

HYPERR

EPISODE ONE RACER

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Wipeout on N64 & PC

Exclusive reviews

of the new Star Wars games -
The Phantom Menace & Racer

Neo-Geo Pocket Colour

Has Gameboy met its match?

All-Star Baseball 2000

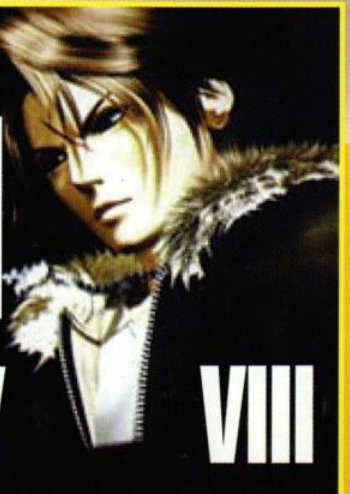
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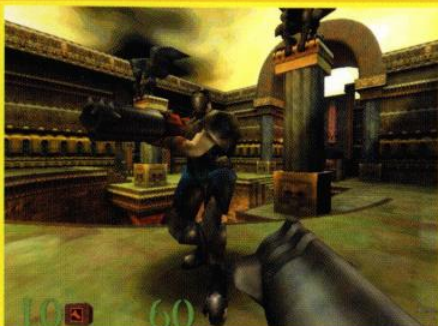
PlayStation Preview

Final Fantasy



VIII

Quake 3 Arena Test PC Game of the Year?

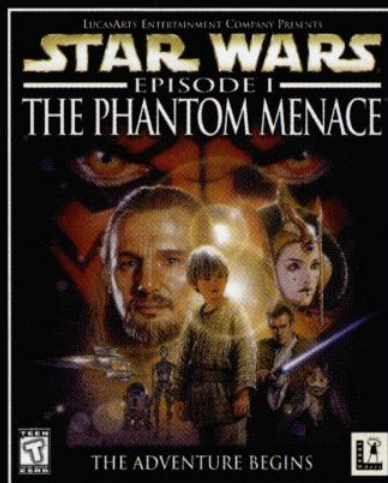


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SIXTY NINE



Prepare to immerse yourself in the epic adventure that is *The Phantom Menace*.
As the central character, you will journey to all the stunning locations of
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All-consuming? Yes. But then, there's no such thing as a part-time Jedi.



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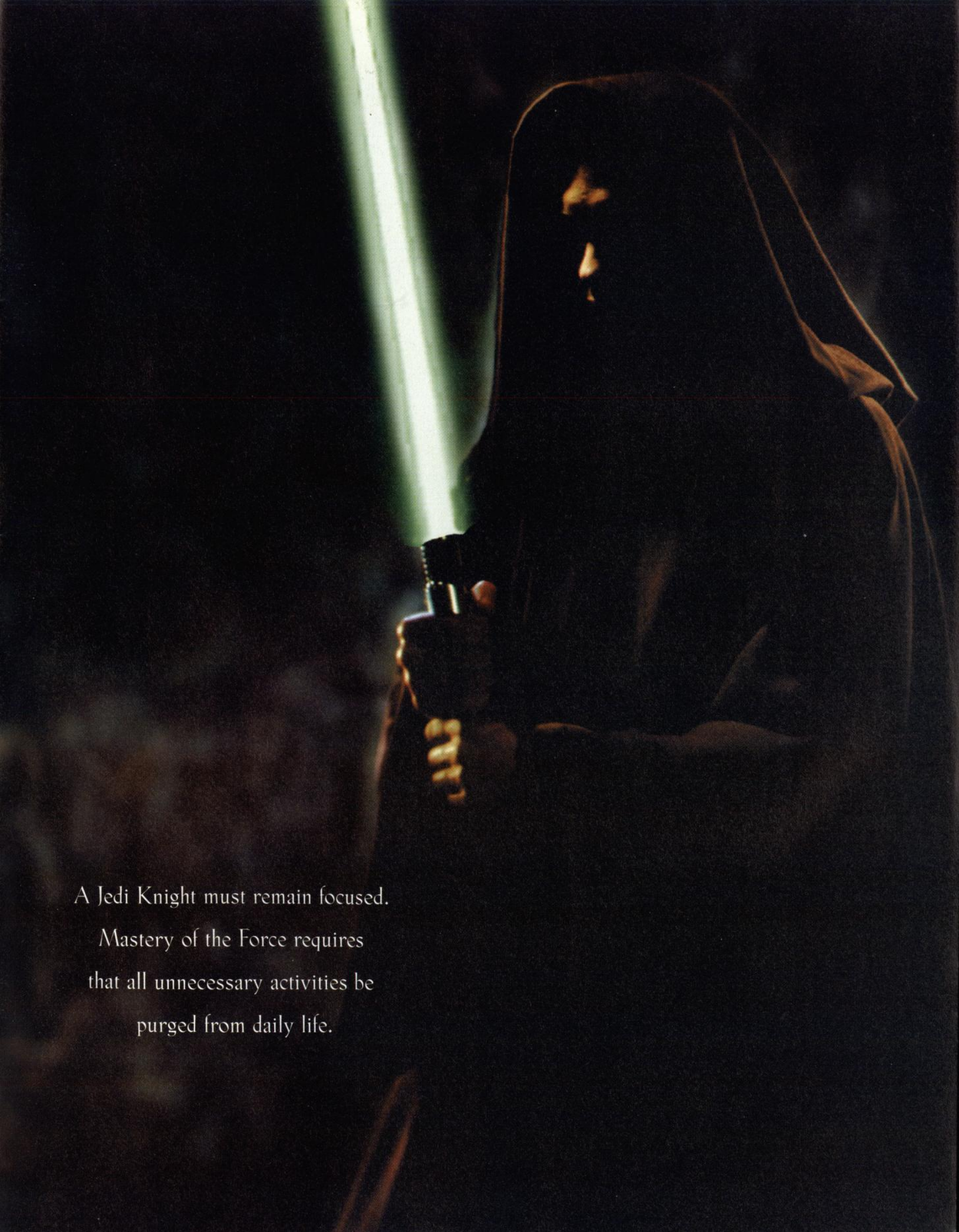
www.starwars.com

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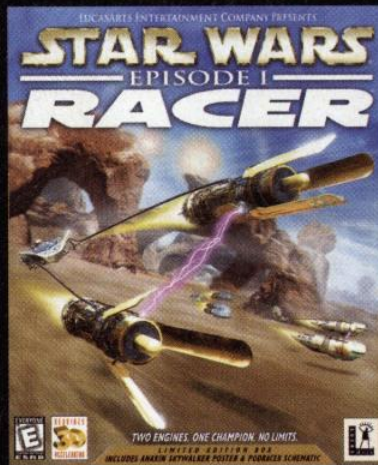
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A Jedi Knight must remain focused.

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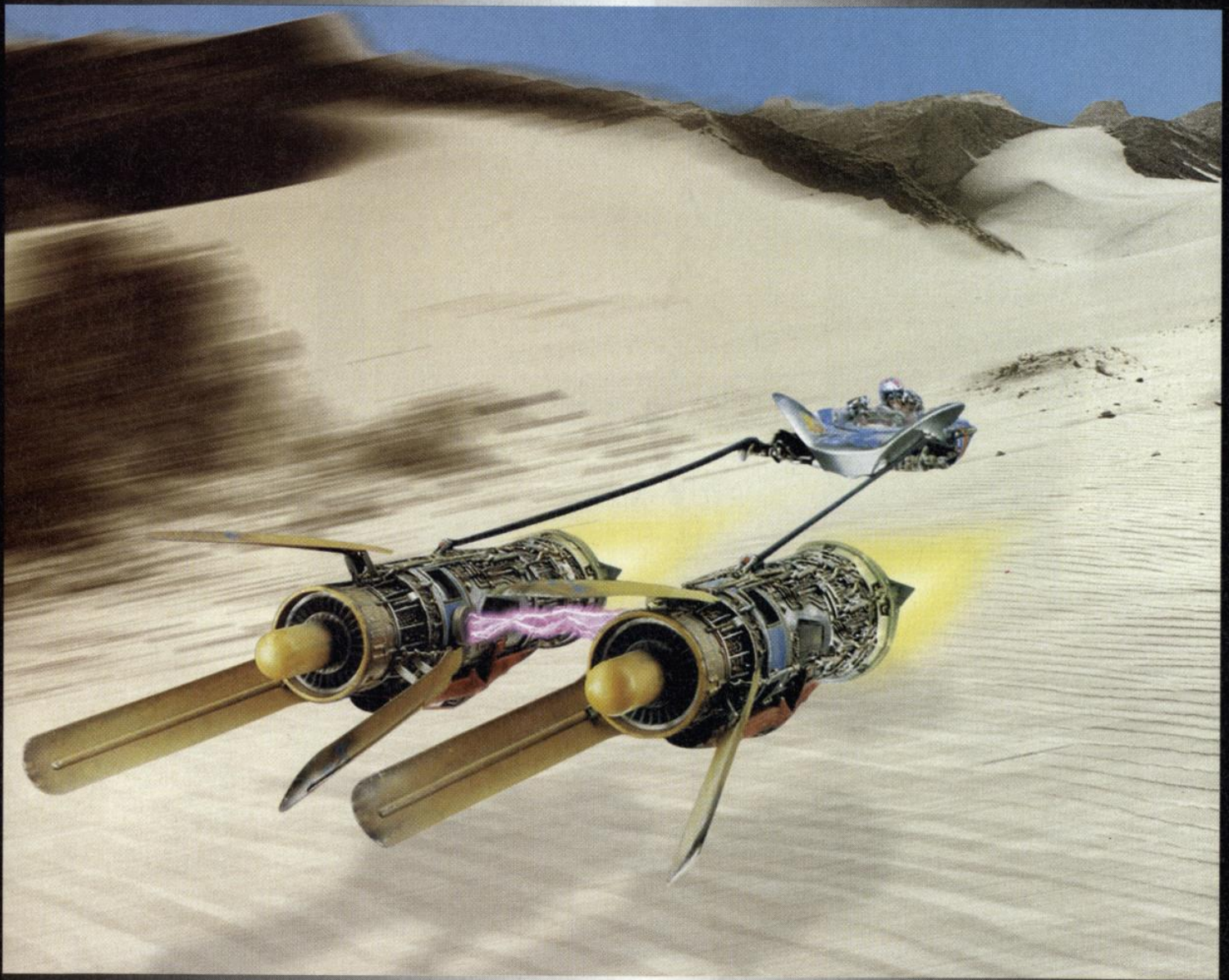


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The modified G20C

EDITORIAL

Traditionally the moments before E3 are the time where you're as likely to be playing a great new game as you are to be winning Lotto. Everyone holds back, saving their better games for the big show... and to think today I played Quake 3 Arena test demo and Omega Boost. Quake 3 Arena plays much better on my machine than I expected, although I had to sympathise with other players online who obviously had finally come to the realisation that they needed a new PC to keep up with the latest in 3D gaming. We take a special look at the demo that will have a bigger following than almost any full release you'll see this year.

PlayStation owners of course won't have to shell out extra money to improve their PlayStation to get their latest 3D game, and Omega Boost is one of the coolest games I've seen on the system over the past year or so. How much more can developers get out of the little grey box though? Hopefully these periods where getting anything more out of the console visually is pretty much impossible, will result in a revolution of developers who make some breakthroughs in gameplay. Konami certainly cut loose with Metal Gear Solid.

Of course if you're wanting the latest in console gaming technology, then the time is drawing near for the Dreamcast launch. Only a couple of months away, Ozisoft are busily preparing for the launch, with approximately 12 titles available immediately, there should be something there for everyone. Considering how vastly superior the hardware is compared to the PSX and N64, this will be a real opportunity for us all to learn how marketing and pricing really affect the success of a new console in this day and age.

I'm really keen to see what Nintendo are going to do at this year's E3 (which will have happened by the time you're reading this)... They're not normally this quiet, and they're not going to lie down and let Dreamcast and the next Sony console steal the limelight for long.

Dan



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PlayStation paraphenalia shopping. An entourage of fighting games on the way. A new Nintendo handheld in the wings. Pre E3 lineup and more.

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Your chance to win a SB Live sound card, FPS 2000 speakers, Star Wars Episode One games, and more!

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The Next Media Quake boffins assess the test demo that is fast becoming the most popular online game in the world at this moment.



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Resident Star Wars nutter Eliot Fish reviews LucasArts' outstanding new racing title.



30 - NEO GEO POCKET COLOUR

It may not have a local release yet, but this handheld wonder is the cream of the crop. Full report by Kevin Cheung.



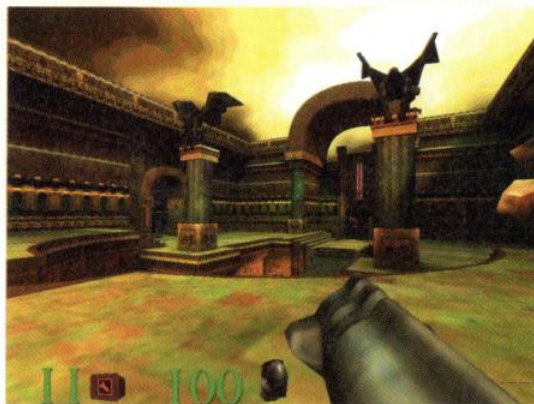
20 - FINAL FANTASY VIII COMPLETED!

A special summary of the game mechanics by one of the few people in the country to have finished the epic RPG adventure, Malcolm Campbell.



34 - ID SOFTWARE ARE BACK!

Just as the Quake 2 community were falling asleep and looking for new games to play, the Quake 3 Arena test hits, and life is breathed into the online action gaming community once again.



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PRE-E3 RUNDOWN!

Well, it's that time of the year again, where games developers get out their best pair of pants and polish their shoes, put on their cheesiest smile and most importantly, wheel out the truck-load of games they've been developing in secret. Yep, E3 is on again in LA, and the industry gets a chance to see what everyone else is doing, and let the press in on their big games for the next year in gaming. PC games are usually the jaw-droppers of the show, but this year we have Sega showing off Dreamcast goodies and a bunch of PlayStation and Nintendo 64 games which look better than good. E3 is also good for seeing grown men dress up in big furry suits, but we'll get to that later.

So what can we expect from this year's E3? Well, if we tried to list everything it could possibly take up this entire issue of Hyper, so for now let's take a quick look at some of the big console titles we can expect to have a play with...

PLAYSTATION

Omega Blast
 Spyro the Dragon 2
 Resident Evil: Nemesis
 WipeOut 3
 Destruction Derby 3
 Colony Wars 3
 Rollcage Extreme
 Omikron
 South Park
 Nightmare Creatures 2
 X-Men
 International Superstar Soccer 2000
 FIFA 2000
 Test Drive 6
 Metal Gear Integral
 and more...

NINTENDO 64

Earthworm Jim 3D
 Toy Story 2
 Vigilante 8: Second Offense
 Perfect Dark
 Castlevania 2
 Donkey Kong 64
 Mario Golf
 Eternal Darkness
 Ridge Racer 64
 Starcraft
 Command & Conquer 3D
 and more...

DREAMCAST

NFL Blitz 2000
 Soul Calibur
 Dead Or Alive 2
 Shenmue
 Blue Stinger
 Climax Landers
 Cool Boarders
 Mortal Kombat Gold
 Croc 2
 and more...



COMPETITION WINNERS

Rejoice! For free games and goodies are yours!

Rollercoaster Tycoon

Matthew Newman, NSW
 Sasha Liu, NSW
 Matt Pickersgill, Qld
 Toby Lynch, Qld
 Tyson John, Vic
 Matt Hickman, NSW

Gex 3

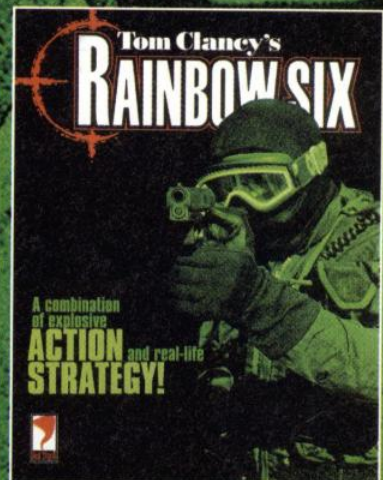
Holly Grech, NSW
 Lara Jane, Vic
 Chris Tregoe, NSW
 R. O'Brien, Tas
 B. Sinnett, NSW

YOU MISS...



YOU DIE!

Play as if 5.7 billion
lives depend on it!



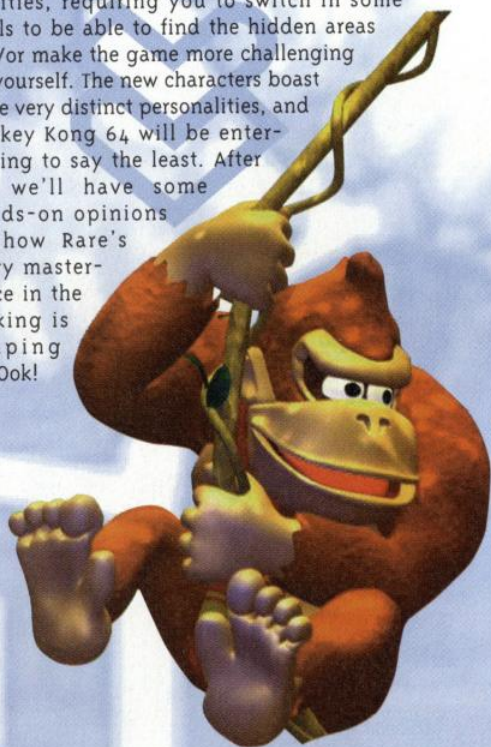
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DONKEY KONG 64

Rare has finally lifted the veil on the hugely anticipated Donkey Kong 64! We can expect a full blown look at the game after E3, but for now we just have to make do with the little banana-flavoured dribble of info that is slowly leaking out of the Rare offices. What we most definitely know, is that Donkey Kong 64 is one gorgeous looking 3D platformer in the league of Banjo-Kazooie! Accompanying Donkey Kong on his adventure, will be that baseball-cap-wearing chimp, Diddy, as well as some new characters - Tiny, Lanky and Chunky! Gamers can expect the same style of gameplay which we all devoured in Donkey Kong Country, which sounds like a pretty good move by Rare considering the formula was so successful and it's been so long since anyone has played the first games in the series. It's back to the jungle at any rate, and banana collecting and Kremling bashing seems to be on the menu. Controlling one of the different apes gives you access to different 'moves', because naturally, each ape has different abilities, requiring you to switch in some levels to be able to find the hidden areas and/or make the game more challenging for yourself. The new characters boast some very distinct personalities, and Donkey Kong 64 will be entertaining to say the least. After E3, we'll have some hands-on opinions on how Rare's hairy masterpiece in the making is shaping up. Ook!



NEW NINTENDO HANDHELD

Incredibly, Nintendo have decided to begin development on a new handheld, despite the seemingly never-ending success of the Game Boy and its many variations. The little birdies are tweeting that this new next-generation hand-held will be more powerful than the Super Nintendo, but of course, not in the league of the Nintendo 64. Pretty impressive for the handheld though, to offer gaming as good as what the SNES used to pump out. Handhelds could suddenly become even more addictive than they already are! Woe is me! Of course, the main designer behind this technological treat is none other than Shigeru Miyamoto (creator of Mario and Zelda), who is fast becoming a house-hold name! We know it sounds too good to be true, but believe us, it's true! Unfortunately, the new handheld will not be Game Boy compatible. Expect to see this baby surface in the year 2000.



DREAMCAST INFO RETRACTION

Hyper would like to bring to the attention of the readers, the article that was printed on page 14 of issue 68 of Hyper Magazine (June '99 issue), which contained incorrect information.

Ozisoft would like to strongly attest that the information linking Telstra to Ozisoft as their On-line partner for Dreamcast in Hyper magazine was unfounded, and at this time no on-line partner for Ozisoft has been appointed for Dreamcast in Australia and New Zealand.

Ozisoft can confirm that the Dreamcast will launch in Australia and New Zealand in late September for \$499 with a built in modem. The Dreamcast is the first ever console to come with a built in modem as standard, and this modem will enable users to access the Internet for on-line gaming, net browsing and mail facilities.

With over 12 games expected at launch, Dreamcast will have the largest videogame console launch in history come September.

CHARTS

Charts kindly supplied by Hitech World

PLAYSTATION

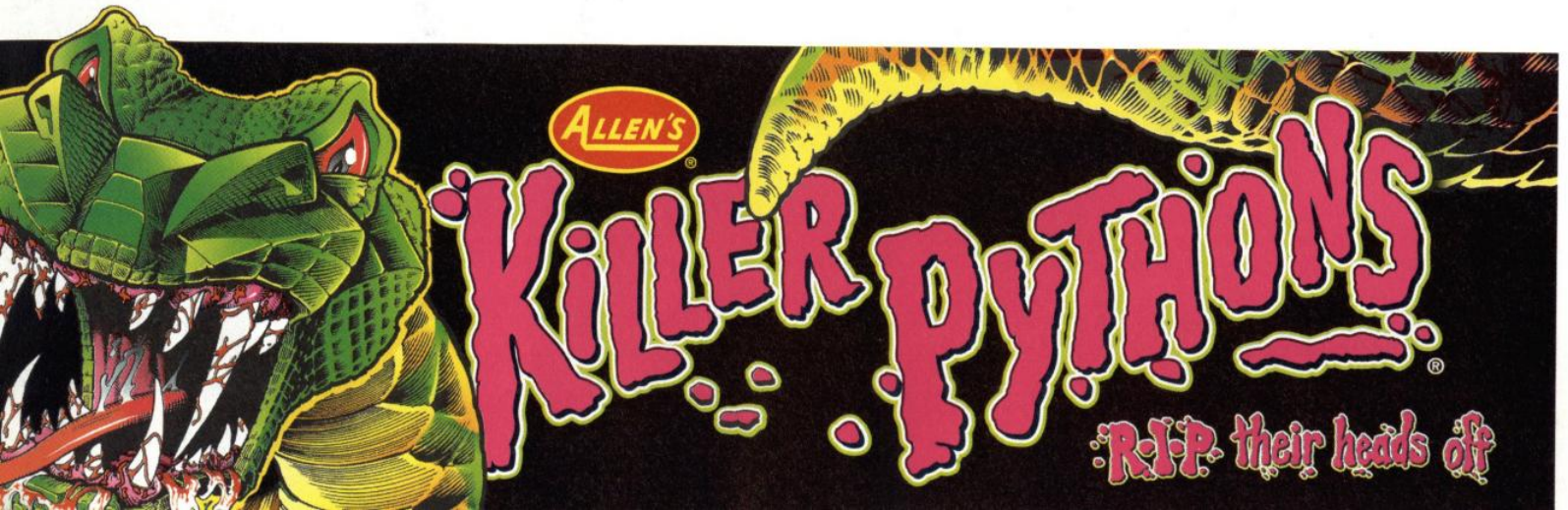
- 1 NFS: High Stakes
- 2 Ridge Racer Type 4
- 3 Metal Gear Solid
- 4 Crash 2
- 5 Tekken 2
- 6 Gran Turismo
- 7 Spyro the Dragon
- 8 Colin McRae Rally
- 9 Shane Warne Cricket
- 10 TOCA 2

NINTENDO 64

- 1 Mario Party
- 2 Mario Kart
- 3 Aero Gauge
- 4 GoldenEye
- 5 Banjo Kazooie
- 6 Zelda 64
- 7 Nascar '99
- 8 Rogue Squadron
- 9 Pilot Wings
- 10 Mario 64

PC

- 1 Baldur's Gate
- 2 Need For Speed 3
- 3 Sim City 3000
- 4 TA: Commander Pack
- 5 Myth 2
- 6 Heroes of Might and Magic 3
- 7 Red Alert
- 8 Powerslide
- 9 Fallout 2
- 10 Death Rally

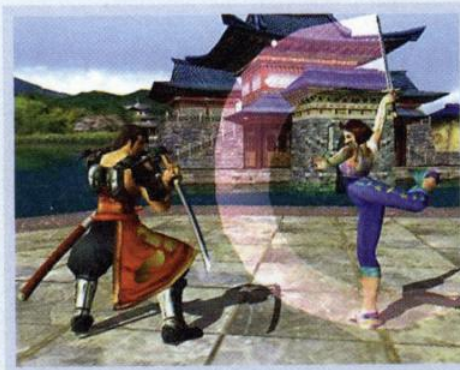


FIGHTING GAMES LIMBER UP

Lots of titles are popping up on release schedules for various platforms which will have any fighting game fan drooling and exercising their d-pad thumb skills... here's a little rundown on some new announcements. Toshinden 4 is finally being coded, thanks to Takare and Tamsoft, and will appear on the PlayStation. Characters will be different, and the gameplay has been given a work-over. Street Fighter will continue its 2D fighting tradition with Streetfighter 3: Third Strike.

Also on the way for PlayStation, will be Fatal Fury: Wild Ambition, the 3D title in the Fatal Fury series ported over from the Neo Geo 64 and Psychic Force 2 from Taito. It is also rumoured that Capcom may bring Tech Romancer to the PSX, which should excite some of you. Characters from Streetfighter EX, like

Allen Snider, are also popping up in a game called Fighting Layer, which was made by the same team that created Streetfighter EX, and should hit the PlayStation in Japan soon. As for the Sega Dreamcast, this spunky machine will be getting King of Fighters: Dream Match 1999, Soul Calibur from Namco (which looks to be simply awesome), Dead or Alive 2 and the amazing sounding SNK Vs Capcom just to name a few, proving that the Dreamcast is going to have some absolutely killer fighting games!! The Nintendo 64 has never really been known for its fighting games, but we are hearing that Killer Instinct could be returning in a 64-bit incarnation. Knock on wood, N64 owners, a good fighting game may be possible!



DAVID JONES, GRACE BROS, SONY ENTERTAINMENT CENTRE?

Sony have decided to open the first PlayStation only retail store called the Sony Entertainment Centre - completely devoted to selling PlayStations, games and peripherals as well as anything remotely PlayStation related - you know, PlayStation toilet paper, Sony toothpicks and Dual-Shock underpants. The store will be located in San Francisco, USA - not Japan as you may have expected - with the store fitted out with some cutting edge interactive games stations where shoppers can try before they buy. There is also a big Sony IMAX theatre in the complex and a bunch of other stores, so you can get away from the consoles for while if it starts to drive you a bit nuts. The PlayStation store itself will span around 5,000 feet of floor space, which is pretty incredible! If it takes off, we can expect to see these Sony Entertainment Centres popping up all around the world, allowing Sony to truly proclaiming themselves king of the consoles. I mean, can you imagine a Sega department store or Nintendo mall? Not yet...



OVERFLOW

The Tomb Raider movie is back on the drawingboard again, with Paramount studios announcing a director and writer for the film which they hope to release mid-2000. The Director, Stephen Herek, has been responsible for Bill and Ted's Excellent Adventure and the Mighty Ducks. The writer, Steven DeSouza, has penned action flicks such as Die Hard 1 and 2, Hudson Hawk and Streetfighter: The Movie. Well... let's hope their combined talents produce something better than all the other videogame movies that the world has seen so far. We don't think that should be too hard...

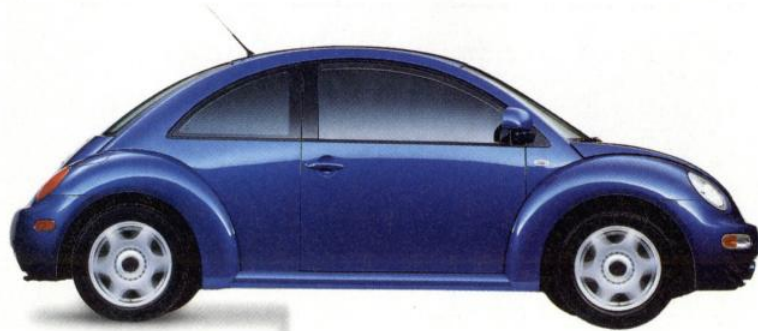
Oddworld Inhabitants have confirmed that Munch's Oddysee will appear on the PlayStation 2, and that the new Sony console will become the console they will focus on. Supposedly, their Abe's Oddysee sequel is so ambitious that the PlayStation 2 will only just be capable of running the game they plan on making...

We are hearing that Namco will announce Ridge Racer for the Nintendo 64! We know it sounds like a console fantasy, but with Namco feeding out Soul Blade to the Sega Dreamcast, Ridge Racer on the N64 doesn't sound too far fetched. It's a shame it's yet another racing game for the Nintendo 64, which really needs more racing games like it needs a hole straight through its CPU, but hey, symbolically this is a big step for Nintendo...

Rumours abound that Sony has been talking with SNK about a device which will link both the PlayStation and PlayStation 2 with the Neo Geo Pocket Color handheld. We have no confirmation of this fact, but E3 is just around the corner, and would be the perfect place for either company to make an announcement on the matter...

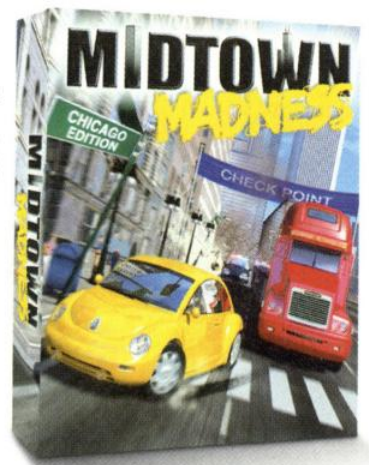
Descent 3, Falcon 4.0, Madden NFL 2000, Half-Life and Baldur's Gate are all coming to the Macintosh, which is great news for those of you Apple-Equipped. Geez, and this good news on top of getting the Quake 3 Arena test before PC users. Heheh...

The next James Bond game from Electronic Arts, The World is Not Enough, based on the new 007 film, will actually be using id software's Quake 3 Arena engine. Sounds like a wise move, and we're sure many developers will follow in their footsteps..



0-100 (off a skyscraper)? Yes.

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Microsoft

SUBSCRIBE



MAY SUBSCRIPTION WINNERS

Prize: Mounted Star Wars poster and X-Wing Alliance Winner: Ryan Howell, Vic

20 Runners up who receive X-Wing Alliance

Patric S, NSW, Karl Robinson, Vic, Colin Northcott, NSW, Ben O'Brien, NSW, Luke Turns, NSW, Steven Nigro, NSW, Simon Atkins, NSW, David Brain, Vic, Peter Ford, Qld, Anthony Tomasello, NSW, Jason Roberts, SA, Douglas Meikle, Qld, Chris Aquilina, NSW, Philip Barker, Qld, Tony Gates, ACT, Aaron Giandomenico, Qld, JA Denton, SA, William May, WA, Therese Thorne, Qld, A Power, Qld.

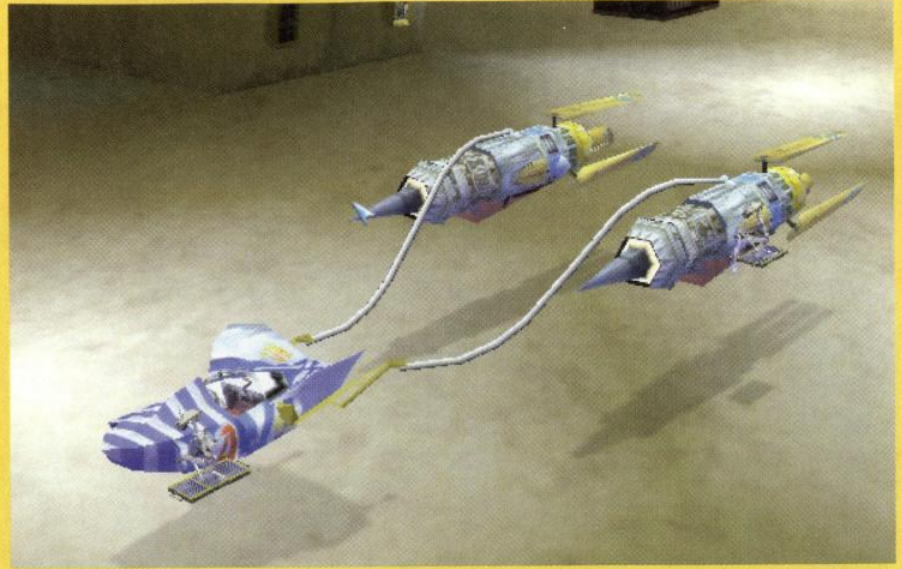
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ALL ENTRIES CLOSE JUNE 29TH 1999

EPISODE ONE - THE GAMES!

LucasArts have some very entertaining games to co-incide with the action-packed new Star Wars movie, Episode One - The Phantom Menace. The Phantom Menace adventure game is available on PC and PlayStation and Episode One: Racer is available for PC. We have six Episode One games to give away, so with your entry, please specify which game you would like and for which platform. To be in with a chance to win, write us a 50-words-or-less review of Star Wars: Episode One - The Phantom Menace, which hits cinemas on June 3rd, the same day as this issue of Hyper. The coolest six entries, voted by the Hyper staff, will be awarded the Episode One game of their choice! How awesome is that?! Thanks to Metro Games for being generous enough to bestow the games upon us!

Send your entry to: The Fandom Menace, Hyper, 78 Renwick St, Redfern, NSW 2016. MTFBWY!



SYPHON FILTER

Will Syphon Filter go underrated? Will people just write it off as a Metal Gear Solid clone? Not if we can help it! Syphon Filter from Sony is a brilliant piece of work, and the Hyper crew can heartily recommend it to all you gamers out there with a chunky great 92%. Of course, maybe you'd love to nab yourself a free copy thanks to Sony Computer Entertainment Australia... We have FIVE copies to dish out to the best five entries in this phat comp. To be in with a chance this month, please send us a drawing of some spy action, and be as imaginative as you'd like. We may even print your entry in the letters section if we think it rocks the house. Get scribbling, and include your name and address on the rear of the artwork.

Send your entry to: I Spy, Hyper, 78 Renwick St, Redfern, NSW 2016.





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MYER



Ape Escape

PLAYSTATION

AVAILABLE: JULY

CATEGORY: ACTION

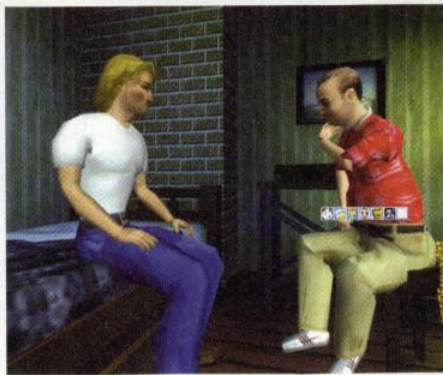
PLAYERS: 1

PUBLISHER: SONY



Sony are returning to the platforming genre to try and bolster the PlayStation with another potential series of games, starting with the bizarre Ape Escape. You play the role of a kid who has to capture a number of escaped monkeys before the evil simian, Spector, can take over the world. To catch the monkeys, you'll have to learn how to use a variety of gadgets, from nets to slingshots, stun-clubs and er... hula-hoops. Maybe if you make the monkeys dance with hula-hoops they get really tired and you can catch them... or something. Heh. Visually,

the game has a really nice, sharp and colourful look, with some very funny-looking characters and a nice smooth framerate, really leaving it up to the gameplay to bring it home. The gameplay does seem to be something strangely original, with your character, Spike, having to traverse through odd puzzles whilst attempting to sneak up on the monkeys and return them to the zoo. Like all good platformers, there will be bonus levels tucked away, ranging from boxing and skiing, which will unlock new items for you to use in your adventure. Spike can only be controlled with the dual-analogue sticks, so interestingly, Ape Escape will not be playable with the old standard digital PSX controllers, but the new analogue-only control is said to be not only unique but extremely well executed. Ape Escape has the potential to fill a gap that the big mainstream titles like Crash Bandicoot never could, with it's almost Nintendo style gameplay. More on this one soon...



Gabriel Knight III

PC

AVAILABLE: AUGUST

CATEGORY: ADVENTURE

PLAYERS: 1

PUBLISHER: SIERRA



It's been a long, lonely wait for Gabriel Knight III... but finally a release is looming. The adventure continues this time around, with Gabriel investigating the kidnapping of a Prince's son, a bizarre sect of vampires and a strange chateau. Blood of the Sacred, Blood of the Damned draws you deep into the mystery surrounding a "great enigma" in Rennes-le-Chateau, France, where the adventure takes place. But is everything what it seems? Be prepared to delve into not only the mysterious plot of GK3, but the real-life mystery behind the Knights Templar.

Sierra thankfully dropped the FMV for number three in the series, sending those hammy actors back to their agents, and hired a bunch of polygons instead. Using a completely 3D engine, Gabriel Knight 3 has the potential to be one of the best adventure games this year, if it can match the excellent gameplay of the previous games in the series. Already, there's a lot going for the nicely modelled characters, and lush 3D environments which are more akin to an action game than an engrossing adventure. Don't fear though, as Blood of the Sacred, Blood of the Damned is very much a puzzle-filled adventure game. Thanks to the 3D environment, you will be able to move the camera around to aide in your super-sleuthing, supposedly even during conversations.



It's not that surprising to see yet more Mario Kart inspired racing games down the track, however, coming from Squaresoft it seems a trifle lazy. Take one fluffy, yellow chocobo and stick it in a racing cart, throw in some Nintendo-style tracks (a haunted castle, rainbow/lollipop land) and you have the cute multiplayer racing game which is Chocobo Racing. The gameplay really does take more than just a leaf out of Mario Kart's book, with the cute little characters powersliding around the colourful courses, picking up powerups and fighting for the finishing line. Chocobo Racing feels pretty solid, but it doesn't really seem to offer anything remarkably new or exciting either, besides some



Chocobo Racing

PLAYSTATION

AVAILABLE:

CATEGORY: RACING

PLAYERS: 1-4

PUBLISHER: SQUARESOFT



unique powerups. There are quite a few options for tournament play, time trials and multiplayer games, but nothing you really wouldn't expect. A better Mario Kart rip-off would be Speed Freaks which we've also previewed this issue, as it has a bunch of original ideas within it. Still, if you're a fan of the Squaresoft characters and overall sensibility, then Chocobo Racing may actually really appeal to you. It doesn't really have our wow-o-meter pumping, but we still look forward to seeing a final version closer to release.

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Final Fantasy VIII

PLAYSTATION

AVAILABLE: TBA

CATEGORY: RPG

PLAYERS: 1

PUBLISHER: SQUARESOFT

WOW-O-METER



Right now, there are a bunch of Final Fantasy fanatics out there who have been scouring every western games magazine for news and information on the eighth instalment. And right now, those same fans are probably getting pretty sick of screenshots of Squall and Rinoa's dance scene. Sure, it's beautiful and a good indication of how high the production standards are for FFVIII, but there must be more to the game than one FMV scene, right? Well, Malcolm Campbell, the Art Director from PC Powerplay has gone through the painstaking process of playing through the game in Japanese, reading transcriptions of all the text, and has finished the game! Malcolm explains some of the game mechanics for us, giving us a closer look at possibly the greatest RPG of all time.

BEGINNING TO END

Starting with game time, Final Fantasy VIII takes around

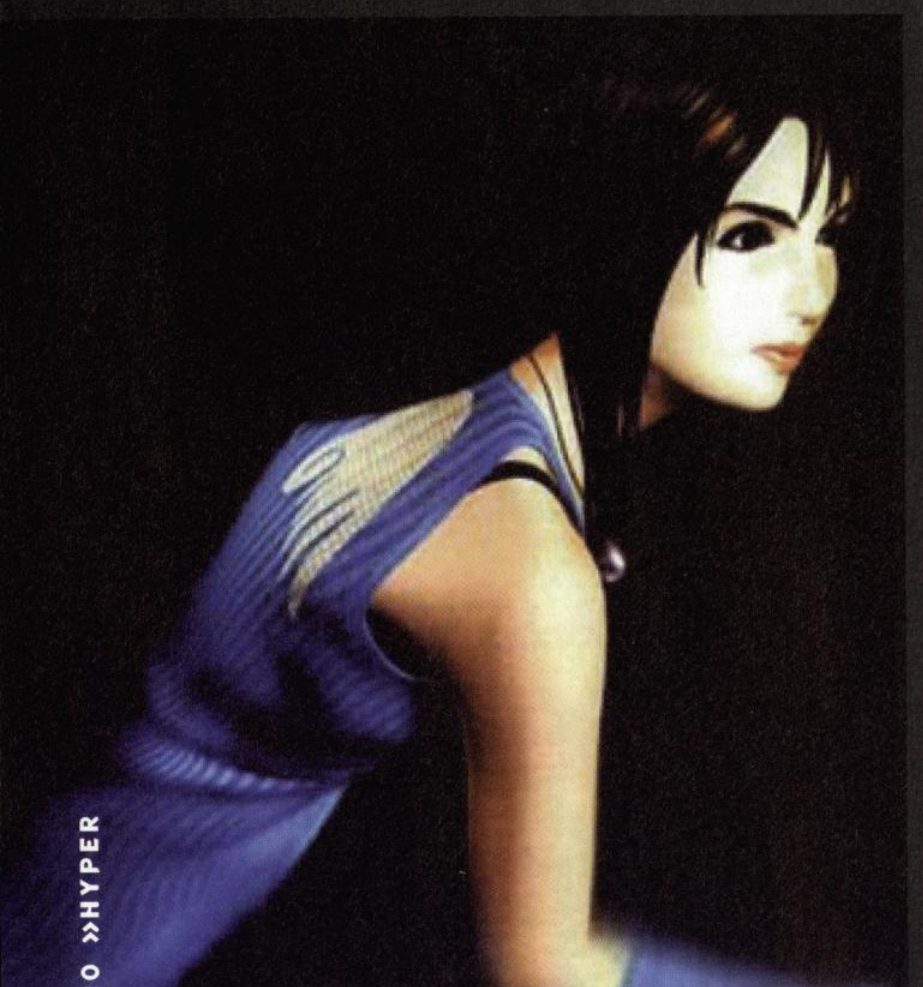
50 hours to finish, and that's without stopping to play the minigames, get all the Guardian Forces, or worrying too much about finding the best weapons. It's possible to finish the game with relatively low character levels, as the strength of opponents is calculated in proportion to Squall's level. That is, if he's at level 70 with 8000 hit points, that Dragon won't go easy on him. Bosses seem a good deal harder to beat in FFVIII; many seem invincible until the gap in their armour is found, providing a much greater tactical element to the turn based fights. Often I had one character unconscious, one poisoned/sleeping/cursed and one on the verge of death before delivering the final blow with a summoned Guardian Force. And I'd rather not talk about the final boss...

