# HYPER »

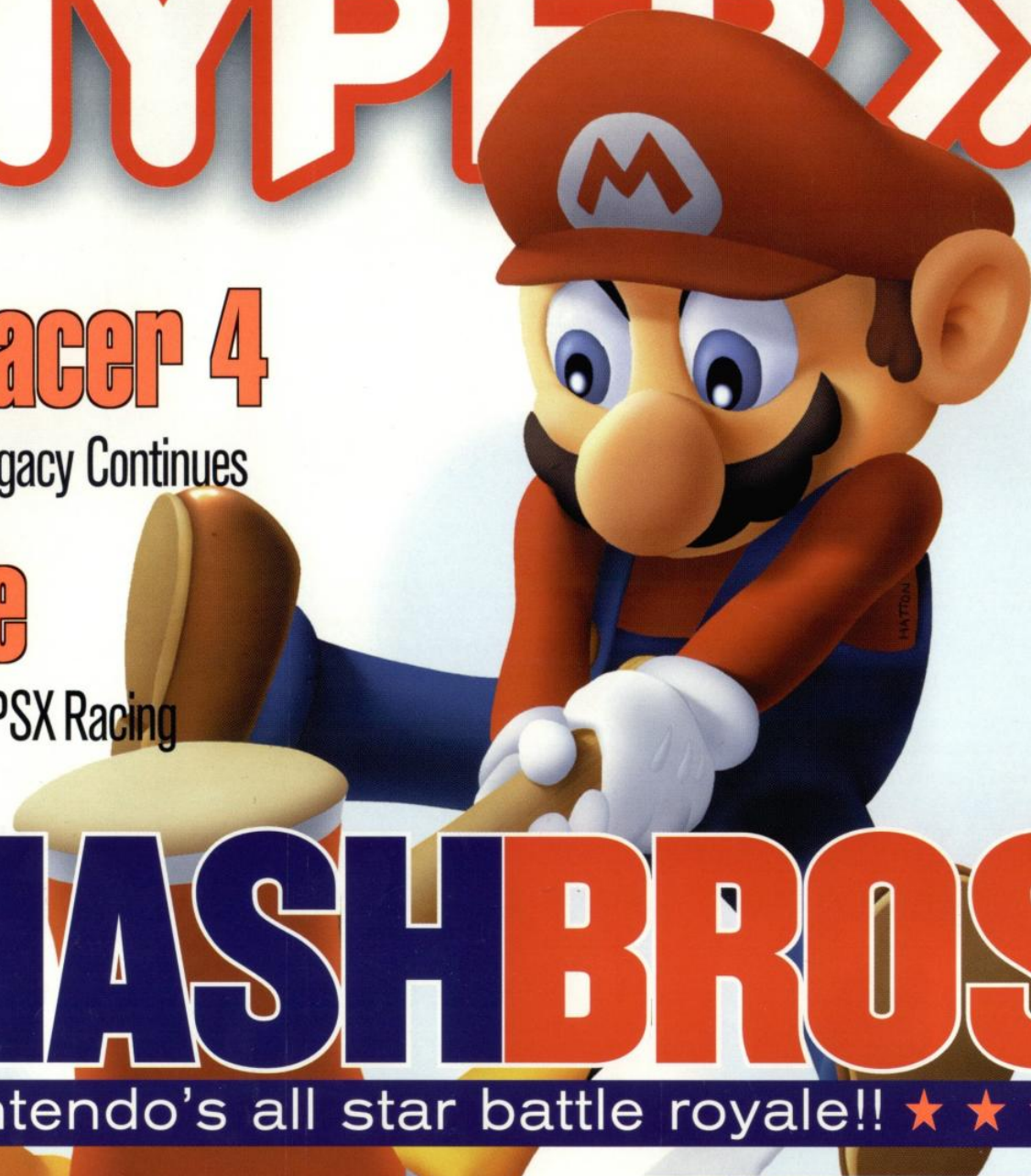## Ridge Racer 4
Namco's Racing Legacy Continues

## Rollcage
Frenetic Futuristic PSX Racing

# SMASHBROS
### ★ ★ ★ Nintendo's all star battle royale!! ★ ★ ★

## Baldur's Gate
The RPG of 1999 here already?

next gaming

SIXTY SIX

**Plus: Unreal Tournament Street Fighter Zero 3 Sim City 3000**

**Part 2 of our HUGE Zelda 64 walkthrough!!!**

*Well here's a shock. Looking at the Sony PocketStation and the Dreamcast VMS, I'd have to say that the PocketStation is more impressive thus far. I'd say the VMS is capable of doing what we saw done with the PocketStation and Street Fighter Alpha Zero 3 (you'll have to read the report), but the fact that it hasn't been done yet should serve as a bit of a kick up the bum for Sega and their developers.*

*The lineup of games is growing for the Dreamcast in Japan right now though, and by next month we'll have Powerstone, Marvel vs Capcom, Sega Rally 2 (actually we just got it today - looks great), and House of the Dead 2. There's no reason all of these titles shouldn't be available at launch out here, so we should be looking at an excellent Australian debut around September.*

*We've also heard word on rumours of the capabilities of the CPU of the next Sony console. The word was that it ran at 250MHz, and did 10 floating point calculations per cycle, equalling 2500M/sec, compared to the Dreamcast's 1400M/sec. Before everyone decides that Sony's next console is going to be better, it must be pointed out that this is not confirmed, and also that even if the CPU does churn out more FPCs for the video chips, unless those video chips are up to the job (and thus far the Power VR 2 chip in the DC is the best known), then that numerical difference won't count for much. Still, it is exciting to think that the race to make even better machines is always continuing.*

*Actually, what really made me truly happy this month was watching poor Eliot finish the Zelda playguide, reminded me of how I felt back when I did Tomb Raider 2. I'll have to give him X-Wing Alliance to review for next month, that'll cheer him up.*

*Enjoy,*

**Dan**

# CONTENTS

## FEATURES

# THE GAMES KEEP ON COMING

Sega have announced House of the Dead 2 for the Sega Dreamcast, along with an official light-gun peripheral. The release date for this zombie-blasting fest is set for March 25th in Japan, and no doubt will be arcade perfect and more. Meanwhile, Capcom confirm Street Fighter Zero 3 for Dreamcast along with Marvel Vs Capcom, proving they are quite dedicated to the system! There's also a hot rumour that Capcom will release Star Gladiators 2 for the system by Christmas.

Other upcoming Dreamcast games which have caught our eye... The action/adventure Under Cover (Pulse/Sega) seems to be inspired by the Resident Evil series, in terms of it's third-person gameplay, with the player in control of a female police officer. Though it doesn't look strikingly original, it's got those magic Dreamcast powered graphics to suck you in. Also on the horizon, Sega's Geist Force, which is looking like Lylat Wars on steroids for the shoot 'em up fans to spooge over. The terrain and sci-fi design looks stunning and Sega promise a bunch of cool effects to goggle over. Geist Force is being developed by Sega America, so it should emerge when the Dreamcast launches in the USA.

As far as fighting games go, there is the very sexy-looking Frame Gride by From Software (who brought Armoured Core to the PlayStation). As you would expect from this team, this is a mech-style 3D fighting game, pitting brawn against brawn. Finally, be prepared for some Coolboarders action on the Dreamcast. In development by the same team who made the game for the PlayStation, expect Coolboarders for Dreamcast to be somewhere inbetween 1080 Snowboarding and Coolboarders 3. How far away does a local Dreamcast release feel now, eh?

# WIPEOUT 3

Psygnosis recently made an official announcement on WipeOut 3 for PlayStation. Continuing in the great tradition of the series, you can expect WipeOut 3 to have an awesome soundtrack and some funky, techy track design. Included will be eight news tracks and three new ship classes to satisfy those of you who just can't get enough speeeed. The new WipeOut will also provide Dual Shock controller support and a variety of new and different game modes, other than the standard championship. Seeing as Psygnosis broke away to develop WipeOut for the Nintendo 64, we can only cross our fingers and hope that they have the opportunity to bring WipeOut 3 to the Sega Dreamcast. For now though, PlayStation gamers can sleep well at night and dream of WipeOut 3.

# PLAYSTATION UNREAL!
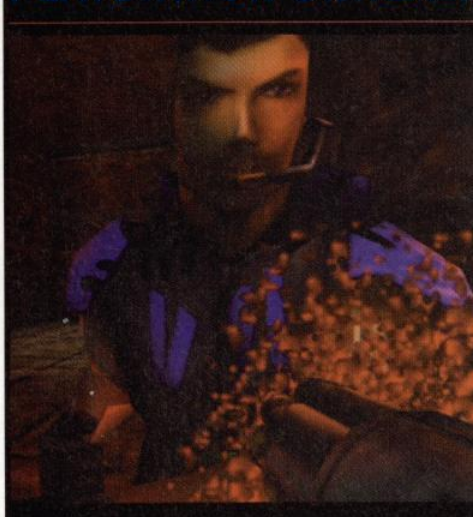
Well, who would have thought it was possible? GT Interactive have confirmed that a port of the PC First Person Shooter from last year, will appear on the PlayStation by the end of this year. Details of the conversion are not yet available, but GT are confident that Unreal for PlayStation will be a success.

Other rumours speak of a version of Unreal for the Sega Dreamcast which will be superior to the PC version. The Dreamcast uses a PowerVR chip and Unreal was initially optimised for PowerVR, so Unreal for Dreamcast could be quite incredible if it surfaces.

# POCKETSTATION

Sony's new PocketStation (previously known as the PDA) has been released in Japan, and has already proved to be incredibly popular. Considering the fact that the PocketStation will be supported by a huge array of PlayStation games this year, including the much-anticipated Final Fantasy VIII (which has achieved 1 million pre-orders), it's no real surprise that it would sell so well. The PocketStation, which works in a similar fashion to the Sega Dreamcast VMS, operates as a memory storage system, has an infra-red communication device and acts as a digital assistant with some games. When plugged into the PlayStation's memory card slot, mini-games can be downloaded onto the PocketStation for play when you're away from your console. With FFVIII, you will be able to breed chocobos on your PocketStation, whilst with Ridge Racer 4 you can trade cars and parts with other PocketStation users. Check out our Hardware section for a review of the device...
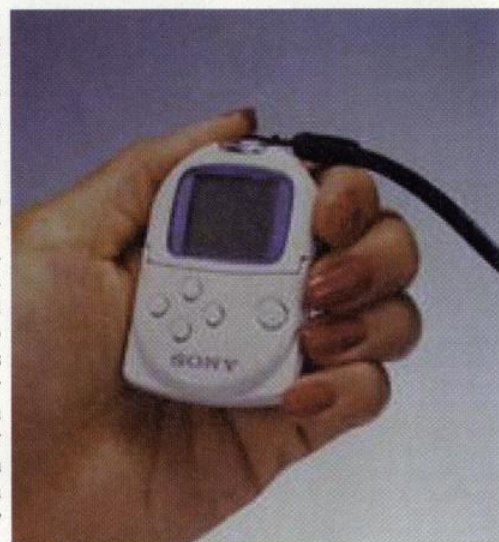
# COMPETITION WINNERS

| Thief/Gangsters | | AFL '99 | Devil Dice |
|---|---|---|---|
| Michael Stones, Vic | Ben Hubbard, Vic | Simon Hannagan, SA | Ben Whitaker, NSW |
| Craig Pegler, WA | | Adrian McGregor, Vic | Chris Tregea, NSW |
| Shane Woolcock, SA | **Rakuga Kids** | Corey Merritt, SA | Matthew Hackett, ACT |
| Jane Davis, NSW | Nathan Douglas, Qld | Robert Li, NSW | John Pashley, NSW |
| Arlo Bowman-Bragg, Qld | Derek Feng, NSW | Monty Loader, Vic | Sasha Liu, NSW |

# RELOAD REPRESENT!

It had to happen eventually, and it has... Thanks to the efforts of a bunch of Quake entusiasts around the globe, including to a very large degree Richard Sandlant from Challenge-Au, there is going to be an International Quake Championship. The event will be held in Sweden,
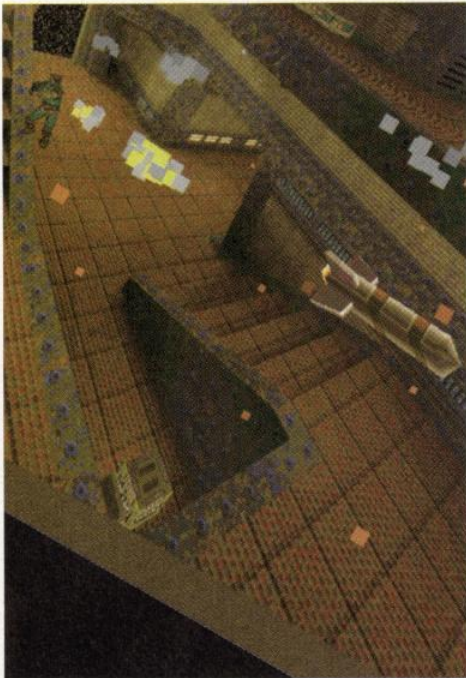
which is regarded as possibly the strongest Quake nation on Earth (especially after they spanked the US).

Reload, our country's finest Quake duel player has yet to be defeated in an official competition, and after his recent tour of both New Zealand, and Western Australia (traveling from NSW to WA is like an International match anyway!), he's looking in prime form to mix it with the best from around the globe.

There's a web page with plenty of background info on the players and their performance etc. Called Methos Quake - **(http://methos.barrys world.com/).**

It's obvious that the Swedes have a very strong showing, with three of the ten invites going to Swedish players. The contestants are:

Lakerman (Sweden), Reload (Australia), Kane (Germany), Sectopod (Norway), Xenon (Sweden), Blitzer (Finland), sCary (USA), Nikodemus (Sweden), Columbo (Denmark), Timber (England).

Apparently Thresh was invited, but claims that he no longer plays enough Quake 1 to be competitive... Sure fire way to lose your title as No.1. Whoever wins this tournament will basically be considered the world's best. At this stage Lakerman is the hot favourite.

The event will take place in April, so we'll be sure to cover the event in full once it happens.

# WHAT IS THE WONDERSWAN?

WonderSwan is a new handheld from Bandai, which is debuting in Japan. Allowing right or left handed play, the promising handheld has already nabbed interest from a number of big time developers. An interesting thing to note about the handheld, was that is was designed and developed by Bandai in conjunction with Koto Laborotories which was headed by Gunpei Yokoi - the creator of the Nintendo Game Boy! The WonderSwan, like the Game Boy Pocket, is small and light enough to slip into your top pocket and displays 224x144 dots on a 2.49 inch screen in roughly eight shades of grey. The CPU is 16-bit, and can even achieve a small amount of FMV!

Technically, it sounds superior to the Game Boy, and there are some tasty games lined up too. A turn-based Tekken combat game, Klonoa, Clock Tower, Pocket Fighter, Puzzle Bobble and a bunch of other left-of-centre RPG-style games are all planned for the handheld, so it all looks very healthy. Whether or not the handheld will surface on western shores depends on how successful it is in Japan, so here's hoping.

# CHARTS

**Charts kindly supplied by Hitech World**

| PLAYSTATION | NINTENDO 64 | PC |
|---|---|---|
| 1. Shane Warne Cricket | 1. Star Wars - Rogue Squadron | 1. Baldur's Gate |
| 2. Gran Turismo | 2. Turok 2 | 2. Fallout 2 |
| 3. Tomb Raider III | 3. Zelda 64 | 3. KKND 2 - Krossfire |
| 4. Tekken 3 | 4. Goldeneye 007 | 4. Oddworld - Abe's Exoddus |
| 5. Colin McRae Rally | 5. 1080 Snowboarding | 5. Sim City 3000 |
| 6. FIFA 99 | 6. F-Zero X | 6. Starcraft |
| 7. Oddworld - Abe's Exoddus | 7. Lylat Wars | 7. Commandos |
| 8. Wild Arms | 8. Wipeout 64 | 8. Half Life |
| 9. Duke Nukem - Time to Kill | 9. F1 - World Grand Prix | 9. FIFA 99 |
| 10. Tenchu | 10. Top Gear Overdrive | 10. King's Quest VIII |

# QUAKE III ARENA - THE WEAPONS!

Probably one of the most important aspects of the upcoming Quake III Arena from id software, would have to be the new weapons and the new takes on the old weapons. We're hearing more and more that Quake III Arena will blend more elements of Quake I back into the game, to make Quake III the ultimate all-round multiplayer Quake experience. The most obvious indication of this, is the return of the Lightning Gun... here is a run-down on what to expect from the weapons in Quake III Arena... (note that the game is currently still in development, and details may change before release).

## THE MACHINE GUN

It seems that id have dropped the pitiful Blaster as the player's default weapon, for the more useful Machine Gun. It may sound like this would be too powerful as a default weapon, but we are



yet to see how badly it sucks in the context of a game. However, depending on the map, players may receive an alternate default weapon.

## SUPER SHOTGUN

Everyone loves the super shottie, and it's back with a faster firing rate but it packs less of a punch. Hopefully it still sounds mad...

## GRENADE LAUNCHER

Currently, the Grenade Launcher is more akin to the Quake I launcher, which is a good thing as far as we're concerned. Spam away!

## PLASMA GUN

Can you say Doom 2?! Yes, this baby is back! Replacing the controversial Hyperblaster, the Plasma Gun's shots actually cause slight splash damage at the points of impact.

## ROCKET LAUNCHER

Ahhh. How sweet it is. The new Quake III Arena Rocket Launcher will have a faster firing rate (ala Quake I), with slightly faster rockets, and yet will deal out the same amount of damage it always has. Kewl.

## RAIL GUN

The Rail Gun will pretty much remain as it was in Quake 2 (though the firing rate will be increased slightly). Hey, it was perfect to begin with, so...

## BFG

The BFG has had a major overhaul. Instead of firing one big slow ball of doom into the room, the BFG now acts almost like nuclear powered Hyperblaster. It's been described as shooting chaingun speed rail shots with explosions on impact. Ouch.

## LIGHTNING GUN

Yay, it's back back back. The Lightning Gun (or mozzie-zapper as we affectionately call it) has been updated to include a sweeping beam effect. If you fire the beam and then swing it around, it will create arcs of lightning which will do lesser amounts of damage. Sounds like fun.

## FLAMETHROWER

We are still yet to see a good flamethrower in a First-Person game. Hopefully id won't drop this at the last minute. Currently, it fires a cone of flame which you can spray onto enemies. We like the concept that they may have to run and jump into water to stop the damage being inflicted. Heh heh.

Other variations on these weapons may also appear - like the handgrenades from Quake 2, or a Chaingun variation. We'll have to wait until at least May to find out exactly what makes it into the final game.

# OVERFLOW

Pop star Madonna has supposedly bought the rights to make a film of the PlayStation SquareSoft RPG, Parasite Eve. Originally, the game was based on a Japanese film which was itself based on a book, so the idea behind Parasite Eve is not solely game related. It'll be interesting to see what the Material Girl makes of this Square RPG... maybe she should change that song to "Materia" girl now, heheh...

**For fans of Star Wars, LucasArts have at last three new games scheduled for 1999 which tie-in to the new Episode One film which opens here in June. The first is likely to be called "Pod Racer" for the Nintendo 64 (expect a version for PC too), whilst they are also working on an action/adventure based on the movie's plot. The action/adventure, most likely for PC only, allows you to play as possibly three characters from the film. More news as it breaks...**

Black Isle studios have officially announced a Baldur's Gate add-on called Tales of the Sword Coast. The add-on will introduce new characters, new items and new quests and locations to explore as well as minor tweaks to the game engine. Hopefully there will be some new multiplayer options included. Much like the Diablo add-on, you will need a full working copy of Baldur's Gate to play through the expansion pack...

**Virtua Fighter 4 has reportedly been unvieled as a "work in progress" to some big wigs at Sega. The word on the street is that it will debut by the end of the year in Japanese arcades, based on the Model 4 board. Those who have seen the game, have been quoted as saying that it's quite a momentous leap from VF3...**

Connectix, the makers of the PlayStation emulator for Macintosh, have won their first round against Sony in court. The Judge ruled that Sony could not at this stage, prevent Connectix from marketing their Virtual Game Station software. An interesting development in light of the upcoming UltraHLE (PC N64 emulator) Nintendo war which is prompting some game sites to declare a total boycott of Nintendo product...

**The Activision classic, Asteroids, is coming to the Nintendo Game Boy and Game Boy Colour. Roughly based on the Asteroids update which was released for PC and PlayStation, the Game Boy version will hopefully still feature a multiplayer mode of some description so you can share your retro gaming with a Game Boy equipped friend...**

Rumour has it that a Sakura Wars game is headed to the Game Boy Colour! The developer of the game, Red, have stated that their contract with Sega allows this. Sega in retaliation have declared that if a Sega game is going to appear on the Nintendo hand-held, it will have to be made Dreamcast compatible and be able to link up to the Sega console! It's all rather funny, really...

# BALDUR'S GATE

Hail thar, fellow adventurers! Thou verily hast chosen well in entering this Baldur's Gate giveaway! To wineth this hearty game of swords and spells, thou must thinketh of a short poem about RPGing and enscribe your masterpiece in 50 words or lesseth. Ahem.... Enough of that. Thanks to Interplay Australia, we have six copies of this awesome RPG to give away to the best poems we receive. Your poem can be about anything related to RPGs. To enter, simply send us your poem, along with your name and address to: **Ode to Adventure, Hyper, 78 Renwick St, Redfern, NSW 2016.**
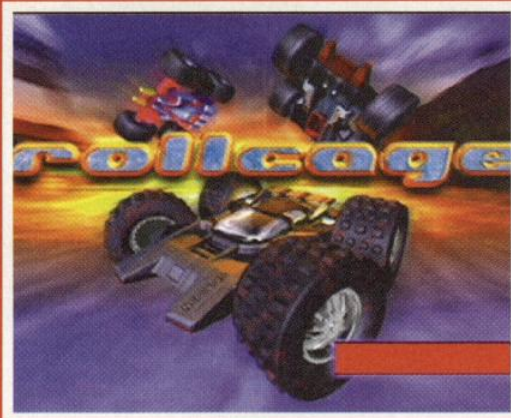
# ROLLCAGE

If you thought WipeOut was cool, then wait till you get your hands on a copy of Rollcage - yet another hot futuristic racing game from Psygnosis! If you own a PlayStation then you simply must play this game, so much so that Psygnosis Australia have granted five copies to give away to those of you who can send us a cool drawing of a remote-control racing car of your own design. The five best drawings will win their very own copy of Rollcage for PlayStation. To enter, send your drawing, along with your name and address to: **Dream Mobile, Hyper, 78 Renwick St, Redfern, NSW 2016. Vrooooom!**

Computer games have come a long way...
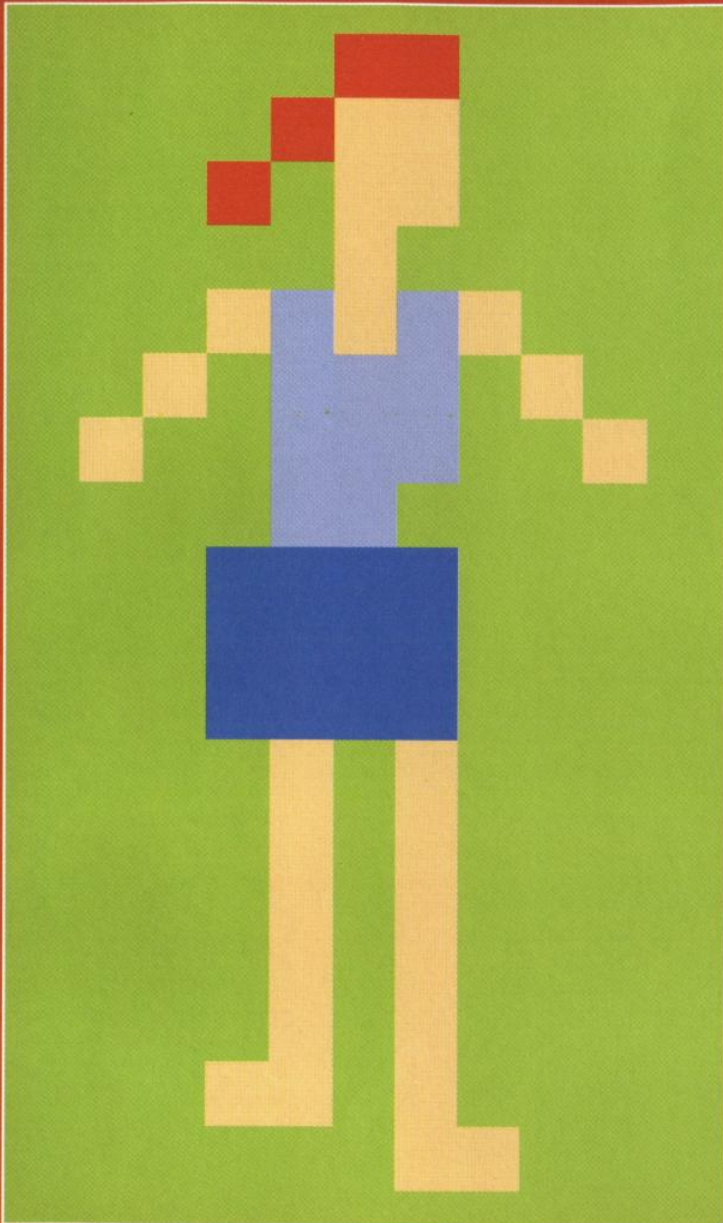
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Circa 1984, Commodore 64 computer.

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**NOW:**

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# Australian cricket. Could



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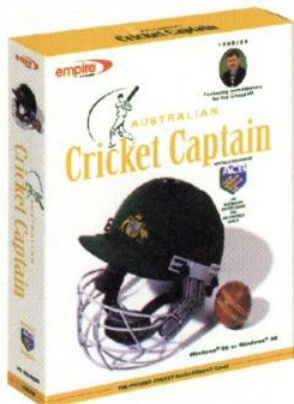
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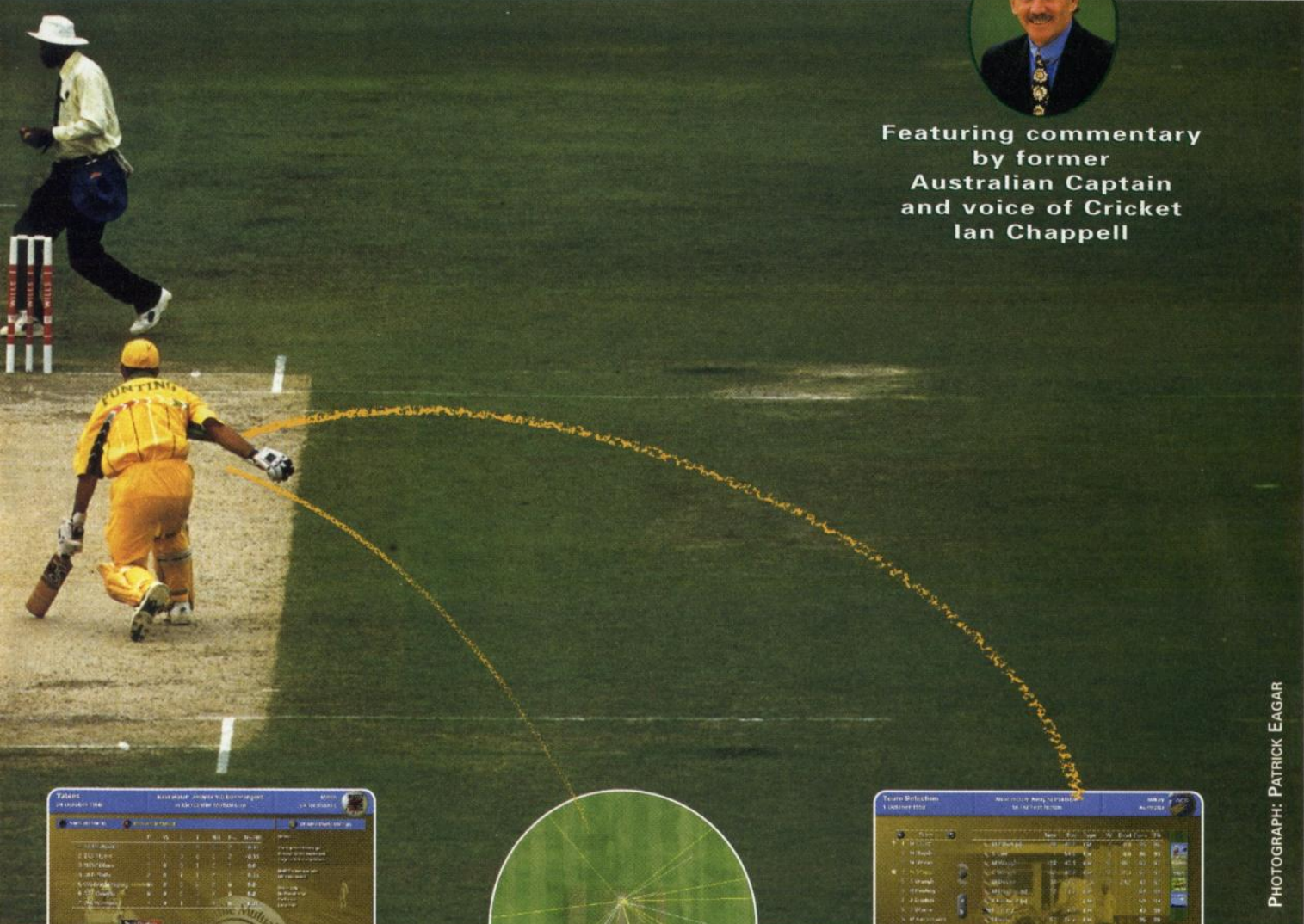
PHOTOGRAPH: PATRICK EAGAR

*How do you measure up as a Captain? Are you
leading your side to glory or are you
languishing at the foot of the table?
Here's where you'll find out.*
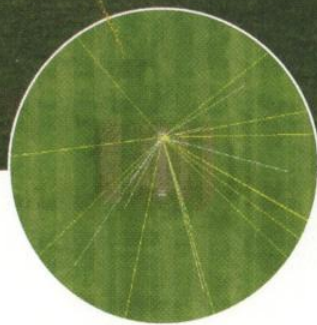
*Leg glances, square cuts, reverse sweeps, drives,
pulls and hook shots - this will show you the
batsman's weak shots as well as his favourites.*
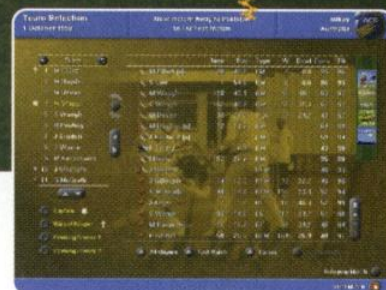
*Check out your players' stats - are they
performing to the best abilities? If not, maybe it's
time to bring in some fresh faces.*

## AUSTRALIAN
## Cricket Captain

Available soon on PC CD-ROM
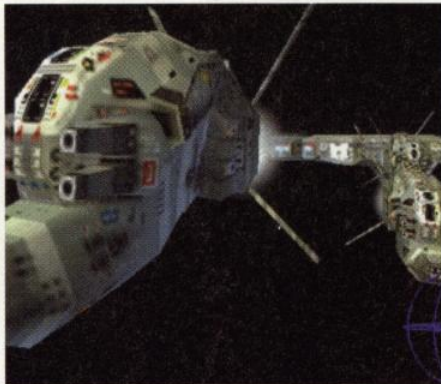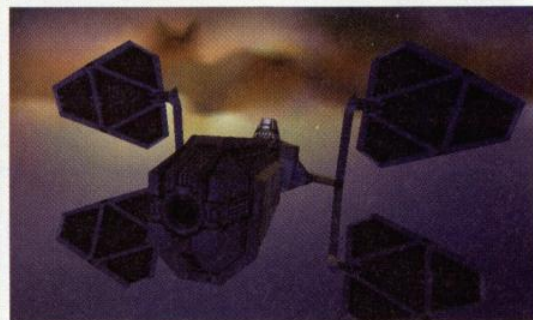
## Homeworld

**PC**

**AVAILABLE:** JUNE
**CATEGORY:** SPACE COMBAT
STRATEGY
**PLAYERS:** 1-8
**PUBLISHER:** SIERRA

WOW-O-METER

As game genres become fused together in new and wonderful ways, we're starting to see some exciting hybrids - Battlezone for instance was a brilliant mixture of action shooter and strategy. Homeworld from Sierra is going to be no exception... in fact, it sounds like an incredibly ambitious project. Set in space, amidst a ferocious war for a planet, Homeworld demands you take command of an entire fleet of ships - all in 3D real time. Sure, we've cut through many a dogfight in a variety of fighter craft, and I-War allowed us to tackle a few of the bigger ships... but we have as yet never seen anything on the scale of Homeworld. You and your people are attempting to return to your homeworld which is now populated by another no-so-friendly race... so of course, it means war!

If you can imagine sitting in the vastness of space, and trying to defend your mothership and fleet from oncoming squadrons of fighters (which could come from ANY direction), then you may get an idea of how Homeworld could potentially be a tactician's nightmare. However, it's not as confusing as it sounds - Relic (the developer of the game) state that 80% of the game can be played with the mouse alone. The game operates much like a map-based strategy game would - collect resources, build new craft, research new technology and attack your enemy. The difference, is that your stuck out in the 360 degree environment of space and the battles rage in real-time 3D. This is going to be hardcore gaming at it's finest, and Homeworld even pushes the envelope with it's visuals too. The craft designs and gorgeous effects are going to make that 3D accelerator you just bought work overtime. Some of the craft in the game are so huge, that their turrets alone are bigger than space freighters.

A multiplayer option is currently supporting 8 player gaming on the net, though we're not sure how the mechanics of this would operate, other than to assume it would play much like a game of Starcraft except in 3D, with each player commanding their own fleet! We're out to buy some brown underpants...

**EF**

## Gauntlet Legends

**NINTENDO 64**

**AVAILABLE:** JUNE
**CATEGORY:** ACTION/ADVENTURE
**PLAYERS:** 1-4
**PUBLISHER:** MIDWAY

WOW-O-METER

Atari's original Gauntlet arcade unit gave us so many sweet gaming memories, that we always look forward to any sort of Gauntlet inspired game with teary eyes. In the hope of re-capturing those long-lost adventuring emotions, Gauntlet Legends was released to arcades recently, and we admit that it chewed up a fair bit of our lunch money. Whilst not as brilliant as the original (what could ever be?), Gauntlet Legends is still cut from the same cloth and has many a dungeon level of great hacking excitement. We're chuffed to hear that Gauntlet Legends is coming to the Nintendo 64 around May/June, so soon we can actually save our money for more important things (like food) and sit down for a romp with coloured controller in hand. Playing as either a Warrior, Wizard, Archer or Valkyrie, players can play together as a team to traverse the many levels of the dungeon in search of the hidden rune stones. Of course, as would be expected, everything in Gauntlet Legends is in full 3D (the arcade machine uses a 3DFX board) and hopefully the Nintendo 64 version will utilise the new Nintendo 4MB expansion pak. The fourplayer mode all takes place on one screen (like the arcade), which should actually help to keep frame rates up, and individual character info can be saved to memory pak. This is shaping up to be a fine addition to the Nintendo 64 library.

## Tomorrow Never Dies

**PLAYSTATION**

**AVAILABLE:** TBA
**CATEGORY:** ACTION/ADVENTURE
**PLAYERS:** 1
**PUBLISHER:** MGM INTERACTIVE

WOW-O-METER

It's been a while since we've heard any news on the progress of this James Bond game for the PlayStation, but an Alpha version of the game recently turned up here at the office for our perusal. Tomorrow Never Dies is an action packed romp which takes place shortly after the recent Bond film, with enough GoldenEye busting moments to make any PlayStation gamer grin from ear to ear. From third-person action with pistol in hand, to hair-raising car chases, death-defying skiing sequences and fidgeting about with cool gad-

gets from Q branch, Tomorrow Never Dies is all about immersing you in the day-to-day antics of a hard-nosed spy. It's pretty obvious to see the influence that GoldenEye has had on the development of this title, yet Tomorrow Never Dies is most certainly more a single-player experience.

