

HYPERR

MASSIVE E3 Report

Dreamcast steals the show!
Plus special previews of

- Diablo II
- Donkey Kong 64
- Perfect Dark
- Wipeout 3
- Deus Ex
- Soul Calibur
- Gran Turismo II
- Freelancer
- Tribes 2
- and more



LEGACY OF KAIN SOUL REAVER

Diabolical gothic horror PlayStation action

TNT2 Ultra - The king of 3D
Which card is right for you?

Quake II N64

The PC classic
comes to
Nintendo 64



Silent Hill

The new Resident Evil killer for PSX?

Driver

The PlayStation car chase extravaganza

HOMERWORLD



Exclusive coverage on the PC
Strategy Game of the Year

next gaming

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70



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The modified G20C

EDITORIAL

This year we saw a very good E3. The vibe that most held after leaving the show was that there was no stand-out title, but there were so many excellent titles coming this year that we're in for a hell of a good time. I was totally blown away by the visuals on some of the PC titles that are coming up this year, it seems that whenever we think "That looks so good, there's no way they're going to be able to better that for a long time" that some developer presents a game that looks twice as realistic as the last big chunk of eye candy before it.

Dreamcast was the machine of the show though, drawing the most interest of the console stands, and this was no surprise considering the machine has still only been launched in Japan.

You can also tell that E3 has been and gone now, because we've just got a wave of really top notch titles coming in to the office, which were being stalled by the developers and publishers till E3 was done. Driver, Omega Boost, Homeworld, Silent Hill, Soul Reaver, Descent 3, and Ape Escape are all classic titles. The only great title for the Nintendo 64 this month was Episode One: Racer, but that's going to be more than enough for the N64 fans, as this game takes advantage of the memory expansion pack beautifully, and looks fantastic. Even without the expansion it looks good.

Something we've done this month is to start to change the look of the mag a little. We're going to be packing more info into each page, and you'll see an obvious difference in areas like our news section this issue. From this issue on, we're also including a game buyers guide, which lists the big rubber stamp games of the past twelve months, and titles that we believe are the best in their genre.

The changes won't all be finalised straight away, so any feedback would be welcome by the Hyper crew.

Till next month,

Dan

REGULARS

6 NEWS

Go to game school, find out what's up with the 64DD, get the scoop on Star Trek games, read about what's inside the PlayStation 2 and learn about the Dreamcast's video phone capabilities.

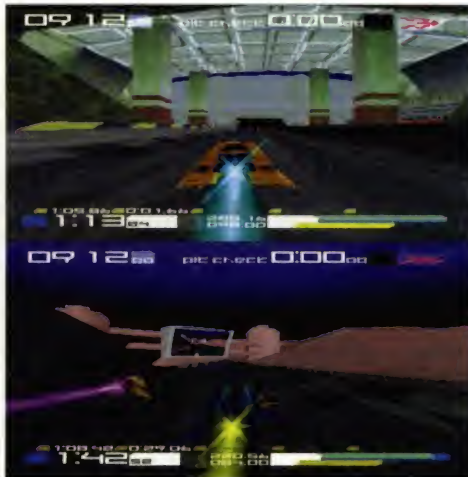
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Your chance to grab freebies of Omega Boost, Homeworld, and the very funky Guillemot Pump Action Gun for PlayStation.

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Diamond V770 Ultra TNT2, 3D Blaster TNT2 Ultra, or Dynamite TNT2 Ultra. We explain which one of these cards is best, and the simple reason why.



46 LEGACY OF KAIN - SOUL REAVER

Are we sick of being a buxom brit with twin pistols yet? Eidos deliver an outstanding 3D action/adventure title full of puzzles, gore, magic, and gothy bits!

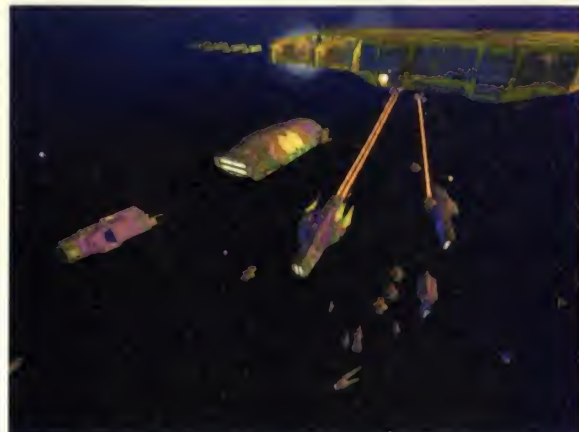
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We take a look at what went on at the Electronic Entertainment Expo in the last year of the millenium. Ten pages of report, plus some eye candy straight from the show.

64 HOMEWORLD

- STRONG CONTENDER FOR STRATEGY GAME OF THE YEAR

We review the latest Sierra masterpiece which is set to send jaws dropping and mouse buttons a-clicking. World Exclusive.



ISSUE 70

August 1999

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Big thanks to: Kevin Cheung and Ewan Corness

Printed by: Offset Alpine

Separations by: Prestige Colour

Distribution by: Gordon & Gotch

Customer Service Ph: 1300 65 0666

Fax 1300 65 0777

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Next Publishing Pty Ltd

ACN 002 647 645

ISSN 1320-7458

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MAKE GAMES FOR A LIVING

Australia's first Diploma of IT, Visualisation/Games course will commence on the 26th of July at Brisbane's Australian Silicon Studio Training Centre. What is the course exactly? It's a one year industry-responsive training course, combining 3D programming, 3D animation, networking programming, C/C++, game design, script writing and graphic design for both console and computer based games development. Not only is this a fantastic opportunity for those of you who are seriously interested in pursuing a career in the games industry, but it will be a brilliant boost to the local games industry, with many more talented and well-trained budding game designers for local developers to get their hands on. There are only twenty positions available, and the cost of the diploma is \$5995, but this is a once-in-a-lifetime opportunity for some of you out there. If you need more information (act quickly!) contact QANTM on (07) 3291 3385. Good luck!

DREAMCAST ADD-ONS

Over in Japan, some very interesting peripherals are on the drawing boards for the Sega Dreamcast. We are all aware that the Dreamcast has internet capability, and now we are hearing that a microphone and digital camera are making their way to the system to allow for a virtual Video Phone set-up! The potential for communicating with your friends via your Dreamcast, complete with the ability to see their ugly mugs, is a huge leap forward for home console entertainment. To think you could chat to a friend and decide upon a game of Sega Rally 2 together, and then proceed to have a race off against your opponent, all whilst sitting at your Dreamcast console is too cool for words. It sounds as if it's going to be harder and harder to get any sunlight in the coming Millenium.



SEGA RALLY 2

ACCLAIM RENAME

If you're wondering why Probe and Iguana have seemingly stopped making games, the answer is in a simple name change. Acclaim are merging both their development studios, Probe and Iguana, into one all-round company called Acclaim Studios. Simple, eh?



DRAGON'S LAIR

RETURNS!

If you're old enough, you may remember a revolutionary arcade game which was called Dragon's Lair. Essentially, the game was a full-blown animated cartoon of Disney quality, however, you were able to control the actions of the hero, Dirk, at various points

within the game. Whilst it wasn't exactly a great game, it had everyone at the time hooked because it looked so amazing. Well, the game is returning in the form of Dragon's Lair 3D on the PC, with essentially the same plot - save the damsel in distress! Expect it in the year 2000.

MYTH GETS THE GURPS

Steve Jackson Games are soon releasing the first GURPS source book for Bungie software's Myth and Myth 2 games, bringing the Myth characters to the land of role-playing. If you're still into tabletop RPGing, you'll be excited to know that not only will all the races and characters from the games be included, but new races and monsters will be created especially. It's common to see pen and paper games becoming videogames (Vampire the Masquerade is the latest example), however this is possibly the first time a successful video game has been adapted for the tabletop experience. Keep an eye on your local fantasy game shop for this one.



COMPETITION WINNERS

Rejoice! For free games and goodies are yours!

Civilisation: Call To Power

Ashley Lawson, Qld
Josh Owens, Qld
Hugh Faulkner, WA
Daniel Barbar, NSW
Duncan McFarlane, WA

Beetle Adventure Racing

Kane Allan, SA
Harrison Freud, Vic
Brad Atkin, WA
James Elliott, NSW
Peter Suckling, NSW

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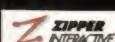


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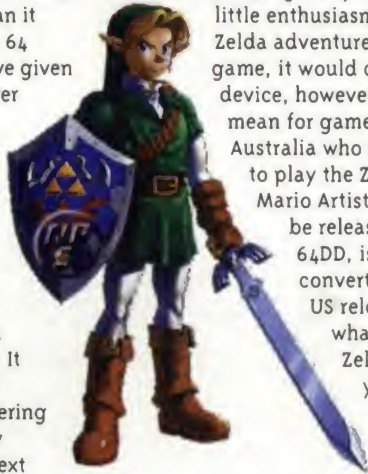
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ZELDA 2???

The almost long forgotten 64DD add-on for the Nintendo 64, still will be released in Japan it seems. Whilst most Nintendo 64 gamers around the world have given up hope on the disk drive ever surfacing at all, Nintendo Japan still have some plans for the device. Details are a little thin at the moment, but certainly there is another Zelda adventure being worked on as we speak, which most possibly could be released in Japan only to push the 64DD. It certainly would be a strange decision by Nintendo considering the fact that the world is now getting interesting in their next



console altogether. A Nintendo 64 add-on at this stage may simply be met with little enthusiasm from gamers. If the Zelda adventure surfaces as a 64DD game, it would certainly help push the device, however what would that mean for gamers like us here in Australia who may desperately want to play the Zelda sequel? Well, Mario Artist and camera which will be released in Japan on the 64DD, is said to be being converted to cartridge for the US release. Possibly this is what Nintendo will do for Zelda too. We'll bring you more news as it comes to light...

STORMY TIMES

More problems over at the studios of Ion Storm, the home of Doom designer John Romero. It's been no secret that the development of Daikatana and some of the other Ion Storm games, have been more than a little rocky thanks to a clash of personalities. Unfortunately, two more Ion Storm employees seem to have been sacked by John Romero after a bit of an argument. Todd Porter and Jerry O'Flaherty have both been given their marching orders, which naturally gives most gamers cause for concern as to whether their departure will affect the release of the long-awaited Daikatana. Apparently not, as Daikatana is still on schedule for release in July.



GOODBYE MR. HOOK

Not only are Ion Storm waving goodbye to staff members, and ironically, while John Romero from Ion Storm was fired from Id Software, Brian Hook, a man regarded by many as "the difficult one to deal with", has left Id Software on good terms. His new gig is with Verant Interactive, the development team behind Everquest, which has taken the online gaming world by storm (or at least the open minded/nerdy end of it anyway). Brian described his time with Id as a key point in his life, and sings the praise of co-worker John Carmack. There's no word at this stage as to what his first title with Verant will be.



Be Obi-Wan...

LucasArts announced at E3 that

they are working on another Episode One title - Obi-Wan. Obi-Wan will be similar in fashion to the Dark Forces series, and will involve the player slipping into the Jedi boots of Obi-Wan Kenobi, set in the time period of Episode One. Gameplay was reported to be more third-person than first-person, but this is most definitely a shooter, although expect more emphasis on Force powers as opposed to big, fat guns.



Beam me up games, Scotty!

STAR TREK

Going where no games have gone before

Whilst one half of the globe goes nuts over Star Wars, Trekkies have not been forgotten. In fact, there are more Star Trek games on the way than there have been Star Wars games from LucasArts in the last few years! Trek fans will soon get their hands on a whole stack of strategy titles, shooters, sims and more... here's a rundown. Star

Trek: Armada, Star Trek: Deep Space Nine - The Fallen, Star Trek: Insurrection, Star Trek: Klingon Academy, Star Trek: New Worlds, Star Trek: Starfleet Command and Star Trek: Voyager - Elite Force. More there than you can poke a phaser at. Look for upcoming previews and reviews in future issues of Hyper.

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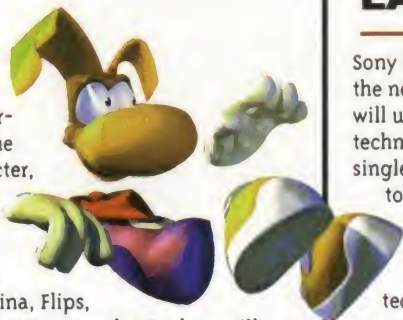
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RAYMAN TV

He's a star!

UbiSoft have done a deal to get their Rayman character his own computer-generated cartoon show. The weird-looking game character, with his disjointed limbs and big cheesy face should make a lively cartoon character, and will be joined by his friends Betina, Flips, Lac-Mac and Cookie. Whether Rayman the TV show will make it onto Australian TV, just may depend on how well Rayman 2 sells! :)



PLAYSTATION MP3

Yep, that awesome digital music format, MP3, will soon be pumped forth from your PlayStation. The "MP3 Enhancer" as it's being called, will allow for CDs containing MP3 files to be played on your PlayStation. Of course, this peripheral is "unlicensed"

meaning that, basically, it's potentially illegal. So don't expect the MP3 Enhancer in your local games shop too soon, and we have to question it's usefulness too, seeing as you'd probably have a PC anyway if you had access to MP3s, so why play them on your PlayStation at all?

OLYMPIC GAMES

Eidos have picked up the rights to a videogame based on the upcoming Sydney 2000 Olympics! Featuring around ten different sports, the title should appear on game store shelves around the same time as the Olympics kicks off next year. Once that is all over, Eidos will then start work on a game based on the next Winter Olympics. Top news for sports fans.

PSX 2 GETS NEW LASER

Sony have announced that the next PlayStation console will utilise brand new laser technology, so that one single Oscillator will be able to read both DVD and normal CD-ROM discs. This is certainly a first, as current DVD technology requires separate lasers to read the different formats. Don't worry about the cost, as this should make the PSX 2 cheaper to manufacture, instead of more expensive. We can also expect Sony to begin integrating this technology into their DVD players, after the PlayStation 2 has launched of course.



FF8 on PSX2 Hardware

SEGA GAMES FOR GAME BOY?

Sega have confirmed that they will be developing a number of their titles for the Nintendo Game Boy. How could a rival company make games for the opposition? Money. The Nintendo Game Boy is still selling remarkably well all over the world, and Sega have always made great software. The Nintendo Game Boy, is not the only handheld to receive the Sega treatment though... both the Neo Geo Colour and the Wonderswan will have Sega games available for them. Sakura Wars will be the first Sega title on the Nintendo Game Boy, and expect many more titles announced in the near future.



