better buy for those that don't think 120 save game slots is enough at any one time.
Digital Controller	Std Sony Controller	\$39.95 It's certainly not the cheapest, but it has the best feel and reliability.
Analogue Controller	PSX Twin Shock	\$49.95 Pretty much identical to the Sony Dual Shock... but cheaper.
Arcade Stick	Namco Arcade Stick	\$99.95 Solid as all hell, really authentic sensitive arcade button, and a stick that's perfect for whipping out fireballs. Hado-Ken!
Steering Wheel	V3 Racing Wheel	\$149.95 Not as cheap as the Mad Catz, but at least it's solid, and will work with GT.
Pc		
3D Accelerator	Canopus Pure 3D	\$249.95 Cheap VooDoo 1 (3DFX) card, handles textures better due to more RAM, and has TV out.
	Orchid Righteous 3D II	\$585 The top end of the "affordable" 3D accelerators. Best results require a Pentium2, but P1 users will still benefit.
Sound Card	Professional Sound	\$89.95 It's PCI does SB support, 3D Direct sound, and is dirt cheap!
Video Card	ET6100	\$99.95 The best value buy for those who own, or who plan to own a dedicated 3D accelerator
	Diamond Viper 330 RIVA 128	\$349.95 A 2D/3D card in one. The best value card for those who want some 3D acceleration, without buying a dedicated 3D card. Shop around or ask for OEM to save money!
Flightstick	Thrustmaster X-Fighter	\$150 Sure, there's no throttle, but this stick feels great, and will last you for yonks.
	Microsoft Force Feedback-Pro	\$269.95 Not the best in terms of ease of control, but the force feedback adds a whole new dimension.
Gamepad	Microsoft Sidewinder Gamepad	\$79.95 Love em or hate em, Microsoft make great peripherals, and this is no exception
Mouse	Microsoft Wheel Mouse	\$59.95 Works as a three button mouse, and the middle button allows window scrolling.
N64		
Memory Pak	Nyko Hyper Pak	\$59.95 Four times the normal memory storage AND variable Rumble settings. The all in one "Pak"
	Memory 64 DLX	\$29.95 Not only does it have four times the standard memory, but it's only \$5 more expensive than the standard Pak!
Rumble Pak	LX4 Tremor Pak	\$29.95 Not the cheapest Rumble Pak, but it DOESN'T need batteries, making it excellent value.
	Tremor Pack Performance	\$19.95 Two rumble modes, with the strongest being REAL strong. Great for those wanting to put it into a wheel.
Gampad	Mako Pad 64	\$59.95 Expensive, but its design allows you to hold the controller and press every button without moving your hands.
	Docs Controller	\$39.95 \$10 cheaper than the Nintendo standard. Feels better, and comes with auto-fire and slow as well.
Racing Wheel	V3 Racing Wheel 64	\$149.95 Gears on the wheel, really sturdy, great feel, and configurable buttons. Also all allows for Rumble Pak.
	Mad Catz	\$129.95 Cheapest of the actual wheel controllers, includes a gear stick, and built in Rumble Pak. Not amazingly sturdy though.

1-300-656-972

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REVIEWS



Now here's something to break the trend. For the first time that we can remember, there are more Nintendo 64 titles this month than PlayStation ones! This is largely due to a distribution deal being signed between GTI and Konami, which should hopefully ensure we get all the upcoming Konami titles for N64. With some killer titles like Wipeout 64, Zelda 64, Quake 2, Perfect Dark, and Turok 2 also about to come out.

While the PlayStation turnout was small, it was good across the board. How ironic that a year ago the N64 was low on titles, but what was out was good, and the PlayStation market was flooded with mediocre titles and the odd stand out title. Just goes to show that trends do change.

Medievil was the pick of the crop here, receiving our "Game of the month" stamp after a show of hands between that and F-Zero X.

A phenomenal number of PC titles slipped to next month (or later in some cases), leaving the PC section a little quieter than normal, but the horde of awesome titles we're expecting over the next few months are enough to make any gamer salivate

Finally, Saturn enthusiasts can smile again with Burning Rangers, and next issue we'll finally get Panzer Dragoon saga, which should rock (in a quiet RPG kind of way).

David Mace



GAME OF THE MONTH **MEDIEVIL**

reviewed on page 60



NINTENDO 64 GAME OF THE MONTH **F-ZERO**

Reviewed on page 40



PC GAME OF THE MONTH **MOTORCROSS MADNESS**

Reviewed on page 66





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THE HYPER REVIEW SYSTEM

Available:	When the game is expected to be on sale. Release dates are subject to change without notice for a variety of reasons, so this may not always be correct. Ask your retailer if things don't show up.
Category:	What type of game it is
Players:	The number of players a game allows to play it at once.
Publisher:	Simply the company that publishes the game.
Price:	The recommended retail price. This is subject to change without notice.
Rating:	The OFLC's verdict on the suitable ages for the game.
Required:	The hardware required to play the game on your PC.
Desired:	The hardware we think you need to get decent performance out of the game.

Supports:	Which peripherals and hardware you can use with the game.
Plus:	Notable good points about the game.
Minus:	Notable problems with the game.
Visuals:	An indication as to the overall quality and impact of the graphics in the game.
Sound:	A rating that includes not only sound effects, but music as well.
Gameplay:	A measure of the depth, features and fun that you come across when playing the game.
Overall:	The verdict, in a number.

Mission Impossible

Can **Sean** be hanging for a 'Get Smart' game for a long time, and we reckon this is about as close as he's ever going to get...



Mission Impossible is a relatively ambitious attempt to immerse the gamer in a world where the impossible is possible, and stealth is more effective than firepower. In many ways it succeeds, but unfortunately, the many delays have taken their toll too.

CLINICAL HEADSHOTS WITH A SNIPER RIFLE...

Mission Impossible roughly follows the plotline of the film, and fans will enjoy playing out many of the film's scenarios. In particular, the break-in to the CIA's mainframe computer vault is here, and is testament to the developer's efforts to spice up the gameplay. In fact, diversity is one of Mission Impossible's strong points. Level objective's vary widely, as do play mechanics.

One level may have (the rather androgenous looking) Ethan attending an embassy soiree - knocking out assassins in the bathroom, stashing smoke generators in the ventilation ducts, liaising with undercover agents, and assuming the identity of the Ambassador's Aide. Whereas another level finds you perched high in the support beams of a busy railway station, sniper rifle in hand, following Ethan's path and protecting him. This level in particular shines, as any one of the multitude of people is a potential assassin. Each time you play, different people are in different places. Suspect everyone - don't just shoot the dodgy looking guys in the Blues Brothers outfits, instead wait for someone reaching into their jacket for a weapon, but make sure it's not an innocent drink. Oh, and I dare you not to spend ages going for random, but clinical headshots (I know I did!).

Despite the diversity of levels, they tend to be too linear. Sure, at first it may feel like you're exploring, but almost every level boils down to a pre-determined linear path and use of objects. Mission Impossible would benefit from having several ways to approach each level. This would add sorely needed replay value to the title, as well as allowing gamers to think laterally. As it stands, once



HOTEL PORTER SIMULATOR '98



YOU COULD SHOOT HIM IN THE HEAD IF HE HAD ONE



WHAT EXACTLY IS THAT ROPE ATTACHED TO?



Hey, over there ! FREEZE! You're UNDER ARREST !

you know the sequence, there's little need to replay many of the levels. Unravelling the sequence can also be quite frustrating. Simply put, there's far too much trial and error gameplay in this title. Quite often, the only way to work out how to beat a situation is to try an approach, die and then try a different approach. Doing some levels over and over again can get quite tedious.

MAYBE YOU SHOULD START WEARING NIGHT CREAM...

Graphically, Mission Impossible really shows just how long ago work started on it. It is consistently average, and certainly not representative of what we know the N64 is capable. Outdoor areas are foggy, and slowdown is all too common. Indoor areas are better, but fail to actively impress. Character motion captures are generally quite good, but adversary AI could do with a lot of work - the expression "thick as posts" springs to mind. They are far from convincing, and will basically only do what is scripted for them. Mission Impossible's music is reasonable, and sets the scene well. The sound effects are rather low grade, but there's plenty of speech in the pre-game briefings, which is kind of essential in this style of game.

The controls aren't as tight as they should be, so getting Ethan to do your bidding can be a chore. Ethan also lacks some fundamental moves that would make the game much more enjoyable, such as a sidestep move (outside of target mode), the ability to press up against walls, and crawling. The action is mostly viewed from over the shoulder, but when aiming a weapon, the camera zooms in to the shoulder (with Ethan's body transparent). This works well, it's just a pity that often when you shoot someone, it will take at least half a second for the death animation to take effect - kinda like when Itchy pulled Scratchy's heart out, and it wasn't until he read the newspaper headline "you need a heart to live" that death kicked in. It's not like the animation was really worth the wait either, as they don't compare with the area specific funkiness of Goldeneye.

If puzzles are more important to you than action, Mission Impossible will give you some excellent gaming. It really is more of a true spy sim than Goldeneye ever was. In particular the later missions are very cool for the spy nuts, and this makes it a game that gets better the more you play, which is a good thing.

The lack of a multiplayer option is like a wooden stake through the heart for Mission Impossible. Deathmatch may not have suited the style of gameplay, but what about a two player co-operative mode? That would have been great. Mission Impossible has some good ideas and some entertaining levels, but it's simply not polished enough.



GADGETS GALORE

Throughout the game, Ethan packs a pretty mean arsenal of tools and gadgets. The most useful of which is the identikit, which enables Ethan to assume a number of different identities. Knock out some high ranking official, use the identikit, and voila, you're getting a tour of the enemy encampment. It feels great just strolling amongst the enemy at your leisure... hehe.

AVAILABLE:	Now
CATEGORY:	Action Adventure
PLAYERS:	1
PUBLISHER:	Ocean
PRICE:	\$99.95
RATING:	M
SUPPORTS:	Rumble Pak

PLUS

It's a solid game, features some excellent levels and the Mission Impossible theme.

MINUS

Average graphics, too linear, no multiplayer, and the Mission Impossible theme.

VISUALS	SOUND	GAMEPLAY
78	77	86

OVERALL

82

Certainly worth a go, but unless you've got an insatiable appetite for spy games, Goldeneye 64 is still the more worthy purchase.

Mystical Ninja - Starring Goemon

This wacky Japanese adventure game had **Kevin Cheung** written all over it.



AVAILABLE: Now
CATEGORY: Action/RPG
PLAYERS: 1
PUBLISHER: Konami
PRICE: TBA
RATING: G
SUPPORTS: Memory Pack

PLUS
Huge amounts of exploration and conversation that adds longevity to the game.

MINUS
No replay value, easy action sequences, and the Japanese flavour is sure to turn some people off.

VISUALS	SOUND	GAMEPLAY
86	82	83

OVERALL
83
It's not an 'awesome' game per se, but N64-owning fans of the genre will definitely like it: it's the only one they can pick!

signpost in front of every shop is in Japanese, making it difficult for non-Japanese speakers to guess what shop they're walking into.

CULTURAL BARRIERS...

It follows that the appearance of the game follows a very traditional Japanese mould. Sure, the graphics are simple, solid, and on the comical side, but if you don't have the sense to realise that you're looking at a Shinto shrine, and that you're meant to throw money as an offering, then the game becomes a tad frustrating. It's fortunate, therefore, that the game contains a few English sign posts at the important points so that it doesn't become impossible. Anime buffs like this reviewer, however, don't care for such complaints. We live for this kind of stuff.

As an overall experience, *Mystical Ninja* is darned good fun. The only serious deterrents are that the action is both shallow and easy, and the lack of camera controls makes it difficult to efficiently explore anything. Otherwise, if you enjoy a spot of adventure and love anything that's Japanese, then *Mystical Ninja* is the game for you. Is this an indication of how future adventure games on the N64? Let's hope so.



The Peach Mountain Dancing Clan are kidnapping kids and turning every known temple in Japan into a giant stage! And what's worse, they're doing it in a giant peach-shaped UFO! As the intrepid hero Goemon, you and your band of merry followers have the job of chasing down these evil doers. This is the adventure that takes place in *Mystical Ninja Starring Goemon*, one of the first games with any remote RPG flavour to appear on the Nintendo 64.

EGAD! WHAT'S MARIO DONE TO HIS HAIR?

Mystical Ninja is an action/adventure game that requires you to run through every little portion of Japan, beat up evil mechanical creatures, and free any temple that has fallen to the clutches of the nefarious Peach Mountain people. Oh, and don't forget to rescue those kids as well. Interesting? Well, let's just say that the game is basically *Mario 64* with a plot, and the main goal is to solve the puzzles in every town.

It should have been said from the outset that that *Mystical Ninja* is completely filled with Japanese-related concepts. Japanese humour, Japanese music, Japanese everything. For instance, when you walk into a shop, the storekeeper might say 'irasshaimase' (welcome). Everyone wears traditional clothing, and you get to eat strange delicacies like sashimi, pork dumplings, and so on. While some will find this cute, there are other factors that will make the game frustrating - such as how the

GAMEPLAY: AN IN-DEPTH LOOK.

Mystical Ninja largely relies on the combination of action and adventure elements. On the adventure side of things, *Mystical Ninja* requires you to explore each town and converse with every single person so that you can pick up clues and solve the mysteries belying each area [1]. From a gameplay perspective, this is *Mystical Ninja's* saving grace because the action elements are very simplistic. It's not just that the platforms are easy to navigate or that the enemies are embarrassingly easy to kill, it's that there are large open spaces that you run across with nothing to do! [2]

Holy Magic Century

Holy Magic Revival! George Soropos rejoins us and takes on one of the first N64 RPGs available out here.

It's been a very long time in coming but we're finally starting to see a few RPGs being released for the N64, whether it's been worth the wait or not is another story. Holy Magic Century takes place in the mythical land of Celtland where things are going down hill faster than a snowboarding Hippo. The 'Eletale Book' has been stolen from the local Monastery and the monks, terrified that the populace may be driven insane by the images of carnal depravity and unbridled lust that it contains, have sent your father, Lord Bartholomy, on a quest to retrieve it.

WILD SEX ROMP?

Yeah that's right your father! Now he's been missing for a month



DAN AND ELIOT AFTER MIDNIGHT

YOUR DAILY BREAD

Where HMC falls down though is in the very limited gameworld and economic system. For example when you go into a shop you don't have a choice of items to purchase, each type of shop will give you one item, and only if you don't already have one. In other words it's very hard to go off 'adventuring' for any length of time as, for example, you will run

out of healing bread after one use and then you're forced to run back to town for more. The limitations in the game world are even more of a pain, for one thing your character can't jump! This makes the 3D game world really simplistic and exploring it is boring to say the least.

Combat is turn based and, because there is only one of you, not very tactical and so unfortunately ends up being pretty tedious, the spells available to you are rather dull at first too. As an RPG HMC is so 'cut down' you can almost describe it as a Mario 64 type game. It lacks depth and a compelling reason to play and is probably best suited to very young gamers.

and you start to worry that he may have indeed found the book and locked himself away with a room full of wenches, for testing purposes only of course, and you must find and rescue him before his vital juices are drained completely. Well, if Holy Magic Century had a plot like that it may actually be interesting, but alas it doesn't! Ok the bit about the Monastery and missing book is true.

Holy Magic Century is essentially an RPG with a very distilled form... RPG lite! Your adventures are centred around one character, no party, and the gradual development of his magic skills. As is the usual thing one gains experience from killing monsters and gains levels, or in this case crystals, as the experience accumulates. Unlike many RPG's though your spells are all pre-ordained depending on your level of skill, you do not learn new ones by, say reading a new spell book.

Your magic is divided into four groups representing the four elements of Earth, Wind, Fire and Water. As you gain experience you are offered one new crystal at a time which you can place in any of the four elemental magics. When you get a certain number of crystals in an element the spell that the element holds will be made more powerful or you will get access to a new spell altogether.



BUT THAT RED DRESS JUST ISN'T COOL



AVAILABLE: Now
 CATEGORY: RPG
 PLAYERS: 1
 PUBLISHER: Konami
 PRICE: TBA
 RATING: G

PLUS

Ok introduction to RPGs for pint sized gamers

MINUS

Dull and repetitive gameplay

VISUALS 78 SOUND 75 GAMEPLAY 60

OVERALL
65

At last an N64 RPG... but it's not the Zelda you've been waiting for.

F-Zero X



Who feels the need, the need for speed? **Cam Shea** of course!

Like Mario 64 before it, F-Zero X is much more than just a shallow attempt to update a classic game. F-Zero X will be instantly familiar to those who've played the earlier game, but the concept is pushed to a new level of sophistication and playability. Nintendo have accomplished this through innovative track design, sharp handling and by creating the fastest racing game EVER.

GOTTA LOVE FRICTIONLESS RACING...

The first thing that will really make your jaw drop is the sheer, brain-melting speed. F-Zero X runs at a glorious 60 fps, with only very occasional slowdown, which helps make speeds like 1500 kph semi-believ-

able. What's even more impressive about this is that you're in amongst a field of 30 craft. Yep, you heard right - 30! This is unprecedented in a racer, and weaving your way past competitor after competitor is incredible - as is seeing the entire field stretched out ahead. Nintendo have also done well in creating a unique selection of funky craft.

Control is responsive - many racing games simply aren't enjoyable with the N64 analogue pad (often a greater degree of analogue control is required), but F-Zero X is perfectly suited to it. Controls are comprehensive, but uncomplicated. Each vehicle is equipped with the ability to strafe left and right. This can be combined with normal steering to make tighter turns, and



it's also useful on straights for manoeuvring through the pack. Nintendo haven't introduced weapons, but your craft isn't entirely defenceless either - double tapping the strafe left and right buttons allows you to ram your opponents and lower their energy level, or even knock them right off the track. There's also a spinning attack. These moves come to the fore in the Death Race mode, where your sole aim is to take out the rest of the field.

Each craft has an energy bar that is degraded by hitting the side of the track, getting rammed by other racers, and by using your speed boost. As in the origi-

in there!! There are 18 tracks accessible at first, with another 6 to unlock. On expert difficulty, the competition gets rather nasty, so perhaps you should hone your skills in practice mode, or against your own ghost in time trial. In any case, F-Zero X has the depth to entertain for a long time to come.

Graphically, F-Zero X is solid, but nothing special. The ship designs are simple, consisting of flat shaded polygonal models, and the track backgrounds are plain to say the least. This is beside the point of course, as the game runs so fast that it simply doesn't matter. There are a number of racing viewpoints to choose from,



nal F-Zero, your energy can be replenished by racing through the charge up zones. At the start of each race you also have the option to trade-off a little acceleration for a greater top speed, or vice versa. Thus, if a track is full of narrow twists and turns you're better off keeping the acceleration up, but if it's a haven of nice long straights, then go with the all out top speed!

GRAVITY? NEVER HEARD OF IT!

Track design is outstanding, and there's a huge amount of variety on offer. We're talking loop the loops, corkscrews, huge jumps, tubes to race in and on, and snake runs. Hell, there's even a rainbow road

many of which are impractical, and there's no first person perspective. However, the default view works well.

The music is in keeping with the original - generic heavy metal, but unfortunately does the game a great disservice. Whilst not actively bad, it creates the wrong atmosphere. F-Zero X would be so much better if it included a more techno/trance oriented soundtrack - so that you feel like you're really travelling, not just cock-rocking out. At the least an option to disable the music would be appreciated. Also, the game could benefit from a little more musical dynamism, such as increasing the tempo as your energy falls to a critical level.

MULTIPLAYER-WISE



Nintendo have included a great VS mode. The field has been cut back to four, but the frame rate is still insanely fast, even with a four way split. Despite making VS mode so playable, for some reason Nintendo have not included a Grand Prix option. This really breaks up the gameplay, and ultimately makes it less enjoyable.

AVAILABLE: October
CATEGORY: Anti-gravity racing
PLAYERS: 1-4
PUBLISHER: Nintendo
PRICE: TBA
RATING: G
SUPPORTS: rumble pak

PLUS

Death-defying track design and incredibly fast racing.

MINUS

Lacking some crucial options - especially a multi player grand prix mode

VISUALS	SOUND	GAMEPLAY
88	79	93

OVERALL

91

F-Zero X is a perfect example of gameplay over graphics.

Off Road Challenge

Is big is good? March Stepnik tests the theory...



bag of cash. The money you pick up while racing and if you finish in the top four can be later spent on upgrading your truck. Cash can be spent on acceleration, shock absorbers, nitros (increases storage capacity), speed and tires. The only thing is, you hardly notice the difference between a novice truck and an upgraded one.

NOT PUSHING YOUR N64

Once you hit the open road, you'll be totally overwhelmed by the visuals. The graphics of ORC are disappointing. Stuck somewhere between cartoon land and a more serious racing sim, you wonder where all the

Hmmm. Right. Huge trucks that'd make the redneck in us all weak at the knees. Check. Artificially endowed women in tight t-shirts grasping big shiny things. Check. Big bags of cash lying about on roads. Check. Cranes, fork-lifts and buckets of TNT. Check. Midgets in fluoro jump suits. Check.

Yep. If you yee-hawed and hollered "Sounds like an Off Road Challenge ya got there boy!" then you're right on the ball! Off Road Challenge is a racing title from Midway, where the vehicles of choice are those great big pick-up trucks most popular in the USA. Even more popular over there than obeying the road rules and driving with a low blood-alcohol level.

BASED ON THE CRUISIN' USA ENGINE... WOW!

Developed by Midway, and based on the Cruisin' USA engine, ORC features all the typical goodies one would expect of a racer. Two main single player modes are featured. First is the "just race" option which allows you to jump in at any course and play a single race. Circuit takes the player on a grand prix style tour of all the courses, with a ranking of fourth or higher required to move to the next round. Two player is self explanatory. With four trucks to choose from at first (and a further four which need to be unlocked), it's a simple matter of setting the steering response, choosing a transmission style, and putting the pedal to the metal.

There are three power-ups to pick up during the game: the nitro, which gives you a short speed boost (there's also the super nitro); the helmet, which lets you run head on into things an escape a nasty stack for one use; and a



untapped power of the little grey box went to. ORC is the kind of N64 game that reminds you of the SNES - while it may not look like a 16-bitter, it sure as heck plays like one. The title itself doesn't suit the game at all either. All racing is done on averagely designed dirt roads (and sometimes the good old tar itself). So where the heck is the off road challenge? A-ha! I get it now. The challenge is to actually get off-road! Featuring an invisible wall about 2 metres on either side of the race track, running into these results in a friendly bounce into the right direction.