As you would expect to see in a 007 game, expect lots of funky weaponry (sniper rifle anyone?) and lots of Bond girls (well, some high-res pics of irrelevent models when you complete a mission successfully). We like the look of this one, even as un-finished as this version was. Bring it on, Bond.
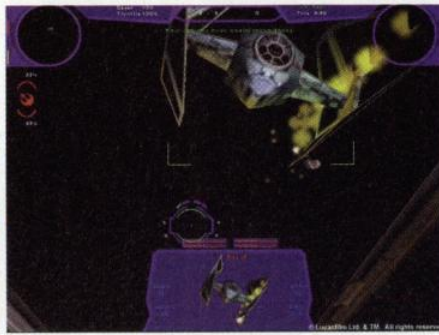
## X-Wing Alliance

PC

**AVAILABLE:** MARCH/APRIL
**CATEGORY:** SPACE COMBAT SIM
**PLAYERS:** 1-8
**PUBLISHER:** LUCASARTS

WOW-O-METER

Next issue we should hopefully be reviewing this next installment in the brilliant X-Wing combat sim series from LucasArts. Alliance is more a return to the single-player experience of TIE Fighter, after last year's multiplayer fest which was X-Wing Versus TIE Fighter. As we reported in our news piece, X-Wing Alliance will be the first game in the series to introduce the Milennium Falcon as a pilotable craft as well as another Corellian-designed ship which you will fly for a number of missions! Though the Falcon can be flown in the game (into the second Death Star during the battle of Endor in fact), the game will still be largely comprised of X-Wing missions or varying types. Objectives will consist of dogfighting enemy craft, escorting capital ships, investigating cargo, defending installations and fighting off bounty hunters and smugglers. With some fancy new fully 3D cockpits, the game will be more immersive than ever - the team at Totally Games are working on having over 100 craft fighting in the air at once, which will just be awesome. The updated 3D engine now has wonderful coloured lighting, more detailed craft textures, and generally more bang for your buck. Besides performing military style duties for the rebellion, you will also be involved in a dual storyline. Your family's Twin Suns transport business is in war with a rival family, pulling you deep into a criminal underworld. The game will last over 50 missions, culminating in the Battle of Endor. Full review soon.
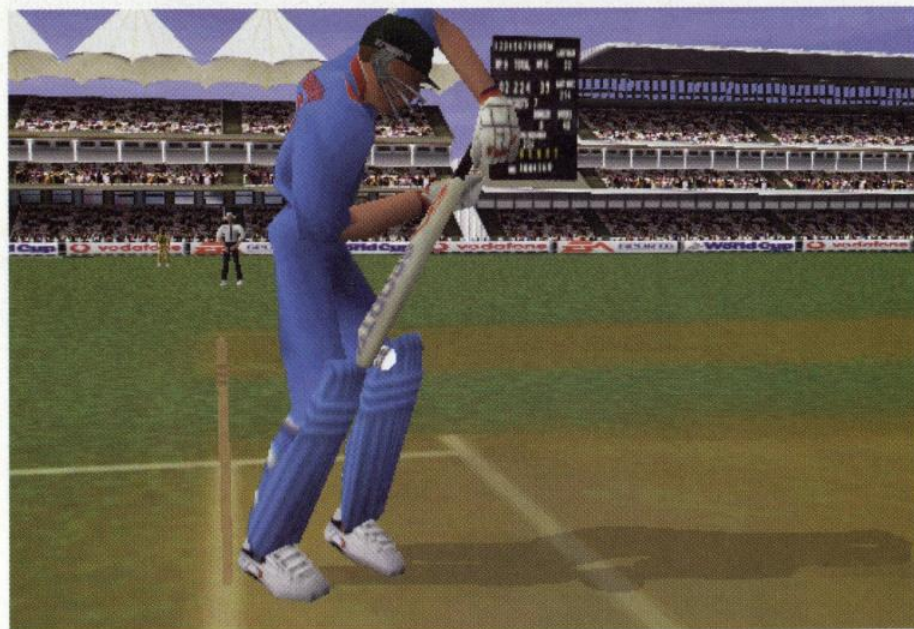




## World Cup Cricket '99

PC/PLAYSTATION

**AVAILABLE:** APRIL
**CATEGORY:** SPORT
**PLAYERS:** 1-MULTI
**PUBLISHER:** EA SPORTS

WOW-O-METER

EA Sports are finally bringing us a 3D accelerated cricket game to rival Codemaster's Shane Warne Cricket and challenge Empire's Australian Cricket Captain. Like all good EA products, all the players, teams and stadiums are authorised and there will be play by play commentary from the great Richie Benaud and the lesser-known David Gower. Promised are true physics, multiple camera angles and incredible player motion capture (thanks to Adam and Ben Hollioake). There will also be some in-depth team management and a variety of in-game tactics to choose from, as well as a few different play options such as Exhibition, World Cup or a "classic match" style hot-seat mode. Hopefully WCC '99 will be slightly more of a sim than the arcadey action of Shane Warne Cricket, yet with the glory of the accelerated 3D graphics. Certainly the playing field looks huge and true to life as opposed to the piss-easy batting fields in other cricket games. The player models also look excellent, even down to those wrap-around sunnies cricket players just can't seem to play without. I wonder if we get to see them chewing gum too. Well, when April comes around we will have a full review for you.

## Hybrid Heaven

**NINTENDO 64**

**AVAILABLE:** MAY
**CATEGORY:** RPG
**PLAYERS:** 1
**PUBLISHER:** KONAMI

WOW-O-METER

The Nintendo 64 is still lacking a great RPG aside from the "action/adventure" which was The Legend Of Zelda. Why the Nintendo is still yet to have any SquareSoft style turn-based RPGs is a mystery... however, Hybrid Heaven from Konami might just fit the bill. Set in a mysterious underground city, your character has discovered a race of genetically engineered mutants who are gathering their forces for an attack on the surface world. With it's sci-fi atmosphere and Metal Gear Solid style visuals, Hybrid Heaven is instantly intriguing... here's a hardcore RPG! Though the game plays mostly in third-perspective real-time, battles switch to a turn-based system when an opponent tries to attack you or vice versa. During combat, you can move your character in real-time around the combat area, but then you default to a series of menus when you engage in biffo. You can select from a number of hand-to-hand moves or weapon moves depending on what your character has learned, and then watch it play out like in Fallout 2. Like a fighting game, you have power meters which determine the strength of your attack as well as keeping you informed of the energy levels of your enemy, and certain limbs may even do more damage depending on how much you've used them in the game up until that point. Throughout the game, great cutscenes keep you absorbed in the eerie plot, as you delve deeper into the underground city. RPG lovers should keep an eye out for this one.

# UPCOMING RELEASES

The complete guide to what's coming out over the next month here in Australia


CASTLEVANIA 64


GABRIEL KNIGHT 3


RAILROAD TYCOON 2


RIDGE RACER 4
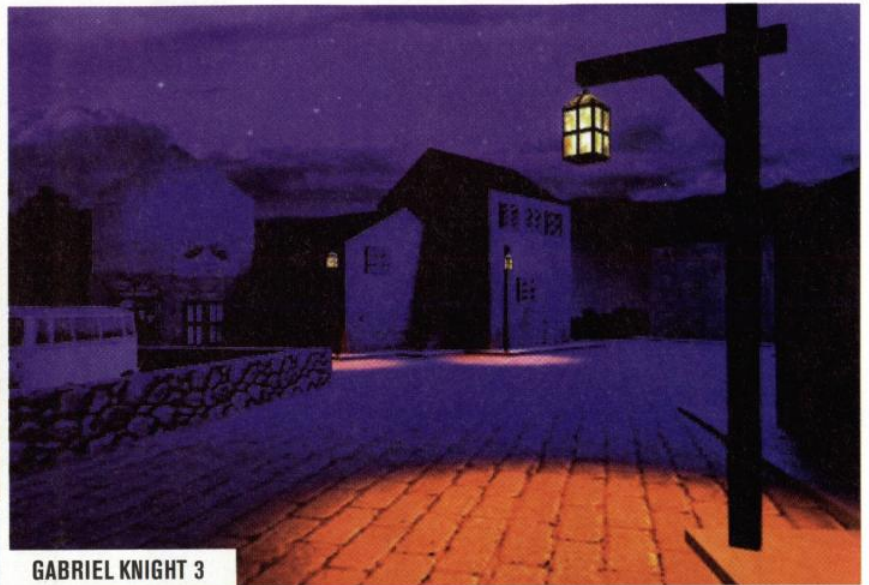
★ Hot stuff on the way...

## PC

**APRIL**
All-Star Basketball
Attack
Blade
Castrol Honda Superbikes 2
Clanwars
Commando: BTCOD
Covert Sorties
Drakan
Darkstone
Dragonflight
East Front II
Evil Empire
Expert Pool
GP 500cc M.Bikes
Gabriel Knight III ★
GTA London
Hellgate
Hogs of War
Interstate '82 ★
Jimmy White's Cueball
Might and Magic VII ★
Motorhead Rally
N.I.C.E. 2 Racing
No Fear Downhill Biking
Real Never Ending Story
Rent-A-Hero
Rogga Hub
Shadow Company
Splinter
Unification
V-Rally
X

## PlayStation

**APRIL**
Actua Ice Hockey 2
Bloodlines
Castrol Honda Superbike WC
Cricket World Cup
Darkstalkers 3
Dragonflight
Gex 3: Deep Cover
GP 500cc M.Bikes
GTA London
Guardians Crusade
Johnny Herbert's GP
Kensei - Sacred Fist
NBA Pro '99
NHL Pro '99
No Fear Downhill Biking
Quake II
Railroad Tycoon 2 ★
Ridge Racer Type 4 ★
Street Fighter Collection 2
Unification
Warzone 2100

## N64

**APRIL**
All-Star Basketball
Castlevania 64 ★
Duke Nukem Zero Hour
Mystical Ninja 2
NBA Pro '99
NHL Pro '99
Quake II
Rush 2
Snowboard Kids 2

## Battlezone 2

**PC**

**ACTIVISION**

Hard to believe these are in-game screenshots, eh? Battlezone was fine enough, but Battlezone 2 is looking gorgeous beyond belief! If the game-play makes the same sort of technical leap as the visuals, we're looking at one of the biggest games of 1999!

## Quake III Arena

**PC**

**ID SOFTWARE**

Check out these awesome screenshots we managed to nab from the office of id software. Never have we seen so much colour in an id game... especially cool is that Quad effect! Soon the Quake III Arena test should be released to the world, so we can all gripe over what works and what doesn't, and then the final release will be unveiled hopefully in May. Yowza!
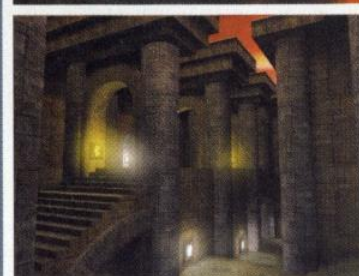
## Dark Reign 2

**PC**

**ACTIVISION**

3D real-time strategy is booming, and Dark Reign 2 could very well turn out to be a masterpiece of the genre. With what looks to be a fully zoomable, 3D landscape with brilliantly designed units of varying scale, Dark Reign 2 is the sort of thing we'll end up obsessing over! For now, just bathe in the glory of this eye candy!
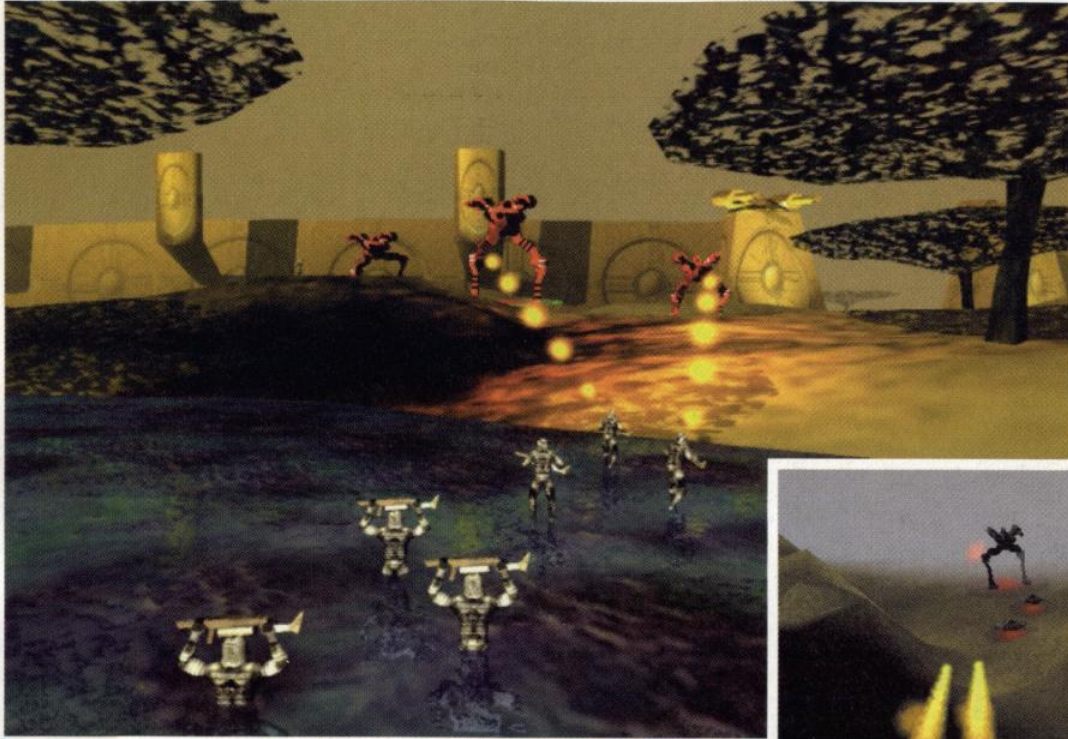
## Shadowman

**NINTENDO 64**

**ACCLAIM**

One of the tastiest looking Nintendo 64 games on the horizon. A lot of time has been spent chiseling away at this one in the Acclaim laborotories, so it should be pretty sick





## Midtown Madness

**PC**

**MICROSOFT**

Microsoft are getting in on the Carmageddon act with their upcoming driving game, Midtown Madness. Throw in a little San Francisco Rush too for maximum effect, and you have this crazy driving game. Looks cool...
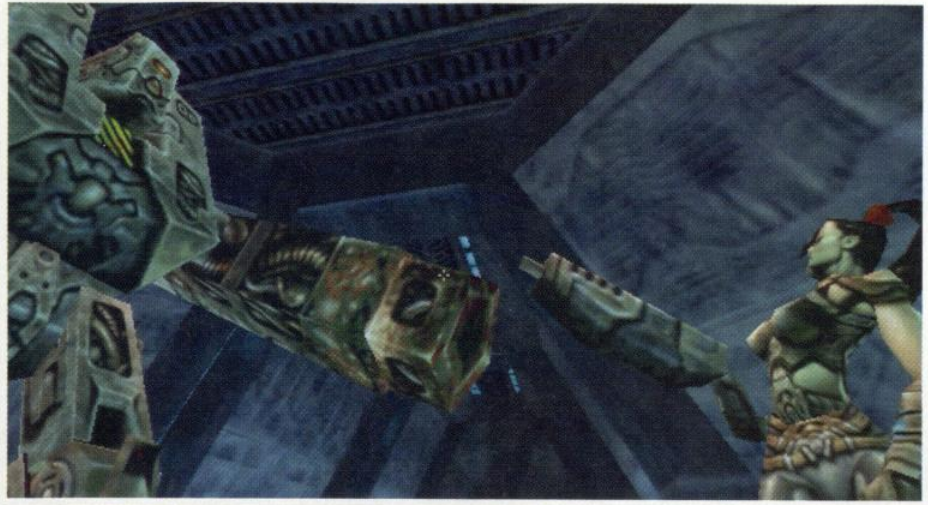
## Daikatana

**PC**

**ION STORM**

Still in development, this First-Person Shooter from John Romero (formerly with id software in their Doom days) is still looking strong even after all this time. Hopefully the game is only a month or two away from release, but we'll believe that when we actually hold the box in our hands.

## Final Fantasy VIII

**PLAYSTATION**

**SQUARESOFT**

Now the game is out in Japan, expect the internet to go nuts over this game. We will have to wait until the end of the year for our copies! Not fair!

## Machines

**PC**

**ACCLAIM**

Robotic real-time strategy looking very tasty indeed. Acclaim are confident that Machines will be able to evolve the genre with "unique features". We'll see.

# POCKETSTATION REPORT



Released in late January for the meagre price of 3000 Yen (about $40), the PocketStation took Japan completely by storm as it completely sold out on the first day. The first basic feature offered by the PocketStation is the date/time functions, as well as an alarm. Holding down on the directional keypad towards a certain feature will allow you to alter, say, the time and date. Pressing the main action button will confirm any changes you make. You use the same controls to alter the volume of the speaker (located behind the unit) and to check the files you have saved in your PocketStation.

The PocketStation is literally what the name suggests: a PlayStation in a pocket. On one hand, the PocketStation's main control interface flips up so that it can be used like a normal memory card. The PocketStation contains 15 memory slots for game save files. Those same 15 slots are also used to save PocketStation games, which are downloaded from a PlayStation game through the memory card slot into the PocketStation.

When removed from the PlayStation, the PocketStation games can be accessed by scrolling left or right from the main clock screen. In Japan, the PocketStation already has games that are capable of being downloaded from Crash Bandicoot 3, Ridge Racer 4, Street Fighter Zero 3, Final Fantasy VIII, Theme Aquarium, and Pocket Muu Muu. Many other titles are jumping in on the PocketStation fever.

The games themselves are relatively simple, probably best described as a series of highly interactive Pokemon and Tamagotchi games. The best example would be Street Fighter Zero 3, which allows you to individually train your characters so that they gradually develop in skill. Ken, for instance, must practice his Dragon Punches, while Chun Li will practise her Hundred Foot Kick. Challenging the CPU will also allow you to earn new characters. The characters can then be uploaded for use in SF Zero 3's World Tour Mode, where their experience and strength attributes can affect the game. You can also use your PocketStation characters to challenge another PocketStation owner with SF characters of his or her own. By pointing the infra-red transmitter of two PocketStations together, your characters will begin to fight. The winner will gain experience points; and if you've decided to bet on characters, the loser will forfeit his or her character to the winner of the encounter.

Other PocketStation games will take up more diverse forms. Ridge Racer 4, for instance, allows you to save certain cars and trade them around; while Final Fantasy VIII will contain a series of casino-style card games. However, at this stage, it's not known what games will be PocketStation compatible in Australia. Crash Bandicoot 3 has already missed out, and Ridge Racer 4 won't be

getting it either. Given that the PocketStation's success over the Dreamcast's VMS card is attributable to a pre-prepared foundation of software support on the day of release, Australian distributors may want to consider retaining PocketStation compatibility in preparation for its September 1999 release in Australia.

**KEVIN CHEUNG**

## PocketStation Specs

**CPU:** 32 bit RISC Processor
**Memory:** 2K SRAM, 128K Flash RAM
**Display:** 32x32 monochrome LCD
**Audio:** Single speaker, 4-bit PCM.
**Dimensions:** 64x42x14.8 mm
**Weight:** 30g (with battery)
**Colours:** White, Clear.
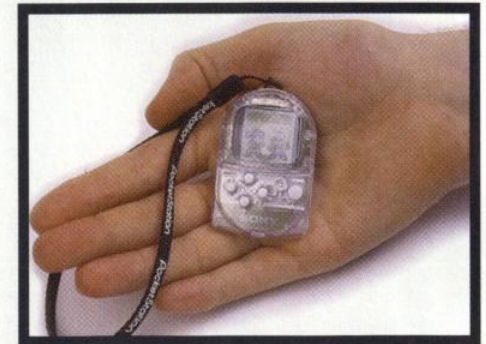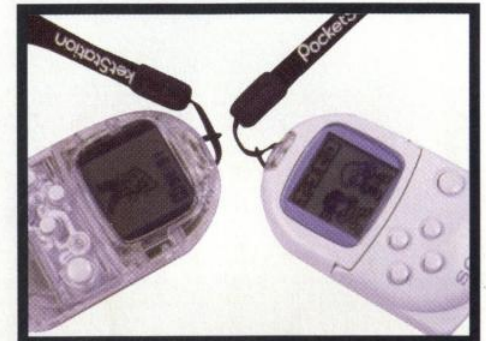




# POCKETSTATION VS DC VMS

## PocketStation

**Size:** Smaller, more portable.
**Construction:** Flimsy flip-up base; display screen easily scratched.
**Controls:** Solid and precise buttons that give a definite 'click' with each press.
**Screen Size:** Smaller
**Screen Interface:** Menu system follows the model of a tree-diagram
**Memory Sharing:** Convenient infra-red transmission.
**Other factors:** Doesn't allow you to make 'secret' decisions, eg. in a sports game; shorter battery life.

## DC VMS

**Size:** Larger, fits less comfortably in pocket.
**Construction:** Solid build, but the cap on top is easily lost.
**Controls:** Slushy keypad and buttons.
**Screen Size:** Larger
**Screen Interface:** Two buttons allow for confirm/cancel menu functions.
**Memory Sharing:** Direct connection between 2 VMS cards.
**Other factors:** Limited software support; limited storage capacity.

# JOGCON
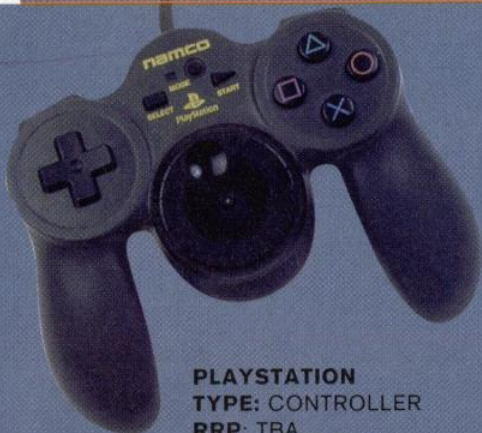


**PLAYSTATION**
**TYPE:** CONTROLLER
**RRP:** TBA
**DISTRIBUTOR:** SONY

Namco seem to be the pioneer when it comes to PlayStation controllers. With the NegCon (analogue steering controller), the GunCon (lightgun peripheral), and the Namco Arcade Stick, Namco had released the best quality controllers available for the system. Again Namco break ground by producing the first true force feedback controller for the PlayStation... the JogCon.

The JogCon is essentially a plain PlayStation controller with an analogue wheel in the centre. Considering how light the controller is, the force feedback from the wheel is quite strong.

Down sides of the JogCon are fairly basic. For starters there is a feel of a lack of accuracy, which isn't really a surprise when there is officially a 3mm margin of error on the pad. It's not a big factor, however it does mean that if you're anal about how accurate the controller is for small movements, that it's not going to compare favourably next to other controllers. The other downside is more ergonomic, in that the positioning of the wheel (or maybe dial is a better word for it) does not really allow you to grip it any other way than by pushing it with the tips of your thumbs, which would be fine on a non-force feedback controller, but when struggling against the force, you want to be able to apply a more sturdy grip. Overall the reactions here at Hyper were mixed. Some of us loved the JogCon, others disliked it, and some thought it was pretty good, but a bit of a novelty. Definitely one to insist you have a go of before you make up your mind. ◾T

# DREAMCAST ARCADE STICK

**DREAMCAST**
**TYPE:** CONTROLLER
**RRP:** TBA (APPROX $80 IN JAPAN CURRENTLY)
**DISTRIBUTOR:** OZISOFT

When we first assessed the Dreamcast controller, we stated it wasn't particularly useful for fighting games, and Sega were obviously aware of this and sought to ensure this wasn't going to be a lasting problem for anyone, because the Dreamcast Arcade Stick was available from day one in Japan.

The controller is more similar to the Namco Arcade Stick than any other available right now. After trying to perform a few complex moves on both sticks, the Namco stick actually felt a little more solid. Even though the Dreamcast controller is larger/bulkier... the Namco stick seems to have more of its components made of metal, as it weighs the same.

The buttons are responsive, and of good quality. They are perfectly suited to playing Street Fighter type games, as they respond well to drumming your fingers over the button to pull off the faster combos. The stick itself is a little springy, and tapping it to one side can result in a bit of a swing to the other side due to the shaft length. It can make some double tapping moves a bit ify,
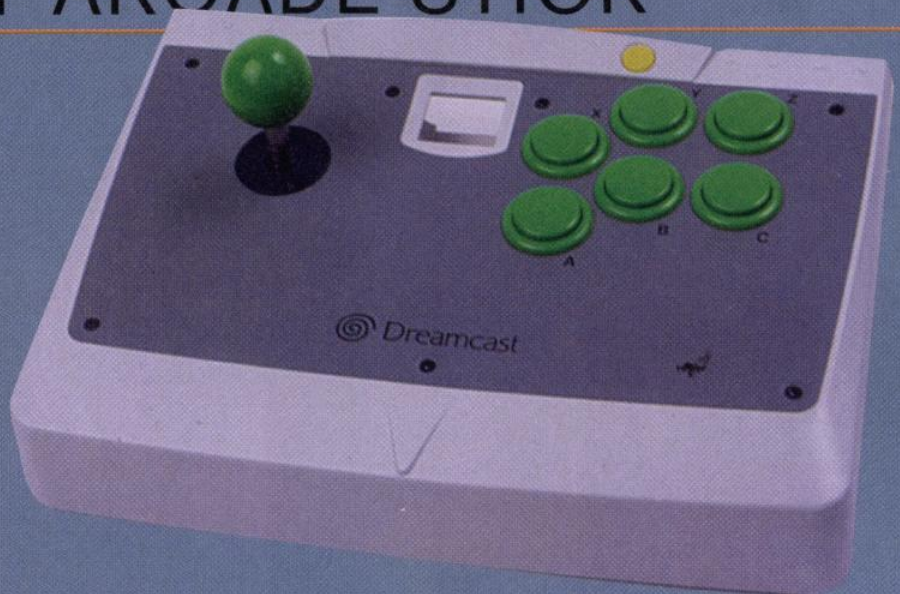


but this is more a case of being something that requires getting used to, rather than a real problem.

The Dreamcast Arcade Stick also comes with a slot for a VMS, so it basically can perform as a standard control pad, without the analogue controller and without analogue properties on two of the button (like the triggers on the standard controller have).

A must have for anyone who wants a Dreamcast and takes their fighting games particularly seriously, but there is a little room for improvement, so maybe we'll see a better stick from a third party company... possible even Namco.

# Buyers Guide

**The guide to purchasing the best value games hardware around!**

| | Item | RRP | Notes |
|---|---|---|---|

## PSX

| | Item | RRP | Notes |
|---|---|---|---|
| Memory Card | Memory Card 2MEG | $29.95 | It costs the same as the Sony card, but stores twice as much. |
| | 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 | $29.95 | It's certainly not the cheapest, but it has the best feel and reliability. |
| Analogue Controller | Sony Dual Shock | $59.95 | Great analogue control with a rumble effect. Widely supported now. |
| Arcade Stick | Namco Arcade Stick | $49.95 | Solid as all hell, really authentic sensitive arcade button, and a stick that's perfect for whipping out fireballs. Hado-Ken! |
| Steering Wheel | Gamester Dual Force | $169.95 | One of the more expensive wheels, but is solid and has Dual Shock support. |

## Pc

| | Item | RRP | Notes |
|---|---|---|---|
| 3D Accelerator | Maxi Gamer Pheonix | $299 | Better performance than Voodoo 1 cards. The best cheap option to get 3D. |
| | Diamond Monster 3D II | $399 | 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 |
| | Maxi Gamer Pheonix | $299 | A 2D/3D card in one. The best value card for those who want some 3D acceleration, and don't have a PII-300 or better. Great 2D performance. |
| 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 | The most comfortable of the PC Force Feedback joysticks available at the moment. |
| 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

| | Item | RRP | Notes |
|---|---|---|---|
| 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 | Gamester Tremor Pak | $24.95 | This rumble pak 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 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. |
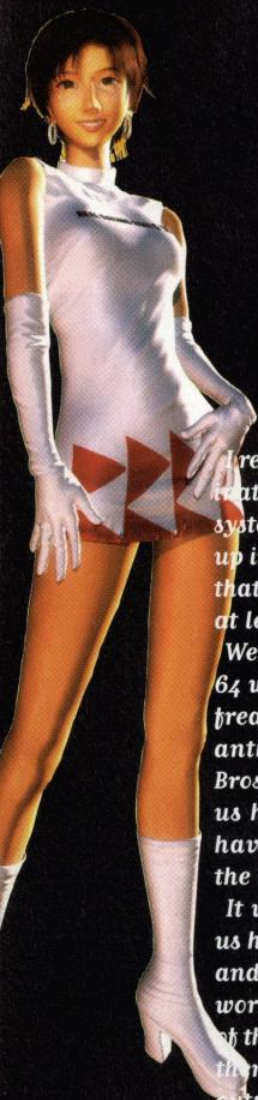
I really don't like it when one system totally dominates the lineup of decent titles, and some poor system has a pathetic lineup which usually ends up infuriating some of our readers who only own that system. Fortunately, this month, there was at least one pearler on every system.

Well, actually, the top notch game for Nintendo 64 won't be out here this month, but at least N64 freakyboys (and freakygirls) can all bounce in anticipation of getting their hands on Smash Bros. Cam liked Monaco GP 2, although some of us here at Next weren't so partial to it, so do have a look in the store before you shell out the bucks folks.

It was the month of dodgy PlayStation CDs for us here, we had review versions of Akuji, Tai-Fu, and several other games that simply refused to work, so we should have full reviews next issue of those titles. No need to despair though, because there's still some quality around. Roll Cage was outstanding, and those Psygnosis fans who crave some more Wipeout action should definitely give this a look. Poy Poy 2, Street Fighter Zero 3 and Ridge Racer Type 4 were all noteworthy additions to the already stupidly large library of PlayStation games available.

Surprise, surprise... Once again the PC lineup has quality multiple genres again. Baldur's Gate being the most noteworthy. It is truly a must have title for RPG fans. Unreal Tournament finally delivers that deathmatch experience that everyone wanted with Unreal when it first came out, however as it says in my review... should there have been more? Australian Cricket Captain should keep a portion of sports fans off the streets, and Sim City 3000 and Close Combat 3 will give the strategy buffs something to do this month.

It's pretty obvious that gaming is healthy than in recent years... this is usually the worst time of year for games... so if things are going to get a lot better than this over the coming months, 1999 should be a very good year.

**Dan**

## GAME OF THE MONTH BALDUR'S GATE

## NINTENDO 64 GAME OF THE MONTH SMASH BROS

## PLAYSTATION GAME OF THE MONTH ROLLCAGE

# 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.

# Twisted Edge Snowboarding

Kemco enter the snowboarding genre with Twisted Edge… good move? **Ross Clarksmith** decides.



player SELECT

Ganz
Silvia
Iyo Tapan
Kevin age 18
GOOFY

board SELECT

552.sI MOAI
556.sI NORTHERLY
552.sI AKK G
CAT

Nintendo released the first snowboarding game on this system, 1080 Snowboarding, and all those shredding freaks had an off season or two to test it out. The designers of Twisted Edge were up against it right from the outset to provide a superior title. Unfortunately they did not achieve this, but still they managed to grind over the opposition in a few areas.

Twisted edge has the two standard types of gameplay, the first being competition where the player races against three other CPU characters, and the second being the stunt challenge, where tricks need to be performed. Each section can be competed in as one of four characters, with the selection of four different boards of varying statistics. This gives players a choice of 16 basic combinations with which to work. Extra boards and characters also become available later in the game. Competition is played at one of three levels, with the next level being opened by winning or doing well in overall points on the level before it. There are a number of tracks on each level, and more are unlocked as the player continues to win. Most of the tracks have shortcuts and some have side areas complete with jumps and obstacles.

Obstacles tend to be really easy to avoid on the whole, being placed on the edge of tracks. The stunt challenge mode probably provides the most addictive part of Twisted Edge. Here the player has a certain amount of time to perform stunts to gain enough points to go into the next round. Each stunt provides more time on the clock, but tricks not landed before the timer runs out are not counted. Tricks can also be done in competition and Vs mode but there seems little point, as crashing slows you down heaps, and it does not count towards anything. It is bulk hard to get going again once you have crashed, and there is no push-off move like in 1080. The controls are really intuitive, and this is where Twisted

edge has it all over 1080. There is the expected jump button, with four buttons dictating where the character grabs the board, and the joystick directing the way the board is pushed. Along with multiple flips and spins, this allows for thirty or so different moves. The rotations and flips take a bit of getting used to, but it is not long before some truly awesome action can be had.

## WHERE'S THE VISUAL FLAIR?

Visually Twisted Edge is a big step down from 1080. For a start there are no wipeout animations, this really is disappointing as the rest of the characters movements have been captured really well, and stunt moves flow smoothly into each other. Backgrounds tend to be dull and boring, and even though it is just really snow and rocks, 1080 showed what was possible in this type of landscape. There are also no little niceties that give a game a soul, like falling snow or powder flying up in a big shredding move. The producers could have also approached a couple of

**LAST TO THE LODGE PAYS FOR THE BEER!**

snowboard brands to get some feeling of authenticity happening. A low polygon count has the advantage of not leading to any slowdown when there are four characters on screen at the same time, something 1080 never achieved. There is a problem with clipping when running into barriers on the side of tracks, and it is possible to get stuck on the other side without actually jumping over them.

## "YOU MAY REMEMBER ME FROM SUCH SNOW-BOARDING MOVIES AS..."

Sound appears to have been an afterthought throughout the whole game. The voice of the commentator is an annoying drawl similar to Phil Hartman, who is better known in such roles as Troy McClure from the Simpsons, or the smarmy announcer on News Radio. The music can be chosen at the beginning of each race and there are six equally bad tracks. The best option is to turn off the voice and music in the options menu and listen to the clean sounds of the board carving and grinding down the slopes.

Twisted edge is not bad as far as things go, and manages to deliver some fun through the ability to do some sick stunts. It has a certain roughness about it, and it has been let down both in graphics and sound. With a bit of polishing and some more effort on the non-racing sequences, this game could have been great.











I'M THE KING OF THE WORLD! WOOOOO!

| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Racing |
| PLAYERS: | 1-2 |
| PUBLISHER: | Kemco |
| PRICE: | $99.95 |
| RATING: | G |
| SUPPORTS: | Rumble pak, memory pak |

**PLUS**
Two player mode has the screen split vertically which adds heaps more depth to the jumps and stunts.

**MINUS**
Where are the real life sponsors like Burton that give a game flair?

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 69 | 70 | 70 |

**OVERALL**

# 70

The moves are intuitively controlled and look hot, the rest needed more work.

# Smash Brothers

**Cam Shea** sees Mario in an entirely new light...

Call me Doctor Sceptismo, but on the surface, the concept of a fighting game starring various Nintendo mascots seems ludicrous. Mario beating the crap out of Yoshi? You've got to be kidding! Well, spank me hard for ever doubting the big N because Smash Brothers is another classic Nintendo game. Original, kooky, brimming with vitality and stamped with Nintendo's own inimitable style, only Nintendo could pull off such a concept, or indeed even attempt such a concept.

### IF YER WANT SOMETHING DONE RIGHT, DO IT YERSELF...

Nintendo have finally given the N64 a fighting game to be proud of, and have redefined the boundaries of the genre at the same time. Smash Brothers features eight classic Nintendo characters – Mario, Link, Samus, Yoshi, Kirby, Pikachu, Fox McCloud and Donkey Kong, as well as four hidden ones. Each character comes packing classic sound effects, special moves and tunes – even the original Zelda theme is in here!