EVOLVING STRATEGIES

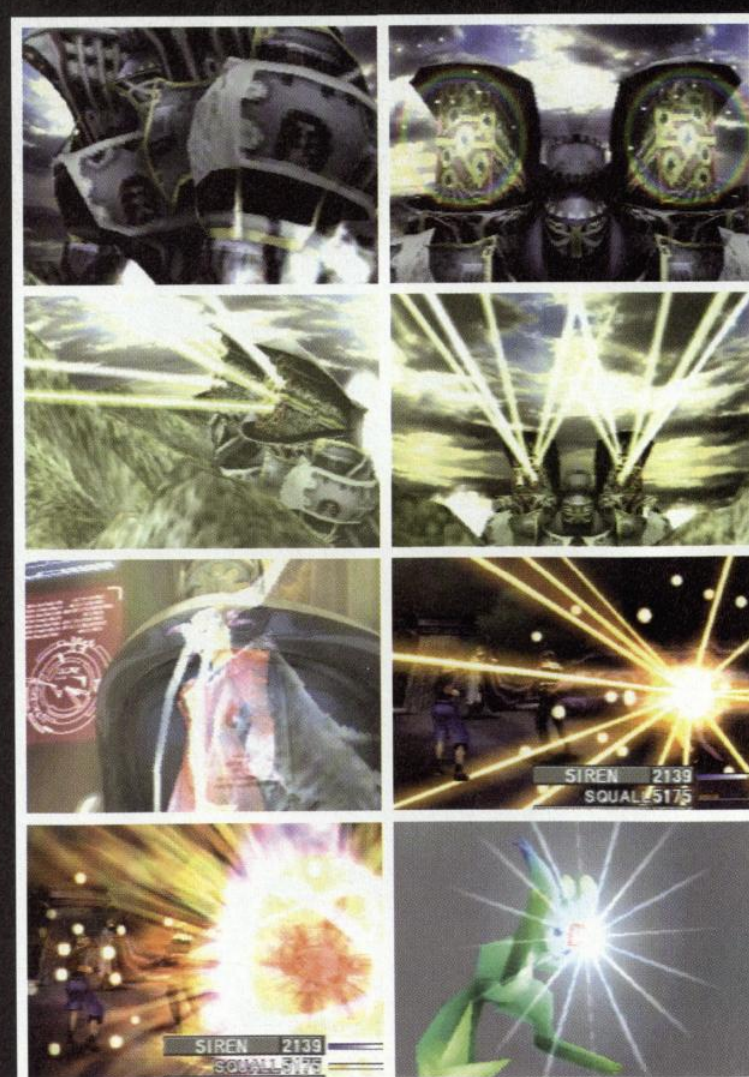
Japan's most popular gaming magazine gave FFVIII an almost perfect score, with criticism aimed at the dependence of Guardian Forces to win battles.

While this is certainly true earlier in the game (I got pretty sick of summoning Efreet), the balance shifts towards spell-using around halfway through and towards physical attacks at the end, particularly limit breaks.

Guardian Forces then become most useful for their junction abilities, which act as extra commands and power-ups. For instance, after gaining a certain amount



20 >> HYPER



of experience Diablos learns the ability Encounter Nothing, meaning the party will not have to fight any of those annoying random battles so popular in RPGs. Other abilities include Revive, Counter, Auto Haste, Steal and Change into Card.

MAGIC MECHANICS

The Junction system itself is absolutely vital to the game. Instead of characters having Magic Points, they now must Draw spells from draw points and enemies. These can be cast straight away, or saved and junctioned to character attributes. It works something like this: Rinoa is in battle with some Galbadian soldiers. In her turn she chooses to draw some spells from her enemy, and is given the choice of Bolt, Fire and Cure. She picks Cure and draws 7, saving them for later. Rinoa has her Health Points junctioned to Cure spells, so this extra 7 Cure spells will boost her HPs from 1200 to 1400. Now she can either manually optimize it, or press the "optimize for health" button to do it automatically. Easy, huh? So apart from spending all your time optimizing spells to squeeze an extra 5 strength points out, what else can you do? How about playing cards with everyone on the planet? The FFXIII minigame turns out to be not so mini at all, with a complex set of rules, an abundance of cards to collect and special cards that can be turned into items. Collecting all the cards will require

asking almost everyone, including your own party at certain times, if they want to play, then actually winning the game. This is no easy feat - out of the 20 odd matches I played, around 4 were victories. Then there is the reappearance of the almost invincible Weapon monsters, Ultimate and Omega. The most powerful Guardian Force can only be drawn from Ultimate Weapon, and as was the case in FFXII, the Weapon's are at least as powerful as the final boss. Fortunately you won't need to breed a Gold Chocobo to get to his lair, but if you want to summon the Moogle and Chocobo in battles you'll need to play the other minigame on the PocketStation.

ASSEMBLE YOUR ARSENAL

Weapon upgrades are also a lot more complicated than the previous game. No longer can you walk into the nearest shop and say "I have your biggest Gunblade, please", now you need to find the monthly weapons magazine... no, really. It has instructions and a list of parts for better weapons, which will likely require you to trek across the world and steal it from some obscure monster hiding in a forest. Phew!

Well, that's not the half of Final Fantasy XIII, but you get the picture. American release is currently set at September. It's a long wait, but have a thought for the poor translators at Square USA - they have a huge task ahead of them.





Mars Maniacs

PC

AVAILABLE: TBA

CATEGORY: RACING

PLAYERS: 1-8

PUBLISHER: CHURCH OF ELECTRONIC ENTERTAINMENT



WipEout. Probably one of the most influential racing games ever to grace a console or PC... So much so that there are still games surfacing that are essentially WipEout with a new paintjob. Not that that is such a bad thing in some cases - like Mars Maniacs, for instance. Whilst Aussie-based Church of Electronic Entertainment have been inspired by WipEout, Mars Maniacs is still a fun

game in it's own right, and differs from the Psygnosis games in a few major areas. For starters, Mars Maniacs has no weapons - this is purely about racing. Learning every corner on every track, conserving your turbo for overtaking other cars at the right moment, and even learning how to race your opponent off their racing line. The engine is pure speed and solid, detailed environments - looking better than WipEout in most respects, although we're yet to see whether Mars Maniacs can achieve the stupidly high speeds which were possible in WipEout. The cars are futuristic, and yet styled on old classic motor cars, which is kind of funky - and the engine trails are very pretty indeed. With up to eight players getting to race Mars Maniacs over a LAN, there could be some seriously fun times ahead for those of you looking for another WipEout style racer for your PC. Full review soon.

Monster Truck Madness 64

NINTENDO 64

AVAILABLE: JULY

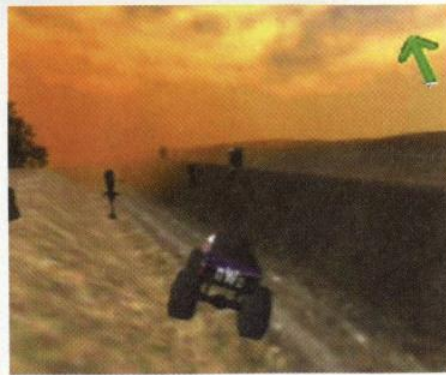
CATEGORY: RACING

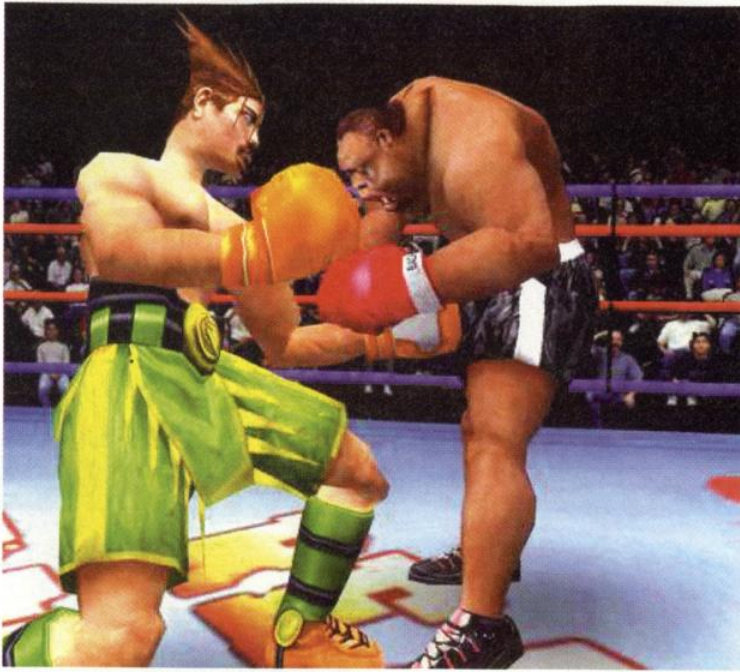
PLAYERS: 1-4

PUBLISHER: TAKE TWO INTERACTIVE



It may be another Nintendo 64 game with racing in it, but that's not necessarily something to lament in this case. Take 2 Interactive have developed Microsoft's Monster Truck Madness under their Rockstar label, bringing it home to the excellent 4-player capabilities of the N64. As a single player game, Monster Truck Madness 64 offers the same go-anywhere monster truck racing as the PC original did, with outrageous big-wheeled trucks struggling over rocky hills and through rivers, from both first person and third person viewpoints. Plug in a few extra controllers, though, and Monster Truck Madness 64 looks like it could really shine. Apart from simply racing your friends over a number of "cross country" circuits, there is also the addition of a Rumble mode where you have to knock your opponent off a platform, a "chase" mode, where you can hunt down your opponent in a police truck, and a "soccer" mode where you can bounce a huge soccer ball around a playing field trying to score goals from behind the wheel of one of the 20 monster trucks featured in this N64 version. Of course, we can expect Rumble support, and hopefully 4MB expansion pak support for some high resolution gaming. Otherwise, MTM64 is on track to being yet another quality N64 racing title. Now can someone make something other than a racing game for the N64? ;)





It may sound like another World Wrestling Federation videogame, but thankfully Ready 2 Rumble is something other than big hairy men in underpants. Well, actually, there's still plenty of big hairy men in underpants in this game, but at least they're only throwing punches at each other and not getting horizontal. Midway have decided to bring the PlayStation, Dreamcast and Nintendo 64, a boxing game which is a comfortable balance between arcade/action and a boxing simulation. Remember Super Punch Out on the Super Nintendo? Well Ready 2 Rumble looks like it may be a 3D version of the same style of gameplay, which frankly sounds absolutely brilliant. The game will feature around twenty different boxers, each with their own unique fighting style, so there will be a nice challenge in mastering them all. Visually, the game looks



Ready 2 Rumble Boxing

PLAYSTATION/DREAMCAST/
NINTENDO 64

AVAILABLE: TBA
CATEGORY: BOXING
PLAYERS: 1-2
PUBLISHER: MIDWAY



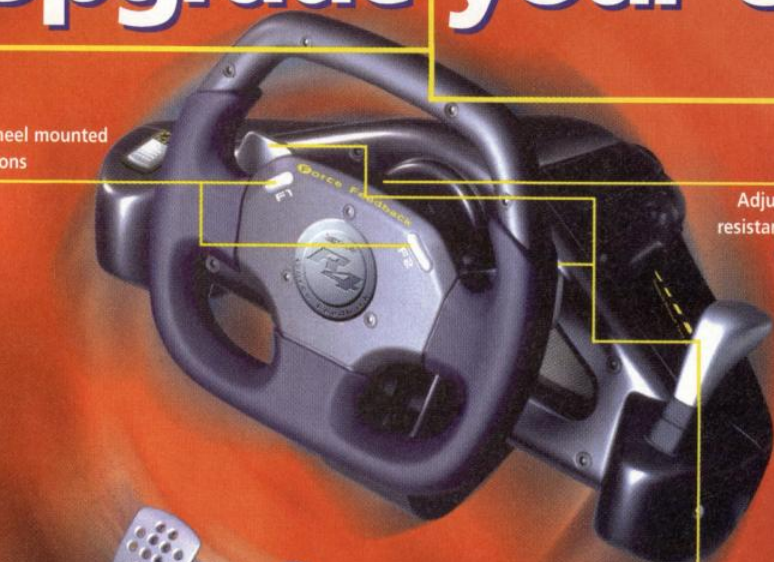
very impressive, with nicely modelled characters with funny-looking digitised faces. For those of you playing the game on the Dreamcast, you will have the option to play an opponent head-to-head via the Dreamcast's internal modem. The more fights you win, the more you can customise your boxer, increasing their skills in various ways, as you have access to certain aspects of the management side of things too - though it seems it's all presented in a humorous way. One to watch.

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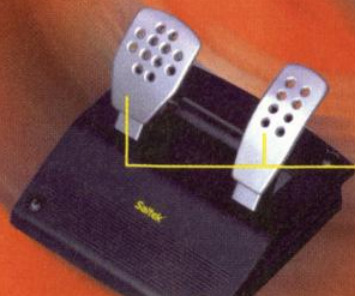


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Omega Boost

PLAYSTATION

AVAILABLE: JUNE/JULY

PLAYERS: 1

PUBLISHER: SONY



I'm fairly certain that when I reviewed Virtual On I made mention of an episode of Macross (Robotech) where Rick Hunter and Max Sterling started playing an holographic arcade game where two Valkyrie fighters would do battle. Virtual On was the closest thing to this yet, and we're eagerly awaiting Virtual On 2 for Dreamcast... but Polyphony Digital, the team behind Gran Turismo have given me another excuse to rant about one of my favourite Robotech episodes, with their jawdroppingly beautiful Omega Boost. In fact, the mechs in this game were designed by Kawamori Shouji himself, the designer for the Macross series.

Unlike Virtual On, Omega Boost is far more of a 3D shooter, with the battles taking place in a very open 3D area with free movement in all directions, this is really the first title where you get those scenes of giant robots flying through the air launching volleys of lasers and missiles at one another... deftly weaving in between the incoming attacks from their enemies.

Polyphony Digital seem to have found the right balance between manic 3D action and simple controls. Using analogue control with the Dual shock, manoeuvring was a breeze, and with clever use of your boosters, zipping past your enemy as they fire at you feels spot on. There's a button to orientate yourself towards the enemy, and while holding this button down, using the directional pad (or analogue stick) works as a means to dodge and weave.

If you love that anime "swarming missiles" style of attack, then you'll be pleased to see that it has been implemented, just like in Ray Storm.

What was the coolest visual feature for Gran Turismo? The replays of course, and it would seem that Polyphony Digital are making them a trademark or something, because they have made a return for Omega Boost. Also similar to GT are qualities such as the reflective texturing effects, in fact they're similar enough to suggest they've taken the GT engine and worked on it to allow 3D movement.

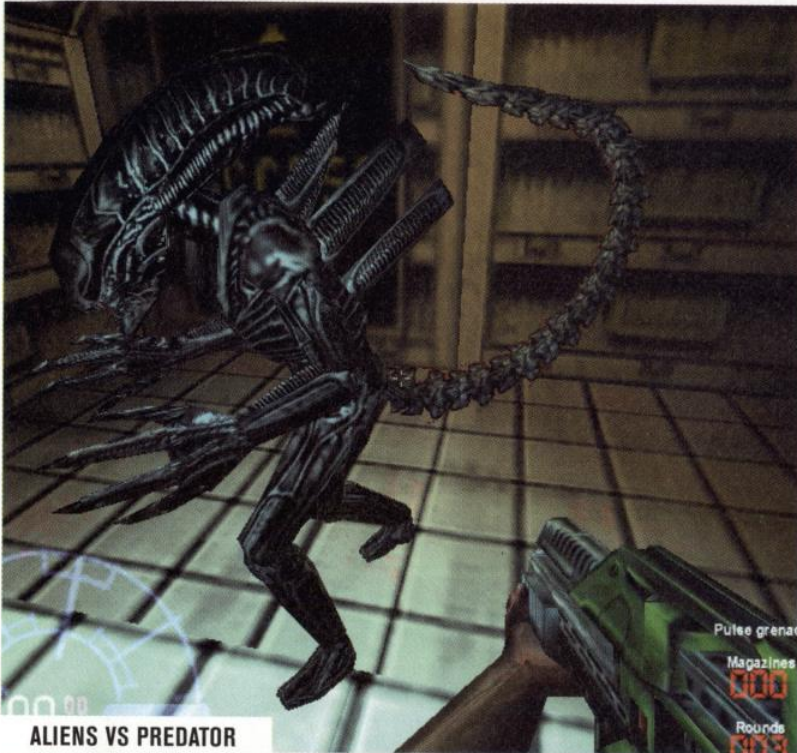
It is possible to believe at this point of time that Omega Boost will be to the PlayStation what Panzer Dragoon was to the Saturn, and what Lylat Wars was to the Nintendo 64.

Definitely one we're all looking forward to reviewing here at Hyper.

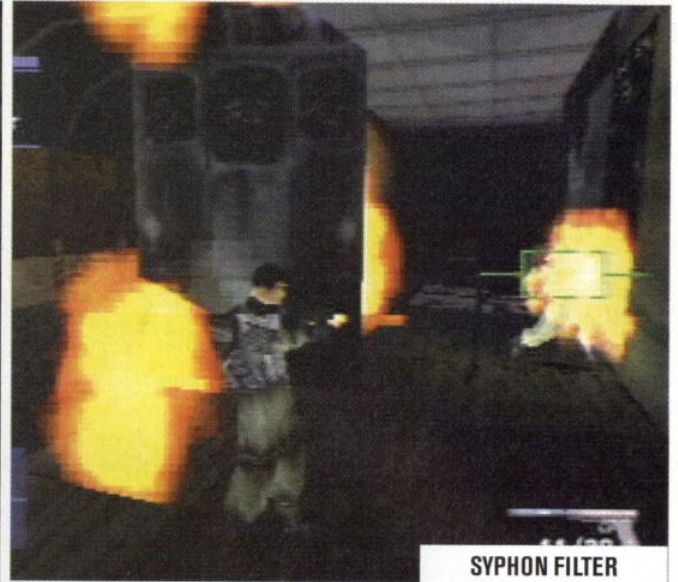


UPCOMING RELEASES

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



ALIENS VS PREDATOR



SYPHON FILTER



EVIL ZONE



LODE RUNNER

★ Hot stuff on the way...

PC

JUNE

Aliens Vs Predator★
 All Star Golf
 Braveheart
 Breakneck
 C&C: Tiberian Sun★
 Darkstone
 Discworld Noir
 Dungeon Keeper 2★
 Fighting Steel
 Flashpoint
 Fly!
 Hidden & Dangerous
 Outcast
 Rayman 2
 Revenant
 Shadowman
 Snowmobile Racing 2
 Soul Reaver
 TA: Kingdoms★
 Unreal Tournament★
 JULY
 Cutthroats
 Daikatana★
 Force 21
 Interstate 82★
 Team Fortress 2★

X

PlayStation N64

JUNE

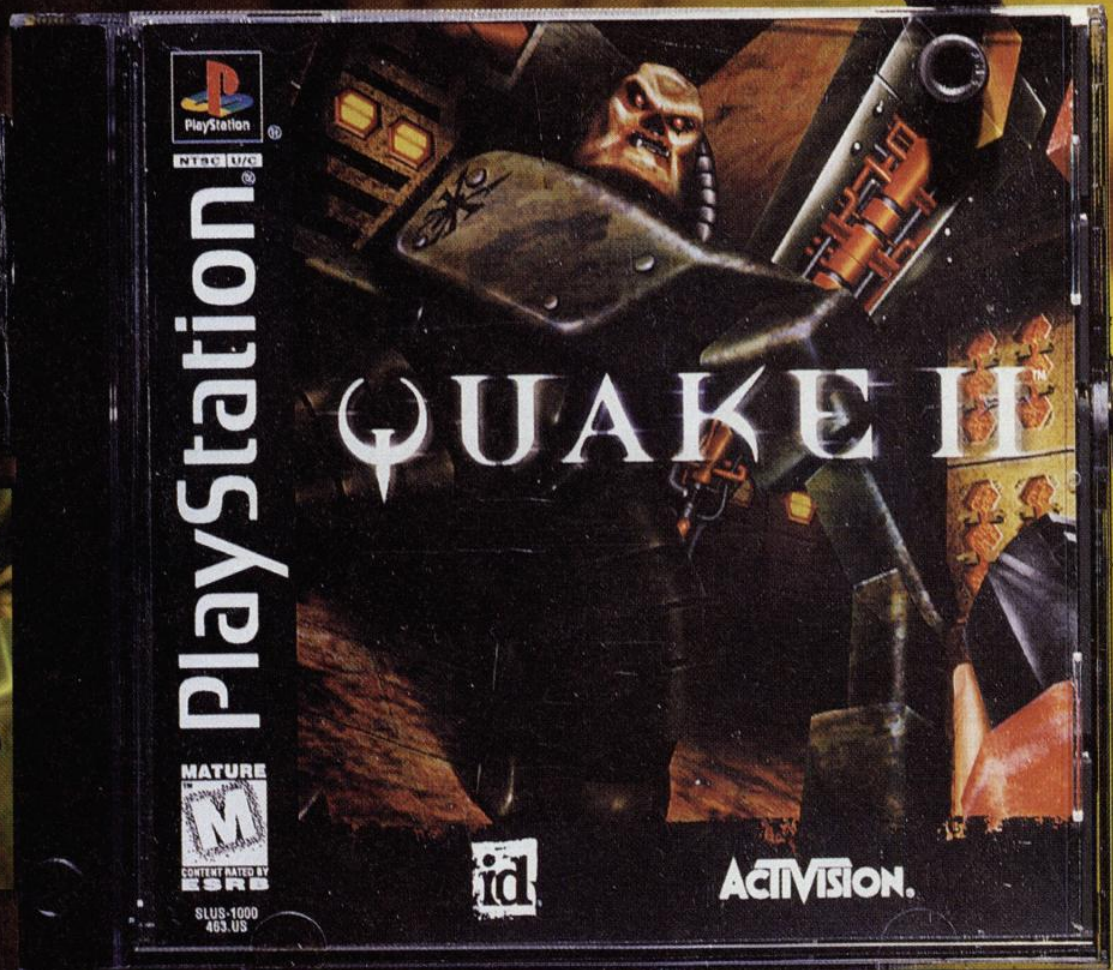
AFL 99
 Bugs Bunny Lost in Time
 Carmageddon
 Castrol Honda Superbikes
 Centipede
 Croc 2
 Driver★
 Evil Zone
 FA Manager
 Gekido
 Legend of Kartia
 Mucho
 NBA Pro '99
 No Fear Downhill Mountain
 Biking
 PGA European Tour Golf
 Rampage World Tour 2
 Shadowman
 Smash Court Kournikova
 Soul Reaver
 V-Rally 2★
 JULY
 Ape Escape★
 Attack of the Saucermen
 Omega Boost★
 Railroad Tycoon 2
 Rainbow Six
 Rally Masters
 Syphon Filter★

JUNE

Assault
 Carmageddon★
 DethKarz
 Lode Runner
 Mystical Ninja 2
 NBA Pro 99
 Rayman 2
 Rugrats Boardgame
 Shadowman★
 Superman 64
 JULY
 Monster Truck Madness
 Premier Manager 99
 WWF Attitude

WE DIDN'T CLONE IT.

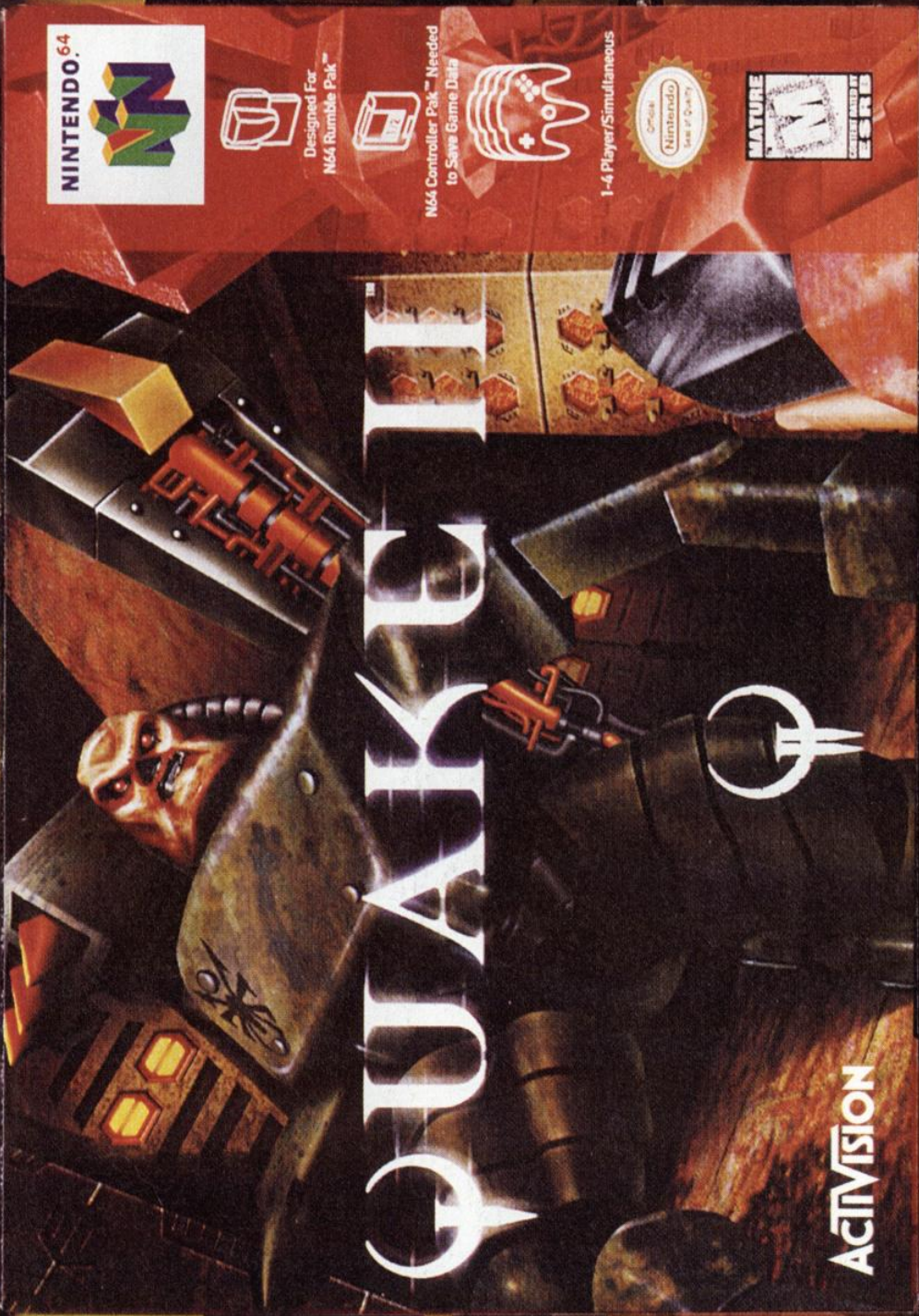
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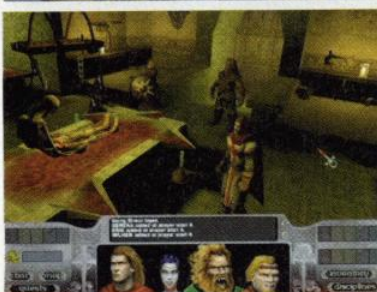


NINTENDO 64 SCREENSHOTS SHOWN



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Vampire: The Masquerade

PC

ACTIVISION

RPG freaks are currently spooging over the upcoming release of Vampire: The Masquerade - certainly one of the prettiest looking PC games to cross our paths in quite some time. For anyone who's read an Anne Rice novel, or just enjoys a good horror movie, Vampire: The Masquerade looks like it has the potential and depth to be an incredibly rewarding gaming experience. Some of the programming talent on the development team include ex-whiz-kids from LucasArts.





Armorines: Project S.W.A.R.M

PC/N64

ACCLAIM

Armorines will be fully revealed at E3, an interesting new First-Person game set for release on the PC and Nintendo 64. Gameplay kind of looks like it's been influenced heavily by the movies *Starship Troopers* and *Alien*, as armour-clad marines get out the BFGs and start wasting big ugly alien bugs. It looks like this will be quite impressive on the N64, and will offer a 4-player multiplayer feature. A co-operative feature will also be included, though possibly not for the N64 version. Blowing away big insectoid aliens will never get dull...

NEO GEO GOES PORTABLE



Gameboy Colour gets some serious competition

NEO GEO POCKET COLOUR
TYPE: HANDHELD
PRICE: NA

In the rapidly expanding universe of all things portable, SNK have released their own handheld game system, the Neo Geo Pocket Color. Using the mischievous slogan "I am not boy" for its Japanese marketing campaign, the NGPC was originally released as a black and white unit 6 months ago until they were suddenly pulled from the shelves and re-released in colour.

Weighing in at 195 grams and measuring 130x80x30.5mm, the NGPC is capable of displaying 146 colours at any given point in time out of a colour palette of 4096 colours, as compared to the Gameboy Colour which produces 56 colours on screen out of a colour palette of 32,000. The NGPC displays 160x152 pixels, which is slightly larger than the Gameboy's 144x144. What's also important to note is that the pixel pitch is 0.3 x 0.3 mm, meaning that the NGPC's image appears much sharper and clearer in terms of clarity and resolution. Other

standard features on the NGPC include a monoaural speaker, a stereo headphone jack, and an external power input. As far as battery life goes, the Gameboy Colour requires 2 AA batteries and lasts for only 20 hours of continuous play. The NGPC, on the other hand, runs for 40 hours with its power requirement of 2 AA batteries, which is also supplemented by a CR2032 battery back-up for its pocket diary functions.

"Pocket diary functions?" I hear you ask? Well, following the trend of products like the Tamagotchi, Sony's PocketStation, and the Dreamcast's VMS cards, the NGPC comes equipped with a modest operating system that allows you to check the world time, look up the calendar, and even consult your horoscope. There is even an option that allows you to change the language to English text.

Playtesting by members of the Hyper Crew has generated a lot of positive feedback about the unit. It was noted, firstly, that the games on the NGPC are positively huge compared to your average Gameboy game, with King of Fighters R2 (a miniaturised version of KOF98) filling 16 megs of space.

KOF R2

features 14 characters from the series, all faithfully animated to their arcade originals. There is even an RPG mode where you can create your own custom character. The gameplay and controls are superbly precise as compared to any other portable system made before, which is made possible through the use of an 8-directional thumbpad that uses micro-switch technology! Some have commented that this is overkill, but it's nevertheless a welcome luxury.

One thing that the Hyper Crew will be keeping their eyes out for is future compatibility with the Dreamcast. Owners of both the Dreamcast and NGPC will be able to link up the two systems via a link cable, allowing you to download game data from the NGPC to your Dreamcast. In the case of KOF R2, you can develop a character in the RPG mode and then use that character in the Dreamcast version of King Of Fighters, which should be released in Japan as of this very moment. Future games to be released on the NGPC include Fatal Fury First Contact, Metal Slug Fast Mission, and Samurai Shodown 2 (calm down, Dan).

Whilst the Neo Geo systems haven't enjoyed all that much mainstream acceptance in Australia, Ozisoft, the distributors of Dreamcast, are currently investigating the possibilities of releasing the NGPC in Australia. We'll keep you posted with each development.



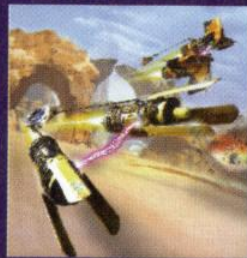
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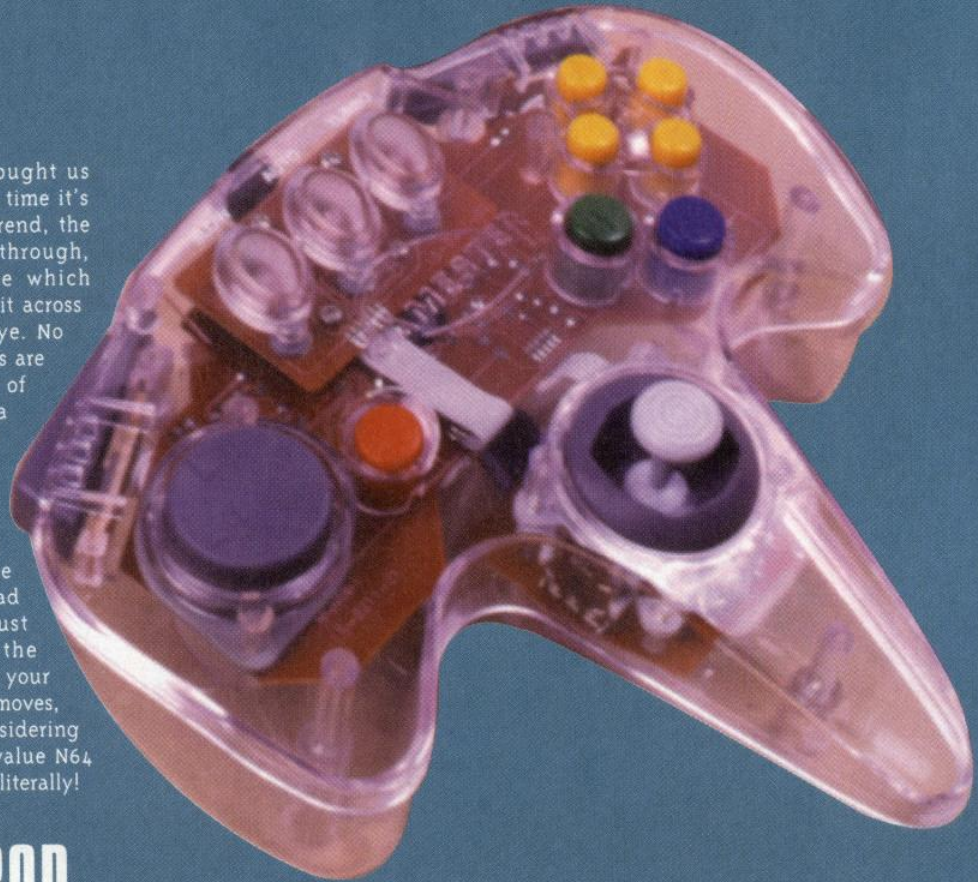


G64 CONTROLLER

NINTENDO 64

TYPE: CONTROLLER
RRP: \$39.95
DISTRIBUTOR: LIVEWIRE

Local distributor Livewire have brought us another Nintendo 64 controller - this time it's the funky G64 controller. As is the trend, the controller casing is completely see-through, allowing you to conveniently see which component is busted after you throw it across the room when you lose in Goldeneye. No really, it feels nice to hold, the buttons are all in the right place and the quality of the manufacturing feels solid. There is a Turbo button and a Slow motion button for the cheaters out there, as well as an Auto fire button which is handy in shooters. The analogue stick is a little stiff to the touch, but all the buttons feel pretty good overall. The only thing that irked us about the pad was the rather flush d-pad which just feels a little too deeply set into the controller to feel very accurate under your thumb. Works quite well for "fireball" moves, so it's not without merit. All up, considering the price, this is probably the best value N64 controller you can get your hands on - literally!

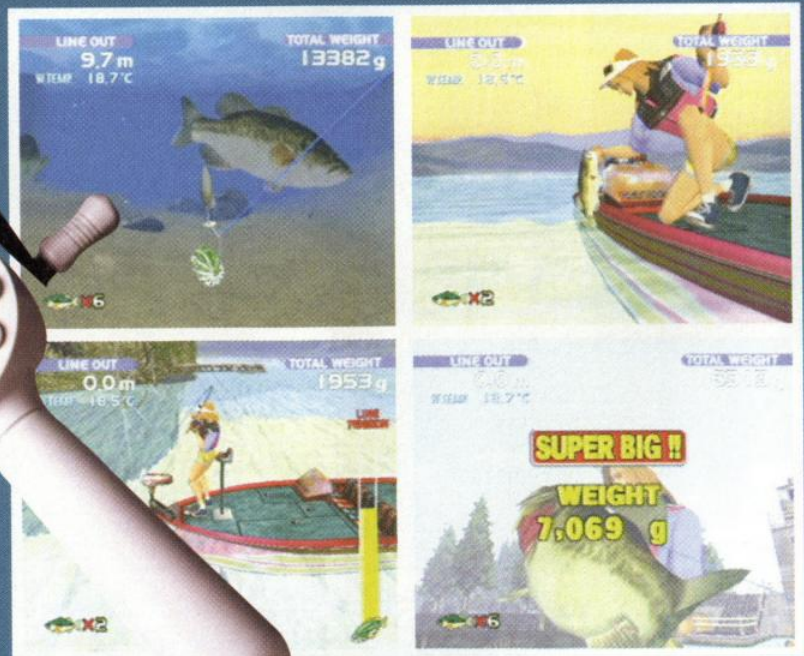


SEGA FISHING ROD

DREAMCAST

TYPE: FISHING GAME CONTROLLER
RRP: \$TBA
DISTRIBUTOR: SEGA

Yes... your eyes do not deceive you. It's the first fishing game controller on the market - a virtual rod & reel! We've all seen the arcade machines with the Rod controllers... well this is your chance to experience virtual fishing in the comfort of your own living room. The game, Get Bass, allows you to use this virtual rod instead of the standard controller. The rod has a nice comfortable handle, with analogue stick and full compliment of buttons - including the reel handle on the right hand side, allowing you to haul in those fish! The rod also has a rumble effect, so you can feel the fish fighting you, and it is also weighted for realistic pull and tug when you thrash the controller around - yank the controller to the left, and the rod will respond the same way in the game. We don't know if this will ever get released here, as virtual fishing games aren't exactly big sellers, but this is such a classic new piece of gaming hardware, we just had to tell you about it! Basically, the fishing game controller, used in conjunction with a game such as Get Bass, is tons of fun and strangely addictive. Of course, we would suggest you go out and do the real thing, but this is almost as fun! Nuts!



BUYERS GUIDE

The guide to purchasing the best value games hardware around!

	Item	RRP	Notes
PSX	Memory Card		
	Memory Card 2MEG	\$29.95	It costs the same as the Sony card, but stores twice as much.
	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	\$159.95	One of the more expensive wheels, but is solid and has Dual Shock support.