OVERFLOW

Oddworld Inhabitants, the creators of the Oddworld videogames - Abe's Oddysee, Abe's Exoddus and the forthcoming sequels, are planning a fully CGI feature film based on Abe and his fellow Mudokons. After submitting a short for Oscar consideration earlier this year, pre-production has already begun on what could be the first totally CGI, videogame related film. Unless Square get the Final Fantasy movie out first, that is.

Shinji Hashimoto, the lead producer on Final Fantasy VIII, broke the silence on the possibility of Final Fantasy IX at E3. Without giving too much away (in fact, Mr. Hashimoto said close to nothing about the game), it was basically just confirmed that FFIIX was in the early stages of development. We guess that the game will debut on the PlayStation 2 and PC, but who knows what Square have in mind...

PlayStation gamers who were hanging out to play the new Superman game from Titus, may be in for some sorry news. At the recent E3, only N64 and Game Boy information was available on the game, indicating that Titus may have quietly swept the PlayStation version under the carpet, to never be seen by mortal eyes.

Microsoft and Konami have signed a deal which will allow PC users to get their hands on a bunch of Konami titles and console gamers a chance to play some of the best Microsoft games. This cross-licensing arrangement is nothing but good news for gamers. The more choice the better! Metal Gear Solid 3D accelerated? Mmmmm...

News just to hand... It seems the Nintendo 64 will no longer be receiving FIFA 2000. Sad news for those of you who thought FIFA 99 on the N64, rocked. We sure did...

We have also heard through the grapevine that LucasArts have started work on some Dreamcast ports of The Phantom Menace and Racer. Now that would definitely help shift a few Dreamcasts we think... Meanwhile, The Phantom Menace for PlayStation has been delayed until August.

CHARTS

Charts kindly supplied by Hitech World

PLAYSTATION

- 1 AFL '99
- 2 Gran Turismo Platinum
- 3 Driver
- 4 Final Fantasy VII Platinum
- 5 A Bug's Life
- 6 Ridge Racer Type 4
- 7 Blaze and Blade
- 8 Colin McRae Rally
- 9 Duke Nukem: Time to Kill
- 10 G-Police Platinum

NINTENDO 64

- 1 Star Wars: Racer
- 2 Star Wars: Rogue Squadron
- 3 FIFA '99
- 4 Mario Kart 64
- 5 Star Wars: Shadows of the Empire
- 6 Castlevania 64
- 7 F1 World Grand Prix
- 8 Goldeneye 007
- 9 NBA Live '99
- 10 South Park

PC

- 1 Sim City 3000
- 2 Aliens Vs Predator
- 3 Asteroids
- 4 C&C Warfare Pack
- 5 Doom 2 Platinum
- 6 EF 2000
- 7 Moto Racer 2
- 8 Oddworld: Abe's Exoddus
- 9 Total Annihilation Platinum
- 10 Trial By Magic

YOU MISS...

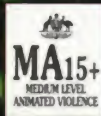


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UPCOMING RELEASES

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



SILENT HILL



APE ESCAPE



OMEGA BOOST

★ Hot stuff on the way...

PC

JULY

- Actua Ice Hockey 2
- Actua Pool
- Breakneck
- Castrol Honda 2000
- Chronicles of the Black Moon
- Cutthroats
- Discworld Noir
- Droidworks
- Extreme 500
- Force 21
- Guardian of Darkness
- Jagged Alliance 2
- Lander ★
- Man-O-War 2
- Overspeed
- Premier Manager 99
- Rage of Mages 2
- Rent A Hero
- Rogue Spear
- Star Wars: Ep 1 Insiders Guide
- Street Wars
- Team Fortress 2 ★
- Tonka Raceway
- Tribes: mission pack
- Unreal Level Pack
- Warhammer 40k
- X

PlayStation N64

JULY

- Aironauts
- Ape Escape ★
- Attack of the Saucermen
- Castrol Honda Superbike
- Chessmaster 2
- NBA Pro 99
- Omega Boost ★
- Railroad Tycoon 2
- Rally Masters
- Silent Hill ★
- Syphon Filter ★
- Trap Runner

JULY

- Bass Hunter
- Monster Truck Madness 64
- NBA Pro 99
- Premier Manager 99
- Shadowgate 64
- Superman 64
- WWF Attitude



STREET WARS



NBA PRO 99

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Baldur's Gate



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ALL ENTRIES CLOSE JULY 28TH 1999

HOMEWORLD

Well we wouldn't finish off the issue, without giving you a chance to win our Game of the Month! Homeworld from Sierra is a stunning strategy title, both visually and in terms of engaging gameplay. We're very pleased to be able to offer five copies to some keen Hyper readers, thanks to Wolf Interactive! If you've ever wanted to command fleets of star cruisers into all-out war, then this is your chance!

To enter, answer the following question correctly... What is the name of our Homeworld? Gee, that's difficult. Put your answer with your name and address on the back of an envelope, and post it away to **Homeboy, Hyper, 78 Renwick St, Redfern, NSW 2016**. May the intimidating starfleets be with you.



OMEGA BOOST

Be a Mech warrior! Omega Boost is proof that there is plenty of life left in the Sony PlayStation yet. This frantic shoot 'em up is one of the standout games this issue, and for good reason. Slick graphics with top quality gameplay - say it over and over again like a mantra. Sony Computer Entertainment Australia have been very nice to offer five copies to lucky Hyper readers this issue, so here's your chance to take it home. Whack it in your PlayStation and you'll be unleashing plasma rain on a variety of bizarre mechanic foes. Get into it.

To enter, simply answer us this question. What is the name of the man who designed the mechs in the game, and also the Macross series?

Put your answer with your name and address on the back of an envelope, and send it off to **Mech Daddy, Hyper, 78 Renwick St, Redfern, NSW 2016**. May the bristling-with-weapons Mech be with you.



E3 EXPLOSION

The Electronic Entertainment Expo, or E3 as we all like to call it, was another mind-blowing extravaganza. As we break into the next millenium, the future of gaming is looking very good indeed. Hyper reports in...



THE BIG PLAYERS

SEGA

The vibe surrounding the Sega camp was totally electric. For most of the Western attendants at the show, this was the first time they'd ever had the pleasure of being able to experience the Dreamcast. Needless to say, the Dreamcast is all Sega showed. One booth after another, Sega had every conceivable game that was either completed or under development in playable form. *Maken X*, *House of the Dead 2*, *Ready 2 Rumble*, *Frame Gride*, *Sega Rally 2*, *Die Hard Arcade 2*, *Resident Evil: Code Veronica*, *Powerstone*, *Marvel Vs Capcom*, *NBA 2000...* it was an endless list of fantastic looking games. Most impressive were the modem and online displays, *Soul Calibur*, *Shen Mue*, and *NFL 2000*. As one of the three big players to take up about one quarter of the west wing, Sega's constantly crowded area was a very clear winner.

NINTENDO

Whilst Nintendo had an almost embarrassingly small software line-up, they easily

had the most entertaining stand of all. With giant video screens playing the Star Wars intro movies, a Donkey Kong Mountain surrounded by playable demos, and a giant Pikachu scampering around the main area and terrorising the older journos, Nintendo's section was very much alive with excitement over games like *Perfect Dark* and *Jet Force Gemini*. Even *Donkey Kong 64*, which looks and plays suspiciously like *Banjo Kazooie* wearing a monkey suit, managed to raise a few eyebrows. Nintendo's area almost became a theme park once you wandered deep enough to find life-sized Star Wars animatronics such as *Darth Maul*, *Yoda*, and *Jar Jar Binks*. Even though it was a clear case of more glitz than substance, it was still a great stand to check out.

SONY

Even though it had the most elaborate set-up and largest software line-up out of all the other major players, it was obvious that Sony was resting on the laurels of its present market penetration and success generally. With large display screens looking ominously over the demonstra-

tion area, Sony's area was a crowded, cluttered arrangement of games that most of us had already seen before; and the handful of 'new' games were either too early to comment on (*Gran Turismo 2*) or obnoxiously fluffy (*Crash Team Racing*). The main attraction, however, was a very grand-looking silver-plated pyramid where the PlayStation 2 was being displayed. Being the crowd attractant that it is, this display was watched over by 2 armed guards who kept the hardware under lock and key while the rest of us took turns playing the *Gran Turismo* demo. To the disappointment of most pundits, the PlayStation 2 demos on show were no different to those that have been available on the Internet for the last few months.

3RD PARTY DEVELOPERS

ELECTRONIC ARTS

Situated right in front of the main entrance of the exhibition hall, EA wowed everyone with its massive showing. Not only did they erect their own coliseum-

style enclosure, but they managed to fit a full-sized wrestling ring inside it, where they hosted a live wrestling match between stars of the WWF. Amidst all of this mayhem was one of the largest software line-ups of the show, with everything from *NBA Live 2000* and *Knockout Kings 2000* to *Hot Wheels* and *Tiberium Sun*. Whilst it all looked very exciting from the outside, most of the games unfortunately appeared to be very early in development.

TITUS

Titus' little enclave had the misfortune of being situated right in front of Sony's PlayStation 2 display, meaning that most of its traffic was actually headed through it and not to it. These people weren't missing much, anyway, what with the extremely second-rate *Superman* for N64 and a mildly amusing *Xena: Warrior Princess* fighting game demo.

KONAMI

At the centre of the Konami booth was a large pillar adorned with videoscreens,

all of them displaying the highly anticipated *Metal Gear Solid VR Missions* add-on pack. This veritable totem pole was surrounded by little demo booths with such titles as *Vandal Hearts 2* and *Suikoden 2*, and even rolling demos of new *Castlevania* games for the N64 and Dreamcast. With few knockout games that were actually playable, Konami's showing was quite a disappointment.

CAPCOM

Sporting a gigantic video-screen that went all the way up to the ceiling, Capcom had a very strong showing that balanced between practically every available console. Featured prominently at the front of their area were playable demos of *Resident Evil 3* and *Dino Crisis*, both of which drew huge crowds. In fact, the Capcom stand was almost never left alone: if people weren't bunching up to look at *Resident Evil: Code Veronica* or *Powerstone* for the Dreamcast, they'd be trying to look at *Resident Evil* on the N64 and Gameboy. And tucked somewhere in the corner

was a playable System 11 version of Strider 2, which didn't live up to anyone's expectations by a long shot.

ACCLAIM

Acclaim was unusually secretive at the show, not only because of its very exclusive-looking enclosure, but also because of the manner in which their games were displayed. For instance, certain PR representatives were quick to hide their Dreamcast version of NFL Quarterback Club, probably because of how terrible it looked compared to Sega's own home-grown version of the game.

ACTIVISION

The Activision stand itself was nothing to marvel at, but their product lineup was nothing short of astounding. Games like Quake 2 and Tony Hawk's Pro Skater on the PlayStation attracted a constant stream of interest; whilst a very large Quake 3 Arena platform was in constant multi-player use.

MATTEL

Aside from the people who came here just to see how bad it was, Mattel had the distinguished pleasure of being the butt-end of most of the E3 jokes. We're pretty sure that Virtual Barbie and Barbie Magic Hairstyler had something to do with it.

MIDWAY

Now these guys sure know how to entertain. With several 6 foot models baring more skin than spandex strutting around the place, Midway managed to cram a boxing ring and a gridiron football-throwing tent into their tiny show space. Whilst some games like Mortal Kombat: Special Forces were instantly written off, other games like NFL Blitz 2000 and Ready 2 Rumble, as well as photo

opportunities with the Midway girls, kept the place busy.

NAMCO

For a company with as much of a reputation as it already has, Namco had an uncharacteristically low-key showing. Playing booths were sparsely scattered across their area, and the majority of the games they displayed were their back-catalogue. Even their main attraction, Soul Calibur, had only a measly set-up of six playing booths to share amongst the mountains of people who clambered to have a go at the game. And that's not to mention the guy in the giant Pac-Man suit who managed to get in everyone's way.

PSYGNOSIS

It was almost too evident that Psygnosis had been placed under Sony's administration, given their relatively small presence at the show. Nevertheless, the bulk of their stand was designed to promote the highly anticipated Wip3out, complete with musical direction from DJ Sasha.

SQUARESOFT

Three words: Final Fantasy VIII. Seeing this game in English for the first time was an absolute joy, and seeing the PC version in development was even better. Long lines were formed around a full-sized Squaresoft theatre, which showed off trailers for many of their upcoming games.

TECMO

Tecmo had a tiny, unassuming stand, but its one gigantic credit was its Dead Or Alive 2 demo, running directly off Naomi hardware. The game is very real and very elegant; and anyone with a Dreamcast is going to want this game badly.



PLAYSTATION

It was a good show for the Sony PlayStation, but then, it's always been good for the PlayStation. It's a console which has simply been lucky enough to have gained incredible developer support over the years - and whilst titles may be thinning out slightly, they only seem to be getting better! Take one look at the presentation and action in Sony's Omega Boost, and you can't deny that some developers are simply managing to squeeze more and more out of the little grey box as time goes on. Most exciting for PlayStation fans was the presence of the PlayStation 2 "behind closed doors" at the show, where some of the industry's top dogs were allowed to witness the hardware in action. There was no announcement of an official name for the machine or even a sneak peek at how the console will



is an adrena-



look, but those who got to see a demonstration of the hardware commented on it being "truly revolutionary" - we shall see... Meanwhile, back out amongst the stalls, the 'normal' people were allowed to watch a few videoscreens which beamed out some PlayStation 2 demos which was enough to distract anyone from all the games which were on offer for the current PlayStation. However, there were some fantastic looking PlayStation games being

played, displayed and revealed. Here's a look at our hot picks of the show.

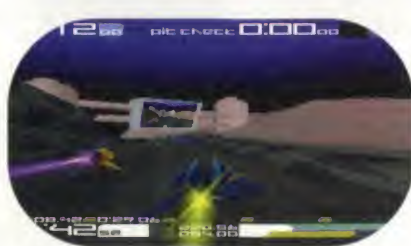
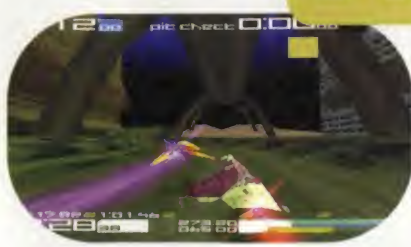
WIP3OUT
Psygnosis have not been lazy. Whilst it's obvious that Wipeout 3 (Wip3out) is not a huge leap from the other Wipeout games, that is probably a good thing. Visually, the game is incredibly familiar and yet certainly nothing short of astounding. Wip3out runs in the PlayStation's high-res mode but it is still as fast and smooth (if not faster and smoother) as Wipeout 2097. All sorts of lovely effects like the coloured craft-trails and fancy lighting effects in the environment help to make Wip3out just as much eye candy as it

lin-pumping rollercoaster of a game. It's interesting to note that Wip3out is the first Wipeout game to support analogue control, providing full DualShock compatibility which will please some of you who found the game too hard with a digital pad. For Wipeout veterans though, Psygnosis have not whimped out - there is enough challenging racing in Wip3out to ensure it's a success on all fronts - certainly the track which we were allowed to play at E3 had plenty of hard bits. Can't

wait to get a reviewable version!