A rather dull racer lacking any challenge, with a camp redneck flavour tacked on.

AVAILABLE: Now
CATEGORY: Racing
PLAYERS: 1-2
PUBLISHER: GT/Midway
PRICE: \$99.95
RATING: G
SUPPORTS: Controller Pack, Rumble Pack.
PLUS The trucks themselves look great.
MINUS Average courses and a simple racing engine.
VISUALS SOUND GAMEPLAY 64 60 57
OVERALL 61
A lacklustre attempt to be one of the few good racing titles on the N64.

Buck BUMBLE



BEE PREPARED

OCTOBER 1998



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F-1 World Grand Prix

Peter Jankulovski drives for team Hyper as we look at the Nintendo 64's best F1 driving game to date.



Simulating the world of Formula 1 racing on a console is no easy feat, it seems. The PC has enjoyed several great translations of the 'pinnacle of motor racing', with Geoff Crammond's still remarkable Grand Prix 2, and, in more recent memory, UbiSoft's excellent F1 Racing Simulation. In Playstation console world, Psygnosis gave us F1'97, which somewhat blurred the line between a realistic F1 sim and an arcade translation. On the N64, the story gets dreadful, with the lacklustre F1 Pole Position summing up the poor quality of the majority of racers available on the platform. So what a pleasant surprise Paradigm's highly anticipated F-1 World Grand Prix is. Finally, N64 racing fans have a title to truly rejoice about.

MORE MODES THAN YOU CAN POKE A DIPSTICK AT

From the intuitive menu designs, to the great looking introductions for each circuit, it becomes obvious fairly quickly just to how much depth and detail the developers have gone to. There are the typical Exhibition, Time Trial and 2 player head-to-head modes, as well as the all too important Grand Prix Mode, which takes you on a bid

to compete for the World Championship, re-creating the 1997 season. As if that isn't enough, adding further to the depth is the Challenge Mode.

Based on actual events from last year's F1 season, there are 15 scenarios in all, putting you right into the action, in difficult offensive and defensive situations and challenges that the drivers faced in the actual season.

The usual assortment of options and car adjustments for a racing sim of this type are all there, including an interesting '97 Events' option which faithfully re-creates all the thrills and spills of the '97 season. All the fine car adjustments are there too, and for once you don't require a degree in mechani-



cal engineering to predict how changes will affect your car. Graph read-outs show instantly the sacrifices in speed and acceleration versus cornering and breaking you make with any adjustment. There are several pre-determined car settings for each track, which are all fully customisable and stored on the cart memory.

REALIST ARTIFICIAL STUPIDITY

Driver AI is also great, with CPU-controlled drivers always looking for the best way around, rather than driving straight through you in their perfect driving line. It's great to see even CPU controlled drivers making errors and hitting walls in front of you. Radio messages from your pit crew are a great touch, keeping you informed of time gaps between drivers, and prompting you to pit in when something is broken (as if you wouldn't know).

Graphically, the N64's blurriness-inspiring, anti-aliasing capabilities are put to great use, and the sheer amount of graphic detail is astonishing. While the trademark distance fogging is again present and extremely evident at very close range in replays, it certainly does not effect gameplay as it has done so many times in past racers. A detailed telemetry system is displayed along the right of the screen, remaining unobtrusive to your





view of the track.

While looking great, the graphics are also the greatest downfall of F1WGP. Slowdown and drop of frame rate is all too common in more graphically intensive sections, or when there are a lot of cars on the screen. Also evident is the lack of sense of speed, especially when played from one of the 2 behind-the-car viewpoints. Screaming down the straights of Hockenheim at 340kph seems more like a Sunday afternoon cruise at 80kph. Things improve when playing from an in-car viewpoint, however this requires good knowledge of the track, as it is harder to see upcoming corners. Noticeably absent from the game's in-car viewpoints are rear view mirrors. The game requires you to use the left and right 'C' button in order to see what's behind you, which usually means that you end up in a gravel trap.

It also seems that Paradigm have taken the word 'Simulation' quite literally. While they must be commended in the realistic recreation of the cars' physics and the faithfulness of track re-creation, controlling the car is an art of its own, and almost frustratingly difficult to get used to. Brake and steering assist are there, but switching these on is like having the car on a rail. Getting used to the control of the car in Rookie mode requires a lot of practice and patience.

Flick this over to Champion, and keeping the car going straight is a challenge. A slight twitch is likely to send you into a spin, at the very best. With damage switched on, the car is fairly forgiving in bumps against the walls in Rookie mode, while the slightest of contacts (and these are almost unavoidable) in the Champion difficulty setting is most likely to send you airborne, in a wing and tyre-flinging frenzy. An almost perfect race is required if you are to finish anywhere near the Top 10.

Niggling problems aside, F1WGP is a great addition to any racing fan's game library. While most will find the learning curve quite steep, racing simulation fans will appreciate the level of depth that Paradigm have gone to, to capture the real essence of the sport. Its needless to say though, that it is miles ahead of F1 Pole Position, and clearly the best N64 driving game.... For the moment at least.



AVAILABLE: Now
 CATEGORY: Racing
 PLAYERS: 1-2
 PUBLISHER: Video System
 PRICE: \$79.95
 RATING: G
 SUPPORTS: Rumble Paks,
 Steering Wheels

PLUS

Great Visuals, Best N64 racer to date

MINUS

More-than-occasional frame rate drop, sometimes too-difficult control learning curve

VISUALS SOUND GAMEPLAY
89 78 84

OVERALL

86

Die hard driving sim fans and those after a solid N64 racer will be overjoyed!

G-Darius

A futuristic Fish-shoot-em-up, who else could review it besides our own aquarian, **Elliot Fish?**



AVAILABLE: Now
CATEGORY: Shoot 'em up
PLAYERS: 1-2
PUBLISHER: THQ
PRICE: TBA
RATING: G
SUPPORTS: Dual-Shock
PLUS Great bosses, epic battles.
MINUS Confusing at times.
VISUALS SOUND GAMEPLAY 83 87 84
OVERALL 84
An excellent shoot 'em up to add to your collection. Nice 'n freaky.

quite selective with what you choose to unleash it upon.

As you would expect, the gameplay in G-Darius can get quite out of control, but unlike other badly designed shooters, it is possible to keep track of the action and move your craft through the barrage of laser bolts and missiles. As you progress through a level, you are faced with a choice of two paths which take you through different boss environments to the end boss. After defeating the boss and finishing the level, you are then given yet another choice of which level to jump to. The mission structure is mapped out somewhat like a pyramid, climaxing in one final mission, which means G-Darius has fantastic replayability thanks to the variety of mission-choice.

So what about those bosses? The bosses in G-Darius are what shoot 'em up bosses are all about - they're big, bizarre, pack a hell of a punch, and sometimes need some clever thinking to take them down. From monstrous robotic fish, to even stranger-looking mech-like prawns, the end-of-level shoot-outs are always entertaining and a thrill to play. With dual-shock controller support, you can also feel it every time you get hit with some fat energy beam shooting from a bosses forehead! One more thing - G-Darius has great, spaced-out freaky music. You'll love it.

There are a nice array of options here too, which gives G-Darius an edge over other straight-ahead shooters. Besides the arcade mode, there is also a good two-player mode, a beginners mode which is nice and easy and a Vs Boss mode which allows you to simply play through the game's bosses with the powerups of your choice. Shooter fans will love this, and if you don't know the genre very well - give it a go!

There's nothing like a good shoot 'em up, and G-Darius is a classic example of the genre. Carrying the "Darius" name to begin with assures you that this is going to be a classy shooter, and you won't be disappointed. Your little pop-gun craft can be powered up with some stupidly frantic weapons, and you even have the ability to capture enemy craft which are then used alongside you for extra firepower. You only have a limited amount of capture balls though, so you have to be

The Hyper Reader Awards 97-'98



Once again it's time to declare which games ruled, and also, which ones sucked! last year saw some very close calls in some categories and proved most interesting.

Every reader who sends in a completed survey and reader awards form will go into a draw to win the game of their choice! Five winners will be drawn, and may choose from any PC, Playstation, Nintendo 64 or Saturn titles that are locally released. Just pull out these pages and send them in the same envelope. May the best games win!

BEST 3D FIGHTING GAME

- Tekken 3
 - Dead or Alive
 - Bushido Blade
 - Fighters Destiny
 - Soul Calibur
 - Street Fighter EX+alpha
 - Other
-

BEST 2D FIGHTER

- Marvel vs Capcom
- Real Bout Fatal Fury 2

- King of Fighters '97
 - Gem Fighter
 - Other
-

BEST RPG

- Final Fantasy VII
 - Might & Magic VI
 - Fallout
 - Lands of Lore II
 - Ultima Online
 - Other
-

BEST ADVENTURE GAME

- Blade Runner
 - Curse of Monkey Island
 - Riven
 - Broken Sword 2
 - Other
-

BEST ACTION ADVENTURE

- Tomb Raider 2
- Resident Evil 2
- Mission Impossible

- Die By the Sword
 - Other
-

BEST PLATFORM GAME

- Banjo-Kazooie
 - Abe's Odysee
 - Heart of Darkness
 - Castlevania: Symphony of the Night
 - Klonoa
 - Other
-



BEST ACTION GAME

- Battlezone
- Forsaken
- Lylat Wars
- One
- Other

BEST GUN GAME

- Point Blank
- Time Crisis
- House of the Dead
- Other

BEST 1ST PERSON SHOOTER

- Hexen 2
- Quake 2
- Unreal
- Jedi Knight
- Goldeneye 007
- Other

BEST SPORTS GAME

- FIFA World Cup 98
- Everybody's Golf
- Total NBA '98
- 1080 Snowboarding
- Int. Cricket Captain
- Other

BEST RACING GAME

- TOCA Touring Cars
- Colin McRae
- Gran Turismo
- Redline Racer
- Ultimate Race Pro
- Diddy Kong Racing
- Other

BEST FLIGHT SIM

- Longbow 2
- Janes F-15E
- F22 ADE
- Sabre Ace
- Other

BEST SPACE FLIGHT SIM

- Descent Freespace
- I-War
- Wing Commander Prophecy
- Other

BEST STRATEGY GAME

- Total Annihilation
- Age of Empires
- Starcraft
- Myth
- Other

BEST MUSIC IN A GAME

- N20
- Final Fantasy VII
- Gran Turismo
- Castlevania: Symphony of the Night
- Forsaken
- PaRappa the Rapper
- Other

BEST PC GAME

- Quake 2
- Starcraft
- Unreal
- Lands of Lore 2
- Total Annihilation
- Battlezone
- Other

BEST PSX GAME

- Final Fantasy VII
- Gran Turismo
- Tekken 3
- Tomb Raider 2
- Abe's Oddysee
- Other

BEST N64 GAME

- Goldeneye 007
- Banjo Kazooie
- 1080 Snowboarding
- Forsaken
- Other

BEST GAME CHARACTER

- Sephiroth

- Abe
- Klonoa
- Alucard
- Jin
- Other

WORST GAME CHARACTER '97-'98

Your nomination

BEST GAME OF '97-'98

Your Nomination

WORST GAME OF '97-'98

Your Nomination

MOST UNNECESSARY USE OF BREASTS '97-'98

- Dead or Alive
- Tomb Raider 2
- Deathtrap Dungeon
- Pandemonium 2
- Other

WORST ENDING '97-'98

- Quake 2
- Point Blank
- Tomb Raider 2
- Other

Hyper Reader's Survey

Have your say and help us make a better magazine for you, and go in the draw to **WIN** the game of your choice!

IS THE COVERAGE IN HYPER GOOD QUALITY?

How would you rate these sections of the magazine (regardless whether or not they interest you)?

Rating: 1 = Very Poor, 2 = average, 3 = good, 4 = excellent

- News 1. 2. 3. 4.
- Comps 1. 2. 3. 4.
- Previews 1. 2. 3. 4.
- Reviews 1. 2. 3. 4.
- Features 1. 2. 3. 4.
- Playguides 1. 2. 3. 4.
- Hardware 1. 2. 3. 4.
- Cheats 1. 2. 3. 4.
- Arcade 1. 2. 3. 4.
- Letters 1. 2. 3. 4.
- Anime 1. 2. 3. 4.
- Net Trawlin' 1. 2. 3. 4.

DO WE COVER SOME THINGS TOO MUCH OR TOO LITTLE?

How much coverage would you like to see on the various sections of Hyper compared to what we do now.

Rating: 1 = Very Poor, 2 = average, 3 = good, 4 = excellent

- News 1. 2. 3. 4.
- Comps 1. 2. 3. 4.
- Previews 1. 2. 3. 4.
- Reviews 1. 2. 3. 4.
- Features 1. 2. 3. 4.

- Playguides 1. 2. 3. 4.
- Hardware 1. 2. 3. 4.
- Cheats 1. 2. 3. 4.
- Arcade 1. 2. 3. 4.
- Letters 1. 2. 3. 4.
- Anime 1. 2. 3. 4.
- Net Trawlin' 1. 2. 3. 4.

PREVIEWS

Would you prefer:

- Hyper to do the same amount of preview coverage for each system
- Hyper to cover what upcoming games are best, regardless what system it is on.

Would you prefer:

- Hyper did some smaller previews to cover more games
- Hyper devotes the preview space for the better games

REVIEWS

With the scoring do you think we are:

- Too hard on games
- Too easy on games
- About right most of the time

Do you read:

- All of the reviews?
- Just the ones for the systems you own?

Are there any ways you would like to see the scoring section changed?

NET TRAWLING

Would you like the Net Trawlin sites to be:

- Strictly on video game related sites, and what's in them
- Covering any site, as long as it's cool.

Would you like us to review or report on special downloadable add-ons and patches for PC games?

- Yes
- No

COMPETITIONS

Do you enter the competitions?

- Yes, all of them
- Yes, some of them
- No

What would you most like to have on offer to win? (please tick TWO)

- Games
- Consoles
- Controllers
- PC Hardware
- Other (please specify)

FEATURES

What would you most like to see features on?

- Interviews and stories on game developers
- Comparing games systems
- Gaming history

Other (please specify)

HARDWARE

What hardware would you most like to see covered?

- Joysticks & gamepads
- Sound and video cards for PC
- Rumble Paks and Memory cards
- Other (please specify)

POSTERS

Do you want posters in Hyper

- No
- Yes, leave them in.

If yes, what would you most like posters of?

Is there anything we don't cover in Hyper that you'd like us to?

- No
- Yes (please specify)

Hyper Reader's Survey

Is there something you don't like about Hyper, or would change?

No

Yes (please specify)

ABOUT YOU

What gaming systems do you own and which do you still use?

	own	use
PC	<input type="checkbox"/>	<input type="checkbox"/>
PlayStation	<input type="checkbox"/>	<input type="checkbox"/>
Nintendo 64	<input type="checkbox"/>	<input type="checkbox"/>
Saturn	<input type="checkbox"/>	<input type="checkbox"/>
SNES	<input type="checkbox"/>	<input type="checkbox"/>
Mega Drive	<input type="checkbox"/>	<input type="checkbox"/>
Gameboy	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Other (please specify)		

What gaming system do you want to buy next?

PC (or upgrade existing PC)

Sega Dreamcast

PlayStation

Nintendo 64

Other (please specify)

How old are you?

Under 10

10 - 13

14 - 17

18 - 24

25 - 34

35 - 49

50 +

Work Status

Unemployed

Student

Part Time work

Full Time work

If you are employed what income bracket are you in?

Under \$20,000

\$20,000 - \$29,999

\$30,000 - \$39,999

\$40,000 - \$49,999

\$50,000 +

Are you male or female?

Male

Female

How often do you play games?

Whenever possible

Once a day

Every second day

Once a week

A few times a month

Rarely

How long have you been playing games?

less than 6 months

6 months to 1 year

1 to 2 years

2 to 4 years

4 to 8 years

8 to 16 years

16 years +

How long have you been buying Hyper?

less than 3 months

3 to 6 months

7 to 12 months

1 to 2 years

3 to 5 years

Do you subscribe to Hyper?

Yes

No

No, but I intend to soon

Do you pay for Hyper yourself?

Yes

No, my parents pay for it

How many people see/read your copy of Hyper?

Just me

1 - 2

3 - 4

5 - 7

8+

Do you ever rent games?

No

Yes (if so, where?):

Do you have internet access?

Yes

No, but I intend to get it.

No, and I don't want it.

If so, do you do any online gaming?

None

Yes, once a month

Yes, once a week

Yes, more than once a week

Yes, once every one or two days

Do you visit the Hyper@ctive website?

Yes

No

Would you buy games by mail order?

Yes

No

Would you buy games online?

Yes

No

Do you read any other gaming magazines? (please tick all that apply)

Official Aust. PlayStation Mag

N64 Gamer

PC Powerplay

PC Gamer

EGM

Computer and Video Gaming

Other (please specify)

Do you read any non-gaming magazines?

No

Yes (please specify)

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S.C.A.R.S

Silly Carnival Animals' Racing Show. Or so Kevin Cheung thinks...



Suffering withdrawal symptoms from the ultra-serious Gran Turismo? Feeling a need to bash brain? In what can be described as Super Mario Kart with grunt, Vivid Image has created a racing game where you not only outrun your opposition, but blow the crap out of them in the process. And this game has the illustriously nondescript title, S.C.A.R.S.

S.C.A.R.S puts you at the helm of one of numerous selectable cars, each of which has a certain animal theme



that carries unique attributes such as armour, traction, acceleration, and so on. The Lion car, for instance, is an all-rounder with good attacking power, while the Elephant car has better traction. As you drive along, you can collect up to 2 weapons which can be cycled through and fired in all directions. Once you've sussed out the weapons, jumping and headlights (!), the only thing left to worry about is racing around the circuit and qualifying for the next round.

THIS PUPPY LOOKS GOOD...

Now, before anyone runs off screaming in terror of being thrown into Happy Land and racing around with

fluffy zoo animals, S.C.A.R.S is a game with nice post-apocalyptic visuals that look mean and pretty damned cool. The cars and tracks are filled with gorgeous detail, combining huge and sometimes moving polygonal constructs, combined with sprite effects for detail. This is complemented with a vast array of environmental and spot effects such as real time lighting and smoke, which do the job so well that some of the textures can be mistaken as gouraud shading! Conversely, there is a little pixelisation, but it's of little concern considering that the easy, responsive controls allow the action to rip at an amazing yet smooth pace.

To add to the overall atmosphere is the sounds, where the heavy percussion and



acoustics music do an excellent job in maintaining the pace no matter how much you've bogged yourself down. The sound effects aren't too bad either, even though they're drowned out by the music.

...BUT THIS PUPPY AIN'T TOO BRIGHT.

As far as gameplay goes, S.C.A.R.S is really a case of what you see is what you get. You race, you blow up your opponents, and that's it. The whole thing is executed extremely well, but once you've finished the game and unlocked all the tracks and cars, the action will only be as interesting as the tracks will allow. In that respect, the average track designs don't really help. And while it sounds like fun to blow up other cars, there aren't really enough weapons to use; and the weapons aren't all that creative either, seeing as you can jump over most of them. This was the singular let-down of the game.

In the end, S.C.A.R.S chalks up as a great game that will provide many hours of racing mayhem. The weapons and track designs could've been better, but only hardcore racers will care about that.

MULTIPLE SCARS



Although S.C.A.R.S has a 4-player mode, it will never match up to Vigilante 8's redneck brand of free-roaming destruction. However, Vigilante 8 does eventually feel a tad pointless, and the controls aren't very responsive either. That's where S.C.A.R.S has the advantage.

AVAILABLE: Now

CATEGORY: Racing

PLAYERS: 1-4

PUBLISHER: Ubi Soft

PRICE: \$89.95

RATING: G

SUPPORTS: Dual Shock

PLUS

Great visual appeal, and very easy to get into.

MINUS

Really dumb weapons.

VISUALS SOUND GAMEPLAY

87 82 82

OVERALL

85

Fast, slick fun that not only looks great, but provides instant gratification.

International Superstar Soccer '98

A year ago Dan Toose peaked after playing ISS 64...
Is our Ed as chuffed with Konami's latest soccer title as he was then?



I'll make the understatement of the week (big call that), and say that International Superstar Soccer 64 wowed us like no soccer game before it when we first saw it last year. Since then FIFA Road to World Cup on the PC, and FIFA World Cup across all platforms wowed us enough to leave ISS 64 on the shelf (although held in very high regard). Now we see International Superstar Soccer '98 a year later, and we're all excited... but should we be? After many a fierce on pitch battle, the answer is yes... if you don't own a prior ISS game. However, there's not a whole lot on offer here for those after a new gaming experience if they do own last year's classic soccer title.

YOU LOOK JUST LIKE I REMEMBER YOU...

Visually, ISS 98 is really no different to last year's game, however, there are some minor touches that show at least some effort went into upgrading things a little. For starters, there are a few extra player animations, which help make the game just that little bit more life-like than it was last year (which was pretty damn good!). The ability to go to a vertical view of the pitch (end to end) is now available too, although like in most soccer games, it isn't quite as useful as the horizontal view. In addition there are also now nine stadiums to play in, and variable weather and time of day settings, so you can get a bit of extra variety in there (weather does affect play).

While the commentary is not any brighter in terms of intelligence (commentator Tony Gubba repeats himself way too much), the clarity of his voice is a notable improvement over the first game, and as such, it seems a bit better... although still not a patch on the FIFA games. Changes in crowd noise are minimal to say the least.



FAMILIAR FEELINGS...

Of course, ISS '98's major strength is the killer game-play, which makes it instantly playable and addictive. In terms of basic controls, nothing has changed from ISS64, but that's not a bad thing, since it was great back then anyway. What has changed are a few extra options, like altering your team's defensive strategies,

which seems to have fixed those annoying situations where you get two defenders about the same distance from the oncoming attacking forward, and neither seem to react properly. Goalie AI has also been upped a little, and also made more realistic with little touches like punching away the ball, etc.

The ability to play through balls, one-tvos and feint and dodge with ease make this game a joy to play.