PC

3D Accelerator	Maxi Gamer Pheonix	\$299	Better performance than Voodoo 1 cards. The best cheap option to get 3D.
	Hercules Dynamite TNT2 Ultra	\$TBA	The curren cream of the crop. 32 Bit colour, Intel & AMD friendly. Unmatched 3D Image quality, good Open GL support.
Sound Card	Professional Sound	\$89.95	It's PCI does SB support, 3D Direct sound, and is dirt cheap!
Video Card	Hercules Dynamite TNT2 Ultra	\$TBA	The curren cream of the crop. 32 Bit colour, Intel & AMD friendly. Unmatched 3D Image quality, good Open GL support.
	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

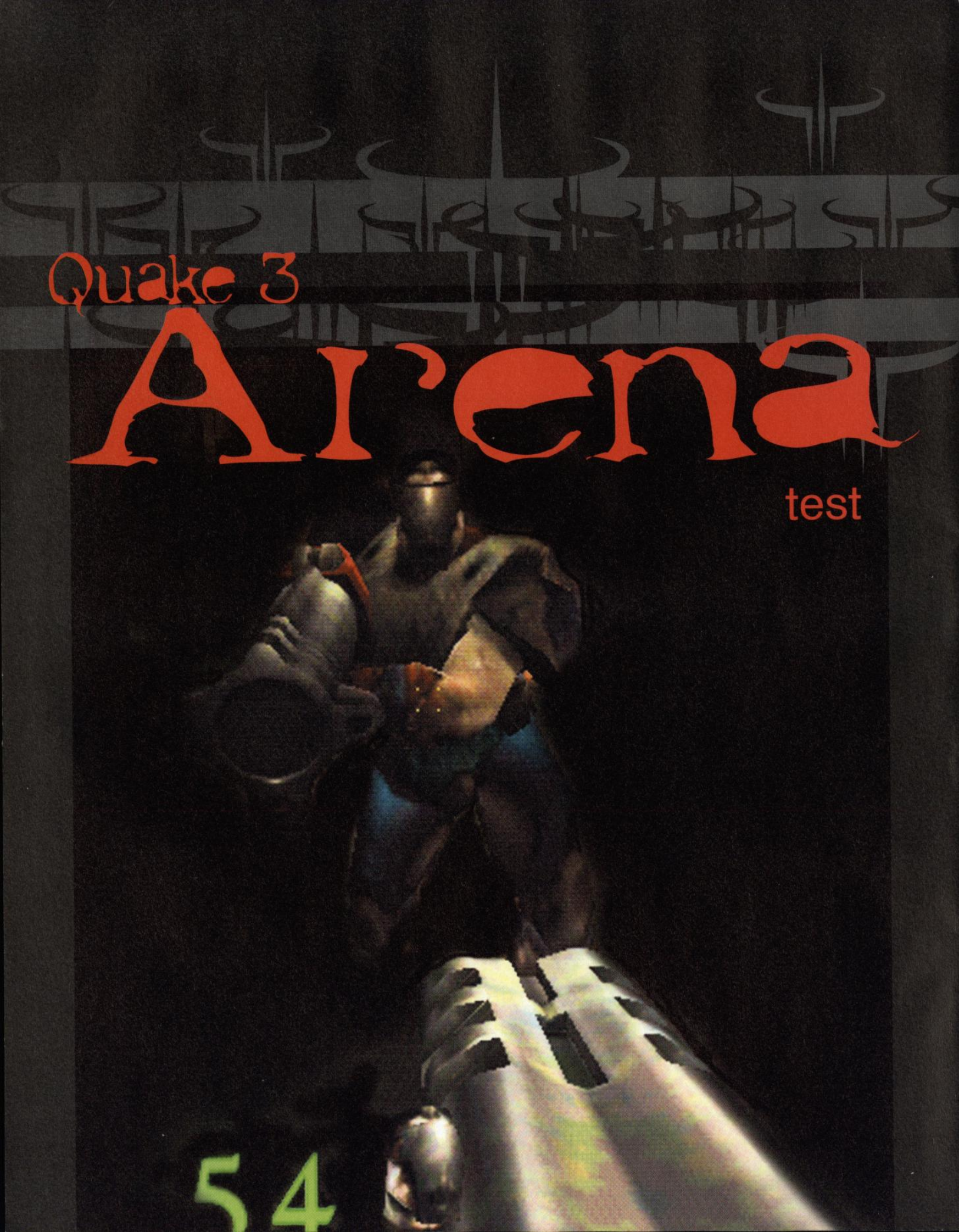
Memory Pak	Gamester Tremor/1MB	\$44.95	Four times the normal memory storage AND variable Rumble settings. The all in one "Pak"
	Memory 64 DLX	\$29.95	Not only does it have four times the standard memory, but it's only \$5 more expensive than the standard Pak!
Rumble Pak	Gamester Tremor Pak	\$24.95	This rumble pak DOESN'T need batteries, making it excellent value.
	Tremor Pak 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.
	Gamester G64	\$39.95	Sturdy design, good buttons, funky clear plastic, auto-fire and slow, and low price make this controller a worthy purchase.
Racing Wheel	Gamester N64 Rumble Steering Wheel	\$149.95	Includes analogue pedals and a built in Rumble effect.
	Mad Catz	\$129.95	Cheapest of the actual wheel controllers, includes a gear stick, and built in Rumble Pak. Not amazingly sturdy though.


Quake 3

Arena

test

54





Finally, gamers the world over, have been able to frag to their heart's content with the Quake 3 Arena Test - our first glimpse at the next potential masterpiece from id software.

We see the arrival of the Quake 3 Arena test demo, which like the Quake 1 test years ago, is not the "official demo", but a chance for id Software to do some early hardware testing, and bug fixes. This time around however, there are legions of Quake 1 and Quake 2 fanatics who are already playing the test to death, as they all vie to become the best at the game before it's even out. Also, for the first time ever, Mac gamers were the first to get their hands on the latest in action gaming. Linux fanatics (and they're all fanatics, let's face it), were next, and finally Win32 gamers got their mitts on the test demo... A test demo that received more interest than the vast majority of final releases out there get.

Quake 3 Arena test demo was a multiplayer only build, with two maps to choose from, just over half the weapons, and an extremely stripped back set of console commands. Still, this is enough to get a good feel for the game, and get an idea of what we'll all be queuing up to buy come September.

There's a large collection of Quake enthusiasts here at Next, and because our opinions on Q3A test varied considerably, it seemed a good idea to offer you multiple opinions.

The Quake 3 Arena engine



It would be a brave (and perhaps very stupid) gamer who would declare that id software haven't been the leaders in 1st person 3D shooter games, especially when it games to the graphics engine. John Carmack's ability to do it bigger and better always results in id software making a revolutionary new step forward whenever other developers are just trying to match the last id game. Of course, making a step forward will tend to result in the need for more powerful hardware, and this will definitely be an issue for many gamers with Quake 3 Arena.



Dan Toose: I'd have to say that I'm immediately impressed with the engine, the basic look of the game is quite similar to Quake 1, only this looks a squillion times better. I do however have huge concerns about performance on existing hardware. I thought the game ran poorly on a Mac G3 with the default Rage hardware acceleration, and contrary to the belief of many PC zealots, the G3s are outstanding machines. Playable yes... but I don't want playable... I want silky smooth. To get my idea of good performance you'll be needing a CPU clocked at 400MHz or higher with one of the new video cards like Voodoo 3, TNT2 or Power VR2. With Power VR3 scheduled for around the end of the year, it may even be worth holding out for one of the those... To get this game smooth without cutting back will be an expensive task.



Of course, id improved the engine significantly from the Q1 test to the final release, so I expect things will only get better here.

Eliot Fish: The Quake 3 Arena engine was no great surprise, as we all expect a logical progression from Quake 2 in terms of detail, colour and design. Of course, this requires more CPU grunt on your own end and a really good 3D card. As long as you have this, you can expect some seriously colourful and interesting environments with the movement speed more along the lines of a Quake 1 experience. This is certainly the prettiest Quake game yet.



Malcolm Campbell: When John Carmack said it would run well on my blue and white G3 I trusted him, and he's right, of course. The first map has some pretty serious architectural feats going on, curved surfaces and the like, and at the default 640x480 in 16bit colour it was damn smooth. If, like me, you're still playing Q1 in software and are used to high frame rates, it obviously going to be a step down in performance, but it's hard not to drool at Quake3's colours and environments.

The physics

Quake 1 and Quake 2 felt very different to one another, and this feel had a lot to do with why most gamers chose one over the other.



Dan: Q3A test definitely feels like the lovechild of Q1 & Q2. The running speed is about the same as Quake 1, and the air physics feel the same too. I feel perfectly at home in Q3 Arena, but I can foresee many Quake 2 players finding it quite hectic to adjust to. The weapon switch timing is great, and while many Q1 gamers will still find any sort of delay annoying, this is in my mind just about perfect.

Eliot: The physics felt fantastic! Using the jump-pads was a blast, and the overall gameplay speed felt more akin to Quake 1, giving you the illusion that your player is more manoeuvrable than in Quake 2. It's just quicker to do what you want, with the weapon speeds feeling like the best balance between Quake 1 and 2, rather than something entirely new.

Malcolm: id have nailed the game physics, first try. Q1 player physics with Q2 weapon speeds would be over-simplifying things, but it's not far off. While not as over the top as Quake 1, the air physics give the player a lot of manoeuvrability and control. Id must have spent a lot of time adjusting the weapon switch speeds by micro-second increments because they're dead-on. Switching to the rocket launcher for one quick shot then switching back to the shotty is easy, even in the middle of a fight.

The Weaponry

If the guns don't feel good, then it doesn't matter how pretty the game is, how well the maps are designed, or how good the enemy AI is... the game won't play as well as it should. Here's our call on each weapon in the test demo.

Gauntlet

Type: Melee
Damage: 11 damage per hit
Rate of fire: Medium

Dan: Maybe our little poll on Hyperactive inspired id to add this one, as no one seemed to be talking about a melee weapon in the game till then. I like it... but I'd hate to have to use it.

Eliot: When an opponent pulls this out, it looks very cool, however they virtually have to be standing on your toes to use it on you. Getting a Gauntlet kill will be about as hilarious as an axe kill in Quake 1.

Malcolm: Looks great, but its point blank range is a bit useless. I'm glad it was included, purely for the fun of being able to punch the sniping rail-guy in the back of the head, pushing him off his ledge, and watching him crater. Nice "bzzzt" sound, too.

Machinegun

Type: Ultra fast projectile
Damage: 8 damage per bullet
Rate of fire: High

Dan: Too powerful in my mind for the starting weapon. The steady stream of instant delivery hits make this a very useful gun. Sure, it's not lethal like a rail or rocket, but it's a far better finishing weapon, and with quad, the rate of fire make it a better weapon immediately. I like it, but not as the default weapon.

Eliot: If you're in a vicious shoot-out and get killed then re-spawn near-by - chances are you can finish off your wounded opponent with this more-than-useful default weapon. Hopefully id will stick to the idea of having different default weapons depending on the map.

Malcolm: As a default weapon, this is still very powerful. A lot of people are going to be switching back to this weapon, as its high rate of fire (as well as the audible hit indicator) make it a great "spray-the-area-and-hope-for-a-frag" gun.

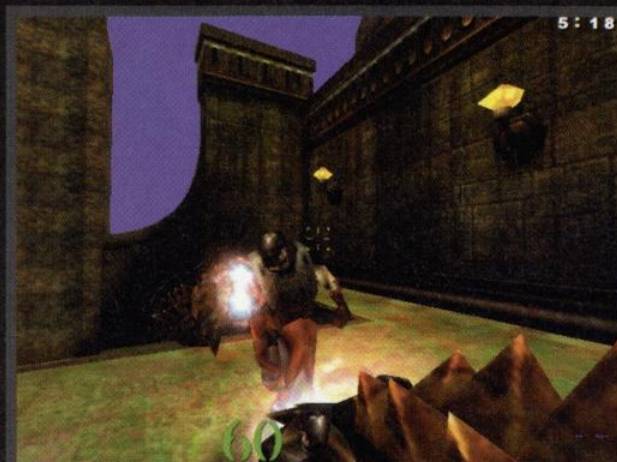
Shotgun

Type: Instant delivery
Damage: 10 damage per bullet - fires 10 pellets in one shot
Rate of fire: Medium

Dan: This would make a better default gun in my mind. It doesn't feel anywhere near as powerful as it did in Quake 2, and while it is useful, the slow rate of fire ends up making it seem less useful to me than the machinegun.

Eliot: This shotty doesn't feel as intimidating as the Quake 2 super shotgun, and seems to have a smaller spread of damage when you fire. Personally, I think the model is a bit lame too. Useful in a pinch I guess.

Malcolm: Hmm, disappointment all round, then. The buckshot doesn't seem to spread much at all, making hitting at more than melee distance quite difficult. The damage, while not as high as Q2, is okay though, and most importantly it sounds great through my headphones.



Gauntlet



Machinegun



Shotgun



Rocket Launcher
 Type: Slow delivery splash damage
 Damage: 120 direct hit
 Rate of fire: Medium

Dan: In terms of aiming and firing, I love the feel of this rocket launcher, and the smoke effect looks great (but does hamper visibility too much for my liking). However the splash damage is now so much smaller than before that it feels useless to me compared to how it was in Q1 & even Q2. Direct hits are rewarding, but they can be hard to come by.

Eliot: I love the speed of this rocket launcher! In my mind this is the perfect hybrid of Quake 1 and 2's rocket launchers, and even though the splash damage seems almost non-existent at times, it simply makes it all the more satisfying when you get a good shot in.

Malcolm: Aarrgh! Where's the splash damage? This latest incarnation of the RL will annoy Q1 players who liked to bounce their victims before the mid-air killing blow, but ultimately the Q3 launcher is more satisfying. Well timed, direct hits will result in 100+ points of damage and usually a pile of gibs.



Plasmagun
 Type: Rapid fire laser projectile
 Damage: 20 per blast
 Rate of fire: High

Dan: Certainly not the instrument of terror that it was in Doom. It looks more menacing than it really is, and I only found it a go-to weapon when I had quad. I didn't seem to be bothered as much as the others here by the vision obscurity from the plasma, but I still think it could be cut back a bit.

Eliot: I just found this gun ugly to use. The plasma blobs that fly everywhere makes it hard to really see what you're doing. Certainly with quad, this weapon will take out a busy room pretty quickly. It also forces most players to start back-peddalling like the Hyperblaster in Quake 2. Good finishing gun.

Malcolm: The Plasma gun is great when combined with Quad, but on its own not the sure-fire killer that was expected. Maybe it's the sound (very old-school sci-fi) or the pretty blue blobby projectiles, but it feels very umm... Nintendo-ish?



Railgun
 Type: Instant delivery
 Damage: 100
 Rate of fire: low

Dan: The default settings for the Q3A railgun blow. However, the ability to adjust the width and frequency of the rail "rings", and also the "hang time" allow you to make the rail shot look like an intense beam of death, rather than the fat, wishy washy default appearance. id Software ROCK for making things this customizable.

Eliot: At first, I was bummed because the weapon effect is fat, flashy and obscures your opponent. However, id have included the funkiest console commands to let you customise your Rail trail effect to your heart's content. Everything from colour, width and even how long the trail hangs in the air can be changed. Other than that, the gun is the same as it was in Q2 it seems. Deadly in the right hands.

Malcolm: I don't mind the Q3 railgun too much, maybe because I haven't played as much Q2 as Dan and Eliot. The trail initially indistinct, but thanks to the huge amount of configuration commands that's easily changed. I'm not sure whether id have toned damage down, but there seemed to be less instant rail kills. The deep rumbling sound of the Q2 rail has become slightly higher pitched and more buzzy, which gets annoying.

Player model

Although there was only one player model and two skins in the test demo, it gives a clear indication on improvements to the animation and texture detail.

Dan: Finally a game where the models move sideways properly. Gotta love the backflip for backwards jumps too. Aiming also looks far more realistic now, and the weapon models have nice touches, like the hole in the muzzle of the rocket launcher. They suffer the same problem the old Unreal model did though... too hard to see. I'd currently rate the Unreal Tournament models as better.

Eliot: Players look awesome as they strafe around, move their heads up when they are aiming at something above and generally move more realistically - even though not many marines would be doing fancy backflips around the place. Certainly the skins are darker and a little harder to see than the previous Quake games, but I guess models and skins will only be changed anyhow.

Malcolm: Ooo nice. Paul Steed has done a top job with the Visor model and animation. He's bulky enough to still hit at a distance, and moves just as he should with subtle upper torso movement when strafing and no moonwalking. The backflips are a nice little touch too. My only complaint would be the weapon models, the rail, plasma gun, and shotty are all very small and not very threatening at all.

The interface

Of course this may be changed and tweaked by the final version, but the reaction at Next to the basic HUD, menus and interface in general was very positive.

Dan: Thank god for scalable fonts... I've been used to playing in 1024 x 768 with Quake 2, and you have to squint to read any messages, or check your health rating. Q3A does away with all this... Brilliant. I'm also extremely happy to see the symbols above players heads for talking and packet loss. The typeface for messages looks much nicer, and overall the interface is far more useful and functional than ever before.

Eliot: Personally, I for some reason kept confusing the armour and health readings on the HUD - maybe they should be a different colour? But the weapon indicators are very good, and I liked the player identification and the way the crosshair expands when you walk over a powerup of some kind. It would be nice if id included a few radically different options here to suit players who prefer their HUDs smaller. The best thing they've added, is symbols above your opponents' heads when they are using the console, talking or lagging out. Neat.

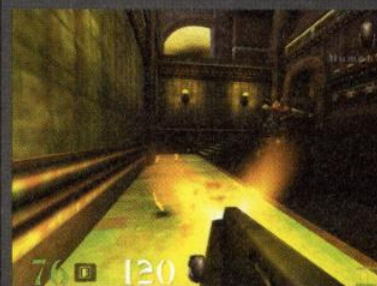
Malcolm: Initially I thought the armour/health/ammo font was so ugly it must have been a placeholder, but once playing it is actually very good. Not as stylish as Half-life, but easier to see at a glance. Weapon icons are cool, and finally messages are readable. The target names will be a personal choice thing, occasionally they seemed to get in the way, but generally it's good to know who you're aiming at.

The verdicts

Dan: It really just looks like the natural progression to me thus far. I'm praying they adjust the functionality of some of the weapons, because I really can't fathom getting as addicted to this as the old Quake games without a perfect rocket launcher and railgun, since they're the go-to weapons we all love. The excellent performance online is however a great sign at this early stage. Should be a great game.

Eliot: Quake 3 Arena Test was addictive as hell, which is a good sign for a game which is essentially just Quake all over again with different bits. It's not exactly an amazing new progression, but what you'd expect for the next in the series. Unless id include some amazing new features in the final product, the Quake community will all progress onto Quake 3, however I'm not sure if it will get any larger than it is now.

Malcolm: id have been adamant this is just a test, not the demo and nowhere near the final product, but I'd be surprised if they made major changes to the physics and engine. Netplay is also really good; a 250 ping to an American sever is not uncommon. The game seems a lot more focused, even more like a sport than before, and it's very addictive. The only problem is the wait for the next demo...



The Hyper Crew's Top 5

The games we play when we're not actually working.

Eliot Fish - Deputy Editor

1. Episode One: Racer (PC)

Deceivingly basic in it's early stages, Racer gets more and more addictive and tricky to play as you make your way through the tournaments. Maybe I'm just a sad Star Wars fan, but the amazing audio and great design just does it for me in a big way.

2. Quake 3 Arena Test (Mac)

3. Cricket World Cup '99 (PC)

4. X-Wing Alliance (PC)

5. Um Jammer Lammy (PlayStation)

Dan Toose - Editor

1. Quake 3 Arena Test (PC/Mac)

I'm rather quietly excited and relieved that Quake 3 seems to be playing as well as I could want it to. It seems to play extremely well online, and that's going to be a huge factor in how much enjoyment folks can get out of the game without having to go to the extent of having a LAN. Awesome stuff.

2. Omega Boost (PlayStation)

3. All-Star Baseball 2000 (Nintendo 64)

4. Marvel vs Capcom (Dreamcast)

5. Episode One: Racer (PC)

Adam Duncan - Reviewer

1. Everquest (PC)

Over the past month, to my friends dismay, I've had my ICQ status continually set to 'Occupied Everquest'. Three buddies and I, have been traversing the land of Norrath only to find that the game gets better the more you play! My Wizard character is just about to reach level 12, and up until now I've been dying left right and center. Soon though I'll be able to wield some pretty hefty spells, and no longer will I be the brunt of the party's weakling jokes. I'm so proud, heheh. I expect my occupied status will be there for a few months to come.

2. Aliens versus Predator (PC)

3. Quake 3 Arena Test (PC)

4. Starcraft (PC)

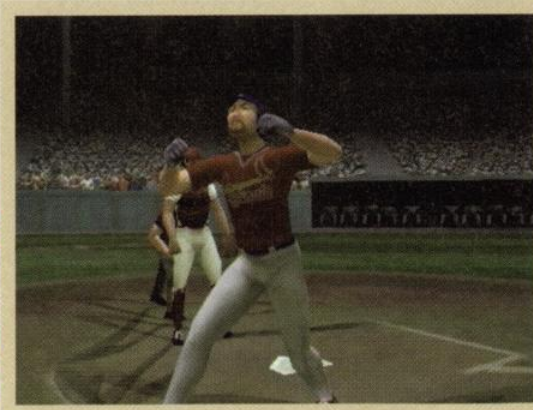
5. Quake 2 (PC)

GAME OF THE MONTH



EVERQUEST

reviewed on page 64



»»

NINTENDO 64

GAME OF THE MONTH

ALL STAR BASEBALL

Reviewed on page 44



»»

PLAYSTATION

GAME OF THE MONTH

SYPHON FILTER

Reviewed on page 58

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THE HYPER REVIEW SYSTEM

Available: When the game is expected to be on sale. Release dates are subject to change without notice for a variety of reasons, so this may not always be correct. Ask your retailer if things don't show up.

Category: What type of game it is

Players: The number of players a game allows to play it at once.

Publisher: Simply the company that publishes the game.

Price: The recommended retail price. This is subject to change without notice.

Rating: The OFLC's verdict on the suitable ages for the game.

Required: The hardware required to play the game on your PC.

Desired: The hardware we think you need to get decent performance out of the game.

Supports: Which peripherals and hardware you can use with the game.

Plus: Notable good points about the game.

Minus: Notable problems with the game.

Visuals: An indication as to the overall quality and impact of the graphics in the game.

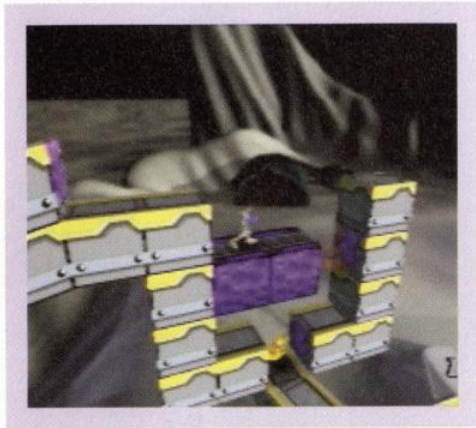
Sound: A rating that includes not only sound effects, but music as well.

Gameplay: A measure of the depth, features and fun that you come across when playing the game.

Overall: The verdict, in a number.

Lode Runner 3D

Hugh Norton-Smith decides to bury some monks...



 CAN YOU SAY POLYGONS?



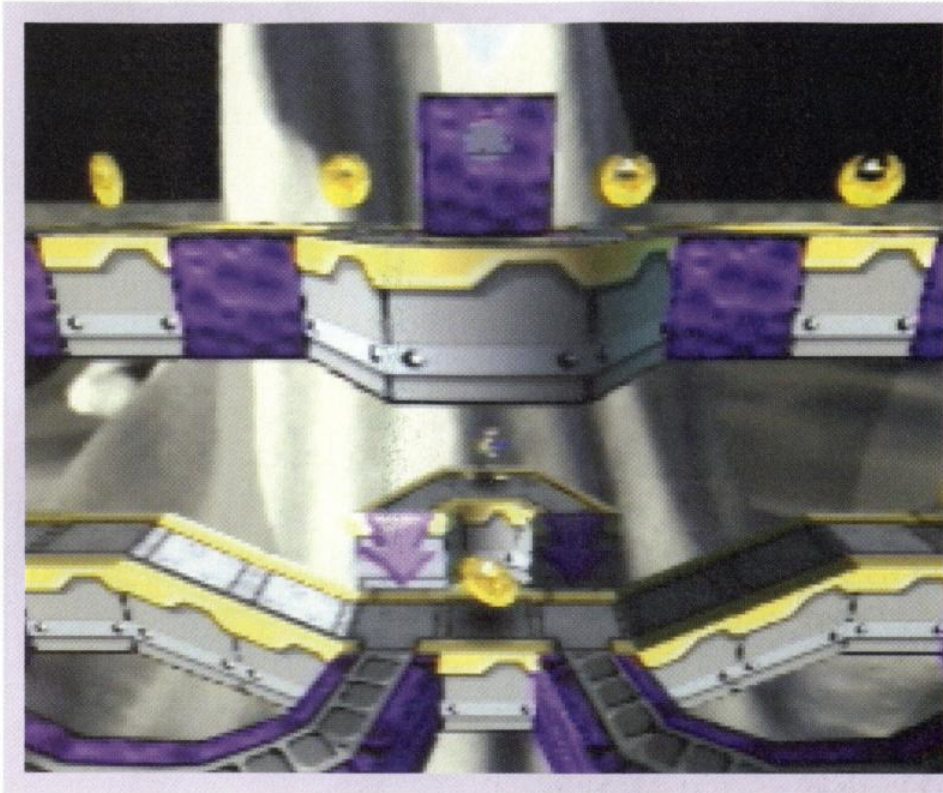
When Lode Runner first crashed onto the scene in the early '80s, it was THE puzzle game to waste your dollars on. It was a critical and commercial success, with some of the most addictive puzzling action and fiendishly difficult gameplay to be seen. Given this legacy, and the fact that Lode Runner 3D would be one of the first puzzlers on the Nintendo 64; I had high hopes for the conversion. Lode Runner 3D can only be said to have failed to live up to my expectations. Let's take a look at why.

The main problem with Lode Runner 3D is that the gameplay is nothing more than quickly tiresome and overly simplistic: The game is broken up into five different worlds to move through. Each one gets progressively

more complex than the last, introducing new obstacles and objects to interact with. To move onto the next world, you must find the five cards scattered about in the previous world. You can find the five cards without completing every level in a world, so you can occasionally skip ahead to a different world if the level you're currently on is just too hard to complete. Sure, this sort of stuff might have impressed people in the days of Pac-Man and the Atari 2600. But folks, games have evolved! As far as I'm concerned, developers should not be allowed to release a game that offers gameplay that is identical to all the original games. I think that I would be just as happy to sit down and play this on my venerable Mac Plus as on my next-generation console. What really bothers me is that Infogrames haven't bothered to add any really interesting features to a potentially fun premise. Why, for example, wasn't a multi-player mode implemented? Why are all the levels so incredibly similar and the design so unimaginative? Why is the game so mind-numbingly boring after the first level? Okay, to give the developers some kudos, they have managed to make the transition to the third dimension reasonably well. The problem with the move to 3-D is that it doesn't really change the gameplay in any major ways: The puzzles still remain essentially linear in their composition, and it still doesn't allow you to explore about at all.

HOW LONG DOES IT TAKE TO LODE?

The graphics? Pretty ordinary really. Whilst the movement to 3D was largely successful, with decent camera angles and some interesting effects, the game has some major graphical issues. Primarily, the game maintains a poor frame rate. When you are running about on some of the more graphically intensive levels, the frame rate drops to an unaccept-



YELLOW ISN'T SO HEROIC

ably low level. It really doesn't help the immersion factor at all and looks awful. Also, the in-game graphics are very grainy and ill defined. The backdrops are an unvaried collection of futuristic landscapes. Ack. Next, there is a complete lack of textures giving all the levels a terribly generic and uninspiring fantasy appearance. Finally, this depressing list of flaws is capped off by the game's appalling presentation. The menus are badly laid out and right from the title screen, it all has a very unpolished and distinctly unprofessional feeling. As for the cut scenes, they are quite simply the most shamelessly unattractive graphical travesties I've ever had the pleasure of turning my nose up to. Why they didn't include 4mb Expansion Pak support is quite beyond me.

I listen to Bewitched, but I still think Lode Runners music is bloody terrible. The tracks are so stultifyingly unremarkable that I can't even remember a single thing about them

even after being chained to my chair and playing through the game several times. Add to this an unconvincing and bland set of sound effects and you have a really disappointing aural experience.

GET A LODE OF THIS...

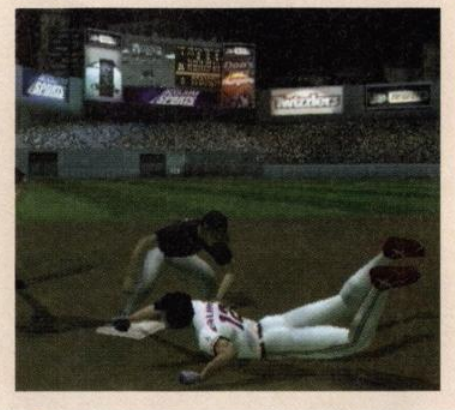
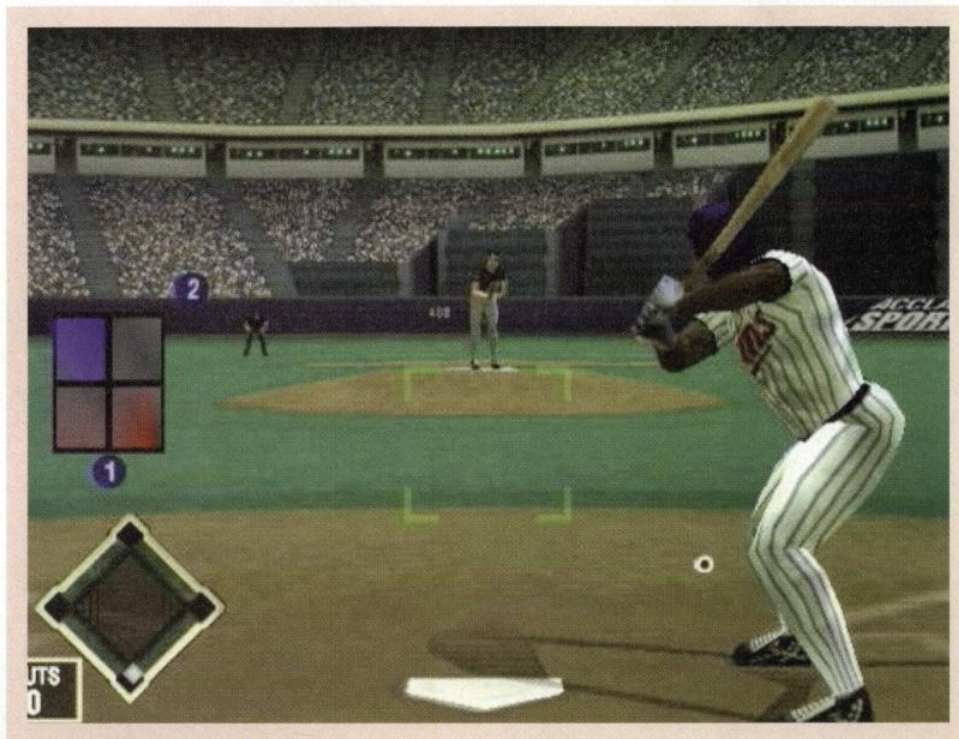
In all, Lode Runner 3-D is by no means a particularly awful game- the game is reasonably long and quite challenging. The gameplay isn't too terrible, just hideously unoriginal and lacking in several key departments. It's really a very forgettable experience and a hard puzzle game to get interested in. It is also held back from being anything other than average by the abundance of flaws, which really could have been fixed up with a little effort and time on the developers behalf. However, if you're a hardcore puzzle fanatic, and have already tried Tetrisphere, this game could possibly be the goods. Otherwise, you'll definitely want to play Lode Runner 3D before you shell out.

AVAILABLE: Now		
CATEGORY: Puzzle Action		
PLAYERS: 1		
PUBLISHER: Infogrames		
PRICE: \$99.95		
RATING: G		
SUPPORTS: Controller Pak		
PLUS Retro experience. Plenty of longevity and insanely difficult levels for all you puzzle freaks!		
MINUS First generation graphics, poor sound, uninspired gameplay.		
VISUALS	SOUND	GAMEPLAY
53	62	55
OVERALL		
55		
Not the classic gaming experience older gamers would hope for.		



All-Star Baseball 2000

Yet another boring baseball sim? Not according to **Dan Toose**.



HEY, WHEN I SAID "EAT DIRT"...

the nerves, but more due to the stick they give you about screwing up, rather than sounding bad.

And now let's take a look at the replay... Acclaim have been generous enough to add a replay mode, which was absent from ASB '99. The interface for this replay mode is far better than most other sports titles, with controls being clearly labelled on screen.

It's the little things that matter in a genre like this where the game itself is really predefined. For example, there is onscreen matchup history between the current pitcher and batter, so at a glance you can tell if this pitcher has historically "owned" the batter, or if you can expect a hit. Day, night, grass, and astroturf all actually have an effect on play conditions, rather than just making the sky black or blue, or having the ground a different shade of green. Players don't perform with computer like consistency, they are not machines, and they sometimes screw up, and sometimes poor batters will get a home run.

BETTER BATTER STUFF

Most notably improved is the batting system, which has to stand out as the best in any baseball game to date. Batters can attempt to predict pitches, and if successful, their hit zone increases... of course if they guess wrong, their hit zone becomes smaller. There is a similar effect when going for a power shot, where hit zone size is sacrificed in exchanged for more "bap!".

Take the basic "it's got it all" baseball sim stuff from before, like all 30 MLB teams, 700+ MLBPA players, scouting reports by Derek Jete (NY Yankees World Series Champion), 162 match seasons... and then add the replays, the amazing visuals, the improved batting system, and lovely little interface touches, and you've got All-Star Baseball 2000, one of the best sports games to come out in some time.

Acclaim had a top-notch sports title last year in All-Star Baseball '99, and now a year later they have taken full advantage of the 4MB RAM expansion for the N64, and somehow produced an even better game.

PUSHING THE N64 HARD

Normally I'm one of the first to make the call of "very nice graphics for a console", with a couple of expensive video cards in my PC, I'm just used to better resolutions and crisper visuals on my monitor rather than my TV. Well that comment is certainly not valid here at all, as Acclaim have worked absolute wonders with the 4MB expansion pak. Maybe there are a few less polygons being thrown around here than on a PC sports title, but you'd be hard pressed to spot it, as the graphics are absolutely superb.

The game runs in a high resolution, with no noticeable flicker, outstanding player animation (over 400 according to Acclaim... I didn't try to count them), and nice shadowing effects. All this said, the game is not really smooth without the 4MB pak, so I can't emphasize strongly enough the need for the pak if you want the most out of the game.


The in game music is the standard baseball affair, but amusingly Leftfield have chipped in with "Open Up" for the menu music. Aside from the music, the game has outstanding sound effects. Commentary from John Sterling and Michael Kay is occasionally grating on

AVAILABLE: Now						
CATEGORY: Sports						
PLAYERS: 1-4						
PUBLISHER: Acclaim						
PRICE: \$99.95						
RATING: G						
REQUIRED: Rumble, 4MB expansion, Mem pak						
PLUS Amazing visuals. Excellent controls and interface in general. Very comprehensive.						
MINUS Really needs the 4MB pak to live up to this review.						
<table border="1"> <tr> <td>VISUALS</td> <td>SOUND</td> <td>GAMEPLAY</td> </tr> <tr> <td>94</td> <td>89</td> <td>90</td> </tr> </table>	VISUALS	SOUND	GAMEPLAY	94	89	90
VISUALS	SOUND	GAMEPLAY				
94	89	90				
<p>OVERALL</p> <p>92</p> <p>A superb sports sim... Now why can't someone make a cricket game this good?</p>						

Carmageddon 64

Fear is his ally. **Frank Dry** gets behind the wheel...



 **BOYS WITH TOYS**

It makes much more sense to see Carmageddon on a console. After shredding things up through the streets of whatever generic city Carmageddon is meant to be based in, on the PC, Carmageddon proved to be a lot more fun than some gamers gave it credit for. Playing Carmageddon on the Nintendo 64, it seems even more valid. This is big dumb fun, and the N64 does it well. For those of you who have never seen or played Carmageddon (is that possible?), the idea is to get to the finish line plain and simple... however, there are a few different ways to "win". One of those ways, is to run down as many wandering zombies as you can manage to gain extra time, or maybe you'd prefer to try and track down each of your opponents on the map and try to render their vehicle useless. That kinda guarantees you first place doesn't it.

KA-SPLAT

Get behind the wheel of your killing-machine... er, I mean, racing machine... and drive as recklessly as you'd like. Chances are you'll actually get rewarded for it! The more damage you can do, the more fun you have, that's for sure. That's why Carmageddon 64 has the option to race on a stunt track as well as the standard championship mode. Visually, the game looks quite sick - and I don't mean stomach-churning. Actually, maybe I do

mean stomach-churning, considering the amount of bloody limbs and heads that go flying when you're let loose on the track. Frame-rates are very good, re-draw is hardly a problem and all the environments look nice and solid, proving that the Nintendo 64 can do a good job of these sorts of games. Various powerups are scattered around the joint too, so you won't just be relying on your bumper bar to get what you want. Mines can be dropped for an unsuspecting motorist or two, and cool things like the Repulsor will send other cars flying into the sides of buildings if you time it right. Heheh.

Two-players can go at it in split-screen which is fine, but there really should have been a four-player option. Four-player action in Carmageddon 64 would have ruled. Alas, the developers decided to stick to only a two-player option, maybe because of frame-rates or something. All the environments in the game are quite expansive, and the go-anywhere gameplay makes this a barrel-of-laughs - especially with the sound of the squealing zombies as you attempt to run them down. The music is kind of cheesy so we won't go into any great detail there. Basically, Carmageddon 64 is a success, and probably more suited to the Nintendo 64 than it ever was on the PC, as this is big arcade-style silly action. Come get some.

AVAILABLE: Now
CATEGORY: Racing
PLAYERS: 1-2
PUBLISHER: Ozisoft
PRICE: \$99.95
RATING: MA15+
SUPPORTS: Rumble Pak

PLUS
Crazy stunts and lots of splatter.

MINUS
Maybe it'll wear thin after a while.

VISUALS	SOUND	GAMEPLAY
85	79	83

OVERALL
85

Get outta the way!! No wait!
Stay where you are! SPLAT.
Mwahahah!!

Trap Runner

Konami keep the titles rolling in at a steady rate... **Adam Roff** reviews their latest, Trap Runner.



I SPY WITH MY BUG UGLY EYE



My first impressions of Trap Runner were not favourable. It features two characters running around trying to blow each other up with mines. This simple premise is depicted from a simple top down perspective in simple, and very small arenas. Hardly pushing the PlayStation's capabilities is it?

It seemed all Konami had done was spruce up an archaic game with some modern presentation. Not that the presentation can be flawed. The menu screen in particular is a classic. You choose your character to the sound of some kick-ass dance music and an American voice-over names each of them. I sat there for ages creating Trap Runner rap.

DELAYED ADDICTION

The good news is that once you've customized the settings it's actually quite addictive. For a start you have to change the display for the single player game to full-screen mode. Why they have a split-screen setup as the default is beyond me. Next you have to adjust the camera from top down to a 3/4 isometric view. Once this is done you realize the arenas you mocked actually look quite interesting.

They're all moody gangster hideaways: factories, basements, sanctuaries, that sort of thing. Sure, they are still small and rectangular but there's more to it. For starters there's transparency effects, multiple levels and a broad array of textures. Plus, there are 36 of them. Well, technically speaking there're only eight, and all have three variants.

The aim is to destroy your opponent in a given time. You can open up with a projectile weapon or attack them in a flail of limbs but neither of these actions have a great effect. If you absolutely, positively have to kill every anime character in the room you'll need traps. Traps are essentially mines of various design.


IT'S ALL ABOUT BLOWING THINGS UP

There are bombs that can be detonated remotely but most will need a separate, highly sensitive detonator. If you lay one of these in your enemies path it will explode and if you surround these detonators with piles of high explosives and chemical weapons it will really, really explode. This is the key to maximum carnage.

To facilitate your enemies arrival into one of these pre-prepared celebrations you can lay force traps. Once you step on one of these babies it will throw you in a given direction till you hit a solid object, or another trap. There are others that will suck you in like quick-sand and immobilize you.

With some strategic thought you can set up a sequence of traps that will throw your opponent, then change their direction and immobilize them. They'll then be assailed by a seething cloud of poisoned gas. As soon as they recover they will realise



 **SPY VS SPY 2000**

they are surrounded by a pile of HE and a remote detonator. Delightful.

ENVIRONMENTALLY FRIENDLY... RECYCLED EXPLOSIVES

Once the traps explode they will return to your limited inventory and you can start again. Probably the most innovative part of the game is the fact that you can pick up your opponent's traps. If you tip toe along in detection mode you can spot their handiwork.

Once spotted you will be given a couple of seconds to defuse a trap by copying a sequence of buttons. For example, you'll be given four seconds to press; triangle, square, circle, square. I pride myself on being spiritually bonded with my Dual Shock controller, and I should be able to do it without looking but I can't! If you don't defuse it in time it will blow up in your face. Parapper aficionados should have an advantage.

In addition to the endemic booby traps, that are part of the arena, are the bonus portals. From these

appear health packs, extra traps and units. Units provide heat-seeking plasma balls that can only be avoided by covering under bridges. There are the usual invincibility and speed power-ups that everybody loves so the portals become a prime target for trap fields.

CONFUSED PLOT?

The story is just plain weird. I found myself killing my sister because she'd turned to the darkside. I then looked upon her dying form with an unrepentant stare. She noticed this hardened glaze and then says, "If you weren't my brother I'd be attracted to you". Such a strange combination of infanticide and incest... Maybe it lost something in the translation.