Each fight is held in a level based in one character's world, be it a rumble in Donkey Kong's jungle or a happy happy joy joy sing along on Yoshi's Island. Levels are pseudo 3D, with all manner of platforms and devices to jump about on. The fighting is fast paced and comical, with not a drop of blood hitting the floor. The basic aim of the game is to knock your opponent(s) off the platforms. There's a percentage meter at the bottom of the screen that indicates how much damage each character has taken. The more damage, the further the character can be hit or thrown. Thus, you can still fight on with a percentage over 100 – but get hit and you'll go flying!

Fortunately, each character has a number of safeguards to keep out of trouble. The double jump and super jump can often be used to manoeuvre back onto the fighting platform after being booted off.
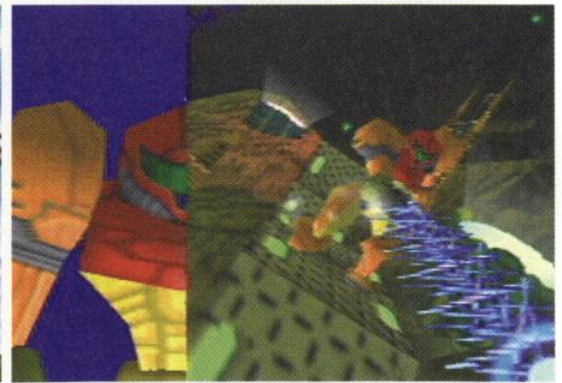
BEAT THE BEJEEZUS OUT OF THOSE CUTE NINTENDO CHARACTERS! YES!

## LET'S ALL GET SMASHED WITH YOSHI!

The gameplay mechanics are innovative, easily accessible and work well. Smash Brothers is certainly no VF3 or SFZ3 in terms of depth, but it will take a while to master. Most importantly, good timing and positioning is more rewarding than simple button mashing. The moves are simple to pull off, and each character has plenty of basic attacks, combos and signature moves, not to mention throws, blocks and even a taunt. Powerups and weapons also appear during a round, and add to the mayhem.

The one player game is entertaining due to the variety of scenarios. One round you'll be fighting one on one against Link, then suddenly you're warding off wave upon wave of Yoshis, before battling a huge Donkey Kong alongside two randomly assigned computer controlled allies. There are eleven stages and three bonus stages all up, as well as four difficulty levels.

As fun as the one player game is, it's only a side dish for the multiplayer main course. Up to four players can go at it in a battle royal or team battle. The action is frantic and even overwhelming at times there's so much

going on. What starts out as a mad button mashing session will gradually evolve into more strategic play. Each level is a different size with different features and requires a different strategy.

Nintendo have included plenty of options, including several speed settings, and the ability to play the multiplayer game against computer opponents, or watch four computer controlled players duke it out.

## MARIO VERSUS DONKEY KONG... OLD SCHOOL BARREL TONKING ACTION!

As you'd expect, Smash Brothers oozes the Big N's brand of visual funk. The mascots, including characters like Samus who haven't made an appearance on the system yet, stay true to their roots and look great. The graphics are crisp and well textured. Most importantly though, the game runs fast and stays fast regardless of how many effects are flying around on screen. The sound effects are also high grade.

Once you get over the inherent surreality of Smash Brothers you'll discover yet another must-have Nintendo game. A seemingly unworkable concept has been turned into a genre breaking game. Smash Brothers is great value for money, as the one player game is interesting, the multiplayer mode fantastic and the nostalgia value irresistible.

THIS'LL TEACH YOU TO HAVE OFFSPRING LIKE DIDDY

| AVAILABLE: | TBA |
| CATEGORY: | Fighting |
| PLAYERS: | 1-4 |
| PUBLISHER: | Nintendo |
| PRICE: | $99.95 |
| RATING: | G |
| SUPPORTS: | Rumble Pak |

### PLUS
Awesome multiplayer, great all round design.

### MINUS
Not for those that don't dig Nintendo's "cute-but-very-playable" style.

| VISUALS | SOUND | GAMEPLAY |
| --- | --- | --- |
| 87 | 85 | 90 |

### OVERALL

# 90

Some of the most memorable gaming characters of all time going the tonk? Only Nintendo could pull it off!

# Monaco Grand Prix Racing 2

**Cam Shea** wants an F1 car with headphones and a bass resonating moulded carbon fibre seat installed. Good luck...





NOW THAT'S WHAT YOU CALL EDGING FOR POSITION



Although it's touted as being an in-depth simulation, the truth is that MGPR 2 doesn't quite fit into this category. The simulation aspects are strong enough to give the game much depth and to make the racing feel realistic enough, but the learning curve is accessible. MGPR 2 is almost a sim, and succeeds because of it. There's little point playing a hardcore racing sim without a steering wheel anyway. Much of the subtlety and realism would be lost on Nintendo's standard analogue stick.

## UBISOFT... AND YA SPILT MY PINT...

MGPR 2 doesn't feature the real life drivers and teams, which is disappointing. It does, however, have sixteen professional racing circuits, and options galore. Find your feet in easy mode before moving on to the simulation. In addition to the requisite practice and championship options, MGPR 2 also has an addictive career mode.

Car customisation options are also reasonable, and allow you to keep the car tuned to reflect the conditions. Wings, suspension, tires, steering, brakes, body height, gearbox and the fuel tank can all be altered. There are several damage options as well, and watching shrapnel fly and tires bounce off down the track is cool. There are seven different viewpoints from which to watch your car getting smashed to pieces, and surprisingly enough, they are all user friendly.

The tracks are lovingly recreated, and the overall graphics are a touch better than those in F1 World Grand Prix. They have a dreamily smooth quality, helped along by a mellow, realistic colour palette. The trackside is detailed, and there are some nice touches on the track as well, like skid marks, sparks and grass or sand sticking to the wheels. As in F1 WGP, the frame rate is a bit patchy at times, but mostly when there is a lot of action on screen. Unfortunately, as is often the case in F1 games, the impression of speed is not quite as imposing as it should be.

## WHO'S THE CHICKEN NOW?

The AI is generally good, but can be exploited quite easily. The AI's self preservation ethic is stronger than yours, so they try to avoid a collision at all costs. Thus, if you're side by side heading into a turn, the opponent will back away, regardless of who holds the better line. Overly aggressive driving won't get you far though, as it's very easy to bump someone or take the wrong line and end up in a spin that loses you important places.

The split screen mode complements the addictive single player game quite nicely. There's a choice between a vertical and horizontal split, and either way the action is playable. Unfortunately, it's only the two cars out on the track, so unless both players are seasoned racers, multiplayer MGPR 2 can be a lonely experience. Whilst F1 World Grand Prix is an excellent simulation, those looking for a game of a comparable quality but with less of a frustration factor would do well to check out MGPR 2.



| AVAILABLE: | Now |
| --- | --- |
| CATEGORY: | F1 racing sim |
| PLAYERS: | 1-2 |
| PUBLISHER: | Ubisoft |
| PRICE: | $99.95 |
| RATING: | G |
| SUPPORTS: | Rumble pak, Mem pak |

**PLUS**
Addictive racing action.

**MINUS**
Lacks the real teams and drivers.

| VISUALS | SOUND | GAMEPLAY |
| --- | --- | --- |
| 86 | 78 | 82 |

**OVERALL**

# 83

MGPR 2 is a semi-sim that would make a good introduction for F1 fans intimidated by steep learning curves.

# Penny Racers

**Cam Shea** will get paid a big jar of pennies for this review. How appropriate...











HOW DO YOU RACE A PENNY, EXACTLY?

Import PlayStation game heads may already be familiar with the Choro Q series. After three successful titles on PlayStation, Choro Q (renamed Penny Racers out here) has now made its debut on the N64. The new title comes from a range of toy cars that were around years ago. Why not just stick with the weird, but cool Choro Q?

Penny Racers is an odd little title. It looks just like a first generation N64 title, and the gameplay is old school too. The game structure, however, is unique to Penny Racers. There's no official championship option as such. Rather, you can pick any of the nine tracks at any time. Once the race is over, the top three cars are able to scrounge an ability from one of the three loser cars. You can upgrade your car's performance or add weapons like landmines, bombs and spikes.

The more you race, the more competitive racing becomes - especially with friends. The choice between weapon and performance upgrades adds nicely to the mayhem. Would you prefer to blow your friends up, or simply fly past them? In one player you can cheat a bit by starting out on the easiest tracks, then moving on to the hardest once you've powered up. As weird as this setup sounds, it works well.

## IT'LL ALL END IN TEARS...

The single player game is unlikely to entertain for long, paling in comparison to the likes of Mario Kart and Diddy Kong. It's the ongoing grudge matches that inevitably ensue with four players that makes Penny Racers fun. Just like Mario Kart, there's constant jockeying for places and the race is often up for grabs all the way to the line. Another sensible multiplayer feature is the track editor

which helps give Penny Racers some longevity.

The scenery is colourful, cartoony and simple. Races take you through well worn fantasy lands with the expected weather variations and surface variations (snow, sand and tarmac). The cars are superdeformed and quite cute. Unfortunately though, despite a certain graphical charm, there isn't enough speed or graphical complexity to hold the attention of an older gamer for long. The inanely cheesy music is also certain to drive most gamers mad.

## A LITTLE SLOW?

Even with a maxed out car, Penny Racers lacks any real speed. If you thought that Mario Kart's 150cc was too slow, don't bother even glancing in this game's direction. The handling is also overly loose, and doesn't even approach the kind of depth that Mario Kart's attains.

Penny Racers is hard to recommend given the recent proliferation of excellent N64 racing games. Indeed, for an ongoing series (albeit making a transition from PlayStation), it's surprising that Penny Racers isn't a more mature effort. The track editor and trading system make four player racing Penny Racers biggest drawcard. Worth considering if you've played Mario Kart to death and are looking for another cutesy four player racer.

| | |
|---|---|
| **AVAILABLE:** | Now |
| **CATEGORY:** | Cutesy Racing |
| **PLAYERS:** | 1-4 |
| **PUBLISHER:** | GT Interactive |
| **PRICE:** | TBA |
| **RATING:** | G |
| **SUPPORTS:** | Rumble pak, Mem pak |

**PLUS**
Good multiplayer options -
especially track creation

**MINUS**
No speed, loose handling,
uninspired visuals

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 72 | 70 | 69 |

**OVERALL**

# 70

Who doesn't want to steal stuff from their friends? Penny Racers is a reasonable multiplayer romp, but no more.

# R Type Delta

Dan throws **Kevin Cheung** into the R Type ship and orders him to take on the Bydo Empire... by himself.
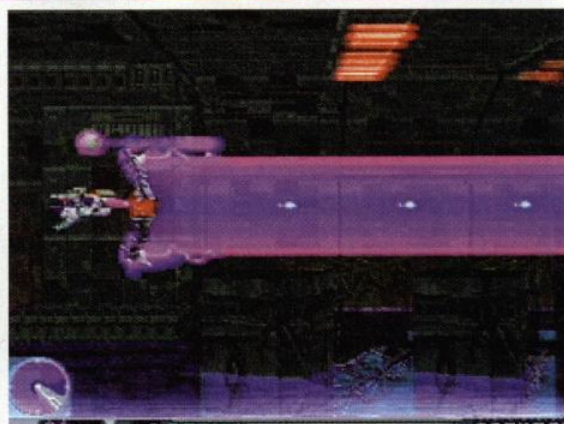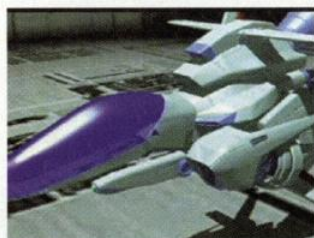






| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Shooter |
| PLAYERS: | 1 |
| PUBLISHER: | IREM |
| PRICE: | TBA |
| RATING: | G |
| SUPPORTS: | Dual Shock |

**PLUS**
Excellent visual effects, and 3 ships means great replay value.

**MINUS**
No 2-player mode!

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 91 | 82 | 89 |

**OVERALL**

# 89

An excellent shooter that deserves credit for being a perfect 2D-to-3D transition.

ships, each with their own individual styles of weaponry. The default ship is the standard R Type craft that appeared in the previous R Type games. The other selectable ships differ in terms of the charge-up attacks and the way in which their orbs operate. For instance, the red ship's orb actively attacks everything on the screen when it is detatched.

Graphically, R Type Delta is pure joy. The original 2D action has been perfectly translated into polygonal form. For those who haven't been keeping up with the genre, the action remains strictly 2D, even through the graphics are in 3D. A common problem among games like this (eg. G Darius) is ridiculous perspective errors in trying to convey 3D movement. In this case, however, the action R Type Delta never looks warped or innapropriate. IREM have stuck to the basics, dealt with the complications of light effects and 3D movement later, and have produced a very sexy visual treat. There are even some 2D effects that have been tastefully left in, such as splashing water effects which would look terrible in polygonal form.

Aurally, R Type Delta has all of the basic sound effects that you would expect of such a game. The 'blip' of the default weapon, the 'zzt' of the lasers, and the customary explosion of anything that flew into your line of fire. In terms of musical score, R Type Delta provides nothing particularly memorable, but the techno tracks keep the action up-beat and interesting.

Overall, R Type Delta would easily have merited the title of 'best shooting game on the PlayStation' if it had a 2-player mode. But it doesn't. Nevertheless, the difficulty level is perfectly pitched, the action is fast and furious, the gameplay has decent variety to it... R Type Delta at least deserves a look, especially since shooting game fans will go nuts over it.

Mention the name R Type, and many an old-time gamer will stare longingly out the window, reminiscing upon old times when R Type was the best side-scrolling shooting game in the arcades. Like G Darius, IREM have chosen to follow the lead of Raystorm and Einhander by taking R Type into the 3rd dimension. Usually, cynics will write off 3D conversions of originally 2D games as being badly thought out. However, in this case, R Type Delta has proven to be an exception as it comes off as being one of the best shooting games on the PlayStation.

## MASH THAT BUTTON

The thrust of the story is that the evil Bydo Empire have invaded Earth again. Your mission, as the pilot of Earth's last line of defence, is the complete destruction of the invading forces by out-manoeuvring and out-gunning them. The gameplay follows the classic R Type mould allowing you to use an orb that can be attached to the front or back of your ship. The orb can be powered up to fire powerful beams that fry everything on the screen; and it can even be launched to attack the enemy independently. If you've never played R Type before, just think of it as a highly intelligent drone. There are different kinds of basic weapons to be picked up, such as lightning bursts, plasma tentacles, and target-tracking lasers. Those weapons can be further enhanced up to look bigger, chunkier, and more powerful. Then, of course, there is the Delta bomb that completely warps the screen and kills everything in sight.

The gameplay has further added value by a choice of 3



KEVIN NEEDED THUMB SURGERY AFTER THIS REVIEW

# Poy Poy 2

Indiscriminantly tonking people on the head. Sounds like a job for **Kevin Cheung**.
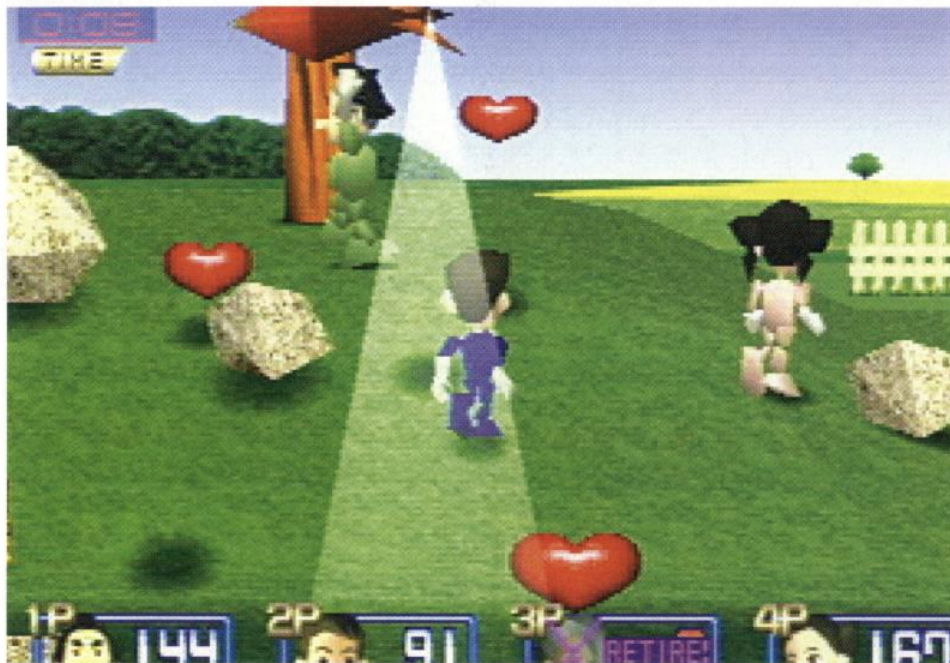








There's nothing more satisfying than being able to lift up a very large boulder, and hurl it with all your strength, sconing some unsuspecting fool at the other side of the room. It's even better when they've been knocked out cold, and you run up to them and suplex them a few times. Poy Poy 2, the sequel to last year's most unlikely multiplayer hit, is about the kind of pure unbridled mayhem that your grandparents would raise an eyebrow at.

## BUST SOME HEADS

To those who are unfamiliar with the series, Poy Poy 2 is a rather unconventional game. The main thrust is that there is a television show on Channel Poy Poy where competitors enter the ring and try to knock the willies out of each other. Whoever survives will be crowned the winner. Each player essentially has no weapons save those already in the ring. They take the form of large boulders and missiles, which can be thrown around at each other. There are other special power-ups that appear on specific levels (like Easter Island heads), as well as weapons you can buy between rounds.

The gameplay is best described as fast and all over the place. You can throw rocks at people; the rocks can accidentally hit a missile and blow it up (taking out everyone around it as well); and heck, you can even pick up other characters and deck them a few times. The action maintains its frantic pace as new rocks and missiles are constantly spawned throughout the level.

By itself, Poy Poy 2 is a fantastic game that is recommended for anyone who is even remotely considering the purchase of a good multiplayer game. Granted, it is a little limited in single player mode, but the highly random and erratic nature of the multiplayer mode makes it ideal for the rowdy competitive atmosphere of a party.

As a sequel, however, Poy Poy 2 doesn't quite hit the mark. The only improvement worthy of mention is the ability to jump up and down between multi-tiered plat-



DANCE AND KILL PEOPLE AT THE SAME TIME! MAD!

forms, where certain positions on the arena will give you a distinct height advantage. This is probably the one feature that saves this game from being a redundant sequel, as the prospect of gaining an advantage like the ability to 'bomb from above' introduces a much more competitive element between all players.

Aside from the platform jumping, however, Poy Poy 2 only provides a few new weapons, a couple of in-game variables like tornadoes and big indestructible beasts that you'd want to avoid. There are even a few 'tactical' moves, such as back-stepping to avoid and charging. However, in a game that screams "Hulk Smash!", it's more likely that people will prefer to tonk people on the head with a large rock than try anything tactical.

In the end, Poy Poy 2 comes off as one of those games that you'd only get if you haven't already gotten the original. By itself it's an awesomely funny game; but you'd have to be pretty hardcore to want both, given that most of its appeal is in the highly vague but generally mainstream multiplayer market.

| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Action/Puzzle |
| PLAYERS: | 1-4 |
| PUBLISHER: | Konami |
| PRICE: | $69.95 |
| RATING: | G |

**PLUS**
High replay value; fun, frantic action.

**MINUS**
Not much of a sequel; not much of a single-player game.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 75 | 86 | 91 |

**OVERALL**

# 89

One of the best multiplayer games you'll ever find on the PlayStation.

# Rollcage

**Kevin Cheung** was hoping for a sadistic torture device.





ARE THOSE ONCOMING HEADLIGHTS?

Well, that's what you drive in Rollcage: a car with wheels so big and with so much grip that it doesn't matter if you're upside down or right-side up. With this car, your goal is to hurtle through a series of circuit-style tracks on 4 separate worlds, with the ultimate goal of coming first. Standing in your way are 5 other cars of entirely the same construction. To juice up the competition, a series or power-up weapons have been strategically placed all around the track, allowing you to wield spiralling rockets and electrical bolts with wild abandon.

In fact, Roll Cage is all about wild abandon. You see, your car is indestructible. Rollcage is designed in such an over-the-top way that you smash through trees, create blinding explosions, get into crazy spin-out crashes and 'still' rip around the track at blinding speeds. When you hit a wall, you'll even mount it and start riding up towards the ceiling! There's added incentive to do so with power-ups and speed boosts placed on those areas. Even the tracks are designed in such a way that you should adopt gravity-defying strategies in leaping from one wall to another! With that in mind, Roll Cage allows you to throw conventional notions of finesse and precision out the door and still have a wickedly satisfying time of it. That doesn't necessarily mean you'll come first though. To do that, you have to learn the tracks, pick out the best racing lines, and concentrate really hard with your analogue steering (which is definitely recommended). The beauty of either approach is that a completely new form of strategy must be implemented in line with the wall-hugging abilities of the cars. In simple terms, the gameplay is brilliantly designed and awesomely fun.









Psygnosis racing games have always held a special place in the hearts of videogame fans. Whether you are an F1 nut (well, maybe not F1 98) or an anti-grav fiend, they often succeed in generating a level of intensity and appeal that rises well above the mediocrity of the rest of the market. When word got around that Rollcage would be like a rally version of WipEout, a lot of us started to get really excited. On the other hand, the recent announcement of a 3rd WipEout instalment being under development stole quite a bit of its thunder: we were all secretly hoping for WipEout 3. In any case, Rollcage seems to be following the new fad that's taken over the PlayStation: rally car racing. Since the market is already flooded with conventional 'real life' rally racers, it seems a wise choice that Psygnosis have opted for this alternative futuristic approach. And by God they've made a monster out of it.

## CRUISIN' DOWN TO PADDY'S

Rollcage puts you at the helm of a rather interesting collection of vehicles. You know when you go to the local flea market? And you see these little toy stalls where motorised cars are driving back and forth, flipping upside down, rolling around, but never seeming to stop?

IF YOU CAN'T WIN - JUST BLOW UP THE TRACK!

## YOUR EYES BETTER GET READY TO BLEED AGAIN.

The icing on the cake is that the presentation and controls are executed very well, meaning that the gameplay detailed above is well integrated with what the player sees and can control. Graphically, Rollcage whips by at an amazing speed, all whilst maintaining a constant and acceptable framerate. The tracks are magnificently detailed. Every town and desert is adorned with reasonably textured polygonal buildings, mountains, and so on, all of which are interactive. For instance, with certain missiles, you can blow up a building and use it to block your opponents as it comes crashing down. The main background also makes use of a highly detailed image that, unlike many other racing games, doesn't just sit there looking flat. Rollcage's backgrounds actually warp at the outer edges, making it feel as though you are going 'really' fast. The cars themselves are also not all that imaginative, but it doesn't detract from the action. Most of the visual attraction of Rollcage comes from all the crazy things that are happening around you. Trees, overhead lamps and other obstacles being smashed to pieces; flames, transparencies and light effects for the lasers, rockets, and massive explosions that send cars flying in all directions... just don't let yourself get too distracted or you'll crash as well. Some of those effects are surprisingly realistic. For instance, when a missile explodes in the air, you can actually see the blast wave as it makes a slight blur on the screen; and some explosions are even so bright that the whole screen goes white, similar to the flash-paper effect used in motion pic-

tures. The great visuals are complemented by quite a great techno sound track. It's by no means on par with WipEout 2097, but it's good enough to work up a decent groove as you power away through the tracks.

In the end, Rollcage is the definitive racing game for the season, particularly if you've been let down by Ridge Racer 4's less-than-compelling longevity and design problems. Think of it as WipEout on wheels. With amazing track designs that feature alternate paths, creative weapons designs, unlockable difficulty settings, graphical dazzle and intuitive gameplay, Rollcage has what it takes to please everyone. Check it out now!









| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Racing |
| PLAYERS: | 1-2 |
| PUBLISHER: | Psygnosis |
| PRICE: | TBA |
| RATING: | G |
| SUPPORTS: | Dual Shock |

**PLUS**
Total mayhem on 4 wheels.
What more do you want?

**MINUS**
The controls take a bit of getting used to, but it's all worth it.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 90 | 86 | 93 |

**OVERALL**

# 92

An unexpected surprise. Forget anti-grav racing for now: this is where the action is at!

# Max Power Racing

Another racing game for PlayStation? **Cam Shea** does a sarcastic double take...

**LUCKY MY CAR HAS A STRAFE BUTTON!**

Max Power Racing starts out well enough. The options are many, with four different seasons to race through and faster cars and more challenging opponents to unlock. Cars can be configured to suit your driving style, and the driving model is competent, with some hell fun rally action on certain tracks. There are ten basic tracks that are raced in both directions, with alternate paths, in different weather conditions and at different times of day. There's very little else in MPR's favour though, as bafflingly poor design decisions are too large to be ignored.

### I MEAN RALLY!

The tracks are sometimes cool, but have too many mystifying design elements like sheer cliffs that instantly end your race. If you flip your car on a rocky slope by the side of the road, the game kindly resets you back on the track, yet if you lose it off the side of a cliff or into a river, it's instantly game over. Even if you're leading and about to finish, it's next race, no points for you! Aargh!

Lack of playtesting seems to be the only way that such a

ragged assortment of tracks made it through to final release. The Rome courses, for instance, take place at night through narrow paved city streets. Unfortunately, the car's headlights only illuminate the occasional trackside building, and not the decidedly dark road ahead. Thus, you're constantly guessing where the track goes. As if this weren't bad enough, there are blind right angle corners, small walls jutting out, water traps, and uninspired design at every turn. Oddly enough, the headlights work just as you'd hope in other night courses, realistically illuminating the terrain. Partly due to the haphazard track design, the seasons are either too hard or too easy. The first season is a joke. Place first in the first race and you start at the head of the grid in

the next race. Thus, you need never see the opposition throughout the entire first season. This is in contrast with the next season where the AI and tracks are a lot tougher. Once you've come last in a race you may never get near the leader for the rest of the season.

The visuals lack anything to distinguish them amongst the bumper crop of PlayStation racers. We're talking basic window reflections, lame spark and dust flying effects, as well as a terribly cheap mud splash on the car's bumper bar. MPR also has incredibly bad texture warping. The ground swims before the car at the start line and the trackside scenery grooves if you're close enough.

Once in motion though, the visuals are okay. There's a bit of slowdown but the impression of speed is reasonable. Unlike most arcade rally racers, the tracks aren't strictly bound by invisible walls, so you can lose it into the trees by the track, or use some creative bush bashing to pass an opponent. Speaking of which, the AI is quite good, but by now, nothing can redeem MPR from the Hyper garbage bin.

| AVAILABLE: | Now |
| --- | --- |
| CATEGORY: | Racing |
| PLAYERS: | 1-2 |
| PUBLISHER: | Infogrames |
| PRICE: | $89.95 |
| RATING: | G |
| SUPPORTS: | Analogue control, dual shock |

**PLUS**
Solid driving feel and AI.

**MINUS**
Bland graphics and bad tracks.

| VISUALS | SOUND | GAMEPLAY |
| --- | --- | --- |
| 68 | 68 | 70 |

**OVERALL**

# 67

There are just too many other superior racing games available for the PlayStation.

# Street Fighter Alpha 3

**Kevin Cheung** aspires to be an anime character like Sakura one day...

*HYPER BIG RUBBER STAMP OF APPROVAL*



DEEJAY AND SAKURA'S BLIND DATE DIDN'T GO SO WELL...



Capcom is absolutely determined to prove once and for all that 2D fighting games can be done well on the PlayStation. Previously, numerous obstacles have stood in Capcom's way, such as RAM limitations and Sony's misguided boycott of anything 2D; but this time around they've got it just right with Street Fighter Alpha 3. SF Alpha 3 will supposedly be the last in the series as Capcom turns its efforts towards other projects like Powerstone, a new chapter in the Resident Evil series, and possibly even Street Fighter 4.

### GOING OUT WITH A HUGE BANG.

Surprisingly, SF Alpha 3, performed disappointingly in the arcades. With only a handful of new characters and gameplay tweaks, it offered little as a sequel. However, for the PlayStation version, Capcom have provided a giant bag of brand new characters, moves, and other gameplay-enhancing features. The game now sports a massive 32 characters, featuring every conceiveable character who's appeared in a Street Fighter game. Ryu, Chun Li, and the original gang are all there; along with Sakura and Dan who were introduced by the Alpha series; Fei Long and Cammy from the Super SF series; and brand new characters like Karin and Cody (who comes from Final Fight!). The only exceptions are the characters like Cracker Jack from the EX series, which were really just a creation of Arika and not Capcom.

### DEEPER GAMEPLAY...

The extra depth provided by the large cast of characters is deepened further by changes that have been made to the gameplay. First of all, you can select one of 3 different types of super systems, which allows you to perform different types of super moves. This necessarily requires the adoption of different types of strategy as well. Secondly, SF Alpha 3 has introduced juggling into the equation, where characters like Karin and Fei Long are very effective with their triple-strike attacks.

Anyone who's worried about the cheapness associated with juggles will be pleased that Capcom have also introduced instant mid-air recoveries, so you can turn the tables on a cheap juggler to devastating effect. The juggle system is very common-sense. It's not a case of memorising a button sequence as in a Namco game, but rather by stringing together a logical sequence of attacks on the fly, similar to SNK games. Finally, Capcom have introduced a block meter which effectively renders those pesky turtle fighters useless.

### AND BLOODY GREAT GRAPHICS AND SOUND...

Even though great new gameplay is all that really matters, it's a very welcome bonus that SF Alpha 3 should have such great graphics and sounds as well. SF Alpha 3 is easily the best that Capcom have ever come up with in those two departments, as it is perhaps one of the most accurate arcade conversions it has ever produced. Virtually no frames of animation have been lost from the characters, meaning that the motion is crisp and smooth. This adds great value to the anime appeal of the character designs. The backgrounds are also very solid. As expected, some of their animations are a little choppy - but at least they're moving! Complementing the visuals is a collection of the usual sound effects plus an awesome techno soundtrack. The samples are so good you'd swear it was encoded in redbook - but alas, nothing happens when you whack it in the CD player.

At the end of the day, SF Alpha 3 is easily the best 2D fighting game on the PlayStation. Capcom have finally learned to follow the lead of smaller 2D developers like Arc System Works, made a few concessions, and produce a game that PlayStation-owning Capcom fans can be proud of. Good job lads!



| AVAILABLE: | TBA |
|---|---|
| CATEGORY: | 1-2 |
| PLAYERS: | Dual Shock |
| PUBLISHER: | Capcom |
| PRICE: | $89.95 |
| RATING: | M |

**PLUS**
It's got every SF character you can think of. Great nostalgia.

**MINUS**
It's 2D. For some odd reason, certain circles of people don't like that.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 91 | 89 | 90 |

**OVERALL**

# 90

An awesome game that actually improves on the arcades. Highly recommended for all fighting game enthusiasts.

# Ridge Racer Type 4

How can one man produce so much drool? **Cam Shea** explains...

The Ridgey series has come a long way since the brash and flashy Ridge Racer burst onto the scene back when the Playstation was brand spanking new. With each successive title, the series has matured and improved, culminating in the amazing R4.

With the success of Gran Turismo, it's refreshing to see that Namco haven't compromised the Ridge Racer aesthetic by striving for racing realism. Rather, R4 will feel instantly familiar to fans, with the emphasis very much on raw speed and deft powerslides. It is a more rounded game though, with improvements across the board. The track design is stunning, and the physics are the most satisfying yet. R4 represents close to the pinnacle of what can be achieved on the

**SPOT THE DIFFERENCE**

## WELL, THAT'S MY EXERCISE FOR THE MONTH!

Namco have come up with a funky new analogue controller for R4. The Jogcon gets its name from the jog shuttle wheel in it's centre. The control is precise and the force feedback works surprisingly well. Rather than degenerating into a battle for control, the feedback actually makes the experience more realistic. Unfortunately, the Jogcon is more of a novelty than anything else. It isn't particularly ergonomic and the Negcon provides better analogue control. It's certainly worth a look though. Oh yeah, and unlike the Japanese version, PAL R4 does support the dual shock.

PlayStation graphically, superpassing even the superlative Gran Turismo. The soundtrack also warrants special mention, as it is the best thus far in the series by a long way. Whilst not what you'd call underground, the production is sophisticated, funky and varied.

### OILS AIN'T OILS...

The engine runs beautifully with no pop up to speak of and essentially glitch free graphics - although we were reviewing the NTSC version of the game. The cars have cool reflection mapping and streaks that trail behind the brakelights. R4's track design is unparalleled - not only are they optimised for tight powerslides, but the variety in design, as well as the level of trackside detail and overall atmosphere is impressive. Colours, shadows and height are all used to great effect.

Powerslides are far more intuitive than in Rage Racer, and the collision detection has been improved to keep the game moving at a fast pace. Basically, there's hardly any speed penalty for minor collisions, and your racing line is maintained. Thus, the dodgem cars feel of previous games has been replaced by a more common sense approach.

**LOOK IN YOUR REARVISION MIRROR! THERE'S SOMEONE IN THE BACK SEAT!**

no one to race against?

Ironically enough, despite the wealth of cars and tracks, R4 lacks some crucial options. You would assume that the main reason to unlock insanely fast cars would be to race them against a similarly fast field. Unfortunately, the Grand Prix simply doesn't allow you to do this. Every time you race in the Grand Prix, you must start with the slowest class of cars and progressively unlock faster ones. Honing your skills in the time trial or competing in the extra trials may be fun for a while, but R4 desperately needs to follow Rage Racer's lead and allow successive Grand Prixs with increasingly fast cars. This is a real let

## RC MICRO MOUSE MAPPY... HURRAH!

In order to spice the game up a bit, there are four racing teams to join as well as four car manufacturers. The basic differences between the teams and manufacturers are simply driving style (drift or grip) and difficulty level. Still, the dialogue from your team manager during the Grand Prix gives R4 an interesting slant.

R4 features eight tracks that can also be raced in reverse and mirror modes. There are 320 cars to unlock, but as you'd expect, a large number of these are simply upgrades that are obtained during the Grand Prix. There are, however, plenty of weird and funky concept vehicles that can be accessed through the extra trial challenges that become available after beating the Grand Prix.

What's the point of having scarily fast cars if you have

down, especially since the Grand Prix hardly presents a challenge anyway, even with the hardest team.

Despite these problems, it's still a lot of fun perfecting the tracks in time trial mode, and the extra trials are a real challenge. R4 also introduces split screen racing for the first time in the series, and it's a doozey! The splitscreen is fantastic with only minor slowdown and loss of detail. Indeed, the splitscreen options go a long way towards compensating for the Grand Prix shortcomings.

Namco have also included a second CD in the R4 package, with an updated version of the original Ridge Racer running at 6ofps. If you're like us, and still get Ridge Racer out every so often for its sublime arcade feel, then this extra CD makes R4 an essential purchase.
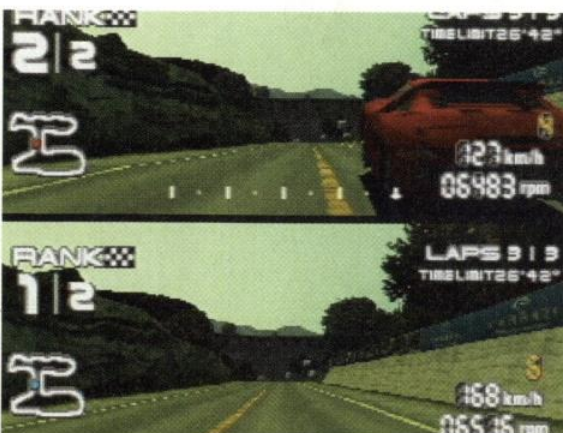
| AVAILABLE: | April |
| --- | --- |
| CATEGORY: | Arcade Racer |
| PLAYERS: | 1-2 (up to four with link cable) |
| PUBLISHER: | Namco |
| PRICE: | TBA |
| RATING: | G |
| SUPPORTS: | Dual shock, Negcon, Jogcon |

**PLUS**
Everything you'd expect, plus the original at 60 fps!

**MINUS**
Grand Prix is too easy and lacks longevity.

| VISUALS | SOUND | GAMEPLAY |
| --- | --- | --- |
| 91 | 87 | 90 |

**OVERALL**

# 89

Ridge Racer Type 4 is an excellant addition to the series, but could have been better.