GRAN TURISMO 2
The crowds could not keep away from the Gran Turismo 2 demo which was on permanent display at the Sony booth, and it's little surprise. We all remember how our jaws dropped open when we first watched the original Gran Turismo running on our PlayStations in replay mode. It was gorgeous. Gran Turismo 2 is also gorgeous, but it's no new visual feast.

In fact, the game looked pretty much just like the original, which is no great problem, but those of you expecting just as much wow factor the second time around may be a little disappointed. The meat is really in the gameplay though, and whilst Gran Turismo 2 is, again, just as solid as the original, Sony have added a whole bunch of new stuff. Basically, expect to get your hands on



wip3out



around 400 cars, with a lot of new models for the car freaks amongst you like a VW beetle, Mercedes, Ferraris and other hot wheels. Not only is 400 an incredible number of cars, but the gamer has the ability to customise every little aspect of their car - allowing you to adjust just about everything an actual mechanic could, to ensure you get the best performance, depending on the track conditions. There are, of course, a whole stack of funky new tracks -

around 20 in fact - including some off-roading numbers

RESIDENT EVIL



"Get out your brown undies"



More zombies, guns and horror. Joy!

which was a nice addition, basically allow you to do some Rally racing. Top stuff.

RESIDENT EVIL: NEMESIS

Resident Evil 3, subtitled "Nemesis", naturally had gamers lining up, curious to see what was next in the Survival Horror genre on the PlayStation. It was certainly noticeable that Capcom had attempted to get the game even prettier than ever, with higher-detailed textures, sharper environments and higher polygon counts in the characters. Other than that though, you

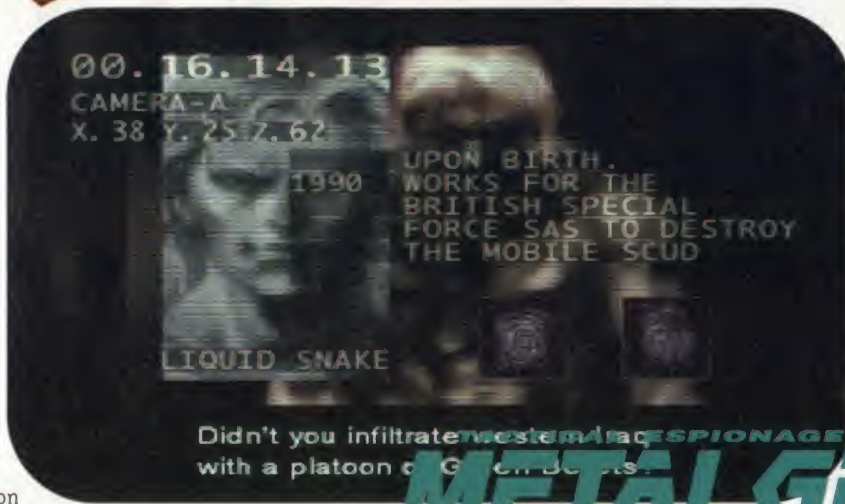
could almost glance at the screen and think you were seeing RE2 gameplay. However, before you think "oh more of the same", take heed... Resident Evil: Nemesis is much harder than it's predecessors. This time around, your character is trailed by a "Nemesis", who, when they find you, will most certainly kick your ass unless you know what you're doing. They can even chase you out of rooms if you try to duck out the back door. Enemies are faster, tougher and more determined to make mince-meat of you. Strangely, the game is a combined prequel/sequel, as you can play Jill Valentine 24 hours before the events of RE2, and then 24 hours after... Get your brown undies, because Resident Evil 3 is definitely going to be scaring the crap out of us all over again! Also, a quick mention of Capcom's other "survival horror" game at the show - Dino Crisis. Looking very similar in terms of gameplay, the presence of the Dinosaurs and the environments did give it a different feel, and certainly the character control and smoothness of the gameplay was almost unsurpassed. Dino Crisis is shaping up to possibly knock RE3 off its perch

to be the REAL game to look out for from Capcom this year.

METAL GEAR SOLID INTEGRAL

Metal Gear Solid Integral, being marketed in the States as Metal Gear Solid VR Special Edition (phew!), is a special enhanced version of the game which features more than just a few tweaks. MGS:I actually will allow you to play through a lot of the game in a First-Person perspective, to make the adventure all the more real. There are

a whole bunch of new training missions, which require you to destroy diamond targets before your time runs out, cool sniping missions, and Pocket-Station support with some strange mini-games to extend your MGS pleasure. Even those of you who have played through the original should take a look at what MGS: I has to offer.



Didn't you infiltrate western espionage action with a platoon of G.I.s?

METAL GEAR SOLID



OTHER PSX GAMES AT THE SHOW...

Ape Escape	due July
Spyro the Dragon 2	due November
Croc 2	due November
Crash Test Racing	due December
Final Fantasy VIII	due September
Quake 2	due July
Destruction Derby 3	due 2000
Rollcage Extreme	due 2000
Formula One '99	due November
Colony Wars 3	due 2000
G-Police 2	due September
Ace Combat 3	due September
Tarzan	due October
Destrega	due July
Ehrgeiz	due 4th quarter
Wu Tang	due 4th quarter
Tenchu 2	due 2000
Suikoden 2	due August



NINTENDO

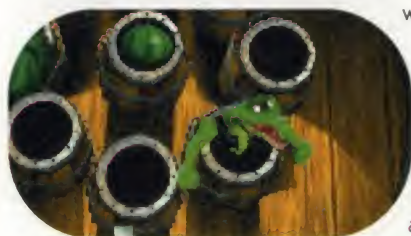


The most surprising piece of news for Nintendo lovers from this year's E3, was the existence of the new Nintendo system behind closed doors. Well, not the actual system, you understand, but a presentation for some of the

industry elite. People were referring to the next-generation Nintendo machine as Project Dolphin. But don't go around calling it that, as the projected launch for the next Nintendo system would not be until sometime very late 2000 or early 2001. For now we can just pass on what Nintendo had to say on their next piece of hardware... "better than



"Again, Rare stole the show"



THE RARE GAMES
Again, Rare stole the show when it came to upcoming Nintendo 64 games.

DONKEY KONG 64
Donkey Kong 64 was in full force, looking very much like Banjo-Kazooie with a bunch of big hairy monkeys. Donkey Kong can now leap around in some gorgeous 3D environments, and boy is this game packed with colour and action. Gameplay was still very true to the Donkey Kong Country series though, with a bunch of new apes bursting with hilarious new abilities. Interestingly, the game will require the 4MB expansion pak to run, and actually has a 4-player multiplayer mode! There was also a seemingly endless amount of "mini-games" within the main

This is one videogame Croc we actually like.



PlayStation 2" of course! Here's the rundown...

"PROJECT DOLPHIN"
The console will utilise DVD technology from Matsushita, a 400 Mhz Power PC CPU designed by IBM, and a custom 200 Mhz graphics chip

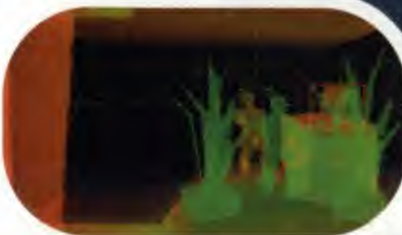
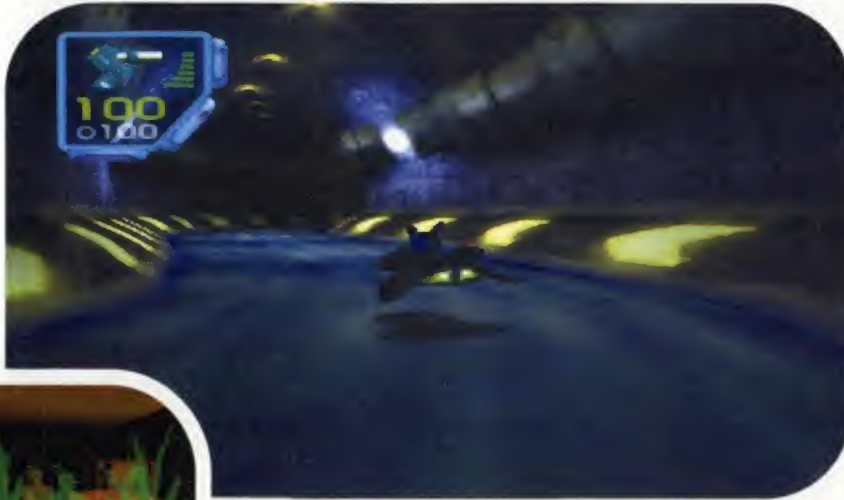
designed by ArtX. Yay! No more cartridges! The DVD format will finally provide Nintendo gamers with great audio and FMV, and hopefully entice more developers to cook up games for Nintendo.

adventure, giving gamers more variety than they know what to do with. This was Rare in fine form. Whilst Donkey Kong 64 was exciting enough for gamers to look forward to this year, the real money was on Rare's more serious and simply stunning Perfect Dark.



PERFECT DARK
Perfect Dark looks very much like a cross between GoldenEye and Metal Gear Solid, yet with the kind of slick, shiny graphics you would expect from Rare. Joanna Dark is the main character, and the game was bursting with cinematic in-game engine cut-scenes to propel the intriguing plot. Supposedly the final

game will give you access to around 40 weapons, which should make the multiplayer side of the game more than a little interesting. Supporting the expansion pak of course, the environments and character animation found in Perfect Dark are the best yet seen on the



"the best-looking N64 game of the show"



Joanna Dark is just perfect!

Nintendo 64, and was good enough to have everyone picking Perfect Dark as the best-looking Nintendo game at the show. A great feature is the ability to map your own face onto the characters in the game! How do they do this? With the Game Boy Camera! However, Rare's third-person shooter, Jet Force Gemini was certainly nothing to sniff at, almost establishing itself as the third-best looking Nintendo game at the show.

Wipeout? Nope. Jet Force Gemini!

JET FORCE GEMINI
Visually, Jet Force Gemini is another upcoming game which will get you dribbling uncontrollably - just take a look at the screenshots! It's almost hard to believe that Rare are able to get such great looking games out of the Nintendo 64 hardware when other developers seem content with their comparatively dull looking games. Jet Force Gemini gives players the chance to utilise around three different characters to successfully complete the game's interesting mixture of action and raw shoot-em-up gameplay. The weapons and exploding aliens make JFG fun to say the least. There is also a co-operative mode, which is a great addition and alternative to all the "death-match" style multiplayer modes in the other games. Rare are almost single-handedly

responsible for keeping the Nintendo 64 afloat!

OTHER N64 GAMES AT THE SHOW...

Pokemon Snap	due August
Pokemon Stadium	due November
Eternal Darkness	due 4th quarter
Ridge Racer 64	due 2000
Mario Golf	due August
Excitebike 64	due December
Mario Artist & Camera	due 4th quarter
Castlevania 2	due 2000
Daikatana 64	due 2000
Lego Racers	due 4th quarter
NBA Jam 2000	due 4th quarter
NBA Live 2000	due 4th quarter
Nightmare Creatures 2	due 2000
Turok Rage Wars	due 4th quarter
X-Men	due 4th quarter

MORE NINTENDO TREATS!

It was certainly just a little more than amazing to hear Shigeru Miyamoto confirm that he is working on Super Mario 64 2 and that it will indeed be for the Nintendo 64! The game is reportedly going to be released in Japan early in 2000, and could very well keep the system going strong until the "Project Dolphin" eventuates. There were also quite a few "ports" of games which Nintendo gamers probably never thought they would ever get a chance to play - namely, Command and Conquer 3D, Starcraft 64, Battlezone 64 and Quake 2 64.

SEGA DREAMCAST

Sega were pumping the crowds up with Dreamcast thrills and spills at this year's E3, with some truly remarkably games and a few small surprises. Developers seems to be churning out Dreamcast titles like there's no tomorrow, which is an excellent sign for Sega and the longevity of what is a very nice piece of gam-



ing hardware. Whilst titles such as Shenmue weren't looking as amazing as some people had hoped, other games like Soul

Calibur had gamers' eyes bulging from their sockets. There were also quite a few PC game ports announced for the Dreamcast, which is exciting news too. Here's a pick of the Dreamcast crop...

SOUL CALIBUR

Namco's brilliant fighting game Soul Calibur looked better than the arcade version, there was no doubt about it. Fighting game nuts are probably going to find the

Dreamcast is their console of choice at this stage, simply because of the fact that both this and Virtua Fighter 3 are available on the system. We all knew Soul Calibur on the Dreamcast would be good, but it truly blew people away with how fabulous it looked. The port has many additional play modes over the arcade machine, including a gallery of artwork of the characters which is a nice addition for fanatics. The freedom of character movement, combined with the weapon-play (including more defensive moves) makes Soul Calibur even feel a little Bushido Blade-ish. The game is very close to release in Japan, so we should have it for the

Dreamcast launch here in Australia.

READY TO RUMBLE

We've given you a pretty good run down of this new boxing title from Midway in our preview section last issue, however it really does stand out as a really fun upcoming Dreamcast game. The four buttons on the controller correspond to different punches - high/low, left/right - and just jumping in and playing straight away is as easy as pie. However, like Super Punch Out on the SNES, you need to know your opponent's



Ready to Rumble was a knockout

weakness to be able to beat them. All the different boxers in the game are hilarious characters, and it's great fun to watch them perform their "super move" when they get powered up. Most exciting is the multiplayer feature, allowing you to go head to head with a friend using the Dreamcast's modem. Train your boxer up using the management and gym features, and then unleash yourself upon your friends! Lots of fun.