What can I say overall? With only six characters and eight arenas and some pretty dodgy AI there isn't much to it. Hell, Trap Gunner could have been released at the launch of the Playstation and it still wouldn't have wowed anyone graphically. And yet, it's great fun with two players and the character design is excellent. If you love Japanese strategy it may be worth a look.

AVAILABLE: Now
CATEGORY: Strategy
PLAYERS: 1-2
PUBLISHER: Konami
PRICE: \$TBA
RATING: G
SUPPORTS: Vibration Function, Memory Card
PLUS Pressure packed bomb diffusing. Stylised Japanese mayhem and great music.
MINUS Simplistic graphic engine. Too few arenas. Questionable AI.
VISUALS SOUND GAMEPLAY 64 78 67
OVERALL 70
A smooth, addictive and very Japanese strategy game, but it's a tad shallow.

Speed Freaks

Jeremy Kester isn't a criminal, we just thought he'd like Speed Freaks.



⊞ A NAME TO STRIKE FEAR INTO ANY OPPONENT



water effects, giant sunny beaches and sparkling carnivals. There's quite a bit of variation in track design as well and lots of shortcuts to explore. It's all so jolly.

Without any kind of license or tie-in they've had free reign as far as character design goes. What they've come up with is a fairly strange array of vehicles. The Karts themselves don't have a chassis, only wheels, and the characters... well the characters are surreal.

YOU'RE WHO?

There's a robot, a puppy and weirdest of all: a couple of hillbillies who appear joined at the hip. What the game lacks is some kind of story to familiarise your self with these characters. It's so much more playable if you care about the kiddies you're ramming into the wall. Plus, players won't be arguing over who gets whom. No one could deny that they have a favourite character to play as in Mario Kart. These characters are kinda cool, but who are they?

By pressing the shoulder buttons your chosen character will shove an opponent aside or make emergency, two-wheeled corrections. All that's wonderful, but there's something about the handling that's not quite right.

Powersliding has always been one of the great joys of kart racing. However, in Speed Freaks you only really slide when you lose traction. You can't power out of turns; you're more likely to slide into a wall.

For long, sweeping turns you get that feeling of inevitable demise. You can see the wall coming but no amount of discipline will force you to apply the brake. You let everything rest on your ability to power out of any situation. Not smart. You'll need to make some adjustments.

DIGITAL STEERING PLEASE...

Many will find found analogue controls to be a hinderance in Speed Freaks. They are oversensitive and will often result with the racer ending up fish-

Speed Freaks... nice name Sony. It's not a drug reference you say? The inclusion of the logo for a certain caffeine beverage on many of the in-game billboards doesn't allow for any naivety. The other connotation is more accurate though. These carts go mighty quick.

There's no other way to describe this game than except Mario Kart for the PlayStation. Sony has seen the effect that game had on lounge rooms throughout the world and said, "Let's get a piece of that action". And why shouldn't they? Done well, kart racing is great fun.

Sony has striven to emulate the smooth, cartoony look of Mario Kart. As a result the 15 tracks are made up of large, colourful polygons and everything is kept relatively simple. There are

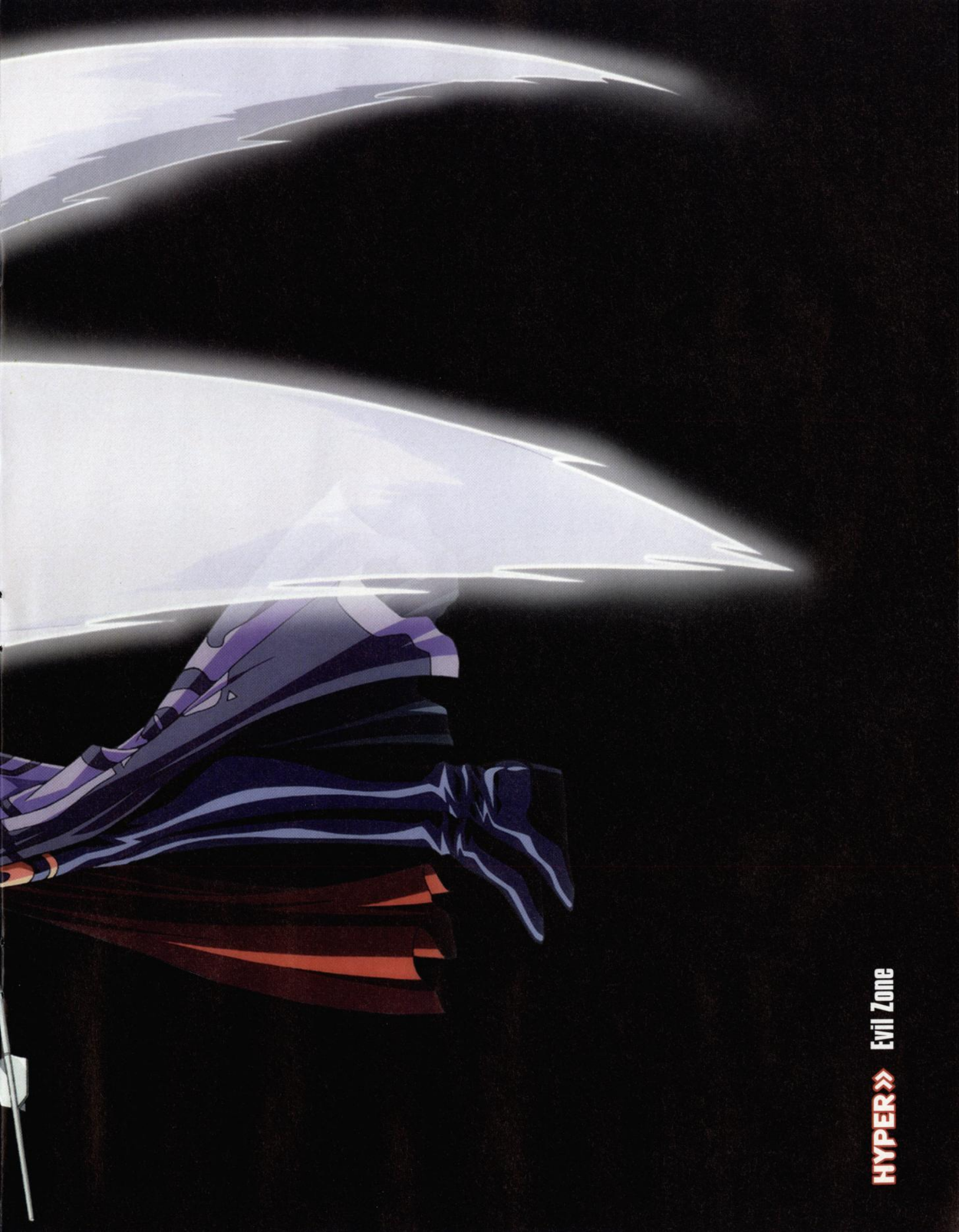






HYPER Episode 1 - Racer

All copyrights reserved by Lucasarts



HYPERR Evil Zone


 **DRIVING UNDER THE INFLUENCE**

selective distribution of weaponry. That is, if you're coming last you should get a more powerful offensive weapon to even things up, not so with Speed Freaks. It does happen to some extent but I found myself straggling and repeatedly getting useless oil slicks. There's no one behind me you fools!

ONE FOR THE MULTIPLAYER HEADS

Thank the maker for multi-tap. This almost elevates the game from fun, to awesome. There's the usual compromises with detail and frame-rate but how many games on the PlayStation really work in with four players. This is one of the few that really rock. As I played Speed Freaks in at the Hyper office I had plenty of people offering to go head-to-head. They recognize multi-player mayhem when they see it, but no one was overly impressed. A case of not beating the classic title that it mimics.

That was until a group of girls walked passed the door. They swooped in and oohed and ahhed over the design and shoved me off the controls. You can pull out a game like this in a group and no one will be disappointed.

It's a game that's long overdue on the PlayStation. I can happily recommend it to anyone but a word of warning, E3 will see the launch of a bunch of these games, including a Crash Bandicoot racing title, so maybe you should hold onto your pennies until you've seen them all.



tailing, even on the long straights. The controls feel fine on the D-pad though, so it's not the end of the world, just a little disappointing.

You collect turbo tokens on the track to build up a store of boosting power. Typically, your racing line never seems to naturally coincide with the distribution of tokens. But that's part of the fun. Crates packed with weapons are usually placed at the end of a string of tokens.

With these weapons you can nail your opponents to the wall. There're rockets, nukes, and machine guns that will lock on and persecute. A stealth power-up will render your kart invisible. But here too something is missing.

The closely fought multi-player battles that make up such a big part of kart racing battles rely on

AVAILABLE: Now
CATEGORY: Kart Racing
PLAYERS: 1-4
PUBLISHER: Sony
PRICE: \$69.95
RATING: G
SUPPORTS: Dual Shock

PLUS
Great fun multiplayer.
Interesting design.

MINUS
Weapon distribution isn't a
great equalizer.

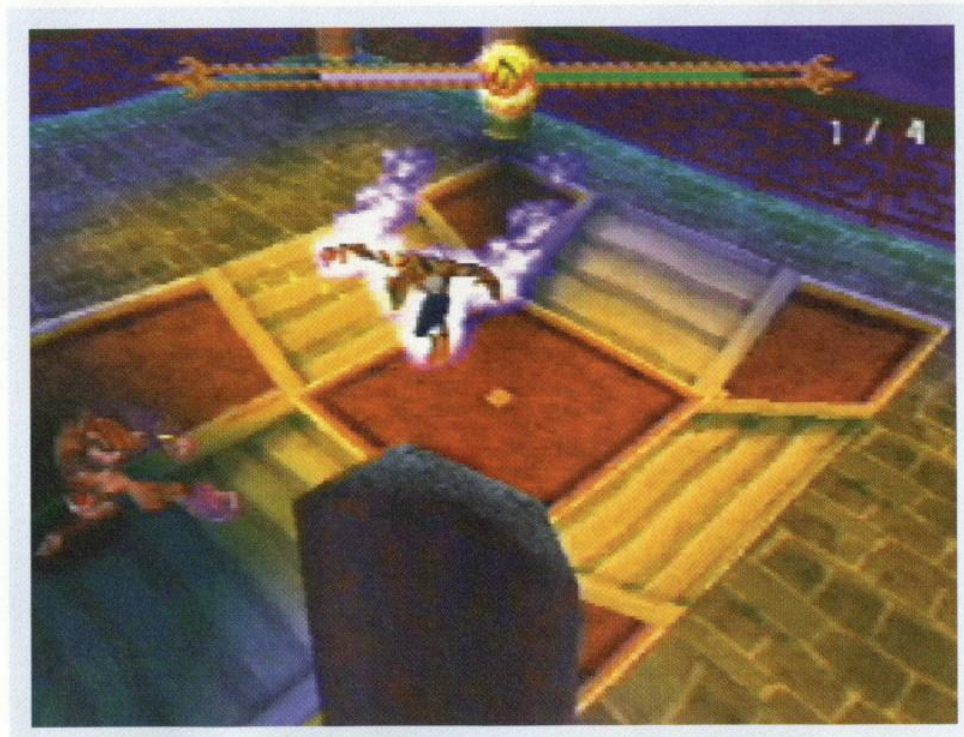
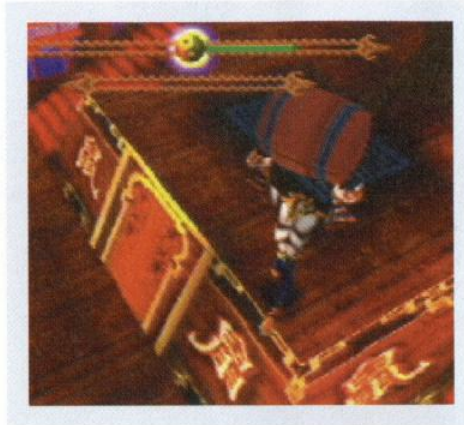
VISUALS	SOUND	GAMEPLAY
78	79	84

OVERALL
81

Mario Kart makes it onto
the PlayStation with tonnes
of flair.

Tai Fu: Wrath of the Tiger

Dreamworks try their hand at a game with a bit more biffa than their past efforts... **Adam Roff** dons his combat pyjamas.



 FROSTIES WON'T HELP YOU NOW

MANY ARTS TO MASTER

On your travels you will come across the masters of the various martial arts styles that feature in the game. Each of them must be bested in combat before they'll relinquish their family's special moves. By the end of the game you will have a stack of character moves, over 70 in all, and you'll feel enlightened for having the discipline to learn them all.

The other surprisingly adult theme is the focus on ecology. The atmosphere is thick with tragedy, as you're the last living tiger, and also tradition. The Panda Clan's temple is defiled in the opening sequence and you can tell that this ancient culture is undergoing terrible repression. You are fighting against extinction and a cartoon version of racial cleansing, worthy opponents I'm sure you'll agree.

VERY GOOD DUBBING...

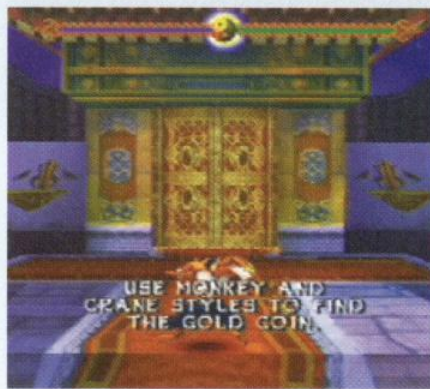
Your wise crackin' tiger battles through all of this. He usually treats the old sages of each clan very politely he can get a bit cocky. As far as I'm concerned, "Your kung-fu is no good," is the best voice sample in a platform game yet.

The music is right up there as well. Oriental dance music and Buddhist chanting accompany your progress through the levels. And when I say dance music I don't mean traditional dance, I mean looped trance music. The jungle scenes echo with tribal drumming and inspirational world music. Strangely, the tracks begin with an audible click. It felt like a duke-box though, so I liked it.

There's a big emphasis on chi in Tai Fu. I'm pretty sceptical about powerful spiritual energy but it looks great in the game. By collecting elemental scrolls you receive the ability to burn or electrocute your enemy. You can even summon a tornado to carry them away. Your chi, represented by an energy bar, can be used all at once in an explosive ball, or used sparingly in directional blasts.

Your name is Tai-Fu. You're the last tiger in China and a very spiritual clan of pandas has raised you. It's just as well that they've taught you their kung-fu because the evil Dragon Master, who was responsible for the obliteration of your race, has decided to wipe out the Pandas. To save them, and yourself, you must travel through China learning the ways of the Tiger.

I've always loved the idea of 3D platformers but for some reason game developers insist on making them cute. I hate cute. Cute gives me the shivers. I wanted to stick that little Spyros head in a meat-grinder he was so nice, but not so with Tai Fu. There are adult themes aplenty in this game, starting with kung fu.



 THANK THE COLGATE RING OF PROTECTION

COMBOS, STANCES, AND OTHER KUNG-FU GUFF

If you pull off a combo, typically four squares and a triangle, you will be rewarded with some bonus chi energy and a free chi-inspired special move. If you use this combo from the Leopard pounce, the Drunken Monkey roll or the Crane's hover your special move will feature their attack. For example, the Leopard combo will see you disembowel your opponent with raking claws and the Mantis offers chi blasts.

As a reward for large combos, five hits or more, you can also get a small amount of health back. But to do this, you must taunt your defeated foes. This amounts to cracking your knuckles and saying, "Take it". Not that we need any encouragement to be smart asses, mind you, but it's fun addition to the game all the same.

The camera that observes all of this roams about automatically from a 3/4 isometric view

and, while most players will wish it was rotatable, it really doesn't hamper your efforts too much. The well-designed levels look fantastic and have profound colour palettes and a delightful emphasis on light sourcing. All of them have intricate textures that scream ancient China.

The level design does utilise multiple levels of elevation but there isn't too much emphasis on being able to make certain jumps, the focus is on battle. There are some pretty animations during combat too, but opponents are best picked up and thrown into a pit rather than fought.

Tai Fu is thoroughly addictive and the plot is genuinely appealing. If there is one major complaint it's that it is too easy. I'm about 85% finished at the moment and I've accumulated over 30 lives. The combat should involve more blocking more persistent enemies, but at least this way it remains accessible to everyone. If you're into platform games and you don't want it cutesy, Tai Fu gets the stamp of approval.

AVAILABLE: Now
CATEGORY: 3D Platformer
PLAYERS: 1
PUBLISHER: Activision
PRICE: \$79.95
RATING: M
SUPPORTS: Dual-Shock, Memory Card

PLUS

"Your kung-fu is no good,"
voice sample.
Involving themes.

MINUS

Too darn easy. Not a great
leap forward graphically.

VISUALS SOUND GAMEPLAY

83 94 88

OVERALL

89

Tai Fu is a surprisingly
stylish platformer -
and it's 3D!

Evil Zone

Konami's anime-style fighting title, *Evil Zone*, seems to be more of an anime item, rather than the next tonkfest according to **Aaron Lai**.



OKAAAAAAY ...

AVAILABLE: Now
CATEGORY: 3D Fighting
PLAYERS: 1-2
PUBLISHER: Titus
PRICE: \$TBA
RATING: M
SUPPORTS: Dual Shock
PLUS Great anime style of presentation.
MINUS Control system is too simple for anyone wanting hardcore fighting.
VISUALS SOUND GAMEPLAY 83 85 80
OVERALL 86
An interesting one for anime fans, but hardcore fighting game fans may dislike the control system.

Evil Zone is a fascinating fighting game with a few unique twists that makes it an intriguing title. At first *Evil Zone* looks like any other fighting game. It has the standard 1 Player Battle, Versus and Survival modes. But the most outstanding feature of *Evil Zone* is the story mode. It's designed to look just like a television anime, complete with episode names, numbers and short episode previews. During each "episode" the two opponents have their stories revealed before and after each fight. All of which is unveiled using the game engine. After each fight an episode preview is played letting you catch glimpses of the next fight while the story so far is narrated. Anime fans will be completely enthralled by the story mode and I thoroughly enjoyed this unique presentation.

When it comes to the fight, *Evil Zone* has its own unique spin as well. Apart from the minor aesthetic differences in the life bar and representation of supers, *Evil Zone* only uses one button for guard and one button for attack.

The combat system is very simple. Well, it has to be with only one button. Here's how it works. Pressing attack will guarantee that you make an attack at your opponent. Whether standing close or far the attacks will change accordingly. But some of the special attacks have limited range. Special attacks are achieved by pressing the attack button in combination with the directional pad. Special attacks are the same from character to character. For example, Forward and Attack always yields a stun projectile attack, Down + attack is always a hold or grab move and double tap Back and Attack always executes your characters Super.

This system, combined with having to manually block can actually result in some challenging bouts. The combat system may be simple, but by no means is the game a walkover. Timing and patience is still required to progress in the game. However *Evil Zone* isn't going to give the same kind of strategic battle as a game like *Rival Schools*.

The graphics for *Evil Zone* are simply stunning. The artwork and character are on par with good quality anime. The intro sequence is one of the best FMVs I've seen in a while and it sets the TV anime style that the developers have aimed for.

The in-game graphics are fairly impressive as well. The models depict accurate 3D versions of the characters and are smoothly animated, down to the shadows. Every move is a spectacular flash of colour and movement. The story scenes are also well shot and directed with dramatic camera angles to give that TV anime feel.

The music tracks are great and in perfect keeping with the whole style of the game. Sound during the game is just like classic anime with lots of fantastic effects and characters calling all their special moves.

All up, *Evil Zone* is a great little number. Anime fans will love the presentation, style, characters and just about everything in this game. For me, it's a keeper.

Divers Dream

Adam Roff is thrown into the deep end of Divers Dream. Sink or swim?



sea. The sea floor is drawn in observably about 20m in front of you, fish swim straight through rock-walls, and at certain angles the sea floor has a square grid appearance due to seaming of the polygons. Nasty.

LAZY LIGHTING

When you're exploring sunken ships, which look much better than the open sea, it's as bright as day. Part of the fear of diving in confined spaces is that you can hardly see anything. Sweeping underwater lights would have added to the atmosphere immeasurably and provided less work for the processor. Aside from that, this is where the game really works.

The endless rusting corridors are filled with underwater beasts. Giant squids, crayfish and crabs stalk you with a lumbering inevitability. The most frightening enemy of all though, is asphyxiation. You can be 70m underwater, with 5 minutes of air left and surrounded by treasure, but it takes 6 minutes to get to the surface. You must find a short cut or an air pony or you're dead! Destroying things with your spear guns has a certain appeal too...

NOT SO SOLID ENVIRONMENTS

What makes the game frustrating, rather than quirky, is that there are so many flaws in the 3D engine. Some walls cannot be approached because of an invisible barrier. This makes turning corners a real hassle because you end up getting trapped against nothing. On the other extreme there are rock-walls that you can swim inside of. Finally your deep-sea "Action Man" figurine is occasionally assembled of separate, unconnected polygons.

Nevertheless, there are some charming adventures to be had. I've always loved "Old Man in the Sea" characters and this thing's full of them. It's up to you to fulfill the old sea-dog's dream and find the lost treasure. I hope he means his daughter.



HERE SHARKY SHARKY

You know that bit in Metal Gear Solid when Snake arrives in his scuba gear? Did you feel like it would have been cool to keep swimming around instead of taking on Fox Hound? Well, Konami did, so they grabbed another alpha male, threw in a gnarled old sea dog and called the whole package Divers Dream.

The aim here is exploration and adventure, so you get unlimited restarts and the gameplay is pretty easy. You just glide around tranquil underwater wonderlands filled with ambient music and search for salvage. There are hazards though. Poisonous fish, fatigue, the bends... oh yeah, and killer sharks. But if you heed the advice of your new friends and dive safely you should be fine.

The story is set up through a sequence of stills and speech boxes. When you're out of the water you stroll between the salvage hock-shop and divers supply-store. Limiting your universe to stills of two shops, a house and a harbour gives the whole experience a very linear feel, but the unusual pace of the game makes this bearable.

After you've equipped yourself from an almost limitless choice of expensive diving equipment you can get into the water. To be honest it looks pretty bad, at least in the open

AVAILABLE:	Now
CATEGORY:	Diving/Adventure
PLAYERS:	1
PUBLISHER:	Konami
PRICE:	STBA
RATING:	G
SUPPORTS:	Memory Card

PLUS

Unique concept. Spear-guns and dolphins.

MINUS

Frustrating 3D engine.

VISUALS	SOUND	GAMEPLAY
68	75	72

OVERALL

73

A novel underwater adventure from Konami. Worth a look.



Syphon Filter

America's Metal Gear Solid? Regardless, **Adam Roff** loved Syphon Filter.



HOW ABOUT A COFFEE FILTER INSTEAD

working in the government's counter-terrorist organisation. It appears as though a band of terrorists have been developing a viral weapon in the rainforests of Guacimo.

Working on a tip-off from the World Health Organisation you and your partner, Lian Xing, respond to a crisis in Nepal. A village has been decimated by a viral attack and everyone within 180km is dead. The next target: Washington DC.

You find yourself running through the streets, parks and convention centres of DC tagging viral bombs for pick up and bagging terrorists for prosterity. The 3rd person perspective is reminiscent of Metal Gear Solid but the emphasis on action is pure Goldeneye.

EXCELLENT COMBAT INTERFACE

The shoulder buttons are used for strafing and the circle for barrel rolling. These actions become essential in crowded gunfights and look fantastic. You'll never get disorientated either because there's a lock-on button. You can select a particular enemy, or cycle through a group, and keep them in your sites by holding down the button. Then you can run in any direction, aiming the gun over your head if necessary, and still retain a bead on your man.

Of course, accuracy will improve as you move closer and it's always better to face your foes. If this sounds disconcerting, you still have the usual aim button. Sniper and starlight scopes make long-distance headshots a breeze.

The usual arsenal is in place. One novel innovation is the taser. It's a default weapon that doesn't require ammo so every now and then you'll be left with nothing else. If you keep the button down your victim will eventually combust. Sweet.

MAKE NO MISTAKE, YOU ARE NOT SUPERMAN

Another innovation is the health system. You pick up flak jackets, which will take a pounding, but once they're shot through one or two bullets will

I heard a description recently of how Hollywood is being threatened by the explosive boom of the video game industry. Apparently, Hollywood has treated games in the same way it treats all its enemies, it's swallowed them whole. Basically, films are becoming more like video games. They will be assimilated, resistance is futile.

Meanwhile, games have been desperately stealing cinematic techniques to appear more believable. Wide-screen cut-scenes, dynamic camera angles and cloying atmosphere are all part of the onslaught. The result is Syphon Filter, an action movie of game-like proportions.

LOGAN'S RUN?

You play Agent Logan, an intelligence operative



THAT'S ONE WAY TO POP PIMPLES

finish you. Any explosions or contact with the highly contagious fire however, will kill you instantly.

Bodies hang around until you move out of sight but I shouldn't talk too much about that. What I can talk about is that there was an emphasis on action over plot. I did feel responsible for the lives of the technicians from the Chemical and Biological Weapon Defense Command, but I was kept so busy with all the changing objectives that I didn't much care for the inner workings of the Agency.

To avoid intractably complex mission briefings or overlong missions many objectives are given to you on the fly. Lian contacts you via a Syphon Filter version of CODEC and constantly updates the mission parameters. Just as you're about to disarm a device, a hostage situation will develop and you'll have to jog over to the tennis courts.

Each time you complete an objective it will create a new checkpoint so that if you die, you don't have to start from the beginning. At the end of a full mission you can save your game and then you

must confront a boss. This is where the "Metal Gear Solid Killer" starts to look like a clone, there's even a helicopter gunship.

Syphon Filter looks superb. These screenshots just don't do it justice. Some underground elements are really dark and you'll need to swap your M-16 for a torch. I swear they've somehow managed to include some subtle fogging effects and some blurred textures, sort of a N64 software mode.

The character animations are spot on and, while the crouch isn't very stealthy, the roll kicks arse. You wear army webbing from which you can miraculously produce hundreds of kilos of munitions and, what's more, you get to wear a tuxedo.

Logan's husky, uncertain voice makes him sound like an anti-hero. In fact, the voice acting is surprisingly well done. Strange how the villains all have French accents though.

Syphon Filter lacks the depth and finesse of MGS and the multiplayer excitement of Goldeneye. It's hardly in a position to kill either game as it's basically a pastiche of the two. But on its own merits it's an involving action game well worth the price of admission.

AVAILABLE: Now
CATEGORY: Action/Adventure
PLAYERS: 1
PUBLISHER: 989 Studios
PRICE: \$79.95
RATING: M
SUPPORTS: Dual Shock, Memory Card

PLUS
Lock-on function allows for all out action sequences. Objective updates keep you interested and on target.

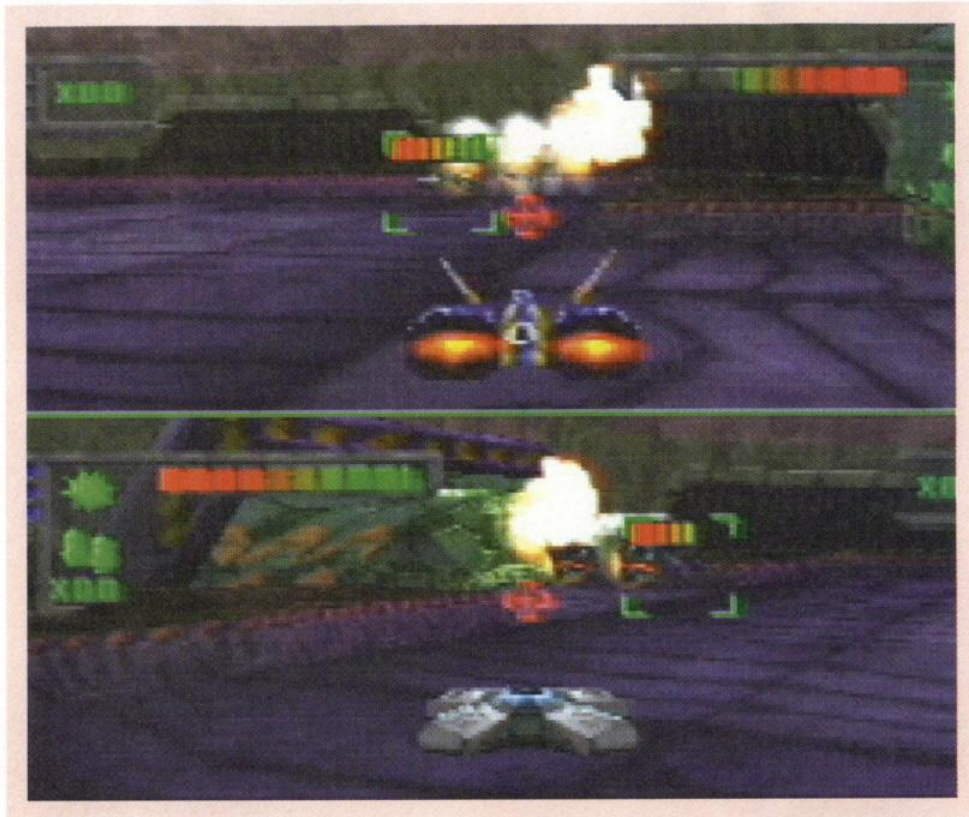
MINUS
Too short. Bit too derivative.

VISUALS	SOUND	GAMEPLAY
89	93	92

OVERALL
92
A well-paced and involving action game. 989 studios didn't invent much but they sure know how to use good ideas well.

Eliminator

Here's what happens when **Adam Roff** goes stir crazy...



🔗 IT'S BETTER THAN THIS... HONEST!

remote sentries light the way. At least they're aesthetically pleasing.

Everything looks solid and the walls are very crisp. In fact, it reminds me of a pessimist's version of Wipeout 2097. It's the same kind of engine but everything's darker and more foreboding. And then there's the killing.

Psygnosis outsourced the music, as per usual. They stumbled across Aziz Ibrahim, who was involved with the Stone Roses, and he's put together a very credible selection of dance music for our listening pleasure. The ambient effects included are pleasantly eerie.

When a game can run this fast it's essential to provide tight controls. The analogue provides intuitive handling and the paddle buttons are used for strafing. Holding down both strafe buttons and you'll motor backwards, maintaining your ability to fire while in retreat. The strange thing is that you must master aiming high.

The courses are fundamentally 2D but some nasties can fly, and some are just plain big. Shooting at ground level might annoy a boss's feet, but you'll have to aim higher to do any significant damage. Your primary weapon hugs the ground and will dip with the course allowing you to fire over the horizon, always one of my favorite past-times.

MULTIPLAYER - HYPER BIG HOOT OF APPROVAL.

The three multiplayer arenas are a hoot. One is just like a car park so you can always find your opponent. Another is spherical so it can be looped repeatedly at high speeds. They've done a good job making the two-player game look good but it lacks depth. I was kind of hanging out for a racing element but you often end up at point blank just hammering away.

I know it's nothing new, but I enjoyed playing Eliminator. It's a challenging single player experience and should keep you hooked for some time. Sure, it is a bit sick, considering it's a spectator sport, but that's human nature for you.

Elimination is a gameshow, and a sick one at that. Contestants are men condemned to death. Such volunteers are easy to come across since the Civil War started and so the ratings are up. If the prisoners survive, they can go free, maybe. They're not really sure because it's never actually happened.

I had a funny feeling I'd seen the show before. You get put in a sled-like craft and hunt around mazes at high speeds. It'd be fun if there weren't several hundred mechs trying to spoil the party. Then there's that time-bomb under your seat...

Psygnosis have crafted a dark racing adventure set over eight different penitentiary worlds. Each world has a different emphasis on your craft's abilities. The cage, for example, is an underwater prison facility and escape demands a high speed run through the deep sea. The first arena, by contrast, can be taken at a leisurely pace, but the halls are packed with sadistic mechs.

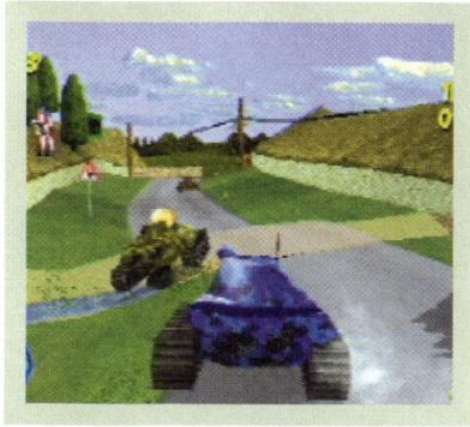
NO BRAINS, BUT WHAT A SET OF POLYONS!

They're probably the most stylishly animated enemies I've seen in a game of this type. The AI isn't quite as thrilling but there're so many of the buggers. The tracks are packed full of booby traps too. Mines-a-plenty, live currents and

AVAILABLE: Now
CATEGORY: Racing Hybrid
PLAYERS: 1-2
PUBLISHER: Psygnosis
PRICE: \$TBA
RATING: G
SUPPORTS: Dual-Shock, Memory Card
PLUS High speeds, huge armoury and diverse enemy mechs.
MINUS Nothing new. Limited multiplayer.
VISUALS SOUND GAMEPLAY
82 85 78
OVERALL
81
Doom in a Wipeout craft? I'd like to see that.

Tank Racer

"Tank Racer?" Next we'll have "Push Bike Mortar Warfare". **Adam Roff** checks out this most unlikely racer.



TANKS FOR NOTHING

Racing? In Tanks? I was sceptical to begin with too. The opening cinematic bears an uncanny similarity to Gran Turismo. Serene scenes of city-scapes, interrupted by the howl of engines, and vehicles racing by at high speed. But hang on a second, they're tanks!

Even the camera does a double take as three stubby armoured vehicles rush into view. They're going hell for leather and firing projectiles in all directions. Careening off walls and taking major hits they twist out of view through a quiet German town.

That's pretty much the game in a nutshell. You compete in closely contested races on eight circuits using one of fifteen different tanks. You'll be a little disappointed how slow they're going, but they are tanks after all, and the rush doesn't come from speed, it comes from battle.

ALL'S FAIR IN LOVE AND TANK RACING

You always start last so you have to claw your way through the field, and I mean claw. Because your tanks are so evenly matched it becomes essential to slow your opponents with a salvo from your gun turret. With a little practice you can rotate your turret on the run. One of the most satisfying moments of the game is drawing alongside the leader of the race and blowing them away point blank.

Special weapons and turbos parachute from the sky to make your job easier. You'll be napalmed by the pesky air support too but it shouldn't give you much trouble. The weapons are the standard missile/mine combinations but there are a couple of cool ones. My favourite is summoning a psychedelic UFO to transport your opponents further back in the field.

The actual tanks themselves are very well done. They're miniaturised, arcade-style creations with spoilers and massive chrome exhaust pipes. Somehow they've managed to give tracked vehicles wicked suspension so you

bounce all over the place, creating havoc in the crowded field.

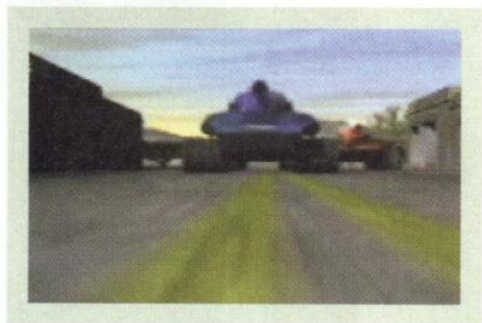
The racing environments are a strange combination of the predictable and the surreal. You're in tanks so you expect to cope with borders and the eastern block but then suddenly you'll find yourself in a theme park, complete with a working pirate-ship. The authentic environments are particularly fun and feature weather effects and destructible obstacles. Remember to be polite to the police as you roll over their bonnet.

SPONTANEOUS SCENERY

What bugged me though, is the pop-up. They've obviously put lots of work into making it look smooth in high-res but they've missed the boat when it comes to obscuring pop-up. Giant houses and whole rock-faces will appear instantaneously just 50m in front of you and, while you don't notice it so much during the game, it makes being a spectator really frustrating.

It's even worse in the two-player mode. If you get too close to the sides of the track you can see straight through them to the background bitmap. Who isn't sick of having that absorbing feeling of suspended disbelief robbed from them so easily?

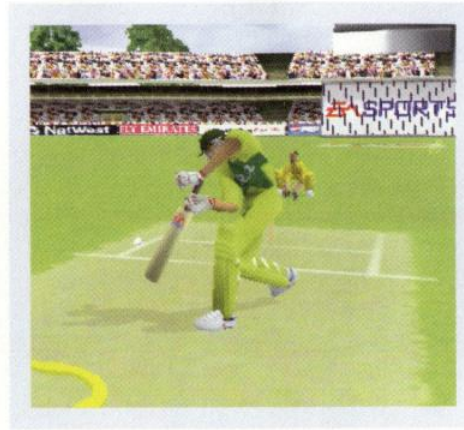
They have included ten extra multiplayer tracks for battle and racing, but all are condensed and none are spectacular. The multiplayer mode craves the full tracks, the full field and four players, and it just doesn't get it, so it just doesn't cut it. Tank Racer, as you can see from the grabs, looks great. The level of difficulty and the cool beats will keep you involved for quite some time. Unfortunately, the compromises that come with hybridising genres means it doesn't really cut is a racer, and it's laughable as a sim, but it's a fun edition to a saturated genre.



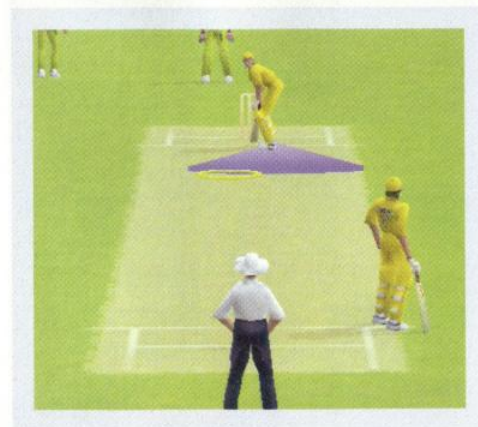
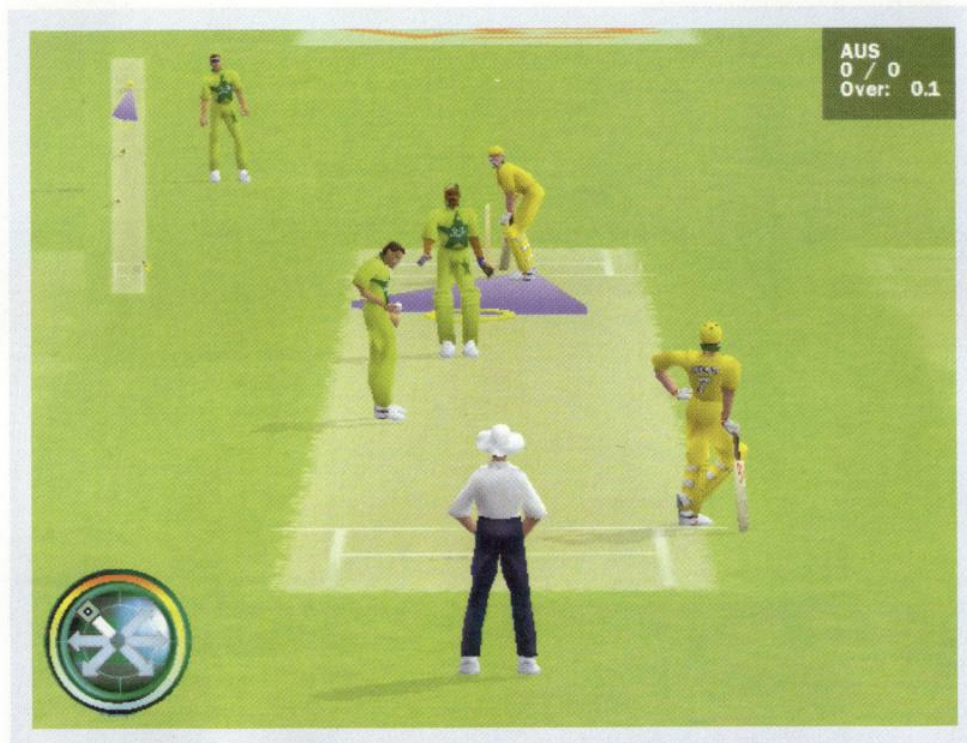
AVAILABLE: Now
CATEGORY: Racing Hybrid
PLAYERS: 1-2
PUBLISHER: Grolier Interactive
PRICE: \$79.95
RATING: G+
SUPPORTS: Dual-Shock, Memory Card
PLUS The tanks rock. Recoil on the turrets is a nice touch.
MINUS Obscene amount of pop-up. Multiplayer tracks are very basic.
VISUALS 76 SOUND 72 GAMEPLAY 71
OVERALL 75
Chaotic blast-fest. Fun, but in a void between a sim and a racer.

Cricket World Cup 1999

He's an office cricket demon, so **Eliot Fish** was selected with no questions asked...



TEXT BOOK!