# A Bug's Life

Wanted in three states, **Cam Shea** already lives a "bugged" life...

detailed, but the frame rate chugs. At times the game seems to be moving in slow motion, and the camera mechanics don't help. The viewpoint sits behind Flik's head, but takes a while to respond to changes in his direction. Thus, much of the game is spent waiting for the camera to reveal what Flik is looking at. There's no manual control, so get prepared for frustration in a world filled with regenerating enemies that pop up out of nowhere.

**FLIK OFF**

Until the Final Fantasy or Tekken animated films come along, we technology buffs have plenty of cutting edge entertainment to fill the void. One such void-filler, A Bug's Life, is an astounding example of just how sophisticated computer animation has become. Its PlayStation incarnation, on the other hand, isn't quite in the same technological ballpark.

Disney have a better than average track record when it comes to translating a good film into a good game. Hercules and Aladdin are the games that immediately spring to mind. They were both 2D platformers with graphics and animation in keeping with the quality of their respective films.

| | |
|---|---|
| AVAILABLE: | Now |
| CATEGORY: | 3D platformer |
| PLAYERS: | 1 |
| PUBLISHER: | Disney Interactive |
| PRICE: | $69.95 |
| RATING: | G |
| SUPPORTS: | Dual shock, Mem card |

### PLUS
FMV is cool, okay for younger gamers.

### MINUS
Doesn't excel in any area.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 78 | 77 | 70 |

### OVERALL
# 74

A Bug's Life is aimed at younger gamers, and performs adequately in this sense, but there are better examples of this style of game.
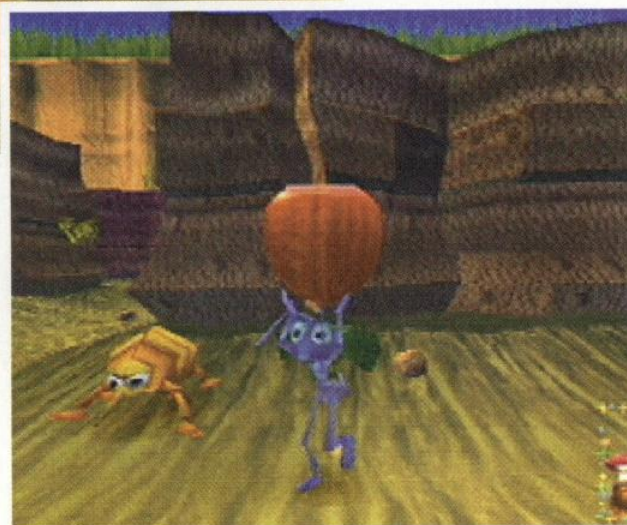
## HAS ANYONE SEEN THE MOVIE TRON?

Now that we're all nutty over 3D, A Bug's Life takes the Disney platformer into a new dimension. Just as the aforementioned games added little to the genre with their tried and true gameplay, A Bug's Life is very much the same. Less like the aforementioned games however, much of the film's character has been diluted along the way.

Whilst staying relatively true to the film, the graphics in a Bug's Life are disappointing. The worlds are bright and

## GROWING PLANTS AND BOUNCING ON SHROOMS...

The gameplay is a nice mix of action and puzzles. The puzzle elements mostly revolve around getting to out of reach places using the seeds that are scattered around the place. By collecting different tokens, Flik can change what will sprout from a seed. For instance, the default is a bouncy mushroom, but by collecting green tokens you can choose to make a plant sprout. The more green tokens you collect, the bigger the plant. There are many tokens to collect, and moving and sprouting seeds are integral to the game. Aside from this, Flik's jump, butt stomp and berry throw are standard platform fare.

The many cutscenes from the film are fantastic and help place the game in a narrative. The fifteen levels aren't particularly exciting though, with some bad design like jumps over "pits of death". The use of "lives" also came across as entirely out of date. As in any wholesome platformer, there are a variety of objectives above just getting to the end of the level. In A Bug's Life, these are to kill all the enemies, collect all the grain and collect letters in order to spell "Flik".

As one sided as this review may appear to be, A Bug's Life is still a competent game that would keep a younger gamer who enjoyed the film happy. Just don't expect the earth to shake.

# Close Combat 3: The Russian Front

**Jackson Gothe-Snape's** a little too young to be sent off to war to get shot… Here's the safe alternative.

Who thought the final battle scene in Saving Private Ryan was brilliant but Tom Hanks did a lousy job? If so then the Close Combat series is for you. The first two games in the series were solid titles, but neither became classics. Can the third instalment of Microsoft's popular series just go that extra distance?

### HISTORY??? ARGH!

The game is set during Operation Barbarossa in Russia during the final stages of World War II. You can choose to play either the advancing Germans or the defending Russians. The game offers single battles, or connected battles that form a campaign. Your casualties carry over from one mission to the next so you must be conservative with your strategy.

Speaking of strategy, this is where the game excels. Each battle offers multiple methods of attack/defence. This is mainly determined by the initial placement of your soldiers and armour (tanks). Before the battle starts you may place your units anywhere in your area of control of


DEFEND THIS STAGNANT POND WITH YOUR LIFE!

the map. Therefore from the start you can decide how the battle is fought.

The game also offers a boot camp, which trains you in the basics of ordering your troops, attack strategies and maintaining good morale. Morale can prove to be vital, as without it your soldiers often disobey orders, or worst of all, flee the battlefield!

The number of units is impressive, with historical representations of all common ones used throughout the war. You are limited in missions to only being able to choose a certain amount of units that comply with your requisition points, and the slots available. Each unit has its strengths and weaknesses, and therefore to construct a successful army you need a good balance.

### PHLOOFCH

The terrain is quite lifelike, although each map is only a static image on which the units are placed. The unit graphics are a bit sloppy, with animations hardly smooth, but they do their job well and suit this type of game nicely. It is annoying sometimes having a lot of soldiers bunched together and you know your sniper is there somewhere, but it takes a while to finally pick him out.

The sound is also up to a good standard, and is very comprehensive. For example mortars make a slight "phloofch" when they are fired, followed by a few seconds delay, then the impact. This gives you an idea of if you are under attack or if your mortars are firing as expected and these small additions really bump up the sound that one notch.



### YOU FOOLS! ALL OF YOU!!!

The game isn't perfect however. Most importantly, the artificial intelligence can be ludicrously inconsistent. Although the general enemy tactics are more or less up to scratch, the basic movement/firing of the enemy can get a little frustrating. Often logic deserts the enemy in the heat of battle. For example in one mission their tanks kept emerging in this forest, and my tank destroyer was just able to pick them off one by one as they moved back and forth in the forest. However the AI usually does its job.

Overall the game continues the trend in the series of providing a solid historically-based military strategy game that both keen historians and RTS fans can appreciate.





| AVAILABLE: | Now |
| CATEGORY: | Real-time strategy |
| PLAYERS: | 1-2 |
| PUBLISHER: | Microsoft |
| PRICE: | $89.95 |
| RATING: | G |
| REQUIRED: | P133, 32MB RAM |
| DESIRED: | P200, 64MB RAM |

**PLUS**
Great historical info, excellent strategy.

**MINUS**
Average graphics, inconsistent AI.

| VISUALS | SOUND | GAMEPLAY |
| --- | --- | --- |
| 79 | 81 | 86 |

**OVERALL**

# 84

Continues the tradition of the Close Combat series.

# Sim City 3000

Okay, so **Jackson Gothe-Snape** is not a qualified civil engineer or town planner, but he is a Sim City nut.
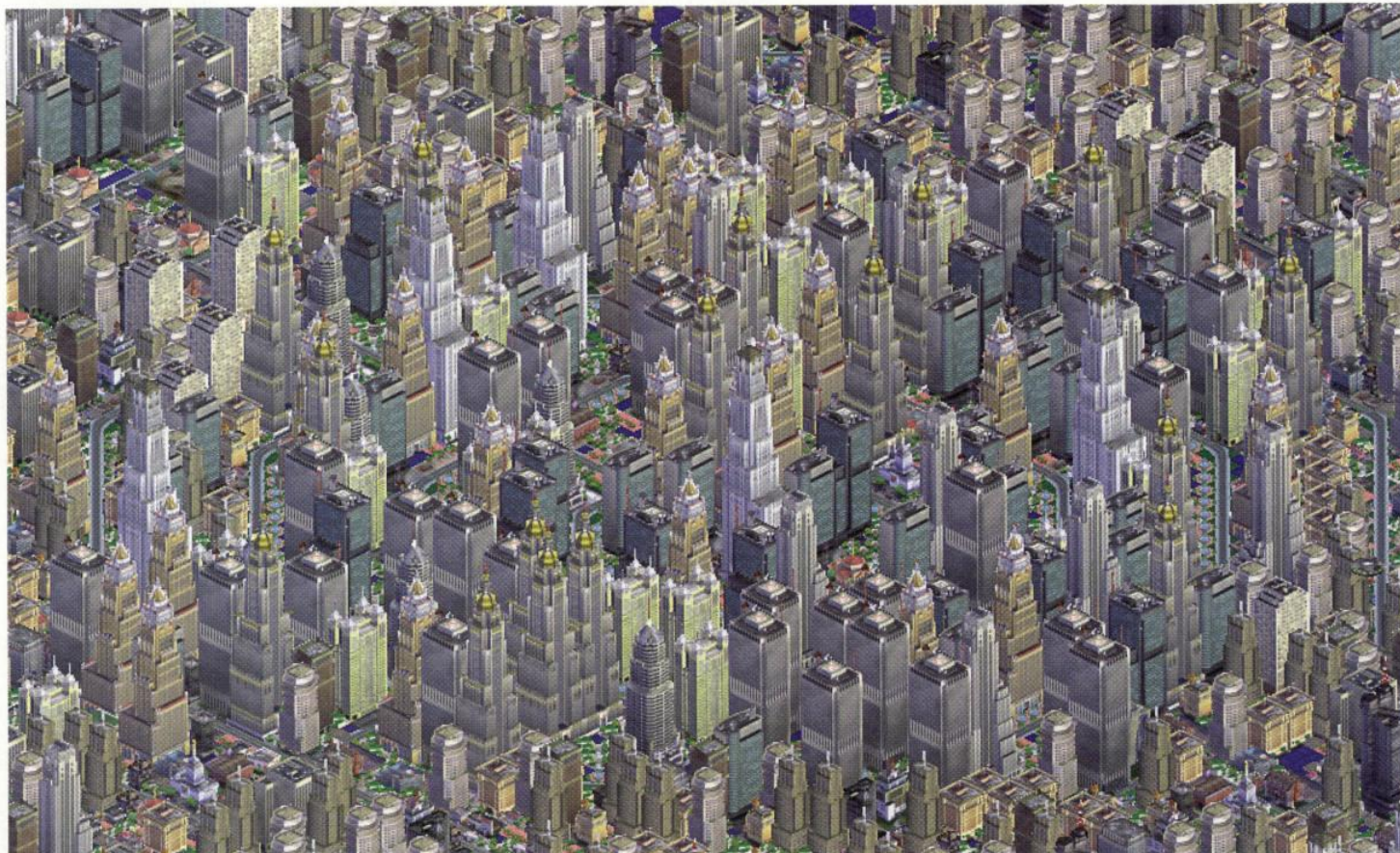


WHAT DO YOU MEAN MY PEOPLE ARE UNHAPPY?!



The original Sim City was unanimously loved it seemed, and Sim City 2000 was widely regarded as a sequel of the highest standard. Can Maxis, after originally planning to use a 3D engine that has since been scrapped in favour of SC2K's isometric viewpoint, pull out another stunner of a game?

### IT ALL SEEMS SO FAMILIAR...

As you start the game and select "New City" from the menu, the memories of SC2K come flooding back. The terrain editor is back, but instead of having the same options as you did in SC2K, all you have is a general landform selection and mountain/water/tree percentage sliders. You can no longer edit each square or even the general look of the coastline, the whole process has been randomised and automated. This is not a major problem and it is partly remedied by the addition of actual cities' terrain, including Sydney and Melbourne (although Melbourne does look a bit strange).

After selecting your terrain, you are faced with the task of building a city from scratch. The interface in the game is probably one of the best features. It is bold, simple and user-friendly, that will please both beginners and hardened Sim Mayors. The game still works almost exactly the same as SC2K, in the fact that you place roads, rail, police stations, hospitals etc, as well as zones, which are areas designated for special types of buildings to develop, be it residential, commercial or industrial and at what density. The fact the game is so similar to its predecessor is slightly disappointing, as SC2K came out around 4 years ago.

However this is by no means a huge downfall, as SC2K was a treat to play.

The game's graphics are a bit of a mixed bag. Firstly, the ground and basic terrain look pretty average. Secondly, the graphics for parks and other such special structures are the same every time, so if you choose to create a nice park-filled neighbourhood, you just see the park tile repeated again and again. On the other hand, the zones build up very nicely indeed, from just a hole in the ground to a towering skyscraper. Also, the traffic and pedestrians add a sense of a living, breathing city in your control, and give you an idea of congestion etc. The soundtrack is really quite good for this genre, being more catchy than annoying and the effects are more than adequate.

THANKS TO THE NUCLEAR MELTDOWN, THOSE WHINY CITIZENS WENT AWAY

## GRIDLOCKED

As mentioned, the game shares many similarities with SC2K. The first and most obvious one is the grid-based terrain. This has both advantages and disadvantages. Unfortunately the little frustrating elements prevalent in SC2K have returned! For example, the angle of the square has a huge affect on what can be built there. Zones can only be built on flat areas, while roads, rail, piping and subway sometimes object to be placed on different slopes. On numerous occasions I have got this
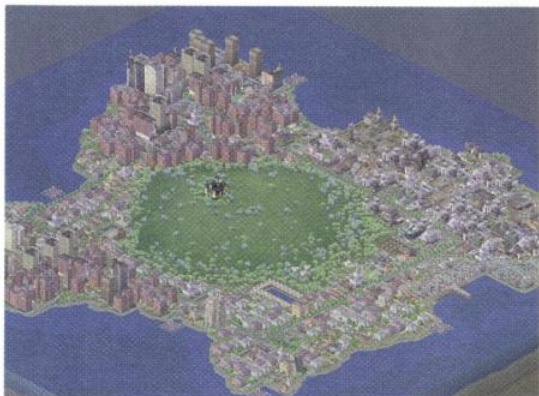


superb city plan, only to see that the road has to go over a strange lump in the ground, and I can't place the road there! You need an enormous amount of forward planning and a LOT of patience (or money if you're willing to level the terrain out).

Sim City 3000 isn't all placing roads however. Once your little town is working well and earning a handsome profit, you need to make an increasing number of vital decisions to keep your Sims happy. Firstly, you need to keep your city's infrastructure in fine shape. Secondly, keep the taxes, traffic and pollution down. Thirdly, don't place residential zones anywhere you wouldn't like to live ie: not next to that darn coal power plant. Luckily, you have advisers and a news ticker that constantly flashes to help you keep your city up to scratch and warn you of any problems.

## MAY I BORROW A CUP OF SUGAR?

New to the Sim City series, SC3K increases the interaction between you and your neighbours. If you connect a power supply or your water pipes to a neighbouring town, they may buy your electricity or water. Also, if your neighbours notice you are running out of landfill, they may offer you a deal where they take your trash away for you, at a cost. Also, special corporations may approach you as they have chosen your city as the place for their toxic conversion plant, military base, or casino for example. Many of these offers include a small cash incentive, or other advantages such as a boost for your commercial sector. However the sweetest offers are usually for the most polluting or most unpleasant buildings. Thus you, as mayor, are forced to weigh up the advantages and disadvantages then make a decision. These kinds of decisions are what make the Sim City series so great, and really give you a feeling of responsibility as mayor.

The title comes highly recommended to people who missed the Sim City era. Sim City 3000 is an excellent planning and management strategy title. Keen followers of the Sim City series may be disappointed, as there are not many large improvement from the SC2K, but they will still get a lot of the game. Also, the continual stream of add-on terrain and buildings that are downloadable from www.simcity.com may maintain your interest longer.






| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Management/Planning |
| PLAYERS: | 1 |
| PUBLISHER: | Maxis |
| PRICE: | $89.95 |
| RATING: | G |
| REQUIRED: | P166, 230mb HD space, 32mb RAM |
| DESIRED: | P233, 4mb video card |

**PLUS**
Excellent and rewarding city simulation, good sound.

**MINUS**
Annoying anomalies, not revolutionary.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 78 | 86 | 91 |

**OVERALL**

# 87

It's like Sim City 2000, only better. More refined, and much easier to get into.

# Apache - Havoc

What do you know? Flight sim fanatic **Thom McIntyre** also does helicopter sims.



HYPER BiG RUBBER STAMP OF APPROVAL
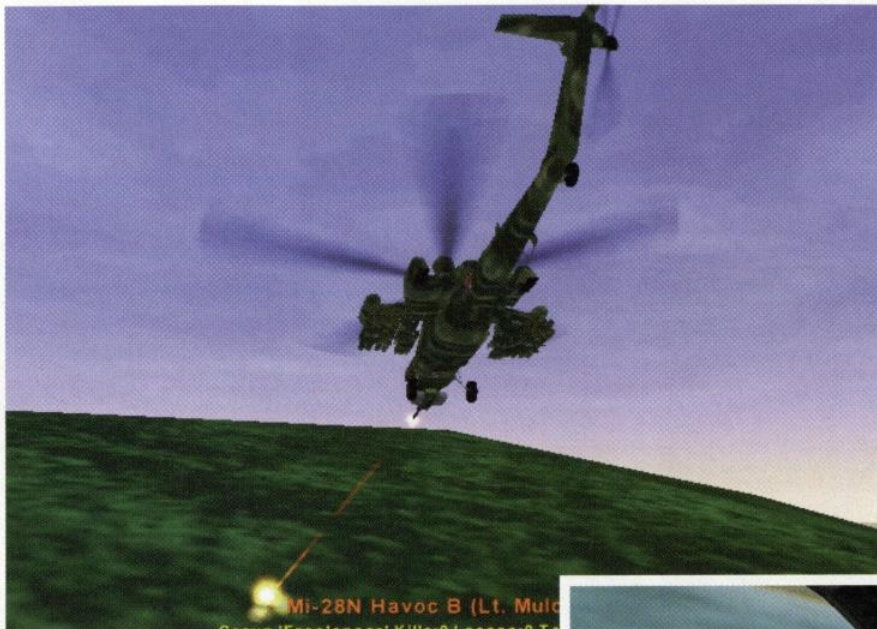




IT'S CHOPPER REID! NOT.

parked aircraft while I corrected my drift across the pad. Once safely airborne, the flight and control model revealed itself to be quite accurate, although it seemed a bit too quirk-free to be entirely realistic, compared to say the FS98 Bell Jetranger, and a flight in the back of a real one (emergency training - I'll never forget it). It's always hard to say with sims of megabuck military hardware. However it's definitely not an impediment to gameplay.

Looking out the window reveals a well-contoured landscape. Not only does it look spectacular but it's easy to judge height and speed from, even in rough terrain. It's populated with incredibly detailed cities, airbases, artillery and great-looking aircraft. Fog and bad weather aren't enough to ground these ships and AH does a great job of recreating these; the way the raindrops spatter on the windshield is awesome, and there's even a wiper. The instrument panels are great too, although I couldn't use a hatswitch to change views.

The sound is good all around; for example, the sound of your helo changes when you're in ground effect, just as it does in real life. I would have thought the onboard systems would beep more, but there's plenty of radio chatter to fill you in on the action. I wasn't able to get the transmissions working properly.

Once you have a grasp of the systems, it's time to go hunting. Finding small units on their own is initially a good idea as you have a chance of doing more damage than you take. Until you've absorbed the tactics section of the manual, finding an enemy base will very quickly make you commander of a smouldering wreck.

Unfortunately I haven't played the most popular Hyper flightsim of 98, Apache Longbow, so I can't make relative comments. I can say that this is a real kickarse piece of work and will keep anybody with a modern computer and a grain of interest in the scenario well entertained.

Tired of flying fighter aircraft at speeds where everything is a blur? Fancy something a little slower that can even fly backwards? Feel like taking a leisurely look at some awesome scenery? Apache Havoc definitely sorts the first two questions but the third is iffy. Nothing wrong with the scenery - simply that some cove is likely to kill you while you're rubbernecking!

Very smart interface graphics set the tone - full, but not too complex to be useful. Two fine examples of late-model attack helicopters, the Yankee AH-64 Apache Longbow and the Russian Mi-28B Havoc, are at your disposal to fang around your choice of Georgia, Cuba or Thailand, depending on the scenario you pick. Single missions and campaigns are dynamic (full AI). Even in single mission, you may choose a flight role (scout, intercept, etc) from those the AI has generated. It's easy to modify or plan your mission waypoints on the map. Three multiplayer arenas are on offer too.

### EASIER THAN THE REAL THING

After thumbing quickly through the manual, which includes a decent introduction to helo flight and the many navigation, targeting and weapon options, I was airborne in seconds, nearly taking out a couple of



AH-64D Apache Longbow (Lt. Mulcher)

---

| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Helicopter sim |
| PLAYERS: | 1 - network |
| PUBLISHER: | Razorworks |
| PRICE: | $89.95 |
| RATING: | G |
| REQUIRED: | P166, 32 MB, 3D accelerator |
| DESIRED: | P-II, 64 MB, joystick, rudder pedals |

**PLUS**
A complete graphic feast, detailed aircraft and weapons systems, dynamic campaigns and AI.

**MINUS**
Flight model could use a 'hard' option, apparent bug with radio transmissions menu.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 95 | 91 | 92 |

**OVERALL**

# 93

Worth a very close look if getting low, slow and lethal turns you on.

# Luftwaffe Commander

**Tom McIntyre** hardly needs to dust off his flying cap with all these flight sims lately...

style of warfare.

The graphics move along swiftly. By and large they work well, although the terrain is a little repetitive. Most of the aircraft look respectable from the outside, with moving control surfaces, and the panels look pretty good. View panning with the hatswitch is a little unwieldy however. Occasional bleedthrough and 2D clouds could be improved.

Soundwise more could also be done. Worst are the coarsely looped engine sounds. Also odd are the electric flap and stall warning sounds in aircraft that never had them. On the ground though, aircraft histories and briefings are helped by an abundance of narration. Music in the spirit of the era is also provided.

Overall, this is a dive straight into the deep end of the flight sim pool for SSI. It comes across as a bit dated; that said it isn't a bad effort. The game engine needs more development before it can compete with the big guns though.

Still another WW II air combat release dives head on out of the sun, guns blazing to strafe European Air War, Combat Flight Simulator and the forthcoming Screamin' Demons - enter Luftwaffe Commander, goose-stepping stage left ... hey, it's still risque to show swastikas in America, even in context. SSI have been releasing strategy titles for a very long time, so how did they go with a flight sim?

## TALLY-HO!

After a rivetting video intro, a functional interface gives you the choice of free flight or scripted single, campaign and multiplayer missions. Flight training is also offered, featuring an alarmingly relaxed instructor! A packed screen offers information and 3D views of over a hundred period aircraft; a smaller selection of German, English, American and Russian aircraft are flyable. In the campaign, you fly German aircraft ranging from the Heinkel 51 biplane to the first operational jet fighter, the Messerschmidt 262. Action takes place over Spain, France, Britain, Germany and Russia, but not Malta, Greece or North Africa.

Cutting to the chase, I found the flight models were not as responsive as I'd hoped. Although a good number of aerodynamic effects are simulated, the handling is just not in the same league as CFS. The aircraft systems aren't quite purist either - options never hurt. Combat gets challenging although it's disappointing that nothing happens when aircraft collide - midairs are part and parcel of this

BEWARE THE PARACHUTING WINDSCREEN WIPER DUDE

| AVAILABLE: | Now |
|---|---|
| CATEGORY: | WW II combat flight sim |
| PLAYERS: | 1 - network |
| PUBLISHER: | Strategic Simulations Inc |
| PRICE: | TBA |
| RATING: | G |
| REQUIRED: | P166, 32 MB RAM |
| DESIRED: | P233, 64 MB, 3D card, joystick, rudder pedals |

**PLUS**
Play for the dark side; lots of aircraft in the arena; fast graphics; five campaign areas.

**MINUS**
Vague flight models; no midair collisions; scripted missions; feels a year or two old.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 80 | 70 | 72 |

**OVERALL**

# 74

A great scenario fleshed out but with less maturity than its competition.

# Unreal Tournament

Unreal Tournament… A whole new ball game, or just a patched up version of something old?
**Dan Toose** investigates.

TAKE THIS FOOL! ...click...click....ERM... DOH!

## NEW MODS... ERR MODES.

Epic have included a variety of modifications to standard deathmatch to help ensure the whole experience is not so samey. Old standard Unreal modes like King of the Hill and Darkmatch are still available.

**Capture the flag:** Here's a game mode where the bot AI is really quite good. The bots recognise key points on the map, and will hold positions, go for flag captures, and even escort others carrying the flag. Having more bots makes for a better game, as sometimes a bot may decide to hold a "key point" when in reality it's better for them to be elsewhere and you may not have time to order them around.

**Domination:** There are three markers on the map, which can be tagged to either red or blue. While a marker is set to a colour, that team earns points. So one team may kill the other team far more often, but be behind on points because they're not controlling the markers effectively. An excellent teamplay mode. Bot AI came unstuck (or should I say stuck) sometimes with Domination games.

**Last Man Standing:** This is an excellent variation of deathmatch to be held on smallish maps. Each player (or bot) starts with 30 lives, and once they run out, they are out of the game. In the end it will come down to 2 players. With lots of players, it's a great mode to play to help even the field.

**Assault:** This is a storm the base situation. Teams take it in turn of attacking and defending. This is far more objective based, rather than just being about getting a kill. The map with a beach front to storm is particularly cool.

**Deathmatch/Teamplay:** Offers the old lineup of weapons and powerups. Basically, this is a little redundant, as the new lineup works better.

Id Software announced that Quake 3 Arena was going to be a "multiplayer only" game, with the exception that deathmatch bots would be included to ensure you had someone to play against (or with) when on your own. It wasn't too long afterwards that Epic announced that they also were working on a multiplayer only first person shooter, Unreal Tournament.

I'll cut to the chase... This is pretty much just the latest build of Unreal (2.21) bundled with some new modes, weapons, and maps. Now before you turn the page, this is not a bad thing. Unreal Tournament may use the same visual engine (Epic claim new environmental mapping features are present, but we must have had our eyes shut at the bits with them), but the networking code is TOTALLY reworked from the original Unreal. There's even a menu system and server browser built in, so even a monkey could get a game going in a flash.

## CAN YOU TEACH OLD BOTS NEW TRICKS?

If you don't have people to play, you can play every variation of the game with bots, which have improved AI from the old Unreal. It even works well with teamplay this way. You can even issue orders to bots, which is pretty cool. There were times though that a jump to a ledge would be required to get a certain weapon, and the bots would never attempt this jump. This should have been catered for.

If the weapons didn't satisfy you in Unreal, then be prepared to give it another look, because the new weapons are pretty cool, and the old ones have been "beefed up". The player models are also easier see. Maybe this is partially due to map design being a little less busy as well, but regardless... there's less "What happened??" going on. On the whole the deathmatch experience is now far more free flowing that the first Unreal that was released. There are even settings to adjust the overall game speed, which has a dramatic effect on how you perceive the game.

THE MINIGUN ROCKS IN UNREAL TOURNAMENT

## SHINY NEW GUNS

**Impact Hammer:** A melee weapon, and a rather unwieldy one at that. The impact hammer does little damage in normal firing mode, but fires fairly frequently. If you think you can line someone up toe to toe however, using alternate fire allows you to build up for a big hit, which reliably kills enemies outright.

**Redeemer:** After firing this gun for the first time, I was gibbed to the four winds... didn't quite expect the blast radius to be so mind-numbingly huge. The first firing mode launches a slow straight fire warhead, and the alternate fire is a guided missile mode, which makes the gun unbelievably useful in assaulting far off areas by sneaking a shot in through a window or over a wall.

**Pulse Gun:** This replaces the stinger (except for in the old style DM games), and it's a much more satisfying weapon. The primary firing mode launches powerful bolts of destructive energy. The secondary fire is very similar to the Thunderbolt in Quake 1, producing a green beam of "lightning"

**Twin Automags:** John Woo would be proud. If you collect two automags, you now have the option of using them both at the same time. This turns using the automag as a weapon from quite weak, to quite strong.
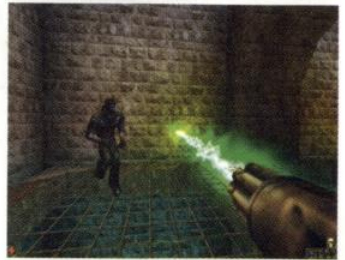
HE'LL GET A SURPRISE WHEN HE TURNS AROUND

## STILL FAT AND SLOW?

The game does seem to run a little faster and smoother than the original Unreal, but not enough to pull Unreal into the realms of being playable on anything less than a Pentium II (or decent Celeron or AMD K6-2). If you thought Unreal didn't run well enough on your PC, UT is going to be no different for you.

So is Unreal Tournament worth your money? A tricky one. One could say that if you've upgraded Unreal along with the patches, that you're really just getting a couple new weapons and a couple of mods. There are heaps of new maps, which range from crap to excellent, over thirty in all, with some maps being specific to a certain game mode.

On it's own merits, UT is a very good product (I found myself playing it when I had other things to be doing), and I must urge the Quake 1 and Quake 2 community who have previously written Unreal off due to the relatively poor deathmatch experience to give UT a look, because this is markedly better than it was.

However, rather than just trying to redeem the Unreal game in the eyes of the online gamers, Epic would have been better off going for a big overhaul or upgrade if they really wanted to earn some respect from the 1st person shooter gamers. It will be interesting to see how the gaming community receives the title over the coming months... especially with Quake 3 Arena around the corner.

| | |
|---|---|
| AVAILABLE: | March |
| CATEGORY: | First person shooter |
| PLAYERS: | 1-multi |
| PUBLISHER: | GTI |
| PRICE: | TBA |
| RATING: | MA15+ |
| REQUIRED: | P200, 32MB RAM |
| DESIRED: | P2-333, 64MB RAM, 3D accelerator. |
| SUPPORTS: | Glide, Direct 3D, Aureal 3D |

### PLUS
Lots of mods, maps, and a good healthy all round mutliplayer FPS.

### MINUS
Requires a beast of a PC. More of a mod pack rather than a whole new game.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 95 | 89 | 88 |

## OVERALL
# 89
An excellent multiplayer title, but very little on offer for those who have the latest Unreal patches.
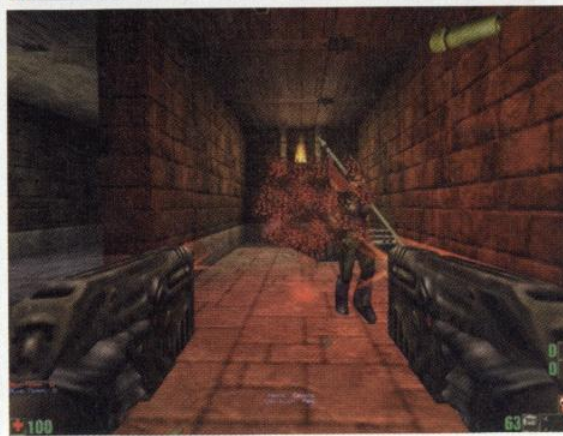
# Silver

**Eliot Fish** goes to see if Silver really is gold…

They say Silver was three years in the making, but it seems so blatantly inspired by Final Fantasy VII, that the claim seems a bit hard to believe! You can't blame Infogrames for being inspired by SquareSoft though, as some of the best RPGs ever have come from the Japanese team… it's just that Silver doesn't quite borrow the ideas in the right areas. Visually, the games are quite similar - polygon characters on pre-rendered backgrounds - although Silver is far prettier having been designed for PC. But the actual adventuring in Silver is more action based, and definitely has more of a Western style to it. You know I don't mean cowboys and indians, right? Sheesh.

## TASTE STEEL FOUL IMP!

Beginning the game as "David" (no you can't change the name for some silly reason) you are confronted with a squad of evil dudes marching into your village and kidnapping all the women for their master, Silver, to choose as his wife. Of course, your wife Jennifer is taken from your home, so you rustle up Grandad who's pretty good with a sword, and head off to see what you can do. Unlike most RPGs, Silver tends to force you into making the "right" decision in terms of what you should do next. At most locations, you can only ever continue onwards in one "right" direction - the other exits are barred from you until you speak to a character or kill something. If you find you can go off in another direction, you usually have to backtrack and go the "right" way anyhow. The gameworld just feels too narrow, though the developers have attempted an illusion of a huge srpawling land. No real option to explore, no true multiple paths or story choices to compli-

cate the adventure - it was almost as if Silver was designed for younger kids. The core plot is set in stone, and at times it feels like you're just clicking through the game using absolutely no brain power. This is a great shame, as the story and combat in the game is quite addictive.

## HAVE AT YOU! AND YOU. AND YOU TOO.

Combat in Silver is determined by Cntrl-clicking on an enemy to slash your sword, with mouse movements translating into thrusts, slashes and swipes. You are taught a variety of moves throughout the game, including defensive moves with your shield, but these mouse/sword moves are a little slow to initiate in the thick of it. Considering your enemy can move around freely as they attack you, but you are frozen to the spot when you use your mouse/sword combat attacks, it sometimes feels a tad frustrating - but on the whole, combat is great fun. Of course, new items you find expand your attacks with magic and long-range weapons which is cool - but switching weapons in the heat of battle is a bit clumsy, so you usually have to stick to a favourite.

The interface on the whole is excellent, with your character's inventory screen popping up with a simple right click. From here you can access everything you need to play the game. To replenish your health, you simply eat some food from your inventory that you've picked up on your journey. Sometimes enemies will drop food which is handy, although apart from the odd bit of cheese, there never seemed to be any tangible award in terms of character development… the experience point system is hidden from the player, which is odd considering this is an RPG in every other sense. You never know how "experienced" your character is, and battles usually have to be finished anyhow, just to unlock the "exit". Later in the game, you do acquire a bit of a party though, and having multiple-skilled teammates is cool.

Overall, Silver looks gorgeous, and is a fun romp, but leaves the gamer feeling a little empty and unrewarded because of the way you are forced down the "correct" path all the time. Almost brilliant.
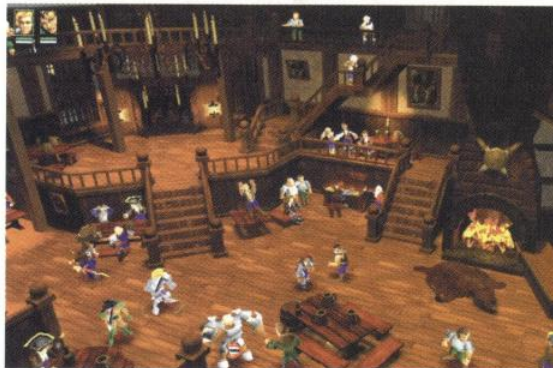
**FIRST WE MUST FIND SEPHIROTH…ERM… FUGE**

| AVAILABLE: | Now |
|---|---|
| CATEGORY: | Action/RPG |
| PLAYERS: | 1 |
| PUBLISHER: | Infogrames |
| PRICE: | $89.95 |
| RATING: | G |
| REQUIRED: | P200, 32MB RAM, 3D card |
| DESIRED: | 64MB RAM |

**PLUS**
Gorgeous backgrounds and great sound.

**MINUS**
The game feels a bit "console"-ish. Too few save points.

| VISUALS | SOUND | GAMEPLAY |
|---|---|---|
| 88 | 86 | 80 |

**OVERALL**

# 84

A little linear for an RPG. Addicitve though.