DEAD OR ALIVE 2

Hitting the arcades before the Dreamcast version, Dead or Alive 2 is a very worthy fighting game. This time around, Dead or Alive 2 has taken steps towards a more Virtua Fighter 3 presentation. Now we have gorgeous 3D backgrounds, and environments which can



come into play - maybe even more so than VF3. Characters seem bigger and certainly have more frames of animation. New costumes, new characters, new moves are all expected and delivered, and thankfully the reversal move has been kept and even improved to provide more spectacular and smoother manoeuvres. Supposedly, there will be a tag-team mode, similar to Marvel Vs Capcom, allowing you to switch between characters mid-bout. You'll be pleased or dismayed to know that the game is as "bouncy" as ever, and we look forward to more belly laughs whilst playing Dead or Alive 2.



ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

The dolphin is back! Ecco turned out to be the Sega mascot you have when you're not having a Sega mascot, and we're all happy to see him return. The

Dreamcast is capable of reproducing some very realistic underwater worlds, and the animation in Ecco this time around is really top notch stuff.

The game was only in demo-mode at E3, so no-one could get their hands on the controls, but it looks

like there will be some great environments to explore. The game will use VoiceAccord technology, allowing for the gamer to interact with the game in a whole new way, using voice commands. Coupled with Ecco's fluid animation, Ecco seemed fresh and original and certainly looked better than expected.

TRICKSTYLE

As you can see in this issue's Eye Candy, Trickstyle looks rather special. It's not just looks though, as people had nothing but good things to say about the gameplay contained within this futuristic boarding game. The game is set in a post-apocalyptic Earth, with circuits

in the world's major cities. If you perform enough good stunts and tricks during the race, you can access short-cuts and hidden areas. The multiple paths should really add some serious replay value to the game, however, there is also the stunt arena where you can just cut loose with funky moves. Unlike most boarding games which involve "tricks", TrickStyle was extremely playable and the control system was far more intuitive than other games in this style. A more than



Dracula bites the Dreamcast

worthy addition to the Dreamcast roster, and one we can't wait to review.

CASTLEVANIA: RESURRECTION

Castlevania hits the Dreamcast! Konami couldn't have made us happier. The game is in the very early stages, but the 3D visuals look

extremely well done. It seems the player takes the role of a female descendent of the Belmont family, again out to stop the evil Dracula. Gameplay looks like a mixture of Medieval, Tomb Raider and Castlevania 64, but like many other games at E3, no-one was allowed to play the game. Here's another title we can do nothing but look forward to!



"Even better than the arcade version"



Soul Calibur rocks



PC

E3 is always overflowing with PC software, and unfortunately there's simply no time to get a look at it all. However, you can be sure that there's at least a few groundbreaking titles there that are simply too good to be ignored. We decided to highlight a few of the outstanding games at the show, so you can start counting the days to their release.

DEUS EX

If you're a gamer looking for a more atmospheric and realistic 3D world than the last, then turn your eyes to Ion Storm's Deus Ex. This game has the sort of architecture in it's level design to make any first-person shooter fan go all wibbly with excitement. From dark city streets to complex foyers, Deus Ex makes Half-Life look unadventurous. The game is being overseen by Warren Spector, the producer of Ultima Underworld: The Stygian Abyss

Diablo 2. An RPG for everyone

and System Shock - two absolute classics, and it seems he's still full of cool ideas. The game spans the globe, taking you from Hong Kong to New York and Paris, in an apocalyptic setting, with your character faced with the task of saving the world. Nano-technology plays a part in the outcome of the game, and your character changes their skills and nanotech "augmentations" as they play, as Deus Ex is more of a first-person Role Playing game mixed with action. The game will also have multiplayer functions, but we're yet to see if that means deathmatch or co-operative play or a bit of both.

DIABLO 2

A bit of a fan favourite, Diablo 2 brings back all those gushy memories of the action/RPGing frenzy that the first Diablo caused. Of course, Blizzard have improved upon the gameplay so much, that Diablo 2 could easily be everything some gamers thought the first

Diablo should have been in the first place... environments and characters now seem to be bursting with detail and atmosphere - 3D accelerated to boot, and new ideas like NPCs which you can hire to

accompany you into dungeons look to increase the fun factor considerably. Of course, the multiplayer side to the game has probably had the most change, with all sorts of new features to stamp out a lot of the complaints gamers had about Diablo. Monsters will respawn, your starting point can be selected (so you don't have to play from mission one every time), player-killing will be regulated, and hopefully the game will be unhackable to stop all those lamers who ruined the first Diablo through cheats. Characters classes include the Paladin, Amazon, Sorceress, Necromancer and Barbarian, and each character will have all sorts of different skills and weapons at their disposal to hopefully make the game more replayable as well as varied. Quests now take place outdoors as well as inside dank dungeons, and time will pass from day to night and even through a variety of weather conditions. It's not hard to get excited about Diablo 2, even after the long wait...

FREELANCER

Wing Commander creator Chris Roberts was the man responsible for what could easily have been the "most exciting" PC game of the show - Freelancer. It's a genre which has been

attempted quite a few times, but never realised as successfully as Freelancer seems to have managed... the space-combat/trading sim. Freelancer attempts to simulate a living 3D world - in space of course - where the gamer makes the story happen, instead of having to follow a predetermined plot. Basically, the galaxy is full of planets all trading goods, with a certain political and economic structure, as well as a vague structure of what is right and wrong. Either you could take the role of a bounty hunter, out to stop pirates from preying on trading routes, or vice versa, you could play the pirate and attempt to hijack other ships to make yourself a quick buck. Once the money comes in (hey you could even innocently trade goods if you want to), you can upgrade your ship or check out "bulletin boards" on planets to see what jobs are going or follow a particular "story" if it interests you.

Visually, the game looks impressive even at this early stage, and what is quite fascinating is that the designers actually recommend the game be played with a mouse over a joystick! Why? Well it seems that it is not only "easier", but there are simply too many

things that the gamer will want control over for the controls to be simplified for a joystick. For instance, your players view isn't locked to the forward position, allowing you to look around your cockpit and access other ship functions than just the guns. Thus, keeping your hands on the mouse and keyboard will simply become more convenient. Freelancer is of course, equally as impressive for it's visuals as it is for it's non-linear gameplay - the graphics are simply superb. This one is shaping up to be something great, but we'll have to wait until 2000 to play it.

*Impressive stuff from Ion Storm***VAMPIRE THE MASQUERADE**

This one was giving RPG fans lovely tingles up the spine and inducing mad drooling, for it was good. Real good. Based on the pen and paper role-playing game, Vampire is set to bring alive a world or role playing in the same way that Baldur's Gate brought alive Advanced Dungeons and Dragons. The development team on Vampire is made up from some serious talent - ex-LucasArts and ex-Rogue programmers who have been responsible for some of the coolest 3D games out there (Jedi Knight, Requiem, the Quake 2 mission packs) - so it's little surprise that Vampire looks as good as it does! As you may have seen in Eye Candy last issue, Vampire is a stunning game with some incredible character models and architec-



ture, especially considering this is a real-time RPG. But besides the drop-dead gorgeous graphics, Vampire is packed with some dark and deadly gameplay. Everyone has an idea of what exactly a Vampire is, but unless you've played the role-playing game before, it'll take a while to learn all about the different factions, characters and political structure of the world of the undead. An enemy made in this game is not an enemy made for life, but an enemy made for all eternity.

TRIBES 2

Tribes was a pleasant surprise to most gamers with its kick-ass multiplayer teamplay. Combat was either stealthy,



citizens



action-packed or a mixture, depending on your player class and how you utilised the game's functions. Naturally, everyone's getting excited about Tribes 2, and Sierra could possibly out-do them-

selves here from what

we've seen. Tribes 2 is going to look better, play better and have more options for the player than ever before. The terrain engine has gone under a bit of surgery, the network code is being stream-lined and you only need gawk at the screenshots to see that the game is darn pretty.

Proof that gameplay is looking more and more like FMV all the time. Incredibly, Dynamix are going to try and support 128 player games, although supporting more than the standard 32 could prove to be a bit of a headache. Still, Tribes 2 isn't expected until 2000, so anything's possible...

BATTLEZONE 2

Activision stunned us with Battlezone, and Battlezone 2 (already featured in Eye Candy a few issues ago) is looking awesome. The interface has been changed to make the game easier to play, but it looks like you'll have your work cut out for you. Thirty units are at your disposal with which to achieve your mission goals, and twenty-five weapons will actually be at your fingertips. The game-world will be even more interactive this time around too, and earthquakes can actually morph the terrain so that you will be kept on your toes regardless of how well you "know the map". More multiplayer features have been added, and a whole bunch of stunning visual effects make it a stunner to watch.

BLACK AND WHITE

Peter Molyneux's Black and White was possibly the best-looking strategy game of the show. The game puts you in the shoes of a god-like sorcerer who rules over a populace with either a benign or tyrannical approach, with mana as your main source of "power". Choosing a tribe to rule over will determine the style of spells you can cast, your main objective being to wipe out opponent sorcerers (much like Molyneux's other classic - Populous). Your

are not all faceless polygons though... Black and White has the unique feature of including individual AI for each living being in the game, even with unique facial features. This way you truly get to know your tribes in a more engrossing way, with each character being allowed to adopt a specific creature and develop it differently depending upon how you "treat" it - much like a virtual pet, albeit a simplified ver-

sion. This concept combined with a large multiplayer game, could prove to be a unique strategic experience, when it comes to encountering other player's customised characters. Simply an original, cool and darn pretty looking game.



"Vampire is a stunning game"



Gettin' jiggy with the undead. Ew...

OTHER HOT PC STUFF GAMES AT THE SHOW...

Dark Reign 2	due 4th quarter
Heavy Gear 2	due 4th quarter
Supreme Snowboarding	due 4th quarter
Ultima Ascension	due August
The Sims	due 4th quarter
Oni	due 4th quarter
Gabriel Knight 3	due 4th quarter
Age of Empires 2	due 4th quarter
Shogun: Total War	due 4th quarter
Trickstyle	due 4th quarter
TA: Kindoms	due 4th quarter
NBA Live 2000	due 4th quarter
Team Fortress 2	due July
Tomb Raider 4	due 2000
SWAT 3	due 4th quarter
Freespace 2	due 4th quarter
Anachronox	due 4th quarter
Drakan	due 4th quarter
Wheel of Time	due 4th quarter
Descent 3	due July
Soldier of Fortune	due 4th quarter
Thief 2	due 2000
Dungeon Keeper 2	due 4th quarter



Max Payne

PC

ROCKSTAR

Max Payne is a 3D action shooter that's been a long time in the making. One look at these pretty screenshots though, and it seems that the wait could be well worth it. The characters seem full of personality, the detail is exceptional and hopefully this will be a fun romp ala Duke Nukem or Sin. Even though we've already been waiting a fair while for this game, we'll have to wait a little longer yet, with the release date set for December this year.



Team Fortress 2

PC

SIERRA

This teamplay addition to the Half-Life engine just looks sickeningly good. Player models and texturing is simply exquisite, and this should rock da house in terms of incredible multi-player mayhem too. Even details like veins in the forearms of the soldiers is there too which is damn impressive. Weapons and vehicles look similarly awesome. We just cannot wait to play this.



TrickStyle
DREAMCAST/PC
ACCLAIM

Sick of "boarding" games? Maybe TrickStyle will change your mind. Currently looking like a cross between the wonderful WipeOut and something along the lines of Cool Boarders, TrickStyle may just "get it right". Visually, the game will blow you away when you see it in motion, as the character animation is frighteningly realistic. Your player can execute all sorts of tricks on his or her board, and some are required simply to get out of the way of obstacles, or to gain extra speed (like lying flat on your board). The design of the environments is fantastic, and there's a certain amount of "go anywhere" to the gameplay which is always a bonus. A TrickStyle release date is set for the Dreamcast's launch on Western shores.





Metropolis Street Racer

DREAMCAST
SEGA EUROPE

Metropolis Street Racer looks like Sega's turn at a Gran Turismo style racing game for their Dreamcast console. With all sorts of realistic lighting effects, smooth as butter framerates, mega-polygon car models and a multiplayer mode that should utilise the Dreamcast modem, you're looking at a super solid racing game from Sega Europe. Full preview when we get closer to the Dreamcast launch, and it looks like lots of fun.

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WHICH TNT2 CARD?

AN EXPLANATION AS TO WHICH TNT2 ULTRA IS BEST FOR YOU.

A couple of issues ago we sang the praises of the TNT2 and since then, we've seen more and more benchmarks floating around the place. We still maintain that we believe the TNT2s are the best video cards on the market, but that poses another question... which one to get? We're only going to concern ourselves with the upper end of the scale here, because we

own drivers which won't work with other TNT2 cards. Why would you want this? Well Diamond have made a very funky little control panel (as they usually do) to help adjust the settings for your video card. This time though they have even included clock speed tie-ins for different applications. Why? Because while you may be able to run the card at higher core and memory speeds, it may not remain stable on certain games

reference design, meaning as Nvidia make driver updates, the Hercules is not waiting for the "tailor made" version a few days later.

- TV output is standard (in this country at least).
- Uses 5.5 nanosecond RAM.
- Guaranteed to run at Core speed 175MHz, RAM speed 200MHz.
- Overclocks a bit better than the Diamond V770 (Core speed 195MHz, RAM speed 220MHz), and thus allowing significantly better frame rates on top end PCs and marginal differences on lower end machines.
- \$10 cheaper... Don't spend it all at once folks.

setup menus don't go quite that far.

- The superior speed stability makes it the card to get, as it offers better frame rates once overclocked.

Voodoo3 cards are still VERY good. In fact, depending on your CPU and priorities, they may be better for you.

- If you have a Pentium 3 processor, go with TNT2, they're more CPU dependant, frame rates can even be marginally better than Voodoo3. If you have a lower end system (Pentium 2-266 or worse), then the Voodoo3 will produce a higher frame rate, although not by leaps and bounds.

- The TNT2 cards have noticeably better 3D image quality. They look better, hands down.

- Hate to say this but standard desktop text was fuzzy on my crisp 20" monitor when using a Voodoo3 2000. Maybe it was just the one card I put in my machine, but regardless, it was annoying considering I'm used to clean text with my old Viper V330.

- We have yet to see the Voodoo 3500 in action, and they may be significantly faster than TNT2, to the point where the image quality is considered less important (like most considered when comparing Voodoo2 and TNT).

- The maximum texture size for a TNT2 is



honestly believe that if you don't have the cash to get the best available version of a video card, then you should wait until you DO have the cash. That means we're talking about the TNT2 Ultra 32MB cards. Not cheap, but for the hardcore gamer who wants the best card, worth it.

when you do this, so this helps get around the problem, without you having to manually adjust it each time. VERY clever thinking.

- No TV output. No big deal unless you planned to use this feature. TV out into a crappy TV looks crappy, your monitor will probably look better anyway.