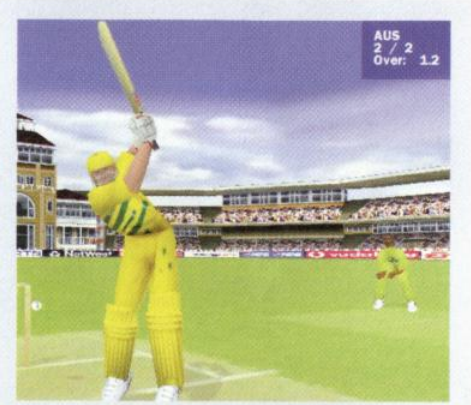
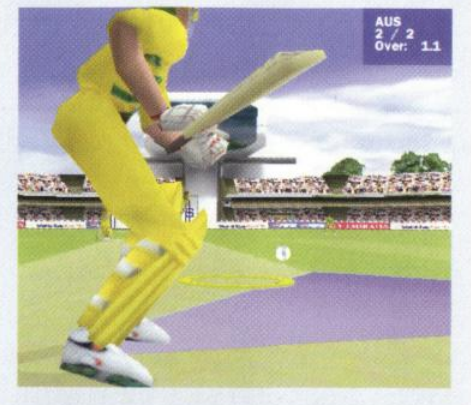
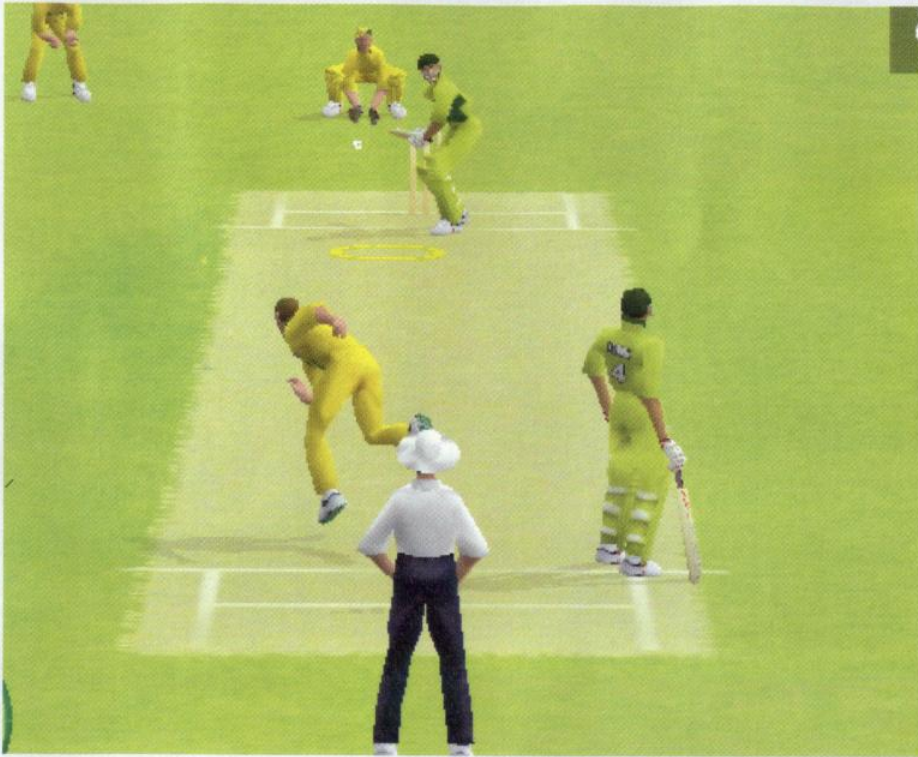
and then something really cool happens to make it all worthwhile. Going head to head this winter with Shane Warne Cricket, Cricket World Cup has the slight disadvantage of solely concentrating on the One Day game, as opposed to Shane Warne's epic Test Series options. BUT - and it's a big but - Cricket World Cup '99 is a better game for those who think Shane Warne Cricket requires no cricketing knowledge or skill. If only we could combine CWC '99's gameplay with SWC '99's match options...

RICHIE RICHIE RICHIEEEE!

Basic options in the game are to play a One Day International, World Cup, Super Six or just spend some time getting used to the controls in the nets. This is all about One Day cricket. There's no test option, and the players included in each squad have been selected according to their One Day ability. Most of the players you would want are there though, so there's not much room for complaint. So... select your team and head into a one day international, and what can you expect? Well, for starters, every single British cricket ground used for international competition is included here, represented in true 3D, which is nice. Weather conditions are only ever dry or wet (duh), and Richie Benaud himself is behind the mic waxing lyrical about the conditions and the potential for each side. There are little hints here so you know whether to bowl or bat first up, but sadly, there's no polygonal Tony Greig sticking a little pixelated key into the pitch. Ah well.

Bowling is simply brilliant. This is the first cricket game that truly allows you to bowl exactly how you want to bowl. Firstly, you must decide where the ball will pitch, with the good old circular marker, then you select your style of delivery. Fast bowlers have around six different deliveries, but how you execute them will determine how they are

The cricket World Cup is one of the greatest sporting events of the year, and it's one of the few international sporting events that will have me sitting up until stupid hours of the morning, glued to the TV, with pretzels hanging off my chin and coffee bubbling over on the stove. Yay! It's so good. EA Sports have always had it in them to bring us a great cricket game, as they have excelled with just about every other sport, so it's nice to finally get to play a bonafide EA Sports cricket title. Cricket World Cup '99 is exactly what you'd hope it would be - simmy and brimming with stats, yet still top fun and full of action. Well... maybe not exactly brimming with blistering action, but cricket's just that sort of game - quiet for long periods



is needed – as sometimes you need to get your batsmen in the right position to be able to perform exactly what you want him to do. This can get pretty frustrating at times – especially when the frame-rate is chuggy, making timing absolutely impossible. Running on an AMD 350, with a 3D card, Cricket World Cup was suspiciously chippy.

GOT HIM YES!

Visually, CWC '99 is most impressive. The motion capture and variety in the animation is the most realistic to date. Suddenly deciding against a single, for instance, will cause the fielder to fake a throw at the stumps – just to keep you on your toes. The wicket-keeper dives to his knees, attempts stumpings and the Umpire even leaps out of the way of a ball hurtling towards his shins. Nice. Richie and David Gower's commentary is classic stuff, however it's not always terribly accurate which is a shame. You do hear the old yelp from the field which is cool, like batsmen calling for two and appeals from the field. CWC '99 is certainly the most satisfying cricket game for the discerning cricketer, however there are some glaring faults. EA Sports have informed us that a patch will be available shortly after the game is released to address the problem that there are no left-handed batsmen or bowlers... that's right, Bevan and Lara play right-handed and Bevan even bowls medium pace. How they could release the game before fixing this is pretty slack, but they assure us all will be fixed in the patch. That's if you have internet access of course. Still, even with some dodgy flaws, Cricket World Cup '99 is a must-see for cricket fans and gamers wanting a really good representation of One Day cricket. Do yourself a favour.

HUMILIATE YOUR OWN COUNTRY. GREAT!

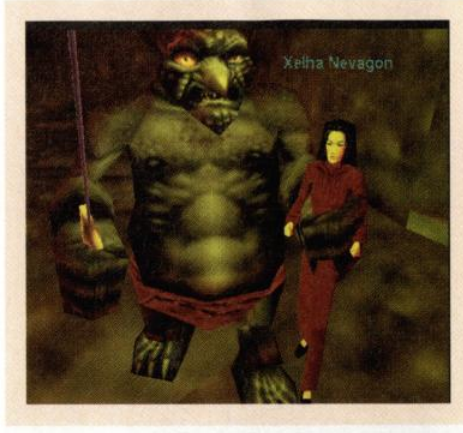
actually bowled. Say you select an outswinger... a small dot will then start swinging on your bowl-o-meter (like in a Golf game) and if you press the button when it hits the middle, this will determine how much swing your bowler is able to get from the delivery. Then as your bowler runs to the crease, you select the pace of the delivery. After all this, you really do see the ball do what you expect it would do if all those things came together in real life. Seeing Warney bowl terrific leggies on a nice dry pitch, or watching Paul Reiffel bowl some terrifying outswingers on a wet pitch is simply awesome. Batting on the other hand is a bit more "hit and miss". You are able to see what kind of ball will be delivered, and where it will pitch, but the timing and shot selection is pretty tough. A coloured cone on the ground represents roughly where your batsmen will play his shot – the straighter the cone, the straighter the shot basically. However, actual knowledge of how shots are played

AVAILABLE: Now
CATEGORY: Sport
PLAYERS: 1-4
PUBLISHER: EA Sports
PRICE: \$89.95
RATING: G
REQUIRED: P200, 32MB RAM
DESIRED: P2 400, 64MB RAM, 3D Card
SUPPORTS: Gamepads, Direct3D
PLUS Best control system for a cricket game EVER.
MINUS A patch is on the way to include left-handed players!
VISUALS 92 SOUND 87 GAMEPLAY 86
OVERALL 86
Better than Shane Warne Cricket '99 in many ways... but still not perfect.

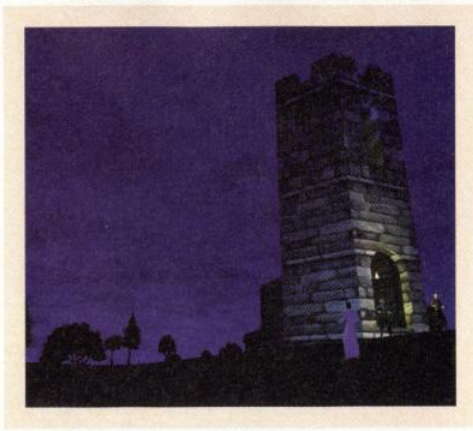
Everquest



Adam Duncan lives online, and explains why Everquest has become his new home



 DAN AND ELIOT ON MONDAY MORNING



Just last month Eliot mentioned that the 3D real-time RPG concept had yet to be successfully executed. Well now Sony's Everquest is on the scene and not only does it get things right, it also marks an evolutionary step forward in online gaming. RPG's on the Internet have been around for a little while... First there were text based multi-user dungeons (MUDS), then Ultima Online took over and has been successful for some time now. Everquest has basically taken the best elements of previous RPGs and refined them till they shone, then seamlessly integrated it all into an attractive 3D virtual world. The result is a damn fine game, and the new king of massively multiplayer RPG's.

Everquest places you in Norrath, a mystical and fantastic land filled with Orcs, Goblins, Giants and so on, who are just begging to be hunted down for their loot. Differing from singleplayer RPGs, EQ doesn't set a particular story for you to follow. While there are quests that can be carried out, your goal is basically to obtain power and wealth, and in doing so have loads of fun. The world of Norrath is utterly massive. Consisting of three continents, to travel from one end of the globe to the other could take three to four hours, provided you don't get swatted by a huge nasty on the way. Doing this though, you'll have passed the many dozens of dungeons, enemy camps, ruins and beautiful cities that make exploring this land so interesting. It could literally take months and months to explore each nook and cranny.

RACISM RUNS RIFE

Choosing your character in Everquest is something that definitely shouldn't be taken lightly. Each of the 12 races and 14 classes will have many varying strengths and weaknesses which ultimately determine how you interpret and enjoy adventuring in Norrath. For example, humans have the liberty of choosing from most of the available classes and can freely roam almost anywhere in the land. Whereas if playing a Dark Elf, gamers will have to get used to the idea that they are shunned throughout the world, and trying to enter a human city could mean instant death.

Starting off, adventurers will soon come to realize that Norrath is a very dangerous world. Firstly, it's best to stay near the guards close to town and kill the bats and rats that wander outside. Embarrassingly for your character, even this is quite a task for a short while. Soon though, you'll be ready to fight tougher monsters who wander lands further from home. This is where the game starts to get quite tough for a



solo adventurer. While this increase in difficulty could be annoying for those wishing to go it alone, it is also a clever incentive for people to join with other players to form parties of up to 6 people. While the XP is divided among the party, as a group you will be able to cope far better against much tougher adversaries, reaping greater reward. Each class plays a vital role in a party's well being. The fighters in the group will take the brunt of the monsters attacks, and if they look to be in trouble, clerics can heal them. Standing out of harms way are the magic users who hurl at the foe any of the literally hundreds of spells available. It's this kind of teamwork, and character diversity that makes the game so special. Furthermore, players can individualize their character more as time goes on through the practice of a large number of skills. These range from swimming and fishing to making magical items or learning another language. Of course, some of these skills can be used as an alternate approach to earning an income.

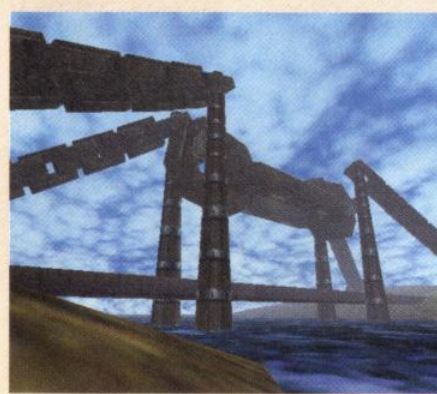
The world of Norrath is littered with many kinds of NPC's. Most being your typical merchants, innkeepers or guards. Of these, many you meet will talk to you a little, and upon further questioning may give you a quest. These quests commonly involve smiting something then bringing back evidence of the kill. This results in a cash and XP reward, and adds plenty to the gaming experience.

Unfortunately, something that has plagued online games for some time now is that often we have to put up with the not so friendly players out there.. particularly Player Killers. With EQ, this sour aspect of gaming is a problem of the past. Ingeniously, the designers have removed the ability for players to harm other players. Fighting other people is still possible, though

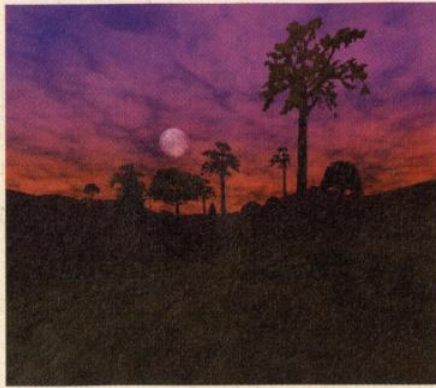
both players must consent to a duel or have fulfilled a quest to purposely become a PK. Another smart move was to disallow the looting of other characters corpses. With the amount of times one will face death in Norrath, the prospect of losing your gear to looters each time would simply be too much to handle. The result of these rules, is a world where nearly everyone you meet is friendly and willing to help you with any problems you might have.

PLAY IT LIKE QUAKE... OR NOT

Everquest's interface is extremely versatile, and controls for your character are very simple and cleverly implemented. Movement keys can be set similar to your favourite quake configuration, and mouse-look is available. Apart from the normal first person perspective, gameplay can be also viewed via a number of camera angles. Fighting simply requires clicking on a target creature and pressing an attack or spell button. You then just sit and watch your character strut his stuff. Watching your health in comparison with the enemies will help you determine whether continued fight or flight is the best option. Though thankfully, choosing your victim is made easier with the ability to consider the toughness of other creatures before charging in.



 WHERE ARE WE NOW MIKE?
BUGGERED IF I KNOW, MAL.



ASTRAM BLOWS HIMSELF UP... TYPICAL



AVAILABLE: TBA
CATEGORY: Online RPG
PLAYERS: 1-Thousands
PUBLISHER: Sony Entertainment
PRICE: \$89.95
RATING: M
REQUIRED: P166, 32MB RAM, 3D Accelerator
DESIRED: P2, 64MB RAM, 3D Accelerator

PLUS
Beautiful world to explore, polished character interaction and high lastability.

MINUS
Ongoing financial drain to play. Overly time consuming.

VISUALS	SOUND	GAMEPLAY
88	86	96

OVERALL
95

UO was good, this is better. Definitely the best online RPG experience to date.

Interestingly, Everquest truly excels in the graphics department. Perhaps gamers have come to accept that most RPGs neglect cosmetics to concentrate on gameplay and story. What you get here though, are visuals on par with some of the first person shooters out there. You'll find yourself stopping quite often to take a closer look at some of the awe inspiring visual treats placed all throughout the lands.

This title doesn't seem to offer much in the music department, usually only playing a song when you walk into town or are fighting. What EQ lacks in tunes though, is made up for tenfold by a vast range of excellent sound effects. Most obvious are the great spell sounds that really make the magic users seem all the more powerful, and hearing a whole party in action can make you feel like you're in a war zone. Also excellently done are the ambient sounds of the wilderness. To top things off, A3D based 3D audio is superb.

LOCAL SERVERS... WHO NEEDS EM!

It must be mentioned though that, like UO,

Everquest is a 'pay as you play' game. After the first 30 days a monthly fee of US\$9.89 must be paid to keep playing. This might be enough to turn plenty of gamers away. Though if you can afford it, the experience to be had really is worth the extra money. As of yet, there are no Aussie servers for EQ. This means that to play we'll have to make do with one of the many US servers. Fortunately, the game is surprisingly playable on a connection of up to 600 ping, and a quality ISP will usually give you a 4-500 ping. With local distribution now a reality, a local server may be here soon, but it's not a necessity like it was with UO.

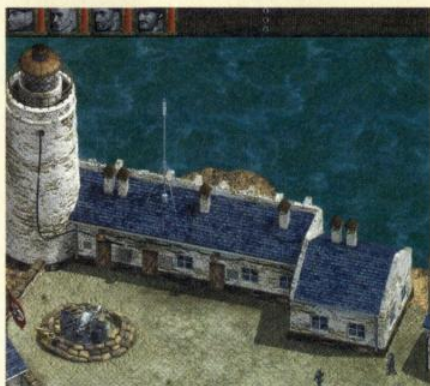
Everquest is a title that will give back to you the amount of effort you put into it. People looking for a quick RPG fix (if there's such a thing) should look elsewhere. Those out there willing to spend most of their spare time in Norrath will come to appreciate the vastness and the amount detail put into the game, which has made it the most immersive and enjoyable multiplayer RPG experience to date.

Commandos: Beyond The Call of Duty

Ross Clarksmith checks out the stand-alone followup to the extremely popular Commandos...



 HYPER'S SURRY HILLS OFFICE



Objectives vary from blowing things up to contacting enemy agents, to freeing people from the clutches of the Luftwaffe prison camps. Each soldier has a separate group of skills, depending on his background. The marine has a spear gun, an inflatable boat, and can SCUBA dive. The engineer has the grenades, explosives and man traps. There is also a sniper, spy, driver, and resistance agent. Not all types are available for every scenario, which can make some things very difficult, especially if the only way you can think of accomplishing a task is by using a skill of someone not included.

The game requires a series of commands to be given, through either hot keys or mouse control, in order for each commando to carry out an action. So the sniper may need to crawl into range, select his rifle, take the shot, then crawl away before being seen. This is where the difficulty of the game comes into play, as the actions of several team members may need to be coordinated at once, requiring split second timing, and a flurry of commands.

NO RAMBO'S PLEASE

Stealth is the main idea behind the game, so if you're a "charge up the middle with guns blazing" type player, you might think about another game. If on the other hand you are into strategy, tactics and have the patience to suss the patterns in the enemy's movement then Commandos will suit you down to the ground. This also provides the only downside to the game. One false move may lose the whole scenario, so lots of saving and backtracking is required, which does not give the game a flowing feel. Rather it is a series of mini hurdles to overcome in the whole strategy for the scenario. With twenty scenarios, the game is good value, although, the last mission only opens up if the player attains a high enough rank by the nineteenth mission.

Take a small group of highly trained specialists, and send them out to do a job that can't be done by anyone else, or maybe just can't be done. It could be a proposal for starting the SAS during WWII, it definitely could be the pitch for making the "Dirty Dozen", but in fact it is the latest instalment in the Commandos family of games. If you have not played any before, not to worry, as BCD is a stand alone version, with a few easy missions to get the feel of the controls. This is exceptionally handy, as the missions get very tricky, very quickly.

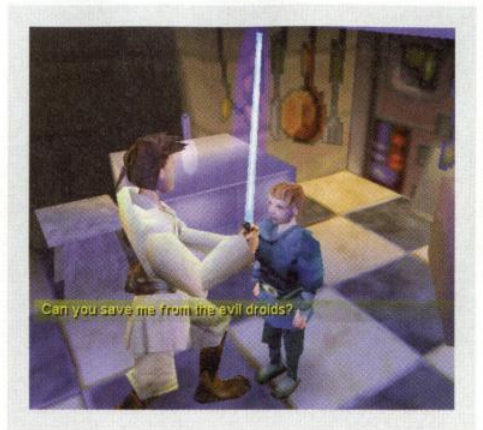
LOOKS THE SAME

Commandos BCD is played in real time, from an isometric viewpoint (just as the original Commandos). The areas of play are quite large, with heaps of time and attention to detail having gone into creating them. Lots of thought has gone into the scenery, with it appearing realistic, without interfering with game play, which is often the curse of the isometric view. The basic idea is a team of three or four soldiers are given a set of objectives to accomplish, in order to move on to the next mission.

AVAILABLE: Now		
CATEGORY: Real-time Strategy		
PLAYERS: 1-8		
PUBLISHER: Eidos		
PRICE: \$49.95		
RATING: M15+		
REQUIRED: P120, 16 MB RAM		
DESIRED: P166, 32 MB RAM		
PLUS Great attention to detail with scenery.		
MINUS Difficult to control all action at the same time. This can be overcome in multiplayer.		
VISUALS	SOUND	GAMEPLAY
82	76	78
OVERALL 81		
Hardcore Nazi butt whippin' strategy in real time		

The Phantom Menace

Dan Toose goes through the harrowing experience of unfolding the plot of Star Wars: Episode One before it hits the big screen.



 OBI-WAN PRACTICES HIS DECAPITATION SKILLS

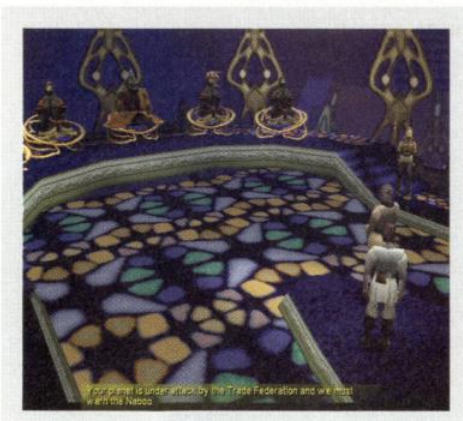
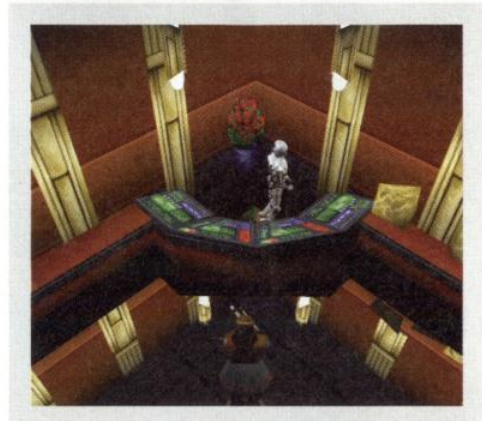
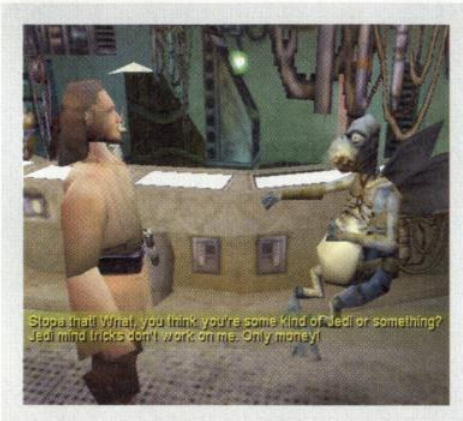


Movie license games are often lacklustre, relying upon the success of the movie to draw interest to the game. Usually we see the movie come out first before the game development starts, but LucasArts knew years ago that Star Wars: Episode One was always going to be a big enough movie to make a game for... and now I'm reviewing a game of a movie that hasn't even come out yet. On one hand this is bad, as I can't judge how faithful to the film the game is, but on the other hand, it makes judging the game on its own merits easier.

In an effort not to give anything much about the movie away, I'll just say that the game is an adventure that follows a variety of characters through a plot that starts with a group known as the Trade Federation blockading and invading a planet called Naboo. Two Jedi knights are sent to investigate, and the game takes it from there, following the adventure across several planets, in a variety of environments.

Perhaps this is a little harsh, but I'd have to say the game plays like a Tomb Raider clone, except with much better environments, some character interaction, and of course, an infinitely better plot. TPM (The Phantom Menace) basically follows the movie, and you control a central character at the time. You play four different characters throughout the game, those being Obi-Wan and Qui-Gon, the Jedi knights, and also Captain Panaka and Queen Amidala.

Unlike Tomb Raider, TPM is rather combat intensive. Throughout the game there are weapons to collect and use against your adversaries, and of course, the Jedi carry lightsabers, which not only work as weapons, but also as a means of defense against incoming attacks. Swatting back laser fire and thus killing an enemy before you reach them is gobs of fun. Considering how combat intensive the game is, more fighting moves would have been a welcome addition to the game, but the rather simple controls make the game very accessible, which LucasArts had declared was a priority with the anticipation of many buyers being new gamers who were big fans of the movie.



YOU GUYS ARE NO BETTER THAN EWOKS!

It's not all hack, slash and blast though, with multiple choice style conversations to get information and items out of the creatures (and droids) that you encounter. Included here are highlighted responses that involve using the Jedi mind trick, which only works on some creatures, but is always amusing. It did seem that it was pretty much impossible to get any genuine variation here though. It's not like you can "get it wrong" with a conversation, and be forced to find a new way to deal with the problem at hand... there's almost always only one way to proceed, which does help the plot follow the movie, but will annoy some seasoned gamers. This even holds true when it comes to the platform style puzzles.

As is common these days, the visuals in TPM swing from being lackluster, through to breath-taking... and fortunately they're usually good rather than bad. The environments in TPM are totally faith-

ful in style and general appearance to the movie (judging by the trailer), and whenever the view pans to show more of the environment, it looks great... such a pity this happens so rarely. The point of view is very similar to that of the Tomb Raider games, except there is no ability to "look around", which is a shame, and at times, frustrating. While the environments are generally nicely detailed, sometimes there's that feeling of being in a world made up of blocks, once again like in Tomb Raider.

Character models in the game are well animated and textured, not as impressive as in the better first person shooters we see coming out, but still quite good. More positively, the lighting truly shines (pun intentional), and when Obi-Wan or Qui-Gon run down a corridor and their lightsabers cast light over the other creatures and the environments, it looks grand.

If there's one department that is reliable with LucasArts titles, it has to be sound. Without looking at the screen, the John Williams soundtrack and hum of the lightsabres instantly give away TPM's nature, and all sound effects, voices and music are wonderfully crisp and detailed. Playing the game with A3D sound was a real treat.

What we have here is a title that is perfectly suited to the audience the developer had in mind. The Phantom Menace is a very playable game, with easy intuitive controls, tasteful visuals, excellent sound and an accurate enough portrayal of the movie to keep fans happy. To those of you who don't place any value on the Star Wars factor, and are just after an action adventure game, think of the Phantom Menace as a sci-fi Tomb Raider, with easier and fewer puzzles, far more action and combat, a decent plot, and actual character interaction.

QUI-GON JINN AND TONIC

AVAILABLE: Now
CATEGORY: Action/Adventure
PLAYERS: 1
PUBLISHER: LucasArts
PRICE: \$89.95
RATING: G
REQUIRED: P166, 32MB RAM, 3D Card
DESIRED: Pentium 2, 64 MB RAM
SUPPORTS: Direct 3D, A3D

PLUS
It's Star Wars!
Wonderful sound.
Great Environments.
Faithful to the film.

MINUS
Puzzles are too easy.
Very linear.

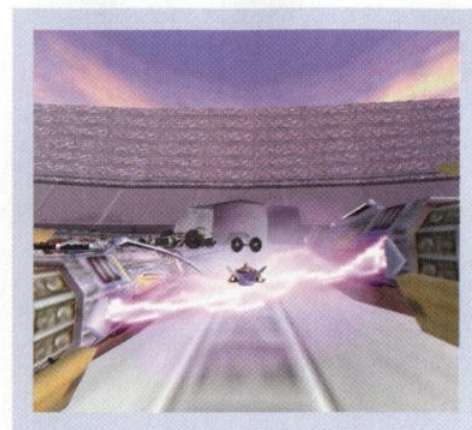
VISUALS	SOUND	GAMEPLAY
89	92	70

OVERALL
80
Great for those after an action packed Star Wars blast, but those after deep puzzles should look elsewhere.



Episode One: Racer

Eliot Fish wonders how fast he could do the Kessel Run in a Pod...



HEY IT'S MIDICHLORIAN BOY

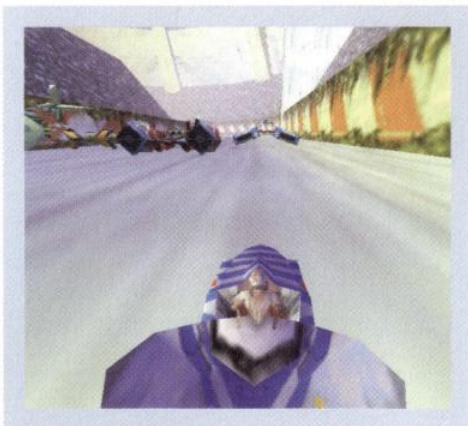
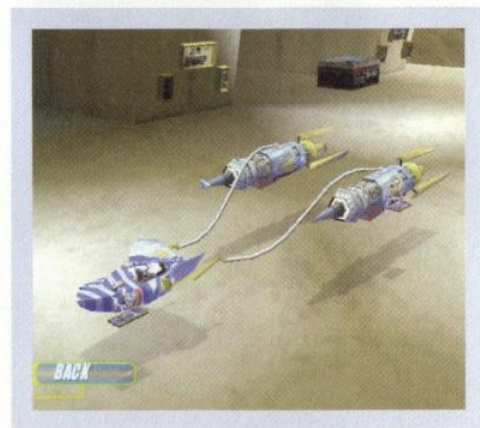


By the time you read this review, Star Wars: Episode One – The Phantom Menace will be in Australian cinemas, and every single one of you will have the advantage of actually seeing this Pod Race sequence from the movie. Here at Hyper HQ, we're crowded around a dusty old PC and squealing in delight at the action-packed racing in Racer, but none of us have a clue what the actual sequence is like in the film. The game is meant to allow the gamer to relive the action from the film, but ironically, we're here experiencing things in reverse. Well, if the Pod Race in The Phantom Menace is anywhere near as thrilling as it is on the PC, then we can safely say – "It ROCKS"!

MORE MACHINE THAN MAN

Pod Racing exists throughout the Galaxy, and only talented aliens or droids have the ability and sensory skills to be able to pilot one of these dangerous machines successfully. Of course, one little human boy by the name of Anakin Skywalker has the Force as his ally, and we know that the future Darth Vader was a hot-shot pilot when he was younger, so here's the proof! Sitting in his tiny metallic pod cockpit, being dragged along by two huge engines salvaged from some junkyard, little Anakin is one of twelve pod pilots you can select to race as in Racer. Each pilot has control of a radically different pod and engines, with varying top speeds, acceleration, traction, cooling systems and more. Essentially, your two engines are what pull your pod around the circuit, so you have to be very careful how you fly. Bumping walls and other pods, or colliding with objects on the track, are only going to slowly damage your engines to the point where they may burst into flames, or simply explode and send you hurtling into a giant rock or the wall of the track. Each pod can push the engines into Turbo mode for short periods of time, before they start to overheat, so judging when to use your boosters is essential to both staying alive and getting ahead of your opponents. When you win a race, you earn credits so you can visit Wattos junkyard and buy upgrades for your pod, allowing your Pit Droids to repair damage from the last race and install funky boosters or cooling systems for your engines to allow for longer high-speed bursts.

The pods fly just above the surface of the ground, so initially, the feel of the game is akin to the wonderful WipeOut. Play Racer for a bit longer though, and you'll discover that it truly does have its own unique "feel". Because the engines are independent of your pod, you can turn rather dramatically in a second, making for some hair-raising moments out on the track. There are also air-brakes on each pod, so you can negotiate deadly hair-pins or deadly obstacles, though in Racer, speed is the key, so it's more tempting to take crazy risks than race the track carefully!



 USE THE FORCE FEEDBACK

EAT MY DUST SEBULBA

LucasArts have applied the same exquisite polish to Racer as they do with all their titles. The sound, for starters, is amazing — 3D audio is supported, as well as high and low res sound options, so you can hear Ben Burt's amazing sound effects come alive on your PC. Also, you have John Williams' thumping soundtrack to heighten the experience even more. Let's not forget speech, with each bizarre pod racer having their own trash-talk, yelps and hollers as you pass them on the track, really making this more than a simple racing experience — the game feels alive. Visually, LucasArts have also excelled. Racer is one gorgeous looking game... we're talking blisteringly fast speed, with huuuuuge open environments, tracks with multiple paths (sometimes up to four different routes), incredible track design, "go-anywhere" sections of track, and awesomely detailed pods. Some tracks will have you gaping in disbelief, as your pod goes hurtling into the inner-chamber of some huge mining station which dwarfs the track you have

been racing on. Stuff is constantly happening in the environment also, with spaceships from the film flying overhead, the Gungan sub and sea-monsters swimming about underwater and creatures flying over head — all as you fly by in your pod at 500km an hour. The sense of speed is truly remarkable — if you stop concentrating for even a second, you undoubtedly panic and crash in a really horrible way — it's great!

Racer is truly edge-of-your-seat racing, and the game just gets better and better the deeper you go. The first Amateur circuit is fun, but very easy and it's not much of a challenge. As soon as you enter the semi-pro circuit, Galactic tournament and invitational circuits, you'll have your work cut out for you, but overall Racer is a tad on the easy side. Whilst the single-player game may not have any hardcore gamer stumped for any great period of time (though some tracks get really hard), multi-player allows you to go at it with a bunch of similarly skilled opponents and things simply get out of control. Racer is also coming out on the Nintendo 64, so we're keen to see how the console can handle it. On PC at least, Racer is a blast!

AVAILABLE: Now
CATEGORY: Racing
PLAYERS: 1-8
PUBLISHER: LucasArts
PRICE: \$89.95
RATING: G
REQUIRED: P166, 32MB RAM, 3D Card
DESIRED: P2 350, 64MB RAM
SUPPORTS: Force Feedback, Direct3D

PLUS

The track design is, on the whole, brilliant.

MINUS

It just seems way too easy to win!

VISUALS SOUND GAMEPLAY

92 92 87

OVERALL

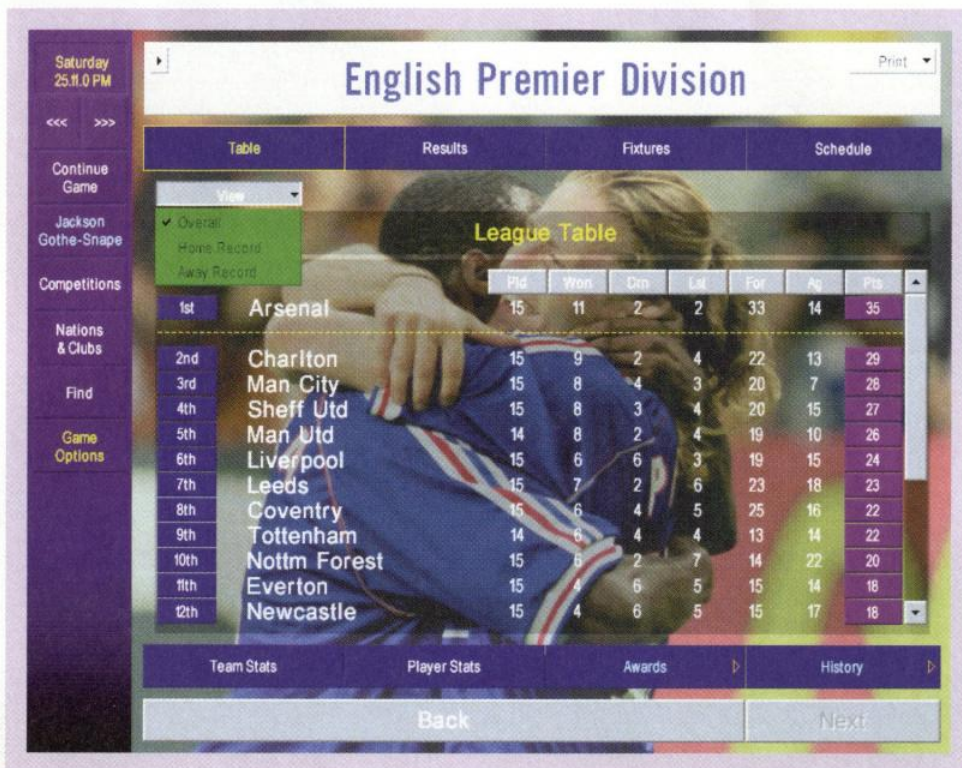
90

Speeds to make your eyes bleed and Star Wars aesthetics make Racer a winner.



Championship Manager 3

Hyper crew's no.1 football hooligan **Jackson Gothe-Snape** at last stops calling the office every day to ask if CM3 has come in.



GO THE SNAPE!

However, having said this, running 15 leagues takes an absolute mammoth of a system to run with any speed whatsoever. With a PII-266 and 64mb RAM there was still a long wait every week running just 5 leagues. You get used to this though, and while waiting you can do a player search or change your tactics by clicking and holding the left mouse button as the results are updated.

ABSORBINGLY BRILLIANT

The interface has undergone a huge transformation since CM2. Now, any of the desired screens can be selected through the left bar. Also, clicking on almost anything takes you to more information about that, be it a player's statistics screen, a team squad or a scout search. The news system has changed completely, and now resembles an e-mail program more than anything else. Although the whole interface takes a while getting used to, it pays off in the end, as speeding through menus is much more efficient.

An enormous difference between CM3 and its predecessors is the player search facility. The basic player search no longer contains all the players in the database. Instead it only has the famous or transfer listed players. Therefore it is necessary for you to send out scouts to unearth new talent. There is a time aspect as well, as scouts take certain amounts of time to scout areas. Overall it works better than in previous versions, and adds more realism to player searches.

The game includes limited sound while viewing matches. But for the sound to work it requires you to play the games very slowly indeed, so within about 10 minutes you'll ditch it in favour of speed.

Having said all this, if you're not a football fan, you will probably have no interest whatsoever in this game. However, if you are, this is a dream come true. Highly recommended.

The Championship Manager series has prided itself on being the most detailed soccer managerial sim out there. Everything in CM3 is faithfully reproduced from real life, right down to the intricacies of the transfer market and the end of season awards ceremonies. This is the most comprehensive football game ever.

COMPREHENSIVE

For those new to the series and even genre, CM3 gives you the chance to manage one of hundreds of club sides in the world. You buy players, create tactics and change training regimes, all with one thing in mind - success. CM3 doesn't let you play, or even watch an actual match happening, instead you are presented with a screen with a bar of commentary that keeps you updated with the major happenings in the game. You also have the choice to look at match and player ratings and possession figures, all while the match is in progress.

The game offers you the choice to run up to 15 of the major leagues in the world simultaneously. This means that each country chosen has its own league running, awards each week and cup competitions, all happening behind the scenes. Therefore this enables you to jump between jobs in different countries or, for example, scout out the top scorer in the English Conference while managing Barcelona. It also gives the greatest sense that there is a true, working, footballing world out there, so large you will never be able to catch up on everything.

AVAILABLE: Now
CATEGORY: Soccer management
PLAYERS: 1-multi (both network and single PC)
PUBLISHER: Eidos
PRICE: \$89.95
RATING: G
REQUIRED: P166, 32MB RAM
DESIRED: PII-266, 64MB RAM
PLUS Superb management, comprehensive.
MINUS Needs a speedy machine and patience, not for everyone.
VISUALS 60 SOUND 72 GAMEPLAY 95
OVERALL 92 Football fans rejoice, it has arrived.

Imperialism 2

Imperialism 2 was a pleasant surprise for **Ross Clarksmith**, he who would willingly live in resource management land.



GETTIN' MAPPY WID IT



Some great games are talked about for years by the developers, and are eagerly awaited for an absolute age, before they finally make an appearance on the shelves. At the other end of the spectrum are the games that come out with no build-up, they just turn up and its a case of, "This game is awesome, wonder why I haven't heard about it before!" Which is the better alternative is totally a personal thing, but Imperialism 2 definitely fits into the second category.

LAND GRABBIN'

World domination is the general idea, and it is played out in the age of exploration, when the European countries were scrambling over each other for provinces and riches in the New World. Following the Civilization mold, Imperialism 2 is played mostly on a map. The World is divided up into provinces, each with a town, and various types of terrain that can be exploited for different resources. This resource management is where the heart of the game lies. Each unit produced needs to be transported back to the capital city by either road or sea, where it is turned by workers into usable resources. These in turn are used to buy different military units, civilians, or ships, they are also required to further improve on the raw materials that are gathered.

There are other sidelines to the game that give it a flair and panache that make it stand out from the

crowd. Resources can be traded with other countries, improving both levels of cash, and diplomatic status. Raw materials that are in short supply can also be sought through trade. The diplomatic side to the game is quite involved, and impacts on many decisions throughout the game.