# Baldur's Gate

Adam Duncan is pleased to find Baldur's Gate is the game that brings the TSR RPGs out of the gutter.

HYPER GAME OF THE MONTH

After reading eons ago about the early production of Interplay's next RPG, Baldurs Gate, tears of sadness caused by the disappointing release of Descent to Undermountain were wiped away, and new hope filled my heart in anticipation. Today, as I write this, tears of joy drop onto the keyboard, for I can safely say that this game really is amazing.

Baldurs Gate, created by Bioware, is the latest installment of the AD&D (Advanced Dungeons & Dragons) license based on the popular setting, the Forgotten Realms. By all accounts this title is the most faithful to the pen and paper game, far more so than any previous attempts.

The story begins with you having been raised by Gorion, a man of great influence in the small town of Candlekeep. He abruptly sends you off on





DON BURKE HAD NEVER SEEN ANYTHING LIKE IT



DISCUSSING NET SURFING HABITS WITH YOUR PARTY MEMBERS

a dire and foreboding quest.. without giving word of what you were meant to do other than go and meet some friends of his who'll aid you in your quest. As Gorion leads you out of your home town to say his goodbyes you are ambushed by evil forces who for some reason, are really only after you! Gorion fights to the death to see that you escape... and now, all alone, you head out into the wilderness wondering what role you play in all this. You, and the adventurers you'll pick up along the way, will learn more as the story unfolds through seven chapters, over some one hundred and fifty hours of gameplay!

### STRAIGHT FORWARD

The team at Bioware did a sterling effort at making the game simple and quick to get into. Character creation is smartly done, and ensures you can have your character up and ready in a couple of minutes (unless of course you spend hours re-rolling the dice to get good statistics). The choice between 6 races and 26 classes/subclasses provides possibilities for an interesting and unique character.

Baldurs Gate's plays from an isometric viewpoint like Diablo or Ultima Online, yet character control resembles

### MULTIPLAYER - MAGNIFICENT OR MESSY?

Whilst single player is more than enough to satisfy RPG fans, Bioware have generously added the option for you and a group of friends to play cooperatively in multiplayer. This is great for those out there who have a couple of months to spare. Unfortunately, playing over the Internet proved a stressful experience. Constant disconnects and crashes made the game unplayable. Though over LAN everything is peachy. Apart from in multiplayer, I had no troubles with the game whatsoever, but there have been reports of instability problems occuring on other peoples machines.

JUST SET ASIDE ABOUT 6 MONTHS OF YOUR LIFE





a Warcraft 2/Myth hybrid. You can drag the mouse over your party and select a formation for them to travel in. And the different formations really do affect the way you'll perform in combat. BG's powerful interface not only gives quick access to each characters statistics, equipment and the like, but also wields a scripting tool that lets you set the party members AI. This basically allows you to set a character's aggressiveness and fighting style.

The first hour or so into the game is spent at Candlekeep, where the designers have cleverly set the place up to give you a good idea of what is to come throughout the rest of the game. Monks are spread throughout town who give tips on gameplay, other characters will teach you to fight, and some will give you errands to run (like the sub-quests you'll come across later), so when the real adventure begins you don't have to pull out the manual. Though it's still a very good idea to keep the manual close by because it contains 'Volo's Guide to Baldurs Gate' which is like a tourist guide. It's just adds that bit more atmosphere to quickly read about the town you are about to visit just before you decide to head there. The journal that automatically updates whenever something of interest is said or done, is a bit better than in other RPGs that have also offered this feature.

## REAL TIME - TURN BASED HYBRID

The pen and paper game of AD&D is, of course, turn based. But Baldurs Gate's infinity engine cleverly allows you to play in real time whilst still holding true to the AD&D rules. This gives the game it's brilliant Diablo feel, yet playing the game turn based is still an option and, in my opinion, a necessary one at that. This is because fighting can get rather hectic at the best of times and will require you to play very strategically to get anywhere. For example you'll most always want to send your armoured up fighters into the front ranks to stop the enemy getting through to attack your physically weaker party members like magi and thieves, who can lob magic and arrows from a safe distance. During the heat of battle though there is always the extremely handy option to hit the spacebar to pause the game. Allowing you stop that cleric from fighting and send them off to heal at a whim.

Character interaction is what you'd expect from a good RPG. You get to talk to NPC's (Non-Player Characters) in a manner that best suits the character you play. The more polite and sensible your conversation the more chance of receiving a sub-quest to fulfill, or raising the party's reputation, and thus being greeted with more respect as time goes on. On the other hand you have the opportunity to be an utter bastard to anyone you meet, even steal

from them. Of course there are always repercussions to ones actions. A party that commits acts of evil may soon be looked down upon in towns and the guards may even try take you out. Something that's rather amusing is the way good and bad characters in your party argue with each other from time to time. They complain and may end up leaving you when your actions are too good or evil for them.

## DEAR GOD! IT'S HUGE.

Saying that this game is big would be an understatement, which is quite obvious once you pull the 5 CDs out of the box. One can go straight to the locations that the party is meant to head to get further into the story, but most will find themselves tempted to wander elsewhere. In fact, I'm sure I spent most of my time exploring the myriad of areas that held little relevance to the main story whatsoever. Adding to this are the dozens of very cool sub-quests that NPCs often give to you on your travels. These usually involve collecting an item from someone and giving it to another, though some are much more interesting. One particular quest involved saving a woman from a Gnoll fortress which took the best part of a day to complete.

Characters and monsters are well drawn and animated, and the world really is visually stunning. All of the close to 10,000 screens of game world have been painstakingly rendered. An overwhelming RPG task, but one that really paid off. The environments look so lush and the detail is all there, from bats in caverns to butterflies in the gardens. It really is a joy just to walk around in this world. Watching your party do battle is fun to just sit and watch (although risky if you're too relaxed about it). Seeing your mage let loose a volley of magic missiles that light up the area as they slam into an ogre, or watching your fighters slash their way through a horde of Kobolds is a great feeling. And the weather effects in the game do a nice job at adding yet more atmosphere. Wandering around a forest at night in a thunderstorm looks sensational. The towns you visit in Baldurs Gate also deserve a mention, they make the ones in Ultima Online look so drab and dull it's not funny. All the lighting effects are put to good. Though for people with meaty PCs, an option to throw the game up a res would have been nice.

## AWESOME AUDIO

The music in Baldurs Gate really fits the bill. There's plenty of variety, and it doesn't fail to add atmosphere to every situation. As you explore the countryside you'll be bouncing along to some carefree tune, then suddenly you're charged by a pack of wolves and the music changes to dramatic war beat that reverts back to normal when the fight is over. Certainly not an original idea, but it's there, and it's done well. Sound effects are also quite good, and like the graphics, they have paid attention to detail. For instance, terrain affects the party's walk sound to good effect, music emanates from taverns as you walk through towns, crickets chirp at night... the whole shebang. But what impressed me most were the different sounds you make as you move depending on what armour you wear... nice attention to detail. One gripe though, is that you may tend to get sick of hearing your characters repeat their acknowledgment to orders as you click on them. Those sounds can conveniently be turned off .

To be honest it's difficult to point out anything that qualifies as a real fault in Baldurs Gate. Every aspect is very polished and melds together to form a truly immersive role playing experience. For those of us who enjoy playing AD&D but find getting together with friends to play isn't very convenient, then this is the title you've been waiting for. All in all, Baldurs Gate is a classic RPG, and by setting the AD&D RPG standard to such a new height it has ensured a bright future for fans of the genre.



THAT'S IT! OUR MEAL IS TAKING TOO LONG! I'M KILLING THE CHEF!







**AVAILABLE:** Now
**CATEGORY:** Role-Playing Game
**PLAYERS:** 1- 6
**PUBLISHER:** Interplay
**PRICE:** $89.95
**RATING:** M
**REQUIRED:** P166, 16MB RAM
**DESIRED:** P200, 32MB RAM, 8xCD-ROM, 4MB SVGA

### PLUS
Best port of the pen and paper game yet. All aspects shine..

### MINUS
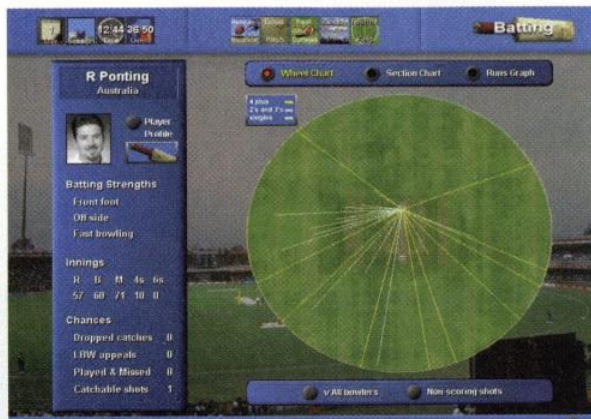Stability issues on some machines.

| VISUALS | SOUND | GAMEPLAY |
|---------|-------|----------|
| 91 | 93 | 95 |

### OVERALL
# 94

Finally an AD&D RPG that does the game some justice.

# Australian Cricket Captain

**Eliot Fish** gears up for another innings with Empire Interactive's cricket sim...

Boony back in the side, and get rid of that joke Brendan Julian is a great joy. The game itself, visuals and all, is pretty much untouched - but they have done a bit of bug weeding and prettied things up. The first immediate difference to the gameplay you will notice, is the fact that you can begin captaining the Australian side without having to play through the Sheffield Shield to earn the right. If you choose to captain Australia right off the bat (so to speak), then you will not be rewarded with your name in the hall of fame. Any true cricket fan though, will be determined to start by captaining a state side and experience the full glory of progressing through the ranks to the pretigous position of Captain of Australia. And all the chewing gum you can chew.

### BODYLINE RULES!

To remind you of how gameplay works in Australian Cricket Captain - this is totally a management sim, though you witness the cricket in real time on a variety of levels. If you are in the field, you can not only alter the position of every player out there, but apply different field settings for particular batsmen and adjust the line and aggressiveness of the bowler you have chosen for that over. Thus when a new batsmen is at the crease, you can decide to bowl an aggressive line, or the opposite of what you know that batsmen is confident in playing (you can access every players strengths and weakness to decide on your tactics). If batting, then you have a gauge which shows you how "settled" each batsmen is, and you adjust their aggressivness accordingly - again locking in a particular approach for different bowlers. The amount of stats you can access in the game Is quite astounding, even down to the funky graphs of how a batsmen is performing. Australian Cricket Captain will become an obsession for any fan of the sport, and it'll be a long, long time before it gets deleted from the Hyper PC. There's only one thing... Ian Chappell's commentary is appalling. It sounds like he's reading from a phone directory, and most of the comments are identical to those from ICC. Apart from that, Australian Cricket Captain is awesome.

We reviewed International Cricket Captain back in our September '98 issue, and babbled on about what a great piece of cricket gaming ICC was for big fans of the sport. Well, seeing as we all live in Australia, home of the best team in the world (heh heh), it seems only right that we give you the lowdown on the local Aussie version of the same game. If you've managed to hold off from buying International Cricket Captain up until now, then you're going to be rewarded here with an updated version of the game with every single Australian Sheffield Shield and Mercantile Mutual player, and commentary from Ian Chappell.

### THE SMELL OF LEATHER IN THE MORNING

Australian Cricket Captain is exactly the same game as International Cricket Captain, and don't let anyone tell you otherwise. Seriously, the only changes made to our localised version is the addition of all the Australian cricketers you can think of, and the Ian Chappell commentary. Being able to stick

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**AVAILABLE:** Now

**CATEGORY:** Sport sim

**PLAYERS:** 1

**PUBLISHER:** Empire Interactive

**PRICE:** $79.95

**RATING:** G

**REQUIRED:** P90, 16MB RAM

**DESIRED:** P90, 32MB RAM

**PLUS**
Captain Australia, choosing the XI of your choice!

**MINUS**
Dull commentary, and some player pics are missing.
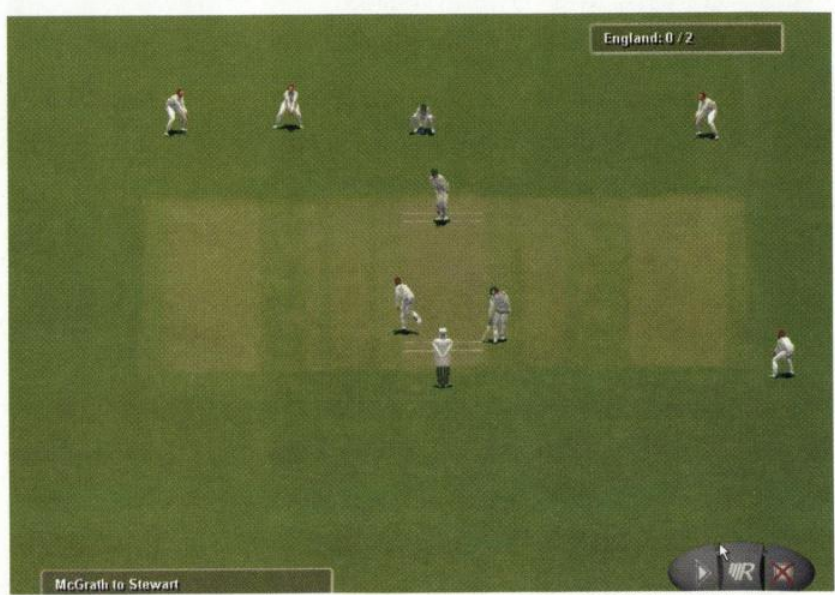
| VISUALS | SOUND | GAMEPLAY |
|---------|-------|----------|
| 72 | 74 | 85 |

**OVERALL**

# 85

An almost perfect cricket "sim" for you to obsess over! Yay.

THE AUSSIE FIELDERS DO THE MACARENA TO DISTRACT ALEC STEWART

## Virtual Pool 64

### NINTENDO 64

**AVAILABLE:** NOW
**CATEGORY:** POOL SIM
**PLAYERS:** 1-4
**PUBLISHER:** CRAVE ENTERTAINMENT
**PRICE:** TBA
**RATING:** G
**SUPPORTS:** MEMORY PAK

Celeris have enjoyed much critical acclaim for their excellent PC pool simulations. The N64 is next in their sites, and thankfully the gameplay is as solid as ever.

Chances are that a simple glance at the title of this game was enough to either enthuse or mystify you. VP64 will only appeal to real pool nuts. It's a no frills game that relies on excellent physics and extensive customisation options over graphical prowess or a rockin' soundtrack. Thus, you won't find any wacky characters to choose from, or any seedy joints to play in. Celeris know that the superfluous options will be turned off by serious players anyway.

There are nine games available and plenty of options. Once playing, VP64 is an awesome simulation. Any possible cue position, angle and movement is easily available, so you can try out those felt ripping wild spin and jump shots. Once you've lined a shot up the analogue stick is used to move the cue back and forth. This works really well, allowing a complete range of strokes from subtle to ball blazing.

Virtual Pool 2 on PC has the edge on this title graphically, but VP64 still does the job quite well. The most annoying aspect graphically is the way the balls simply disappear into the pockets. For some reason, the pockets aren't polygonal, so every time you sink a ball, it disappears rather unconvincingly.

This game will improve your real life game of pool, purely because it promotes a deeper understanding of the techniques and mechanics of the game. Of course, whether this will shine through down the local with a bent cue, uneven table, three balls missing, and six schooners in the belly, who knows?

**CAM SHEA**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---|---|---|---|
| 77 | 71 | 84 | 80 |

## Micro Machines 64 Turbo

### NINTENDO 64

**AVAILABLE:** NOW
**CATEGORY:** RACING
**PLAYERS:** 1-8
**PUBLISHER:** CODEMASTERS
**PRICE:** $99.95
**RATING:** G
**SUPPORTS:** RUMBLE PAK

It's taken its sweet time, but Micro Machines lives on. The game that began its illustrious career on the humble NES has finally decided to grace the powerful N64. For those that haven't moved on from their Colecovision yet, Micro Machines is an addictive top down miniature racer, and one of the most sublime multiplayer racing games ever invented.

The gameplay mechanics are very simple. Regardless of how many people are playing, the action is always full screen. The race is a process of elimination, so if you can't keep up with the leader and are lost off the screen, you're out. When one car remains it is awarded points and the race starts up again from that position.

There are heaps of tracks, vehicles and even powerups to keep the action varied, but the game is so good that multiplayer evenings will often get stuck racing the same track over and over again.

Micro Machines 64 Turbo is essentially the same game as MM V3 that was released on the PlayStation (and then PC) quite some time ago.
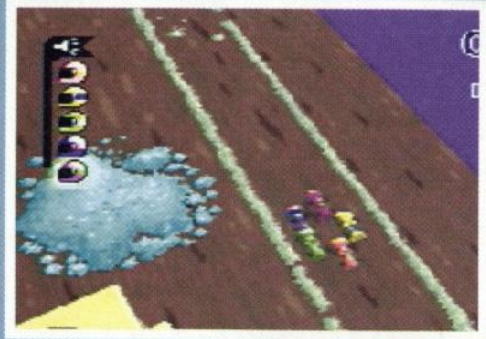
MM V3 took the series into 3D with a plain, but very effective style. Although MM64T is a fantastic game, one can't help but feel that Nintendo owners are getting something of a raw deal here. Surely after waiting this long Nintendo owners should get more than just a "turbo" edition?

That said, if you've never played Micro Machines before, then give it a go because the smooth action, creative courses and rock solid gameplay make it the perfect party game. Indeed, if you're prepared to snuggle up a bit and share control pads, you can even get some eight player action happening. Alright!

**CAM SHEA**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---|---|---|---|
| 70 | 72 | 89 | 84 |

## Grand Touring

### PC

**AVAILABLE:** NOW
**CATEGORY:** RACING
**PLAYERS:** 1-8
**PUBLISHER:** EMPIRE
**PRICE:** TBA
**RATING:** G
**REQUIRED:** P166, 32MB RAM, 4XCD-ROM
**DESIRED:** PII-300, 64MB RAM,
3D ACCELERATOR

How has Empire's first steps into the racing game genre been? Grand Touring has some good elements, but there's a healthy share of faults too...

The game has two different modes of play, Arcade and Simulation. Arcade is the more forgiving of the two, and pits the players against the clock, and other drivers in a familiar checkpoint type setup. The set up for the car is annoyingly predetermined and the player has to contend with the characters that drive the other cars, and their individual racing styles. Once all your driving skills are up to it and you're familiar with the tracks its time to move on to Simulation mode. Here the cars become fully configurable, including chassis, engine, transmission, tyres, suspension, and steering. Unfortunately you have to reconfigure controls EVERY time you play. This is also where winning championships can open the cars for the higher levels.

The physics in Grand Touring are a bit confused to say the least. It's impossible to powerslide with the given physics, since it goes straight from solid traction to totally spinning out, with nothing inbetween, which is both unrealistic, and unexciting all in one hit.

GT does look quite good. The background of the track, lights at night, lightning in the wet and the sponsors banners round the tracks all add a real-life feel to the game, with hardly a glitch appearing throughout a whole race. Don't expect it to run smoothly on anything less than a high end Pentium II though.

Having no accuracy in the physics model, it isn't one for the sim fans, but casual drivers may well enjoy the game. The inability to adjust graphics options is rather unforgivable in this day and age, but owners of Ninja PCs who like arcade racing should be okay.

**ROSS CLARKSMITH**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---|---|---|---|
| 90 | 84 | 68 | 70 |

## Pro Pinball: Big Race USA

### PLAYSTATION

**AVAILABLE:** NOW
**CATEGORY:** PINBALL SIMULATION
**PLAYERS:** 1-2 (LINK)
**PUBLISHER:** EMPIRE INTERACTIVE
**PRICE:** $89.95
**RATING:** G
**SUPPORTS:** LINK CABLE, DUAL SHOCK

Well bang my balls with a spiked bat, cos pinball games can be fun! The sceptic inside me has always believed that too much of the aesthetic pleasure and atmosphere of the real thing would be lost in translation. Indeed, whilst playing pinball on a screen is certainly a different experience, quality sims like Big Race USA make this irrelevant with oh so addictive gameplay.

Pro Pinball: Big Race USA is the third game in the series and recreates a modern day table admirably. The playfield is beautifully detailed in all its high res glory. It can be a little confusing at first because there are so many ramps and lights and so forth, but this lessens as you come to know it. The ball moves with flawless realism, and looks good too.

As you'd expect, there's a little video display at the top of the screen that shows the score, various animations and even hosts a few mini games. Unfortunately, there's a brief pause between activating a bonus and the corresponding animation, but this is the only real technical flaw.

The biggest downer is that there's only one table, so inevitably your interest will wane. Cunning Developments have done everything possible though, to ensure that this won't happen for quite some time. They have basically set out to provide an experience akin to actually buying a table, with very detailed options regarding gameplay and physics. This attention to realism, as well as an excellant table layout and game structure make Big Race USA a worthy purchase for pinball fans. **CAM SHEA**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 84 | 60 | 80 | 78 |

## Actua Soccer 3

### PC

**AVAILABLE:** NOW
**CATEGORY:** SOCCER
**PLAYERS:** 1-8
**PUBLISHER:** GREMLIN
**PRICE:** $89.95
**RATING:** G
**REQUIRED:** P166, 16MB RAM
**DESIRED:** PII, 32MB RAM, 200MB HD SPACE
**SUPPORTS:** ALL 3D ACCELERATORS

When I loaded up Actua Soccer 3, I was greeted by an intro. Not only an intro, but the best intro to a sports game I have seen. This was a pleasant surprise, and really set the tone for the game itself.

The game does not boast the smoothest player animation around (in fact all the players look like Michael Johnson running) and the game's physics aren't incredibly life-like. The passing isn't quite as smooth as FIFA 99, and the shooting is a bit inconsistent. The graphics can be disjointed at times and often the collision detection is a bit sloppy. The sound is quite poor (although commentary is present) and the game only offers a handful of international teams.

However, like the intro, the game is actually quite surprisingly good and enjoyable to play. The stadiums look amazing, and are much better than FIFA99's as they create a superb atmosphere for the game. The camera is not the most practical, and there is a lot of blind passing but it does create a sense of theatre, and is actually very similar to the intro. All the options you really need are present, and the menus are intuitive, bold and easy to use.

Although not great by a long, long way, Actua Soccer 3 is an enjoyable title. Whilst not really up to scratch with FIFA 99, it does have a superb theatrical intro and the game itself is fun if you can get over the many faults.

**JACKSON GOTHE-SNAPE**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 72 | 55 | 75 | 74 |

## Legend

### PLAYSTATION

**AVAILABLE:** NOW
**CATEGORY:** ACTION
**PLAYERS:** 1-2
**PUBLISHER:** SOFTGOLD
**PRICE:** $89.95
**RATING:** M

In spite of what the score reads below, Legend is a game from which this reviewer derived great enjoyment. After all, who can resist waltzing through 12th Century European towns with rusty bladed weapons and large blunt instruments, dealing horrible death to the foul sweaty villains who torture innocent villagers in the name of the stench from Satan's bottom? As a fan of Conan, Dragon Slayer, Krull, and Flight of Dragons, you couldn't peel this reviewer off such a game. This is Golden Axe 3D.

Legend, brought to you by Funsoft, is a side-scrolling hack-and-slash game that follows in the classic traditions of Final Fight, Golden Axe, and the more recent Dungeons & Dragons. Graphically, Legend is very satisfactory with solid character constructions, vibrant colours, and camera angles that stay close-up so that the action remains dynamic and larger than life. The accompanying music and sound effects perform well in maintaining that atmosphere.

Aside from the mildly sluggish controls, Legend's gameplay is quite intelligent. You get three energy bars: one for life energy, one for your ability to perform special combos, and one for the durability of your weapon. When your weapon is worn out, you have to find another one to use such as axes, crossbows, or cannons. You even have the ability to perform magic spells when you collect enough vials. Considering that games of this genre are 'repetitive' by nature, these gameplay features add a small measure of variety to the action.

Overall, Legend could have done with something much better than the 'dial-a-combo' system; and there should have been more moves, more magic, and improved responsiveness in the controls. Nevertheless, Legend is an entertaining game, especially with 2 players.

**KEVIN CHEUNG**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 73 | 70 | 63 | 68 |

## Deer Avenger

### PC

**AVAILABLE:** NOW
**CATEGORY:** HUNTING PARODY
**PLAYERS:** 1
**PUBLISHER:** SIMON AND SCHUSTER
**PRICE:** TBA
**RATING:** TBA
**REQUIRED:** PENTIUM 90, 16MB RAM, 2XCD ROM
**DESIRED:** AS ABOVE

I've had enough dammit! This hunting game "fad" is getting more and more ludicrous by the day. Deer Hunter was a lame game that was only successful because of a low price point, low hardware requirements and a large number of low IQs. It has now not only spawned a sequel, but a steady stream of clones as well.

Well, hooray for everything, because in an inevitable no brainer, we now have a hilarious parody game called Deer Avenger, where you play "Bambo" the deer out for revenge.

As a basic concept this may sound okay, but (and I'm not going to mince words here) this game sucks. As you may recall, Deer Hunter was a shonky piece of work - both technically and in the gameplay stakes. Deer Avenger is a carbon copy... with wisecracks.

As in Deer Hunter, there are only three maps and weapons, and there's no freedom of movement in the game. Simply pick a spot on the map, then look for a hunter amongst the bland and pixellated graphics. The hunters themselves are cliched, poorly detailed sprites.

Deer Avenger doesn't attempt to hide the fact that the game is merely a prop piece for the wisecracks from Bambo. Thus, rather than opting for creativity and gameplay, we have a bizzare-o-land rip off of a game that had no redeeming features to begin with. To be fair, trying to lure the hunters out with lines like "Sweet, Baywatch is on", or "Hey, Ted Nugent's here. Who wants to meet the nuge?" is amusing. Unfortunately, the humour wears thin very fast, exposing an exceedingly feeble attempt to cash in on the current craze.

**CAM SHEA**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 25 | 75 | 18 | 25 |

## Gruntz

### PC

**AVAILABLE:** SPRING
**CATEGORY:** PUZZLE/STRATEGY
**PLAYERS:** 1-4
**PUBLISHER:** MONOLITH
**PRICE:** TBA
**RATING:** G
**REQUIRED:** P133, 32MB RAM
**DESIRED:** AS ABOVE

There is no doubting the time sucking nature of puzzle games, and Gruntz has this down to a fine art. The trick needed to get through a level might be staring you in the face for countless tries, until it finally clicks, and with a self-inflicted slap to the forehead, the level is all but done. The best feature about Gruntz, are the Gruntz themselves. Gruntz are comical characters, looking like blobs of goo with arms and legs. They run around the game area tripping switches to open various gates to allow them to gain access to different parts of the play area, where they must collect a piece of a warpstone to help them return to their own land.

As well as being good at walking over switches, Gruntz are incredibly cheeky, having a whole range of sayings depending on what they are doing or carrying. You never know what each sassy little guy is going to come out with next. And don't dare leave them standing round doing nothing, as they start giving you advice on what to do with your mouse. Each Grunt can carry two items, a weapon or tool and a toy. Toys include balls, yo-yo's and jack-in-the-boxes. These are



given to enemy Gruntz to distract them for long enough to get by them without being attacked. Tools, such as gauntletz, swordz, strawz and shovelz, all have a unique function like smashing rocks, filling in holes and sucking up dead Gruntz that are required to get around without being turned into just another pile of goo.

The Puzzles themselves are relatively easy to finish at first, and becoming increasingly complex. This is made harder by the fact that one false move means the level must be started again. Luckily Gruntz can self-destruct just like Lemmings. Gruntz are the best things since Lemmings and Worms, and is a must for all puzzle game fans.

**ROSS CLARKSMITH**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 88 | 93 | 84 | 89 |

## Player Manager '98 - '99

### PC

**AVAILABLE:** NOW
**CATEGORY:** SOCCER MANAGEMENT
**PLAYERS:** 1
**PUBLISHER:** ANCO
**PRICE:** TBA
**RATING:** G
**REQUIRED:** P120, 32MB RAM
**DESIRED:** P166, 32MB RAM

I remember back in the days of my old Super NES when I was a big fan of Kevin Keegan's Player Manager. Despite not having real players, or any endorsements whatsoever (except for Mr. Keegan of course) it was a treat to play and had me hooked. Thus Player Manager 98-99 was a very nostalgic experience for me. However, nostalgic does not always mean good. As PM98-99 is not a good game. It is by no means a bad game, but the king of football managerial simulations, Championship Manager 2, is still a long way ahead of it. What is more worrying for Anco (developers of PM series) is that CM3, which is due out in March promises to be even better.

PM98-99 allows you to manage any team in the Scottish FA, English FA, or the Football Conference. This is quite good, but when you look at the teams, they really only have a squad of about 18, at least for the Premiership teams. As

well as this, the foreign teams are merely a collection of unknown players. This pales in comparison to CM3, which will allow you to control teams from 15 countries, all with accurate squads and statistics. However PM98-99 does offer a nifty match view screen, and, if you are inclined, you can watch the game in full in a primitive, yet still entertaining 3D view.

PM98-99 is not a bad game, and it does offer match viewing and in-depth stadium improvements but will soon be forgotten as CM3 hits the scene.

**JACKSON GOTHE-SNAPE**

| VISUALS | SOUND | GAMEPLAY | OVERALL |
|---------|-------|----------|---------|
| 65 | 50 | 69 | 66 |
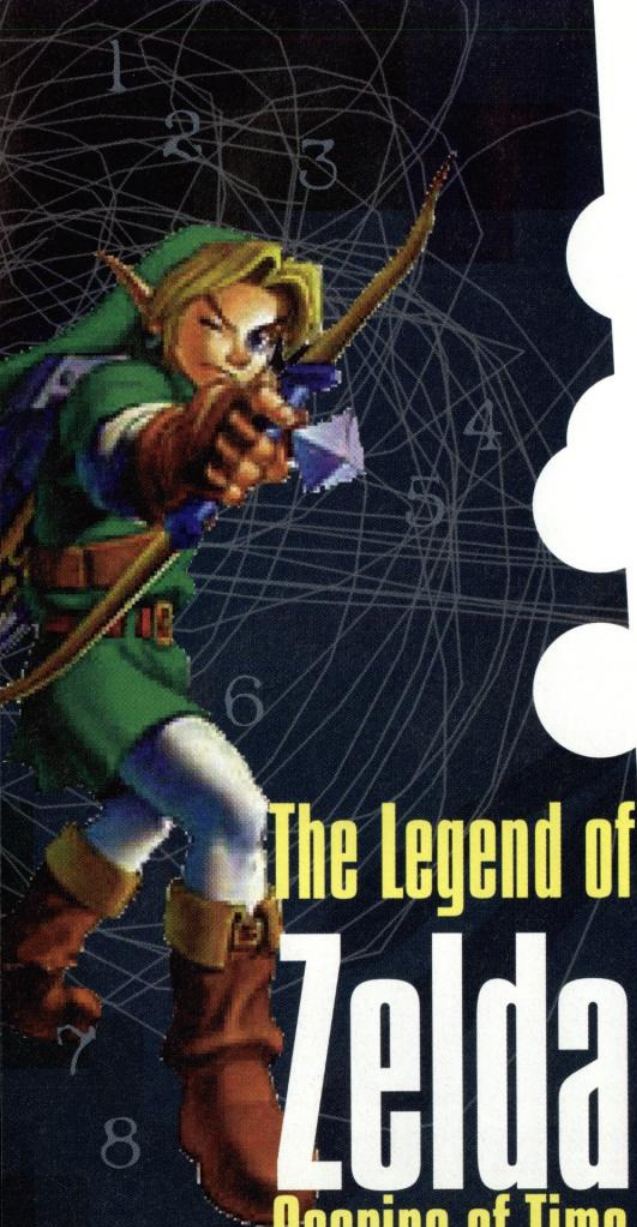
# The Legend of Zelda: Ocarina of Time part 2

Last issue we eased you into Zelda like a toddler into nappies, however now you're Adult Link, the fight really begins. It's time to seek out all the spirit temples, and things can get quite tricky, so concentrate and let Eliot Fish guide you home...

## The Spirit Temples
### Hookshot

As soon as you become adult Link, it makes sense to go and get the hookshot. Go to Kakariko village and talk to the woman near the chook pen to get the egg. When morning comes and the egg hatches, use the chook to wake up Talon who is sleeping in a house nearby. Enter the graveyard. Up on the left is a new grave with flowers in front of it - this is Dampe's grave. Pull back the headstone and go inside. Race Dampe to the end (it may take a few tries) and you will receive the Hookshot. Go forward and play the Song of Time at the blue block. Go up and jump on the turning mill to get to the Heart Container. Then talk to the man and pull out your Ocarina to learn the Song of Storms. Go to Lon Lon ranch. If you have at least 70 rupees, you can get Epona the horse. Talk to Ingo and pay him 10 rupees, but use Epona's song to call her and ride her instead. After the time runs out, repeat the process and when sitting on Epona, trot up to Ingo and talk to him with Z-targeting. Now you can race him. Beat him twice to get Epona. To beat him, use one carrot at a time only to keep up the pace, when he moves, try to take the lead by using all the carrots except for ONE. Now wait until a second carrot appears and just keep using one carrot to stay ahead. If you use all your carrots Epona slows down, so be careful.

If Malon is around, you can also talk to her to try the obstacle course which will reward you with your own cow. Use a bottle on this cow to get free milk.

## Forest Temple

Head to Kokiri village. Enter the lost woods, once inside, go R, L, R, L, F, L, R. Mido will try to stop you, so just play Saria's song to progress. At the maze, wait till the big guards have their backs turned and use your hookshot in their back to kill them. The final guard requires you to keep dodging his slam attacks until you can get behind him - then slash him in the back multiple times. Once through, you will learn the Forest Minuet from the Sheik. Use your hookshot on the tree branch to get up to the temple entrance. You know your hookshot is in range when a red dot appears on your target. In the courtyard, climb up the vines on the right and hookshot across to the chest for a key. Now enter the temple. Once inside, head straight, watch the ghost sequence, then keep going straight up the stairs in the door on the other side. Use Z-targeting and the hookshot to stop the blue skulls from flying. Then slash them with your sword. Now fight the 2 skeletons. Keep it targeted and keep your shield out, slashing just after a skeleton tries to hit you. Eventually you will knock them off. You will get the next key.