Other than that, everything is as it was a year ago. There are scenario matches to test your ability to get out of a sticky situation... Player creation and editing so you can make your own tailor made teams (and give the players the real names)

To take ISS '98 on its own merits, it is an outstanding game, that we could happily recommend to any soccer enthusiast, or even anyone just after a good sports title. The thing is, if you already own ISS64 or ISS Pro from last year, then there is very little reason to upgrade to ISS 98. I guess that's the problem you get when you create an awesome game and don't want to mess with it too much when you release the follow up title.



ISS 98 (N64) VS ISS PRO 98 (PSX)

In terms of controls, match setup and that sort of thing, the Nintendo 64 and PlayStation versions of this game are pretty much identical. The real difference is in the visuals. The PlayStation version is much sharper, which isn't surprising considering how blurry the N64 version is. Player animations also seem far smoother on the PlayStation. However, whilst, being clearer and smoother, the PSX version looks a bit wrong in comparison. Everyone's posture is unnaturally good, and



it appears that the extra frames of animation have contributed to an all round slower game.

The really odd thing is that the PlayStation version also seems to have less stadiums and less weather effects too. With all that storage space on a CD, surely this shouldn't have been the case?

If you have both systems and were after the better game, the Nintendo 64 one is a better game, despite the apparent lack of clarity in the visuals. Add 5 to the visuals, and take 5 off the overall score to get the realistic view on the PlayStation game.



AVAILABLE: Now
CATEGORY: Sports
PLAYERS: 1-4 (N64), 1-2 (PSX)
PUBLISHER: Konami
PRICE: TBA
RATING: G
SUPPORTS: Memory Pak

PLUS

An excellent soccer game that doesn't really have a weakness.

MINUS

If you got last year's version, there's not much new on offer in this one.

VISUALS	SOUND	GAMEPLAY
83	75	90

OVERALL

87

An awesome soccer game, although a bit too similar to last year's offering to be worthwhile for those who have ISS 64 or ISS Pro.

Duke Nukem: Time To Kill

With a dry cool wit like this, **Cam Shea** could be an action hero... Hmm...



Duke's back, and he's still the same lovably sleazy cheesemuffin. The last Duke game to grace the Playstation was a straight port of the PC hit, and a relatively unimpressive port it was too. Fortunately, "Time to Kill" has been created specifically for PSX so it looks much better. Speaking of looks, Duke's had a major face lift. Egad, he's gone 3D - the levels and characters are all polygonal. Duke is also now viewed from a third person perspective (TR style). Fret not, oh lovers of gratuitous violence, for it's still a blast fest, but the perspective has enabled n-Space to give Duke some new abilities, and hence the game has a little more depth.

PLOT SCHMOT!

The plot this time is that the nasty aliens realise they can't kick Duke's booty, so they go back in history and try to take out the human race at a supposedly more vulnerable time. Unsurprisingly, good ol' Duke treks on back after them. There are 28 expansive levels situated in modern day LA, Medieval times, the Roman empire, and the Wild West. The levels are large, so prepare to be frustrated at the lack of a midway save game option.

Duke's gameplay is still very much action orientated, but with a healthy slice of exploration as well. Mr Nukem still has an inventory, as well as abilities including swimming, climbing and using a jetpack. Duke can tote over a dozen pain inducing weapons including a flame thrower and shoulder mounted dual rocket



NOW IS NOT THE TIME TO TRASH TALK DUKE...



GLOWING PIGS IN LARD SHIRTS... OKAY...

launcher. Still, it's the same old misogynistic Duke. Fans will be pleased to know he can still take a whizz, admire himself in the mirror, indulge in some phone sex and get whipped by a dominatrix, all in one level!

Duke controls well, although jumping can be unreliable, his sidestep is too slow, and he can't strafe

and aim at the same time. Also, the perspective means that sometimes you'll be caught unawares when enemies are significantly higher or lower. Similarly to Mission Impossible, the camera zooms in when targeting/looking and Duke himself becomes transparent to enable a full field of view.

OH MR NUKEM, YOU'RE SO CUTE IN THAT COWBOY OUTFIT...

Time to Kill has quite impressive graphics for the Playstation. They are fairly high resolution, clear and crisp. The polygonal models are leaps and bounds ahead of their ugly sprite based predecessors, although seeing Duke wearing a kilt or toga can be a tad unsettling! The environments are highly interactive meaning that all sorts of objects can be blown apart - street lights, tables, cash registers etc. There are different death animations for each alien depending on where they get shot. It's great shooting a pig cop in the head and watching him clutch at it as he goes down.

Once you've spanked all 28 levels and honed your skills it's time to indulge in some two player death-matching. There are six levels specifically for this purpose, but a co-operative mode may have played better. Overall though, a solid title and worth a look for fans who can't wait until Duke Nukem Forever on PC.

AVAILABLE: NOW		
CATEGORY: Action adventure		
PLAYERS: 1-2		
PUBLISHER: GT Interactive		
PRICE: TBA		
RATING: M		
SUPPORTS: Dual Analogue		
PLUS		
Red hot alien tonking action. Nice visuals. Duke's personality.		
MINUS		
Minor control issues. Duke's personality.		
VISUALS	SOUND	GAMEPLAY
82	82	80
OVERALL		
80		
Come get some...		

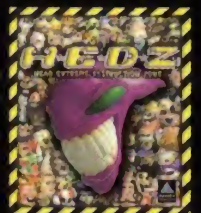


HALF THE
BATTLE
IS GETTING
A HEAD

THE
OTHER HALF
IS KEEPING
YOURS

HEDZ
HEAD EXTREME DESTRUCTION ZONE

Battle across 26 awesome combat arenas to collect over 200 Hedz all with unique abilities - some ballistic, some just downright bizarre - in this genre busting, surreally funny, full-on 3D game. So completely original...it will mess with your HED!



MediEvil

We used to think **Eliot Fish** was one of the walking dead until he displayed a knack for videogames...



Your name is Dan, and no you're not the editor of Hyper, but an undead soldier who has been chosen to save the land from an evil sorcerer, Zorak. Rising from your crypt, you grab your trusty sword, a few gold coins and a healing potion, and head out into the land to see what's kicking. Playing almost like a 3D Ghosts N' Goblins, MediEvil is experienced from a third-person perspective, yet not a cramped over the shoulder view as you may expect... You control Dan with a decent bird's eye view of your surroundings, and you can rotate the camera with the L2 & R2 buttons, though generally the camera is intelligent enough to swing around or zoom in when you need it. This is almost like a fantasy-themed Super Mario engine, with the emphasis more on action than solving odd puzzles... and it's pretty darn spiffy!

HAVE AT YOU FOUL FIEND!

The controls in MediEvil are excellent. Dan is quick on his feet, can run forward with a simple double-tap, jump, crouch and block and wield a whole armoury-full of cool weapons. Though you only start with a sword, you can switch between weapons using the Select button - but you have to find those weapons first. As you adventure



STUFF THE AXE, YOU'RE GONNA NEED A CAN OPENER!



through the land, you'll happen upon the Hall of Heroes where you can meet a whole host of dead soldiers keen to lend you their awesome weapons - like a throwing axe or a big, fat tonk-worthy hammer. Sometimes you'll find it necessary to switch between weapons just to open up a hidden area, or find the next path through a dungeon. The Hammer for instance, will smash away any large immovable object - like a boulder - so that you can progress, but you won't find the Hammer until you've successfully obtained the right chalice (which means completing another quest). Once a level is completed, more paths open up on a world map, and every level is replayable (and sometimes you have to back-track anyway to get into areas you couldn't do before).

The environments in MediEvil are truly cool - from graveyards full of zombies to eerie forests and castles packed with nasty little imps (who steal your weapons!). Everything is in gloriously colourful 3D, and the environment is fairly non-linear, allowing you to tramp around seeing where paths lead and how to get to suspiciously out-of-reach objects. In Cemetery Hill for instance, you have to replay the level later in the game to find a Witche's Coven beneath the hill. Here you find a Witches artefact which allows you to summon a Witch on yet another



ELIOT ON HIS WAY TO WORK

level. She in turn offers you a quest which requires you to enter an ant's nest by being shrunk to the size of an ant - it's this sort of interesting adventuring which lifts MediEvil above other similar hack n' slash third-person games.

EVERYONE HATES THEIR BOSS

The bosses in MediEvil are suitably cool and tastefully original. In the Mausoleum you get to fight a demon which has been trapped in a stained-glass window, whilst in the scarecrow fields you have to fight huge Wizard of Oz inspired Tinmen. The gameplay swings between a 360 degree sword swinging slash-fest, to platforming-style navigation of ledges, to adventure game inspired puzzles and magical items... yet it's all seamlessly intergrated into the one great 3D romp. The voices are hilarious (especially your character Dan, who sounds like he's just spent a bad day at the dentist's) and there's enough vivid character and suspenseful story to keep you thoroughly entertained whilst you fret over which area on the map to explore next.

Once a level is completed, you not only get the chance to save your progress to memory card, but new paths are opened up on the map for you to tackle in the order you choose. However, as I stated earlier, you'll have to backtrack to be able to complete some levels. This can get a little annoying when you've been through a particular level countless times, but there is usually something new to discover each time, so it's not that dreadful.

The bizarre array of foes to dispatch, the variety of ways you can do it, and the fun environments makes MediEvil an absolute joy to play. You'll be hooked till the very end.



DAN'S MUM CATCHES HIM AT THE PUB

AVAILABLE: Now
 CATEGORY: Action/Adventure
 PLAYERS: 1
 PUBLISHER: Sony
 PRICE: \$69.95
 RATING: G
 SUPPORTS: Dual Shock

PLUS

Entertaining story and scrumptious graphics.

MINUS

Replaying levels can get annoying.

VISUALS 90 SOUND 90 GAMEPLAY 90

OVERALL

90

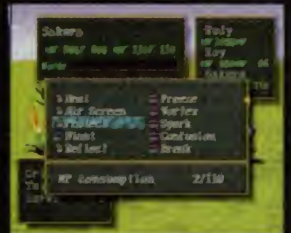
MediEvil scoops the pool with a straight run of 90s! Cool fun.

Wild Arms



Kevin Cheung threatened to club us to death with a large piece of cheese if he didn't get to review Wild Arms. We were more than willing to comply...

BATTLES



Wild Arms uses a pictographic menu system in the battle sequences that allows you to make complex decisions within the areas of defence, armament, and inventory. Selecting one particular field will open up more detailed pictographic sub-commands, where you can select the type of special attack, limit break or magic you wish to use; or even regulate the automated behaviour (such as evasive manoeuvres). This system is simple and user-friendly, allowing you to make precise decisions within a highly detailed field of possibilities with minimal fuss. The number of things you can do is easily comparable to Final Fantasy 7, which had a tendency to confuse game-players with large amounts of text-based menus. In other words, Wild Arms is both easy to get into, and satisfyingly deep once you've settled yourself in.



It is an inborn trait that humankind should fear the dark. Darkness brings uncertainty and death; so it is the natural human response to scrape away at the edges of darkness to find security in the warmth of light. Such is the philosophy behind many popular tales, whether it be about the personal struggles of one's self or the possibility of a darker fate that unites the goals of all humanity. Wild Arms, the latest RPG for the PlayStation, follows the path of other great

RPGs in testing the limits of our imagination and empathy for fantastic adventures that could determine the fate of the universe.

Wild Arms concerns the coming of an eternal darkness at the hands of a magical being called Lolithia, who is being awakened by power-hungry groups within the land of Filgaia. Answering the call of ancient spirits is Princess Cecelia of Adlehyde, whose magical abilities are an ancient legacy passed down to all Adlehyde women of royal blood. She is joined by Rudy and Jack, adventurers with special abilities of their own.

WHAT? 2D AND 3D?

The story is conveyed firstly in 2D during the exploration sequences in the world map and town maps. The visual quality of these segments are of a high standard, paying particular attention to town and character designs, which is the hallmark of any great 2D RPG. The battle sequences are presented in three-dimensional form, where the characters are depicted in polygonal form within a cubic field with decent environmental textures. It is here that the game makes



use of all sorts of graphical effects such as real-time lighting in the magic sequences.

The gameplay is accompanied by an excellent musical score. It doesn't set out to be a John Williams wannabe like FF7, but it nevertheless has great compositional values. Effective use is made of acoustical samples that change with each location, maintaining the underlying theme so that there is a coherent atmosphere throughout the game.

As always, a good story is the heart and soul of any RPG. What makes Wild Arms so special is the plot direction, which manages to effectively convey the struggles of the individual characters whilst keeping the big picture in perspective. Tied in with satisfactory graphics, sound, and gameplay, Wild Arms is a top RPG to play.



MAN THIS SCREENSHOT WAS SO HOT, WE JUST HAD TO CAPTION IT.

A LOOK AT THE ALTERNATIVES...

Final Fantasy VII is the only game that is truly analogous to Wild Arms. While there is a very distinct graphical discrepancy, their gameplay is nearly identical. You basically explore the world, follow the plot, and kill things along the way. The difference is that Wild Arms is a much more easy-going game that, while it packs a great story, isn't quite as complex or emotionally forceful as FF7. It also doesn't make quite as grandiose a use of graphics and sound effects as FF7. However, Wild Arms makes up for these deficiencies in the gameplay department, especially in the ability to switch between and use the different skills of your group members during the exploration sequences. An interesting note: Wild Arms came out before FF7 in Japan.

The only other alternative is Alundra, which is more accurately described as an action/adventure game with RPG elements as opposed to an out and out RPG. Alundra has plot and lots of exploration, but the battle and exploration gameplay is fused together - hence it is an action/adventure. As an RPG alone, it is nowhere near as good as Wild Arms.



MAGIC



Like most other Japanese RPGs, Wild Arms uses the MP system to gauge or otherwise limit the amount of magic you can cast. However, instead of randomly finding magic elementals or earning experience points, Wild Arms employs a magic system where you can bind and dissolve spells according to a Crest Graph, which allows you to create spells within the certain controlled limits. The limits are the four elements Earth, Wind, Fire, and Water, which have unique qualities such as defence, creation, growth, or adjustment. All you need to do is select whether you want White or Black magic, and then make the desired combination between those four elements to add a new spell to your arsenal of magic.

AVAILABLE: October
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: Sony
PRICE: \$69.95
RATING: G
SUPPORTS: Memory Card

PLUS

It's easy to get into and it'll have you hooked from start to finish.

MINUS

The plot is a tad linear, and anyone who was spoiled by FF7 will probably be let down by this game. Shame shame.

VISUALS	SOUND	GAMEPLAY
85	84	90

OVERALL

90

A very solid RPG that's sure to please fans of the genre.

Burning Rangers



The flashy anime intro wasn't all that Kevin Cheung was excited about.... right?



WHO DID YOUR HAIR? CAN YOU GET A REFUND?



THE DEADLY GREEN BOOGER LEVEL

IT'S SONIC - WITH WATER AND FIRE.

Using either digital or analogue controls, you run through virtual environments collecting special crystals that must be used to teleport people you have rescued out of harm's way. Similar to the Sonic games, you will lose all of your crystals if you are touched by fire, and you will die if you are burnt without any crystals at all. As you travel through each facility, you will encounter many fires which must be put out. This can be done with either a default water blast which yields a few crystals; or a super-charged blast which yields no



crystals, but can be used as an effective weapon. The fires have to be put out with due expedience, as you are racing against the build-up of heat that will produce dire random explosions.

The tragedy of Burning Rangers is two-fold. The first is that Burning Rangers is unbelievably short. The levels themselves are absolutely humungous (albeit a tad linear) and require much re-play to rescue everyone from

AVAILABLE: Now
CATEGORY: 3D Action/Platform
PLAYERS: 1
PUBLISHER: Sega
PRICE: \$69.95
RATING: G
SUPPORTS: Analogue Pad

PLUS

The gameplay concepts take a few steps further than Mario 64.

MINUS

Too damned short!

VISUALS	SOUND	GAMEPLAY
80	86	93

OVERALL

91

An explosive mix of style and pizzazz that'll become a priceless part of your Saturn collection.

If there is any concrete proof that the Saturn died long before its time, then this is it. Burning Rangers, by the folks at Sonic Team, is the game everyone was hoping to be the Virtual Sonic game, but ended up wowing everyone so much that Sonic - and even Mario for some - became a secondary consideration.

THIS GAME'S ON FIRE!

The Burning Rangers are an elite squad of fire fighters, whose job is to protect the populace of the future from a flaming end. Filling the shoes of either the intrepid young Shou Amabane or the fiery redhead Tillis, you have the distinguished privilege of being a member of the Rangers right when a series of serious accidents start occurring in important facilities. Your job is to teleport into each facility, rescue anyone who is trapped inside, and put out the fires. There also happens to be a big end-of-level boss to greet you every time, which somehow all ties into a little conspiracy-related plot.

In totality, Burning Rangers is an awesome game to play. Sure, the graphics look a little low-res, but everything else moves, sounds, and plays like a real winner of a game. The controls are rock solid, the 3D movement and environments have very little clipping, and the camera rotation controls are better than any other game - including Banjo. Burning Rangers even does things previously thought not possible for the Saturn, such as coloured lighting and a mountainous collection of high quality sampled speech.



each level, but there are only as many levels as the fingers on your hand. The other tragedy is that Burning Rangers heralds the last of the Saturn's great games, seeing as not even the Japanese are continuing to support it, with all the focus seeming to be on the Dreamcast. In spite its shortness, Burning Rangers is a fabulous game. So what if it's not as long as FF7? So what if the graphics aren't as sharp as Banjo? Burning Rangers is a game that pleases on sheer gameplay alone, and no Saturn owner should miss it.

Urban Assault

No, we didn't send **Frank Dry** out into the streets with a shotgun, this is just **Urban Assault**.



Those damn aliens are at it again. First the Earth has been ravaged by disasters and amongst the ruins tribes of hi-tech humans battle for survival and then the aliens come to take over. Urban Assault is the next release in the emerging post-RTS genre first defined by Uprising and more notably, Activision's Battlezone.

An excellent full-motion video sequence introduces the scenario and your role in it and before each stage similar quality sequences introduce particular subplots and, more importantly, useful aspects of gameplay using captured segments of gameplay. The game itself involves "clearing sectors", claiming power stations and technology power-ups and destroying the enemies' bases.

This is done in two ways by tactically sending out groups of tanks, helicopters, fighter planes and more to hem-in the opponent and, more often than not, simply outnumber them; and also by taking control of your craft and leading each unit through a first-person perspective view. Map-based tactics work nicely on their own for the first 5 or so stages but after that it becomes essential to lead your forces directly because leaving them to auto-pilot and auto-attack tends to leave you with higher casualties and after stage 5 you are already severely outnumbered by the enemy.

SHADES OF GREY...

Grey is a popular colour in Urban Assault possibly because that was the first colour that the designers thought of when they came up with the idea of setting the game amongst Earth's apocalyptic ruins. Unfortunately grey is not a very appealing colour.

Enemy units are diverse but not overly impressive with the giant motherships and enemy strongholds almost laughable in their unthreatening blocky design. Having been treated to the spectacular explosions of Forsaken and particularly Incoming, blowing things up in Urban Assault is very unrewarding - everything explodes in the same way and with the same sprite-based explosion.

Moving to the interface you find the area in which Urban Assault really shines. Being based on a Windows-style interface, everything pops up on the screen at once but unlike other games each window is transparent meaning that if you are busy dodging alien gunfire

whilst in direct control of a vehicles you can still call up the strategy-map window and command other forces without having to divert your attention from the hordes of enemies bearing down on you. This windowing feature is extremely useful and is certain to be the one feature that is copied by future game designers. This easy-to-use graphical interface combined with the pre-level tutorials telling you how make the most of particular function is superb however the combination of keyboard, joystick and mouse controls is, at least initially, a

bit unwieldy. In Battlezone each scenario was split into little varied subplots: In Urban Assault too many of the scenarios are of the tried-and-true, destroy-the-enemy-stronghold type. Even though scenarios can be completed in different patterns choosing from hotspots on a map



very similar to Bullfrog's Syndicate, the content of the scenarios is just not varied enough.

Overall, Microsoft have valiantly tried to topple Battlezone from its throne by implementing an innovative interface but graphically and in gameplay Urban Assault falls far short of the mark. If you are bored with Battlezone and Uprising then give it a go, otherwise stick with Battlezone.



AVAILABLE: New
CATEGORY: Action Strategy
PLAYERS: 1-3 with 1 CD, 4 with 2 CDs
PUBLISHER: Microsoft
PRICE: \$79.95
RATING: TBA
REQUIRED: P133, 16mb RAM
DESIRED: P200, 32mb RAM, 3D Accelerator
SUPPORTS: Direct3D, MMX, Force Feedback

PLUS

Great window-based on-screen display.

MINUS

Poor graphics and little variety between scenarios.

VISUALS	SOUND	GAMEPLAY
65	60	75

OVERALL

65

A disappointing 3D action RTS with substandard graphics but an innovative interface that could have topped Battlezone but fails.

Motocross Madness

The Evil Knievil of the Hyper crew, Cam Shea launches into a 40ft air, and doesn't want to come down...



Motocross Madness is a very successful combination of racing realism and arcade entertainment. It certainly looks and feels very realistic, but the driving physics aren't quite as anal as they could be, and arcade configurations are available. That said, Motocross Madness is predominantly a sim, and has incredible depth. Mastering the

fine nuances of each style of racing is challenging and highly entertaining.

Motocross Madness looks and plays very nicely indeed. The varying terrains are convincingly realistic - whether you're racing on dirt, sand, grass or gravel, the bike handles accordingly, and the terrain is textured appropriately. You also have excellent depth of vision - just check out the landscape on those huge jumps. Shadow effects are some of the best yet seen in a racing game, and are used to great effect. The time of day varies over different courses and at every moment shadows cast by the terrain or by the bike and rider look just as they should. The sound effects are also all high quality - especially the whine and roar of the bikes.

BETTER WEAR A STACK HAT!!

The physics model for the rider and bike are outstanding - the rider shifts his weight around realistically, and the bike acts just as it should - decelerating in the right places, struggling to get it's grip on sand dunes, and bouncing with independent suspension. This realism also carries over to stacking. Breaking every bone in your body has never been so much fun. Every fall is unique, and clearly depends upon a number of factors: the terrain you land on, the speed you were going and the angle at which you impact. Also impressive is the way the rider curls up into a ball to minimise damage when flung from the bike. The sensation of realism, as well as speed, is hypnotic.



Controlling your bike is a breeze - especially with Microsoft's new Sidewinder Freestyle Pro.