FRIENDLY WARNINGS

Unlike combat in other resource management games, Imperialism 2 gives players warnings and a chance to rush forces to a province in time to defend it. This brings us to actual combat, which can be run automatically at any time from the preferences menu. For those of you who have been gaming since PCs were known as XT/AT, the combat will look very familiar, as it follows that all-time classic "The Ancient Art of War". Played out in turn based moves, with each unit having a different melee, ranged, defence, and movement score. With nearly thirty units ranging from armed civilians through light medium and heavy, infantry, cavalry and artillery, and different upgrades available, combat can be immensely varied in the tactics employed.

Taking the basic ideas of many different strategy games, developing them further, and combining them into one well presented package Imperialism 2 should be a valued addition to any thinking person's collection of games.

AVAILABLE: Now
CATEGORY: Resource management
PLAYERS: 1-6
PUBLISHER: SSI
PRICE: \$49.95
RATING: G
REQUIRED: P133, 16 MB RAM or Power PC, 32 MB RAM
DESIRED: P200, 32 MB RAM or 604 processor

PLUS
Incorporates parts of, and improves on many other games. Top value.

MINUS
Lame unit animation.
For resource management fans only.

VISUALS SOUND GAMEPLAY

81 79 90

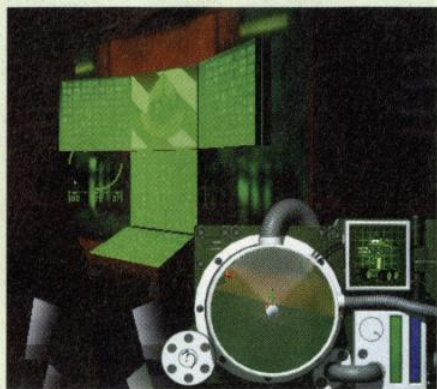
OVERALL

89

Another time vampire for the lovers of resource management.

Machines

Acclaim's 3D strategy title *Machines* looked groundbreaking a year ago when we first saw it... **Singe Graham** reports on the final product.



 THE GAME HAS LOTS OF BUGS



Machines become self-aware and begin to colonise other planets themselves. *Machines* encounter OTHER species of Machine also sent up by man. Each race of machines deems the other inferior and so begins an intergalactic war in an effort to destroy one another. Why does this plot sound like it's been done before?

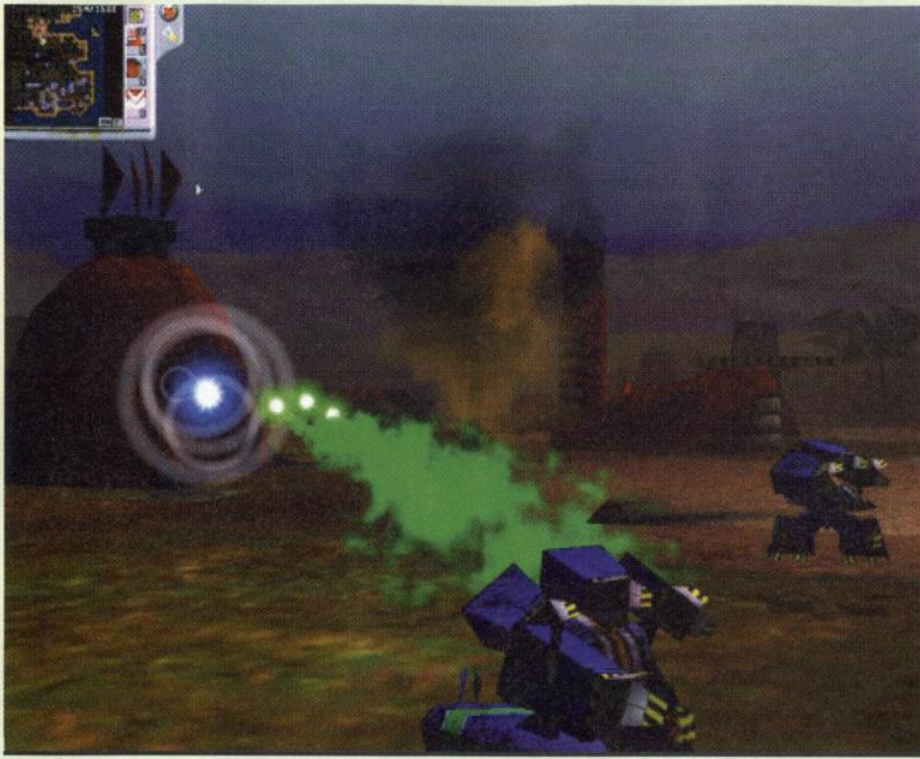
NOVEL CONCEPT, OR JUST ANNOYING?

Machines plays and looks very similar to *Total Annihilation*. The game screens all look very similar, the units construct using the same kind of nano-assembling, the all-robot production line follows the same vein as TA, one might almost be forgiven to calling this a TA clone, just with one big difference. First person perspective. Players can actually 'assimilate' with their machines and patrol them around the battlefield, fighting alongside their computer controlled comrades. To be honest however I found this more of a novelty than a practicality. You can't issue any orders to any other units, can't see what's going on back in your base and frankly, it's a pain in the butt to control. The feature is there and that's nice, but when it comes down to it you'll be playing *Machines* just like any other RTS.

It is a shame though that *Machines* just doesn't really offer anything new and exciting in the way of playing style. The same resource gather/produce troops/swarm enemy routines are still in full force and by now most of us are more than a little tired of playing like this. The AI leaves a lot to be desired, with the computer throwing small attack waves against your base incessantly. Add to that the poor pathing routes that you'd think by now any developer would realise is the bane of most RTS games and would do their best to fix it, and you find yourself quickly wondering just what it is exactly that *Machines* excels at.

"If man were to be destroyed by machines and no-one is around to record it, would it really happen?" Apparently so according to Acclaim's new RTS come FPS, *Machines*.

You see 200 years in the future man has become so prosperous and peaceful, that we've extended the longevity of the average life to about twice current levels and are starting to clutter up Earth. The brains of the time decide that the only way to continue to grow and develop the human race is to expand and colonise other habitable planets. So Man creates machines to colonise planet. Man tells machines to develop planet and wait 100 years for Man to arrive. Machines develop planet and wait. Man never shows up.



 **MECHIN' FRIENDS**

The game does have its redeeming qualities though. The graphics are very pretty and movements are fluid and seamless. Like Warzone 2100, the camera angles are fully customisable, able to be zoomed in and out along with being rotated 360 degrees. Players can also choose to have a 'Battlefield view', swooping the camera in amidst the action almost like the first person machine perspective but whilst still being able to execute orders. Again, this seemed like more of a novelty than a practicality, as precious little could be seen on the screen when you've a squad of 30+ troops in the heat of battle and are trying to issue orders to a specific unit, but again, it's there if you need it.

AT THE VERY LEAST, A GOOD SOUNDTRACK

The music in Machines is definitely a pick-up to the whole affair. The tracks are well mixed and interweaved with gameplay.

No insipid repetitive music anywhere here, just good, solid beats. The actual sound effects in the game still are adequate for their purposes, albeit somewhat lacklustre and leaving a fair bit to be desired. Still, like Carmageddon if you're ever looking for any decent tunes to play, just pop the Machines CD in your player and you're laughing.

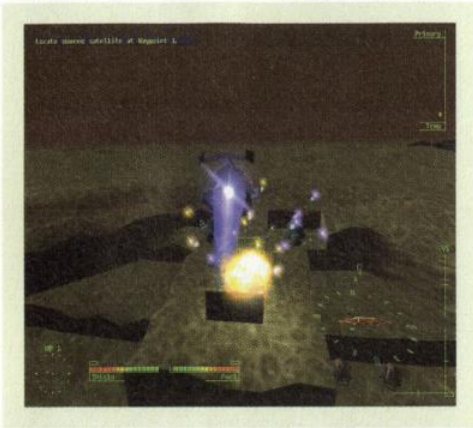
For a Real Time Strategy game Machines is decent. If you're after something to keep you busy for a while then maybe try the demo and pick it up if you feel it's for you. If you don't play many RTS games and are looking to get into the genre however I wouldn't recommend Machines. Take a look at either Starcraft or Total Annihilation instead. It's a shame, because had Machines come out before IA we might almost be looking at a game that could have rivaled it in terms of popularity and sales figures. But, alas, as is fated with all clones it's probably best placed in the basket of mediocrity and left to its own devices.

AVAILABLE: Now
CATEGORY: RTS
PLAYERS: 1-4
PUBLISHER: Acclaim
PRICE: \$89.95
RATING: G
REQUIRED: P200, 32MB RAM
DESIRED: P2 300, 64MB RAM, 3D Card
PLUS Nice graphics. Good music.
MINUS Dim AI and somewhat clunky interface.
VISUALS SOUND GAMEPLAY 84 76 75
OVERALL 76 Done well, but more of the same.



Lander

Singe Graham has the pleasure of experiencing one of those rare titles that is based on an old game, but actually comes back with a vengeance.



HAVE AT YOU BIG CHIMNEY



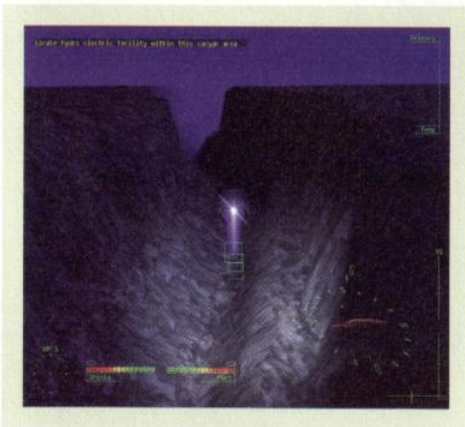
it's none of your business, you're just in it for the money... or are you? As the game progresses you find yourself becoming more and more drawn into this dark destiny which ultimately leads you to uncovering alien technologies abandoned in ancient temples. However as you can imagine every corporate, sweaty palmed suit in the world wants to get his hands on it and the key to it which lay among the far planets of our solar system. Could this be the key to humanity and the explanations to unlock the universe?

LEARN HOW TO 'LAND HER'...

The most difficult concept of Lander to come to grips with are the controls. Frankly if you're used to any kind of FPS such as Quake you'll be frustrated to no end when you begin to play Lander. Its seemingly clunky and awkward flight system may leave a lot to be desired. You'll find yourself missing your pickup target MANY times to start with, either from not turning enough, not rolling enough, not pitching forward and thrusting enough (Heck, perhaps this should be R-rated?), or maybe just from general lack of co-ordination. In any event, after practice you'll finally quit fighting with the controls and learn to adapt to them, eventually understanding that they really are perfectly suited to this kind of game and it's different kind of play style. Just a word of advice though: Practice. Lots of it. You'll only really begin to get the hang of the whole pitch/roll/thrust combo after about 4 or 5 missions, so it's advised to start again once you come to grips with just how everything works. But rest assured there'll always be a time when you come a cropper on some moon rocks that you could've sworn weren't there a second ago, sending yourself bouncing off them at exactly the correct trajectory based upon the speed and angle

With a haze of smoke and dust Lander arrives on the scene to herald in a new generation - Hell, a new GENRE of games. Lander pushes the current limits of all definable game boundaries to give us, the ecstatic gamers, one of the most unique and engrossing games in a long while. With its smooth, slick and sexy graphics combining with its awesome audio capabilities (Including full Dolby Digital Surround Sound support), Lander is nothing short of an absolute feast for the senses.

So the plot follows thusly: You are a 'Lander' pilot. A mercenary hired by various corporations to locate and retrieve miscellaneous objects and artifacts that they all claim to have been 'misplaced' (Yeah. Sure...). But



EXPLORING SOME CRACK

which you planted your face into the ground. In other words, the physics are excellent. You'll find that when you've acquired your target and locked it in your tractor beam that it'll be like trying to fly a brick truck. Your cargo will be pulling down on you, forcing you to steer twice as hard and use twice as much juice just to gain height and stability. Definitely a big thumbs up in this area.

EASY ON THE EYES

Of course, without the Eye Candy it just won't feel the same right? Well rest assured this is no 'Gouge-your-eyes-out-and-spit-in-your-sockets' type affair. Lander is nothing but class. Each object is seamlessly integrated into the superbly rendered landscapes, causing no 'holes' or jerkiness whatsoever that seems to be so apparent in rushed 3D games these days. What's even more surprising is that even through all these wonderful graphics, loading

times are kept to an absolute minimum and an entire level loads in about 4 seconds. Definitely a nice change for anyone who's ever played a game like Kingpin. It's pretty, but takes forever and a day to load just one section of a level. No such problems in Lander. Psygnosis acknowledge the fact that when you want to play, you want to play NOW, not 5 minutes from now.

The breath of life that Lander seems to infuse into anyone playing this game is really quite remarkable. Its visuals are impressive, the sound is gratuitous and solid, the game play is a joy (Once you get used to it), the loading times are almost instantaneous and frankly it's hard to fault the game. There were times however when I'd find myself halfway through a level only to find that I've run out of fuel due to trying to work out how to open door A to get to point B and have to start again. However, all quibbles aside, Lander is a game that'll have shelf life on your hard drive for many months to come.

AVAILABLE: Now
CATEGORY: Action
PLAYERS: 1-16
PUBLISHER: Psygnosis
PRICE: \$89.95
RATING: G
REQUIRED: P166, 32MB RAM, 3D Card
DESIRED: P2 300, 64MB RAM, 3D Card

PLUS
Unique gameplay style and sheer originality will be enough to keep you going back for more.

MINUS
Can sometimes become a "Find switch A to get to point B" type of affair.

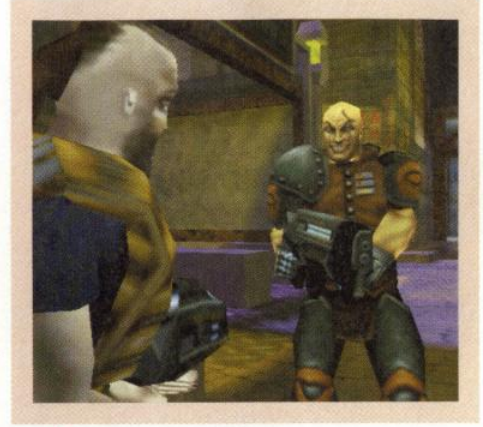
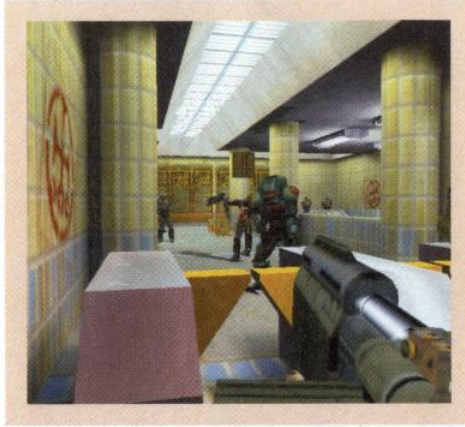
VISUALS	SOUND	GAMEPLAY
91	89	92

OVERALL
91

If you've got time to burn and want a scarily addictive hobby to spend it on, look no further.

Requiem - Avenging Angel

Calling all avenging angels... **Dan Toose** smites the legions of Hell and saves the world. All in a couple of days.



HEY, WHEN WAS THE LOBOTOMY?

There's been a steady stream of first person shooters in recent times. *Half-Life*, *Sin*, *Turok 2*, *Aliens versus Predator*, *Blood 2*... and with the *Quake 3* Arena test out, and *Unreal Tournament* lurking around the corner, the fans of this genre have not only had a lot of games to play, but also to look forward to. So what could *Requiem* possibly offer that we've yet to see before?

TALES OF BIBLICAL PROPORTIONS

In terms of the basic story behind the game, *Requiem* would have to rate as one of the best ever in a first person shooter. You are Malachi, an angel, chosen by the Creator (God, Jehova, Buda, John Carmack, whatever you want to call it) to go down to Creation (Earth), to help lead a group of humans against the forces set up by Lilith and the other fallen angels. As you progress through the game you learn of Lilith's plans, and also re-acquire your angelic powers to help in your task at hand.

There's definitely a mixed bag of good and bad points when it comes to the visuals for *Requiem*. On one hand, lighting, texturing, and model animation are all very nice. Finally we also see a game that produces shadows from the creature models that isn't just a dark blob on the ground.

THE WRATH OF GOD!

Considering you're supposedly the good guy, some of the attacks you acquire are a tad questionable.

BLOODBOIL



TO SALT



BRIMSTONE





 NOW THIS IS GOING TO HURT

That said, the shadows are far from being super crisp or perfect. The geekier members of the gaming community may be wowed a bit by the smooth performance in huge open areas with objects far off in the distance. In this regard, some parts of the game reminded me of Unreal.

COOL PARTY TRICKS

Without a doubt, the real novelty of Requiem lies in the angel powers which you acquire throughout the game. Some powers work as weapons, that do direct physical damage to your opponents. Other powers affect individuals, such as healing, charming, or even possessing them. There are also defensive and movement powers, one of which, "Warp Time" is extremely useful, and looks fantastic too. The effect slows down everything else besides you... making dodging attacks, and launching your own surprise attacks far easier. It looks particularly cool when you do something like shoot out a glass panel, which shatters in slow motion... and speeds up to crash

down at full pace once the effect wears off. It's quite similar to scenes in "The Matrix".

But novelty is one thing, and good gameplay is another. The actual weapons in Requiem are neither good nor bad. There do seem to be some odd points, like how an assault rifle causes absolutely no damage against some mech opponents, while a shotgun will. Originality in the weapon design was not a priority it would seem... The most powerful weapon being the railgun (although it is considerably more powerful than in Quake 2).

Enemy AI is unremarkable, and while the bad guys are accurate shots and all, Half-Life and even Unreal sport better AI. In fact the very feature which stands out as the coolest, also helps undermine enemy AI, that being the "Warp Time" ability. The game could have used a few creatures that were so lightning fast that this ability still left you with a fast, crafty opponent.

The environments throughout the game are believable, albeit rather dull. A few points of the game will widen the eyes, but not with the alarming regularity of Half-Life or Unreal. There are some "hell" scenes though, which look pretty cool. The beginning of the game is spent scrambling through the fleshy halls of chaos.

While the plot is fast moving, and helped along with plenty of speech to ensure you know what's going on, if Requiem were a story, it'd be a short novel. Decent FPS gamers will finish the game in a couple of days.

Requiem is not going to be one of the big FPSs of the year, purely because the fans of this genre demand an intense multiplayer experience, and Requiem really doesn't deliver that. However, if you really do get a kick out of playing through these sort of games single player, then Requiem is probably going to be one of the more enjoyable titles for you this year. Hopefully, its better qualities will serve as an influence to other game developers.

AVAILABLE: Now		
CATEGORY: First person shooter		
PLAYERS: 1-8		
PUBLISHER: 3DO		
PRICE: \$89.95		
RATING: MA15+		
REQUIRED: P166, 32MB RAM		
DESIRED: P200, 64 MB RAM, 3D accelerator		
PLUS		
A great single player experience. Excellent adaptation of special abilities into the genre.		
MINUS		
Weak multiplayer. A bit too short.		
VISUALS	SOUND	GAMEPLAY
90	79	82
OVERALL		
85		
An excellent single player first person shooter, that would have been a classic had it been longer, and given the multiplayer gamers more to get excited about.		

Rampage 2: Universal Tour

NINTENDO 64

AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1-3
PUBLISHER: GT INTERACTIVE
PRICE: TOO EXPENSIVE (TBA)
RATING: G
SUPPORTS: RUMBLE PAK, CONTROLLER PACK

Rampage 2: Universal Tour follows in the footsteps of the 1980's arcade game, Rampage. To give the developers credit, it's actually not a bad idea for a game. Roam the city as an enormous lobster smashing down buildings and stomping on tanks. Sort of like Godzilla or King-Kong. Shove in a multi-player mode and there is potential for a decent, if not revolutionary game. The new game has a few added and updated features from the original: some more monsters, a few more levels and some extra animation.

Unfortunately, when it comes down to it Rampage 2 doesn't excel in any category, and in fact actually manages to be exceedingly bad in more than a few. Animation is poor at best, play control isn't up to par and the 2D sprites look



horribly dated. This game has no right to call itself 64-bit. The graphics are really on par with 16-bit side scrollers. The sound, you ask? Bloody awful. Originality? None whatsoever. Lastability? Ten minutes. In fact, the only quality of the game worth mentioning is the rather average multiplayer element. Unless you're blind, mad or simply don't care about gameplay or small details like smooth animation, Rampage Universal Tour isn't worth the hefty price tag. Rent it. Better yet, have your friend rent it.

HUGH NORTON-SMITH

VISUALS	SOUND	GAMEPLAY	OVERALL
56	50	52	55

Resident Evil 2

PC

AVAILABLE: NOW
CATEGORY: ACTION ADVENTURE
PLAYERS: 1
PUBLISHER: CAPCOM
PRICE: \$89.95
RATING MA15+
REQUIRED: P166, 24 MB RAM
DESIRED: P200, 32 MB RAM, 3D ACCELERATOR
SUPPORTS: ALL MAJOR 3D CARDS

Something strange is happening on the once bustling streets of Raccoon City. Something strange and... evil. So EVIL that I feel like donning a black velvet cape and braying with unconvincing stage laughter. BWAHAHAHAHAHAHA! Such is the scene set for RESIDENT EVIL 2, the PlayStation hit that has now shambled onto PC... dropping ash gray hunks of flesh along the way.

In RESIDENT EVIL 2 you control the fate of Leon Kennedy (a nice cop. Good teeth. Straight hair) or Clair Redfield (Sassy, busty, pleasant body odor) as they try to escape the zombie besieged city.

The plot is straight out of a George (NIGHT OF THE LIVING DEAD) Romero movie. In fact Romero is directing the live action version of the game. Normal folk trying to deal with a world that is now rife with skull ripping terror. And apart from the frequently wooden dialogue ("Go! Leave me here! GO ON! RUN!") and the initially confusing system



of movement, this is deeply gripping stuff.

The game takes you from plateau of horror to plateau of horror. First you have to deal with the zombies. Then, after you've almost got used to the sight of these stumbling monstrosities exploding like overripe bags of meat, the next wave of creature arrive: Mutated plants, maggots from Hell, giants moths, spiders the size of cows... and something you keep glimpsing out of the corner of your eye... something BIG.

If you've ever sat through a marathon of horror movies, your upper lip slightly moist as you imagine yourself facing down a horde of slime slicked beasts, armed to the hilt... well, this is the game for you. It was great on the PlayStation, it's even slicker on the PC thanks to the higher resolutions possible, especially with 3D cards. Buy it now and prepare to get bloody.

ANTHONY O'CONNOR

VISUALS	SOUND	GAMEPLAY	OVERALL
96	98	87	91



Civilization II

PLAYSTATION

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

Any PlayStation owner who hasn't heard of Civilization II should be encouraged to pay attention to PC releases, because this is one of those titles that rocked unbelievably hard on PC, and should thus be a source of excitement for PlayStation owners now that they can't get their hands on it... or should they?

Hard as it is to summarise such a deep game, Civilization II is about taking a primitive tribe of settlers and developing them into a mighty empire, whether that be by scientific development, military might, or a combination of the two. The game is a turn based strategy title, and success comes down to careful decision making, rather than quick witted responses.

Time consuming micro management of your cities is rewarded by extra productivity and thus faster science development, or more unit production.

The computer controls other races of people, and AI varies depending on the difficulty setting. Winning on the easiest setting is VERY easy. Winning on the hardest setting is extremely challenging.

While this is most ways a very direct port of the PC version, the visuals are notably worse, and while the interface is not that bad, if you've ever played the game on a PC with a mouse and keyboard, this will seem rather painful. Someone REALLY needs to make a special strategy game pad for the PlayStation, because a mouse/pad combination would make the game far more enjoyable, and it's not like the PlayStation couldn't handle it or anything.

A great game, but ONLY if you have the patience to deal with the interface. If you have a PC (even an old crappy one), you'd be better off buying the old Civ II for that, because it's simply easier to play, and no doubt cheaper to buy at this stage.

DAN TOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
50	60	75	70



PRO 18 World Tour Golf

PC

AVAILABLE: NOW
CATEGORY: GOLF SIMULATION
PLAYERS: 1-8
PUBLISHER: PSYGNOSIS
PRICE: TBA
RATING: G

After loading Pro 18 onto my games computer for testing, the opening screen promised a lot in the way of graphics detail. A majority of the courses looked good, however there were a few parts of the game that looked as though someone headed out on to the actual course & took a few digital happy snaps then combined them with the generated terrain, which in some circumstances looked a little strange.

Using an arrow in the sky pointing to a blue/red target on the ground gives you a rough trajectory and the point of where your ball will go if you hit a perfect shot. However when this is obstructed by your own figure (screenshot) or if your shot is heading over a hill, it makes it hard to determine the exact shot type required for that stroke. Not having the "live" top view of the course made it difficult to visualise where your ball was going or where you were in relation to the hole.

The best feature in this golf game is the ability to customise your stance & swing. With 10 preset shot types you can choose the one to suit, or if you enjoy tailoring your own shot you can by changing the club face angle or how you address the ball. This will give you greater control.

The weather wall is very handy and not only gives you the wind speed/direction down low it also has it for the wind up higher as well. Anyone who plays real golf knows what a difference this can make to a shot.

The sounds & visuals were average, however the game play itself made up for it.

Whilst Pro 18 World Tour Golf is an entertaining golf title, it's not quite matching up against some of the competition.

ANDREW ROBERTSON

VISUALS	SOUND	GAMEPLAY	OVERALL
76	69	81	75

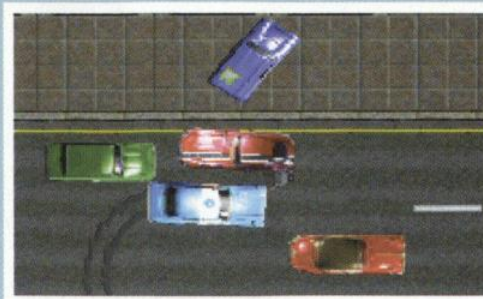
Grand Theft Auto: London expansion

PC

AVAILABLE: NOW
CATEGORY: THUG TRAINER
PLAYERS: 1
PUBLISHER: ROCKSTAR
PRICE: TBA
RATING: MA15+
REQUIRED: 486 4/100, 16 MB RAM,
ORIGINAL GTA
DESIRED: P90

There are certain situations that confront us in life where the idea of causing a certain amount of chaos would make us feel a whole lot better. Most people restrain these urges because of morals, or because getting caught would be a bigger hassle. Grand Theft Auto provides an arena for all those urges which society labels 'bad', without the worry of the boys in blue wanting to have a word.

London in 1969 is where all the action happens, with players selecting one of eight characters who are just starting out in their criminal career. The game is played in a top down view on a map of the central London area. The Wanna-be gangster is directed by the heavies in the underworld to do certain jobs for them. This could be anything from stealing a motor scooter, to slapping someone around a bit, to wiping out a whole rival gang. In the pursuit of these darstardly deeds, GTA: London allows the player to stop the nearest car, haul out



the driver and take off. Of course this will attract the long arm of the law, and each subsequent evil act will increase the player's rating on the "Filth-o-meter". Too much wrong doing, and an arrest by the police will lead to mission failure. The best idea is to obey the traffic rules and not run over too many pedestrians til you are your way back to the hide-out. This can get quite addictive, and the missions are quite difficult to complete, allowing for quite a bit of game play time.

Unfortunately the game looks like an absolute shocker from the dark ages of computing. The upside to this is that it will still run on a 486, which is very rare these days. The other bad thing is this is an expansion only, requiring the original, when it could quite easily have been a stand alone game. The Cockney accents and expressions straight out of the East End give Grand Theft Auto London a certain amount of charm for an evil game.

ROSS CLARKSMITH

VISUALS	SOUND	GAMEPLAY	OVERALL
40	65	60	67

Beavis and Butthead: Bunghole in One

PC

AVAILABLE: NOW
CATEGORY: SMUT HUMOUR SPORTS
PLAYERS: 1-4
PUBLISHER: GTI
PRICE: TBA
RATING: M15+
REQUIRED: P133, 16MB RAM
DESIRED: P200, 32MB RAM

Purile smutty crap. It's what make Beavis and Butthead work. Almost any title associated with two begs not to be taken too seriously, and quite aptly, they've now appeared in a miniature golf game, another "sport" that no one takes particularly seriously.

The basis of this title is not really golf at all, it's all about getting Beavis and Butthead to yak endlessly at one another with amusing (as long as you're not too proud to accept such base humour) comments, about the game, balls, holes, whatever.

Visually you get treated with familiar B&B locations, and in the event you're charming enough to convince three other people to play this game with you, there are other characters from the cartoon series to join in the action.



The controls are somewhat questionable, and thus you will be relying upon your sense of humour here to enjoy the game, because it's not one for those wanting to test their amazing powers of dexterity and cunning.

If you're actually after some great gameplay, and you've also got miniature golf on the brain, I'd have to point at 3D Ultra Minigolf Deluxe over B&B BIO, but if you've really got that sort of mind frame cranked hard, perhaps you actually need to watch some stupid smutty stuff to relax your brain a bit more anyway.

However, while it's good for a laugh, it'll only work a few times, then the novelty wears off and you're left with a bad minigolf game. For B&B enthusiasts only.

DAN TOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
80	80	30	55

BATTLECOM

A while ago I was playing a team game of Starcraft over the net with some mates, and something interesting happened. All of a sudden I was being attacked and I immediately new I'd have trouble defending my base. I stopped to type a message requesting assistance, and by the time I'd finished typing the message half my base was nothing but a scar on ground. Rather than have to phone my mates up whilst playing and tie up another phone line, I decided to investigate other options.

Communicating between players in a team game has traditionally not been a problem. In the past team games have only really been able to be played on LANs, and those players were usually in the same room. These days however gamers are playing across the internet, and on gaming services like Wireplay and Multiplay. Speeds are increasing with technologies like cable, and its so much easier than lugging your PC round to your mate's place to have a few games. This is fine if its you versus the world, but if you're trying to play with any sort of team tactics in mind, you'll need some sort of communication with your team mates.

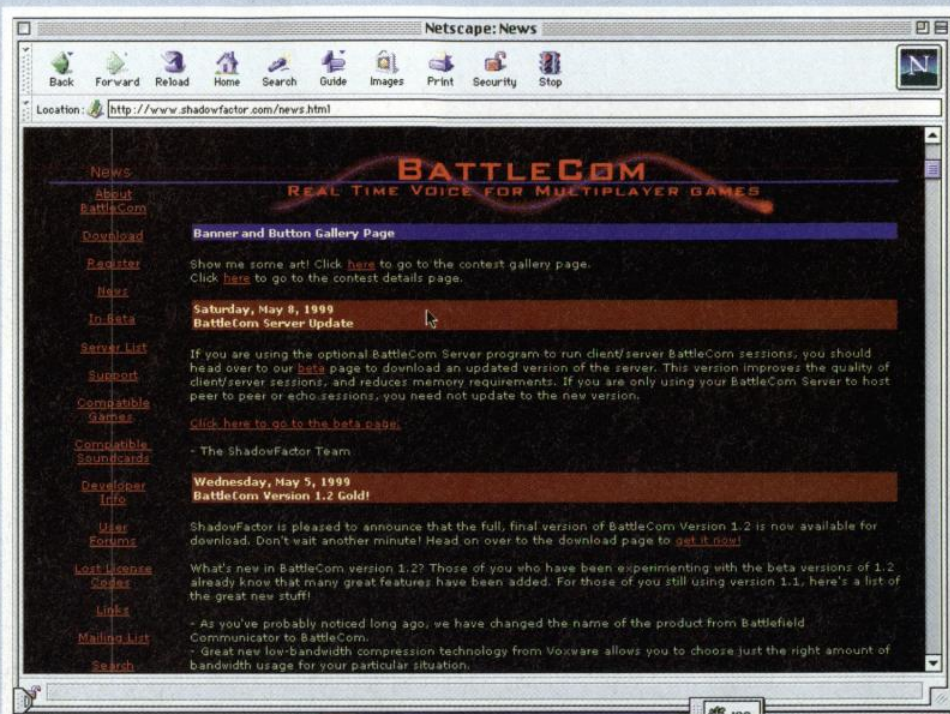
BattleCom is a piece of software that allows multiple players to talk to each other whilst playing their favourite games. All you need is an internet connection, a soundcard, speakers/headphones and a microphone. It uses your existing soundcard to receive and send voice signals without significantly increasing bandwidth. It does this by using the Full Duplex features of today's standard soundcards. This means it can send and receive voice signals simultaneously through your internet connection on top of whatever data is coming in from the game you are playing.

The controls are extremely customisable, allowing the software to detect when your speaking through the microphone, or to use a CB Radio style push-button-to-talk system. You can run the software in client/server mode or peer to peer for more temporary connections. They also have an

ever expanding list of games which work with the BattleCom software. This is the kind of software that holds appeal for most multiplayer gamers, and is worth looking into.

Gamers who focus on FPS games like Quake and Tribes will find this software invaluable in the heat of battle. RPG games are enhanced by the ability to co-ordinating team

members and chat with other players online. Another benefit of the software is its an internet based application — not a games based application. As such you can start up a session, start chatting with your mates and THEN decide which game you wish to play. Some people may even find it handy as a webphone alternative?



An evaluation copy of BattleCom is available from their website: <http://www.shadowfactor.com/>

MODS MODS MODS

The Quake series has been dubbed as the best games ever written. I'd tend to agree with that, but for one main reason — its ability to be modified. Typically games in the past have been written, and played — exactly as they were designed to. Quake however was written with an open philosophy, and source code published. This has allowed many modifications to be written for the Quake series. The most notable being CTF (Capture the Flag) and TeamFortress mods.

Two mods however have been capturing quite a lot of attention lately. Action Quake2 (AQ2) is a mod for Quake2 which completely changes the way you play the game. It's set in modern time, with standard issue military weapons and features. What has helped capture its audience however, is its realism.

AQ2, unlike standard Quake2, uses locational damage. This means if you get shot in the leg, you limp and can't jump. If you get shot in the head, chances are you aren't going to be thinking straight for too long (dead in 2-3 seconds). This significantly changes the tactics players use, as running into a room firing might have been great in Quake2, but you'll end up like swiss cheese in AQ2.

The other nice features are the way the game works. Each player has one knife, one pistol and the ability to carry a major weapon and an item. Major weapons include the mps machinegun, m4 assault rifle and sniper rifle. Items include kevlar vests, laser sights and silencers. Weapons run out of ammunition and require reloading. Wounds received

required bandaging. It makes for a very realistic gun fight not to far off from the street fight in the movie Heat.

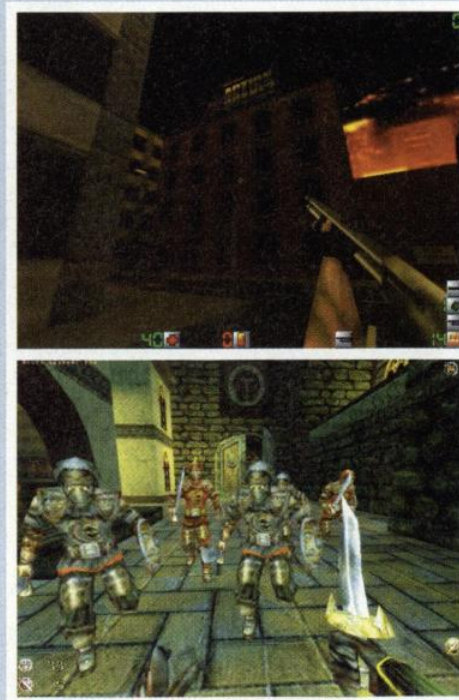
How the Quake2 guy manages to carry 60 rockets, a rocket launcher plus every other weapon under the sun amazes me. AQ2 takes this into consideration, only allowing you to carry limited number of weapons and ammo at any one time. Amazingly enough this is not limiting at all, but makes for great viewing when a guy runs out of ammo, drops his weapon and picks up another off the ground only to keep shooting. Real hollywood action :)

Download the AQ2 mod from <http://action.telefragged.com/> (you need a copy of Quake2 first)

Dawn of Darkness (DoD) is another mod which completely changes the Quake2 universe into a medieval Dungeons and Dragons slash affair. At this point in time only the demo is released but it looks extremely promising with weapons like daggers, swords, crossbows etc making an entrance into the usual rambo type weaponry scene.

The other neat thing about DoD is that it includes dialog and multiple missions within levels. Roaming about talking to people is half the game. Of course the other half is all hack and slash but what did you expect from a Quake2 mod. For those who enjoy the medieval side of things but also want their action thick and hard — this is a definite required check out.

Download the DoD demo from <http://www.dawnofdarkness.com/> (you need a copy of Quake2 first).



RPG LOVERS UNITE

From the days of Pools of Radiance and the older Nethack, RPG games have come a long way. It was Richard Garriott's (the man behind the Ultima series) dream to have a fully engaging fantasy realm made up of players where they could choose their own path. If a player wanted to be a bartender or a butcher it was possible to do. Ultima Online was the merging of the standard ultima series into this online dream. Things have advanced a little since then, and rival products have been arriving. What is surprising is that they are extremely promising, and it seems the RPG scene is being injected with a burst of energy as players jump on the latest and greatest online products.

Baldurs Gate has been out for a while, and is quite a large game (spanning five cdroms). Its depth of detail and useage of the well known Dungeons and Dragons system has made it an instant hit. It has however had many problems with its network code, and despite patches it is still 'dodgy at best' when 3 or more players combine.

Another product is hitting the market however which could change the RPG scene dramatically. Its named Asheron's Call, and is designed to be what Ultima Online and Baldurs Gate were not. A fully 3dfx oriented RPG environment.

Features is the key word when talking about this game. When designing your character, you can edit facial features, body shapes and more. Apparently there will be over 100 million visual combinations so you can make sure you look like the character you are playing. With an active strategy based 3D combat engine, and a flexible model for magic spells this game is definitely to be put in the 'perhaps I should quit my job to play more' category.

At time of publication, Asheron's Call is available for selective beta testing on Microsoft's Game Zone network, and should be available as a full commercial product in the very near future. Movies demonstrating its feature are however available freely for download. These movies coupled with the features list and screenshots are making many people buy tissues to stop their drooling problems.

Heres hoping it lives up to the hype that's being generated around this product.

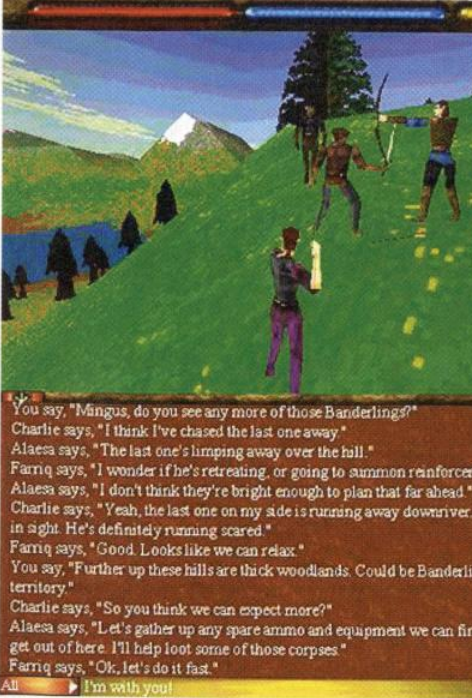
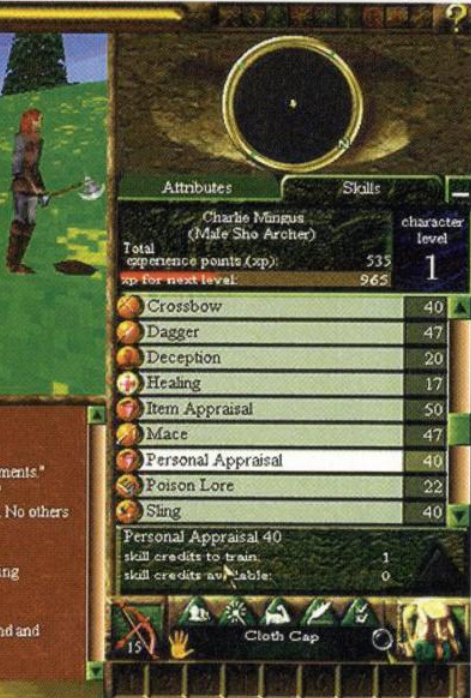
For more information visit

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

or Microsoft's site at

<http://www.microsoft.com/games/zone/-asheronscall/>

Of course there is another... Check out this issue's review of Everquest, which will probably be the dominant force in online RPGs at least till Asheron's Call comes out, or maybe even after that...



THE MULTIPLAYER DIRECTORY

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

National Gaming Services

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/ntmg/>

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.

500 GP - NAMCO

▶ TIM LEVY

Ever wanted to race in the FIM World Motorcycle Championships? Ever wanted to race a bike against the likes of Michael Doohan? Well this is the chance for you and up to 3 other humanoids to compete on 3 of the most intense bits of bitumen in the world on 3 of the fastest 500cc motorcycles in the world - and all without taking the risk of living in a hospital (or a cemetery for that matter).