Back in the main room, walk up to the blue block in the corner and play the Song of Time to remove it. Go through and find the vines leading up the wall to your right. Use your hookshot to kill the Skulltulas and climb vines. Kill the blue skull for the dungeon Keep going and hookshot across to the opposite balcony - aiming at the grey hookshot target get above the arch. Step on the switch. Climb down. Climb down the freshly drained well, go down the hall and get yet another key. Get back to the main room and take the locked door up on your right. You will end up in a room with 2 blue skulls. Kill them and then climb up to the first block. Just push or pull the blocks you find in the direction of the arrows. If a block stops moving, find a way around to the other side to push from the other side. Eventually you'll get up to the top where a room holds a locked door. You can use a key on this door. Go through the twisted hallway, jump across the gaps and go through the next chained door without lingering too long otherwise you get dumped back at the beginning by ghosts. Go down the stairs and enter the next battle room. Again, fight the skeletons using the same technique as before. If you take too long killing the last skeleton, the first one reappears! When done, you will receive the Bow! Now backtrack to the stairs and keep your distance from the ghost in the painting so you can shoot it with the Bow in each painting. You will have to fight it. Just block with your shield and do a jumping sword slash when she appears. You will get another key and the first Poe sister ghost. Keep going back the way you came till you get to the first door at the top of the block room. Shoot the eye above the door with your bow - this will straighten the twisted hallway and room. Now go through again and drop to the floor to open the gold chest and get the Boss Key. Drop into the hole. Walk along the balcony and enter the door on your right. To kill the hand, destroy it's pieces before they join back together. You will get another key. Now return to the door entrance to the twisted hallway and shoot the eye again to make the room twisted again - now go back down the stairs to the room where you killed the skeletons. Now continue on and meet the Blue Poe sister who you can defeat the same as the first Poe sister. You will get the compass. Go up the stairs and through the door into the East twisted room. Kill the green skulls. In the next room, you'll have to shoot an arrow through the torch when it's in the centre of the room, so your arrow catches fire before it hits the Eye to trigger it. This will make the hallway twisted, so go there and drop down the hole. In this falling ceiling room, wait until it is rising again, and run across to the yellow switch and stand on this till the roof falls again. Run to the spot just left of the chest, using the same technique, get arrows from the chest and eventually entering the door into the puzzle room. Shoot the painting, and then push the blocks around so their top face makes the same picture as on the painting. Now fight the green Poe sister. Once done, go through to the main room and you'll have to fight the final ghost. When it splits into 4, use your bow or hookshot on the ghost which spins around briefly (only one ghost does this). Now ride the elevator down. You rotate the room by pushing the block, do so in one direction every time. Check the passage-

ways, and press the switches. Eventually it will open up the way to the Boss door, which you can now enter. Walk up to the gap in the fence under a painting - a ghostly Ganon will appear. To defeat him, stand in the middle of the room, line up your bow at the paintings and shoot the riding Ganon which tries to emerge in a purple flame. Shoot him immediately and repeat until he loses his horse. When he starts flying around shooting magic blasts at you, keep your shield out and use your sword to reflect them back at him. It may turn into a game of fireball tennis, but eventually he will miss and fall down. Then slash him with your sword or fire your arrows into him and repeat the process. When dead, you'll get a heart container and the blue light will be your exit.

# Fire Temple

Follow the story sequence, then head back to Goron city. Stop the rolling Goron with a bomb and receive the fire-resistant tunic. Equip it and drop down to King Goron's room. Pull his statue aside and enter the crater. Hookshot across the bridge and learn the Bolero of Fire from the Sheik. Enter the Fire temple. Go up, left and enter the door. Hop the stones to the left of the chamber, step on the switch and get the key from the chest behind the Goron. Leave

this room and enter the doorway opposite. You are in a large chamber, so make your way across the left and go down the hallway, through the door, and down another hall to a room with another Goron. Again get the key and return to the large chamber - making your way over to the right hand side. Bomb the wall to find another Goron and another key. Now go back to the large chamber and go straight to the fire lift.

Slide down and climb up the fence, kill the bats in your way and drop onto the ledge where you can push off the moveable block. Drop down onto the block to be sent into the next room. Go through the chained door into a green room. Climb up and jump the ledges to another block you can push off. Drop down and pull the block till you can no further. Climb up and across the Goron cage, then go up the fence. Walk near the ledge and throw a bomb so it lands on the white switch. The fire will stop so you can climb up and go through the door. In the boulder room, go right, avoiding the rocks and find another Goron and key. Leave his cage, but don't unlock this chained door, just stick to the left wall. There will be another caged Goron, so free him and then go back and enter that chained door. There is an eye you need to shoot, up high above the blocked door. This opens the way to the Dungeon map. Get this and then return to the walkway, entering the chained door using a key. Just run forward hopping the fences till

you go through the next door. Get onto the platform in front of you, kill the creature and bomb the crack in the floor. Do down to the green room and free the Goron, then climb back up and go to the switch. Press it and then free the Goron on the other side of the boulder, getting another key. Go back to the room with the fences, jumping across them to the locked door - you may need to do a diagonal jump and let Link grab the ledge and pull himself up to get there. Through the door, you'll get to a big maze-like chamber. Drop down and go right. Avoid the traps and get the compass from the door on the right. Now head back left and find the locked door in the pillar in the centre of the room. Go through, ignoring the Goron, to the next door. You're on the other side of the maze room, follow the wall to the right and press the switch, then hurry back to get past the fire wall before it appears again. The door in front of you needs to be bombed first, then enter the safe door. This boss can be defeated fairly easily. Hit him with an exploding bomb, then walk up against the wall and slash him as he runs by. Do this or use your hookshot to pull the guy towards you and slash him with your sword. When he is dead, climb up onto the platform and head into the next section.

Through the door is another green room. Climb up and drop a bomb down on the switch, killing the pillar of fire, allowing you to keep progressing. In the next room, step on

the switch and run up the stairs before the time runs out. In the chest at the top is the Megaton Hammer, which you will need to kill the final boss. Go down the narrow stairs to a block with a face on it - hit this with your hammer and drop down the hole. Destroy the statue with the hammer, and in the next room, kill the bats then hit the tile with the face with the hammer. Pick up a crate, go down the stairs and place it on the blue switch. Go through the door, hit the face with your hammer, go through and hit the switch with the hammer, enter the door. Use the Song of Time to move the blue block. Climb onto it and jump over to the other side, hitting the switch with the hammer. Get the key from the freed Goron. Go back to the door near the blue block. Go to the next face block and hit it with the hammer. Drop down the hole and you're back at the entry. Go down the stairs and destroy the statue with the hammer, revealing a door behind it. Go through till you find the second dancing fire boss (if you encounter the shield/tunic eater, kill it to get your things back). Kill this boss the same way as the other and continue on. Hit the old switch with your hammer and get the boss key. Go on, up the stairs and through the left doorway. Jump across and enter the Boss door.

To defeat Valvagia, hit him with the hammer when he pokes his head out of a hole - however there are times when he flies out to attack you.

He if flies out, just keep your shield out to stay safe. If you hit him on the head with your hammer successfully, you can then slash him with your sword, the hammer or bombs. Repeat this until he dies, you get a heart container and leave the temple.

# Water Temple

Cross the broken bridge with the hookshot, and head over to the red boulders across a second bridge. Use your hammer to break these and meet another magic Fairy. Your magic capacity will be doubled. Now travel all the way back to Zora's domain (going through the waterfall like young Link). Walk behind the king to Zora's Fountain, and hop across the ice block to the ice cavern. In the cavern, make sure you have two emtpy bottles - you need to collect blue fire for King Zora and the Zora shop. Enter the cavern, and kill the two ice statues to open the next door. Avoid the rotating ice blades and collect all the rupees to open the next door. Now fight your way to the room with the blue fire, and fill at least two bottles with it. You can use the blue fire to open the chest containing the dungeon map. Back in the rotating blade room, go through the door covered in red ice on the East side, in

here you can refill the blue magic and get a heart container piece and the compass. Make sure your bottles are full and go through the west door in the rotating blade room. You will need to push the block around to get the rupees - left, forward, right, back, and then discard this one off the edge. When a new block appears, push it forward, right and climb up to melt through the red ice. Now push this block off the edge and get a new one. Now push this new block… left, forward, right, back, left to get to the exit. Melt the red ice in your way and continue on to face the Wolf. Once killed you will receive the Iron Boots! The Sheik will then teach you the serenade of water. Use the boots to sink down and progress back to the first room. Backtrack to the room to the east of the rotating blade so you can refill your bottles with blue fire. Return to King Zora and use some blue fire on him to thaw him out. You will get the Zora Tunic which allows you to swim underwater. Now go and use blue fire on the door to the Zora store if you desire. Go to lake Hylia (you can warp using the serenade of water), equip the Zora tunic and the Iron boots and use the hookshot on the blue diamond over the underwater doorway to enter the Water Temple.

Once inside, remove your boots and swim along to the ledge on the right. Then put on your boots and sink down to enter the tunnel

which is framed by two torches. Talk to Ruto, then stand in the centre of the room and remove your boots to float up. Play Zelda's Lullaby at the TriForce symbol and the water level will drop. Through the door here is the dungeon map. Now drop down and light the unlit torchs by firing an arrow through the burning one. Go and fight the Clams, by targeting them and firing your hookshot into their open mouths. Now head back to the main room and go off to the left, ignoring the first tunnel, instead going to the tunnel blocked with a moveable block. Push this block forward until it drops away. Drop down and climb up the other side. Hit the switch and jump onto the jet of water, using it to jump over to the other side. Equip your boots and sink down in the whirlpool room. Stand across from the statue and shoot the switch in it's mouth with your hookshot, then spin and shoot the target inside the tunnel. Enter the tunnel and float up to get the key. Hit the switch and go through the open gate. Remove your boots to float up out of the whirlpool. Head back to the main room, using the hookshot to get out of the tunnel. Stand on the block you pushed down and look up to the hookshot target to get you up and out.

Go to the tower in the middle of the main room and unlock the chained door and enter. Hookshot up to the ledge and play Zelda's Lullaby at the TriForce symbol to raise the water level. Put on your boots and drop down, entering the hole under where the block was. In the room with the switch, shoot it with your hookshot from a distance, and fight the resulting enemies. Target the spikey ball creature and kill it with your hookshot, using your shield to protect against it's attacks. Once you kill all these guys, attack the clams, shooting them in the mouth like earlier. A grate will open which you can float up to, get the key and return to the main room. Enter the upper door. Find the tunnel marked with two pots and go through, using your hookshot to get over the spikes. Hookshot up to the ceiling and shoot an arrow at the switch. Get the compass from the chest. Back at the main room, put on the Iron Boots and jump into the water. Go to Ruto's room and float up again. Bomb the crack in the wall for a key. Go back to the main room, remove your boots and float up along the left wall. Enter the first chained door, stand on the water jet and shoot an arrow at the switch to be propelled into the next room. Play Zelda's Lullaby at the TriForce symbol to raise the water as high as it will go. Drop into the water and swim left to the locked door, go through. Drop down two platforms, then to the motionless platform to your right. Hookshot the targets on the moving hookshot targets to get up to the top of the waterfall, and unlock the chained door.

Use your hookshot on the switch in the middle of the room, which raises the water, then hookshot over to the nearest statue. Now hookshot the switch again and lower the water. To your right is a hookshot target, allowing you to get over to that side. Climb over the statue, and shoot the switch again to raise the water. Again, hookshot to the next statue and again shoot the switch to lower the water. Now stand on the statue, shoot the switch and you will get taken up into the next room. You will have to

Play the Minuet of Forest!

kill the spiders, hookshot the shield-eater and then hookshot the target in the ceiling to progress. You will see a lake with a dead tree, just walk towards the pillar, ignoring this illusion. You will face the evil Link.

To beat Dark Link, stand on the middle island and hit him with the hammer, use Din's Fire if you have it. When he dies the illusion fades and you can enter the unlocked door and get the Hookshot upgrade, the Longshot. Behind the chest is a blue block, so play the song of Time to remove it. Drop down the hole. Swim down the river and when near a whirlpool, equip your boots to get past it. There is a ledge to the left just before a big whirlpool, get up there are use your bow to shoot the gold eye over on the other side. Use the Hookshot on the chest to get across and get the key. Now keep going, heading all the way back to the main room, dive down and re-enter the cavern which you saw Ruto in. Float up and play Zelda's Lullaby to change the water level again. Drop down and re-enter the main room. Enter the tower and play the Lullaby again to raise the water level halfway. Exit and go around the back of the tower, there's a grate here. Shoot the gold eye with an arrow, then hookshot down the hall using the hookshot target. When you reach a block, pull it left as far as it goes then continue down the passage. Look up and hookshot back up into the main room. Go back around to the block and now push it forward. Go right and get the key. Head back to the main room, drop down and this time go into the passage to the

left of Ruto's room. Float up and then hookshot over the spikes. In the next room, try to kill as many spiders as you can then wade through the water with your boots on. Get up and out the other side, go through the door, then drop down to the nearest ledge on your right. Bomb the crack in the wall. Swim across to the other platform first, and bomb the wall there. Go in here and push the block all the way forward. Now go around to the first hole and pull the block as far as you can. Again, go around to the other side, and push the block on top of the switch. The water rises, float up and enter the door with the steps. Hit the switch and jump across the water jets. Head right and sink into the water with your boots. Float up the other side and enter the locked door using a key. Get the boss key, and then return the way you came to the main room. Float up to the door with the red block and raise the water to the highest level. Use your hookshot on the statue with the hookshot target and then go through the door behind it. Run up the ramp on the right hand side when the first spike starts moving left. Enter the boss door and get onto a platform.

Now face Morpha. Keep a good distance from the tentacle, and use your hookshot on the Z-targeted red thing, pulling it towards you and slashing it with your sword. If the tentacle gets too close to you, use Din's Fire to burn it away. Two tentacles will appear, but use the same method. When it dies, the water drops and you get your Heart Container.

# Lens of Truth

On the Island in the middle of Lake Hylia, go to the plaque and shoot an arrow into the sun as it rises in the morning. Go fetch the fire arrow on the bank. Return to Kakariko and learn the Nocturne of Shadows from the Sheik. Now go back to the temple of time and change back into child Link. Go to the windmill in Kakariko and play the Song of Storms to the music guy. The water level in the well will drain, go and enter the well. Crawl into the hole and go down the ladder. Kill the Skulltula, then walk straight through the illusion wall. Keep running straight forward through another fake wall. In the next room, go around the invisible pit in the middle of the room and through the fake wall on the other side. Stand on the TriForce symbol and play the Lullaby to lower the water. Now go all the way back to where you started till you reach the big pit. Fall in and crawl through the hole. Kill the Skulltula, climb the vines and enter the boss room. Here you can just go nuts with your sword, concentrate on the thing that bites you. Get the Lens of Truth from the chest. Use the lens to see an invisible chest. Inside is 200 rupees. Play the Prelude of Light to warp out back to the temple. Become adult Link again.





You found the Lens of Truth! Set it to C and press C to look through it! Mysterious things are hidden everywhere!

# Shadow Temple

Play the Nocturne of Shadows to warp to the shadow temple, enter the cave and stand in the middle of the unlit torches. Use Din's Fire to light them all at once and open the entrance. Go down the hall, use the hookshot to get across the gap, walk straight through the wall here. Go left and walk two tile-lengths down, use the Lens of Truth to see where you can walk through the wall and enter. Keep progressing on, through the next door and wall until you are in a seemingly empty room. Enter the wall over on the right, enter the door and kill the zombie and bats and then retrieve the Dungeon Map. Now go back out and stick to the right, go through the wall, follow the path with the two pots either side and continue on through the invisible walls till you reach the mini-boss. Kill it the same way you did when you retrieved the Lens of Truth, then you will be awarded the Hover Boots. Now return to the room with the large statue in the middle. Use the Lens to see which of the skulls on the pillars is real. Now push the statue so it's pointing at that skull. Put on the Hover boots and float across the pit to the platform and enter the door. You can destroy the laser here with bombs, then stand in it's spot and play the Song of Storms for a Fairy to heal you up. Then head right, through the wall, play the Song of the Sun to paralyse the zombies, kill them, get the Compass.

Return to the previous room and continue on straight through the wall. Avoid the swinging blades and collect the silver rupees, using your hookshot to grab the one up on the platform. Get the key from the revealed alcove, then return to the laser room and bomb the north wall. Unlock the door, go through and avoid the falling skulltulas by avoiding their shadows. Drop down, dodge the blades and kill the skulltulas. In the big room, jump over the gap, dodging the blades, but kill the skull on the third one first. You'll reach a skeleton, once killed, play the Song of Storms for another Fairy. Now wait for the platform in front of you to drop, then hover forward as far as you can go to land on it. When it now reaches it's highest point, hover forward to safety. Grab all the silver rupees (you have to kill the laser for one), and enter the revealing door. There are falling blades here, so use the Lens to uncover a large block on the right. Pull it over onto the face tile, then push it forwards to stop the blades from hitting you. At the second face tile, walk around and pull it to the third face tile. Climb onto the block and hover over to the platform on the left. When the spikey platform is lowered, walk across it to the other side. The yellow switch activates a chest back the way you came with a key. Grab it! Head back to the big room, and spy the rock ramp in the corner. Use this to get to a platform, from where you can use the Lens to uncover ledges behind the falling blade. Go through the door, use the Lens to reveal the invisible spikes in the floor, and kill the zombies to reveal a chest with rupees. Hookshot around the joint to get all the silver rupees, using your Lens to uncover an invisible ledge and hookshot target. Hover off the edge

You got the *Hover Boots*! With these mysterious boots you can hover above the ground. The downside? No traction!

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You got the *Fire Arrow*! Set it to C and your arrows will be powered up! If you hit your target, it will catch fire.

to get the rupee, making the door open. Go through kill all the bats, then go up and throw a bomb into the giant skull to receive a key. Go back to the previous room, use the Lens to spot the invisible hookshot target up on the ceiling. Use this to get to the now unlockable door. Put on the Iron Boots to stop the fans up ahead from blowing you around. When you get to the fan on the other side of the pit, wait for it to stop, equip the Hover boots to float across and then immediately re-equip the Iron boots. Drop off the ledge and head towards the door. Kill the eye above the door with an arrow in it when it's open. Kill the zombies, play the Song of Sun for a Fairy, grab the arrows from the chest and leave this room. Use the Lens to reveal a hole in the wall, stand in front of it and equip the Hover boots when the fan stops. Stand closest to the fan and let it blow you across to the opening. Enter this room and use a bomb on the pile of dirt for an invisible chest with a key. Kill the zombies and go through the door. Pull the block under the ladder onto the face tile. Climb the ladder, jump across and stand on the TriForce symbol and play Zelda's Lullaby. Kill the skeletons and jump off the ship when it begins to sink, onto the platform over on your left and enter the door. In this room, visit each room to get essential keys. Use your Lens to reveal the invisible hand in the South door, and use Din's fire to destroy the closing walls in the North room for the Boss Key. Now reenter the room you entered from. Shoot an arrow at the bomb plants under the statue to get it to fall across, making a bridge. Go through the locked door, and use the Lens and Hover Boots to get across the invisible ledges. Keep your boots equipped and drop down the hole on the other

side of the Boss door to face Bongo Bongo.

Target his hand and shoot it with an arrow, it will go blue, so do the same to the other hand. Now you can slash his eye. Repeat this process to defeat him. Get your Heart Container and the hell out of there!

# Gerudo Fortress

Go out into Hyrule field and call Epona, then use her to gallop to the Gerudo area, jumping the gap in the bridge. Stop for a chat and then continue on to the fortress. You will be captured by a guard and put in a cell. Look up to the window and hookshot to it. Fall through and enter the door right there. Talk to the carpenter in the cell, and defeat the guard skillfully using your shield to block it's attacks. Get the key and free the carpenter. Go outside, turn left and enter the next door. Turn right at the hallway and shoot the head of the guard poking above the box. From where this guard was you can shoot the next two guards in the hallway. Enter the room and go up the ramp. Outside, turn right and drop down and go through the door. You can kill the guard here by waiting with an arrow ready to fire into them when they walk by. Go right, left and right and talk to the next carpenter. Again, fight the guard to free the prisoner. Go back out and drop down a level. Go left, climb up the vines and enter the door directly in front of you. Free the third carpenter then go back out and drop down to ground level. Go left and enter the door just before the Gerudo in white. Get to the fourth carpenter and free him too.

Now you will receive Gerudo membership, the bridge will be repaired by the carpenters and you can explore the fortress and try out the training area. To continue with the mission, head to the big gate and talk to the girl next to it. Head out into the desert.....

# Spirit Temple

Use the hover boots to get across the sand. Follow the flags to the stone building and read the plaque that's there. Equip the Lens of Truth and you'll see a ghost. Follow the ghost through the desert to reach the Colossus. Look for a crack in the wall over on your right between two trees. Destroy this to find another magic Fairy and receive Nayru's Love. You can also go out and stand on the rock in the sand pit and play the Song of Storms to create a Fairy fountain. Enter the temple and then walk straight back out to meet Sheik and learn the Requiem of Spirit. Warp back to the Temple of Time, change back into Young Link and then warp back to the Spirit temple. Enter, go up the stairs and left. To get this conversation right, say "Nothing" and say "No" when asked if you like Ganon. You will be asked to complete a task. Crawl through the hole, kill the bats and statue then enter the right door and light the torches there with a lit Deku stick. Return and go through the other door, then beat the Skeleton and skull (use your boomerang and slingshot). Now throw your boomerang at the switch, the fence will fall down creating a bridge. Enter the next room and use Din's Fire to kill the guys which mimic

The Legend of Zelda Ocarina of Time



**Requiem of Spirit**

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your moves. Go through the next door and get the key from the chest then collect all the silver rupees to create a bridge. Now go back to the first room and crawl through the hole next to the two torches. Enter the door, kill the skulltulas and climb the wall. Continue on and reach the lizardmen. Once defeated, you can use your boomerang to hit the switch above you to open up some chests. Get the Bombchus from the chest and aim one so it goes up and hits the boulder. The door will open, so go through and to your left is a stone statue which you must push off the ledge onto a switch. GO up the steps and light a Deku stick at the torch, then drop down and light up the two torches to get a chest with the Dungeon map. Go back up to the steps and enter the door. Head on through to the next room where you have to again collect all the silver rupees. To retrieve all of them, you'll have to destroy the rotating lasers things. A torch will light, so use it with a Deku stick to light all the other torches and you'll get a chest with a key in it. You have to move the blocks around the room, so that the one with the sun symbol on it is under the beam of sunlight. Now enter the door it opened, and go up into the next room. Hit the throne with your sword and fight this Iron Knuckle. To win, try Z-targeting him and make sure to keep your distance. Do a jumping attack with your sword to hurt him and his attacks should miss you. Go through the door and up to the chest outside which holds the Silver Gauntlets. Now play the Prelude of Light to warp back to the Temple of Time and become Adult Link again. Play the Requiem of Spirit to warp back to the Spirit Temple.

Go up the stairs to the right where there is a large block. Push it off the ledge and drop down into the next room. Shoot the switch on the ceiling with an arrow, and go through the door on the left. Kill the wolves and then play Zelda's Lullaby on the TriForce symbol to make a chest appear. Now hookshot across to the chest and get the compass. Return and now use the door on the right, and collect all the silver rupees again. You can use your Hover boots to get the rupee floating in the air. Enter the door that opens and get a key from the chest. Now you can go back to the room with the locked door and enter it.

Avoid the flying pots and get to the wall you can climb up, then get up there and use your Lens to reveal the Hand monster. Destroy this guy and then push the handle on the statue so it reaches the third sun symbol on the left. Go through the door that opens and you are back in the big statue room. Go up the stairs and get onto the statues hand with the TriForce symbol, then play Zelda's Lullaby here. A chest will appear in the other hand, so go over to it and take the key from it. Find the hookshot target above the door you came in and hookshot up there to get to the locked door. Kill the lasers with Bombchus and then fight the spirits who fire the arrows at you and head on through the next door. Now ignore the statues and stand next to the door over on your right. Then fire at arrow at the statue furthest from you and it will come alive and step on the switch which will open the door you're standing against. Go through quickly. Use your Lens to reveal the chests with some handy hearts and go up the stairs. Here there is another

mini boss, Iron Knuckle. Now that you're older it won't take as long to bump him off. Just wait till he's swung his axe and then move in for a slash with your sword. Once defeated go up outside to the chest and retrieve the Mirror Shield. Go back inside down to the room with the statues and use the beam of sun by reflecting it off the mirror shield onto the sun symbol. A door will open, so go through and get the key from the chest. Now back track to the room which had the floating spirits and unlock the door here. Go through and destroy the laser things and the skulltula on the wall. Then hookshot up to the very top section of the wall which is climbable. Kill the next two laser things and go through the door. Now go play Zelda's Lullaby on the TriForce symbol to open the door and go through. Blow up the fake door to the left of the chest to expose a gold eye. Shoot this and an ice block will appear. Now hookshot to the ice block by using the hookshot target up on the ceiling above it, once on the block, jump across to the switch, step on it and then drop down to get the boss key. Leave the room, turn right and go through the door. Hit the switch behind the grill with a spinning slash. Go through the door and make mincemeat of everything in the room, then relfect the sunlight off the mirror shield onto the sun symbol on the archway to get a chest with some bombs. Bomb the wall to the right of the statue and then push it so the light beams down into this new hallway. Go down here and push the next statue so that the light beams back into the room and through the grill. Now go back into the room and stand in the light, then reflect the

The Master Sword is a ship with which you can sail upstream and downstream through time's river...

I command you to return them to me!

sunlight off the mirror shield onto the sun symbol on the wall and you will be taken to the big statue room again. Stand in the light on the platform and reflect the light off your shield onto the statue's face. The face will fall away and you can hookshot into it, leading to the boss room. To beat him, wait for him to begin his swing and then do a backflip away from him, immediately doing a forward jumping slash back at him to get your attack in whilst avoiding his axe. When he is defeated, go through the door behind the throne and down the hall. Go up and stand on the big platform to face the final boss - Twinrova.

Stand on one of the platforms over to the side and use your mirror shield to reflect one spirit's attacks back at another. If they come over to your side, just jump away and continue the technique, then jump back to your safe platform. When they have been zapped a few times, they will form the one boss. Jump onto the main platform and Z-target the boss, keeping your shield out. Your shield will absorb the attacks and then bounce them back at her, but you must only absorb three of the same element for it to fire back at her. If you've just absorbed an ice attack and she shoots fire, you will have to dodge it. When she falls down, hover over to her and let her have it with your sword. Repeat this to victory, then grab your heart container and step into the blue light. After the story cutscene, use the Prelude of Light to get back to the Temple of Time and get the light arrows. Next is Ganon's castle, so be sure to investigate all the other cool things in the game you wanted to do, because this final dungeon will be the last.

## Ganon's Castle

Make sure you take a bunch of Fairies in bottles with you (you'll need it). When you approach the castle a rainbow bridge will form, so you can enter. Go down the hall and run straight through the door. Now stick to the right until you see a door with a purple Shadow Temple symbol above it. Enter here and hookshot over to the chest on the left. Equip your hover boots and shoot a fire arrow across at the unlit torch on another platform. Run quickly across the platforms that appear to the block just after the shield eater, then use the Lens of Truth to see the invisible walkway. Take the walkway on the right and jump down to the switch. A large chest will appear which you can hookshot across to where you will get the Golden Gauntlets. Now take the left invisible path to another switch which you have to hit with your hammer, and then follow the right path again to a door. Enter here and shoot the floating ball with a light arrow. You'll be back in the main room, so just make your way back outside of the castle, go down the bridge and around to the left. Because you have the Golden Gauntlets, you can pick up the large pillar there and enter the cave. Play Zelda's Lullaby to summon the Fairy, and you will be taught Double Defense. Now head back into the main room of the castle and just head straight to the first door (with the green forest symbol). Kill the wolf and light all the torches with Din's Fire. Above the doorway is another torch you will have to light with a fire arrow. Equip your hover boots and enter the next room. First wait for the fan on the left and pick

up the silver rupee, then turn right and get blown across the room. Hover across to the switch, hit it and then turn around and hookshot up to the silver rupee which was out of reach before. Now throw a bomb at the laser in the middle of the room, and hover over to the platform once it's destroyed. From here you can hover across for another silver rupee, and then come back and hover to the platform under the door. When the fan to the right of the door stops blowing, you can hover across for the other silver rupee. Go through the door and use a light arrow on the ball to warp back to the main room.

Now head through the door with the water barrier, you will need to fill a bottle with Blue Fire. Next destroy the two ice statues and then melt the ice on the door with the blue fire, then go and refill your bottle again. Enter the next room and push the ice block on your right so that it falls into the hole. Then push the other block into the alcove in the wall. Climb up onto it and use the blue fire to melt the ice. Hit the switch with your hammer and go through the next door. Again, fire a light arrow at the ball to warp back to the main room. Continue to the right to the fire door. Equip Goron's Tunic and the Hover boots and then collect all silver rupees, being careful of the sinking platforms. Then head down to the large pillar and move it with your gauntlets, revealing another. The others are on the far right side of the room. Now hookshot to the hookshot target next to the door and go through, again firing a Light arrow at the ball to warp back to the main room. Now head right again and enter the door with the Light barrier. In here, just kill the bats and skulltula and then get the key from the chest that appears. Go through the door and

play Zelda's Lullaby for another key, allowing you to progress through the next door. In this room, again collect all the silver rupees (use your hookshot to get the ones out of reach). Then progress to the next room, and straight through the fake wall to the room with the ball. Warp back to the central room again.

Now head through into the Spirit door. Kill the laser turret with bombs and collect all the silver rupees. You can hookshot up to the ceiling to get the last one. In the next room, kill the fire slugs and then try a spinning slash on the switch to get some more Bombchus. Use one on the fence so it goes up and over to blow up the other switch. Go through the next door to a room with sun symbols. Shoot a fire arrow up into the hole in the ceiling to let in sunlight. Use the mirror shield to reflect the light onto the symbol to the right of the entry. Go through to another ball, hit it with Light arrows and warp back again once more. Next you will be facing the final boss, so make sure you have some life fairies in bottles and at least one magic refill, you will also need all the arrows you can get your hands on. Now go into the big tower in the middle of the room, and head up the stairs and through the door. Kill all the creatures to progress on through the door and up the stairs further. Eventually there will be a room with the boss key chest engulfed in flames. Just kill all the monsters here to get it. Soon you will also have to fight two Iron Knuckles, so use the same backflip then lunge attack to polish them off one by one. Then you will reach a room with a huge pillar in the centre of it. Leave the pots here for later use, and just continue on through the next door and up the final stairs. Here you will confront Ganondorf himself!!

# Ganondorf

Equip your hover boots and stick to the platform on the side. When he fires a ball of magic at you, you have to hit it back at him like you did with the phantom Ganon earlier in the game. Play this game of deadly tennis until he misses and it hits him. When he is stunned, shoot him with a Light Arrow. Now use your hookshot on him to get over to the big evil guy and get in as many sword hits as you can. Then quickly get back to your safe corner. If you ever get knocked down off the pillar, you can get life from the pots and use the Longshot to get back up the pillar quickly. Repeat this fight until he decides to alter his attack. He will start to summon some deadly magic above his head, so quickly shoot him with a Light Arrow now to stun him again. If he manages to get his attack out at you, it is possible to reflect it with a spinning sword attack. Soon he will be defeated using these techniques. Zelda will appear, so now remove your hover boots and run to the doors, as she will open them for you. Once outside the castle it will be destroyed, but the evil Ganon is not yet defeated! Use your Light Arrows to stun him and then do a jumping slash with your sword on his tail. When he knocks your sword away, quickly go and retrieve it and use it on the big ugly guy till he drops.



# Heart Container Pieces - Part 2

During the Adult Link stage of the game, you can retrieve more heart container pieces to make life easier in the long run.

## Hyrule Field

Leave the castle and head to the right to the brown tree. Bomb it's base, drop down and use the Iron Boots to sink down to get the heart piece.

## Kakariko Village

Use your Longshot to get up to the guy sitting on the roof near the construction tower. He will give you a piece.

## Kakariko Graveyard

Pull back the middle gravestone in the second row, drop down, kill the zombie and play the Sun Song to get a heart container piece.

## Dampe's Race

Complete the race against the gravedigger's ghost in under one minute to be rewarded with a piece.

## Kakariko Graveyard

Plant a magic bean as Young Link in the soil spot and return as Adult Link, to ride the plant up to a heart container piece.

## Death Mountain

Plant a magic bean at the entrance to Dodongo's cavern, then return as Adult Link to ride it up to a piece above the entrance.

## Death Mountain Crater

Plant a magic bean at the entrance to the Fire Temple, and ride the plant to a heart piece in a hole on the side of the crater wall, and also another heart piece up on a volcano peak.

## Lake Hylia

Plant a magic bean outside the Lake Hylia Lab and return as Adult Link to ride it up onto the roof and then go up the ladder for the heart piece.

## Lake Hylia Lab

Use the Gold Scale to dive down the water inside the lab and than talk to the old guy for a heart piece.

## Zora's Fountain

Find a heart container piece sitting on an ice block over on the Eastern side.

## Zora's Fountain

Use the Iron Boots and Zora Tunic to sink down under the water and grab a heart piece.

## Ice Cavern

There is a heart container piece in the room east of the rotating blade room. Melt the red ice with Blue Fire to get it.

## Gerudo Valley

Use a chicken to float off the bridge to the right down to a platform where you can plant a magic bean, then return to ride it to a heart piece.

## Gerudo Fortress

Beat the horseback archery with 1000 points or more for a heart piece.

## Desert Colossus

Plant a magic bean at the entrance to the spirit temple, then return as Adult Link and ride it so you can jump off onto the stone arch and grab the heart piece.

## GLOBAL CHANGE

I vividly recall playing Snipes (a character based game bundled with early versions of Novell's Netware) across a network against other players. The concept of beating human opponents instead of the unseen face of the computer was infinitely more appealing. Years have past, technology has advanced, and now I'm adventuring with mates in Baldur's Gate and attacking in formation in Tribes against players around the globe.

With the growth of multiplayer games comes the



need to market players and their abilities. Local heroes battling against other such 'gaming celebs' draws crowds, and all of a sudden a garage LAN has blossomed into a spectator focused event drawing crowds of players and non-players alike. We have been at this stage for the last 8 months or so in this country. The next stage is to grow the community and provide a professional circuit for career based gamers.

For the last two years the US have led the world in providing an arena for professional gamers. The PGL (Professional Gamers League) has been running for around 18 months, and is funded by corporate companies. It provides a professional circuit for gamers, with cash prizes and exposure enough to give the top gamers the possibility of a career. Thresh is a good example of this, with his reputation and exposure he has become a regular writer and critic of the gaming community.

As the gaming communities around the world become more experienced, more organised - we are seeing the emergence of national leagues in countries around the world. Here in Australia we are still building the foundations of a professional gamers circuit. ACGP is working as part of the community to build a national structure that will benefit all gamers, and one that will last for years to come. This trial tournament that we are running at the moment is designed to get people into the habit of thinking on a national level - to get used to working together towards a professional circuit.

With releases like Quake3 Arena, and advances in technology like the Dreamcast, the next two years in the gaming community looks to be a busy and exciting time.

## FORTRESS FEVER





GAMEPLAY SCREEN SHOTS FROM TEAM FORTRESS 2, WHICH IS SET TO HAVE A HUGE WORLD WIDE FOLLOWING.

Team Fortress (TF) in Australia comes of age over the next few months, beginning with its entrance into the ACGP. The TF component of ACGP now covers WA, SA, VIC, NSW, and QLD. Both Divisions of the Australian Team Fortress League (OZTFL) will be having their Finals Series over the Internet during March, with some very tense competition to qualify for these matches.

OZTFCon 99 is a LAN party being held in Sydney in June in conjunction with Challenge-Au TF. The main focus will be on a State of Origin TF competition to select an Australian Team, while most players will be there to enjoy high quality games of the upcoming releases of Half-Life Team Fortress Classic, and Team Fortress 2 by Valve Software.

In other recent Australian TF news "TF Goss in OZ" exploded into the TF Community bringing a much-needed sense of humour to the party, with its mix of news, twisted jokes, cheesy music, and extremely high voices. Western Australian [AF] Dox is world renowned

for his model packs for TF. His rocket launcher and sentry gun models can be found on countless machines worldwide. While The Australian Quake Team Fortress Clan Rankings (OTFCR) continues its very popular competition in 1999 with over 50 clans.