The AI is good, they ride quite realistically - taking logical paths through the various courses, and losing it every so often. The only problem I noticed with the AI is that in Baja mode occasionally a rider will miss the way-point, and then frantically drive round and round it.

DEAR GOD IT'S HUGE!!

Motocross Madness has phenomenal gameplay coupled with a comprehensive set of racing options. You can challenge up to 10 other riders in three different race styles - Baja, National and Supercross. Each style requires a radically different approach to racing, and



has a comprehensive set of tracks.

Baja races are set on huge plots of barren land. There are 6 different areas to race in, each differing in topography and land surface. They are truly massive, and are punctuated by chaotic dips, craters, ridges and hills. Races consist of burning through a sequence of waypoints spread across the landscape. Baja racing is all about navigating across kilometres of terrain, and doing it more efficiently than your opponents. There are two different waypoint configurations for each course. The player can also ride in these 6 landscapes (plus one extra) in stunt quarry mode where the aim is to bust as many of the 16 tricks as possible for points.

National races are structured tracks set in the open. There are 14 heart pounding courses also featuring a



variety of terrain, as well as large jumps and tight turns.

The final option is Supercross racing which consists of 20 tracks set in 6 stadiums. Supercross races require precision driving, and knowing the courses well. Motocross Madness also comes with a Supercross track editor, so the possibilities are limitless.

OH, I SIMPLY DON'T KNOW WHAT TO WEAR...

Motocross Madness is fully configurable to your own kooky tastes. If you want to look like the red Mighty Morphin power ranger, then go right ahead and pick the red outfit. More importantly, however, you can choose between 3 different 250cc engines, adjust suspension, and adjust tire traction. There is also full control over the race viewpoint. It can be adjusted on the fly during the race, so you can swing it round the rider and zoom in and out, all while riding. I actually found that in Baja racing, viewing the racer from back and to the side was my preferred viewpoint - you can see ample terrain around the bike, can better adjust the riders weighting when landing jumps, and it looks real to boot!

Not only does Motocross Madness offer excellent value for money with it's wealth of tracks and options in one player mode, but you can compete with up to four other players on the net, or up to eight other players on a LAN. An outstanding all round package - my mind has well and truly been blown!

AVAILABLE:	Now
CATEGORY:	Motocross racing
PLAYERS:	1-8
PUBLISHER:	Microsoft
PRICE:	\$79.95
RATING:	G
REQUIRED:	P133, 3D accelerator, 16 MB RAM
DESIRED:	P233, 3D accelerator, 64 MB RAM, Win 98
SUPPORTS:	Sidewinder Freestyle Pro, gamepads/joysticks, Microsoft Force Feedback.

PLUS

Rock solid gameplay coupled with all the options you'll ever need.

MINUS

You'll need a 3D accelerator.

VISUALS	SOUND	GAMEPLAY
92	88	94

OVERALL
92

Motocross Madness is very close to being the perfect Motocross game. It features incredible depth, magnificent visuals, and succulent gameplay.

Police Swat 2

Hut... Hut... Hut... **Jacinta Thomler** storms in with SWAT 2. Have a nice day.



Armed suspects have held up the local bank. Before they escape the police arrive and the suspects take hostages and barricade themselves inside asking for money and free passage. Do you send in the negotiator, set up your snipers and hope for a clear shot, drop a team from helicopter or ram your way into the building and hope to get to the hostages in time?

SWAT 2 moves away from the adventure focus of previous Police Quest games and puts the player in command



equipped SWAT teams.

There are around a 100 officers or terrorists to choose from to build mission teams, each with a wide range of skills that can be improved on between missions — if you have the budget. Equipment also costs, with the terrorists at a particular disadvantage as they must purchase everything whilst SWAT provides the basic equipment for free.

The game has 30 missions, split equally between the SWAT and terrorist sides. SWAT's missions start with a domestic dispute and build up to dealing with a full scale riot (based on the 1992 LA riots) and a raid on police HQ. The terrorist missions track the fortunes of the mythical Five Eyes organisation and build to a climatic internal battle while the SWAT move in.

SMARTER THAN THE AVERAGE TERRORIST...

The game AI is excellent, with missions never playing the same way twice. With the clock ticking it's sometimes best to throw in a phone and negotiate, but the other side is always making it's own decisions and may turn the situation hostile at any time.

The problem with SWAT 2 is its poor interface and graphics, sure to frustrate and confuse. It is hard to tell innocents from armed suspects on screen, even after they start firing.

This makes it particularly hard for the SWAT side as shooting the wrong person leads to rapid demotion. The control buttons also take awhile to get used to and aren't easy to use, especially at critical moments.

Players must spread out their forces to deal with different threats and a waypoint system with groups would have really lifted the game, as would larger in-game graphics for units and more introductory missions to introduce players to the tactics and equipment used by SWAT.

However, despite it's flaws, SWAT 2 is a game that delivers fast and intelligent non-repetitive gameplay and will challenge the most experienced gamer.

AVAILABLE: Now
 CATEGORY: Strategy
 PLAYERS: 1-4
 PUBLISHER: Sierra
 PRICE: \$89.95
 RATING: MA15+
 REQUIRED: P133, 16MB RAM
 DESIRED: P166, 32MB RAM

PLUS
 Challenging missions. No mindless victories.

MINUS
 Really could have used a waypoint system and a better interface.

VISUALS SOUND GAMEPLAY
 81 80 78

OVERALL
80

A true strategy challenge for those looking for something a little more hard core.

of small SWAT teams in the heat of tactical action based on past real-life situations. Endorsed by ex-LAPD chief Daryl Gates, the developers worked with SWAT to mirror the equipment, tactics and situations and the game credits read like a role of the active LAPD officers.

Unlike most real-time strategy games, when playing as SWAT you must play by the book rather than go in guns blazing. Sometimes it is very hard to distinguish suspect from hostage and quick reactions are all that stand between success and disaster.

YES, YOU CAN BE THE BADDY

The games also lets you play as a group of terrorists. They have more freedom to choose who lives and who dies but face very challenging objectives against better



Hard War

The opportunity to talk dirty, and look moody and enigmatic like all good future/sci-fi protagonists?

March Stepnik jumped at the chance.



plainly just piss off the wrong people, you'll have to fight for use of these wells.

While you choose from either a Trader, a Scavenger, or a Hunter at the beginning of the game, other avenues are opened up to you as you become acquainted with the local underground. Assassination, Bounty Hunting, and Demolition missions become the norm after a few months of upgrading your ship and making a name for yourself.

All things considered, *Hardwar* feels more like *Privateer* than the original *Elite*. Combat, whilst looking fine, lacks any great feel, as you can't bank and roll... just steer left and right and go up and down... Argh! You can also strafe perpendicular to the way you're facing, but it's really just handy in docking.

Trading also seems to be virtually impossible to make a decent margin on, and as a result combat missions seem the only way to get much money, and even then, the price of repairs and missiles are high enough that getting ahead is not an easy task.

KEEPS PERFECT TIME...

The really frustrating aspect of the game has to be the notion of real time. If you call a taxi, you have to wait (up to five minutes) for one to arrive, then wait till it's cleared to leave the dock. You then have to watch as the taxi takes you to your destination, all in real time... Argh! With NO skip button,



BILL GATES' LATEST HOME EXTENSIONS

The space trader/shooter was invented when *Elite* wowed the gaming world all those years ago, and was followed up with *Frontier*, and *Origin's* version of the same game, *Privateer 1 & 2*. Gremlin try their hand with *Hardwar*.

Hardwar is a game of, you guessed it, futuristic trading and negotiation. With a souped up junket your only asset, the ultimate aim of the game is to rise the social ranks by which ever means possible, and eventually leave the forsaken planet which you are on. Based in the city of Misplaced Optimism (yep, that's actually its name), *Privateer*-style money making and upgrading is the order of the day, with a heavy slant on faction interaction (greasing the fat cats of MO).

The whole look of the game is top class. Utilising the graphical genius of the Designers Republic (those people behind *Wipeout*), *Hardwar* is a treat visually. While nowhere near as polished and glitzy as the visuals of *Wipeout*, *Hardwar* features dull, functional graphics that impart the bleak nature of MO quite effectively. The music also, is top notch.

Played in real-time, day changes to night right before your eyes - which is a problem since the craft you pilot is basically solar powered. The solution to this problem is to visit solar wells - points scattered around the city where solar energy is stored. As you affiliate with certain groups within Misplaced Optimism, or



THE FUTURE'S SO MURKY, I GOTTA NOT WEAR SHADES

you actually have to sit through this entire process to get anywhere. What the heck were Gremlin thinking? Also, when you bring up the nav map or your email whilst in flight, your ship continues on its course. To safely access these features, stopping in a nice quiet corner is the preferred option.

I can see some players ignoring this just for the trip down memory lane with the *Elite* concept that *Hardwar* offers. For most though, it's not something that you'd learn to tolerate that easily. Ultimately, its greatest fault.



AVAILABLE:	Now
CATEGORY:	Trader/Combat
PLAYERS:	1-8 (Co-op)
PUBLISHER:	Gremlin
PRICE:	\$89.95
RATING:	TBA
REQUIRED:	P150, 32MB RAM, Win 95
DESIRED:	P200, 3D accelerator

PLUS

Game evolves around choices you make. Designers Republic - need I say more?

MINUS

Real-time so true to its name that you'll be banging your head against the monitor.

VISUALS	SOUND	GAMEPLAY
80	84	58

OVERALL

64

A good idea that suffers from a major flaw in game design.

Adrenix

Hang on... this looks familiar. David Wildgoose runs a DNA test on Adrenix to see if it's related to Descent.



third hand operation you have been postponing will come back to haunt you. Primary and secondary weapons are at your disposal, with five of each type to be collected throughout the game. One deeply unsatisfying aspect of Adrenix is that the weapons lack any real punch, that visceral "oomph!!" necessary for enjoying any shoot 'em up. The weak, almost half-hearted explosions hardly help matters either.

THE REAL FEEL...

Adrenix does succeed in other areas, however. The story propels the action well, as the levels have mission goals more complex than merely clearing out all the bad guys. Set in genuine cities, the levels themselves are varied and detailed.

From darting around skyscrapers to pursuits through sewer systems and underground rail networks, Adrenix offers a design much closer in spirit to Descent than Forsaken did. Areas need to be scoured for nooks and crannies, small holes in the ground can lead to disorientating, maze-like caverns, and pipelines and highways make for plenty of twisting, convoluted routes through the levels.



It's taken a long time, but the Descent clones are finally beginning to emerge. Forsaken offered a sexy-but-straightforward distillation of Interplay's classic and now Adrenix presents another slightly different variation on the free-roaming 3D shooter theme. Funny how the search for some new twist on the often tired 1st-person formula has led us right back to a game that was released before Quake.

GET THE GIRL, KILL THE BADDIES...

In Adrenix you play Griffon, an ex-cop who has realised that the police are the real bad guys and has hooked up with a terrorist group to set things right. And just in case that isn't enough motivation for you, Griffon also discovers that his former employers have kidnapped his girlfriend. With the scene thus set, we plunge into a level-based 3D shooter where the cities seem solely populated by robots and flying machines intent upon your destruction.

Veterans Descenders will feel immediately at home as soon as the game starts. The control set-up is identical to Descent, albeit without such luxuries as flares, afterburners or indeed a map of any description (although, recalling the tragedy that was the Descent map, perhaps this isn't a great loss). While mouse movement controls your ship's direction and the buttons fire its weapons, the keyboard is needed for engine power and strafing left, right, up and down. It's about now that the artificial

Visually, there's nothing spectacular (particularly in terms of lighting and effects), but the engine does allow for loads of large open expanses with no discernible sacrifices made.

Adrenix never scared me like Descent could, nor got my blood rushing like Forsaken did at times, but I enjoyed nevertheless. It's a solidly produced title that's worthy of at least a few moments of your attention. If you're bored with the same old 1st-person routine, then you should give this a look.

AVAILABLE: Now

CATEGORY: 3D Shooter

PLAYERS: 1-Multi

PUBLISHER: Playmates

PRICE: \$79.95

RATING: G

REQUIRED: P166, 16Mb RAM

DESIRED: P200, 32Mb RAM, 3D card

PLUS

It's a rare Descent clone. Some nicely designed levels.

MINUS

Never really lives up to its name.

VISUALS SOUND GAMEPLAY

77 70 80

OVERALL

79

A good game, but not quite as enticing as the others in its genre.

Dominion - Storm Over Gift 3

Ion Storm's first title arrives... Is it the debut they wanted? David Wildgoose decides.



Dominion is a game with a troubled history. Jettisoned by original publisher 7th Level mid-way through development, it was eventually given a home by those nice people at Ion Storm. Of course, the march of time being what it is, such a delay often results in a title with dated graphics, gameplay, or both.

Thus, it really comes as no surprise whatsoever to discover that Dominion suffers from this exact fate. This is real-time strategy that might have been interesting and impressive a year ago, but today seems completely unremarkable.

Plot-wise, we have a four-way tussle for power between us humans and three alien races. The tragedy of Dominion is that it never takes advantage of this setting. You can play as any of the four, but aside from the obvious aesthetic differences there's very little to distinguish them from each other. One of Starcraft's great strengths was the uniqueness of its three races, a feature that Dominion could and should have implemented as well. Worse, on most missions you are unlikely to come into contact with more than one opponent, instantly rendering the four-sided war almost redundant. This is typical of the entire game. It's just one long, sorry tale of missed opportunities.

DIFFERENT?

Indeed, while commanders (influential units who increase AI) and umbilicals (kind of like supply lines to far-flung resource mines) provide some new and beneficial strategic twists, the core gameplay is the usual "mine 'em, build 'em, kill 'em" routine. There's no line of sight and only a limited fog of war - the technical term is "shroud of war", I believe.

The interface is good and mostly intuitive with a nice line in right-click submenus. The latter boast extensive unit commands (including crawling and kneeling!), that are rather unfortunately scuppered by the mediocre AI. All very well allowing intricate tactical orders to be given, but when your troops are too stupid to act on them properly - and thus requiring you to concentrate too much upon anal micro-management - it's just a bit pointless, isn't it?

STOOPID SOLDIERS...

As far as graphics are concerned, Dominion gets mixed results. On a positive note, there are some lovely explosions and the animation is of a consistent quality. The 2D terrain might look pretty, but it is too simplistic for those of us reared on the likes of Total Annihilation and Dark Reign. Perhaps the most galling visual flaw is the way in which your troops cannot walk between two structures built next to each other - even though you can see a gap that's obviously more than large enough! If you want someone to move to the other side of your base, then you'd better watch out he doesn't get lost taking the long way round!

Dominion is very much a genre title that adds despairingly little to the well-worn formula of real-time strategy pioneered yonks ago by C&C. Next to Total Annihilation it looks very lame indeed.



AVAILABLE: NOW
CATEGORY: Realtime Strategy
PLAYERS: 1-8
PUBLISHER: Ion Storm
PRICE: \$89.95
RATING: M
REQUIRED: P166, 32Mb RAM, 4xCD
DESIRED: P200, 64Mb RAM, 8xCD

PLUS

A couple of original ideas. Pretty demanding challenge.

MINUS

Dull gameplay, dull graphics, dull AI. Dull, basically.

VISUALS	SOUND	GAMEPLAY
65	60	64

OVERALL

65

A few good, original ideas, but mostly a case of "yet another RTS game"



Premier Manager 98

Playstation

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-4
PUBLISHER: GREMLIN
PRICE: \$89.95
RATING: G

After a weekend with Premier Manager 98 I've come to the conclusion that all football management sims mess with your mind. As games they seem to possess remarkably little actual gameplay, but they can be as addictive as hell. The entertainment comes from the way they take hold of your imagination. At first it's a subtle thing, the first few hours spent flicking through the myriad of menus and screens of statistics, trying to comprehend your club's balance sheets and training regimes. However, given maybe half a season's play you'll be on the edge of your seat, yelling at the TV and clutching your hands to head in despair as your players blankly refuse to carry out instructions. Which is at the heart of the problem. Being a management sim, PM98 doesn't let you participate in matches, other than selecting tactics and substitutions. So when the match display bears only fleeting resemblance to real football, it becomes frustratingly difficult to understand why certain players are performing well and others aren't. Or even which tactics are likely to suit your players. Most of the time, then, you have little clue as to what you're doing and what you're hoping to achieve. But, of course, you still keep trying to do it! Addiction!!

I'm not entirely sure what I think of Premier Manager. The gamer in me can see a whole host of obvious flaws, yet the football fanatic in me loves it to bits regardless. Make of that what you will.

DAVID WILDGOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
59	75	79	76

Chopper Attack

Nintendo 64

AVAILABLE: NOW
CATEGORY: SHOOTING
PLAYERS: 1
PUBLISHER: MIDWAY
PRICE: \$99.95
RATING: TBA
SUPPORTS: RUMBLE PAK

Originally titled Wild Choppers in Japan, Chopper Attack is a game that puts you in the cockpit of a helicopter and allows you to bring flaming death to the evil forces that oppose you.

Aesthetically, Chopper Attack is a very ordinary piece of work. There's plenty of variation to the virtual terrains, ground troopers, and air units. Everything looks, sounds and moves quite solidly, and there are some really cool special effects such as the smoke trails left behind by the missiles; but the physics are very, very strange. Rockets and machine gun fire seems to float casually through the air, while helicopters and other air units seem to be able to perform any physics-defying manoeuvre with the greatest of ease. Even then, the game remains decent fun for the general blasting action.

From a design point of view, those of you who are looking for an experience similar to that of the old Desert Strike games will be disappointed. The default camera angles are inappropriate for



implementing any true form of strategy, hence limiting the gameplay to a rather singularly dimensioned "shoot everything in front of me" approach. Unfortunately, the heavy use of fog seems to detract from that goal.

At the end of the day, because of the free-movement shoot 'em up action, Chopper Attack is something that only Descent or Forsaken fans will enjoy. Otherwise, it is generally an extremely mediocre game.

With the sudden plethora of titles that we're starting to see for the Nintendo 64, titles like this which would have done okay a few months ago due to lack of available titles, will probably struggle now.

KEVIN CHEUNG

VISUALS	SOUND	GAMEPLAY	OVERALL
76	88	77	76



Buggy

PC

AVAILABLE: OCTOBER
CATEGORY: RACING
PLAYERS: 1-MULTI
PUBLISHER: GREMLIN
PRICE: \$69.95
RATING: G
REQUIRED: P100, 16MB RAM
DESIRED: P166, 3D CARD
SUPPORTS: DIRECT 3D

Sigh. I hate to see good original ideas go to waste, especially when they're such rare beasts anyway. Buggy is a promising game with several quite neat tricks up its sleeve, but sadly fails to live up to anywhere near its potential.

Remote-controlled cars are an unlikely source for gaming inspiration, although they are precisely what Buggy is all about. Replete with antenna attached at the rear, your dinky little cars race each other through all kinds of fairly dull and anonymous tracks. A much better tact would have been to adopt more familiar track settings like the backyard, pool side, lounge room, or similar places where remote-controlled cars are actually raced. The race structure, however, is interesting. Think of Mario 64, but replace the levels with the races and you've got it exactly. You get to choose each track

on which you wish to compete, winning races opens up new areas to explore, and old tracks can be returned to for secrets and other hidden stuff.

Unfortunately, all this counts for nought thanks to the horrible - utterly horrible! - controls. The cars dart all over the place as you struggle to maintain your sense of direction in the face of wildly over-responsive steering. Pick all but the heaviest cars and they'll bounce manically in wilful disregard of your futile bashing of the keyboard. This is truly the stuff of nightmares and, in all honesty, I couldn't stand playing Buggy for more than five minutes at a time. Desperately poor.

DAVID WILDGOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
57	40	39	44

Judge Dredd Pinball

PC

AVAILABLE: NOW
CATEGORY: PINBALL
PLAYERS: 1-4
PUBLISHER: GREMLIN
PRICE: \$TBA
RATING: TBA
REQUIRED: P90, 16MB RAM
DESIRED: P166, 32MB RAM



It's the month for pinball games now isn't it. Just as every game genre spits out titles in waves rather than in dribs and drabs, we see a bunch of pinball titles arrive at once. Unlike the appalling Cyberball, Judge Dredd is a pinball sim that attempts to be as faithful as possible to the genuine pinball experience. There's nothing inherently superior (nor inferior) about this approach, but the fact that Gremlin have done it so well easily makes it the better game.

There's a plot! Well, sort of. You are Judge Dredd and you have to shoot things is about as advanced as things get in that direction. Four Dark Judges are on the run around Mega-City and Dredd's out to hunt them down, apparently. It is more exciting to think that you're chasing someone through dark alleys and so forth, instead of just trying to rack up big points. Elaborating on the theme are a whole bunch of really cool gameplay ideas. Clever use of the dotmatrix display (just like a

real pinball machine - none of yer fancy computer graphics here!) allows for things like a garage to upgrade Dredd's bike and even shoot-outs with dangerous criminals.

The table is beautifully presented in that traditional tilted back manner and the ball physics seem pretty much spot-on. Impressively, options allow for a hi-res, 1024x768 24bit colour mode that looks stunning and leaves you with no difficulty in following the ball whizzing about the screen. Sure, there may be only one table, but even so this remains one of the best pinball sims yet.

DAVID WILDGOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
81	70	87	85



Redjack

PC/MAC

AVAILABLE: NOW
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: THQ
PRICE: TBA
RATING: TBA
REQUIRED: P133, WIN 95/98, 16 MB RAM, 4X-CD-ROM
DESIRED: P200, 32MB RAM, FASTER CD-ROM

Redjack Rampage begins with so much promise, it's upsetting to observe how the game deteriorates into a horribly linear interactive story with a few badly designed puzzles. Here is a great story of a betrayed pirate captain, put together with captivating voice-acting and a mixture of fun characters, however, this is the only aspect of the game which will keep you playing to the end. Interactions with these characters seems almost pointless, as just about every response is returned with the same reaction (I tried!), which only exaggerates the feeling of linearity. You think you're faced with decisions, but ultimately, the game forces you down one path. Even though every location is examinable in full 360 degrees, there are never any objects to pick up or examine, and when you do find something to stuff in your treasure chest inventory, it's always the only item you need to solve the puzzle you're faced with. Possibly the game is aimed at young kids (though the heavy innuendo in the script foils that idea) or maybe just adventure game beginners.