About a year ago, the boffins down at Namco got out their tape measures and gravity analyzers and jetted down to the racing tracks at Paul Ricard (France), Suzuka (Japan), and Jerez (Spain). After calculating and calibrating for months on end, they returned to Namco HQ to program what could be seen as a highly realistic motorcycle sim, the likes of which we have not seen since the awesome Manx TT.

After choosing either your Honda NSR, Yamaha YZR or Suzuki RGV-T, the computer asks you to calibrate your weight distribution on the bike interface by swinging/steering the bike left and right. This weight distribution calibration not only determines your cornering abilities but also enables the computer to register whether or not you are 'tucked in' to the bike for less wind resistance at top speed (around 300 kph). This is best witnessed from the third person perspective, as you can see yourself sit up and down (man goes up, man goes down).

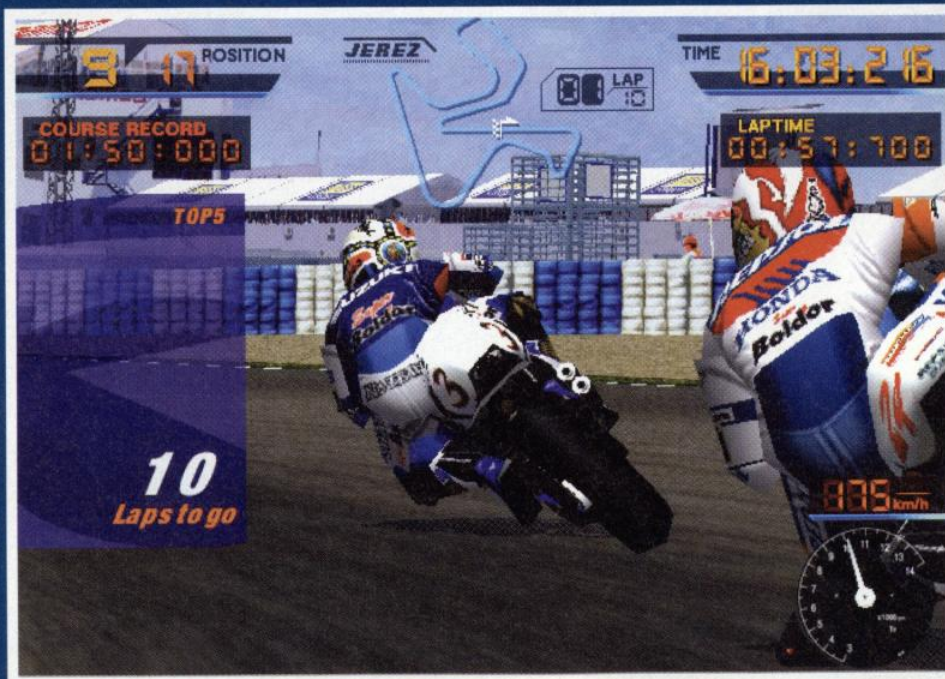
Some tips:

- try to follow the tire marks as they depict the best racing lines
- use the track map at the top of the screen to gauge the angle/speed of the corner to allow you to brake and then accelerate out through the corner.
- as there is no manual gearbox option, get used to using incremental acceleration for the corners as this is in no way a full throttle all the way sim.

- in multi player mode nudge the others off the track and use them to brake for the corner.

If you are a lover of motor cycle racing then you can't go past having a burl on this sim. The essence of 500cc motorcycle racing has been captured perfectly with a very high level of detail and realism. All that is missing is the bottle of champers at the end of the race.

9/10



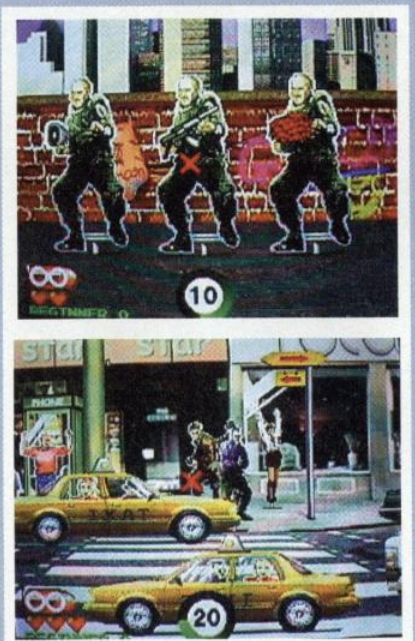
POINT BLANK 2 - NAMCO

When it comes down to shooting guns at targets (clay pigeons and bullseyes), the routine of aim, aim pull the trigger is just a little repetitious. But if say for example you are faced with shooting the windows of a skyscraper or waves of U.F.O.s or atomic missiles or even the wool off a sheep's back, then target shooting takes on a whole new level of intensity and hilarity.

There are 36 different scenarios ranging from having to shoot a car falling on your head 60 times in 20 seconds to having to predict the flight path of a flipped coin and blast it with just one bullet. A new inclusion to the GunBarl World (as it is known in the U.S and Japan) is the testing of your wit by the use of basic mathematical equations and the changing of the target type. Often people were caught out from shooting the wrong targets, which means you lose one of your three 'lives' - so make sure you don't fail to read the guidelines to each scenario properly.

If you have tired of all the other 'shooter on rails' games then Point Blank 2 is the game to test your gun skills to the maximum. All the scenarios are amusing and challenging to the point where you'll want to check them all out. Stupid classic arcade fun at its best.

9/10



THE IRRESPONSIBLE CAPTAIN TYLOR VOLUMES 1-2

CATEGORY: COMEDY, ACTION, DRAMA, SPACE ADVENTURE
PRODUCTION COMPANY: BIGWEST

Justy Ueki Tylor, aged 20, is either the most brilliant military tactician in intergalactic warfare, or the luckiest moron alive. Enter the adventures of the irresponsible Captain Tylor, a shameless girl-crazy man whose laziness, ambivalence, and naivety somehow take him from life as a street bum to the Captain of the battle cruiser Soyokaze (Gentle Breeze). Now, to make matters a little more serious, the United Planets Space Force (USPF) is actually waging a war against the Raalgon Empire, whose child monarch is fuelled by the assassination of her father by certain factions from Earth.

The beauty of the Tylor series is that it can be appreciated from so many different levels. On one hand, there are many instances of masterfully-orchestrated situation comedy. On the other, it is wonderfully satirical of the authority-driven nature of many of the world's cultures, as well as of life in general. There are some very powerful messages and themes, most of it being laced within Tylor's bumbling buffoonery and hilarious woman-chasing antics.

As a TV series, the animation in Tylor is surprisingly good, as is the music and voice acting. The only thing stopping it from getting a perfect score is that it doesn't have that instant kick-ass appeal of Evangelion or Escaflowne. It's actually quite laid-back. Tylor's magic, however, is that the humour and excellent story-telling hits you only after you've watched the entire series. With that qualification, Tylor is highly recommended as the most entertaining and intelligent anime series to have surfaced in a long time.

KEVIN CHEUNG



ANIMATION: 9 PLOT: 9 JAPAN-NESS: MEDIUM OVERALL: 9.5

TEKKEN: THE MOTION PICTURE

CATEGORY: ACTION
PRODUCTION COMPANY: SONY MUSIC ENTERTAINMENT JAPAN

No matter what anyone says about this title, it will still sell like mad because of its associated videogames franchise. The action bears no resemblance to the games, and the animation is total garbage. The plot is also disturbingly similar to Enter The Dragon. This is one for all anime connoisseurs to avoid.



ANIMATION: 4
 PLOT: 4
 JAPAN-NESS: LOW
 OVERALL: 4

SLAYERS: DRAGON SLAVE

CATEGORY: COMEDY, ACTION
PRODUCTION COMPANY: BANDAI VISUAL

One of several OVAs available for the popular Slayers series, this tape includes 2 complete episodes. The first is a rather forgettable affair where you wish the writers would just finish the joke; and the second is only mildly humorous. Only for die-hard fans, as it's not great value for money.



ANIMATION: 7
 PLOT: 5
 JAPAN-NESS: LOW
 OVERALL: 6

News and Release Info

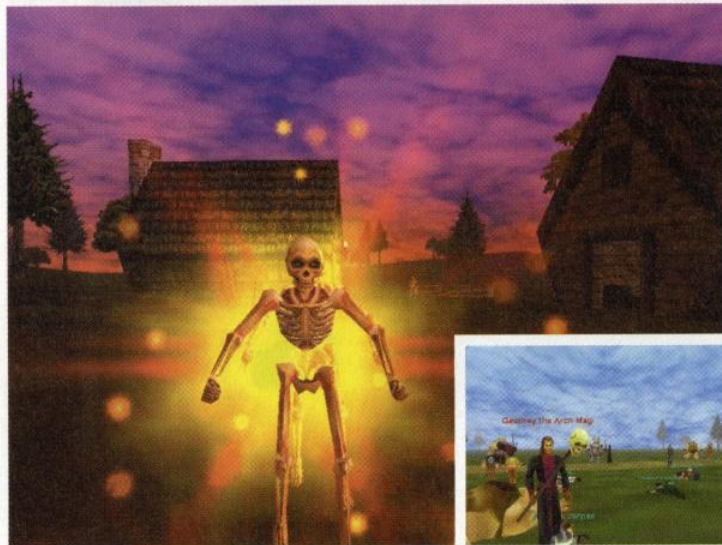
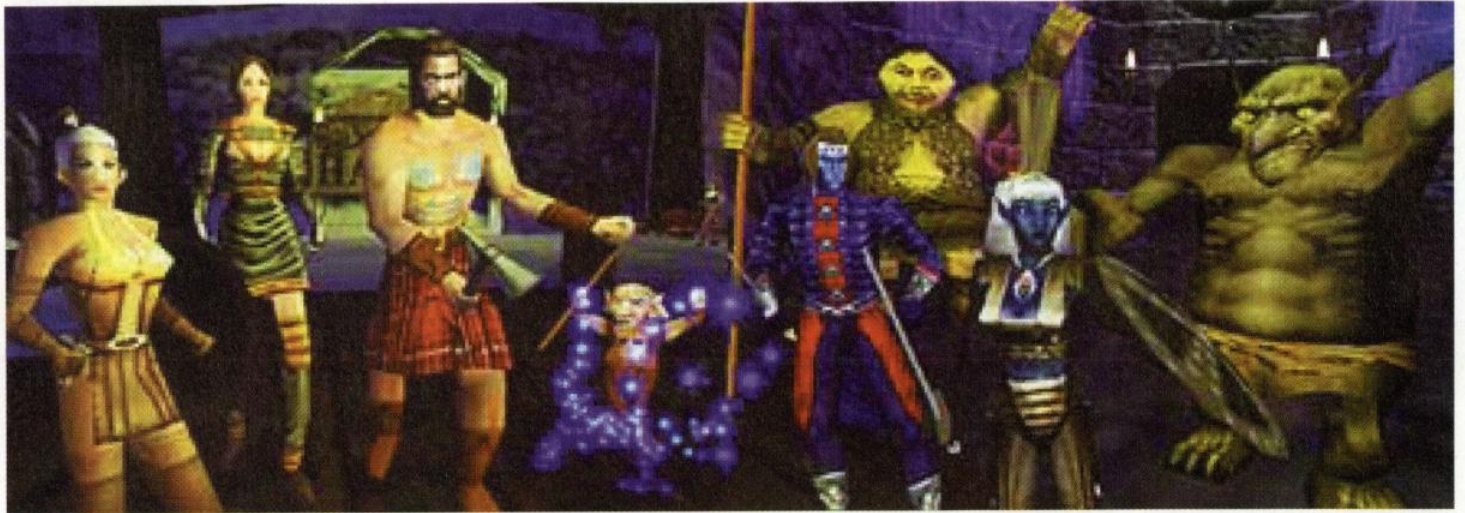
US distributor, ADV, has snapped up the rights to Gasaraki, which is being tipped as the next big successor to Evangelion. Gasaraki was produced by the makers of Patlabor and Gundam Wing. In other news, The Right Stuff Inc of the US is planning to release the new 10-part OVA to The Irresponsible Captain Tylor in around September.



All import videos supplied by **The Cartoon Gallery**, QVB, Sydney. Their website lists over 2,300 anime items. Phone: (02)9267-3022 <http://www.cartoongallery.com.au>

EVERQUEST

› ELIOT FISH



The 'Ultimate' Online game?

<http://www.station.sony.com/everquest/>

Sony Computer Entertainment have entered the online multiplayer RPG fray, with their magical-looking world of Everquest. Previously, Ultima Online was the obvious choice for fantasy-game nuts to waste their precious online lives with, living out their orcish fantasies, or dwarven dreams in the land of Lord British. All of that may change, considering the buzz which is surrounding the digital realm of Everquest. Released in the US on March 16, gamers are flocking to the game like seagulls to scraps, choosing their character from 12 different races and 14 different classes, and venturing forth to see what awaits them in this 3D accelerated online world. Pop on over to the official site (URL listed above) to wade through the enormous amount of information they have for you to decide if Everquest is your "thing". At this stage, we haven't heard of an Australian server being set-up for a local release, but those who have played on US servers from Oz, have remarked on the excellent networking code providing a very playable experience even with pings up around 350 - 400. Good news.

Like Ultima Online, Everquest allows you to engage in quests, solve puzzles, interact with all the denizens

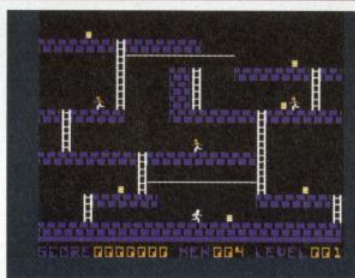
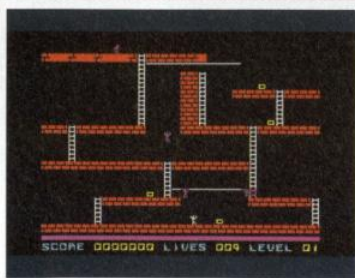
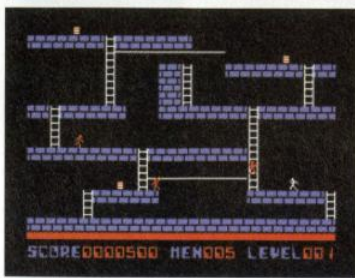
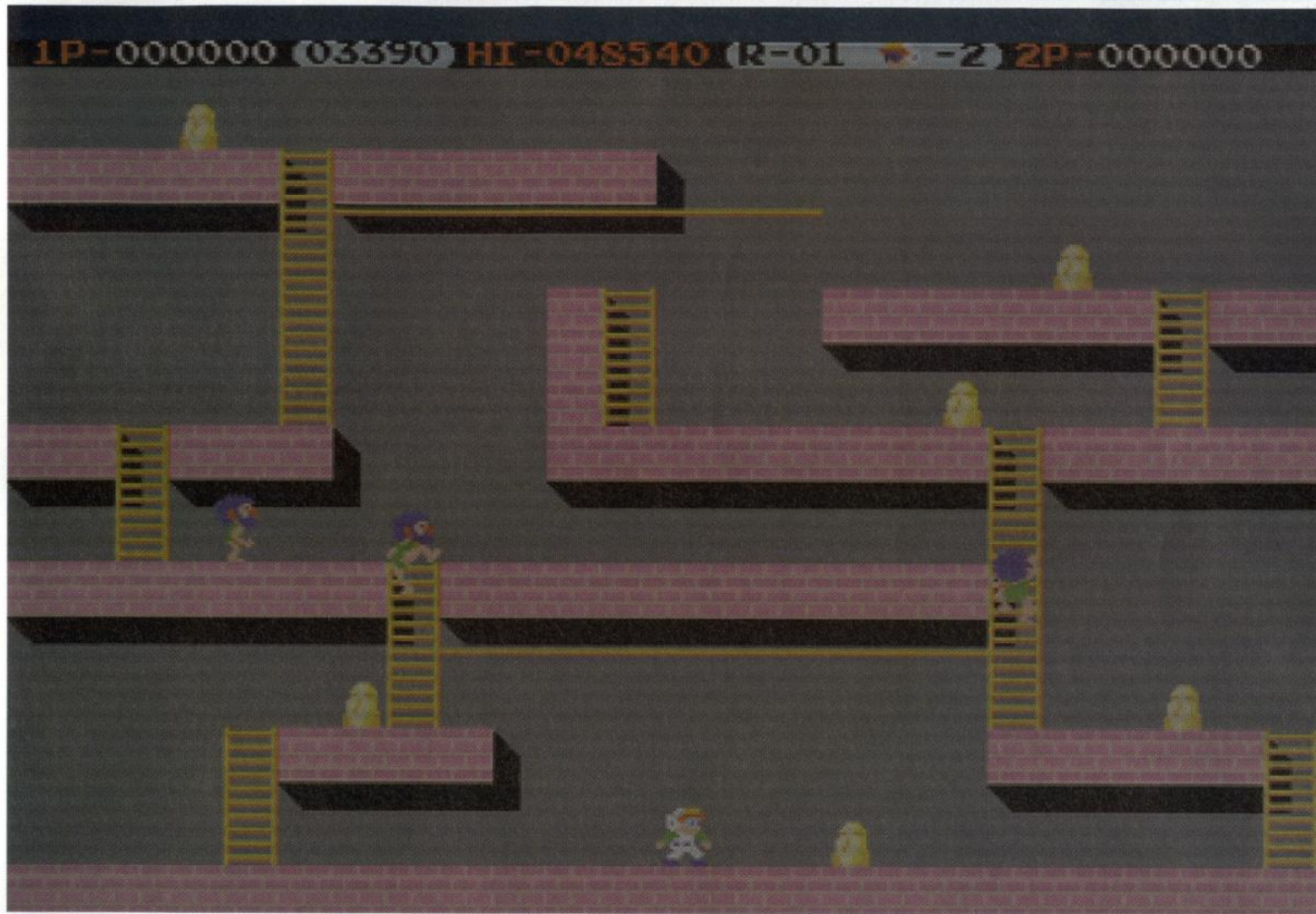
of the land, or even just hang out and be a social soul. There are plenty of NPCs to fight with, and player-killing seems to have been solved with a simple "switch" which will set your character immune to Player Killers if you desire - with some quests during the game giving you the choice to change this option as you play and feel more confident with defending yourself. Basically, if you want to player-kill, you have to be vulnerable to it yourself.

The world of Everquest has an enormous amount of role-playing to offer, with all sorts of guilds, skills, items, environments and dungeons - all in 3D. You can choose to play from a first-person view if you desire, with all the combat taking place in real-time. Like they explain on the Everquest website, though, this is not a "twitch" game - combat doesn't come down to who can mash their mouse button fastest, as the real-time combat is paced by the server. Interesting. If you're keen to find out more on this fascinating online RPG, then head to the official URL. Otherwise, here are a few fan-created sites to give you an insider's angle...

<http://eqss.stratics.com/>
<http://www.everworld.net/>
<http://www.eqvault.com/>

LODE RUNNER

ACTIVISION/APPLE II



The original Lode Runner was one of a handful of games which literally began the platforming explosion. Appearing originally on the crusty old Apple II, the game was programmed by a talented guy named Douglas E. Smith in 1982. Only a student at the time, he called the game Miner and submitted it to Broderbund, but was rejected! After a bit more persistence, Broderbund eventually signed a deal with Douglas and Lode Runner went on to sell roughly hundreds of thousands of copies. Doug was not silly, and had a royalty rate included in his contracting, meaning that he's probably earned a few million dollars out of the game since it was released.

Essentially a basic 2D platforming title, Lode Runner was brilliant design - almost Miyamoto-like. Each level was a brilliant puzzle, in which your character had to collect gold, whilst avoiding the deadly Monks.

Of course, your character was equipped with a variety of nifty items - like the good old shovel! Digging a hole in the level, would result in a Monk falling in and getting gobbled up by the regenerating ability of the ground. Of course, you had to watch your step too. Ladders, ropes and teleporters also existed, requiring expert timing, so as to not run into the path of the always moving Monks. It literally was a puzzle, simply figuring out how to get to the exit and not run into any of the Monks whilst still completing the level's objectives. Learning their movement patterns, allowed you to employ the winning tactic, although, like a good game of Lemmings - it usually took a few goes to get it right!

Since the original became such a cult hit, there have been countless versions of Lode Runner on just about every gaming system known to man - PC, Mac, ZX

Spectrum, Commodore 64, Atari 2600, Amstrad, PlayStation, various handhelds - the list goes on. The latest version for the Nintendo 64 - Lode Runner 3D - is reviewed this issue. Yet still, some gamers will faithfully continue to play the original, thanks to the fact that there are plenty of versions of Lode Runner which allow for the user to create their own levels - one of the most fun aspects of the game! In fact, when Doug was making the game, he didn't have the brain power to think up the 150 levels included in the final game, and instead had local friends come and create their own funky levels which he paid them for and included in the game.

Doug has continued to be involved with all sorts of versions of Lode Runner over the years, and was producer for the Nintendo 64 version. Chances are, the Lode Runner series won't stop here!



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1900 957 665

Calls charged at a rate of .95c per min. A higher rate applies from public and mobile phones.**Fight as Genya:**

To fight as Genya complete the game under normal mode as Saya.

Fight as Zhou:

To fight as Zhou complete the game under normal mode as all nine starting characters. Then, complete the game under normal mode once more using any one of the nine starting characters.

Fight as Kaiya:

To fight as Kaiya complete the game under normal mode as all nine starting characters. Then, complete the game under normal mode once more using any bonus character.

Fight as Jelly/Billy:

To fight as Jelly/Billy complete the game under normal mode as Kaiya.

Fight as Kazane:

To fight as Kazane complete the game under normal mode as Zhou.

O.D.T.

(PSX)

50 Lives: Pause game play and press Triangle, Up, Circle, Right, Select, Square

Rugrats

(Gameboy)

Level codes

Level	Password
Train Crash	BVBYFJND
Hospital	TQMMY_QK
Light Woods	RJDBCVRT
Dark Woods	VNGBLJCV
Ancient Ruin	LJTBWQQD
Reptar	BJGSMVSH

Kensei: Sacred Fist

(PSX)

Extra Mode:

To access an extra mode unlock all twenty-two characters.

Full pause screen:

Pause game play and press R2.

Fight as Akira:

To fight as Akira complete the game under normal mode as Yugo.

Fight as Quigtao:

To fight as Quigtao complete the game under normal mode as Yuli.

Fight as Cindy:

To fight as Cindy complete the game under normal mode as Douglas.

Fight as Steve:

To fight as Steve complete the game under normal mode as Allen.

Fight as Arthur:

To fight as Arthur complete the game under normal mode as Ann.

Fight as Kornelia:

To fight as Kornelia complete the game under normal mode as Heniz.

Fight as Sessue:

To fight as Sessue complete the game under normal mode as Hyoma.

Fight as Mark:

To fight as Mark complete the game under normal mode as David.

Shane Warne Cricket

(PC)

Cheat Mode:

Enter one of the following classic match passwords to activate the cheat function below.

Super batsmen - CMBRLARA

Wickets do not break - NONOTOUT

Fast match - TIMEWARP

Large ball - MEDICINE

Warzone 2100

(PC)

Cheat Mode:

Press T, type one of the codes below, then press Enter to activate the cheat functions.

Function - Code

Kill all enemy units on map - get off my land

Mission skip - hallo mein schatz

View frame rate and graphics

engine data - timedemo

Easy difficulty level - easy

Normal difficulty level - normal

Hard difficulty level - hard

After screen says press race hold Up, Tri, X — dashboard view, also horn = dash

Micro Machines 64 Turbo

(N64)

Cheat Codes

Enter these codes while the game is paused. A beep will confirm the code. To disable a code simply re-enter it.

Behind Car View — Left, Right, C-Left, C-Right, Left, Right, C-Left, C-Right

Big Bounces — C-Left, Right, Right, Down, Up, Down, Left, Down, Down

Double Speed — C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down

Slow CPU Cars — C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down

Debug Mode

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're playing.

Quit Race and Win — Press Z + C-Down. This doesn't work in time trials.

Change Camera Angle — Hold Z and press Up, Down, Left or Right. Change Camera Zoom — Hold Z and press L or R.

Turn Player into Computer Drone — Hold Z and press C-Left.

Blow Up All Cars — Hold X + C-Up + C-Right + C-Left

Transform Car

In the challenge mode, pause the game then hit Down, Down, Up, Up, Right, Right, Left, Left on the D-pad. This will change your car into different objects from the world you are racing in.

Turbo Boost

At the start of a race, press the GAS button as each chime sounds. On the last sound, hold GAS to get a speed boost.

Turbo Jump

Just as you hit the finish line on the last lap, press R to jump. If done right you will jump very high. It doesn't do much, but it looks cool.

CARMAGEDDON 2

(PC)

Cheats

Access all cars in demo:

Go to the data directory of the game. Open the GENERAL.TXT file. Find the line that states "Cars to use as defaults: EAGLE3.TXT". Change EAGLE3.TXT to any car you want.

Names of cars are found in the data/cars directory.

Type the following cheats in quickly, during a race:

*LAPMYLOVEPUMP - Enables all the cheats that follow

*Cheat Shortcuts

After typing in LAPMYLOVEPUMP you can then use any of the following shortcuts to activate cheats with ease. This proves very useful and saves you having to remember all the above cheat codes.

F₄ - TOGGLE BETWEEN CHEAT MODES

Cheat Mode

F₅ - INSTANT REPAIR

F₆ - DAMAGE OPTIONS

F₈ - TIMER TOGGLE

F₁₀ - CHECK POINT

F₁₁ - 5000 CREDITS

1 - SMALL CASH BONUS

7 - INVulnerABILITY

8 - FREE REPAIRS

9 - INSTANT REPAIR

Shift+**1** - UNDERWATER ABILITY

Shift+**2** - TIME BONUS

Shift+**0** - TIMER FROZENTHAW

Alt+**1** - WALL CLIMBER

Alt+**4** - PEDESTRIANS SHOWN ON MAP

Alt+**5** - PEDESTRIAN ELECTRO

BASTARD RAY

Alt+**7** - ACME DAMAGE MAGNIFIER

Alt+**8** - **5 FREE RECOVERY VOUCHERS**

Ctrl+Shift+**1** - ATERBURNER

Ctrl+Shift+**2** - MINE SHITTING ABILITY

Ctrl+Shift+**4** - KANGAROO ON COMMAND

Ctrl+Shift+**5** - PEDESTRIAN ANNihilator

Ctrl+Shift+**6** - OPPONENT REPUSIFICATOR

Alt+Shift+**5** - MEGA-TURBO

Alt+Shift+**8** - **5 FREE RECOVERY VOUCHERS**

Alt+Shift+**9** - SOLID GRANITE CAR

Ctrl+Alt+**5** - PEDESTRIAN REPULSIFICATOR

Ctrl+Alt+**9** - EXTRA EVERYTHING

Ctrl+Shift+Alt+**4** - MAX A/P/O

Ctrl+Shift+Alt+**5** - MAX A/P/O

Ctrl+Shift+Alt+**6** - MAX A/P/O

Ctrl+Shift+Alt+**7** - MAX EVERYTHING

Ctrl+Shift+Alt+**8** - EXTRA A/P/O SLOT

Ctrl+Shift+Alt+**9** - EXTRA A/P/O SLOT

Ctrl+Shift+Alt+**0** - DOUBLE EXTRA A/P/O

PENNY RACERS

(NG4)

Alpine Shortcuts

- At the start of the race there is a lodge on the left with a ramp going up.

- At the top there is another boost that helps you get in the lead.

- When the road splits into two, take the left route. After this take the boost and follow the left wall, in a little while there will be another boost which helps you get in the lead.

Bonus Modes

To access the bonus modes you must meet the following criteria:

Mode B: Get a Bronze Medal or better on every track of mode C.

Mode A: Get a Bronze Medal or better on every track of mode B.

Mode AA: Get a Bronze Medal or better on every track of mode A.

Quick Select

When the console is choosing what parts to take, press the A button rapidly. This will make the computer select faster. The good part about this code is that if the computer is choosing from you, you have a better chance of them taking nothing.

Trade Parts

Ever wonder how you could get a CPU winner to trade you something for something when he takes a part away from you? Well, go to the tile

page and press start when you turn on your system and select "OPTIONS". Move your control stick until "PARTS OPTIONS" is highlighted and press the A button twice. Leave "STEAL PARTS" on and turn "TRADE PARTS/SWAP PARTS" on. Now, the CPUs will steal one of your parts (and sometimes none) and no matter what will give you something of his.

Turbo Start

Right before starting the race, press the gas button when the last light is about to turn green. If you are playing one player mode and seem to have a hard time starting off, rev the engine until it gets close to 5. Once it starts you off, you should get a faster start.

RUGRATS:

THE SEARCH FOR REPTAR

(PSX)

Easier Putt in Minigolf

While putting in the minigolf course, hold down the walk button and the aiming line will move a lot slower and make it easier to aim. It's not much, but it does help.

Jumping Down the Stairs

Cheats

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007 Alone in the Dark 2	053 Crash Bandicoot 1	101 Jet Moto 2	149 Pandemonium 1	196 Ten Pin Alley	288 NHL 99	289 NHL 99	335 Rugrats: Search For Reptar
008 Andrei Racing	054 Crash Bandicoot 2	102 Judge Dread	150 Pandemonium 2	197 Tenchu	289 NHL Breakaway 98	290 NHL Breakaway 99	336 Bloody Roar 2: Bringer Of The New Age
009 Anamniacs: Ten Pin 2	055 Crash Bandicoot 3	103 K-1 Arena Fighters	151 Parasite Eve	198 Test Drive 4	291 NHL Breakaway 99	292 NHL Breakaway 99	337 Silent Hill
010 Apocalypse	056 Crime Killer	104 Kagero Deception 2	152 Parrappa The Rapper	199 Test Drive 5	293 Nightmare Creatures	294 Nightmare Creatures	338 Eliminator
011 Armoured Core	057 Croc. Legend	105 Klona	153 Pit Fall 3D	200 Test Drive Off Road	295 Offroad Challenge	296 Quake 64	339 Street Sk8er
012 Armoured Core 2	058 Crusader. No Remorse	106 Knockout Kings	154 Pocket Fighter	201 Test Drive Off Road 2	297 Quest 64	298 Rampire World Tour	340 LEGND
013 Artyon Senna Kart Duel	059 Cybersted	107 Crazy Ivan	155 Porsche Challenge	202 Tetris Plus	299 Robotron X	300 S.C.A.R.S.	341 Destrega
014 Assault Rigs	060 Dark Forces	108 Kula World	156 Poy Poy	203 The Fifth Element	301 San Fran Rush	302 Snowboard Kids	342 Akujii The Heartless
015 Assault. Retribution	061 Dead or Alive	109 Libro Grande	157 Psybadeck	204 The Lost World	303 Super Mario 64	304 Space Station. Silcon Valley	343 Military Madness
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022 Beast Wars: Transform	068 Dragon Seeds	116 Max Force	164 Rayman	211 Time Crisis	317 World Cup 98	318 Wipeout 64	
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030 Brain Dead 13	076 FIFA 99	124 Monster Trucks	171 Riven: Sequel to Myst	222 Triple Play 98	223 Triple Play 99	224 Twisted Metal 2	
031 Brigadine	077 Fighting Force	125 Moto Racer	172 Road Rash 3D	225 Triple Play 99	226 T. Makinen World Rally	227 Twisted Metal 3	
032 Bubsy 3D	078 Fighting Illusion: K1-Rev	126 Moto Racer 2	173 Rouge Trip: 2012	228 T. Makinen World Rally	229 VR Powerboat Racin	230 WarGames: Defcon 1	
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034 Bust-a-Groove	080 Final Fantasy 7	128 MTB Dirt Cross	175 SCARS	234 WarCraft 2	235 WCW/NWO Thunder	236 WCW V's The World	
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036 C. Contra Adventure	082 Formula 1 98	130 Nascar 98	177 Shane Wayne 99	240 M.K. Mythology's	241 M.K. 4	242 M.K. Trilogy	
037 Capcom Gen. 1	083 Formula Karts	131 Nascar 99	178 Slide Pocket 3	243 M.K. Mythology's	244 M.K. 4	245 M.K. Mythology's	
038 Capcom Gen. 2	084 Forsaken	132 NBA Live 98	179 Sim City 2000	246 M.K. 4	247 M.K. 4	248 M.K. 4	
039 Cardinal Sin	085 Frenzy	133 NBA Live 99	180 Skull Monkeys	249 M.K. 4	250 M.K. 4	251 M.K. 4	
040 Cart World Series	086 Future Cop L.A.P.D.	134 NBA Shoot Out 98	181 Small Soldiers	252 M.K. 4	253 M.K. 4	254 M.K. 4	
041 Circuit Breakers	087 G Barius	135 NBA for Speed 2	182 Smash Court 2	255 M.K. 4	256 M.K. 4	257 M.K. 4	
042 Code Name: Tonka	088 G Police	136 Need for Speed 3	183 Soul Blade	258 M.K. 4	259 M.K. 4	260 M.K. 4	
043 Colin McHae rally	089 Gex. Enter the Gecko	137 NFL Blitz	184 Soviet Strike	261 M.K. 4	262 M.K. 4	263 M.K. 4	
044 Colonisation	090 Ghost in the Shell	138 NFL Gameday 99	185 Spice World	264 M.K. 4	265 M.K. 4	266 M.K. 4	
045 Colony Wars	091 Gran Turismo	139 NHL 98	186 Syro the Dragon	267 M.K. 4	268 M.K. 4	269 M.K. 4	
	092 Grand Theft Auto	140 NHL 99	187 Star Wars. Masters Of Ter.	270 M.K. 4	271 M.K. 4	272 M.K. 4	
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Commandos : Beyond The Call Of Duty

(PC)

Cheat Codes

While playing, type "gonzoopera" while Duke is selected, then press any of the keys below:

Shift-X - Teleport selected unit to cursor location
Ctrl-I - Invincibility and Unlimited ammo
Ctrl-Shift-N - Skip to the next mission

Level Password

Easy

- 2 8K2IX
- 3 9R291
- 4 44G9J
- 5 4HSAB
- 6 J8TSN
- 7 LUK2L
- 8 DUSLZ

Hard

While you are in the house, get to the top of the stairs and make sure your facing down the stairs. Now you should be able to jump the whole stair case and it wont even hurt Tommy. Not much of a code, but its fun and saves a bit of time.

Play On Playground Equipment

Go to the game Grandpas teeth "medium". If you press Circle next to the playground equipment you will see a small movie of the Rugrats playing on the equipment.

Play with Spike

You can play fetch with Spike outdoors by picking up the small ball, the bone, and the stick.

Secret Reptar Bars

Go to the basement and look on the right side of the computer. When playing hole 8 on Ice Cream Mountain, go around to the other side of the pyramid. Go into the entrance way and explore throughout all of the pyramid. You will find a lot of Reptar Bars and also you will find Mr. Friend's mummy. Go into the back yard and look behind Spike's dog house. Go into Stu's and Didi's room and walk into the closet. Then look on the left side. Look behind the couch in the family room upstairs. Go behind the crib in Tommy's room. Look behind the trash can in the kitchen.

Shortcut in "Incident, Isle 7"

On Incident, Isle 7, when you go where the plants are, there will be three balloons tied together. Run into them and press CIRCLE. This will bring you to the middle part of the board.

- 2 WNNOV
- 3 3LRVL
- 4 EUJZR
- 5 68EKF
- 6 HKIYJ
- 7 XGBNS
- 8 YRGOV

Redline

(PC)

Cheat Mode:

During game play hold C + O + D, then enter one of the codes below at the command line to activate the following function.

Function - Code

Enable God mode - immortal
Disable God mode - mortal
All car weapons - cw
Flip car geometry - carflip
Full car ammo - ca
No car geometry - caroff
On-foot radar - radar
On-foot weapons have double damage - dbdamage
On-foot weapons have full ammo - allammo
On-foot weapons have targeting - targets
Reticle turns red when over target - reticle
Reverse car geometry - carreverse
Running person instead of car - stoneage
Third person view when on-foot - camera
Toggle car wheels - wheelsoff

Street Skater

(PSX)

Big Air Trick

At the last minute before you launch, do your best trick. It should get you to 41 feet if you have enough speed.

Bonobo Secrets

If you beat the game once with Bonobo you get some new skateboards. If you beat the game twice with Bonobo you get Los Angeles in Normal or Reverse track mode.

Bonus Boards

For new skateboards, beat the game once with each of the hidden characters.

Hidden Characters

To play as secret characters beat the game twice with any of the regular characters. T.J. gets you Sarah. Jerry earns Mick. Ginger earn Bonobo the monkey. Beating it with Frankie gets you Saho the Rollerblading Ninja.

Mirrored Track and Day/Night Select

For a real bonus, beat the game twice with each of the four hidden characters.

Unlock the Gates

Beat the Street Tour with each character to open the blue gates you couldn't enter before. Each character you do this with will unlock two gates.

Ridge Racer Type 4

(PSX)

How do I get all the 320 cars?

The only way to get all the cars is if you have a Pocket Station and you use it to trade cars with another person who also has a Pocket Station. There are 4 makes of car. There are 4 sponsors. Each combination of make and sponsor has 20 cars to choose from. The most cars you will get is 5 cars from each combination. ie maximum of 80 cars per memory card.

Vigilante 8

(PSX)

Cheat Codes:

Enter these codes on the password screen:
HARDEST OF ALL - Super Premium Hi Octane Difficulty
I WILL NOT DIE - Invincibility
REDUCE GRAVITY - Reduced gravity
SAME CHARACTER - Play as same character in two-player mode
GO SIGHTSEEING - No enemies
MONSTER WHEELS - Monster Truck Tires

DEADLY MISSILE - Homing missiles do more damage
WMNNWLHTSCUCLH - All characters, levels and the Alien
Avalanche at the Ski Resort:
Shoot down any three trees on one side and an avalanche will occur. This works good when people are by the trees.

Bonus Cars and Maps:

There are 4 secret cars: The School Bus, The Manta, The Semi-Truck, and the "UFO" Van. You will most likely encounter these vehicles while playing on the maps against the computer, and in Arcade mode you can pick to play against them... But being able to use them is a different story. You must first go to Options and then to Game Status... If you haven't beat the game with anyone yet, all the people's faces will be black and white. This is a Tekken-style "secret". See how there is a sort of chain with the characters and then empty slots and a bigger empty slot... Well, to get that first empty to slot, you must beat it with the 2 characters that it is connected to... Once you get the 2 secret characters in the top "chain" and beat it with them, you get the secret map. The bigger "slot" in the top "chain". Do the same thing with the bottom "chain" and you will get the other secret map and the 2 other secret characters. Something special MAY happen once you have UNLOCKED everything, but that isn't a guarantee.

Change the Soundtrack:

If you'd like to listen to something different, replace the Vigilante 8 CD with your favorite music CD after you've started a level.

Passwords:

Here are codes for every person's Quest Mode, passing it with "Objective Met":

VIGILANTES

Chassey Blue:
AOGIKYFGQQTWGA (Mission 1)
YMBEJEOPDHYHYZV (Mission 2)
RIPJNYEPGFPAI (Mission 3)
HGFTDDNMUBXRLV (Mission 4)

Slick Clyde:

TNLCRHOSQAZDMQ (Mission 1)
QDANNFHMslBMWF (Mission 2)
FYLRFKEAHGGAW (Mission 3)
OIRYEEBDBNHHBJ (Mission 4)

Shiela:

EDAHLJIQUEDBA (Mission 1)
HSDNTZSGVOGCLP (Mission 2)
NTWZYUQSPXMHMB (Mission 3)
BXINCWNWCCQVJF (Mission 4)

John Torque:

WSLZFBNQDTFDBF (Mission 1)
BXNJRYSTYACKE (Mission 2)
IBXGFDQBSNISJQ (Mission 3)
ZCTEAFJVMNDJUT (Mission 4)

Dave:

PYQXPDMJNBOUP (Mission 1)
 OULIUZTJHPKWD (Mission 2)
 QYDJBUIZREYHC (Mission 3)
 WMNNWLHTSCUCLH (Mission 4)

Convoy:

AIHJZNIFFZNFVA (Mission 1)
 UKXCXCOAIGOKVH (Mission 2)
 KHREIWIYIZREYHK (Mission 3)
 VSNKJVURSUNRWX (Mission 4)

COYOTES:**Loki:**

THLOHJWURONKLO (Mission 1)
 VIBWYIVGOPAUX (Mission 2)
 CEJMUWPCYYAVS (Mission 3)
 PGGOVUUNUQEIVU (Mission 4)

Houston 3:

BDPTCXUBXOCCKE (Mission 1)
 GCTPCXCCIWXVUJ (Mission 2)
 NXJFNZXRACGMB (Mission 3)
 DTQQSKTRYIHGEN (Mission 4)

Boogie:

FOJCCRHLWUQZV (Mission 1)
 DRFIQVOUYIHGEN (Mission 2)
 WCHPZDGBCYEDBF (Mission 3)
 JHAZRUMTLUYBG (Mission 4)

Beez wax:

YUYFNKTAQGLNYW (Mission 1)
 TXXXKGEWRONKLO (Mission 2)
 KHUSNNWJXORZHK (Mission 3)
 UIBRJCCYSARVH (Mission 4)

Molo:

EDDNXIAPNTRDBA (Mission 1)
 ITAHZJRMYSLSJQ (Mission 2)
 NPRJUYRYRAACMB (Mission 3)
 AKFQPUISMWAHWA (Mission 4)

Sid Burn:

LPHPMMDNMPPEMVB (Mission 1)
 PEONQGUNUQEIVU (Mission 2)
 XOKIXDXBKRFQJ (Mission 3)
 OYROHGBDNLJSI (Mission 4)

Roller Coaster Tycoon

(PC)

For \$5,000:

Use the finance command by pressing F. Then press M + Enter to gain \$5,000. Note: This can only be performed once per month.