### TF Links:

ACGP http://www.acgp.com.au
SGL http://sgl.golsyd.net.au
QGL http://www.qgl.org
VML http://www.newsninja.com/vml
WATFL http://quake.axg.net/watfl/
SAML http://www.kastinet.net.au/sawonderlan/
Challenge-AU TF http://www.challenge-au.com/tf
OZTFCon 99 http://oztfcon.metrocs.com.au
OZTFL http://oztf.sa.com.au
OTFCR http://otfcr.kanga.com.au
OZTF News http://oztf.newsninja.com
TF Goss in Oz http://ekon.feet.com.au
TF Done Easy
http://www.planetfortress.com.au/tfdone_easy
[AF] Dox 's Models
http://www.planetfortress.com/tfdone_easy/dox/models.html

## THE INTERNATIONAL TEKKEN 3 CHAMPIONSHIPS



### The Kings of the Iron First

Remember in recent months we said that the finals for the Tekken 3 comp were going to be held in the UK? Well, it happened, and our own Australian Champion, Carl Maxwell did us proud by making it to the semi final, where he lost to the Namco Champion, Ryan Heart from the UK, who went on to win the tournament. There were national champions from 18 countries in attendance, and also 14 Wild Card entries (players who had to battle through a long session of qualifying rounds leading up to the actual tournament).

Interestingly, no Wild Card entries made it past the second round, proving that the national champions were certainly the best players from around the world. One curious note from us... What about a Japanese national champion??

The winner walked off with a very large cheque (look at the size of it!), and the honour of being dubbed World Champion. For those curious, Ryan used Paul Phoenix as his character of choice, and runner up Jonas Nordstrom used Nina.

Hopefully we'll get to see tournaments like this for Virtua Fighter 3tb, Tekken 4, and other top fighting games to come!



*WC = Wild card entrant

### 1st Round

**Carl Maxwell** (Australia) def WC1
**Sjoerd Bisserd** (Benelux) def WC 2
**Pierre Landouzy** (France) def **Markus Schmidt** (Austria)
**Gerry Casey** (Ireland) def WC 3
**Ryan Heart** (Namco) def **Peter Horak** (Czech Republic)
WC 4 def WC 5
**Ahmed A Barbassi** (Saudi Arabia) def **Donavan Morten** (South Africa)
**C.J. Kyles** (USA) def WC 6
WC 7 def **Eleutherios Tzatzanas** (Greece)
**Jonas Nordstrom** (Sweden) def **Michael Andei** (Switzerland)
**Daneal Carvalhr** (Portugal) def WC 8
**Juan Caballe Talavara** (Spain) def WC 9
**Andre Drepper** (Germany) def **Edward Callis** (United Kingdom)
WC 10 def WC 11
**Soren Hasen** (Denmark) def WC 12
WC 13 def WC 14

### 2nd Round

**Carl Maxwell** def **Sebastien Setterholm** (WC)
**Pierre Landouzy** def **Gerry Casey**
**Ryan Heart** def **Chris Berry** (WC)
**Ahmed A Barbassi** def **CJ Kyles**
**Jonas Nordstrom** def **Man Le** (WC)
**Juan Caballe Talavara** def **Daneal Carvalhr**
**Andre Drepper** def **Rahul Patel** (WC)
**Soren Hansen** def **Alan Chang** (WC)

### Quarter Finals

**Carl Maxwell** def **Pierre Landouzy**
**Ryan Heart** def **Ahmed A Barbassi**
**Jonas Nordstrom** def **Juan Caballe Talavara**
**Andre Drepper** def **Soren Hansen**

### Semi Finals

**Ryan Heart** def **Carl Maxwell**
**Jonas Nordstrom** def **Andre Drepper**

### Grand Final

**Ryan Heart** def **Jonas Nordstrom**

## THE MULTIPLAYER DIRECTORY

A handy list of URLs for the PC multiplayer gaming community.

### National Gaming Services

**ACGP** - http://www.acgp.com.au/
Australian Computer Gamer Professionals
**Wireplay** - http://www.wireplay.com.au/
An online gaming service currently catering to Melbourne, Sydney and Brisbane
**Multiplay** - http://www.multiplay.com.au/
An online gaming service that is the official Australian licensee of the TEN (Total Entertainment Network) client

### Major State LAN events

**VML** - http://www.newsninja.com/vml/
Victorian Multiplayer League. The major Victorian regular LAN event.
**MPU** - http://www.mpu.com.au/
Multiplayer United. A monthly NSW LAN event.
**SGL** http://sgl.golsyd.net.au
Sydney Gamers League providing the competition on MPU lans for the national league.
**QGL** http://www.qgl.org
Queensland Gaming League providing competition for the national league
**NT** http://ausquake.newsninja.com/ntmgl/
New league / Lan formed in the Northern Territory providing competition for the National league.
**SA** http://www.kastinet.net.au/sawonderlan/
South Australian Lan & League providing competition for the National League.
**WA** http://www.iinet.net.au/~stomp/WAGL/
Western Australia Lan & League providing competition for the National League

### Quake Scene

**Challenge-AU** - http://www.challenge-au.com/
A site is dedicated to International Quake challenges.
**AusQuake** - http://ausquake.newsninja.com/
The main Australian Quake 2 web page.
**Quake.AU** - http://www.quake-au.net/
A top Quake news site that covers a broad range of stuff, run by Malby.
**OZTFL** - http://oztfl.newsninja.com/
An Australian Team Fortress League.
**OTFCR** - http://otfcr.kanga.com.au/
The other major Australian Team Fortress League.
**Q2 League** - http://sas.ml.org/q2league/
A Quake 2 Capture the Flag league, based on the Power servers.

### Starcraft

**KSCL** - http://gameserver1.ogn.aust.com/leagues/sc/
Kali Starcraft League. A dedicated Australian Starcraft ladder, separate from the Battle.Net ladder.

# GUNMEN WARS

> TIM LEVY





Honing in on the primeval hunter in all of us (unless you are a pacifist) is Namco's latest version of paintball without the paintballs. First perspective 3D shooters such as the 'joystick' controlled Quake(s) and Goldeneye have been major hits in the home domain, while light gun games such as Virtua Cop and Time Crisis did it for us in the arcade. In the past, all arcade light gun shooters have been 'on rails' i.e. you only have to aim. But now, finally, some brainiac down at Namco's Research and Development Lab has come up with an interface which marries both aiming AND character movement to leave us with what could be the future of a new series of 1st perspective arcade shooters...

Gunmen Wars may be a so-so game in one player mode, though in 2-4 or even 8 player mode it begins to be Jokesville 1999. Firstly, Namcos 'NamCam' digital camera takes a snap shot of each players face (or whatever) and displays it directly above your character on the screen. Secondly, you choose which 4 person team you wish to be on (red /blue). Thirdly, you choose the environment to shoot it out in (Shopping District, Waterfront Park or Subway Underpass). Fourthly, you attempt to take out as many of the opposition as possible. When someone dies after their health-o-meter is totally diminished, 4 or 5 diamonds appear which must be collected before they evaporate. The team with the most amount of diamonds at the end of the game wins.

Strategies for the game are: watch your back; always gang up for increased firepower and try to fire at opponents from a distance if possible as you are less likely to be caught in deadly crossfire. Unfortunately, a fairly strict time limit doesn't encourage stealth and sniping but leaves you in the position for more of a gung-ho manic blast-a-thon.

Although the game is essentially 'Tokyo Wars' but with humans instead of tanks, Gunmen Wars doesn't offer anything really new in the gameplay department. A way of being able to 'buy' a set amount of time to play and have slightly more interesting environs to battle it out in would greatly increase the games longevity and popularity. In any case, it looks as if we will be seeing increasingly realistic gun fight sims in the future. Now we just have to find the right voltage for the 'bullet hit' simulating electrodes. Hmmmm, realism.

**6.5/10** for the game,
**9/10** for the interface.

# DANCE DANCE REVOLUTION KONAMI

As dance music has come to dominate the music charts, we have seen dance culture permeate to all levels of entertainment. Games such as Parrapa the Rapper, Bust a Groove and HipHop Mania have been very successful and a welcome inclusion to the often genre bound (shooting and driving) video game industry. Dance Dance Revolution with its innovative floor interface, can be seen (and heard) as somewhat as a karaeoki machine for dancers.

The game works like this - you choose the track you wish to dance to. As the music plays, directional arrows progress vertically upwards on a screen. When the arrows reach a specific point, you must activate the corresponding arrow on a floor interface with your feet (see picture). With the correct timing you score points as well as encouraging a funky on-screen dancer to boogie to the rhythm. Mainly the game is about knowing the music and the steps to go with it. The recent trend in Japan has been to get the moves off the internet and practice in your own living room before heading down to the local arcade to 'break for it' against other kids. Whether this will be the case in Australia is yet to be seen, though it is always a laugh to watch people try to play this game for the first time.
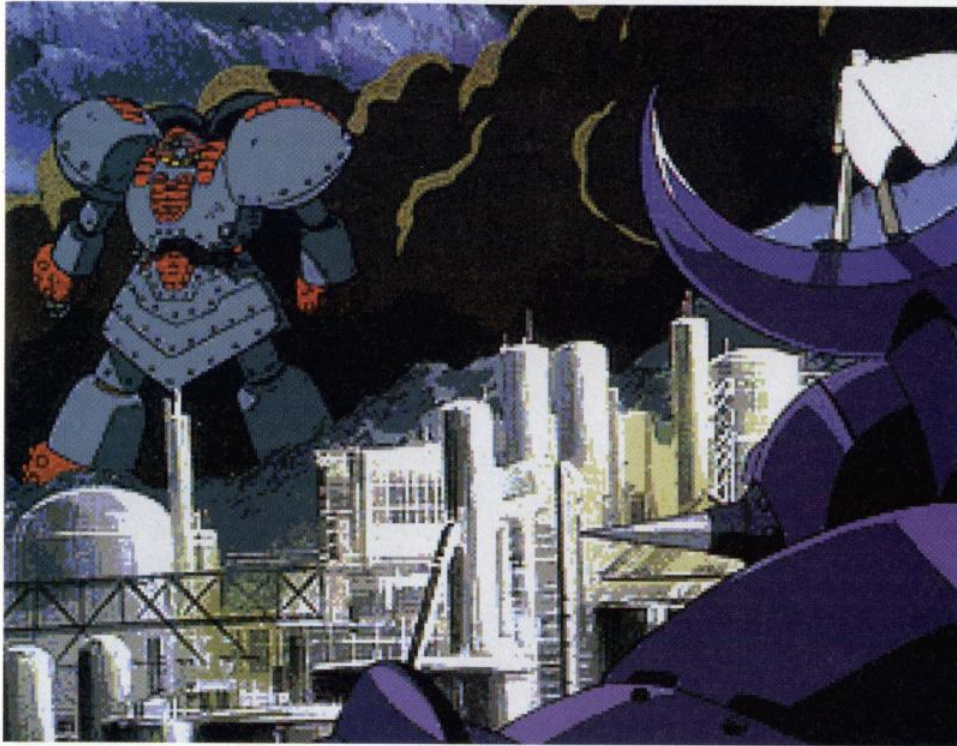
**7/10**

P.S.- this game is not for the overtly self-conscious.

# GIANT ROBO
FINAL EPISODE



**"Crush them now Giant Robo!"**

Ahh, the immortal words to bring tears to an anime freak like myself. Three years ago, Giant Robo the four part series was released to these shores (well, three of the tapes anyway!). The excitement that it created in the Hyper office was intense, with each new episode eagerly awaited by the Hyper crew. Then the cruelest thing happened. The series stopped with the final episode yet to be released. Blood flowed and there was general gnashing of teeth.

most evil criminal organization known to man; BIG FIRE! Its Big Fire's goal to dominate the planet, and await the coming of their leige lord (you guessed it) Master Big Fire himself. But fear not! For that international police organization INTERPOL is more than a match for Big Fire's council; the "Magnificent Ten". Caught up somewhere in the cross fire is Kusama Daisaku, son of the legendary creator of Giant Robo; humankinds most powerful weapon of mass destruction. Watch as a huge line-up of super-powered freaky





**Why all the big fuss?**

Giant Robo is to date the coolest and funkiest anime that I've ever seen. Where else would you see super powered beatniks battling ultra fast ninjas in a hip and happening retro environment? Where else will you see weird giant robots with ultra cheesy, mega freaky faces duking it out in cities and oceans, where the sun is literally blotted out by arrow storms and a giant (and I mean giant) black eye floats through the world threatening to destroy the human race as we know it? Set in 2039, the world is besieged by the rise of the

dudes battle it out for the right to control the world's revolutionary energy technology, the Shizuma Drive!

This series is impressive to say the least. Those of you out there who have been waiting like me for the final episode to be completed, you can rest assured its been worth the wait (but only just!)

If you havent heard of or seen Giant Robo, this is one series you must not miss.

**10/10**

(Not rated) Available on import (subtitled version) through the Cartoon Gallery

# NIGHT WARRIORS DARKSTALKER'S REVENGE



It's a simple concept. Take every character that has frightened, spooked and horrified humankind since its inception, throw in some Cyber-punk tech, blend with a pinch of good old western religion and make these characters fight each other! Based on the popular 2D beat em up "from Capcom, Night Warriors is everything you want your traditional monsters to be. You have your muscle bound drill kicking blood sucking vampire; the ever sexy and scantily clad succubus! A heavy metal spinal tap like guitar playing zombie (a frighteningly real portrayal!) with his almost naked big fisted cat woman-demon. And of course, no horror flick with be complete without its angst ridden, philosophy spouting half breed vampire hunter, who's mission it is to wipe out the scum of the universe; in this case the Darkstalkers (or those who use the Dark side of the Force).

Night Warriors is set in a world where humankind is constantly in danger of being attacked by the Demon World. The inhabitants are simple Amish types, who spout pseudo-Christian ramblings as they bury their dead and go on the rampage with flame-throwers and cruxifices (secret life of the Mormons?). Bad news for the undead, except they're a zillion times more powerful, able to perform all manner of destructive and agile deeds in their quest to "show who's boss".

Though I enjoyed having a good tonk and fiddle with the game (the Mummy character being my fave) I have to say this anime adaptation of the game has much left to be desired; that is, the storyline and the execution of the narrative stinks. However, the execution of the animation itself is quite slick, with well-choreographed fight scenes (that tend to go a tad too long for their own good) and beautifully rendered images. If youre a fan of the game and want to see your characters perform all the same moves in an anime that they do in a game, then the Night Warriors: Darkstalkers Revenge animated series is for you. However, if you find that bad scripting and cliched boring dialogue set to a monotonous plot line impedes your enjoyment when watching visual narrative, then avoid this like the plague.

**5.5/10**

Rated M. Available on import through the Cartoon Gallery

› ELIOT FISH

## ROGUE SQUADRON

Whilst we all bite our nails for the release of X-Wing: Alliance, Rogue Squadron makes a nice gap-filler with some top Star Wars action. If you're finding it a bit difficult, and yet want to see the cool bonus stages and fly the hidden craft, like the Falcon and the TIE, then pop around a few LucasArts fan sites for the low-down on this cool title. These are all unofficial sites, and all extremely cool!

**http://www.lucasgames.com/**
**http://www.forcecommander.com/rshq/**

### UNREAL Tournament

Unreal Tournament, which could just as easily be named Unreal 2: Tournament, along the lines of Quake 3: Arena, is looking extremely worthy of dividing some of the online gaming community. Epic have an official site up and running, so if you're after more information on the game, surf on over and check out what it has to offer... Although it uses the same engine as the original Unreal, there have been enough changes made besides the focus on the multiplayer game to make this a very intruiging concept...
**http://www.unrealtournament.com/**

### Starsiege: Tribes

Tribes has turned a few heads with it's awesome online team warfare, and now that there are Australian servers running (like at Wireplay), the demand is pretty strong for more info on this game. A good starting point for more details on maps, models, skins and mods is
http://www.tribesplayers.com/tribesplayers/
You can also check out the official site for patches and a good FAQ...
**http://www.sierra.com/dynamix/tribes/**

### Myth 2: Soulblighter

Want to meet up with other Myth 2 fanatics? Find out more about the game? Download funky stuff to play with? Get your teeth into some of these cool Myth 2 sites... for starters, **http://www.soulblighter.com/** is an unofficial site, and yet remarkably professional, even requiring you to sign up and log on with a password. Here you can find a whole library of strategies to examine for use within the game. Another excellent unofficial site is **http://www.myth2.org/** where you can catch the latest Myth 2 news and read up on

strategies, learn the maps and get in contact with other Myth 2 fans.

### Falcon 4.0

Now that the big one is out, the flight simmers amongst you are going to have a whole bunch of questions I'm sure. After thumbing through the hefty manual which comes with the game, you may need to get on the net to find some tips on playing the game. As you know, the Net community can be pretty freaky, and stupidly comprehensive websites on Falcon 4.0 are popping up like rabbits.
**http://www.f4hq.com/** is a pretty good starting point (and it's the home of the 158th-VFS Fighting Ravens!), but there's also **http://www.harborside.com/home/r/robinson/falcon/** and a good Aussie site at **http://falcon4.rtts.com.au/** so get into it.

# THE ULTIMA SERIES - THE EVOLUTION OF RPGS

> DAN TOOSE

Kneeling, the hordes sway and chant as a stately winged nightmare steps forward.

"Thou shouldst certainly ask everyone in town about it."

This month we saw a truly outstanding PC RPG in the form of Baldur's Gate. It could be argued that titles like Baldur's Gate would not be created if it weren't for the milestone RPGs of the past that made the genre popular, and if you want to talk about genre defining games, one need look no further than the Ultima series.

Richard Garriot finished his first RPG before he'd even left High School, this game was Alkabeth. At age 18, Richard had finished the first Ultima title. A very simple grid based game, with little depth to it, but the building blocks for success were already in place.

Ultima II was regarded by many as a rather wishy washy title, but Ultima III turned heads and was the first Ultima game to introduce multiple party members. The combat system at this point was very crude, however, it was far more visually satisfying than games like Bard's Tale which simply reported a numerical answer for your attack results.

The next game in the series, Ultima IV - Quest of the Avatar, has to go down in my books as the key factor in bringing RPGs to life, and helping them evolve out of the dark ages of pure stat crunching and grid paper mapping. Ultima IV allowed you to talk to people by entering words in response to what they said, and this would lead to everything from useless banter, through to vital quest information. Party members were also now acquired by meeting people who would join you, and there was even a morals system which ensured you actually had to act in a civilised manner.

Ultima V, still clung on to the rather basic character style visuals, but delivered them with far more pizazz than ever before, and also introduced an ongoing time line that included night and day. Richard Garriot also introduced some real consequence to the game that other titles had lacked. When captured by your nemesis, Lord Blackthorne, he would have one of your party members executed, with no means for you to bring them back (other than turning the machine off before saving).

Ultima VI saw the game utilise VGA graphics for the first time, and character control was deeper than in any RPG to date, with the ability to send individual

characters off to do something, and also have AI scripts for party members, so that once combat began, you wouldn't have to do everything manually. By this point it was evident that the Ultima games had become far more personable than other RPGs to date. You had to work to improve relations between enemy races, and the ultimate goal of the game was not about "killing the big nasty demon from hell".

Ultima VII - The Black Gate saw all the previous elements honed into a far richer world than imagined possible before. If you wanted freedom and attention to detail, this was it. You could even go as far as harvesting wheat, getting it ground to flour and making bread with it! Ultima VII also raised issue about evangelist style religions and had a hell of a lot more intrigue to it than any other RPG.

Finally, Ultima VIII - Pagan, saw the game move into a totally different style of interface. No longer was the game about controlling a party to complete quests, instead it was more like an action adventure where you solved puzzles, and combat was handled by something akin to an action based system, rather than the traditional RPG strategy style.

The Ultima series developed true epic adventures, with real quests... real personality... and real challenges. What Id Software's Doom, and Quake games were to first person shooters, Origin's Ultima games have been to RPGs. Those who have recently got into RPGs should do themselves a favour and buy the Ultima Collection (locally distributed by EA), which allows you to see the evolution of RPGs all on one CD.

## Rampage World Tour

**(N64)**

**Double Points:**
You can double the points you get in certain cities if you press the character button on the screen that introduces the next city. The buttons are:
George Jump
Lizzie Punch
Ralph Kick
Level Select:
At the character selection screen hold L and all four C- buttons. Keep holding them until you hear a noise, then start the game. When the screen that shows the next city is displayed, use UP and DOWN to change your country or LEFT and RIGHT to change your city. Even the bonus levels are included.

**Play as V.E.R.N**
To play as V.E.R.N. (Violent Enraged Radioactive Nemisis) search for a Scum Lab facility. Eat the toxic waste barrels and you will be transformed into V.E.R.N. for the rest of the stage. V.E.R.N can fly, throws fireballs and has super strength.

**Hidden Cities**
To access the hidden stages below, at the city screen, rapidly press the button indicated for the character you're playing: Punch for Lizzie, Kick for Ralph, and Jump for George. If you pressed the button quickly enough, you'll warp to the following stages. City

Screen: Hidden Stage
Atlanta: Suburbia
Casablanca: Palace
Fairbanks: Underworld
Kiev: Exchange
Kodiak: Snow City
London: Big Ben
Louisville: Scumlabs Bioweapons
Moab: Game Refuge
Nashville: Downtown
Phoenix: Area 69
Rio de Janeiro: Sunset City
San Diego: Caleb's City
Washington D.C.: The Capitol

## Devil Dice

**PSX**

**Fast Foward Mode**
In Wars mode, as soon as your life meter runs out press the TRIANGLE button and the characters that are left will speed up their progress in the round.

**Puzzle Solutions**
Level 1: Left, Down, Right, Up
Level 2: Up, Left
Level 3: Up, Left, Down
Level 4: Down, Left, Up, Left, Down, Right
Level 5: Right, Right
Level 6: Up, Right, Down, Right, Up, Left
Level 7: Up, Up, Left, Left, Down, Down, Right, Right
Level 8: Right, Right, Down, Up
Level 9: Up, Right, Right, Right, Up, Push Left
Level 10: Up, Right, Right, Right, Up, Push Left
Level 11: Left, Down, Right, Down, Left, Up, Left, Down

Level 12: Down, Right, Up, Right, Right, Down, Left, Left
Level 13: Right, Right, Up, Up, Left, Down, Down, Left, Up
Level 14: Up, Left, Down, Right, Right, Up, Left, Down, Right, Right, Down, Left, Left, Left
Level 15: Left, Left, Up, Right, Down, Left, Up, Right, Right, Down, Left, Left, Up, Right

## Abe's Exoddus

**PSX**

You must hold R1 while entering all of these cheats
Do these at the Main Menu:
All FMVs: Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right
Access All Levels: Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right
Do these in the Game:
Warp to Next Continue Point: Circle, Circle, X, X, Square, Square

## House of the Dead

**Saturn**

**Debug Mode**
To pick the level you wish to start at, the number of lives, and even the color of blood, when you are on the main option screen where you can choose between Arcade mode, Saturn mode, etc. Press L,

R, R, L, L, R buttons. You should hear a jingle, then hold the L & R buttons, choose a mode and press "Start." You should come to the debug menu.

**Display Score.**
To display the score, hold L+R while playing then press X three times.

**Secret Characters**
To use Sophie and one of the female researchers, hold the L and R buttons at the character select screen in the Saturn Mode, and press UP, DOWN, X, Y, Z.
You will know the code was entered right if you hear a sound.
Unlimited Ammunition
While playing, hold L+R and press Y,Y,Y to eliminate the need to reload.

## Commandos: Behind Enemy Lines
### PC
**Level Passwords:**
To get to the following levels from anywhere in the game, type:
Level 2: 4jjxb
Level 3: zddit
Level 4: rfftj
Level 5: k4tcg
Level 6: dt1wn
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
Level 16: L9IPV
Level 17: 5LIMV
Level 18: YJOJG
Level 19: YFCWJ
Level 20: GDKWT
**Cheat Code:**
When playing, type in 1982GONZO (if it doesn't work try GONZO1982). 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

## NFL XTREME
### PSX
**Cheat Codes**
Enter the codes as the first and last names at the Create a Free Agent screen:
BIGHEAD BOBBY: Big heads
COINHEAD COREY: 2-D flat heads
LAMEBOY LENNY: Backwards Animations

GEORGE GIRAFFE: Long necks
BIG BEN: Big characters
TINY TOM: Tiny characters
MONKEY MICKEY: Monkey arms
SHRIMPY SEAN: Short arms

## Ninja
### PSX
**Level Select**
Remove your memory card then turn on the PlayStation. When the screen says "Checking Memory Card" quickly press L2, L2, L2, R2, R2, R2. The worlds "DELS LEVEL CHEAT ON" should appear. Start a new game to access the level select menu.

**Severely Damage Bosses**
This simple code allows you to weaken bosses to the point where they will only be able to sustain a few more attacks. During any boss battle, simply pause the game and press L2 3 times, R2 3 times, and then the triangle button 6 times. If you use this code on the spider boss at the end of the catacombs level, a giant treasure chest falls on the arachnid to squash it (damaging it severely to the same extent) and the words "EAT THIS!" flash across the screen.

## Soul Blade
### PSX
**Play as Evil Siegfried**
Find Siegfried's 8th weapon in Edge Master mode.

**Play as Han Myong**
After Soul Edge becomes selectable, beat Arcade Mode using Hwang, then Seung Mina immediately afterward. There are conflicting reports whether you must see both endings for these characters or not.

**Play as Sophitia in a Bathing Suit**
Get every character's 8th weapon in Edge Master mode.

**Play as Sophitia without Armor**
Find Sophitia's 8th weapon in Edge Master mode.

**Play as Soul Edge**
To play as Soul Edge, beat Arcade Mode with each character, OR leave the game running for 20 hours. If you pause mid-game, this 'timer' will still continue to run.

**Ultimate Weapon**
After defeating Cervantes/Soul Edge, your character's Ultimate Weapon will appear in one of the stages that can be reached directly from Spain. If you lose the battle where the Ultimate Weapon was, your character will perform his/her 'loss by time-up' animation on the map
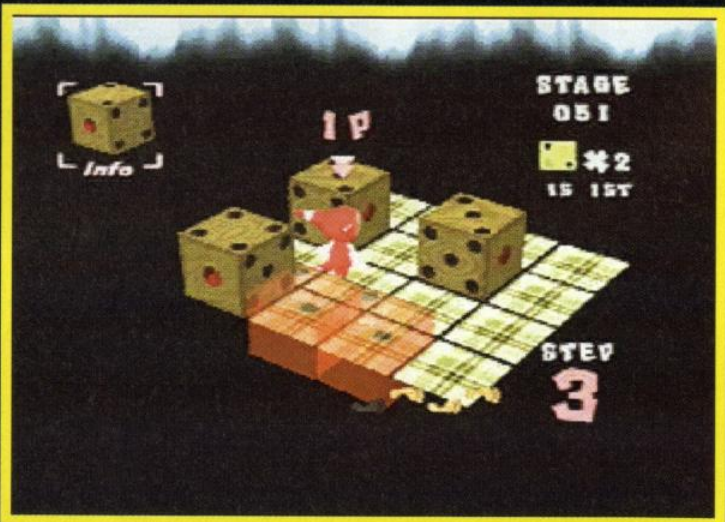
screen. If this happens, the Weapon will have moved to one of the stages adjacent to the one you are on, but it will not move to Spain.

Ultimate Weapon in Arcade Move
To use the Ultimate weapons in arcade mode highlight the character you want to be and hold up till a weapon list shows up beside the character. Now you can choose the

Ultimate Weapon or any other weapon in battle.
Note: You must earn the weapons in Edge Master Mode.

**Winning Poses**
To change your winning pose, press Triangle, Square, Circle or X after you've beat your opponent.

## Resident Evil 2
**PSX**

**Secret Options**
Turn on your system after you have already beaten the game. When the title screen appears hold L1, L2, R1, R2 until an options menu appears. once the menu appears go into it and turn on infinite lives, and whatever other many cheats you may want

## F1 98
**PSX**

To get access to the 'Stunt Track', Enter CHEESY POOFS in the 'Edit Driver Name'.
You can find it Select Track option.

## Turok 2
**N64**

The ultimate cheat that does absolutely everything. Enter it on the Enter Cheats screen then activate the cheats you want on the Cheats screen
BEWAREOBLIVIONISATHAND

## VR Baseball
**PSX**

**Field of Dreams Stadium:**
Highlight the CREDIT option and press Square, Circle, Square, Circle, Triangle.

## Rival Schools
**PSX**

**Alternate Hinata costume:**
Successfully complete arcade mode with Hinata, Batsu, and Kyosuke. Then, enable short cut mode and choose the alternate character from the bottom row of the character selection screen. Alternate Tiffany costume: Successfully complete arcade mode with Tiffany, Roy, and Boman. Then, enable short cut mode and choose the alternate character from the bottom row of the character selection screen.
**Alternate Natsu costume:**
Successfully complete arcade mode with Natsu, Shoma, and Roberto. Then, enable short cut mode and choose the alternate character from the bottom row of the character selection screen.
**Alternate Kyoko costume:**
Successfully complete arcade mode with Kyoko and Hideo. Then, enable short cut mode and choose the alternate character from the bottom row of the character selection screen.
**Easy alternate costumes:**
Successfully complete the game once. Then hold L2 to select Tiffany, Hinata, Natsu or Kyoko.
Alternate evolution mode costumes:
Eight different colors may be

select for each character by pressing Square, Triangle, Circle, X, R1, R2, L1, or L2 at the character selection screen.
**Rotate versus screen:**
Sweep the D-pad at the versus screen on the arcade disc. Note: Shortcuts must be disabled.
Rotate winning post screen: Hold Start and press the D-pad to rotate the winning post screen.

## Small Soldiers
**PSX**

**All weapons:**
Enter Triangle, Triangle, Circle, Circle, Circle, X, Square, X as a password.
**Invincibility:**
Enter Circle, Circle, Triangle, Triangle, Circle, X, Square, X as a password.
**Level Password**
Gorgon: X, X, Triangle, Square, Square, X, Circle, X
Dimensional Temple: Square, X, Triangle, Square, Square, Square, Circle, X
Floating Fortress: Circle, X, Triangle, Square, Square, Circle, Circle, X
Spirit Bog: Triangle, X, Triangle, Square, Square, Triangle, Circle, X
Canyon Village: X, Square, Triangle, Square, Square, X, Triangle, X
Creepy Caverns: Square, Square, Triangle, Square, Square, Square, Triangle, X

Space Ship: Circle, Square, Triangle, Square, Square, Circle, Triangle, X
Hall Of Patriots: Triangle, Square, Triangle, Square, Square, Triangle, Triangle, X
Graveyard Of War Machines: X, Circle, Triangle, Square, Square, X, X, Square
Nuclear Mine: Square, Circle, Triangle, Square, Square, Square, X, Square
Launch Center: Circle, Circle, Triangle, Square, Square, Circle, X, Square

## O.D.T.
**PSX**

**Full energy:**
Pause game play and press Left, Right, Left, Right, Square.
**Full ammunition:**
Pause game play and press Left, Right, Up, Down, Circle, Square.
Full mana:
Pause game play and press Left, Right, Left, Right, Circle.

## Power Slide
**PC**

**Cheat Codes**
Enter these codes while playing. Most of these codes require Alt to be pressed to activate. They don't have to be capitalized.
BOMB: Fires a bouncy grenade that detonates after 3 seconds. On

detonation the grenade creates a blast that affects nearby racers

BURN: Fires a ball of fire directly from the front of your car and explodes on impact. LAUNCH: Forms an "out of body experience". You can use the mouse
to control the screen and your control the car and the screen.

JUMP: Pressing Alt causes your car to jump in the air.

TWISTER: In single player, your car acts like the centre of a twister and causes nearby cars to be flung around yours.

SUCK: In single player, it acts like a magnet and pulls you towards other racers.

ICBM: When you accelerate. Your car ignores gravity and speed increases dramatically. Your car heads in the direction it is facing.

SLIPPY: Decreases your and computer controlled car's grip on the track.

STICKY: Increases your and computer controlled car's grip on the track.

LIGHT: Increases the acceleration to dramatically.

LUNAR: Decreases gravity affecting you and cpu opponents.

HOVER: Your car hovers above the ground. Terrain type doesn't affect traction.

BLAST: Blasts all cpu cars away from yours.

SPIDER: Makes your car grip onto any surface. Even upside down. You can drive up walls.

APOLLO: When you press Alt your car acts like a

helicopter.

SLEEP: Computer drivers fall asleep at the wheel and don't steer.

GLIDER: Your car acts like a Glider. Dives when push UP, pulls back when you press DOWN.

WARP: All computer cars slow down and run at lower speeds.

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## Blast Radius

**PSX**

### All ships powered up

At the main menu, press Right, L1, Up(2), Down, Right, R2, L2, R2, Down, Up, Down. If you entered the code correctly, you will hear the sound of an explosion. Select any ship, begin the game, then quit. Now all four ships will be powered-up and Sector 5 will be available for game play.

### Wraith ship

Enable the "All ships powered up" code. Then at the main menu, press Left, Right, L1, Left, Right, L1, R2, R2, L2, Left, Right, Up. If you entered the code correctly, you will hear the sound of an explosion. Select any ship, begin the game, then quit. Now the Wraith ship and Sector 8 will be available for game play.

### Alternate planets

At the main menu, press Down, Up, L1, Right, L1, Up, Right, Select, Right, R2, L1, L2. If you entered the code correctly, you will hear the sound of an explosion. Now faces of the

development team will appear in the place of the planets in the first four levels. The next four levels will have other objects replacing the planets. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.

### Bonus levels

At the main menu, press L1, Left, L2, Down, Select, Left, Down, R2(3), Select, Up. If you entered the code correctly, you will hear the sound of an explosion. Now four bonus missions that feature World War II aircraft and other hidden targets will be accessible. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.

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## Rage of Mages

**PC**

During play, press enter and type in the following codes (case sensitive):

#Chicken: Enables cheat mode (DO THIS ONE FIRST!)
#modify self +god: God mode
#modify army +god: God mode
#create XX gold: Gives you gold (XX is the amount)
#killall: Kills all enemy units
#pickup all: Picks up all sacks
#show map: Show the entire map
#hide map: Hide the map
#event X: Shows conversations from units in the current level (X is any number)
#victory: Win current round

## HYPER»

# NEXT ISSUE . . . . . .

# X-WING ALLIANCE

*LucasArts changed the face of Space Combat sims with the brilliant X-Wing, TIE Fighter and multiplayer-fest which was X-Wing Versus TIE Fighter. Next issue we'll be looking at the latest in the series - X-Wing: Alliance - a return to the superb single-player experience of TIE Fighter, but with an enhanced 3D engine and the chance to pilot the legendary Milennium Falcon. Throttle up, pilot...*
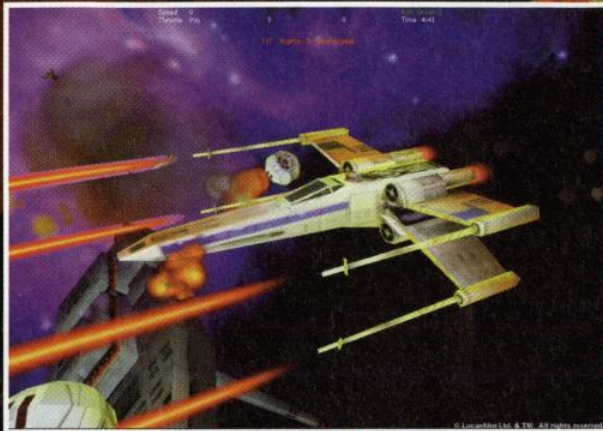
## HYPER LETTERS

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

### SMASHING

To Hyper,

I will get straight to the point. I have some concerns that you guys can help me out with. The first is about the players guides that used to be in the mag. Umm, where have they gone? The second is with the Dreamcast and the PlayStation 2000. With these two systems coming out, will more game developers concentrate on these systems rather than the Nintendo 64 or the PlayStation? And finally I read in issue 64 about a game with Link, Mario and Fox from Lylat Wars in it. Do you have any more information on this Nintendo game? Well thanks for answering my questions (maybe) and I will keep reading Hyper even when my wall has run out of space.