The puzzles you are presented with in Redjack are a mixture of simple "use this item with this item" and horrible real-time fighting sequences which require you to move your mouse to a certain part of the screen to block swords or shoot incoming barrels - some of these are so badly designed, they infuriate you with the enormous amount of luck you need to pass through the section. Whilst keeping you interested with an intriguing story, Redjack is simple enough to complete in about six hours, and that's no good at all.

ELIOT FISH

VISUALS	SOUND	GAMEPLAY	OVERALL
70	80	55	57

Need For Speed 3

PC

AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-MULTI (SPLITSREEN, NET)
PUBLISHER: EA
PRICE: \$TBA
RATING: G
REQUIRED: P166, 16MB RAM, 3D CARD
DESIRED: PENTIUM 2, 64MB RAM, VOODOO II CARD

One look at the latest addition to the Need For Speed franchise and you would be forgiven for thinking that you were witnessing racing game perfection. First impressions are that this is one amazing game. Outperforming every PC racing game on the market, NFS3 looks absolutely incredible. The gorgeous cars gleam in the sun, the weather effects are brilliant, dirt and leaves are thrown up off the road, and headlights carve up the track during the night races. In fact, the lighting effects throughout the entire game are just astonishing - check out the Empire City circuit for the best-looking driving experience ever seen on the PC. Provided you have the right hardware, NFS3 also offers a superfast racing feast.

But, as has been the case with every title in this series thus far, underneath all the impressive visual frill (and thrill) NFS is little more than a



fairly ordinary driving game. There are over a dozen cars to choose from, and while they do handle somewhat differently, it hardly matters when the car physics are so absurdly unrealistic. In trying to design an accessible game, EA have merely succeeded in giving us an EASY one. What's the point of having brakes when you can just bump your way through corners with negligible loss in speed?

It's a shame really, because most of the tracks are quite stunning. They just desperately need a more challenging driving engine to wrap themselves around.

DAVID WILDGOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
93	70	62	67



Aerofighters Assault

Nintendo 64

AVAILABLE: NOW
CATEGORY: AIR COMBAT
PLAYERS: 1-2
PUBLISHER: VIDEOSYSTEM
PRICE: \$TBA
RATING: G

Occupying more or less the middle ground between Lylat Wars and Pilotwings, Aerofighters Assault is an accessible, arcade-style flight sim with plenty of dogfighting. You're a member of an elite UN squadron embarking upon a series of eleven missions to eliminate the ridiculously-named military/terrorist organisation, Phutta Morgana. Mission objectives range from simple reconnaissance runs to intercepting an entire fleet of stealth aircraft to defending the launch of a space shuttle. If you can recall the "open area" missions in Lylat Wars, then you ought to have a pretty good idea of what to expect from this game.

Compared to Fox and his chums, however, AA offers a much tougher (and less charismatic, it must be said) challenge. In other words, it's bloody hard! This is due in part to the more realistic flight dynamics and somewhat confusing cockpit display and multiple views, but mainly because of the clever enemy AI and their near-suicidal mental disposition. There's a deathmatch mode for two players as well. I never really got into the Lylat Wars deathmatch, but thoroughly enjoyed this - it's got something like an authentic dogfighting feel.

Visually, AA doesn't scale any great heights. The scenery lacks detail and the weapons are hardly spectacular. Worse are the lamely disjointed voice-overs throughout each mission detailing targets and the like in... a... voice... like... this.

Aerofighters Assault isn't for everyone - and it's still a fair way from the perfect air combat title. But for flight-starved N64 owners it's a bit of a godsend.

DAVID WILDGOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
68	63	72	70

Fields of Fire

PC

AVAILABLE: NOW
CATEGORY: STRATEGY
PLAYERS: 1-4
PUBLISHER: EMPIRE
PRICE: \$79.95
RATING: G8+
REQUIRED: P100, 16MB RAM
DESIRED: P133, 24MB RAM

Combining elements of adventure and tactics, Fields of Fire focuses on the conflict for control of North America between the British and French in the 1750s.

As a loyal supporter of your chosen crown, the player has 18 missions to complete (different for each side) as well as dealing with periodic attacks on their home base, a military fort on the contested border. Luckily the fort is well



defended by a number of 'subordinates' - characters without special skills - that are under the player's control.

At the start of the campaign the player chooses a character from about 40 available on each side. As both powers enlist the support of colonists and native Americans in the struggle there is a good range with different strengths and weaknesses.

At the fort you receive briefings its also where you can buy equipment and upgrades, and enlist additional characters. A nice touch is that you can kill wildlife and sell their skins, earning you extra income.

Interface is topdown and the main view suffers from characters being too small. There is a zoom view, however this at this level attackers tend to be out of view. The interface is a little tricky to use and while it is possible to organise troops into formations and give them useful commands like kill the enemy and then grab the booty it isn't an easy game to control.

And, frankly, gameplay was boring. Long gaps between events and a very loose story. There wasn't any real identification with the characters, who suffer from using few (and mostly bad) voice actors.

Overall Fields of Fire, while taking a unique approach to a period I've never before seen covered in a PC game, really didn't deliver the goods.

JACINTA THOMLER

VISUALS	SOUND	GAMEPLAY	OVERALL
60	62	58	60



Cyberball

PC

AVAILABLE: NOW
CATEGORY: PINBALL
PLAYERS: 1-8
PUBLISHER: ARENA
PRICE: 69.95
RATING: G8+
REQUIRED: P75, 16MB RAM
DESIRED: P133, 32MB RAM

In these days of Windows 95 it's rare to find a game that states that it plays best under DOS - but still requires a Pentium. While Cyberball bills itself as "The Ultimate Evolution of the Classic Pinball Machine" I'm not quite certain what they mean by 'classic', buggy perhaps?

"Under Win 95/ NT you might experience ball and flipper movement slightly broken at times, to fix this, play under DOS".

I experienced the same game problems in both Win 95 and DOS. Just what are they warning about? When the game just stops responding? The fact it's 50/50 on the sound and mouse joining you in game?

When the screen zooms in on the ball momentary with no warning, or starts doing a hula dance it seems to be design features. They're still as annoying as hell. Both of these features make it almost impossible to keep track of the ball.

Moving along, there are good points. The visuals and sounds are OK and the four tables do offer some unique twists on the old pinball theme. The main plus are the options. You can control ball and flipper speed, the amount of bounce off the walls and gravity as well as more usual screen size and colours. There are five preset settings for quick play without extra tweaking.

You can choose to play with up to 16 balls and the gameplay is alright. Overall though, the extra 'features' and the bugs mean this game should stay on the shelf.

JACINTA THOMLER

VISUALS	SOUND	GAMEPLAY	OVERALL
62	64	50	56

G.A.S.P.

Nintendo 64

AVAILABLE: NOW
 CATEGORY: 3D FIGHTING
 PLAYERS: 1-2
 PUBLISHER: KONAMI
 PRICE: TBA
 RATING: TBA
 SUPPORTS: MEMORY PAK



It looks as though the wait for a mind-blowing Japanese 3D fighting game on the N64 is going to have to continue. Believe me when I say I tried very hard to like this game. Within the tiny space below, I will be as thorough as I possibly can in breaking down the game.

The aim of G.A.S.P. is simply to pick from 8 characters and bash brain. Graphically, the game is flawed in that Konami's endeavours for a decent polygon count has resulted in a shockingly low frame rate. The action, therefore, is slow and jerky. To its credit, it has a slightly washed-over effect that makes the overall appearance cleaner and crisper as compared to the fuzziness I usually complain of this in many N64 games, such as Dual Heroes.

Gameplay concepts are what are most impressive about G.A.S.P. While the game employs the similar 3D movement controls to Dual

Heroes, it also uses the most intelligent combat system experienced on the N64. Not only can you perform complex chain combos, but you can also use the general environment to your advantage, such as using objects on the floor or jumping off the walls. This kind of gameplay borrows from the recently unveiled AM2 monster, Spike-Out.

At the heart of G.A.S.P. lies a control system that can only be described as a warm turd wrapped in a colourfully textured sock. It is unforgivably slow and unresponsive, completely ruining all the potential that the gameplay offered. I thought it wasn't possible, but the controls are actually less responsive than Dual Heroes. It pains me to say this, but MK4 is still the best 3D fighting game on the N64.

KEVIN CHEUNG

VISUALS	SOUND	GAMEPLAY	OVERALL
55	52	45	50



Total Annihilation: Battle Tactics

PC

AVAILABLE: NOW
 CATEGORY: EXPANSION PACK
 PLAYERS: 1-NETWORK
 PUBLISHER: CAVEDOG
 PRICE: TBA
 RATING: G
 REQUIRED: TOTAL ANNIHILATION

Following on from their recent success from Total Annihilation: Core Contingency, Cavedog have once again decided to bring out the next expansion to their groundbreaking game. Maybe they were trying a little too hard to get another one out.

The number one concern and downside to BT is that it lacks any new units. All the units that are available are with it already come shipped with CC. Now don't groan and turn the page just yet, BT's huge variety of missions does at least somewhat make up for its lack of new firepower, however more often than not, BT is made up of mediocrity and monotony. If you've played Starcraft: Insurrection then you'll know what I'm talking about.

As the box states on the back, "100 quick missions...". Quick is right. There are about 15-20 lengthy levels that require some forethought and preparation, yet on the whole the majority of BT missions could probably be finished in under fifteen minutes by your half-blind grandmother with one arm tied behind her back. And most of the long ones involve you either: a) Running your commander to a damaged base, repairing it, then kicking the crud out of the enemy, b) Having a base already established and having to safeguard a particular building, or c) Escorting a unit to a given place on a map. This whole repetitiveness leaves much to be desired in the way of lastability and replayability. After about 13 missions I began to rapidly become bored as each mission started to take on the same form as the last...

Not the class product that TA Core Contingency was.

ST. JOHN GRAHAM

VISUALS	SOUND	GAMEPLAY	OVERALL
83	77	84	63

Warlords III - Darklords Rising

PC

AVAILABLE: NOW
 CATEGORY: STRATEGY
 PLAYERS: 1-NETWORK
 PUBLISHER: SSG
 PRICE: \$89.95
 RATING: G
 REQUIRED: P75, 16MB RAM, WIN 95
 DESIRED: P133, 32MB RAM



SSG are one of the oldest games development companies in Australia, they specialise in strategy games and they do what they do very well. Indeed, aside from the awesome Powerslide, SSG generated more interest in Warlord's III: Darklords Rising at this year's E3 show than any other Australian title, well that's what the developers told me anyway.

According to legend the slumbering Darklords have had enough kip, woken in a rotten mood and decided that the world could do with a good stomping. This time however your role is not to save the world, this time you're the evil dude and the world is there for your taking!

So what's new in Darklords Rising? Well the changes are subtle but, to fans of the Warlords series, probably enough to warrant forking out some more cash for this stand alone expansion. The main changes to the game involve adding more depth and detail to your tactics and your choices. There are more quest types and more

buildings and ruins to explore, and it's now possible to upgrade your troops to higher levels of proficiency.

There is also a much larger campaign game which will keep the most diehard fans busy for a good while. All new audio and a higher resolution graphics engine help to polish up what has been one of the most successful fantasy strategy games on the PC.

If shallow learning curves and simple strategic pleasures are your bag then you could do a lot worse than Warlords III: Darklords Rising!

GEORGE SOROPOS

VISUALS	SOUND	GAMEPLAY	OVERALL
79	70	82	80

BY TIM LEVY

Daytona USA 2 '98

SEGA

Bringing out a sequel to a road racing game that has become an industry benchmark is no easy feat. Sega recently put challenge to the test with Scud Racer, which although a good game, was no Daytona. Daytona excelled because of the solid graphics, the cars realistic handling, force feedback steering, the awesome multiplayer mode and of course the catchy title theme song (i.e. DAYYY-TONE- AAAAAAH). Also, being able to control different camera angles ranging from ant-cam to heli-cam was a great addition. This enabled you to learn the tracks contours from 'heli' and then switch to bonnet or ant-cam to give you the feeling that you really were behind the wheel of a grunty V8 powered, outrageously oversized American gas guzzler- hurtling down a race track at brake neck/body speeds.

Daytona was also the first arcade game to really put the multi in multiplayer. Up to 8 (or was it 10?) race fans could compete in a high-speed demolition derby simultaneously and flaming automobile accidents have



normal or professional type cars. It is safe to say that if you have played Daytona before then go straight to professional. The beginner cars are more forgiving in the handling department though the challenge is not comparable to the 4 speed manual professional car.

car directly in front and then using your momentum to over take just a split second before colliding with their tail end.

Another new feature is that opponent cars smoke when they loose control or have an accident, thus warning you of the impending danger ahead.

As before, learn to use the radar screen in the right hand corner in an attempt to block any cars coming from behind. The blocking technique is also useful for faster takeoffs after wiping out or crashing.



never been so much fun since. Daytona was also was one of the few distinguished arcade games to make it to the alcohol fuelled world of pubs and clubs. Some do gooders tried to link the surge in drink driving with the popularity of the game; hence the arrival of the psychological condition called 'Daytona Complex'.

The new Daytona has kept all the charms of the '94 game (except the title song) and tweaked the graphics and gameplay departments to ignite the petrolhead lurking in even the most timid of arcade fans.

New to the game is the option of choosing beginner,

The choice of tracks ranges from beginner (1 mile X 8 laps) to advanced (2.25 miles X 4 laps) to expert (5.7 miles X 2 laps). The 'beginner' track is very similar in design to the beginner track in the original (oval shaped) and of course, the real Daytona track. The race takes place in a giant futuristic superdome with a lush, sub-tropical rainforest theme to it. The 'advanced' track occurs in a highly animated amusement park with the track winding its way through Future, West and Adventure worlds as well as a 'haunted house'. The 'expert' track is definitely the pick of the bunch and a classic track in its own right. Starting off in the canyons of a city, the track meanders through the city blocks, out into a small country stretch and then through docklands and back into the city.

A few additional features have been added to spruce up game play. It is now possible to power slide into and through corners by coming into the corner under full acceleration, tapping the brake (accelerator off), then flicking the wheel and punching the accelerator. This tactic should see your vehicle picking up some freaky sideways action through the turn. Now use counter steering to control the car as you pull back on to the straight. Another new tactic is to slip stream the

Even though the sequel to the mighty Daytona has been a long time on the drawing boards, it is a relief to see and hear that the team at Sega have got it right. The only thing lacking is that there are only 2 new tracks, though it will take many games to get down to the fastest lap times for even the hardest of hardcore driving fiends.

Excellent adrenaline pumping stuff.

9/10



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BY ELLIOT FISH



Banjo-Kazooie

Stuck in Clanker's Cavern? Want to know how to find all the cool hidden secrets in the game? Banjo-Kazooie is one of those fantastic console experiences, but it can get pretty frustrating at times too. But before you cheat, really give the game a go, because using these solutions will totally spoil the game for you... There is a big mutha of a FAQ on Banjo-Kazooie at

<http://faqs.simplenet.com/faq/BanjoKazooie.htm>

There is also a good little Aussie resource put together by "Tim", at

<http://www.perthpcug.org.au/hoetim/75.html>



Metal Gear Solid

It's being touted as the most amazing PlayStation game ever, and has been shown at two Atlanta Electronic Expos in a row - it's called Metal Gear Solid and it's release is getting closer every day. Tactical Espionage Action is the genre, and you'll be more than impressed when you see the game in action. Here is an excellent online resource for the game which has screen shots, movies, a FAQ and lots more MGS stuff for you to get your teeth into.

<http://psx.gagames.com/mgs/index2.html>



The Spoiler

If you're looking for heavy duty "spoilers", i.e. complete game solutions and walkthroughs, then all your needs are safely tucked away at one URL. From RPCs like Might and Magic VI to the Tomb Raider series, this website has the solutions to all your adventuring woes. Need I remind you again, that spoilers are best kept as a last minute tactic? Games are meant to be challenging! Don't let those hours of mind-numbing gaming be taken away from you in one net surf!

<http://www.the-spoiler.com/>



Game Boy Camera

Ready to go nuts with your Game Boy camera? Well some freaks have already devoted websites to their Game Boy camera... er... art. If you want a good starting point with links to other Game Boy camera sites on the net, as well as tips on how to get the most out of your camera. Then start your trawlin' at this little fan site. Adam is the author of this homepage. Say "hi" Adam!

<http://members.tripod.com/gbcamera/>

Ahhh hell. Here's another cool as cucumbers site...
<http://members.aol.com/DrNoToTND/index.html>

Sierra

Checked out the official Sierra website lately? Well, you should! They have an excellent driving game on the way for PC - Grand Prix Legends! By all accounts, this baby is going to drive us wild. While you're drooling over the GPL screen shots, you can take a look at what else Sierra have been sitting on, like Red Baron 3D (3D accelerated version of Red Baron II), and Police Quest: SWAT 2. Sierra also have a section of their website devoted to the Mac gamers amongst you. Yay for Sierra!

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

Tenchi The Movie 2- The daughter of darkness

BY MAX AUTOBREAD



Right. There's this Guy see? His names Tenchi, and he's the heir to the Jurai throne. Whats Jurai? An ancient and powerful dynasty who wield the legendary Jurai power of course!!!

Because of his lineage some super thin girls from outer space have moved into his home and kinda hang around protecting him with their ultra weird powers. Two of the girls, Ryoko and Ayeka, are constantly at each others throats in fierce strobing battles in an attempt to win Tenchi's love.

Tenchi Muyo is one of Japan's most successful animes. Originally a series, Tenchi now has two feature length movies to its credit. The first feature, "Tenchi in Love", was just about the textbook example of a perfect anime ie; action, cheese and weirdness.

Now, with the international release of the second Tenchi feature, fans worldwide are set to cream their pants once more. Or are they? Here's the plot.

One very hot day Tenchi walks in with beautiful Mayuka; just some girl who he happened to meet and is claiming to be his daughter. Some tests are done, and sure enough, she has enough of Tenchi's genetic code to prove it. Of course following in that weird and wacky anime tradition, lots of incest innuendos follow, with Mayuka doing just about everything in the book to get it on with Tenchi. Throw in a Demoness of Darkness called Yazuha with a seven hundred year grudge, a tree of dark, sliced watermelon and all the usual Tenchi ingredients and you have a very strange brew indeed.

In stark contrast with the brilliance of the first movie I must say I found this second feature a bit of a disappointment. It unfortunately lacked the needed progression in the narrative expected in a feature and what were given is a simple theme surrounded by lame sit com. The delivery of the animation seems to have dropped a notch, but were still presented with a beautiful and slick piece of work.

Available on import but available on local distribution late this year/early next year.

7.5/10
Available on Import.



Rail of the Star

1914-1945. It was a time of the rise and fall of the "Golden Age" of imperialism, when the war machines of Europe and Asia rolled across the planet in search of turning over the earth for another fast buck. Imperialism means war, it was the cause of the two biggest and bloodiest wars of this century from which were born the airplane, tanks, atomic bombs and automated killing on a scale the world had not seen before. Rail of the Star is a story about the human cost of war.

Chiko is a very young Japanese girl growing up in occupied Korea in the 1940's. Japan has just bombed Pearl Harbour and the Americans have just entered the Second World War. Around her and her family are the still very angry conquered enemy, the Koreans. Slowly she becomes aware of the environment that she's growing up in; under the serene veneer of daily life is an ugly and violent undercurrent; one which begins to press its gradual effects upon her family.

When the war ends, Chiko and her family are caught in the worst possible scenario. They have become the defeated conquerors in the land of their enemy. Korea has been divided into two, with the Russians pouring in from the North and the Americans from the South. Their Family are on the wrong side of the border, and must risk all to journey to the American side and home



to Japan.

My mum's from North Korea, and surprisingly she's seen this anime before. It was interesting to hear her account of the events of the time, and to hear the story from her viewpoint in contrast to the one portrayed in Rail of The Star. To her the portrayal of the events in RAIL are pretty much a one sided farce. On inspection I'd have to agree, with Chiko's family coming off very much like the victims in the narrative. But hey, we do that in the west too right? Just go and see most western "Nam" films and you'll get the picture.

Rail is based on a true story. One of those Animes



that help you get a good look see into the Japanese psyche. The second World War left an unforgettable mark on Japan, one that still reverberates in almost every anime that is released today.

Not as powerful as "Graveyard for Fireflies" (A "war anime" must see) but one that every anime buff must see.

8.5/10
Available on Import.



banjo kazooie

PLAYGUIDE

Banjo Kazooie is a huge game, and there's no way you can finish unless you've got every note, every Jiggy, and every other little advantage that the game offers. This playguide is designed to give you the edge in finding all the things you thought were impossible to find, and ultimately allowing you to beat that fat-ass witch Gruntilda with greater ease.

Kevin Cheung



MUMBO'S MOUNTAIN

Entry Requirements: 1 Jiggy

Puzzle Location: Stick to your right after entering Gruntilda's Lair.

Entry Location: Next to the puzzle.

Jiggy Locations

- (1) Get the gorilla to throw oranges at the three tiles around his tree.
- (2) Climb up the Gorilla's tree and take an orange. Take the orange to the little monkey just ahead.
- (3) Jump up to the platform above the monkey and run to the platform in front of the Gorilla. Shoot eggs at him three times.
- (4) Stomp the huts outside Mumbo's Hut.
- (5) The left eye of the skull-front of Mumbo's Hut.
- (6) Right in the middle of the Stone Henge structure.
- (7) Transform into a termite and make your way to the top of the mountain.
- (8) On the slope next to the huts.
- (9) Shoot eggs into all of the rotating heads.
- (10) Save five Jinjos.

Note Locations and Quantities

- 7 - on the bridge
- 6 - in the water



The gold can be found from two entry points on the ship. One is in a hatch behind the hippo, and the other is through an under-water opening on the side of the boat.

- 9 - on the path up the ledge near the bull
- 18 - on the ledge before the bridge, adjoining Mumbo's Hut
- 6 - on top of the huts
- 5 - from a smashed hut
- 6 - in the termite mound*
- 14 - on top of Stone Henge
- 4 - on the path between the termite hill and Stone Henge
- 21 - on the ledge just past the bull
- 4 - in Mumbo's Hut
- (* must be collected as a termite)

Jinjo Locations

- (1) Directly to the right of the entry point.
- (2) On the water to the right of the bridge.
- (3) At the top of the Stone Henge structure.
- (4) On the ledge next to the Gorilla.
- (5) Stomp on one of the huts.