- Uses 5.5 nanosecond RAM.
- The best "safe bet" card for those of you too paranoid to overclock a video card.

3D BLASTER TNT2 ULTRA
PLATFORM: PC
TYPE: VIDEO CARD
MANUFACTURER: CREATIVE
R.R.P: \$549.95

Creative have really come to the fore here by doing one really simple thing that the others have not done, and that's use 5.0 ns RAM instead of 5.5 ns RAM. In simple terms, it's better RAM that can handle faster clock settings with more stability. However, it is going to require much initiative on the part of the owner to actually get more out of this card than a Dynamite TNT2.

POINTS OF INTEREST

- TV output is standard.
- Uses 5.0 nanosecond RAM. This allows higher clock speeds without overheating.
- Can run at 200Mhz/220Mhz as is. By adding heat sinks (not hard) you could push it harder! Note that running at this speed may crash on some systems/games, but it worked for us.

- Requires you to use a program like Powerstrip to actually get the clock speeds that high, as the

SO WHICH ONE?

What it really comes down to here is clock speeds on the core and RAM of each card. In the event you have a low end machine and are still buying a TNT2 Ultra (we really recommend a Voodoo3 if your system is low end), then the Diamond V770 is every bit as good as the other two, as card overclocking won't give the same benefits as on a high end machine.

However, all this aside, we have to point the finger to the Creative TNT purely due to the speed made available by the RAM, unless you're a technophobe (why are you shopping for a hard core video card?) in which case, go the Dynamite if you're happy to use the basic overclocker in the setup program, or the Diamond V770 if you're too chicken to overclock at all.



ARE THEY REALLY BETTER THAN VOODOO3?

Before we close off the article, there's something that needs mentioning, and that is that just because we're saying the TNT2 Ultras are the best, that the

2048x2048, and on Voodoo3 it's 256x256. In simple terms, game developers can make the game look FAR more detailed when you walk/move right up to something in a game on TNT2. With Voodoo3, it's going to look blurry.

VIPER V770 ULTRA TNT2
PLATFORM: PC
TYPE: VIDEO CARD
MANUFACTURER: DIAMOND MULTIMEDIA
R.R.P: \$549.95

The Diamond Viper V770 Ultra TNT2 is the latest video card from Diamond Multimedia to use an Nvidia chipset. Don't expect another 3DFX chipset card from Diamond (like the Monster 3D cards that were so popular), as 3DFX are the sole manufacturer of cards using their chipset now.

POINTS OF INTEREST

- Diamond have not followed Nvidia's reference design, and have done their

DYNAMITE TNT2 ULTRA
PLATFORM: PC
TYPE: VIDEO CARD
MANUFACTURER: HERCULES
R.R.P: \$539.95

Hercules have not made as much noise as other card manufacturers in the past, but their Dynamite TNT2 Ultra is one of the best on the market, and this should see them getting as much recognition and name association as companies like Diamond and Creative.

POINTS OF INTEREST

- Works off the basic Nvidia

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.
	3D Blaster Ultra TNT2	\$549.95	The current cream of the crop. 32 Bit colour, best TNT2 overclocker, 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	3D Blaster Ultra TNT2	\$549.95	The current cream of the crop. 32 Bit colour, best TNT2 overclocker, 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.
Gamepad	Mako Pad 64	\$59.95	Expensive, but its design allows you to hold the controller and press every button without moving your hands.
	Gamester 664	\$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.

Living Legends of Australian Gaming

Hyper's Melbournian, Peter Jankulovski gives us an informed look at the history and current status of Australia's longest serving games development company, Beam.

Mention titles such as Aussie Rules Footy and Super International Cricket to any seasoned gamer, and they will tell you beyond a shadow of a doubt and with quite a bit of pride, that they come right from our own backyard. Beam Software, in fact, Australia's largest and most successful game developer. Until very recent times, any young Australian who was a budding, talented games programmer or designer would have had one destination on their mind: Melbourne, Australia. The aim, of course, would be to join an exclusive select few at the leading edge of game creation and design. Things have changed quite a bit since.

Australia is quickly becoming a force in game development, with no less than 40 developers spreading their wings across the country - from booming Melbourne and Sydney, to unlikely multimedia nerve centres in Adelaide, Perth and the Gold Coast. A boom which Beam bullishly claims to have had a huge part in.

Of course, when a company such as Beam becomes a hot news topic as it has in the past few weeks, the Australian (and to some extents, the international) games industry usually stops and pays attention. The usually secretive and low profile developer and publisher suspended trading on the Australian Stock Exchange and the rumour mill was in full swing...

Hostile take-overs, sale of key businesses, huge staff lay-offs and the like, all unfounded and proving to be false. Well, the good news is that it's business as usual in the Beam high-rise in sunny Melbourne, and Hyper takes a closer look at Beam, its colourful history and significance in the worldwide games industry, and what the future holds in light of recent developments.

THERE FROM THE OUTSET...

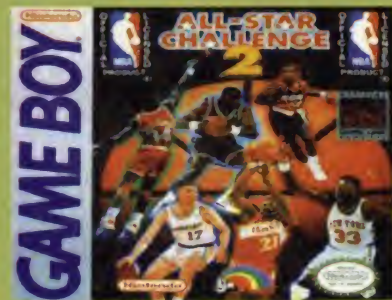
While it may not be an apparent fact, Beam has been involved in the gaming business for over 19 years, being established back in 1980. To truly appreciate how significant this is, one must take a trip down to the very roots of the games industry (some of us are really that old). In gaming terms, this is the absolute games industry stone age. Outside a small development contingent in Japan, very few of today's gaming companies can claim to have been around since the very beginning.

Well before consoles and PC's were invented, the closest we got to gaming were textual adventures, which came courtesy of the now nostalgic Sinclair ZX series of machines. These were usually sold as kits that required some clever assembly. The Horace was one of Beam's first huge releases, which gained distribution through Sinclair, the very maker of the said machine.

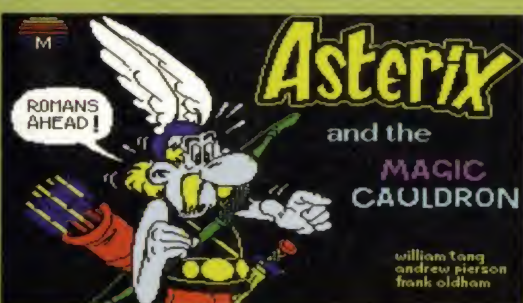
This game is still regarded as one of the first arcade games to be released for a 'home machine'. However it wouldn't be until 1982 that Beam, and its publishing arm, the famous Melbourne House label, would hit the spotlight, thanks to a license acquired 2 years earlier.

Under the guidance of chairman and founder Alfred Milgrom and lead-programmer Phillip Mitchell, Beam had assembled a whole team of programmers and designers (no less than 17, as the story goes). This is common place now, but unheard of in the early 80's, when the majority of games came from individual enthusiasts coding away in their bedrooms or garages.

While a still unknown Shigeru Miyamoto worked on basic single screen arcades featuring a now-famous ape and a host of ladders, Mitchell and his team were onto something huge. The Hobbit, based on J.R.R. Tolkien's famous



novel, was the first ever adventure game released to feature graphics and images. Not only that, but the game had introduced a whole new level of AI and a host of revolutionary features that included an 800 word command language of phrases which could be stringed together. The Hobbit was also the first title to introduce a concept of "real-time gaming", where time actually evolved even when you weren't interacting directly and would affect the outcome of characters and storyline. Regardless of the hefty price tag (twice as much as any other game title to be released for the Sinclair Spectrum to that date), The Hobbit went on to claim a legendary status in the gaming industry, and had put Melbourne House in the limelight all over. While no official figures exist, after numerous conversions The Hobbit went on to sell over 1 million copies, yet another unheard of in what was then a tiny gaming industry, and even unheard of in today's market, bar a few blockbuster titles that are released in a year.



Beam followed up the success of The Hobbit with its sequel (naturally) Lord of the Rings, two years later in 1984. With over half a million copies sold, the company had reaffirmed itself as the true industry leader that it was. And it didn't stop there. Only a year later Beam had introduced a new genre to the gaming masses. Highly regarded by many industry veterans as the great-grandfather of Street Fighter, Beam released to the market arguably the first ever one-on-one home beat'em up. The Way of the Exploding Fist. With over half a million units sold, this Commodore 64 classic was the Number One selling title across Europe in 1986. Melbourne House-published titles accounted for 10% of all video and computer game sales in that year.

THEIR DARKEST HOURS

However, the story had soured by 1987. The immense success that the company enjoyed in previous years had made it difficult to continue running an efficient operation, with the Melbourne House publishing arm based in the UK, and the Beam development house running from Melbourne. A difficult transitional period to new formats, coupled with the departure of key staff personnel in the UK to other start-ups in the market, had resulted to the sale of the Melbourne House publishing arm to the Mastertronic Group (later to be taken over by the Virgin Group, which saw the Melbourne House name disappear of the face of the planet). However, this did not stop Beam from continuing to do what it does best - developing the groundbreaking titles that gamers all over the world had come to expect from the company.

While keeping a fairly low profile as a games developer, Beam went on to develop no less than 75 more game titles in the years to come, across a variety of formats. These had included: ShadowRun (SNES), the critically acclaimed, Blade Runner-inspired RPG adventure, The superlative arcade conversion Smash TV (SNES), The revolutionary 3D-based MechWarrior; The Dame was Loaded, its first venture into CD-ROM and full motion video, using its proprietary VideoBeam compression technology; and amongst many others, the excellent NES version of Star Wars. Along the way, Beam seemed to impress at the very top, earning itself the only Australian license to publish games for Nintendo, as well as

being one of the first developers outside Japan to be developing game titles for the Big N. In more recent times, such partnerships had extended to industry heavyweights such as Sony, Electronic Arts, Sega and Microsoft. Beam had even resurrected its ways as a game publisher, releasing several titles in Australia and Europe under its LaserBeam label, including the hit NES titles Aussie Rules Football (with the now infamous "Out of Bounds! On the Full!" voice sample) and International Cricket.



BACK TO FORMER GLORY

By 1996 Beam was back on top, reaching over 100 employees and becoming the only publicly listed Games Company on the Australian Stock Exchange. The company even managed to proudly re-claim its Melbourne House publishing label, with KKND and Cricket 97 being the first two titles to re-launch the famous brand. The company had also extended quite successfully into educational multimedia (with several award-winning titles), 3D motion capture and online publishing. All while the games division continued to do what it does best - following up with KKND 2 and the well received 3D racer Dethkarz. Beam was also responsible for the ShadowRun reminiscent Alien Earth for Playmates, which saw the hard work of a huge contingent of artists and graphic designers to ensure that it is one of the most graphically-intensive adventure RPG titles on the market.



CORPORATE TAKE-OVER, OR A NEW OPPORTUNITY?

Famous nostalgic brand names and past fame and fortunes tend to count for very little in today's multi-billion dollar video games industry. The focus of the video games business has now shifted, with the large percentage of game releases coming from a small number of large publishers around the world. This has made it extremely difficult for smaller publishers to continue to survive on their own, with stories of game company acquisitions and take-overs filtering through on an almost daily basis. Game development is an expensive business, with development budgets now stretching to \$2-3 million dollars per title, even before marketing and advertising become a consideration. It was for these reasons that Beam had decided to sell off its game development and publishing division, with the remaining company to concentrate on its motion capture and Internet businesses. The only way Beam could ensure that its games development division could survive would be with a major backing from a very prominent game publisher.

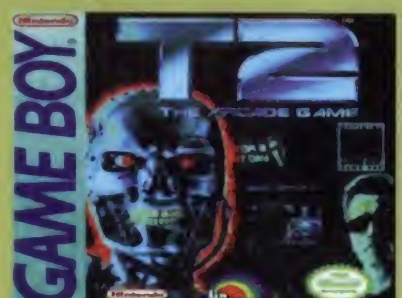
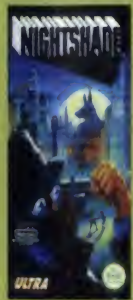


Enter Infogrames. Fresh off a majority share purchase of Australia's largest games distribution channel Ozisoft, the French game publishing giant had jumped at the chance of acquiring the games development assets of the Melbourne-based developer. Keen to set up a solid base in the booming Australasian region, Infogrames now has access to a world leading games studio, as well as the best-known games distributor in the country. How has this affected Beam's game development efforts? Very positively, in fact, contrary to many unsubstantiated reports which have flooded the Australian games and business media over the past few weeks.

Infogrames is no stranger to the game industry and its acquisition of the games development business had also

meant access to Beam's famous publishing label. Doing business under the new title of Infogrames Melbourne House, very little has changed in the local developer's philosophy in making great game titles. And given its colourful past, it is understandable why Infogrames would not change this significantly. The company continues to run with the same staff and structure which has developed over the past 19 years. The Infogrames involvement has ensured that the development house has more-than-sufficient funds to continue to do what it does best at its own accord, with some highly original projects well into development, born right here in Australia (unfortunately, as is industry nature, Hyper cannot reveal any specific details at this point). Infogrames also owns several high profile licenses to which the local arm will have full access to, while injecting its own successful spin on game-play and game design. And given Infogrames' sheer worldwide publishing profile, the Melbourne House label will not go unnoticed on the worldwide scene.

With both Electronic Arts and Acclaim promising local development and publishing arms, and the dozens of development houses doing great business all over Australia, the future for the local industry has never looked brighter. Don't be surprised if a significant percentage of the games that you will play over the upcoming months would have been created right under our noses. And Hyper is confident that in the very near future you are more than likely to see several hits, featuring the famous Beam and Melbourne House labels very prominently!