Farewell,

**SAMBO (FAITHFUL SUBSCRIBER).**

*Sambo,*

*Well, info on that Nintendo game you were after is now in your hands, as we reviewed Smash Bros quite early.*

*As for the situation with the new systems affecting N64 development, I'd say affects will be minimal, simply because there's not that many developers showing ongoing support for the system as it stands now. Those that have been sticking with the system like Rare and Acclaim will no doubt keep on going for some time.*

### COMMENTS ON COMMENTS

Hyper,

Firstly I would like to thank you for a subscription prize where I won a copy of Diddy Kong Racing and an N64. It's been great and so was the subscription and I have just resubscribed. I would like to comment on a few people's letters starting with the warrior from issue 64. He said that it would be better to score games out of ten and you couldn't be so precise as to give a percentage. I think your scoring system is great the way it is and you get it right most of the time. If you look at N64 gamer it is harder to find the better game in a genre but you guys separate it that bit more which can count in deciding on a

game. The letter of the month by Bill Nadj in issue 63 was great, to come up with a totally original game concept would be well, very hard. I suppose Pen Pen Triathlon is a highly original idea. Now could you help me with a couple of questions I've got?

1. Do you know any prices for the Dreamcast yet?

2. Do you know about any light gun games for the Dreamcast?

Hopefully Sega will get the Dreamcast off the ground.

**DARREN.**

*Darren,*

*There's pros and cons to scoring either way. The bottom line is, if you can understand how the reviewer felt about the game, then that's really all that matters.*

*Answers:*

*1. Only that in Japan, they retail for the equivalent of $385 Australian dollars. Prices that people here in Australia have paid for the Dreamcast (as far as we've heard), have varied from $500 (with a game) through to $1600 (with a game and extra controller). It's obvious that buying on import can be a bit dodgy, so we advise you all to be careful about getting ripped off.*

*2. House of the Dead 2 is out on Dreamcast in Japan. We'll have it very soon.*

### PLAYSTATION, PRO PIRACY??

Dear Hyper,

I would like to express my feelings about videogame piracy in today's gaming, firstly why did Sony choose to use CDs if they knew that there would be a huge piracy problem all over the world? They are blaming everybody but themselves for the problem when it is mainly their fault. They say they are losing so much money, but when you think about it they are not the only ones losing money, Nintendo are also losing money because Sony are selling so many consoles. The reason they are selling so many consoles is that if you get a PlayStation with the so-called chip you can own game titles that are worth about 90 dollars for approximately 10 dollars. 3 quarters of my friends own PlayStation's for that reason.

In my opinion Sony meant to make their games available to copy so they would sell more consoles, which in my opinion was not a bad idea.

From **BRETT MANZELLA.**

Brett,

Just wanted to clear up a misconception for you. If you think Nintendo are losing money because of Sony... think again. Nintendo are making very healthy profit margins. Also, the real money is not in hardware sales, but in software sales. Profit margins on consoles are very low, as the consoles do cost a fair bit to make. However, the cost of printing a CD is extremely low (around $1), but they get sold for up to $90. There's more profit in selling a game, than there is in selling a PlayStation itself.

When a top PlayStation game comes out, Sony loses a lot of sales to piracy. When a top N64 game comes out, sales go through the roof. People may criticise Nintendo for sticking with cartridge, but I'm sure their accountants aren't being too critical.

## RACIST SOCIAL ISSUES IN GAMING CULTURE?

Hyperinoes,

I was just wondering just what Japanese gamers thought of us western gamers? No doubt they think we're lame-ass try-hards, who are so incompetent we have trouble turning our machines on. Does any of the staff at Next Publishing know their opinion of us?

Yours indefatigably,

**THE XENOMORPH.**

Xeno,

I actually find this sort of thing kind of fascinating myself. More due to just wanting to understand what other cultures think of ours than anything else. Here's an interesting note... Konami included variable difficulty settings in Metal Gear Solid for the Western markets. The Japanese version only has one difficulty setting... which is the Western equivalent of the easy setting. Apparently, the average Japanese game player likes their games a bit easier. This is not to say they take gaming any less seriously, or that they are any less devoted (they're fanatical).

We do know that the Japanese don't take to very many games designed in the West. Then again, if you consider how many titles get developed in Japan that never come out here, it kind of works both ways.

## UNDER-AGED AND UNDERCOVER

Dear Hyper,

I remember one year ago reading in a UK PlayStation magazine how bad piracy had become over there, I thought that piracy will never be that bad in Australia, but I was wrong.

In the last six months piracy in Australia has escalated. Every second person I know that owns a PlayStation has had their PlayStation converted to run copied games.

Sony has no one to blame for the piracy problem but themselves. The reason I say this is because games for the PlayStation are far to expensive. Nobody will pay $90 for an original game when they can buy the exact same version for $10 (minus an instruction manual and front cover).

I'm a 15-year-old and so are most of my friends and hardly any of us have a job so it's pretty hard coming up with $90. On the other hand I can buy 18 copied games for the same price as two $90 games. Now which will you rather take?

Sony has to do something about this piracy problem. Sony and the third party developers are losing millions. Sony has to choices either lower their prices or take care of the problem. The way Sony can stop this problem is to hire 15 year olds and tell them to buy copied games from people in the trading post or from friends, once the copied games are purchased the 15 year olds should give Sony the game and the persons number and address. Sony then can give them a large fine. After a few months people will be scared to sell the copied games.

P.S Are the people that sell pirate copies of the games called pirates?

Yours sincerely

**NICK LAZAREVSKI**

Thomastown

Nick,

There have been schemes in the past that have offered rewards for those that dob in software pirates. Perhaps Sony (and the other distributors) could get behind this sort of scheme again. Of course this creates another problem... I can see some rather nasty repercussions for those that are found out to be dobbing people in.

**letter of the month**

## PROFESSIONAL PROPHECY

Dear Hyper,

I was intrigued by the mention in the Multiplayer section of the Australian Computer Gamer Professionals (ACGP) had been formed to help gamers become professionals. Professional Gamers? Sounds like a contradiction in terms. But why not? There are heaps of other professional game players already in existence around the world, and they are amongst the highest paid people in the world. People like Tiger Woods, Michael Jordan, Pete Sampras and Michael Schumacher all compete in their respective sports for huge financial benefits.

So, can the ACGP succeed? I think they can. Take the Quake competitions for example, the games are quick paced, action packed and... violent. These ingredients, if well executed, usually produce a popular game. The issue of violence is probably no hinderance at all. People support sports that are as violent as humanly possible, like rugby, ice hockey and boxing. When it's a bunch of polygons that is being nailed by a rocket launcher who cares?

The parallels between good computer games and popular sports are unmistakable, which I guess is why both are so prosperous. But what makes a successful professional sport? To make anything professional there has to be a fair amount of money involved, and this equals sponsorship. There is plenty of this around on net, so it just has to be focused on the participants in the tournament. It won't be long before all professional Quake players have their favourite skin covered by corporate logos.

Is it possible to broadcast coverage of a Quake tournament? For advertising to be worthwhile lots of people must see it. There could be two ways of achieving this, (A) The tournament is open to thousands of competitors, and the advertising is in-game, or (B) The tournament involves only the elite and the matches are broadcast like a game of rugby to viewers who are subjected to advertising. I think only the second option could be successful. The coverage could theoretically be quite spectacular with no restrictions on camera movement, viewers being able to choose what they watch, instant replay at the press of a key. But would you want to just watch the game, without participating? Would you watch the top players partake in a frag fest? It only becomes interesting for the average schmo when you know the players involved or there are sides representing your country etc. That's how professional sports coverage works on TV.

Then there is the numbers, is there enough people? That's a whole new debate. I have a feeling that however it works out, it will be a while before anything is definite.

**ROHAN LOWE**

Rohan,

It's good to see someone thinking about the logistics of this. While many may argue that it simply isn't big enough to be a major spectator event, it has to start somewhere, and what ACGP and the LAN community around the country are working together to do would be seen as that start.

That said, there ARE some people who will go out of their way to see a game of Quake being played. Of course, the interested spectators are all players themselves who want to see the best play.

Quake 3 Arena should have special features to allow for mass spectator audiences.



**Gamester PSX Dual Force Wheel.**

Don't forget to include your contact details ON your letter.
You've won a Gamester Steering Wheel Rohan! For PlayStation.

There are now games coming out in Japan that will not work on modified PlayStations, the big one being Final Fantasy VIII. No doubt some pirate will figure a way to get around this somehow, but the more often companies like Sony can come up with some sort of special way of neutralising the tools that people use to play pirate games, the less people that will be bothered to "keep up" with the latest mods, and thus, less games will be pirated. Let's consider this an invitation to Sony and other distributors to offer rewards for information that leads to the apprehension of pirates.
P.S. yes.

## DEBUGGING

To all the lucky "$*# at Hyper, your mag is the BEST! And when I mean BEST! I mean BEST! Man it rocks so much that I can't get over it. Anyway I'll get to the point I have a few questions I

would like u dudes to answer.
1. You said Diablo 2 was coming out in January well I asked a computer software shop called Software Warehouse and they said it wasn't coming out until March.
2. Quake 2 - is that gonna have 2 player capabilities or 1 player, cause if one player then it will suck and there is no point in me getting it.
3. Will PlayStation ever bring out a game like Zelda. I mean really like Zelda cause they need a game like a good RPG/ Adventure.

I think that's about it. I would appreciate if you guys answer these questions for me. It's bugging the crap out of me.
**ANDREW,** Boronia, VIC
*1. Actually, the distributor recently told me it won't be out till August now. We were pretty disappointed to see it slip back so far, but the video footage we downloaded of the work in progress shows very some*

*sensible changes to the game, like the ability to run around smoothly , rather than walk at that same casual pace, in eight strict directions.*
*2. It will, although the idea of playing deathmatch where you can see what your opponent is doing, just by looking at their half of the screen seems to defeat the purpose. Quake 2 duels on PC are an exciting contest of using your knowledge of the map to try and judge where your opponent is, and what they're doing.*
*3. While it may happen, I think it's pretty safe to say that the answer is no. The only companies that make huge epic fantasy adventures of this magnitude are Squaresoft (Who seem hell bent on traditional "party based" RPGs), Origin (I think Richard Garriot would rather die than see a bodgy port of Ultima IX on PlayStation come to exist), and Game Arts (Who are doing Grandia for the*

*PlayStation, but like Squaresoft, do traditional RPGs). At this point I'd say you're more likely to see such a game in development for the next Sony console, rather than this one.*

## WARY BUT INTERESTED

Recently I read your preview of the new console released by Sega, and while it looks good at the moment and it seems to be getting strong support from the big name game developers let us not forget what happened to us Saturn owners who were left high and dry. I have questions and I need answers so please for all of us who were cheated in the past reveal what the future holds
1. What will be the RRP on this new console?
2. When will it be officially available?
3. Does the Dreamcast have the ability now or in the future to play DVD movies?

4. If the Dreamcast does come equipped with a modem how are we to find a server for it as most servers only do PCs. (If not all) I trust you will answer my thought provoking questions in your truly informative magazine.
Cheers,
**C. BELL,** Warrnambool, VIC
*CB,*
*Your answers*
*1. The price has yet to be set. We're keen to know too folks, so don't bother asking this question again, we'll be printing the answer the instant we know.*
*2. September... supposedly.*
*3. Now, no. Also, due to the nature of the DC's special CD format, we doubt it will even be capable for technical wizzes to rig a DC so that it could play DVDs. We must note however, that the video quality that the DC can produce is so good, that we think it would be possible to release movies to be played on*

Dreamcast. We're uncertain as to how much video can be streamed from a Dreamcast CD, but the demo CD that comes with VF3 tb streams HEAPS of video before ending, and it seems impossible to tell if they filled the CD or not.

4. As mentioned last issue, Ozisoft plan to set up servers. We can only assume you'll get the information with your Dreamcast when you it.

## PLEASE EXPLAIN

Great mag, anyway... In issue 64 Eliot said that the Dreamcast (stupid name) could churn out graphics more reliably than current PII450's, pray tell what he meant? Another thing I want to know is, in an older issue you said that it was the equivalent of a 200MHz computer, what's going on?

I'd also like to raise an issue on the onboard modem. If it's included, it'll cause a lot of hassles for Sega. Why I hear you

ask? Well, first, servers. A minor problem if dealt with properly, but a problem nonetheless. Also, peripherals. Sure, mouse's aren't a problem but what about keyboards? Then there's actual service providers. I, and many people I know buy consoles because they're cheap and once bought that's it, no more money down the tube. Just brushing the surface on what that legend Andrew Riddle spoke about: To all hardcore gamers, GET OFF YOUR ASS AND FACE REALITY!

**DR SEUSS.**

Dr Suess,

Okay, here's the reason a Dreamcast can churn out graphics more reliably than a PII-450 can. The basis of all 3D graphics are made with Floating Point Calculations (FPC). The processor sends instructions to the video chips (which then draw the graphics) every cycle. Now a Pentium II - 450, runs at 450 million cycles per second. A

Dreamcast CPU runs at 200 million cycles per second. Now, while the PII-450 runs at more cycles per second, it only calculates one FPC per cycle, but a Dreamcast CPU calculates SEVEN FPCs per cycle. So you get 450M x 1 compared to 200M x 7... which results in 450M for the PII compared to 1400M for the Dreamcast.

So how does this help? For a long time, 3D artists have been capable of creating extremely detailed 3D models and environments, that could be used in games. The problem is that if you make lots of polygons, you have lots of vertices (corners of polygons) to calculate, and this means the CPU has to send more calculations to the video chips. If you can get the CPU to send all these calculations faster, this means you can afford to add more detail to the models and environments without either getting a bad frame rate, or having everything go in slow motion.

There is already a keyboard available for the Dreamcast in Japan, but no mouse to our knowledge. Hopefully this will change. As stated before, Ozisoft have said they wish to establish servers for Dreamcast owners in Australia, so your needs should be catered for there. Of course we'll be assessing this once the Australian launch actually takes place.

Finally, how about we dump this whole hardcore/ mainstream thing. The only way this becomes an issue is if people continue to be antagonistic about it. And this does not mean that we want to see mail agreeing with me, that just drags it out further.

## ECLECTIC ENQUIRIES

Hyper,

Great mag, best there is for news. I have but a few queries.

1. Will the PlayStation II be able to play DVD movies?

2. Will there be any cool Anime inspired games coming out on the PlayStation? I heard of this one that is 4 CDs long.

3. Why the hell does the Dreamcast's controller cord come out the buttons of the controller?

Thanks for the poster.

**MICHAEL LEE**

P.S Put some drawing comps in goddammit!

1. There has still been no official technical specs released by Sony (at time of publication anyway), and thus we are uncertain. However, recent rumours (which were supposedly based on information leaks) have said that the next Sony console DOES play DVDs.

2. The majority of Japanese RPGs have some sort of "anime" inspiration or element to them.

3. Good to see someone else out there thought the same thing we
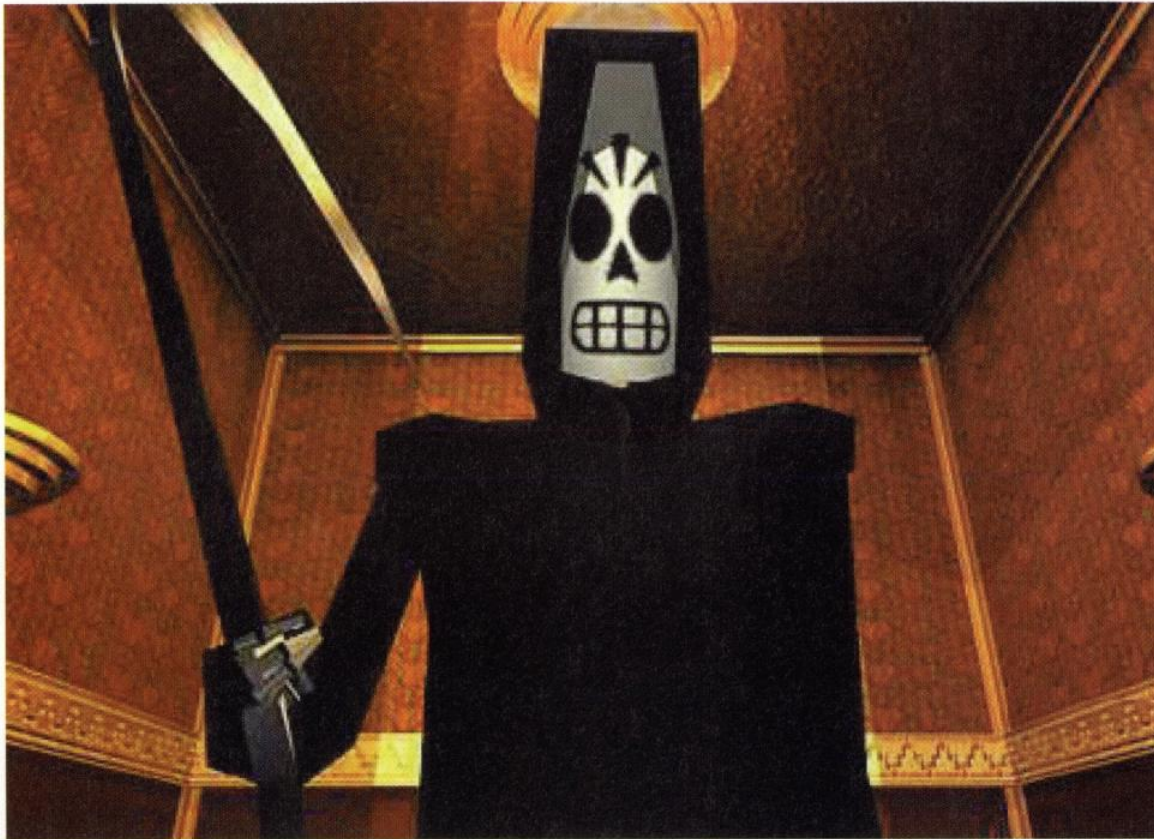
Grim Fandango because it would ruin the cartoony look in MI3 and plus I found Grim hard to control. I think if they make another MI it should look the same as Curse and they should not change Guybrush much because any more changing and he would look goofier than ever. Anyway here are some q's

1. Will there be a Monkey Island 4? (I hope so)

2. Will there be another Little Big Adventure?

3. Whatever happened to Messiah, War of the Worlds and C&C 2?

4. Do you really give out prizes? (I enter every month but never win)

5. Could you expand the letter section so you can answer more letters?

6. Could you make a section where people can send in there own website addresses?

Thanks

**PAULY SANE**

*Pauly,*

*We agree with you Paul. The MI series' charm has come about from both the dialogue, and the superb 2D animations.*

*Some answers:*

*1. We suspect not. We have heard nothing of a follow up title at all. Of course Eliot is a big MI fan, and if any word of another title pops up, he'll be on it like a blood hound.*

*2. Another "No word" situation*

*3. Messiah and C&C 2 are coming later this year (same story as last year...). WOTW should be out by the time you're reading this.*

*4. No... we actually stockpile them, then burn them during winter to keep warm. Only joshing'... we give them away. Do keep in mind a LOT of people enter the comps.*

*5. Nope. Six pages is already stretching it. We know a lot of you love the letters section, but to devote more space to letters would mean taking up pages from other areas of the mag, and we can't assume that everyone who buys Hyper wants to read other people's letters instead of articles.*

*6. Due to the ability of web page owners to put up links to illegal material, we could end up being accessories to distributing pirate software by giving out reader addresses, so we'll just keep it to giving you URLs of legitimate gaming sites, etc.*

did. The only possible explanations we can come up with are that: 1) This takes any strain off the point where the cord connects to the controller when you have the cord at full length (there is a small groove on the bottom of the controller to tuck the cord into). 2) With the VMS screen showing through as a design priority, the need to have the slots in the far side of the controller made placing the cable elsewhere necessary. Bottom line, we'll ask Sega Japan, who have been very helpful, next time we speak to them.

P.S. What do you know? Drawing comps are back in.

## 3D... WHO NEEDS IT?

I am writing to express my ideas on the best adventure game series ever. Monkey Island. If LucasArts is to make a Monkey Island 4 I think that they should NOT make it 3d like

## SATISFIED ALREADY

I must congratulate you on your brilliant informative piece on the Sega Dreamcast, the focus of my letter. I too, am truly excited! The DC looks and sounds to blow the other consoles out of the water, and looks to steal the console throne from the current (arguable) leader Sony. However, in the midst of all this hype about the DC being the greatest console ever, people have forgotten about how it might also effect the PC CD Rom games market.

If you were to look at the hardware of Sega's latest machine before its physical appearance, you would no doubt assume that you were dealing with a PC rather than a console. The inclusion of the NEC Power VR2 chip and the Yamaha 32 bit sound chip, which are "much more powerful than the latest PC hardware available" as you stated yourself. Also not to be forgotten is the in-built modem, which is an absolutely ground-breaking idea. Hell, the DC even runs on Windows! All this, and I still haven't covered the software range.

The Dreamcast will no doubt match the graphical capabilities of any Ninja-PC. All this plus games like HalfLife, Unreal and possibly Quake 3 (the main reasons PC's and their assortments of hardware sell). Imagine if Half Life and Quake ran better on Dreamcast, the PC games industry would break out into severe panic, especially if Deathmatch and Team fortress became a big hit on the DC, which is very likely if Virtual On 2 got released. Basically Sega would be stealing all the PC ideas and making them better on their own machine.

However the beauty part lies in that although the Dreamcast has all the specifications of a top class PC (in some parts, even better) it is still classified as a console and therefore a much lower price would be appropriate (nothing over $700 I predict). So basically gamers would be getting a top notch machine, as equally as good as the latest PC, which would play all the best PC games as good as on the PC (maybe even better) for, in the worst case scenario, a third of the price.

A drink to Sega then!

P.S if the new Sony console is backward compatible, will the current PlayStation games run better on it in terms of graphics and loading time than they do on the current machine?

**LUIS NAZARIO DA LIMA**

*Luis,*

*I think the success of some games on Dreamcast will come down to interface. Take a game like Quake 2. Just running around and shooting things is pretty easy to apply to a gamepad. However, ask anyone who has got into the game seriously on PC, and then ask them if they could use their setup on a gamepad, and they'd say no. PC games have the advantage of having a 102 button gamepad (the keyboard) and a mouse.*

*While I share your enthusiasm about the system, it will be interesting to see what happens with the PC conversions.*

*P.S. That's the first relevant question we've received on the backward compatibility issue for PSX 2. The answer is unknown, however, we suspect loading times would be faster, and that graphical effects would be possible. Considering that an existing PlayStation emulator for PC allows the user to take advantage of 3D accelerators they have, the PSX2 should be able to do the same in the same way.*

## DEER HYPER

Dear Hyper,

I'm getting sick and tired of reading all the pro-animal rights propaganda being shovelled by your magazine and others. What am I talking about? Hunting games. Every damn time one is released, it's seen as an excuse by the author of the article to launch into some dimwitted tirade about shooting innocent, furry animals by beer-swilling drunks.

Sometimes it's easy to miss the fact you're talking about a game at all. I often have to check the title of the magazine I'm reading. Yes, it does say "Hyper". No, it doesn't say "Australian Humane Society". You do write a games magazine, don't you? Why don't you launch on an equal moral crusade when reviewing sports fishing games? Or what about games like Carmageddon where innocent, fluffy human beings and pets get run down for the sake of entertainment?

Surely putting hooks through fishes' gullets and squashing pedestrian heads like melons is just as morally bankrupt?

Why don't you review hunting games for what they are for once - sports hunting simulations. If the game is crap, I want to know why it is crap - is it the programming, the graphics or the accuracy of the simulation?

I neither want to read nor do I care what your personal feelings on animal rights issues are - save those for the next time you're "hunting" for a leg of veal in the supermarket. Keep your morals out of it or you're no better than the people who want to ban videogames for their depiction of violence.

Hell, I don't even hunt, and I think you're being unfair, biased and unprofessional.

Get it fixed. You're a good magazine, but you must remain neutral no matter what type of game you review or else we, the readers, cannot trust what you say.

**PERENTIE,** N.T.

*Perentie,*

*With our two recent deer hunting game reviews, we acknowledge that our reviewers have a moral issue with the basic concept of this game. I'm not at all ashamed to say that all of the staff here at Hyper think the idea of such a game is questionable. To that end I guess it's fair to say that all our contributors would have some element of bias against this kind of title, and for this reason, Hyper will cease to review "Deer Hunter "style games from now on.*

*You may notice we gave Deer Avenger a dismal mark this issue. There was no consolation*

*or points for "moral crusade" with this title. It was based on the same crappy game engine that the Deer Hunter game ran on, and had no entertaining gameplay elements... the title's "appeal" relies entirely on the idea of having a go at the Deer Hunter style of game, rather than any genuinely entertaining merits of it's own in terms of gameplay.*

*You may also note that we did state flaws in these games other than our moral objections. We could have stated a lot more faults in these games, and gone into greater detail explaining why we felt the gameplay here was lacking, but that would simply require we devote more space than we did, and that would honestly be a waste. The bottom line is, neither of the games we reviewed had any depth of gameplay, and it is blatantly obvious that these products were not designed with gamers (those that are into video gaming in a broad sense) in mind... Any game developer knows that gamers would find little substance in these titles. The only people that will enjoy these games are those that aren't really gamers, and that don't have any concept of graphics engines or depth of gameplay... all they need is a deer and a fire button. That's our final word on these games.*

## FOR SALE

**ATTENTION: N64 OWNERS** I have a copy of S.C.A.R.S. and Buck Bumble both on N64. These have never been opened and are in brand new condition. They are for sale at $50 each. That's half the retail value! Call Carl on 0413 075 808.

**Sega Saturn** with 1 controller, 3 games- Casper, Tomb Raider, Sega Rally, 1 Arcade racer and 1 virtual gun (no games go with gun). $230 neg. Or will swap for 3 Nintendo games. QLD only. Call Richard on 07 3408 6157.

**PSX games:** Tenchu $40, FFVII $30, Crusader $10, V-Rally $10, Bushido Blade $25, Fifa 98 RTWC $25, Resident Evil 2 $35, Gran Turismo $30, N.F.S III $20, Rapid Racer $10, Dead Ball Zone $20 (no manual), ACII Arcade joystick $24. Call 02 9558 1425.

**Command & Conquer,** C&C Red Alert, Age of Empires and 2 PC Powerplay magazines and demo CDs (June 97 & Jan 99) $185 o.n.o. Call Jeremy after 6pm on 08 8278 5065.

**PlayStation games:** FFVII, Blasto, Bushido Blade, Ace Combat 2, Wipeout 2097, Twisted Metal 2, Black PlayStation controller card and yellow memory card. $250. Will sell seperately. Call Patrick on 03 6247 1459. TAS only.

**PlayStation games:** Total NBA 96 $20, Star Gladiator $25, Tekken 2 $25, Disruptor $25, demo disks $3 each and more.
PC games: Dark Reign $25, Lords of the Realm $20, Warcraft Treasure chest $50, Theme Hospital $25, KKND $15, demo disks $2.50 and more. All games have original boxes and manuals in perfect condition. Call Adam on 08 9409 8957. WA only.

**Zelda 64 $60,** 2 weeks old, boxed with manuals in good condition. Call Chris 02 6742 5430.

**Aura Interactor** (rumble back pack) works on N64, PSX, Saturn and even on a sound system. Uses an electromagnetic transducer that emits a sub woofer like low bass frequency. It's very rare and hard to find in any store. $45 perfect working condition with own amplifier. Call Robert on 02 9427 8674.

**Sega Master System II** with 2 controllers, 23 games and a light gun. Will sell for a good price. VIC area preferred. Call Rhys on 03 9776 9471.

**Steering wheel** with pedals for Nintendo 64 plus Bomberman 64 and Wave Race 64. Games have instruction booklets .$195. Call Julien 08 8344 9464.

**Megadrive 2,** 14 games including Sonic 3, Sonic and Knuckles, Ren and Stimpy, Bomberman, Primal Rage and other great titles. One 32x with all equipment, also a 32x game, 2 hand controls all in good condition. Only $50. Call 07 3288 0494.

**Sega game gear** with power pack 10 games and cleaning kit $125 o.n.o. Call Tim on 03 5231 2725.

**N64,** 2 controllers (1 green), memory card, 2 x 6.5 foot extender leads (for controllers), Turok 2. Everything boxed with instructions $300 (worth $450). Call Chris on 08 9409 7733

**PC Games:** Worms 2 $50, Krush Kill'n' Destroy Xtreme $30, Theme Park $20, Road Rash $20, The Neverhood $30, Re-Loaded $15, Need for Speed 1 $10, Hellbender $20, Microsoft Golf version 2 $15 or the lot for $150. Call Adam on 03 6391 1911 or e-mail adagis@hotmail.com

**Mega Drive 2** with Mega CD 2, 10 games and 2 control pads for just $100. Also selling Game Gear with 9 games - Master System Converter and case for just $100. Call Phil after 4pm on 0413 819 080 or e-mail phil.b@start.com.au Sydney preferred.

**Goldeneye 007** for N64 with box and book. VGC with lots of time cheats and levels done. $35 o.n.o. Call Michael 03 5157 1418

**Sony PlayStation** in excellent condition- only 6 months old. 2 control pads, memory card and 9 great games- Tenchu, Shane Warne Cricket, Grand Theft Auto, Resident Evil, Tomb Raider, Command & Conquer, Warcraft 2, Final Fantasy VII, Destruction Derby 2 and Tomb Raider 2. The lot for $400 ono. Call Chris on 02 9476 1960.

**PlayStation games-** 2 weeks old no scratches. Abe's Oddysee (PlayStation & PC $35 each), Die

Hard trilogy (Playstation $35), Need for Speed 2 Special edition (PC, Supports 3DFX $30), Star Wars: Master of Teras Kasi (PSX $60), Interstate '76 with add on pack (PC , supports 3DFX $45). Also clear Gameboy with carry case, 6 games- Pokemon (red version), Double Dragon, Donkey Kong land, Micro machines 2, Killer Instinct & Serpent. All for $100. Can sell separately. Call Kamil on 03 9802 4217 or e-mail ouchboy@hotmail.com

**Lylat Wars $30** with box and instruction booklet. Call Matt 07 3366 4084.

**Fighting Force $50,** Need for Speed 2 SE $60, Mech Commander $50, Mechwarrior 2 $40, Shadow Warrior $20, Virtua Cop 2 $30, Croc $30, Redneck Rampage $20. Call Kalif on 02 6666 1441

## SWAP

**Tomb Raider 2** comes with box and instructions. Will swap for Tomb Raider 2 MAC version or sell for $50. Call Lachlan on 03 5472 4602.

**Will swap Porsche Challenge** and Tekken 3 demo CD for Shane Warne Cricket '99. Call 045 740315 ask for Brendan

**Swap Die Hard Trilogy,** Abe's Oddysee or Star Wars: Masters of Teras Kasi for PlayStation games. Call Kamil on 03 9802 4217 or e-mail at ouchboy@hotmail.com

## WANTED

**U.F.O.** 'Terror from the Deep" for PSX. Name your price. Must be reasonable. Vic area preffered. Call Rhys on (03) 9776 9471

**Marvel Super Heroes** on PlayStation or Mech Commander on PC. Will pay $40 or swap for PlayStation or PC games. Also Seinfeld videos volume 1,3,5 or 6. Will pay $7 (must have box) Call Adam on 08 9409 8957. WA only

**Any N64** games for $15-$30 and In good condition. Also, N64 rumble packs and controllers in excellent condition. Call Daniel on 02 6281 3843

**Sega Saturn games** wanted. Also Virtua Cop 1 + 2 + gun. Will pay $50 or for 1 game and gun $25. Call Tim on 03 5231 2725 or e-mail tfridley@hotmail.com

**I would like a copy** of either the original Civilization or a copy of Settlers 1 or 2. Call Lindsay after 4pm weekdays on 03 5450 3026 or e-mail me at vladtheimpala14@hotmail.com

**Snes games-** FF1,2,3,4 or 5. Breath of Fire 1, Dragon Quest or Ogre Battle. Call Daniel 08 9410 1097.

**Gameboy** or colour Gameboy with 2 or 3 games. Will consider prices up to $50 (Gameboy) or $70 (colour). Gameboy magnifier/light also wanted. Call Daniel 02 6281 3843.

**I am desperate** to find a copy of Leisure Suit Larry Collectors edition, boxed or unboxed, preferably with instructions. Will pay good money. Please call Adam after 4.30pm on 07 4091 2842.

**I am looking** for a copy of the Jill trilogy (by Epic Megagamers) for my 386 on high density 3 1/2 inch floppy disk. If you have a copy to sell please call Scott on 08 9044 1049

**ANY PlayStation** games. (Must be PAL), Also a Dual Shock controller in good condition. Call Kamil on 03 9802 4217 or e-mail ouchboy@hotmail.com

## PENPALS

**Hi my name is David.** I'm a 12yr old Kiwi male looking for a male penpal aged 11-14. I own a Saturn, Megadrive and will be getting a Dreamcast. My favourite games are Sonic R, C&C, Resident Evil, Panzer Dragon Saga, Duke Nukem 3D and Wipeout 2097. If you like Sega then write to me at Quinneys Bush RD2, Motupiko, Nelson, New Zealand or fax me on 64 3 5224 249. I would really like a penpal who owns a Dreamcast.

**Hi my name is David** and I am 15 seeking a female penpal aged 15-17. I enjoy most music, going to the movies with friends. Everyone will get a reply. Write to David Pollard , Orania Cres Calamvale QLD 4118.

**Hey my name is Ben.** I'm 14 and into stuff like computers, blading and music. I'm a hardcore Quake 2 player and my favourite bands are The Offspring, Pearl Jam and

Nirvana. I have to admit that I'm a computer addict and like most games. Any age or sex please write to Ben, 55 Bellaview Rd Flagstaff Hill SA 5159 or e-mail me at comkeen68@hotmail.com

**Attention all girls** aged 13-15. I'm a 13 yr old male looking for a groovy penpal. I own a PC CD Rom and I like all shoot em up games on N64 and a few PC CD Rom ones I will talk about anyhting you want so drop a line to Stewart Jones, 10 Elder St Wallaroo SA 5556.

**My name is Shanneene.** I am looking for a penpal M/F. I love playing my Sony PlayStation and I like listening to all sorts of music. I also read a lot of comics and Playstation magazines. If you share the same interests please write to 17 Saverin R.d, Eagleby QLD 4207.

**Hi my name is Josh.** I am 11 and looking for a penpal aged 11-up. I own a PlayStation and PC. I love Half Life, Tekken 3, Crash Bandicoot 3, Spyro the Dragon, Colin McRae rally, Age of Empires, Quake II, Tomb Raider II and I love to surf the net. I also like music. I collect many different magazines. My address is 1 Lucania close, North Bayswater VIC 3153 or e-mail me at BlinkyBill@zdnet.mail.com

**Hi my name is John** and I am looking for a girl to write to aged 11-13. My interests are Sony PlayStation and South Park. Cartman is my favourite character. I like some Spice Girls songs and Offspring. My address is John Scanlon, PO BOX 320 Millicent SA 5280.

**My name is Simon Absolon** and I am turning 13 in April. I enjoy playing tennis and skateboarding. I own a PlayStation and my brother owns a N64 and PC. My favourite TV programme is South Park and music is Blink 182, The Offspring, & Greenday. I am looking for penpals aged 11-15 M/F. All letters get a reply so don't delay, reply today to 7 Linnett Close, Calamvale QLD 4116.

**Hi my name is Joe.** I've been looking for a penpal aged 10-13. I'm 11. If you love video games and comics write to me at PO BOX 264 Murwillumbah NSW 2484.

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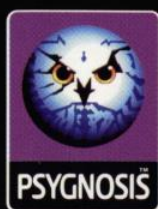
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