Witch Switch Location: On a platform to the left of the Gorilla.

Mole Locations

- (1) Egg Shot: After giving Chimpy, an orange, climb the platform, to find the egg-shooting move.
- (2) Talon Trot: Stone Henge.
- (3) Stomping: Next to Mumbo's Hut.

Honeycomb Locations

- (1) Shoot eggs into the spinning heads. Leave one, and flip-jump off it.
- (2) On the ledge above the water on the same side as the Jinjo.

TREASURE TROVE COVE

Entry Requirements: 50 Notes, 2 Jiggies.

Puzzle Location: Go right after entering through the first note door.

Entry Location: Up the green ramp, then through the door at the bottom of the waterfall.

Jiggy Locations



- (1) Kill Nipper with a jumping beak attack and go inside.
- (2) Help the Hippo Pirate get his gold. Enter the ship through the hatch, and then through the underwater opening on the side.
- (3) Jump to the platforms on the mountain to the left of the columns with the jumping pads.
- (4) On top of the lighthouse.
- (5) Dive to the bottom of one of the pools.
- (6) From the pirate ship, fly straight and then into the left wall cavity. Flip-jump onto the treasure chest.
- (7) Walk along the narrow platform behind the bottom stairs and jump across the platforms.
- (8) Go to the top of the rock tower with the big red X. Stomp it, then fly anti-clockwise around the island, stomping every X that comes along. When you find the question mark, look for a small island with an X on it, which should be very close by.
- (9) Fart a few eggs into the bucket, and enter the sand castle, which should have been drained. Enter the password that's plastered on the wall.
- (10) Save 5 Jinjos.

Note Locations

- 4 - on the start-platform
- 12 - jumping platforms
- 3 - in the rock pool with crab
- 12 - staircase
- 8 - on 2 palm trees
- 11 - on the ship riggings
- 8 - in the cargo hold of the ship

- 3 - flight platform on the ship
- 4 - jetty to tower
- 6 - hexagon platform
- 5 - treasure chest
- 1 - entrance to the lighthouse
- 3 - spiral path to the lighthouse
- 5 - on top of the lighthouse
- 5 - on top of the sand castle in the pond
- 4 - inside the sand castle
- 6 - inside Nipper

Jinjo Locations

- (1) Under the Starting Point.
- (2) On the last super-jump column.
- (3) At the very top of the pirate ship.
- (4) At the top of the pool area, teetering at the end of the ledge.
- (5) On a tree next to the lighthouse.

Witch Switch Location: Behind the lighthouse.

Mole Locations

- (1) Flight: Next to the flight pad on the pirate ship.
- (2) Shock-Jumping: Climb up the stack of boxes near the pirate ship and run left till you get to a shock-jump platform.

Honeycomb Locations

- (1) In the water, to Nipper's right.
- (2) On top of a floating box out at sea.

CLANKER'S CAVERN

Entry Requirements: 50 Notes, 5 Jiggies.

Puzzle Location: Use the shock jump opposite the Treasure Trove Cove puzzle.

Entry Location: Up the green ramp, then through the passage above the big pipe. Press the switch on the right.

Jiggy Locations

(1) Under water to Clanker's right - Jiggy behind a grill. Go through the pipe on the left.

(2) Kill mutant crabs.

(3) Follow Clanker's chain to the bottom and swim through the key 3 times.

(4) Run up Clanker's tail and hit the metal grill.

After going inside the turtle and completing the music puzzle, get the honeycomb piece.



- (5) Get on the platform on Clanker's air hole.
- (6) Jump inside Clanker through the air hole. Run past the blades.
- (7) Inside Clanker, use the invincibility move to run through the fast blades.
- (8) Inside Clanker, jump/swim through all the green hoops.
- (9) Shoot eggs at Clanker's right gold tooth and go inside.
- (10) Save 5 Jinjos.

Note Locations

- 4 - left ledge/pipe from oil tank
- 4 - right ledge/pipe from oil tank
- 6 - pipe leading to Clanker
- 10 - on top of Clanker*
- 10 - pipes above Clanker's tail*
- 8 - in the mutant crab cave
- 7 - inside a pipe on floor of Clanker's Cavern
- 4 - on the platforms above Clanker's blow hole
- 2 - in alcoves above the beehive
- 4 - on pipe right of jump point inside Clanker*

Mole Locations

(1) Invincibility: Inside Clanker in the room with the faster blades, just past the hoop room.

Honeycomb Locations

- (1) On Clanker's right. Swim up the pipe sticking slightly into the water.
- (2) After collecting Jinjo 5, flip-jump back up, go down the slope, jump to the next pipe, and stomp.



Feed the croc an egg, and go around feeding the rest of the crocs until you get a puzzle piece.

- 5 - on pipe left of jump point inside Clanker*
- 8 - in Clanker's mouth*
- 3 - in the passage through Clanker's left gill section*
- 5 - in the passage through Clanker's right gill section*
- 12 - in the passage with lots of grinders*
- 8 - at bottom of Clanker's holding chain (* you must have freed Clanker first)

Jinjo Locations

- (1) Climb the ladder in the first room and follow the pipes.
- (2) Next to Clanker's Key.
- (3) Underwater tunnel to Clanker's left.
- (4) Inside Clanker, in the higher right hand exit passage from the hoop room.
- (5) Jump off Clanker's left fin and get on the platform. Shock jump to the pipe on the left, and stomp on the first grill you step on.

Witch Switch Location: Inside Clanker.

BUBBLELOOP SWAMP

Entry Requirements: 180 Notes, 7 Jiggies.

Puzzle Location: Through the underwater tunnel to the left of the Clanker's Cavern entrance.

Entry Location: Through the second note door, then up the slope on the left.

Jiggy Locations

- (1) Hit the first Jiggy Switch and run up along the walkway.
- (2) Left of the first Jiggy Switch, hit the big egg on the X until it hatches.
- (3) Right of the first Jiggy Switch, kill all of the golden frogs.
- (4) Shock jump your way up the trees by stomping huts.
- (5) Stomp the big turtle's flippers.
- (6) Inside the turtle, memorise and replay three of the choir tunes.
- (7) Hit the Jiggy Switch near Mumbo's Hut.
- (8) Change into a crocodile, crawl inside the big



crocodile's nose, and beat Mr. Vile.
(9) Feed the chomping croctuses.
(10) Save 5 Jinjos.

Note Locations

- 5 - on the bridge
- 15 - on all the floating logs
- 20 - on the green aerial walkway
- 5 - from a smashed hut
- 5 - on top of the crocodile
- 4 - on the turtle's feet
- 6 - inside the turtle
- 12 - in the maze
- 6 - inside the crocodile*
- 19 - in all areas of the swamp water*
- 3 - on top of bulrush
- (* must be collected as a crocodile)

Jinjo Locations

- (1)** On the pillar next to the first bridge.
- (2)** In an alcove along the path in front of the first Jiggy Switch.
- (3)** Behind the big turtle.
- (4)** On top of a pole behind the crocodile.
- (5)** Change into a crocodile and go under the tall trees with the huts.

Witch Switch Location: Under a hut on the tall trees.

Mole Locations

- (1)** Rubber Boots: Behind the starting point, past the frog.

Honeycomb Locations

- (1)** Inside the turtle, jump up from the conductor's pedestal.
- (2)** Inside Mumbo's hut.

FREEZEZY PEAK

Entry Requirements: 260 Notes, 8 Jiggies.

Puzzle Location: Through tunnel behind Bubbleloop Swamp.



Entry Location: Go left after the third note door.

Jiggy Locations:

- (1)** Help the Lights get to the tree. Hit the 'ON' switch behind the tree with 3 eggs, then run to the nearby flying pad on top of the presents. Fly through the star on top of the tree 3 times, then climb inside.
- (2)** Perform a Beak Bomb on the three targets on the Giant Snowman's stomach.
- (3)** Beak Bomb all of the little Snowmen and go on top of the Giant Snowman's hat.
- (4)** Inside the Giant Snowman's pipe.
- (5)** Jump on the sled on top of the big Snowman.
- (6)** Collect three presents and give them to the kids in the igloo. The presents are on the island behind the Giant Snowman's left leg, in the tree, and on the Giant Snowman's nose.
- (7)** Turn into a walrus and beat Boggy at the Sled Race.
- (8)** Learn how to use the speed shoes in Gobi's Desert and Beat Boggy again as Banjo.
- (9)** Go to Wozza's cave as a walrus.
- (10)** Save 5 Jinjos.

Note Locations

- 9 - on the opening sloping path
- 5 - behind the Christmas tree
- 12 - inside the Christmas tree
- 4 - on the pile of presents
- 4 - around base of small snowman
- 4 - outside the walrus's cave
- 15 - On the Giant Snowman's scarf
- 4 - On the Giant Snowman's neck
- 8 - on top of the Giant Snowman's hat
- 10 - at the base of Giant Snowman's legs
- 4 - at the start of the sled passage
- 6 - on top of houses
- 6 - Mumbo's Hut
- 9 - In the water outside Mumbo's Hut*
- (* must be collected as a walrus)

Jinjo Locations

- (1)** On top of the flying pad on top of the presents.
- (2)** On top of the Giant Snowman's broom.
- (3)** Mumbo's hut.
- (4)** In Wozza's cave.
- (5)** Behind one of the log cabins.

Witch Switch Location: Under one of the snowmen.

Mole Locations

- (1)** Beak Bomb: Behind the mountain of presents with the flight pad.

Honeycomb Locations

- (1)** Under one of the Snowmen.
- (2)** Through the water in Wozza's cave.

GOBI'S VALLEY

Entry Requirements: 350 Notes, 9 Jiggies.

Puzzle Location: Over the lava pit.

Entry Location: Up the stairs to the right near

Before climbing up the tree, save the lights, hit the switch, and fly through star 3 times.



Find the shoes, hit the switch, and run like hell to the top of the pyramid. You can use the shoes to get the Jiggy from Grabba.



Enter the house through the chimney and use the chairs to avoid making creaky sounds on the floor.



the giant urn.
Jiggy Locations

- (1) Inside Jinxie. Fire eggs at Jinxie's nostrils to open the door. Go inside and fire eggs the statues to raise the carpets.
- (2) Inside the Kazooie pyramid. Beak Bomb at the target above, then get inside. Get 5 eggs in Rubee's basket and use his snake as a rope to reach the Jiggy.
- (3) Inside the Star pyramid. Get the speedy shoes, hit the switch, and run up the path before the door closes.
- (4) Inside the Sun pyramid. Beak Buster the switch on the top and slide down to front to reach the entrance. Stomp the tiles and find all the matching pairs.
- (5) Free Gobi the Camel by stomping the rock next to him.
- (6) Over by the shrivelled tree, stomp Gobi.
- (7) Get the speedy shoes and sprint down to Grabba the big hand thing. Chase Grabba and take the Jiggy out of his hand.
- (8) Once you've taken the Jiggy from the Star pyramid, the middle area fills up with water. Find the moving Jinxie statue on the wall of the central pillar and shoot 3 eggs into his mouth. Repeat



Help Jinxie with his sinus problems by shooting eggs into his nostrils.

with the other two to reveal a new pyramid. Run inside the new pyramid and get to the end of the tomb maze before you die.

- (9) Fly through the Ancient Rings around the level.
- (10) Save 5 Jinjos.

Note Locations

- 5 - path up from the oasis
- 6 - outside the sphinx
- 8 - sand behind the sphinx
- 7 - inside the sphinx
- 4 - outside large pyramid
- 9 - at the rim of the pool*
- 6 - in the pool around pyramid*
- 5 - opening in the cliff
- 11 - sand around the mummified hand
- 2 - near the running shoes

- 4 - outside the Star Pyramid
- 4 - inside the Star Pyramid
- 10 - outside the Flower Pyramid
- 4 - inside Flower Pyramid
- 8 - inside Bird Pyramid
- 7 - inside the tomb
- (* can only be collected when the pool is filled with water)

Jinjo Locations

- (1) Right behind the starting point.
- (2) Floating on a magic carpet inside Jinxie.
- (3) In an alcove behind the Sun pyramid.
- (4) In the water around the bottom of the central pillar.
- (5) In a pot at the end of the tomb maze.

Witch Switch Location: At the dead end in the



Tomb Maze.

Mole Locations

(1) Running Shoes: Behind a tree on a narrow strip of walkable sand.

Honeycomb Locations

(1) Hit the switch behind the Sun pyramid and fly through the ring-shaped cactus.

(2) After watering the shrivelled tree, get on the magic carpet near Jinxie to find Gobi again. Stomp Gobi again to get the honeycomb.

MAD MONSTER MANSION

Entry Requirements 350 Notes, 10 Jiggies

Puzzle Location: Go up the ramp opposite the giant witch head near Freezezy Peak, through the note door, and swim all the way to a series of alcoves. The puzzle is in the last alcove.

Entry Location: Through the first cave in the lava pit.

Jiggy Locations

- (1) In the last barrel on the right in the cellar.
- (2) Go into the house via the chimney and get the Jiggy without touching the floor.
- (3) At the bottom of the well.
- (4) On top of the weathervane on the church roof.
- (5) Go to the room with big flashy lights near Mumbo (you can't miss it), jump on top of

Tumbler, and spell out "BanjoKazooie".

(6) Fart a few eggs into the flower pots sitting outside the church.

(7) Go up the ramp to the second floor of the house and smash open a window. Change into the pumpkin, go back to the smashed window and jump in, and then flush yourself down the toilet.

(8) Drop yourself down the drainpipe along the gutter on the second floor.

(9) Use the speed shoes to get in the church. Play the organ with Motzand, making sure that you hit each note before he gets to the next one.

(10) Save 5 Jinjos.

Note Locations

- 4 - outside house
 - 8 - in Napper's room
 - 3 - cul-de-sac
 - 4 - room with ouija board
 - 4 - roof of ouija board room
 - 4 - in the pool
 - 1 - on the chapel porch
 - 9 - on the chapel roof
 - 4 - clock tower
 - 8 - guttering
 - 13 - gable rooms
 - 4 - in the wine cellar
 - 2 - in Mumbo's Hut
 - 5 - rain butt*
 - 4 - large pond*
 - 7 - well*
 - 6 - maze*
 - 6 - organ in chapel
 - 4 - pews in the chapel
- (* can only be collected as a pumpkin)

Jinjo Locations

- (1) In the third barrel on the left in the basement.
- (2) On the roof of the house.
- (3) On top of the 4-poster bed inside the large window of the house.
- (4) On a pillar in the middle of the pond.
- (5) Top left-hand corner of the maze.

Break the window as a bear, turn into a pumpkin, and use the ramp near the church to get back up there.



Witch Switch Location: Inside the church, at the very top on the rafters.

Honeycomb Locations

- (1) Under the floorboards in one of the upstairs windows of the house.
- (2) Right up on the rafters at the church ceiling.

RUSTY BUCKET BAY

Entry Requirements: 450 Notes, 12 Jiggies.

Puzzle Location: Hit the 2 water switches (1 is in the chapel near Mad Monster Mansion, the sec-

Dont forget to turn down the fans before trying to run the gauntlet in the engine room.



ond is under the Rare Box across from the Entry Location) and go to the cave above and to the right of the Entry Location.

Entry Location: The area just before the Mad Monster Mansion Puzzle room.

Jiggie Locations

- (1) Go over the first Toll Bridge, run over the roof and smash the clear glass. Then jump on the crates.

- (2) Blow the whistles on the front of the boat in the order prescribed on the left-hand side of the boat
- (3) Jump on to the cage, climb up the rope and along the first crane, and hit the up switch.
- (4) Top of the first funnel.
- (5) Hit the fan switch inside the smoke pipe at the back of the boat, then go into the second funnel and run the gauntlet in the engine room.
- (6) Hit the rotor switches on both sides of the engine room, then go back outside and swim into the rotors at the back of the boat.
- (7) Save Snorkel the Dolphin. Swim up where the anchor enters the boat and push the switch.
- (8) Get onto the big TNT box, climb down the rope to the second crane. Hit the down switch, then go into the hold and kill Boss Boom Box.
- (9) Find the breakable porthole near the front of the boat. Go inside, break the door and kill the monster.
- (10) Save 5 Jinjos.

Note Locations

- 5 - gang plank
- 6 - stern of boat





The doors to Summer, Autumn, and Winter can only be opened by switches found within the other seasons.

- 12 - gang planks between funnels
- 2 - on steam siren house
- 5 - in galley
- 4 - around beehive on dock
- 4 - around turbine switch
- 5 - in room with pipes, from ventilator
- 5 - on rim of shark pool
- 3 - in toxic waste pool
- 12 - in container crates
- 4 - in flooded warehouse
- 6 - around base of cranes
- 4 - in anchor switch room
- 4 - bunk room
- 4 - chart room
- 3 - captain's cabin
- 12 - engine room

Jinjo Locations

- (1) Under the grill to the right of the start pad.
- (2) On a buoy over the first Toll Bridge.
- (3) In the vat of toxic chemicals.
- (4) In the second blue crate right of the first crane.
- (5) On the ledge past the third Toll Bridge.

Witch Switch Location: On top of the grey tower near the back of the boat.

Honeycomb Locations

- (1) By Jinjo 1, swim underwater into the shed, hit the switch and use the flying pad to reach it.
- (2) Go to the bottom of the second large funnel, then into the a hole above the door to the engine room.

CLICK CLOCK WOOD

Entry Requirements: 640 Notes, 15 Jiggies.

Puzzle Location: Through the underwater tunnel by the waterfall just before Treasure Trove Cove. You have to push the switch in the tree at the Entry Location before putting in the Jiggies.

Entry Location: Through the 6th Note Door at the top of the stairs in the watery area with the mine before the Rusty Bucket Bay entry point.



Jiggy Locations

- (1) In Spring, inside the door at the top of the tree.
- (2) Smash the rock blocking Gnawty's house in Summer, then go into Autumn and swim up to get the Jiggy.
- (3) In Summer, jump across the green leaves halfway up the side of the tree.
- (4) In Summer, in the wasp's nest.
- (5) In Summer, inside the treehouse.
- (6) In Spring, plant 5 eggs in the dirt hole, then jump on Gobi in the Summer and Autumn to water it. Jump down onto the flower from the wasp's nest.
- (7) In Spring, hatch Eyrie the Eagle. Feed him 5 caterpillars in Summer, then 10 in Autumn, and then visit him in Winter.
- (8) In Autumn, get 6 acorns for Nabnut.
- (9) In Winter, fly to the ledge near the top of the tree.

Your reward for climbing all the way up the damned tree is a pizzly jiggy piece.



Plant a few eggs and use poor Gobi to water it in the later seasons for a jiggy.





The first water switch is in the church outside Mad Monster Mansion. The second is opposite the Rusty Bucket Ray entrance.



(10) Save
5 Jinjos.

Note Locations

- 4 - outside Spring
- Spring:**
- 4 - round the field
- 12 - on the roots
- Summer:**
- 2 - entrance to Gnawty's cave
- 2 - on the lower leaves
- 3 - on the branch to wasps' nest
- 4 - tree house
- 5 - on the ledge outside Nabnut's house
- Autumn:**

- 5 - at the back of the field
- 4 - Mumbo's Hut
- 6 - on the flowers
- 16 - around the tree
- 4 - in the wasps' nest
- 3 - in Nabnut's house
- 8 - around Eyrie's nest
- 2 - in Gnawty's cave
- Winter:**
- 4 - on the ledges above Eyrie's nest
- 4 - around a snowman
- 4 - on the branches around a snowman
- 4 - on the roof of the tree house

Jinjo Locations

- (1) In Spring, change into a bee and go inside the wasp's nest in Spring.
- (2) In Spring, in the Venus Flytrap at the top of the tree.
- (3) In Summer, in the long grass left of the starting point being the beehive.
- (4) In Autumn, on a pile of leaves near to the dirt hole.
- (5) In Winter, on top of Mumbo's Hut.

Witch Switch Location: In Winter, on a ledge up the tree next to a Snowman.

Honeycomb Locations

- (1) In Winter, perform a flying attack on the window above Nabnut's front door.
- (2) In Winter, swim through the icy water and into Gnawty's house.

GRUNTY'S FURNACE FUN

Entry Requirements: 765 Notes

Entry Location: Go through the note door and jump on the circle with a picture of Tooty.

In this level simply you have to advance across a series of tiles, each tile requiring you to answer a question or completing a certain task. Incorrect answers will result in the loss of a honeycomb, while death tiles can result in the loss of a life. The questions, puzzles, and challenges put to you will deal with test your memory of the sights, sounds, and gameplay of the entire Banjo Kazooie game.



Notice how this treehouse isn't built yet? Maybe if you come back in the later seasons, it'll be all finished, and you might even find a jiggie inside!



Puzzle area, and go up the slope on the left. Avoid the Ice Cube and go through the tunnel. Cheato will then give you the BLUEEGGS cheat, which you can stomp out in the Sand Castle at Treasure Trove Cove. Your maximum egg-count will be doubled.

(2) Red Feathers

Change into a pumpkin in Mad Monster Mansion, then leave the level. Go out to the lava



pit and go up the narrow path leading to Brentilda, and go into the tiny passage in the wall. Cheato will then give you the REDFEATHERS cheat, which you can stomp out at Treasure Trove Cove to double your red feather capacity.

(3) Gold Feathers

When the water level has been raised 2 levels in the area of Rusty Bucket Bay, go to the next room with the mine. There's a platform you can get on, with a pipe you can go through to a higher platform. There's another switch there, which will temporarily raise the water level to 3. Stomp the switch, and hurry over to the room with the entrance to Rusty Bucket Bay. There is a room you can enter at the top of the wall immediately to your right. In this room, Cheato will give you the code to double your gold feather capacity.

More Sand Castle Codes

- (1) BLUEREDGOLDFEATHERS - Refill All Items
- (2) CHEAT - Hear Bull's Moo.