The Hyper Crew's Top 5

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

Dan Toese - Editor

- 1. Everquest - PC
Oh my God, what a thoroughly evil game this is. When Adam told me it was addictive, I figured that meant I'd want to play it a bit... Doh! No life now. This is one of those extremely time consuming games that just sucks you in due to the huge amounts of things to do, places to go, and humanoids to skewer with swords. If you enjoy RPGs at all and have an Internet connection, get this game!
- 2. Homeworld - PC
- 3. Omega Boost - PlayStation
- 4. Quake 3 Arena Test - PC
- 5. Legacy of Kain: Soul Reaver - PlayStation

Elliot Fish - Deputy Editor

- 1. Ape Escape - PlayStation
I can't help but go back and try to crack the full 100%. It's just so playable, and so entertaining. I'm also enjoying using my PlayStation for once and giving the intense late-night PC gaming a rest.
- 2. The Phantom Menace - PC
- 3. Driver - PlayStation
- 4. Point Blank 2 - PlayStation
- 5. Quake 2 - N64

Singe Graham - Reviewer

- 1. Quake 3 Arena Test - PC
It's unfinished, it's rough around the edges, it's missing weapons and it's only got 2 levels... but Lord help me I love it. After a bit of a break from Quake with EverQuest I'm getting back to my roots and sticking with the best. Don't expect me to actually leave the house once the final product is out. :)
- 2. EverQuest - PC
- 3. Descent III - PC
- 4. Shining Force II - Sega Megadrive
- 5. Heroes of Might and Magic III - PC

GAME OF THE MONTH



HOMEWORLD

 reviewed on page 64

NINTENDO 64

 GAME OF THE MONTH
EPISODE ONE RACER
Reviewed on page 78

PLAYSTATION

 GAME OF THE MONTH
SOUL REAVER
Reviewed on page 46

PLAYSTATION

- 38 OMEGA BOOST
- 40 ANNA KOURNIKOVA SMASH TENNIS
- 41 KURUSHI FINAL
- 42 POINT BLANK 2
- 44 BLOODY ROAR 2
- 46 LEGACY OF KAIN: SOUL REAVER
- 48 NBA PRO 99
- 53 WING OVER 2
- 54 DRIVER
- 56 SILENT HILL
- 58 APE ESCAPE
- 60 BLAZE AND BLADE
- 79 AFL '99
- 79 HARD EDGE

NINTENDO 64

- 61 QUAKE 2
- 62 KEN GRIFFEY JR
- 78 STAR WARS: RACER
- 79 FIGHTING FORCE 64

PC

- 64 HOMEWORLD
- 68 OFFICIAL FORMULA 1
- 69 STREET WARS
- 70 STAR TREK: BIRTH OF THE FEDERATION
- 72 MECHWARRIOR 3
- 74 DESCENT 3
- 76 OUTCAST
- 78 BOSS RALLY
- 78 SAGA



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.

Omega Boost



Developers of Gran Turismo offer something completely different, a 3D shoot 'em up... Dan Toose develops an addiction to Omega Boost.



GET YOUR ROCKS OFF, BABY

Apparently overseas press criticised Omega Boost for having too shallow a plot. This is as ridiculous as Time magazine faulting Star Wars: Episode One for having scroll up at the beginning of the film to cover past events. Omega Boost is a shoot em up, and as such plot is not

relevant to how enjoyable this game is... But flashy visuals and frantic action are, and this one has it in spades.

The game concept is very simple. Progress through a series of nine levels in your "Omega Boost" mech. Each level allows totally free 3D movement, although two lev-

els take place in tunnels where you're moving at a fixed velocity down the tunnel. The game plays like a shoot em up, with slightly more elaborate controls than its 2D predecessors. If you're after a similar 2D game to compare this to, RayStorm would be the best title to point at.

Omega Boost is created by Polyphony Digital, the makers of Gran Turismo, and there are

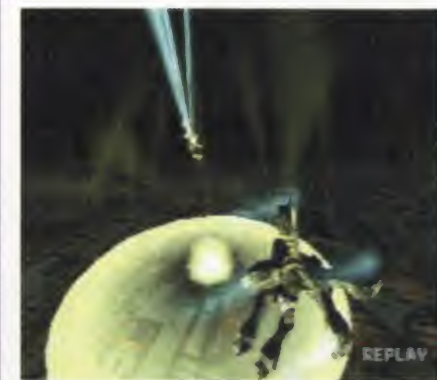
some visual similarities between the two games that give this away (besides the credits). For starters, GT was possibly the first PlayStation game to feature good environment mapping style reflections, and Omega Boost also features this prominently. The other, more obvious similarity is the replay mode, which allows a far more cinematic view of your progress through the game.

The screen shots will look a bit confusing compared to how it is when you see the game running. It's very fast paced, and there's plenty of pyrotechnics going on, pretty much all of the time. Fortunately the mechanics of how you aim and shoot work in such a way that you kind of don't need to strain your eyes by taking in every flashy detail at once nor have inhuman reflexes.

Electronic tracks make up much of the music to Omega Boost, and some of the tracks are so reminiscent of the music to the Macross Plus that it is uncanny. Considering the similarities between the action in this anime series and the game, this is very apt. There's also a rock track from some Yankee band that sound like they're trapped in the late 80's or early nineties. Some of you out there will like this, but futuristic electronica is far more suitable for such a techy game in our humble opinions.

LET'S SEE THAT AGAIN

Omega Boost's replay mode is not just visual fluff like it was with Gran Turismo. By using the replay mode, you can spot at what point you lose it when the nasty aliens blow you to bits. Even better, there are pre-recorded demos of the smart-arse developers who have done every level pretty much perfectly, so if you get stumped, you can see how the best way to do the level is. Saves us doing a playguide!



MECHIN' THINGS GO BOOM

MECH PILOTING MADE EASY

Considering how utterly confusing a fast paced 3D action shooter like Omega Boost could have been, Polyphony Digital have shown great understanding of the need for a good interface and control system. While an analogue controller is not necessary to play, it does make the game play a lot smoother. To aim at the nearest incoming enemy, you simply hit L1, and your craft becomes orientated to face them. Actual aiming in your field of view is done with the d-pad or analogue pad, but most of the time hitting L1 has put you dead on target anyway. Once you lock onto a target, just like in RayStorm, you start getting multiple locks, and then when you hit fire, you unleash a volley of guided lasers into your target. Alternatively, firing without a lock sets your "machine gun" style weapon off, which is actually necessary to use against some particular enemies.

The other buttons on the pad include a "stop" button,

which is very handy when facing an enemy that you don't want to be closing in on as you attack it; a turbo button, which is extremely handy for dashing out of the way of incoming attacks; and a button for your "special attack" which does incredible damage to the enemy, however you have a limited amount of time in this mode, and it takes ages to build it up again.

Unlike most shooters, there's very little "fodder" being thrown at you. Most of the game is spent combatting boss style enemies, which makes opponents far more interesting. Also, unlike the usual scenario where you're forced to move forwards, and more to the point, just head one direction all the time, Omega Boost allows you to move in any direction you want. Think of the levels as big arenas rather than bits-on-rails.

The game has two difficulty modes, which is a good thing, because I found myself cruising through the first 8 levels very fast, but the 9th

was DAMN hard. Once you've done the nine main levels, there are bonus stages to unlock, adding extra depth to the game.

This game falls somewhere in between RayStorm and Virtual On, two classic games, and the result is every bit as impressive. If you like anime that involve fast, funky robots zapping each other with volleys of missiles and laser guns, then this is the shoot 'em up you've always wanted.

AVAILABLE:	July
CATEGORY:	3D Shoot 'em up
PLAYERS:	1
PUBLISHER:	Sony
PRICE:	\$79.95
RATING:	TBA
SUPPORTS:	Dual Shock

PLUS
Awesome visuals. Neat control method. Fantastic replay mode.

MINUS
A few brief points in the game where the controls don't feel adequate.

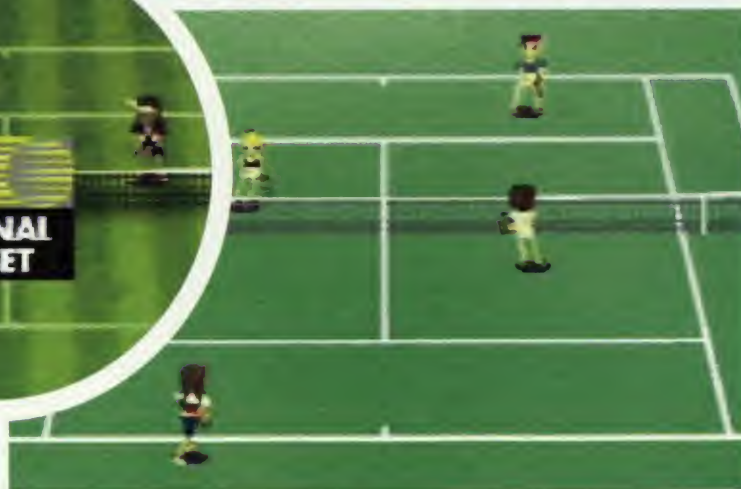
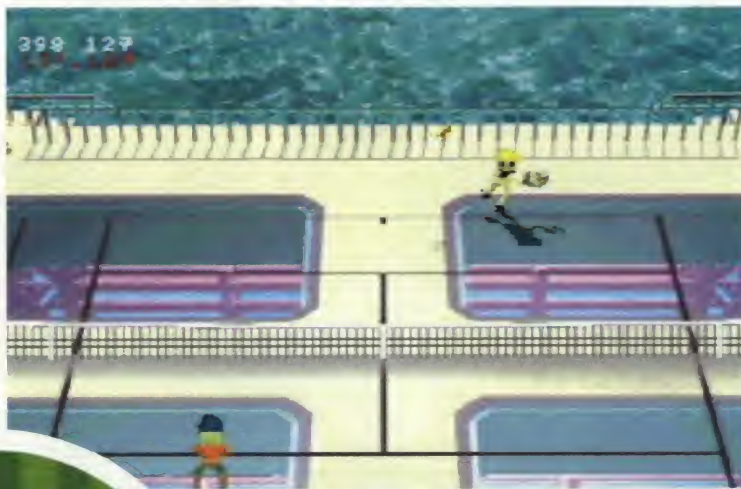
VISUALS	SOUND	GAMEPLAY
94	81	85

OVERALL
90

A must for any fans of anime mech combat who own a PlayStation.

Anna Kournikova Smash Court Tennis 2

Hugh Norton-Smith spends hours playing with everyone's favourite young Russian, Anna Kournikova... What a job.



ANNA WHACKS YOUR BALLS AROUND

AVAILABLE: Now
CATEGORY: Tennis non-sim
PLAYERS: 1-4
PUBLISHER: Namco
PRICE: \$69.95
RATING: G
SUPPORTS: Memory card, Dual Shock

PLUS

Great multiplayer mode. Intuitive gameplay with lots of depth and excellent controls. Competent graphics.

MINUS

A few more real-life characters would have been nice. Might not appeal to hardcore sports fans.

VISUALS	SOUND	GAMEPLAY
75	75	88

OVERALL

88

Not a very adventuresome improvement on the first Smash Court game, but it's still much more fun than any of the other tennis games around.

Let's face it most Tennis games on the PlayStation have been pretty ordinary. The main problem has been that they traditionally focus on realism as opposed to enjoyable gameplay. With Anna Kournikova's Smash Court Tennis 2 (AKSCT2), Namco have attempted to return to the fundamentals (ie. They did what they did with the first Smash Court game) of what works for a game, rather than trying to be too "simmy".

As is pretty obvious from the name, AKSCT2 features our favourite short-skirted tennis star. For you Anna fans out there, I'm sorry to disappoint, but this is a pretty limited license: Essentially this is the Japanese version of Smash Court Tennis 2, with a slight overhaul and the addition of Anna as a token playable character.

As you can see from the screen shots, AKSCT2 is an anime inspired tennis game. Graphically the game looks very nice, with well-drawn bitmap backgrounds and convincingly animated tennis characters. There are 20 selectable cartoon players, which of course includes Anna. Miss Kournikova is the only 'real'

player available here, but you have the ability to rename any of the characters as you wish. One of the other players looks uncannily like Martina Hingis.

ANNA'S TALENTS?

Each of the players have varying talents: for example, some are good at lobbing, others at serving or net play. It all really comes down to how good you are at the game and what your speciality is. Obviously it takes a while to master a character.

Players also have the ability to select from a huge variety of arenas in which to play, including Australia and New York. There are the usual selection of surfaces to play on, including grass, asphalt and

Astroturf, all of which impact upon the gameplay.

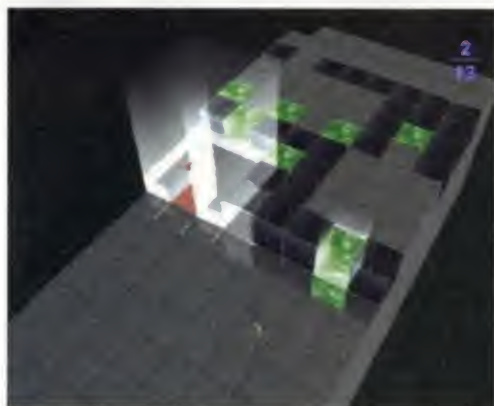
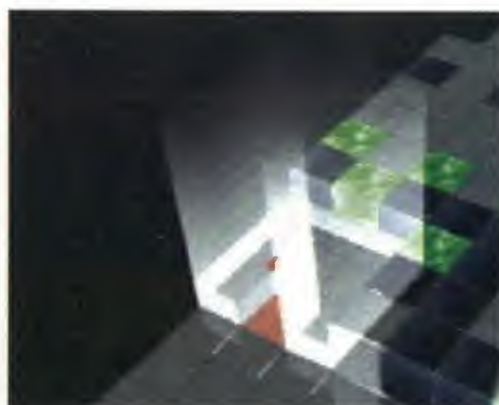
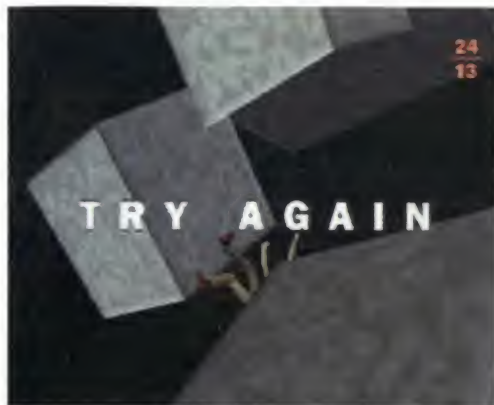
The most spectacular stage, however, is the Great Barrier Reef. On this level you play on a transparent court, through which you can see Dolphins and other assorted marine creatures passing by. There are also a plethora of gameplay options. Players can choose between doubles or singles matches. There is also the ability to select a single match, a complete tournament or one of several novelty modes. One of the best features is multitap support. With this, all four players can play in a game of doubles, which is a great laugh.

IT'S SIMPLE, SO IT WORKS

But what really makes the game is its simplicity, without sacrificing any depth. The game is deceptively easy to pick up, but it takes real skill to master it. The D-pad allows you to direct where your shots go, whilst the other buttons let you choose between a variety of different strokes, including lob, smash, volley and so on. More advanced players will learn how to slice the ball and use spin to their advantage. In all, this is a really solid game that should satisfy any tennis starved gamer. And before you drooling perverts write in to ask; I'm NOT going to tell you the nude cheat!