Formula Karts

(PSX)

Function - Password

To enter the password, go into the options - " name menu and press triangle to accept it. WOODSTOCK - gives you the "Moon Track"

GEX 3: DEEP COVER GECKO

(PSX)

Debug Menu

To enable the debug menu first pause game play, then hold R2 and Up, Circle, Right, Up, Left, Right,

Down. Unpause game play and press Select to display a list of options including level select, sound debug, collectibles, and much more.

Vault Codes

These are codes that you put in once you have access to the vault.

10 LIVES - Square, X, Circle, Circle, Triangle, Square
 1 LIFE - Triangle, Circle, Star, Square, Square, X
 INVINCIBILITY - Square, Star, Triangle, Square, Triangle, Diamond
 PLAY AS ALFRED - Square, X, Triangle, Square, Star, Star
 PLAY AS CUZ - Square, Diamond, Square, Square, Triangle, Diamond
 PLAY AS REX - Square, Star, Star, Square, Triangle, Triangle
 GEX VIDEO 1 - Circle, Triangle, Square, Star, Diamond, Star
 GEX VIDEO 2 - Diamond, Star, Square, X, Triangle, Circle

Gex 3d Enter the Gecko

(N64)

99 Lives and All Remotes :

To start with 99 lives and all of the remotes, enter the password "M758FQRW3J58FQRW4!".

T'AI FU :**Wrath of the Tiger**

(PSX)

Enable Map Screen Cheats

This code must be enabled before any of the other codes at the map screen can be activated. At the map screen, press R2, Triangle, R2, Triangle, Circle, Down, Square.

Level Select

Enable the "Map screen cheat mode" code. Then at the map screen, press R2, Triangle, R2, Triangle, Circle, Square, Down, Triangle, Up, Right, Left, Down, Up, Li.

Story/Style Select

Enable the "Map screen cheat mode" code. Then at the map screen, press R2, Triangle, R2, Triangle, Square, Circle, Down, Triangle, Up, Left, Right, Down, Up, L2.

View Credits

Enable the "Map screen cheat mode" code. Then at the map screen, press R2, Triangle, R2, Triangle, Down, Square, Circle, Triangle, Up, Down, Left, Right, Up, Ri.

Beetle Adventure Racing

(N64)

Cheat Menu

Go to 1 player mode and select "Championship". Race on Coventry Cove and find the shortcut with the barn and 2 haypiles. Run straight into the haypile closest to the road and you should hit a box. You will here someone say "Groovy!" if you hit it. Finish the race and go to "Options". There will be an option called "Cheats" now.

Daisy Box in Sunset Sands

To get the daisy box in sunset sands right when you start off take right up the hill and keep going until you jump. Over the jump there is the daisy box to access How Many Beetle You want in Battle Mode.

Fisheye, Mist and Flip

In Coventry Cove there is a jump in the game just before you reach the mine shortcut and after you come out of the tunnel and start going around the turn. Jump off this ramp to an island that has stonehenge like structures on it. There is a cheat crate behind on of the back structures. Hit it and you will be able to choose between fisheye, mist, or flip using the cheat menu!

Get the Alien Beetle

To get the "I come in peace" Alien Beetle, beat the Expert Championship. Once you have completed Metro Madness, you will receive the super-fast rainbow-colored beetle.

Get the Police Beetle

EA has included a hidden Police Beetle in Beetle Adventure Racing, but you'll have to work hard to get it. After beating the standard Championships, a new "Bonus" mode will open up. Beat this tough challenge (including Wicked Woods) to get the fastest car in the game, the Police Beetle.

Handicap Mode

In Coventry Cove, go over the small wooden drawbridge towards the beginning of the course. Just after the drawbridge and before the crane is a white stone fence on the left. Follow the fence until you see a hole in it. Go through the hole in Championship mode to find a



flower crate. This crate unlocks "Handicap - Two Player" on the cheat menu, allowing you to adjust the handicap to Off, Slow, Normal, Fast, or Insane.

Ladybug Color Change

In Inferno Isle, if you go to the first shortcut on the right you will go into a cave. When you get to the open part of the cave where the bridge is, go off the bridge and land on the house, smashing it. Immediately slam on your brakes and stop. Look around on the platform and you will see a flower box that will open up a new cheat that will change the pace at which the ladybugs change color in beetle battle.

Unlock ? Boxes

This tip unlocks the ? options box on 2 Player Battle Mode (use cheat mode to access). Head round the coventry cove course, just past one of the bridges, is a jump to the left, jump over in to a look-a-like-stonehenge, next to one of the big stones, is another 'groovy' box, this will unlock the ? box in player 2 battle mode.

Unlock New Cars

To unlock variations of the New Beetle, such as the Racing Beetle, 4x4 Beetle and "Number 8," simply beat the Championship Mode on Novice and Advanced. Beat the following two difficulty modes for the two bonus cars.

View Mode

To activate the "VIEW MODE" cheat on the cheat menu, go to Inferno Isle. In the area that looks like a village, on the right side of the road is a house with a flat-looking roof. jump your beetle at an angle and land on the roof. then go into reverse and break the Daisy Crate hidden there to activate the View Mode cheat under options. you will be able to select Normal, Fisheye and Tunnel view modes.

Having trouble getting past the hard bits?



Can't find the exit?



Sick of being beaten?



Simply need a hand?

1902 220 425 PlayStation

Mortal Kombat

100	Kai and Raiden
101	Shiunnock and Liu Kang
102	Reptile and Scorpion
103	Jax and Rieko
104	Johnny Cage and Jarek
105	Tanya and Fujin
106	Sub Zero and Quan Chi
107	Sonya and Weapons (all characters)

Duke Nukem: Time to Kill

110	Guide (walkthrough) Part 1
111	Guide (walkthrough) Part 2
112	Codes

Colin McRea

120	Codes
-----	-------

Tenchu

130	Survival Guide Part 1
131	Survival Guide Part 2
132	Walkthrough

Spyro the Dragon

140	General Info and Tips
141	World 1
142	World 2
143	World 3
144	World 4
145	World 5

Resident Evil 2

150	Walkthrough for Chris Part 1
151	Walkthrough for Chris Part 2
152	Walkthrough for Chris Part 3

Medevil

160	Part A
161	Part B
162	Part C

Crash Bandicoot 3

170	World 1
171	World 2
172	World 3
173	World 4
174	World 5

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2. Dial 1902 220 425 for Playstation Games or 1902 220 423 for PC Games. Follow the instruction given by the warm and friendly mystery voice. You will be asked to key-in the 3-

- digit code for the game/games you want faxed-back.
3. Stand back and marvel, as moments later the game help you need rolls majestically forth from your fax machine. If wierd stuff happens, or nothing at all, give our tech support line a call: 02 9212 4222

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FAX-ON-DEMAND has been carefully designed to look good and be readable regardless of how old and crappy your fax machine is! Too good!

To make your life easy, we've split up each game so you can cut straight to the chase - you only pay for the help you need!

1902 220 423 PC Games

Commandos

- 100 Missions 1-4
- 101 Missions 5-10
- 102 Missions 11-17
- 103 Missions 18-20 plus tips & Survival tips

The Last Express

- 190 All Q&A

Starcraft

- 130 General strategies, Protoss
- 131 Human, Zerg

Rainbow 6

- 150 General tactics, cheats, weapons
- 151 Missions 1-16

Blade Runner

- 170 Act 1, Act 2 Tyrell Building, Police Station

- 171 Act 2 (from Animoid Row), Act 3
- 172 Act 4, Act 5

Half-Life

- 110 We've got hostiles
- 111 Power Up, On the Rails (Part 1)
- 112 On the Rails (Part 2), Apprehension, Residue Processing
- 113 Questionable ethics, Surface Tension (Part 1)
- 114 Surface Tension (Part 2), Forget about the Freeman, Lambda Core, Xen, Gonarh's Lair
- 115 Interloper, Nihilanth and weapon descriptions

Dune2000

- 120 Atreides Missions 5-7
- 121 Atriedes Missions 8-9, Harkonnen Mission 5
- 122 Harkonnen Mission 6-9
- 123 Ordos Mission 5-9

Dark Reign

- 160 Freedom Guard 3-5
- 161 Freedom Guard 6-8
- 162 Freedom Guard 9-12
- 163 Imperium 3-8
- 164 Imperium 11-13

Forsaken

- 140 Volcano subway, nuclear power station, thermal power station, FedBank, Prison Ship, Asteroid Base
- 141 Bio-Sphere, Subterranean Complex, Capsized Ship, Orbital Station, Shuttle Bus, Military Bus, Tloloc Temple, Secret Level

Curse of Monkey island

- 180 Parts 1 & 2
- 181 Parts 3, 4, 5 & 6

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THE GAMES

Yell and scream if the games you want aren't here! We'll do our best to keep you happy. Email us (pcpowerplay@next.com.au), fax us (02 9310 1315) or write (FAX-ON-DEMAND, 78 Renwick St Redfern NSW 2016).

LETTERS

HYPER LETTERS

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

WHERE ARE THE NEW IDEAS?

To the crew at Hyper, Greetings from south of the border. I won't kiss your ass or tell you how great your mag is but I will succumb and say I do buy your publication with clockwork precision each month.

I am writing to you as a long time gamer who has been disappointed with some games in recent years. I feel that the almighty dollar rules all. It seem that the majority of games produced now are very rushed, often bug ridden, incomplete and most require a patch(some even need this patch to play). I bought a copy of 'SIN' in January and was bitterly disappointed to find that I had to download a patch for over an hour before I could even play the game.

I think game developers need to look at gameplay and playability harder. I have been playing games for over 14 years and feel I know a good game when I see and play one. The game machines I have owned are as follows: Hanimex ping pong, 64k Dick Smith Wizard, Commodore 64 with Floppy drive, 386dx2-33 IBM and I currently own P-133, P-166MMX, PSX and a P2-350.

The old Commodore 64 had some of the best games I have played to date. Elite, Skate or Die, Way of the Exploding fist, International Karate +, Defender of the Crown, Paradroid, Alleycat, Boulderdash, Spy vs Spy and the Epyx games series were all great games that had me hooked for years. They were all played with a single button joy stick on a 64k machine that had to keep you coming back with mega addictive gameplay.

I struggle to find a great title out there now in the sea of crappy games being rushed into the market.

Please continue to lead us not into temptation but into

gaming greatness with your reviews and news.

JOEL ZIRNSAK

Joel,
Don't take this in any way that suggests I'm dissing your opinion, but I've come to thinking that pretty much all long time gamers lose perspective of relativity. We all seem to look back at old classics like Defender of the Crown for example. Great game at the time, but if DOTC was released today, even with improved visuals, it would be considered a rather lame strategy title. It also seems to be overlooked that there used to be lots of crap games in the past too. The other thing to consider is that new games that come out now that aren't any where near as good as the best titles around, would have caused far more fuss had they been released a few years back. An example on how short the time span can be in some cases would be best shown by a game like Requiem compared to Half-Life. If Requiem had come out first, it would have been seen as far more revolutionary in its field than it is today.

THE PERFECT GAME...

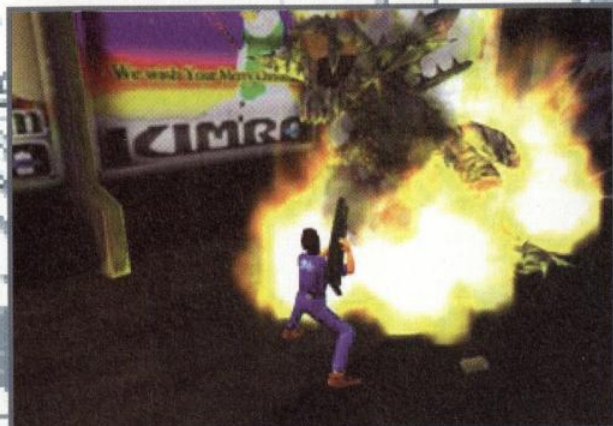
To the maniacal (in a good way) minds at Hyper. Great mag, you're the best, etc. Having a look at the specs of the PlayStation 2 i realised how utterly awesome Quake 3 Arena would be on it. It's a pity that as yet there is no inbuilt modem. But anyway, With such a powerful graphics engine surely my idea could be put into action, it's too bad that it probably never will. Here's my idea: Rare, Ion Storm and Square should come together to make one completely mould breaking game. It would be along the line of a cross breed of the Quake series, Legacy of Kain, Diablo and the Final Fantasy series. Borrowing from each game things like the 1st person engine and architecture from the Quake, the changing from day to night and the weather from Legacy of Kain, The random Levels from Diablo and the

HYPER

NEXT ISSUE

JOIN US NEXT ISSUE FOR A COMPLETE RUNDOWN OF THIS YEAR'S ELECTRONIC EXPO IN LOS ANGELES...

E3 - the full report



overall coolness of RPG action/storylines from Final Fantasy. In other words an awesome 1st person RPG with day, night and weather effects plus different landscapes every time you played it! Wouldn't that be the best game imaginable? It's not likely that a game similar to that will be made for a long, long time but if it ever is...

I would love to hear your opinions about this.

ANON

Hey,
You're NEVER going to get multiple developers all working together on one title. For starters, no development company will consider themselves incapable of doing a really ambitious project, so the need or urge to work with another developer is not going to arise. Secondly, you may have noticed that very few cross genre titles actually work well. It seems that it is usually a better idea for a developer to concentrate on making a great game that does one genre well, as trying to accommodate many types of game style seems to result in compromises that end up giving us a bunch of pissy games all rolled into one. Getting seamless transition from one style of play to another will result in the need for different engines, which means more loading, and possibly very stilted gaming as an end result. It'll happen, but despite the attitude that "great gaming doesn't rely on new hardware", to do something this versatile, it probably will require better hardware to see it done the way we all want it.

ELIOT IS REALLY DARTH MAUL

Hello Hyper people,
On page 82 of the MAY 99 issue (of Hyper) there is a picture of a computer screen. Behind a window is the wallpaper which looks like the tip of one of Yoda's ears. Along the side of the screen there are some icons. One says Eliot's stuff, that is an AT-AT. Next one up is subs winners, which has a Tusken



Raider's head. Another is the head of Creed (but only the outline), then a Jawa, and up the top is the bottom half of Darth Vader's head! Do you guys really like Star Wars or something?

CHEERS,HMG

HMG,
Just because Eliot comes to the office dressed as Princess Leia half the time doesn't mean we're obsessed! Seriously though, yes, we're all Star Wars fans, Eliot and Malcolm (from PCPP) in particular.

DREAM TEAM OF VIDEO GAMING

Dear HYPER,
Firstly, congratulations on a fantastic magazine. I've been reading your magazine ever since your first issue, and I still enjoy your monthly cascade of game reviews and gaming news. Good work. Secondly, I recently read on the Internet that Namco were making Ridge Racer for the Nintendo 64. I don't know if you guys know about this, although I suspect you do. There aren't any screenshots of the game yet, although I

would say it will be fantastic (it's rumoured to be using the 4MB RAM Pak). Now it sounds like it will be a great title, but for some strange reason, it just seems a little bit wrong to hear the title "Ridge Racer 5, by Namco, only on Nintendo 64".

Maybe it's just me, but I really can't come to grips with one of Sony's biggest pals developing for the Nintendo 64. It would be like if Rareware started developing games for Sony, or even Sega, it's hard to imagine that scenario. I know that Namco have had previous N64 titles (think Famistar 64), but it just seems all the bit wrong. I really don't know why I feel this way, maybe it's because the N64 had so many promised titles that didn't come out or were announced for the N64, but were later released on other systems (think Final Fantasy 7, Top Gun and Robotech), I am just a little hesitant that this may fall into one of these categories, "another game that was not released on the Nintendo 64". It hurts me to think this but I feel that there is a slim chance of this happening.

On an up note though,

Namco's investing in the development of Ridge Racer 5 on the N64 will be a welcome tittle to the Nintendo 64 library and I'm sure it will restore some faith in the console. And with Capcom also announcing Resident Evil 2 for N64, things are really starting to look up for Nintendo owners, but HAS the console saved the best to last? Well, we'll just have to wait and see. So now that Namco have stated to make some big dollar games on the N64, will we see arcade ports of Time Crisis 2 and Soul Calibur on the big N? I certainly hope so.

Thirdly, Sony's announcement of PlayStation 2 has excited me greatly. I do own a N64; I'm not biased, but look at myself as an open minded gamer, if there's a good game out, oblivious to what system it's on, I'll play it. And the PSX 2 looks to be a very good console. But (yes 'but'), they claim that the console is capable of rendering 77 Million polygons a second, using 0.18 Micron Technology as it goes. As much as it sounds great, I find this extremely hard to believe. Number one: Its only a 128-bit machine so I would

think (that is in my opinion) that it couldn't be able to produce anything more than 12 Million polygons/second. Number two: As Dan Toose also said (well, somewhere along those lines), 0.18 Micron Technology is still really still on the drawing board, and producing a console that will sell at a cheap price and uses this technology will be very hard to do, so its going to be a real test for Sony to see if they can do this. It looks good, but I'll believe it when I see, as many people are probably thinking.

Before I go, last month in N64 Gamer Magazine, a letter appeared in the magazine, its concern was consoles in general. The writer of this letter said that "instead of fighting to get the title of 'The Best Console', Nintendo, Sega and Sony could join forces and make the ultimate games console". Now I really don't know about you guys, but if this did happen (chances: 1,000,000:1) I would be the first to invest one of these consoles. It would be a gamer's dream come true. And not only would Nintendo, Sony and Sega benefit, but also the gamers

HYPER BIAS

I'm not going to suck up and say your mag kicks arse because, simply, I would be lying. I am sick of the PC bias; the first-person shooter (FPS) bias; and the general anti-Nintendo sentiment that has been there since day one when Sega owners were told to "take what is rightfully yours" in regards to SF2 Turbo.

After so long, what has prompted me to write is the response to a letter asking your opinion of which is the best system. While the PC may be the answer for you, for others, it is clearly not. Instead of the traditional "systems that suit your game tastes" line, "variety" was given erroneously for the PC. Forgive me, the PS and N64 also have tremendous variety with high quality titles in multiple genres that the last 2-3 years of Hyper will attest. Bewilderment greets your DC mention too. It is not even out and will have no where near the "variety" of the current systems for at least 2 years! Forget the hype and look at history. Two or three years down the line is the very best time to buy a system in terms of variety and quality.

Of course, you have not even considered HOW people play, but if you hate strategies and flight-sims and want to play with friends, then the PC is hopelessly inadequate. Still today, no system covers all possibilities, and personally, the PC covers the least. Even

some of the genres it does handle as well as consoles, like driving/racing and sports, especially in multi-player modes, it is still far preferable to play these on consoles, in comfort, on big screens and all with decent controllers. Not to mention pizza and beer and ensuing riots! "What" and "how" you play are the real issues in determining system choice.

As a jaded 30-year-old with all gaming platforms the next-gen hardware is jading me more so as it is not providing next-gen gameplay, and Hyper is not even recognising this. As witnessed by the endless stream of bog-standard FPS PC games, the infatuation with resolution and 'gon crunching is irrelevant if glorified clones is the result. Until Half-Life, the emphasis on eye-candy instead of depth has been glaringly apparent, and surely this "depth" could have been incorporated years ago. Witness Metal Gear Solid: innovation and originality with 4-year-old technology. Really, the current 3D processing levels seem sufficient with the human mind the main restriction.

Half-Life took years, yet Nintendo sets benchmarks at first attempts. Mario64, WaveRace, ISS 64, 1080 GoldenEye and Smash Bros are all genre defining or breaking games (according to Hyper) that may never be bettered. Where are Zelda, Starfox, Mario/Diddy, Karts, F-Zero on other systems?

Yes, there are a couple of genres unfulfilled. Yes, other platforms excel in these genres. But I am someone sticking up for the Big N for once. All the above got 90+% in Hyper and if they don't represent quality in multiple genres then I don't know what does.

I'd even argue that N64 has titles that lead, or at least equal, as many genres as any other system. Not bad for a so-called "beleaguered" company. You say you are objective. Well, if that is the case, then bias and/or prejudice surely enters the equation, or you have very short memories. You are not promoting general gamers' views, but mid-20s males that love Quake and PC gaming, who also think the PS is cool and don't think much of Nintendo. I can't believe this represents your readership, but if it does, I am very much the minority and will just tolerate it. At least I have gotten all this off my chest now and I will still buy Hyper, because, at the very least, you do cover all systems well.

THE WARRIOR

(notice the emphasised "the"?)

PS: I'm the real Warrior, not that fool who was masquerading as me in the last issue.

Mr Warrior,

When I took over as editor, I was hugely paranoid about ensuring we presented the mag in such a way that didn't really favour one system or another. While this is certainly very objective and fair, it became apparent to me over time that this also has a major down side. For some time, most of the mail we were getting was begging for an opinion on what was best. Then after we explained we didn't want to come across as biased in any way so we were refusing to say... The questions changed to "tell us what you personally think".

It's what the readers (or at least the majority of those that wrote in) wanted... Our opinions. I'm not going to deny that FPS games on PC are my favourite, and I'm also going to be realistic and say that when someone reviews a game and they really enjoyed playing it (which happens less once you start playing games for work), that the score will come out a bit higher, even if they are being as objective as they possibly can. So yes, my FPS reviews WILL be subject to a bit of bias sometimes... maybe where I gave Half Life 97%, someone less into the genre would have given it 79%... Either way, both scores would suggest it's an outstanding game. The amount of bias is not going to make an average game come off as a really good one.

As for us representing the majority of gamers. I don't pretend to do that. We do try to get a cross range of contributors to ensure we have someone suited to the game that they're reviewing, but we've found that console gamers that work here ALL seem to take a liking to PC gaming once they see more of the system. A classic example is Kevin Cheung (now editor of Australian PlayStation magazine), who now has the beefiest PC of anyone I know, but prior to Half-Life had a P120.

If you wish to know why we seem a bit light on Nintendo news and coverage, here's the basic reason. At the point where Next Media started up a non-official N64 magazine, Nintendo (or at least someone in a position of power there) chose not to deal with us any further. We'd HAPPILY do more on the N64, but since they won't deal with us, it's impossible to bring you Nintendo news any way other than second hand. I bought my N64, it wasn't a freebie (nor have any of my consoles been), and I bought my copy of Zelda 64. If I was really that opposed to the system, would I buy games for it when I can basically get any game I want sent to me for free? As for us "not acknowledging the lack of next-gen gameplay" in ongoing

releases, I'm afraid being "jaded gamers" would make for a very tiresome magazine for the readers who aren't jaded. It's like music, you can't just point an angry finger at the artists because they're not creating a new sound or style, because "it's all been done". Also on the point of being obsessed about "gon-crunching", until it gets to the point where it's ENTIRELY up to the developer as to what goes into their games, these things ARE a factor. For years I'm sure 3D fighting game developers have wanted to have "a crowd" around the fight, watching, cheering, pushing the fighters back into the ring... And only now does it look like someone will be able to do it, with the next Sony console. That small difference may not matter to most gamers, but it's the small things like that, that make games more immersive.

I can't help but feel that your call on us being biased is a tad hypocritical, "no system covers all possibilities, and personally, the PC covers the least". Covers the least? Besides fighting games, what genres does the PC not cover? PC title releases also make up about half of the total releases. And as for "especially in multi-player modes, it is still far preferable to play these on consoles", again totally subjective to personal opinion. Try telling the hundreds upon hundreds of LAN party fanatics around the country that they've got it wrong.

So why did I give your letter this much space in the mag, and give you letter of the month? Regardless of whether or not you and I would agree on much, it's obvious you give a big damn, and hopefully those that read this that are too far down one road of thinking may open their minds a little. P.S: It'd be appreciated by the Hyper crew and the readers alike, if people would refrain from using a handle that has been printed in a letter before, it's just going to give us a whole mess of confused mail from people who want to pass comment on these letters.



Gamester PSX Dual Force Wheel.

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

would too, as there would be the one games console, with all the best developers developing for it and it would no doubt be dirt cheap, as there would no doubt be no other consoles around that could touch it. Developers would also love it, as they would only have to make games for the one format, rather than having to decide on multiple formats or which system is superior to the next. Something that will never probably happen, but it is great to dream about. What do you guys think?

Thanks for taking the time to read through my letter,
BRENDAN, NSW.

Brendan,
The idea of a console being created by "the video game powers that be" is always a popular one, but there's the simple reason why it will never happen, and also why it would be worse for gamers. For starters, these companies compete with each other to make money, and joining forces wouldn't ensure a better console in fact, it would promote the opposite. If there's no competition, then the companies could basically slack off. Secondly, with only one system, that means there'd be a monopoly on video gaming, and contrary to your belief that things would be cheap, in fact it would be the other way around. Also, just to answer your thoughts on games like Soul Calibur for the N64, 3D fighting games need a machine with high polygon count capabilities. This is why the PlayStation has had more 3D fighting games than the N64, because it's simply

easier for the developer to make a good looking 3D fighter on PSX than N64. Would Nameco want one of their titles ported to N64 if it was going to look much worse than what people are used to seeing in the arcades? We don't think so.

I wouldn't doubt Sony's ability to make the machine they've talked about, only the ability to mass produce it in the time frame they announced.

DC QUESTION CORNER

Dear Hyper,
I just have a few questions regarding the Dreamcast, that I was wondering about.

A) Everyone knows that the PlayStation and Saturn were able to have demo discs due to the games being on CDs, but no one has mentioned whether or not the Dreamcast will be able to have demo cds. I mean this as in are gdroms expensive to make? And thus no demo cd, or would it be possible for the Dreamcast to read demos of ordinary cds??

B) Is it possible to turn off the white flash when you fire your gun in HOTD2 or do you have to put up with it?

C) Marvel vs Capcom apparently has a lower resolution on the Dreamcast than the arcade, does this mean it does not run at 640x480 like all the other Dreamcast games or did the arcade machine just have a higher resolution. Will this happen to other 2D games on the Dreamcast?

D) PSX2 vs DC. This is all just a pile of bullshit. Everyone is discounting the DC just because Sony have announced a machine that

does not even exist yet! I'd like to know how Sony is going to pay for them if they ship at the price of most consoles as I hear that the silicon they plan to use for it is very hefty cost wise and is very hard to be mass-produced.

On a final note I would just like to say how much I enjoy reading your magazine, especially the letter pages where letters (some less pathetic than this one) are available for all to enjoy and laugh at some peoples ideas. :)

ASH
A big thumbs up to all at HYPER!



"World Record" Tyson... great work!

The DC version is a perfect port. Shame they didn't make the DC version a higher res, but it's just like the arcade, so it's not like it's bad or anything (I love it). D) Yeah. It's definitely a case of "we'll see". We're really hoping Sony can do it though, it would be an awesome step forward.

sitting through all the boring shit again.
At least the game's creator provided a way to fast-forward through it all. Still, once you edit out all the dialogue, there's not much game left, is there? Sorry, but this is a game that will probably only be played through two or three times ... beyond that, it's a chore.

- A few questions:
- 1) Will the Y2K bug cause any problems for the Dreamcast?
 - 2) Will Dungeon Keeper 2

Ash,
A) It will be possible to make demo CDs, but they will need to be the special Dreamcast only CDs. Dreamcasts can read ordinary CDs for music etc, but I'm certain they won't read data, to ensure pirates cant use conventional CDs as a means to distribute games.
B) Apparently not. It's not that harsh on the DC version.
C) The DC version has the same resolution. The arcade is only running in low res.

ENOUGH TEXT ALREADY!
Hyper,
I agree that Metal Gear Solid is a technically superior game, and heaps of fun the first time you play it. It is, however, badly over scripted, with dialogue that frequently interrupts and spoils your enjoyment of the gameplay. After defeating a boss, I frequently found myself telling them to "Shut up and die!" I think a codec-free version of the game should have been included as a reward for finishing it, so you can replay it without

be released on PlayStation before I die of old age? (I'm 30.)
Thanks for producing a consistently good read.
STUART RUMBEL,
Toowoomba, Qld.

Stuart,
It'd be interesting to see how long it'd take to play through the game if you didn't have to go through all that stuff wouldn't it?
1) You are joking I hope.
2) Possibly, but it's not on our release schedules. It's due out on PC in June.

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Sony PlayStation including Oddworld: Abe's Oddysee all original packaging. Also comes with memory card, duel shock controller and demo discs. All for only \$250. Call Travis on 07 4939 8965.

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ix N64 console, 2 x N64 controllers, 1 x N64 Rumble Pak, 1x Mario 64, 1 x Goldeneye 64. 3 months old. \$150, excellent condition or swap for PSX and game/s. RF unit for PSX optional. Contact Adam on 02 6254 0676 or e-mail chickens@dynamite-.com.au. ACT preferred.

Sega saturn: 1 console, 3 controllers, 1 gun, 6 player adaptor, includes 13 games- Daytona special edition, Ultimate Mortal Combat, Virtua Cop, Virtua Fighter 2, Sonic 3D, Tomb Raider, Street Racer, Johnny Bazookatone, Sega Rally, Wipeout, World Series Baseball 2, Blam Machinehead and Nights. All for \$200. All in good condition. Call Scott on 07 3389 6473. (Ipswich)

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SWAP

I will swap my N64 with 2 control pads, 2 rumble packs, 1 imb Blaze memory card and 3 games- WWF Warzone, WCW vs NWO : World Tour and Lylat Wars. All in excellent condition boxed with instruction manuals. Will swap all that for a PlayStation, 2 control pads and 1 memory card with racing/driving games or will sell all that for \$250. Call Simon for more details on 03 9318 3887. Melbourne area only.

I have the PlayStation game Abe's Exoddus that I desperately

want to swap for Metal Gear Solid (PAL). Must be in very good condition. (Preferably new). Southern Tasmania only. Call Andrew on 03 6264 2419.

Wanting to swap Zelda: Ocarina of Time for N64 for Rogue Squaron, Turok 2 or any other good game. Game is in VGC, boxed with instructions. Call Matt on 07 3720 8192

NHL 99, WWF Warzone, Mystical Ninja or G.A.S.P all on Nintendo 64 for your Color Gameboy, Rugrats on Gameboy or N64, Pokeman on Gameboy. Gameboy booster or WWF Attitude on N64. Iof interested call Shane on 07 5497 8742.

I will swap Tekken 2 (playstation) for Rugrats: search for Reptar. Call James Wragg between 4-8 on 07 4978 2397.

I would like to swap Street Fighter Alpha on PlayStation for one of the following games: Tenchu, Shane Warne cricket, Cricket 99, Final Fantasy VII, Grand Turismo, Grand Theft Auto, Abe's Exoddus, Actua Golf 2, Crash bandicoot 2 or 3, Wipeout 2097, Residnet Evil 2, Tekken 3, Toca Touring cars 2. Call Lloyd after 5.30 weekdays on 02 6546 5146.

WANTED

Pokeman for Gameboy will pay \$10. Must be in good condition, preferably boxed with instructions. Contact Jogger between 7.30-8.30 Wednesday nights on 07 5445 7410.

Star Wars: Shadows of the Empire, Turok and Blast Corps for Nintendo 64. Must be boxed, with instructions and in good condition. Will pay reasonable price. Call Blake on 02 6621 2281.

Copy of Final Doom for PlayStation. Ring Kai after 4pm on 07 5463 4056.

Pokeman blue version on Gameboy with booklets, warranties etc. Call margaret on 03 5633 1918.

Cheap working 3d games. Also a cheap working Amiga CD32 games console wanted. Must be able to send C.O.D postage. Call jason on 02 4390 3272.

Shining Force 1 and 2 for Sega mega drive. In good condition. If anyone has either of those and would like to sell them, please call Danny on 02 4956 6115.

Ultima Runes of Virtue 1 or 2 for Gamebpy. Will pay \$40 o.n.o. Call Sam on 08 8390 1405

Desperate for a copy of Theme park on PSX or Saturn. Must be very cheap. Willing to swap either Jonah Lomu Rugby (Saturn) or Die Hard Trilogy (Saturn). Also wanted cheap copy of FF7 for PSX. Call Colin on 03 6424 9023 or e-mail colzaio@hotmail.com

PENPALS

My name is Matt. I'm looking for a female penpal aged 15-17 as I will be 17 in July. I enjoy Korn, Pearl Jam, Powderfinger. I love rollderblading and BMX jumping. I've just started boarding school and I need someone to write to. All letters get a reply. Matt Van Kooten, Year 11 Boys Dorm, Red Bend Catholic College, PO BOX 312, Forbes NSW 2871.

I'm a 15yr old girl and I need more penpals. I don't care if you only write 3 words, just send it to me. I like Korn, Silverchair, Regurgitator and Fatboy Slim. If your 13 and over M/F, write to me Lexy Carroll, PO Box 556 Kuranda QLD 4872.

I'm a 12yr old male looking for a female penpal aged 12-13 to keep in touch with. I enjoy urfing and riding. Write to Jessieah at 28 Post Office Rd Mapleton QLD 4560.

I'm a 16yr old male looking for a female penpa 15yrs and over. Interests include Basketball, Formula 1, Music and Hanging out with friends. Favourite music is 2Pac, Dru Hill and Snoopy Dog. If interested write to 4 Spinoza St Mt Lawley WA 6050. Oh, my name is Peter (nickname is Kobe). Will write back guaranteed.

Hi, my name is Lee, I'm female looking for a penpal aged 14-16 who likes playstation, anime/manga, TV, and ny other stuff. I love playing the playstation and I love to draw. I also like martial arts and I do karate. So if you like stuff write to me and every letter will get a reply. Send to 133 Dalton St Dubbo, NSW 2830.

Hi my name is Matt. I am 13 amd really need penpals. (Female preferred aged between 11-17). I own a N64 with 5 games; I also enjoy bands such as Five, Savage Garden and The Backstreet Boys. If you're as cool as I am please write to me at 13 Wilmington St, Ayr, QLD 4807

My name is Joanne and I'm 16. I'm into Commodores and sport. I enjoy watching Home and Away. I think Tom (Graeme Squires) is a babe. So if your looking for apenpal please write to me and i'll get back to you. Write to Joanne Xuereb, 45 Wattle Ave, St Mary's NSW 2760.

My name is Daniel and I am aged to looking for a male penpal aged between 10-12 yrs. I like to play my playstation and I have Abe:Oddworld, Tomb Raider, Resident Evil, Ace Combat 2 and Hercules. I also have a Gameboy with Abe, Pokeman and Gameboy gallery. Please write to me and include a photo at 4 Cowdery Way, Currans Hill NSW 2567.

I'm back after succeeding in getting 2 excellent penpals. I'm back for more! I'm a N64, freak

and a typical action and horror lover. I have heaps of fun playing RPG and bloodthirsty games and I love the movies and AFL (especially Geelong). My favourite games are Zelda, Duke Nukem, Zero Hour and House of the Dead. I'm looking for a male aged 11-13, hardcore gamer or not. Write to William 3 Tantangara St Duffy NSW 2611.

Howdy, my name is Adam and I would like a penpal who's into playstation, Metal Gear Solid, Shane Warne Cricket and Duke Nukem. If your aged between 10-15 write to me. Adam Dunstan BOX 1592 Renmark SA 5341.

Hi we are two chicks looking for guys between the ages of 15-20. If you hate computer and video games and like reading Hyper for the penpals and you love the beach and music write to Brooke and Lauren.

Brooke Dooley - 1 Boala Place Engadine NSW 2233

Lauren Carmody - 4 Boala Place Engadine NSW 2233.

Calling all guys, my name is Jasmine. I'm a 16yr old babe looking for a male penpal- 16 yrs and over. I will write about anything and everything. So all you sexy guys, drop me a line at 6 Barwell Cres, Carindale QLD 4152. Send a photo if possible.

Hi my name is William Menz. I am looking for a penpal aged 11-13. I like playing N64 and computers. I'm a mad James Bond fan and also like Mission Impossible. I'm in year 6 and looking for a male penpal. My other games include Blast Corps (crap) 1080 Snowboarding, Banjo Kazooie, Yoshi's Story, Cruisin USA and Mario Kart. Write to me at 600 Lyne St Lavington NSW 2641.

Hi there, the name's Wez, I'm a 13yr old male whoz looking for a M/F penpal aged 12-15. I am a BIG fan of RPC's, Anime, PlayStation and I love surfing the net. I also do a bit of 3D animation. So if your interested drop a line, or two, or three. E-mail address is metal_gear6@hotmail.com

Hi I'm a 15yr old male looking for a M/F penpal of a similar age. I don't have a PSX but I am into stuff like Evangelion and the N64. I like any music and I play the guitar. So pick up that pen and start writing to Levi Jandim, 294 Pacific Highway Swansea NSW 2281.

Hi, my name is Joshua Rothnie. I will be 13 soon. I'm looking for a female paenpal aged 11-12 who has played at least one of the following Paystation games. Resident Evil 1 and 2, Tomb Raider 1, 2 and 3 and Final Fantasy VII. It would be even better if you like Anime! So if your impressed write to me at Joshua Rothnie, PO BOX 187 Rosedale VIC 3847.

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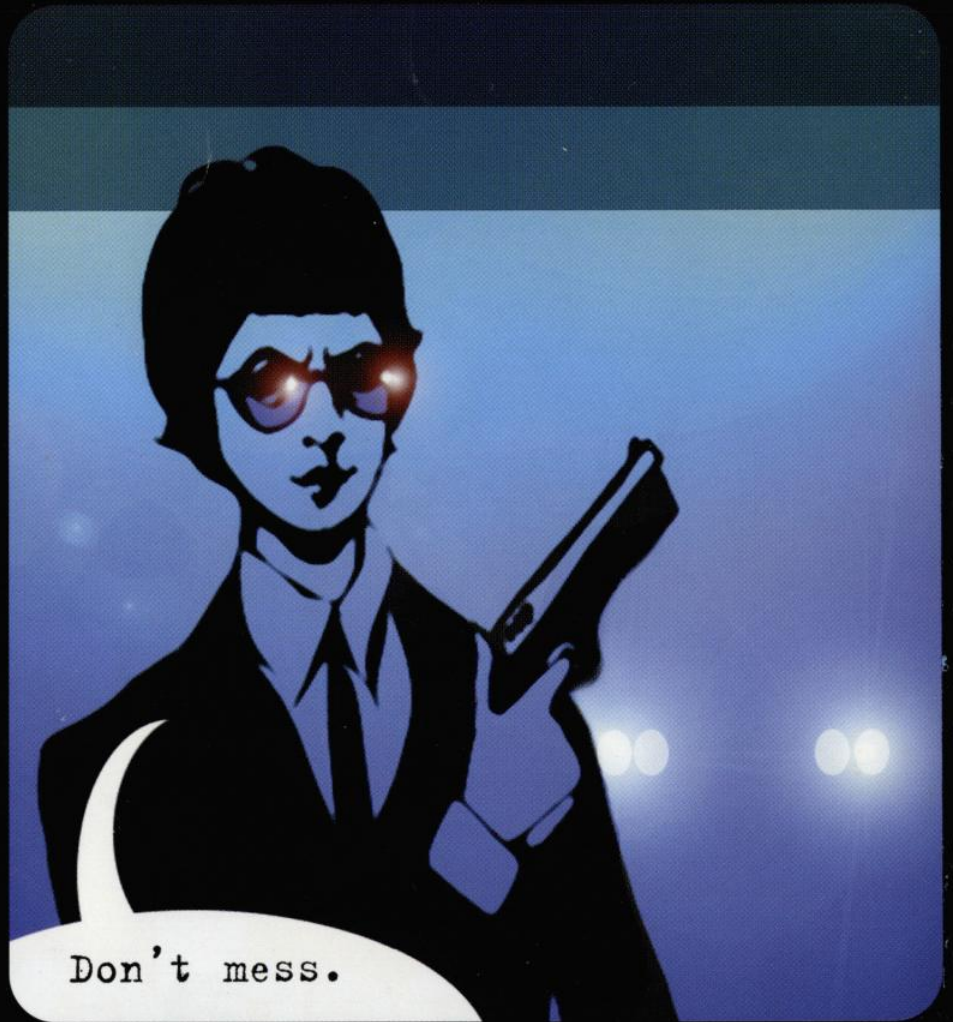
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