Free Transformations

This trick will let you use Mumbo's transformations without giving him any Mumbo Tokens! Unfortunately, you still have to have the number of Mumbo Tokens written on the sign, but with this cheat, you don't give any of the tokens to Mumbo, which makes life much easier in future. To do this, start a new game and play the game until you have 5 Mumbo Tokens. Do not give those tokens to Mumbo. Gain access to Treasure Trove Cove, and obtain the Jiggy in the sand castle. Leave Treasure Trove Cove, and go back to Banjo's house in Spiral Mountain and do the Bottles puzzles to earn the washing machine code. Enter it in Treasure Trove Cove to become the washing machine. Return to Mumbo's Mountain and enter Mumbo's hut. ■



in the sand castle, and then go to Banjo's house in Spiral Mountain. Stand on the edge of the rug by the fireplace and use the 1st person view to look up at the picture of Bottles the Mole. Bottles will start talking, bringing you into a jigsaw puzzle mini-game. Solve each of the puzzles for a cheat code. You can stop at any time, but take note that these cheats do not save, and you must solve the puzzles again if you switch off your N64. After getting code words from Bottles, go back to the sand castle and stomp out the words to activate the cheat.

1st puzzle - BOTTLESBONUSONE - Big headed Banjo

2nd puzzle - BOTTLESBONUSTWO - Big hands/feet Banjo

3rd puzzle - BOTTLESBONUSTHREE - Big head Kazooie

4th puzzle - BOTTLESBONUSFOUR - Stretchy Banjo

5th puzzle - BOTTLESBONUSFIVE - TWO and FOUR together

6th puzzle - BIGBOTTLESBONUS - Big Banjo and Kazooie

Although Bottles tells you there aren't any more puzzles, look up at his picture again anyway for a bonus:

7th puzzle -

WISHWASHYBANJO - Transform into a washing machine.

The Washing Machine, backpack and yellow shorts included, can walk safely through swamp water, freezing water, and quicksand, all while retaining Banjo Kazooie's usual moves. What it cannot do is use the Speed Shoes, which are required in levels like Gobi's Desert or Mad Monster Mansion

Cheato Book Locations

These cheats can actually be saved, so there's no need to find Cheato every time to perform these cheats.

(1) Blue Eggs

Change into a crocodile in Bubblegoop Swamp and then leave the level. Go through the tunnel behind Bubblegoop Swap to the Freezeezy Peak

FINAL BATTLE

Entry Requirements: 810 Notes, 25 Jiggies.

After Crunty's Furnace Fun, go up the stairs to the right, go through the note door, activate Crunty's picture, and talk to Dingpot. Before you jump into Dingbot for the final battle, collect all of the objects behind the Note Doors. When you're all set, jump into Dingbot and kill that hag!

CHEATS

Funny Game Select Animations

This cheat allows you to start the game with a little humour, but it's not anything you can really use as a cheat within the game. Simply go to the game selection screen and perform the following:

(1) On Game 1, where Banjo is fast asleep, watch as the fish swims around in the bowl. The fish will regularly putt its head against the wall three times at regular intervals. All you have to do is press the A button as soon as you hear the third "tock" sound, and Banjo will get thrown out the window.

(2) On Game 2, where Banjo is cooking, do the same thing and the wall will spin around, throwing Banjo outside.

(3) On Game 3, listen to the "boing" sounds coming from the Gameboy. Press the A button as soon as you hear the third "boing", and Banjo will get launched out of the house.

Wacky Graphics Bonuses

Go to Treasure Trove Cove and obtain the Jiggy



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Agent Armstrong

psx

When the game begins and you're in the HQ, go to the screen to the right. You will see a Teddy Bear. Jump up with the Teddy Bear, and facing towards the wall jump and press the O-Button. You should hear a sound.

Go out of that room and just to the right a new room should have opened up walk into the room. Jump and press the O-Button again. You should hear another sound. Now you will have a platform available.

Jump there and you will reach a playroom. Now the cheats are activated.

During normal gameplay use controller 2 to enter the codes:
 Invulnerability: X,X,X,X,T,O,X,S
 *All Weapons: O,O,O,T,T,X,X
 *Level select: T,T,T,T,S,S,S,X,X,O
 (Once you enter the code in, to activate it press select and go back to the HQ)

Warhammer Dark Omen

psx

Battle skip

Press Select, R1(2), L2(2), R1, R2 at the deployment screen. Then, select the "Resume" option.

Money

Press Select, R1, L1, R1, L2, R1, R2 at the deployment screen. Then, select the "Resume" option.

Instant death

Press Select, R1, L1, R2(2), R1(2) at the deployment screen. Then, select the "Resume" option.

Fast reload

Press Select, R2, R1, R2, R1, L2, R1 at the deployment screen. Then, select the "Resume" option.

Select opponent

Press Select, L2(2), R2, L2, R1(2) at the deployment screen. Then, select the "Resume" option.

Small heads

Press Select, L2(4), R1, R2 at the deployment screen. Then, select the "Resume" option.

Blast Radius

psx

The following codes must be entered on the Main Menu.

For Enhanced Ships

Press: Right, L1, Up, Up, Down, Right, R2, L2, R2, Down, Up, Down

For Wraith Ship

Press: Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up

For Faces for Planets

Press: Down, Up, L1, Right, L1, Up, Right, Select, Right, R2, L1, L2

For Red Barons and Blue Sky's

Press: L1, Left, L2, Down, Select, Left, Down, R2, R2, R2, Select, Up

Courier Crisis

psx

To get an ALIEN RIDER just TYPE this in the password section:

"XFIFTYONEX"

To play as Zaskar, a new character

you must enter the password 'FDFKFKHCJK'

Play as a gorilla

Type "SAVAGEAPES" as your password.

Level passwords:

level 2-iflcifccki

level 3-mflcifccki

level 4-aflcifcckj

level 5-fhclfigcjl

level 6-flclficcil

level 7-fpclfiocjl

level 8-fdclfikcjl

level 9-kfcifcgin

level 10-oflcifccii

level 11-cflcifoij

level 12-gflcifckij

level 13-ffclfigcjj

level 14-fjclficij

level 15-fnclfiocjj

Colin McRae Rally

psx

PASSWORDS:

All cheats are entered in the name entry field.

Openroads: unlock tracks

Shoebboxes: unlock cars (expert only)

Silkysmooth: 60fps

Kitcar: turbo jump (use select)

Backseat: nicky driving (use in car view)

Moonwalk: reduced gravity

Moreomph: double power

Diddycars: micromachines

Skcart: reverse tracks

Forklift: rear wheel drive

Whitebunny: mirror tracks

Peasouper: all fog





Firing the Lazerblade You can fire a beam of light from your lazerblade. To do this, press CIRCLE to use the lazerblade, then as the arm comes down hit X. It has no lock so you really need to have good aim. If done correctly it will fire a crescent shaped beam.

Bomberman World

psx

First-Person View:

To switch to first-person view, press Triangle + Square + Start at the same time then unpause the game. To return to third-person view, just pause the game then unpause it.

Human Plus Enhancements:

Start a new game, and fail all the missions you play until you are below -50,000 credits in debt. An FMV will be played, and you will start the game over with a clean slate. Doing this gives you special abilities, the first time it gives you a grid radar, the fourth time it gives you the ability to fire back weapons with humanoid legs while standing. The sixth gives

you 2x energy for boosting, and weapons. Have fun!

Passwords:

- AREA STAGE 1, 2 and 3
- 1: 8010 0127 1027 0627 0730
- 2: 1180 1220 2413 8818 2151
- 3: 8086 1018 3009 3674 3562
- RIVAL 2919 0804 6502 4891 3812
- BOSS 1021 0714 6809 0605 2203
- STAGE 1 + FULL POWER 7327
- STAGE 2 + FULL POWER 9717
- STAGE 3 + FULL POWER 5211
- STAGE 4 + FULL POWER 1814
- STAGE 5 + FULL POWER 1029
- LAST BOSS + FULL POWER 0211
- BATTLE GROUP 2 4622
- BATTLE GROUP 3 4989
- BATTLE GROUP 4 1616
- BATTLE STAGE 11 - 12 5656

FIFA Road to World Cup 98'

psx

Adjust Lighting:

Pause the game and press Square, Triangle, X, Square, Triangle(2), X(2), Square(5), Triangle(5) at the options screen.

Toepunt:

At the team select screen, quickly press R1, L1, Down, Up, Left. The

Nightrider: all night
Blancmange: jelly car
Hovercraft: hover car
Buttonbash: track and field mode
Tinfoiled: chrome car
Heliumnick: high pitched co-driver
Trolley: 4wd
Directorcut: replay camera transitions
 L1+R1+R2+ circle and tap up display track location

Armored Core

psx

Camera View:

You can switch to a fixed camera angle by pressing Circle + X + Start.

Change Background:

To change the background on all menus, first make a design in the "Edit Emblem" screen when you are done hold L1+R1+SELECT. Now you design is the background.



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Card No	Expiry Date:			Signature:

CHEAT MODE

team you choose will have an extremely hard kick.

Unlimited Player Attributes:

At the Player Edit screen, press L1, L2, X, Square, X.

Interstate '76

pc

Blurry Screen:

To blur the screen, simultaneously press and hold CTRL+SHIFT. While



holding those buttons, type WIGGLEBURGER.

Level Skip:

During a T.R.I.P. mission, simultaneously press and hold CTRL+SHIFT. Then while holding these buttons, type GETDOWN. You should hear Groove say "Get Down". At that point you should

be attacked by all the other cars. Let yourself die and you'll skip to the next mission.

Play as the Helicopter:

To play as the helicopter, enter the variant name as "retpocileh".

Play as the Tank:

To play as the tank, enter the variant name as "knat".

Use the Helicopter on the Final Level:

At the vehicle selection screen for the final level, click on the

points.

2. In any of the stuffed toy stages, you can repeatedly shoot the glass that shows your target and get many bonus hit points.

3. In most of the criminal stages, you can shoot out the windows of cars or buildings and get many extra hit points. If you shoot out a window when a criminal pops up, you can also get more than 100% accuracy and get more points.

4. In some of the protecting Dr. Don and Dr. Dan stages, you can shoot them and get hits for shooting them.

Power Shotgun and Power Machine Gun

The Power Shotgun and Power Machine Gun in Quest Mode are found in the last level. You go to the second town (The town without the inn) and head south along the eastern edge of trees. About half way between that town and the small hut, there will be a secret entrance into the forest. You must navigate through the forest maze and get into the large pond on the other side. Once you get there, head just north of the uppermost ducks in the pond and near the center. Search around and you should find the Power Shotgun. Then, travel south through the pond and you should find the Power Machine Gun. These two items are just the Shotgun and Machine Gun that can be used an infinite number of times.

NOTE: To use the Power Shotgun, you must have a dexterity of at least 40. To use the Power Machine Gun, you must have a dexterity of at least 60.

helicopter in the upper left-hand corner.

Point Blank

psx

Extra Points

1. In the Octopus stage, you can shoot the crab for some bonus hit

X-Men Vs Streetfighter

psx

(1) Akuma Select:

At the top of the player select screen Push up to find a hidden box to select Akuma.

(2) Select Chun-Li Alpha:

Press Select (while still holding select) choose Chun Li, and you get her Alpha version. Same moves, only different clothes.

Random select:

Press down-left on the Controller on the character select screen when you are player 1 (i.e. when you are at Wolverine.) and down right when you are player 2 (i.e. when u are on Ken)

Play Two on Two. (tag team mode)

There is one catch to this, tag team play can only be played in vs. mode, the same two characters have to be chosen by both players as well.

At the main title press D , D , è , j , L1. Do this extremely rapidly, If you did it correctly the words Original or EX Edition will appear on the screen. Select the original version for tag team play.

Go into the vs. mode and have player one select both of his characters.

Then player two has to select the same two characters in the opposite order that player one choose. Example, if player one choose Ken as his first character and Rogue as his second, player two would have to choose Rogue as his first and Ken as his second.

During the match simply push the hard punch button and hard kick button at the same time to tag out with your second character.

Play as Apocalypse

You must finish the game without using continues, and it's not necessary to keep holding the select button for 5 seconds, only hold down select over Akuma and press any punch button.

Deer Hunter

PC

Enter the following codes on the Map screen...

- dhbambi: This shows where the deer are at all times.
- dhdoeinheat: Lures deer toward you.
- dhstealth: Deer can't see you.
- dhbuckdown: Deer won't run away if you shoot and miss
- dhbigbuck: Bigger bucks
- dhsportaxi: Bigger deer
- dhmonsters: Lures Big deer
- dhfastgun: Faster reload



FIFA: Road to World Cup

pc

In the Player Edit Screen, edit any player's name with the following names and press enter to enable the cheats:

NAMECHEAT

johnny atomic: Take a dive
xplay: Hot potato
eac rocks: Big heads
uriofus: Invisible walls
dohdohdoh: Crazy Ball
footy: Silly moves

Then in Stadium Select (except training or shootout modes), press F5 to bring up the cheats overlay. Once enabled the cheats can be saved when saving in the options screen.

CHEATACTION

Take a dive - When controlling the ball, double tap E and you will receive a free kick when you trip over. This works 90% of the time!
Hot Potato -A timer will appear next to the score, when the timer gets to zero, all of the players of the team with the ball will fall over!
!Big Heads: All players will get heads the size of their bodies.
!Invisible walls: The ball will bounce off the sidelines.
!Crazy Ball: The ball grows a mind of its own when you kick it. It goes in any direction, usually back over your head!
!Silly moves: When in possession of the ball, double tap E and instead of falling over you will celebrate! !

Grand Theft Auto

pc

Enter these codes at the character select screen, press "del" and enter the name. Spacing on the codes may or may not be right.
Itsgallus: All levels
Itstantrum: Unlimited lives
Iamthelaw: No police
Stevemates: No police
Itcouldbeyou: Gives you 99999999 points
Suckmyrocket: All weapons, Armor and Get Out of Jail Free Card
iamgarypenn: Armor, and Get Out of Jail Free Card
6031769: Unlimited Lives
buckfast: Press the * on the NUMPAD and get all the weapons

Mech Commander

pc

Logistics Cheats:

These cheats must be typed in during the Logistics Phase.
poundofflesh: Adds 1,000,000 Resource Points.
rockandrollpeople: Removes Drop

Weight Limit on current mission.

Gameplay Cheats

These cheats must be typed in during the mission.

CTRL-ALT-W:

Jumps to "Mission Successful" screen.
osmium: Makes your 'Mechs and vehicles invincible.

lorrie: Repairs damaged

Armor/Weapons.

lordbunny: Gives you unlimited, instantaneous

artillery strikes.
Press B and left-click to nuke the target.

mineeyes

haveentheglory:

Reveals the entire map.

deadeye: Max Gunnery skill on all MechWarriors

framegraph: Not really a cheat, but it's cool and undocumented.

Shows a graph of Mech

Commander's framerate over time

Spec Ops

pc

All Mission Cheat:

Move the savedata.txt file out of the specops directory and get access to all missions.

Viewfinder Cheat:

During a mission, press ALT-SHIFT-V. Go to your items list and you will see "Viewfinder." Select this. The screen will turn blue for a second and the ranger will jump. Notice it resets the clock to 9:59, and it will make your ranger invincible.

Commandos: Behind Enemy Lines

Cheat Codes:

To get to the following levels from anywhere in the game, type:

Level 2: 4jxxb
Level 3: zddit
Level 4: rffij
Level 5: k4tcg
Level 6: dtiwn
Level 7: ih3w1
Level 8: 52wj7
Level 9: 924bf
Level 10: psgpw
Level 11: jfop3
Level 12: 4mb4d
Level 13: bjk4y
Level 14: ti8d1
Level 15: xqwdc



When playing, type in 1982GONZO.

Then press the following keys:

CTRL+I: Invincibility

SHIFT+x: Teleport

SHIFT+V: See all possible enemy

F.O.Vs

CTRL+SHIFT+N: Complete the mission

In personal options, enter name: "R Peterson", and team: "Swe".

Hell Mode:

(Hardware acceleration only)

In personal options, enter name: "Lemmy", and team: "Ace".

Battle Zone

pc

Unlimited Shields:

Hold down CTRL-SHIFT and type BZBODY

Unlimited Pilots and Recoursen:

Hold down CTRL-SHIFT and type BZFREE

Full Map:

Hold down CTRL-SHIFT and type BZRADAR

Unlimited Ammo:

Hold down CTRL-SHIFT and type BZTNT

Forsaken

N64

Level Select

On the opening screen, press A, R, Z, Up, Up, C Up, C Down, C Down. Use the d-pad to select your mission.

Unlimited Nitro

On the opening screen press B, B, R, Up, Left, Down, C Up, C Left.

Psychedelic Mode

On the opening screen press A, R, Left, Right, Down, C Up, C Left, C Down.

Wireframe Mode

On the opening screen press L, L, R, Z, Left, Right, C Up, C Right.

Gore Mode

On the opening screen press Z, Down, C Up, C Left, C Left, C Left, C Left, C Down.

Motor Head

pc

Supercars-mode:

In personal options, enter name: "Supercars", and team: "Grem". The camera will now show the races from above.

Mega-springs-mode:

In personal options, enter name: "Demon", and team: "Grem". Your car will be equipped with very bouncy suspension

LA-style suspension:

In personal options, enter name: "g-ride", and team: "west". Play that funky music, and off you go!

Moon gravity:

In personal options, enter name: "Buzz Aldrin", and team: "NASA". A small step for a man, a huge jump by your car.

Ignition-mode:

In personal options, enter name: "Ignition", and team: "UDS". Not quite the same, but fun indeed.

Avenger:

(Hardware acceleration only)

In personal options, enter name: "Avenger", and team: "Zx". The map will be replaced with the Avenger sprite (from the ZX-Spectrum game).

Water Mode:

(Hardware acceleration only)

In personal options, enter name: "Ramlosa", and team: "H2o".

All Cars & Tracks:

NEXT ISSUE . . .

HYPER»



WIPEOUT 64

The game that many called a reason to own a PlayStation rather than a Nintendo 64... That will soon no longer be a valid reason. We've played the beta version and it's looking good...

Look out for next month's 5th birthday issue!

LETTERS

HYPER Letters

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A QUICK NOTE TO THOSE SENDING IN LETTERS...

For those of you sending in, here's an updated guide on what will affect your chances of getting stuff printed. We want to make this section as interesting for everyone as possible, so hopefully this will make things a little more to the point.

1. Do not do your intro as some over the top kiss up. They're REALLY boring for the rest of the readers, and to edit them out all the time would be tedious. If you want to drop a compliment that isn't about a specific article or part of the magazine, "Great job" will do.

2. Don't write some explanation as to why you aren't going to kiss up. Talking about why you didn't do something is kind of pointless.

3. Have a think about what's been brought up in letters over the past few months. If someone just complained about a lack of titles for a certain console, another letter on it that doesn't raise any new issues isn't going to be a good read for the readers. This is just a way to help you think about how to have more of a chance of getting your letter printed.

4. Letters asking release dates, and if some far off title are any good aren't likely to get printed. Release dates change 90% of the time, so giving a guess at the final release date is often a waste of everybody's time. It's only when a distributor tells us that a game is being released within the next two months that we know it's probably going to happen.

5. Try and keep your letter short. We get some great letters that we can't do anything with, because they're way too long to print. If you write a good letter and we print it, and you respond, and we feel the response is printworthy too, we will, so don't feel you have to say absolutely everything in one hit.

To all the Hyper guys

Congrats on the cool mag and website but I am not going to do all that buttsucking that everyone else does OK?

1. I know Starcraft is supposedly the sequel to Warcraft 2 but when will Warcraft adventures come out in Australia?

2. Some of my friends are talking about Warcraft 3. Is there such a game in development?

Thanks you lucky people

WARCRAFT FREAK.

WF,

1. It's not meant to be a sequel, but many think of it that way due to all the similarities. Warcraft Adventures got canned by Blizzard, who did so because they said it wasn't up to their standards. That's honesty for you!

2. There's speculation over this, and we think Blizzard's move to can Warcraft Adventures may suggest they won't do WC3 unless they really break ground in a big way, as they've shown they don't want to churn out a half arsed product. This would mean it is a long way off if it is coming.

We're eager to see what Blizzard do with Diablo 2.

DON'T BELIEVE THE HYPE-R?

I've bought your mag for awhile now, but as a console RPG expert I will stop doing so unless you answer me this: why do you guys worship Final Fantasy 7 so much?

PEACH (princess Toadstool) wishing you'd give my cousin ZELDA the recognition she deserves. Zelda 3 is the best game ever made!

This was actually a huge letter which proceeded to go into in depth reasons as to why FF7 wasn't so great, and many of the points raised were very valid. The thing is, we can't understand why you think we worship it. We did a big review when it came out, then we left it alone. We didn't even do a playguide (until the section in the 4th volume of the Hyper Hint Cheat & Playguide).

Personally I'm playing Might and Magic 6 right now and I'm enjoying it more than I enjoyed Final Fantasy VII. For the simple reason that it's going to take me months to complete (I don't have as much spare time as I'd like), and it's hard! We're not

worshipping the game, just depending it against some criticism that seems to miss the big picture, namely, "Was it lots of fun?". We're all dying to see *Zelda 64* here, so don't stress about us going on about FF7... as *Zelda* will probably become the console RPG to rave about once it's out.

ADMIRABLE CHARACTER

Dear Hyperinoes

It's the Xenomorph again, thanking you for making me letter of the month (#58)

I couldn't believe it. I thought the letter sounded like a pile of something that closely resembled shit, not even worthy to be read, much less printed.

you were biased or anything, so thank you for setting me straight on that front.

Another thing I guess you helped me realise that I was sort of living in the past (which I don't think you set out to do, but you did anyway) and whether I like it or not video games have changed and metamorphosed into a totally new and different genre, but oh God, how I do miss the days when SNES and Megadrive were the consoles to have (for "Hardcores" and "mainstreamers", whom both I now shall refer as "Gamers" and people looked forward to the next instalment of games which are unheard of today. Anyway, the bottom line is

looks like it's the next silly issue. Quite frankly, I've come across quite a lot of new gamers who are naturally talented and can beat people who consider themselves gaming gurus. It's easy to be the best gamer in the world if you never play anyone to prove it. To all those "old school" gamers out there, don't discourage the new gamers, as the bigger the gaming community gets, the more the gaming industry will advance, which really is for your benefit. And thank you for acknowledging that change is necessary. Making some changes in *Hyper* was a bit daunting for us, since the mag had a following that had been



After I posted it, my first thoughts were that I made "Crackpot of the month" and that you would bin my letter after reading the first paragraph. Anyway, many thanks and it's nice to see that when someone has something to say, you guys will listen. Here's a couple of things I'd like to clear up.