Kurushi Final

Hugh Norton-Smith looks puzzled at the best of times, and the best of times includes playing Kurushii Final.



⚡ DON'T LOSE YOUR BLOCK OVER IT

Puzzle games don't appeal to everybody. Most have basic graphics, minimal sound and simplistic gameplay and are judged purely on their addictive characteristics. Kurushi Final is one of those titles that people will shun at first as nothing more than an average puzzler, without giving the game its deserved attention. The original Kurushi has achieved something of a cult status in Japan, despite its relatively small sales. This year Sony have released Kurushi Final, which is little more than a slight rehash of the original game with a few more options and added features.

NOTHING NEW HERE...

The gameplay of Kurushi Final is identical to that of its predecessor. Your character stands on this surreal 3D

platform where a group of cubes continuously move forward. Your objective is to destroy all of the cubes before they roll over you or knock you off the platform. To destroy the cubes, you highlight a square on the platform and destroy the cube as it passes over the square. If you eliminate a green cube, you have the added bonus of destroying the cubes adjacent to that spot. But here's where the catch is: Destroy any of the black cubes and a row of blocks will fall off the end of your platform, forcing you to work in a smaller area. As you progress through the game, there are more cubes to destroy and they roll forward faster. There are also more black cubes and a lot more cubes to be destroyed in each round! While the

concept is simple, the execution is difficult, especially in higher levels. This easy to learn, and difficult to master gameplay is the key to any addictive puzzle, and Kurushi Final is no exception.

OH HANG ON, THERE IS SOMETHING NEW

So what's new about Kurushi Final? The most major additions to the game are the three new gameplay modes besides the standard single player game. First and most importantly, is the ability to design your own puzzles and block line-ups: you can save these on a memory card and play them at will. There is also a '100 Attack Mode'. In this mode, you must complete 100 pre-designed puzzles, in any order that you choose. Obviously the first few are very simple and the

last 20 or so are insanely difficult. The final mode is the survival mode, which features a steeper learning curve than normal play.

The game also features a wider variety of textures to choose from, minimally enhanced player animation and a few more charac-

ters to play with. Visually, the game is very appealing for a puzzler. It features simple yet polished graphics. In fact, the whole game is a very slick production. The game features a spine-tingling introduction, intuitive and cleverly designed menus and gameplay that is heavily based on an effective science fiction motif. What stands out most, however, is the epic soundtrack. The classical score sounds uncannily like a creation of John Williams and really adds to the cerebral feel of the game.

The bottom line: If you own the original, it's not worth the purchase, as Kurushi Final isn't much of a radical departure from the original game. But if you enjoy a challenge and haven't experienced the original, this game is really worth checking out.

AVAILABLE:	Now
CATEGORY:	Puzzle
PLAYERS:	1-2
PUBLISHER:	Sony
PRICE:	\$TBA
RATING:	G
SUPPORTS:	Dual Shock, Memory Card

PLUS
Fantastic design and rudimentary, yet effective graphics. Addictive gameplay. Variety of Modes.

MINUS
Might only appeal to puzzling fans.

VISUALS	SOUND	GAMEPLAY
75	86	85

OVERALL
83

A great puzzle game, but so similar to the original that it's a better buy for those that don't own the first game.

Point Blank 2

He's no Greedo. **Eliot Fish** whips out a Guncon and busts a cap...



IT'S THE BOGUS STAGE, DUDE

Itchy trigger-finger? A problem easily solved. Grab Namco's excellent GunCon, and a copy of Konami's new Point Blank 2, and you'll be in target shooting heaven. We can cut straight to the chase here - Point Blank 2 is just as great as Point Blank except for one thing - it's better! Good light gun games aren't exactly clogging the shelves of our favourite games stores, so it's always a treat to get our hands on a solid, fun shooter... and Point Blank 2 is everything you could want it to be. Well, maybe you could want pictures of Mario and Yoshi on the targets, or is that just me...? Point Blank 2 is a serious skill tester wrapped up in sheep's clothing, so don't let the cartoony visuals deceive you. This baby is tough.

GO AHEAD MAKE MY DAY

Unlike most other light-gun shooters, the Point Blank games have never been about stepping into the shoes of some young cop or action hero and bustin' your way through an on-rails plot-driven crime-busting spree. This is pure skill-testing - fast reaction times and pin-point accuracy required. Every little scenario in Point Blank 2 is different from the one you just played, whether it's shoot-

ing targets as they pop up in the windows of a house, to nailing a single moving target with only one bullet in five seconds. The variety is incredible, and the fun literally doubles when you tackle the game with a friend. Either you're trying to shoot your own coloured targets which are intermingled with your opponents or you're both attempting to shoot the same target before your opponent can. Hilarious fun entails regardless.

You may have experienced Point Blank at the arcades, where the pressure is really on to complete each level successfully so that you're able to continue, but thankfully there's the cost-free replay button in the PlayStation version to relieve some of the pressure. Believe me,





GET INTIMATE WITH SHEEP

you'll be using it a lot. But after a bit of practice, you'll be picking off targets like a true gunslinger.

Point Blank 2 is presented in exactly the same fashion as the original, in fact, a lot of the challenges are pretty identical, bar the increase in difficulty. There are certainly lots of new challenges - but some of them are more variations on the ones in the first Point Blank, which kinda makes it hard to recommend Point Blank 2 with great enthusiasm to those who played the first one to death - unless you're still playing it of course, in which case, get Point Blank 2 because it's better!

BUST A MOVE? BUST A CAP!

There are a few gameplay options in Point Blank 2 to spice things up - besides the Arcade mode where you can try to survive the Beginner, Normal, Difficult and Insane

stages, there are also training modes and a Theme Park mode. In the theme park mode, the game plays out with a vague story... the main thing you need to know is that the shooting is combined with a few adventure elements (like choosing your own path through the stages) and there's a bit more of a random element in what you in fact have to do to survive. There is also the Endurance mode, in which the game will keep throwing challenges at you until you lose all your lives. Not as easy as you may think. In fact, the Insane difficulty level is almost impossible, unless you have the reaction times and skill level of a bot.

Point Blank 2 is an excellent light-gun game, and is easily one of the best out there. It's most certainly a party game if you're into that sort of gaming, but the single player challenges are

easily



AVAILABLE:	Now	
CATEGORY:	Shooting	
PLAYERS:	1-2	
PUBLISHER:	Konami	
PRICE:	\$79.95	
RATING:	G	
SUPPORTS:	GunCon	
PLUS		
More variety and difficulty than the original Point Blank.		
MINUS		
You need friends to truly enjoy it to the maximum.		
VISUALS	SOUND	GAMEPLAY
60	58	89
OVERALL		
87		
Light gun games don't get much better than this!		

Bloody Roar 2

The sequel to Hudson's somewhat decent fighting game, surely Bloody Roar 2 was going to be a vast improvement? **Dan Toose** ain't so sure.



BEFORE THE BRADY BUNCH, SHE WAS A MEAN FIGHTER

Like Bloody Roar 1, BR2 is a standard fighting game with a twist, in that the characters all have a "beast" aspect to them, kind of like lycanthropy (creatures such as werewolves). They can break into their beast aspect, which makes their attacks more powerful, and their appearance a tad funkier.

Bloody Roar is a rather good looking game if nothing else. It's visually one of the most customizable games on the PlayStation to date. For starters, the game supports multiple resolutions with and without interlacing, but it would seem the best mode to play in is the default one.

There's also the

option to have an after image effect turned on, although this takes away the background (floor included), and is only advised for those that can't get enough of the video clips to 'Knock on Wood' or 'Wuthering Heights' (one for the oldies). If you love checking out the effects, there is a camera mode so you can investigate the action while paused from any angle, or even continue the fight from an unorthodox view.

Besides the resolution and

effects the graphics are made impressive by excellent animation. Due to the non serious nature of the game mechanics, the animation for attacks has been given a lot of license. It's almost as if the designers told the animators to simply do something that looks cool, and they'll match a button pattern to do it. Martial arts purists will cringe at many of



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the attacks made possible, but considering this is a game where humans morph into beasts, you can't take it all too seriously.

MONOTONOUS MOANS

Oh come on Hudson, you made it pretty, why not make it sound great too? With so

many punishing looking moves in the games, some deep thumpy noises, and crunching bones sounds etc, would have helped to make the action seem more intense, but it sounds like the battles are taking place

in a small tin shed, with no big hits landing home.

Of course the prettiness of the game doesn't make it, nor does the mediocre sound condemn it, it's the gameplay that matters... what a shame for Bloody Roar 2. We'll start positive... There are

numerous modes, including survival, vs, arcade, and a story mode, which is always a great way to help us associate with the characters a bit better. Also, there is the ability to cancel moves with guard, and link combos together.

Now time to delve into the problems with





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this game. For starters, the AI is pathetic. The CPU simply doesn't seem to pay attention to what you're doing. I tried going through the game, starting every round with an attempted throw... and it worked 90% of the time. The CPU is also "lazy", in the sense that if you launch a combo and it gets blocked, the CPU will very often not punish you for it with a counter attack. I finished the game without continuing on my first go... That is not good.



How about the number of moves available? Each character has a few moves that require quarter circle movements (the better moves), and the rest are simply basic repeated button presses, or



double-tap in a direction with either the punch, kick, or "beast" button. This requires pretty much no skill on the part of the gamer to master the moves. Half the fun of games like Tekken 3 or Virtua Fighter 3 is the process of learning how to perform the difficult combos that are available, so there is some

sense of achievement. There is no interesting lineup of throws, nor a single combo that will actually test your reflexes... unless you're defending.

Finally, Bloody Roar 1 had the now customary ability to sidestep, and it worked well. Now, to sidestep you need to press right after blocking. Not only is this stupid because it is unintuitive and far more difficult to do than it should be, but it then further serves to give the CPU an advantage (which it needs come to think of it), since it doesn't need to do a cumbersome move to

sidestep. Why the hell would the developers seek to make this very useful move so awkward in the sequel?

In the game's defense, it is much more enjoyable as a

ARE very flashy, and the fact that you can button mash and get out a funky looking combo will put smiles on the faces of novice gamers. However, if you're into fighting games, and especially if you like playing against the CPU, then Bloody Roar 2 will seem like a pretty, yet very hollow fighting game, that is not saved by the story mode or ability to play the movie files.



AVAILABLE:	TBA
CATEGORY:	3D Fighting
PLAYERS:	1-2
PUBLISHER:	Hudson
PRICE:	\$TBA
RATING:	M15+
SUPPORTS:	Dual Shock

PLUS
Story mode, very pretty to look at.

MINUS
Crap AI, no real depth.

VISUALS	SOUND	GAMEPLAY
89	70	52

OVERALL
60
A pretty fighting game, but the lack of depth only makes it suitable for the casual gamer only.



Legacy of Kain - Soul Reaver

Sick of the sight of Lara's butt? Raziel could be the next waif you're looking for. **Matt Stribling** reviews the rather nasty Soul Reaver.

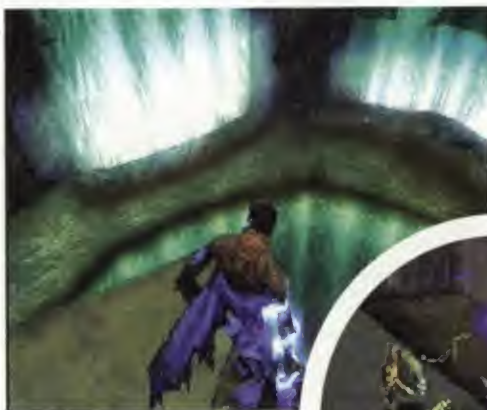
Eidos have brought us another 3rd person 3D action-adventure title, but this one contains no buxom brits to gawk at, in fact quite the opposite.

You are Raziel; firstborn of Kain's brethren picked to "domesticate" humanity. The last hundred years have been good for vampire king Kain (No, he didn't off himself after Blood Omen, so he became lord of all vampires). As the years pass the vampires are evolving into "higher" beings. After your millennium or so service to Kain, you out-evolve him, naturally he isn't too impressed by this rank pulling stunt you've just

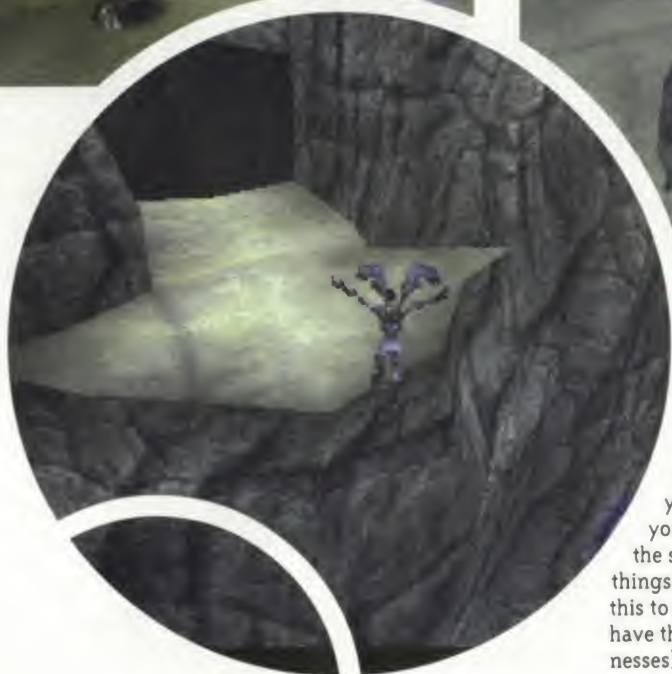
gone and done, so naturally, you are sentenced to eternal damnation. "Bowels of the lake of the dead for you Raziel-meister!" Water hurts your vampiric bod, and after these large amounts of pain (you aren't going to be very vengeful otherwise.. right?) you find yourself on the "spectral" plane and hook up with "The Elder".

He gives you a way to get back to the "material" plane (hence making the game twice as large) giving you a chance to avenge yourself and to keep the souls slowing to their

rightful beneficiary. You were already dead, then Kain made you undead, then you got dead again... how many deads is that? In the game you are either in the "spiritual" plane, or the "material" (living) plane. There is only really an "energy" system, when you shift into the material plane you slowly lose energy, so in



YOU LIGHT UP MY LIFE



material plane you can use portals (which you will find around the place) or should you have the plane shift "Glyph" you can do this at will. There are 7 spells that you receive throughout the course

you out. There are new additions to the genre, with moves like object flipping, where instead of just pushing or pulling some heavy object, you can flip it over. The ability to possess enemies and use them to perform certain actions (ala

order to hang around a little longer you need to consume souls, when you run out of energy you get shifted back to the spectral plane (other things such as water will do this to you also, you still have those vampire weaknesses). To get back to the

of the game at different glyph altars, giving you improved/new powers. Another twist to the plane thing is that any objects you may "rearrange" in the material world can have effects within the spectral realm that can possibly help



Abe) also helps the puzzle solving element of the game along.