After re-reading the letter, I thought that my last paragraph came out wrong. I don't know about you, but to me it sounded like I was attacking the mag. That's not what I wanted to do. To say it more specifically, the beginning of *Hyper*, the staff did everything that was needed/required themselves. Now, after reading your reply, I realised that this only concerned the cheats pages in your mag, which I think is fine. I did not mean that

Hyper has changed to suit the needs and wants of the gaming industry, which was the right thing to do, and I humbly admit that I have stood still which was stupid considering I was protesting against a part of a hobby I am most passionate about.

Thanks for clearing me up "Australia's Number 1 Video Games mag"

Yours with respect

THE XENOMORPH

Aaron Dennis
Evans Head

Xenomorph,
Congratulations on breaking the mould that so few indulgent gamers do. It seems being "hardcore" is a major issue with a lot of gamers today. The trend before was console wars, and now that this has been deemed a silly thing to be yakking about, being hardcore

there longer than we had been working on the mag. The thing is, if gaming changes, surely the magazine should too... and as you pointed out, so too should the gamers.

WE'LL KEEP YOU POSTED...

Dear *Hyper*,

I'd just like to comment on the outstanding poster edition (volume 2) and *Hyper* Itself. Keep up the good work!!

Anyhow some questions:

1. Any chance of including some anime in the next poster edition e.g Astroboy, Macross Plus.
2. Any word on *Virtua On 2*.

Thanks for the time,

DELPHI

Dear *Delphi*,
Thanks, there were some very cool images available this time around.

1. Yes, simply because we just



CLARIFY HOW TO CLASSIFY...

Dear *Hyper*

I've been a long time reader and I can't help noticing that of the hundreds of topics in the letters section there is always one recurring theme: censorship and criticism of the office of film and literature. While you, and Stuart Clarke before you make sympathetic noises to these complaints you never really said much about why things are the way they are, why games are rated that way. I can think of a million questions, such as: Just who are the OFLC? Were these people appointed by the government or did they apply for these jobs? What qualifications or backgrounds are required to be a censor? Is there a section that only rate games, or is it the same ones who rate books and movies? The list is endless

Perhaps *Hyper* could have a feature on the OFLC. Sure, some gamers would groan at this suggestion, but I'm sure a lot more wouldn't mind if a page or two were devoted to this topic, because if we knew just why games are rated G, M, MA15+ or whatever, *Hyper* would you get less letters griping about being too young to buy games or play them at arcades, etc.

Hey, maybe you could even interview someone from the OFLC! If a particular person or people are in charge of rating games in the OFLC, I reckon he or she could make a pretty interesting interviewee.

One last thing, I think censorship of games is silly, but it's wrong of us to see the OFLC as our enemies as some things are too distressing for words, and that's why they are banned. And I don't mean games.

RONALD J

Ronald,

What a refreshing change to have someone ask about the OFLC, rather than simply complain. Okay, like any job, you have to apply. The OFLC is a government organisation, but it's not like the public have to vote you in or anything. The people in the OFLC vary in age, and background. *Ellisa Blake* from *Rolling Stone* (who share the building with us), was a member of the OFLC briefly, and she's the definitive intelligent, funky, open minded person you'd want to make sure was present when these things were decided upon. There have also been people who have worked in the video game industry who have then worked at the OFLC. It's actually a pretty good idea for a small feature, especially since we can readily ask some people that know both gaming and the OFLC. We'll keep it in mind over the coming months, although with the Christmas season almost upon us, we may be devoting more space to the flood of games about to hit, so it may not be till after the big games rush.

letter of the month



NEON GENESIS EVANGELION

got word of a special artwork CD for Neon Genesis Evangelion coming in. Supposedly it will have A2 size/quality images, so there's bound to be a crisp Eva image coming your way next time. The series will be available in PAL format out here soon.

2. Not really. The game has been out in Japan for ages. Malcolm from PCPP played it while over there earlier this year, and said it was awesome. Perhaps local arcade owners are waiting for the cost of the machine to drop.

REVITALISE RETRO!

Dear Hyper
Wow! Just when I thought you

guys couldn't possibly get any better out comes the somewhat different Hyper, you guys deserve the readers big rubber stamp of approval. I'm a 28 year old video game connoisseur who's been having an ongoing love affair with video games since the 70's and despite some systems having their weak points (old and new) I've had a blast with each and everyone of them. With the retro craze approaching huge proportions here over the last few year or so, I was surprised to find out after various calls to sellers and buyers of retroware in various classifieds, that some buyers were collectors after a potential future investment,

while a lot more were in there teens wanting to catch up on what they missed out on. And I thought this retro craze was just a nostalgic kick for old time gamers such as myself. At present I own about 30 different systems (not including my home computers C-64, TRS 80 etc) which all get regular use, but don't think I simply like old stuff as my Saturn and PSX get as much use as the rest of my video antiques. Anyway with more and more people getting into it or wanting to get into it the collecting scene it seems a shame that apart from the internet (which most people have no access to) there are no books, magazines or even

fanzines devoted to this subject. So how about it guys? Surely you could knock up a retro section in the video gamers bible that is Hyper. (Please) Oh! A quick message to Sony and any other publishers out there. "We want Final Fantasy tactics" and any other US game (RPG) that's been released over there or others that are yet to come. Remember RPG's are a lot like sex, there's no such thing as a bad one, just good ones and better ones.

Thanks guys
PETER COBBLE
Peter,

Perhaps the idea of a Retro page is something that we may do if we get a number of people asking for it in the survey. Not a month goes past when we don't bring up a comment like "Wasn't 'Insert name of cool old game' awesome on the Commodore 64?". An argument against this sort of thing exists in that gamers now expect more from games, and while we may look back fondly on our retro gaming memories, when you play them again after all these years, most of them aren't quite as fun as you remembered.

WHY DOES IT BYTE SIZE?

I've been an avid reader of you magazine for quite a number of years now, and have enjoyed almost everything about it, but of late I've noticed a few things. Which have annoyed me. I'll take the byte size review

section in issue 58 for example. I've realised that you give some games byte size reviews because they are an identical sort from another system, like Final Fantasy VII, but I can't seem to understand why some games are given byte size reviews when they're a direct part of another game and are given a much higher score than other fully reviewed games. One example of this is Comanche Gold, which scored a not-to-bad 86% which was higher than 9 full size reviewed games. Now is it just me or is something not quite right here. Also, how come BIOBREAKS was given about 2 paragraphs when it scored higher than GT 64,

Championships edition and Air Boarders?

Could you please print and reply to this letter, as I'm very confused on this matter

CHRIS SOUTHAM
WA
Chris,

The answer is simple. When you undertake the task of reviewing everything that comes out (or at least everything that the distributors admit to releasing), you basically have to take a brief look at a title, allocate space, then give it to the reviewer and wait for their review. If we adjusted review sizes depending on the score, we'd never make deadline. With the titles we get early on in the issue, we do ask the reviewer what sort of score they feel they'll give it before we look in the space allocated, but once you've committed to the way most of the magazine is, we simply can't afford to rewrite reviews that have been completed, just so we can resize them and do a different size on a review we're about to put in. It's kind of like trying to plan on what to wear in a tropical area. It might be raining, or it might be sunny... you'll never really know till it's too late to do much about it.

Projected public interest can also be a bit of a factor. We could be holding in our hands the world's best golf sim, but how many of our readers would want to know anything about a good golf sim? Very few. By the way, Comanche Gold was basically an update, as opposed to a new product from scratch.

PUMP IT FULL OF PC

Dear ED
I would just like to begin my document with a congratulations. Your magazine is by far the greatest computer and console resource available. The tasteful humour, pictures and stories make HYPER an absolute joy to read. Yet I did not say it was perfect. There are certain aspects to the magazine that I find, at times quite distressing.

Over the past year, I have noticed that the PC review section is dwindling quite rapidly. This is obviously due to the conquering power and popularity of the Sony Playstation and Nintendo 64. I am sure I speak on behalf of many readers, that the PC review section is our sole reason for the purchase of this



STARCRIFT

particular magazine in the first place, apart from the occasional colourful poster.

If this trend continues I am sure you will discover the rating your magazine currently possesses will slowly decrease as readers are forced to purchase the dull English Gaming magazines that are abundant with the latest PC reviews.

Please take my opinion as constructive criticism as your magazine is usually of an extremely high standard I will continue to support this Australian product for as long as PC's are portrayed as one of the most popular electronic gaming entertainment systems.

Yours Sincerely

ADAM DONALDSON

Adam,

As we've mentioned over the past few months, we're reviewing everything we come across now. The only time we don't review a game is if it is not made available to us, which is usually because a distributor doesn't include it on their main release schedule, and doesn't tell us about it. A title we didn't review was Anastasia, which was basically a game aimed at very young children into Disney stuff. Now it's quite pointless for us to review a title like this, since only people who would consider playing such a title are youngsters who are going to love anything that has to do with the characters from the movie, etc.

Look at our July issue... 29 PC titles reviewed. If there were 29 PC titles to review this issue, we

would have, but there weren't... so we didn't. There were many PC titles that we were meant to get this issue that just didn't make it in time. Pretty much all of the games magazine contributors here at Next Media spend more time PC gaming than on any other system, so please don't feel we're in any way down on PC. Your last sentence may be a little misguided though, as the majority of electronic gaming in this country (and in all others around the globe), is done on consoles, as only a minority of us feel the urge to spend so much on a PC to play games on. In reality, of all the types of gaming, PC gaming is

the least popular. This would not hold true amongst most gamers who have been gaming for years, but as I've said before, this is a minority group. Thanks for the comments and stuff, we appreciate it. We just hope you don't feel we're neglecting the PC, because we've covered every PC title we could get over the last five months now.

IS THERE A FUTURE?

Dearest lucky sods whose work is to play games,

Hi, it's me again all the way from the islands of Fiji. I am a serious game freak and am wondering if there is any future in games development for you. I

am a serious game freak and am wondering if there is any future in games developments? I would like to be either a games developer or a games artist. When I say good future I mean a good pay, etc as my parents want me to do something else namely Accounting Aargh! Can't things get any worse? Please reply to my letter or I will be doomed forever

1. Is there any games that are currently being made into movies?

2. Are there any oldies in your Hyper office? I ask this question because in your may issue when you did an interview with your staff all (correct me if I'm wrong) were in their 20's. Maybe that's why your mag is so cool

3. What exactly does the new force feed back joystick do?

Well I guess that's all. Pliz continue to keep up the unbelievable good work and Please print my letter (even though it may sound stupid)

Yours Hyperactively

KONGO KOKONUT

P.S Do any of you wear glasses? Kongo,

Games development is kind of like music or sport. Those that get a break or are extremely talented in their field will make a lot of money out of it. Of course, those that don't rise to the top of the pile will not make gobs of cash. Most people don't succeed in careers they enter against their will. There is definitely going to be a need for more and more artists in video game development as time goes

on, since now that creating a 3D world for a game is starting to get quite detailed, there's a lot more art that needs to be done for each game. Learn to draw well on a computer now and you'll give yourself a better chance in the future.

1. Tomb Raider, Final Fantasy (CG), Tekken (anime), Darkstalkers (anime), Wing Commander, Resident Evil and probably more, but confirmation on these things is always kind of sketchy. There was a Doom movie happening supposedly, but that never eventuated.

2. Heheheh. The oldest Hyper contributor is 31. I don't think our ages have much to do with how the magazine comes across.

Put an old gamer and a young gamer in a room together and they'll talk freely to each other, using the same language.

3. It pretty much moves the joystick on its own, depending on what's happening in the game. This can vary from vibrations just for some effect, through to strong forces, which simulate struggling against an outside force. For example, if you try and pull up from a steep dive in a flight sim, the joystick will create some resistance to your efforts to pull back on the stick (just like you see in the movies).

P.S. That's definitely the strangest question about our staff we've had in a while. Maybe we could make a pointless competition out of it... "Guess which Hyper staff members wear glasses".



COMANCHE GOLD

FOR SALE

NTSC PlayStation games- Coolboarders 2 \$25, Gran Turismo \$25 and K-1 Fighting Revenge \$25 or the lot for \$70. No instructions. Cheats included phone 02 4362 1974.

I am selling all my N64, PlayStation and 3D games for between \$10- \$75. Call Michael on 02 9987 4324

For N64 -San Francisco Rush- \$45, Diddy Kong Racing-\$45, Lylat Wars- \$45, if interested, phone Simon on (52) 434837.

Pocket Gameboy 2-3 months old and in perfect condition for \$50. I'm also selling my super advantage for \$25-\$30. Contact Brenton after 4pm Fri/Sat/Sun on (02) 9369 4884 (Sydney area only unless prepared to pay for postage.)

S.N.E.S console, 2 controllers, Mario Kart, Donkey Kong Country 2. All boxed with instructions and warranty. Great condition only 4 months old. Make an offer! Phone Nick or Alex on 02 96291129 (After 4pm)

Resident Evil, Tomb Raider, Nights, Space Hulk, Mechwarrior, Bug & 3 Demo CD's all Saturn. The lot \$75 or \$15-\$30 ea. PH (02) 6642 1088

I have some PC CD-Rom games for sale. They are: C&C, C&C Redalert, Warcraft2 and expansion set, Monster Truck Madness, Krush Kill 'n' Destroy, Total Annihilation, Earth Worm Jim. All as good as new and come with boxes and manuals. I am asking for \$30-\$50 for each or we can make a deal. Please ring 02-49336203 and ask for Luke (Maitland, NSW).

Cheap Games- lot of 'em. PlayStation : Pitball \$25, Disruptor \$25, Total NBA 96 \$20, Star Gladiator \$25, All in perfect condition with original boxes and instructions. PC Games : KKND \$20, 3D Movie Maker \$25, Mechwarrior 2 \$20, Simpsons cartoon Studio \$25, Earth Worm Jim \$20, Need 4 Speed S.E \$20, Warcraft \$15, Blam Machine Head \$20, A-10 Cuba \$15, Zork Nemesis (3cd) \$25, Muppet Treasure Island (3cd) \$25, Sidewinder Game pad & Microsoft game demo disk \$35. Game Boy: Killer Instinct \$20, DKL

\$20, Star Wars \$15, Metroid 2 \$10, Mario 2 \$15, Light Boy & Magnifier \$10, Game Boy (green) \$50. The lot for \$120. Also MegaDrive games: \$7 to \$12 or MegaDrive or MegaDrive console + 1 controller and 8 top games including MK3, Maximum Carnage 2, SF 2, FIFA 95 and more \$90. Call Adam on 08 9409 8957.

Super NES- good condition, 2 controllers, 4 games including Super Mario all stars, NBA Jam and Donkey Kong country plus 4 player adapter. Will sell the lot for \$50 negotiable or will sell separately. Call Kris after 5pm weekdays on 07 4975 7477

Games in excellent condition, boxed with manuals. PlayStation games: Theme Hospital \$30, Discworld 2 \$40, Gex 3d \$45, Time Crisis \$50. SNES games : Lord of the Rings \$10, Dragons Lair \$10, Illusion of Time \$20, Micro Machines 2 \$30, Secret of Mana \$30, Secret of Evermore \$30. PC Games : AD + D'Stone Prophet \$10, Ultima Stygian Abyss \$5, Ultima 6 False Prophets \$5. (WA only) please call Rose on 08 9345 2479.

PSX modification done for \$50. Sydney only Call Matt on 02 9634 7586 or e-mail me at super_nerf13@hotmail.com.

PC Games- NFS2 \$30, US Navy Fighters \$20, Cricket 96 \$15 and Doom \$10 or all for \$60. Call Andrew on 02 6281 0353

Playstation games- Formula 1 \$40, Criticom \$20, Crash 1 \$20, Total NBA \$25. All in excellent condition with manuals.

Lylat Wars (No Rumble Pak) \$60, San Francisco Rush \$65 or SWAP for 1080 Snowboarding or WWF Warzone. Call Nick O'Neil on 03 9836 2243 or 0412 568 192 (Eastern suburbs only)

Super NES for sale. 1 controller in good condition \$60 o.n.o. Call Samor Karen on 08 8242 1631

I have a Sega Saturn with 1 controller plus a memory cartridge and 7 games including Street Fighter Alpha, Nights, Formula 1, World Series Baseball 2, Panza Dragon, Crime Wave and NBA Extreme. All games are boxed with books. Sell for \$250 for the lot. Or will SWAP for games on PC, PSX and N64. Call

Shane on 02 4628 9588 (Campbelltown)

PlayStation games- NTSC (US/Jap) Tekken 3, Soul Blade, Eihander, Need for Speed 3, Saga Frontier, Gran Turismo, Resident Evil 2, Thunder Force 5 \$20 each. Call Jeffrey on 0417 541 969 (Melbourne preferred)

Settlers 2 Gold on PC CD Rom, boxed with instructions for \$40. Gameboy with 3 games (Donkey Kong, Kirby's Blockball, N Mansells Racing), Night Light/Magnifier and carry case. For \$35. Call Damian on 02 6343 1507 After hours (or will SWAP gameboy for Worms)

Nintendo 64 -\$145. 3 controllers \$30 each (green, yellow, grey) 2 x 6.5 Ford Extender leads \$10 each, Goldeneye 007 \$50, or all for \$285. (All boxed with instructions) NTSC US Doom 64 \$30. PC Games - Quake \$10, demo cd's \$2.50 each. Must send money first. Call Chris on 9409 7733.

Forsaken \$85, Diddy Kong Racing \$65 all with instructions and fully boxed. Prepared to swap for any good racing or sporting game. Call James on 08 9284 4424

WANTED

PAL N64 with either Diddy Kong Racing, Lylat Wars, Mario Kart 64. Call 02 9804 8415.

I would like to own Sonic 3D and Sonic Spinball on the MegaDrive. I will buy Sonic 3D for \$20 and Sonic Spinball for \$10, Earthworm 1 & 2 for \$20 each and MK1, 2 and 3 for \$10, \$15 and \$20. Must be in good condition with manual. If you could depart with these games call Dan weeknights between 4-7 on 07 3290 1122 (Brisbane, Logan area only).

PSX games- Resident Evil 2, C&C Red Alert, Marvel Super Heroes, Final Fantasy 7 \$40 each. Vandal Hearts, Broken Sword, Twisted Metal 2, Ray Tracers, \$30 each, Crusader, Tekken 2, Tomb Raider, Darkstalkers, BLAM!, Discworld \$20 each. All perfect condition call Kane 03 9417 3572

I desperately want a very cheap Nintendo 64 with one game. Call Nathan on 03 57224261

Still have a SNES lying around? If you do I'll take it off your hands.

Ph (07) 4168 9843, ask for Carl. **I want Grand Theft Auto, World Cup '98, NBA Live '98** and Gran Turismo for PSX. Will pay \$\$\$ or SWAP for some other games. If you have any or all of these and want to sell or swap then call Matt after 4pm on 03 5427 1754.

I am desperate for Shining Force for the MegaDrive, will pay good money. S.A preferably. Call Jesse anyday between 9am - 9pm on 08 8384 1880

Any of these systems: Jaguar, Neo Geo, CD 32, 3DO, PC Engine or Turbo Grafix 16. Will pay \$150 or will SWAP my Sony Playstation with Warcraft 2, Final Doom and demo's. Call Peter on 02 6762 4383 (anytime)

Virtual On for Saturn will pay \$20 or Swap for Wipeout or Tomb Raider. Ring Tim after 4 pm weekdays on (03) 52312725 or write to 72 Tulloh St Ellimintg, VIC 3250

Sega Saturn demo disks, will pay \$5 per disk. Ring Justin on 03 9736 2772 (VIC only).

Broken Sword 2 for PlayStation (PAL) or PC CD Rom. Will pay \$30 for it and Lord of the Realm 2 on PC CD Rom for \$20-\$25. Must be boxed with instructions. Call Damian on 02 6343 1507 after hours.

I'm looking for a copy of Little Big Adventure (original). Will pay \$30 cash (neg) WA only. Call Nic on 08 9364 4391

Sega Game Gear TV adaptor desperately wanted. Does not need to include box, manuals, etc... But must be in working order. Will pay any good money. Please contact Perry Liebe (03) 95317705

SWAP

I would like to swap: Croc, Light Crusader, Terranigma, Lufia, Kirbys Fun Pack, Suikoden, Outlander or Action Replay 1 (SNES) FOR FF3, FF5, Breath of Fire 1, FF Tactics, Breath of Fire 3, Chrono Trigger, Secret of Mana 2 or Shining Force 1. Call 08 9410 1097 (WA only)

Will swap Forsaken 64 for either 1080 Snowboarding or Mario 64. Call Angus after school on 02 9327 5170

I will swap Bushido Blade and \$10 for a mad catz wheel, gearstick and pedals OR a dual shock

analogue pad. Must be in good working order, call Ben on 02 6679 3007 after 6pm weeknights.

I will swap Mario or Blast Corps for 1080, Diddy Kong Racing or other good games. Call Carl on 07 4168 9843

I will swap my copy of Diddy Kong Racing & \$15 for a copy of 1080 Snowboarding. Call Leigh on (08) 83961377 (SA only)

PENPAL

Attention to the person who sent me a letter Box 1195 Penrith. I received your letter sent 22nd June, but we misplaced your letter and can't find it. The envelope is a grey-bone colour, and the stamp is very faint, but all I can see of the suburb is RRA (the last 3 letters). You didn't put your address on the back of the envelope. Please write again if you read this. You would have been expecting a reply but never got one. Also RPG fans write to me if interested. I'm female, 40's and have a PSX and N64. I write long letters. Write to Frances, BOX 1195, Penrith, NSW, 2751.

G'day people. I'm a 12yr old male seeking a penpal aged 12-14 M/F. I own a PlayStation with 15 games, 2 game boys with 5 games, 1 sega with 2 games, 2 PC's with 30 games, 1 Super NES with 4 games and a Nintendo with 2 games, so write to Raymond Leung at 17 Fernleaf Court, Wattle Grove, NSW 2173

I'm a 13 year old male looking for a female penpal. I love footy and soccer. I own a PSX, Gameboy and SNES. Please send a picture if you can and I will send one back. Write to Chris H, PO BOX 168, Bribie Coland. QLD 4507.

Are you NOT interested in computing gaming? Me too!! Do you read Hyper just cos your ugly brother always buys it? Same here! If you want to talk about Quake, Tomb Raider, etc then don't write. But if you want intelligent, witty and mind blowing correspondence with a punk anarchist then say hello to Diane, 5 Ithaca Close, Johns Park, NSW, 2176 or e-mail to babushka83@hotmail.com

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