No levels here, one immense map, that said, there is a kind of linear flow of gameplay in the way of areas you can access to give you a bit of direction; again the tale of two planes comes in, with Raziel only being able to access certain areas when he has certain powers or is on a certain plane. The textures used are splendid, from the organic depths of The Elder, to the sexy, almost lifelike buildings. There are some HUGE structures here, complete with waving tattered flags. All objects scale quite nicely to your character, the only problems visually are with fog, with situations where you basically have to wander around perimeters of areas aimlessly looking for doorways.

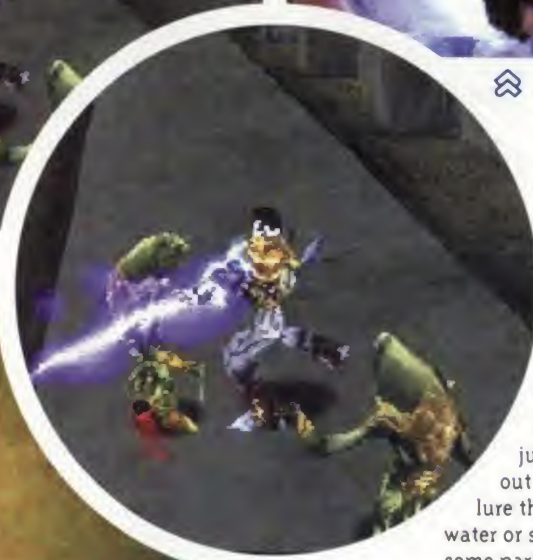
The character anima-

tion in Soul Reaver is great, from pulling spear likened Victorian ornaments from buildings to re-lighting your torch over burning fires. The game even takes into account the fact that if you are wielding the Soul Reaver and you want to jump and grab ledges, that you'll be on rather an awkward angle with that largish sword in your right hand and hence, animates Raziel

so that he doesn't accidentally take out half the ledge whilst getting up there. With your abilities to swim, glide, sneak, scale walls, push & pull objects, and a variety of



⚡ DON'T CRY RAZIEL, YOU'RE STAINING THE MASK



moves which helps add some depth and skill to the combat element of the game.

Encounters are usually one or two vs Raziel, did not really get a ganging up type situation a quick jump couldn't get

out of, as you can also lure them to things like water or sunlight. There are some particularly cool looking moves to get out in combat, with the office favourite being the "impale them on a spike" move. Gruesome, but hey, it's a vampire-esque game, what did you expect?

You've got a few "world" objects at your disposal, like pots, torches, spear-like spires, but the real weapon is the Soul Reaver, after you get this baby there shouldn't be much stopping you, later in the game you can give the sword different abilities by introduction to the different forges around Nosgoth.

If you only like to read last paragraphs let me summarise extremely quickly - you are outcast, you want vengeance, elder gives you soul suck, you need glyphs, and Soul Reaver (tm), dark vengeance is mine! Eyecandy and gameplay - it's almost like having your cake and eating it too. If

you've just done the Tomb Raider 3 thing, you and scantily clad "Raziel reborn of Elder" can't lose. Soul Reaver is a first-rate excuse to get into some nice third person action. Put it on your PSX must have list.

spells and magic powers which you obtain through the game, there is plenty of variety in what Raziel does.

The way the cameras auto-follow is a bit of a

downer, as I found the need to make constant camera adjustments to get the right perspective on where I was going, the auto-face-target button is put to good use.

In combat you've got your attack button, which pulls combos when pushed repeatedly, and the "fatality" button which you can use on stunned or vulnerable opponents. There is also the ability to perform dodge



AVAILABLE: Now		
CATEGORY: Action/Adventure		
PLAYERS: 1		
PUBLISHER: Eidos		
PRICE: \$89.95		
RATING: M15+		
SUPPORTS: Dual Shock		
PLUS		
Nice variety of moves and powers that build as you go through the game.		
MINUS		
Fogging can become annoying at times.		
VISUALS	SOUND	GAMEPLAY
93	89	93
OVERALL		
93		
Knocks over Tomb Raider and kicks it around. Soul Reaver is that good.		

NBA Pro '99

Tony Montana does little except play Basketball games... Does NBA Pro '99 satisfy this young dunker?



HE MUST BE A WEETBIX KID

In the early to mid '90s, basketball games were easy to categorise. There was arcade (NBA Jam), simulation (whatever EA Sports put out), and the rest were crap (Barkley: Shut Up And Jam, etc). With more and more

developers jumping on the b'ball bandwagon we're seeing the standard pick up, although with Konami's NBA Pro series they really had nowhere to go but up after their atrocious NBA Pro '98.

Thankfully, NBA Pro '99 is also quite a solid title in it's own right, which alone makes it ten times better than it's '98 incarnation that featured ugly, ugly players, the worst control system seen in a sports game and less atmosphere than a Sheffield Shield match. Although some of the AI "quirks" (ie. faults) have made it over to NBA Pro '99, there's also a swag of new features on offer.

JOYS OF THE DUNK COMP

The main addition to NBA Pro '99 that will have fans drooling (or dribbling) is the slam dunk competition. Funnily enough, this is the first console basketball game to feature a dunk comp.

Unfortunately, the way the dunks are executed leaves a lot to be desired. Using what could almost be described as "PaRappa-style" gameplay, you need to choose a level of dunk, from 1 (easy) to 5

(impossible), then you'll be given a sequence of buttons to press. After around five seconds you need to input this sequence, and if you do it right, hey presto, you're jamming! If not, you're getting booed, and no cheerleaders will want to go home with you after the game.

In terms of graphics, NBA Pro '99 doesn't quite reach the polished look of NBA Live '99, but it does have some graphical touches that EA's franchise lacks. The main one is visible referees, which while being a very superficial addition does add quite a bit of atmosphere.

Player animations are also very well done here, and each player has a plethora of very different, realistic-looking moves. When throwing a full-court pass for example, the player will actually jump into



the air and throw the ball over his head, rather than just passing it using the same technique as he would for passing the ball two metres.

JUST PLAIN STUPID

Where NBA Pro '99 is really let down though is in its AI. The CPU makes some truly idiotic decisions, and stealing the ball is just way too easy. Once you've played this game for an hour or so you'll know exactly how to beat every team, which doesn't bode well for long-term playability. If you're mainly going to be playing

this with a friend, great, but if not, watch out.

If you've got NBA Live '99 and you're a basketball fiend, NBA Pro is certainly worth a look. Yes, it's not as slick as Live '99, but it does have some features (slam dunk competition, updated rosters including rookies) that you won't find in any other basketball game with a "'99" suffix. Just try not to let the single player mode frustrate you too much...

AVAILABLE:	Now
CATEGORY:	NBA Sim
PLAYERS:	1-8
PUBLISHER:	Konami
PRICE:	\$TBA
RATING:	G
SUPPORTS:	Analogue Control, Dual Shock, Multitap

PLUS
Slam dunk competition!

MINUS
Bad AI. Very bad. Very, very bad.

VISUALS	SOUND	GAMEPLAY
81	75	78

OVERALL

77

It could have been the NBA Live '99 killer, but some pretty awful AI in single player mode put an end to that idea.







LEGACY of KAIN
SOUL REAVEN

HYPHEN »



HYPERR» Mechwarrior 3

Wing Over 2

Take to the skies with Hyper top gun, **Adam Roff**...

On first impressions Wing Over 2 appears to be a fairly pedestrian flight sim. They refuse to give you anything more lethal than a two-seater Cessna and the instructor's a real crank. If you waver from the pre-determined course he'll scream at you and then take over the flight. Slow flight is graceful, but we want combat!

A few missions, and several hours of gruelling tuition, later and you'll be snaking through a valley in a Eurofighter 2000. At a pre-determined point you'll hit the thrust, pull back on the stick and launch your baby into a vertical climb. A quick immelman turn and you're ready to splash a couple of bogeys. Combat we have!

The flights start with a comprehensive, diagrammatic tutorial briefing. These are accompanied, somewhat strangely, by a Hawaiian slide-guitar, a synthesiser and bongos. I usually despise easy listening but it's so in character for your little island flight school, it works.

With an analogue controller the game provides some smooth and absorbing flights.

Wing Over 2 stays true to its sim origins with rudder buttons, stall and collision warnings, and an array of complex instruments. However, it simplifies your life somewhat by not offering flaps or requiring you to monitor fuel consumption.

The graphics in Wing Over 2 are hardly cutting edge, particularly by PC standards, but the instru-

once entered, will obscure all visibility. It's great fun punching

through the layer into clear skies during rain. Sunsets are pink, the full moon looks great at night, and the various weather conditions can bring lightning and heavy fog.

To keep your flight school in business you must accept temp jobs. These jobs range from dropping off the principals lunch to escorting Airforce One. There is something unethical about the mercenary missions. For example, you're asked to carpet bomb the guerrilla units from Country A. They're hiding in the jungle in tents and don't appear very threatening, but they'll give you 2000 dollars, so...

ments require so much concentration, you hardly notice. There are ravines, islands, snow capped mountains and even cities. The textures are reasonably convincing but unfortunately the joins in the polygons are visible from almost any height. Big squares on the ground seem to be a necessary evil and are a trademark feature of the game.

There's usually a band of cloud around 3 000 feet that,



YOU CAN RIDE MY SIX ANYTIME



indeed. All the same, this is an excellent flight sim and a welcome addition to a relatively unexploited genre.

Most flight sims on the Playstation are combat based. They generally favour offering a large number of missions to perfecting the graphics. Wing Over 2, however, pulls no punches. Its focus is purely on training. The difficulty level makes passing exams nerve racking but satisfying and the graphical detail in the planes is superb.

Where the game falls apart is when you finish the training. You're stoked because you've got your instrument rating, you're cleared to fly over 15 aircraft and you've mastered acrobatics, only to see the credits roll! You do unlock a simplistic mission editor but there are no scripted missions and few land based targets.

Unless finishing the training on a higher difficulty setting unlocks a mission component, the game is very short

AVAILABLE:	Now
CATEGORY:	Flight Simulator
PLAYERS:	1
PUBLISHER:	THQ
PRICE:	\$89.95
RATING:	G+
SUPPORTS:	Dual Shock, Memory Card

PLUS
Instrument-only night flight, sleazy jazz musac, and the planes look excellent.

MINUS
Tragically there are only a few scripted missions, once you finish the training, that's it.

VISUALS	SOUND	GAMEPLAY
82	83	75

OVERALL
78

With a lengthy campaign structure this would be the best PSX flight sim yet.

Driver

If the way he drives to work is any example, **Eliot Fish** was perfect for this job...



HELLCAB 2

A long, long time ago, there was a game called Destruction Derby. Most people loved it's mixture of pure racing and car crash carnage, with the main aim of the game being to smash your opponents into a useless wreck. Driver echoes some of the gameplay we enjoyed in Destruction Derby, however, this time around the aim is to avoid crashing your car at all costs. Almost like a 3D Grand Theft Auto, the main aim in Driver is to cruise around the city, completing jobs for a bunch of criminals, avoiding the long arm of the law and keeping your identity as an undercover cop intact. Naturally, parents and the authorities wouldn't be too happy with a game that allowed kids to pull off Bank jobs,

smuggle weapons and smash the crap out of Police cars and be rewarded for it - so the developer, Reflections, just made the protagonist an "undercover cop" and it's all okay. The main thing about Driver, is that you've gotta love driving games - because that's all you'll be doing. You never get out of your car, and you never fire a single weapon, it's all about being the "Driver" for a bunch of gangsters. Y'know, keep the engine running whilst they rob a bank, and then speed them to safety; or make a few deliveries without attracting the attention of the highway police. Just like in the movies...

LOSE THE TAIL, MAN... Think of the best car chase scene you've seen in a big

Hollywood movie, and you'd have a pretty good mental image of what virtually every mission in Driver turns into. Cars weaving in and out of traffic, driving up onto the sidewalk scattering innocent cappuccino drinkers, running red lights, dodging other cars on the wrong side of the road, smashing through shop fronts and flying off into huge jumps over the futile Police roadblocks... It's all here in Driver and more so. Playing the storymode, you listen to messages on your answering machine, and select a mission which sounds appealing. It may be to pick up some goods, drive a getaway car, tail a suspect character or even deliver a stolen car, just to name a few. Whatever the

mission, it plays out the same way when you get in your car. Basically, it requires you to get to a point on the map within a time limit, avoiding the cops on the way, and then return home or get to another spot on the map again without being smashed to pieces by the armoured police cars. Regardless of the mission, the game really uses this exact same formula for the successful completion of your job. It may sound repetitive, and at times it does feel a bit tedious, but the storyline and environments help to keep the gameplay entertaining.

There are also a bunch of other options besides the storymode which will keep you playing the game when you're tired of the single-player missions. Maybe try some off-road racing, try recording some great looking stunts or play some car games like "pursuit" or "lose the tail".

SMOKEY AND THE BANDIT...

Driving a mission in Driver can be hilarious, tense and breathtaking. The car handling feels pretty darn good, and you can achieve everything from 360 degree spinouts to reverse 180s and all sorts of bumping, rolling and rubber-burning mayhem. Control of the car functions around an automatic gear system, with the controller buttons being accelerate, brake,



ELIOT OUT ON A SATURDAY NIGHT

reverse and one for "pedal to the metal" where you can burn off in an instant, or do some ultra-quick U-turns. Once you get the hang of it, you'll find it a breeze to slide your car in and out of the way of oncoming traffic, trams, between trees and around road blocks with great ease. Of course, your car has a damage meter, so too many prangs, scrapes and er... head-on collisions, and your car is wrecked allowing the cops to pick you up. However, cops will only start tailing you if you've committed a felony. Simply driving too fast will put a cop on your tail, so at the beginning of missions, it's a fine balance between getting to your target within the time limit, and keeping an eye out for cops so you can slow down and appear to be an innocent motorist. Once you've been spotted speeding though, the cops will chase you down - and this is where the meat of the game lies - getting away with it. The car chases simply become quite spectacular at times, and the great city environments allow for some real nifty driving. Bridges, back streets, car parks, docks, trams - as you travel from city to city, the environments are nice and varied to keep you exploring for the best route home. There

are some features, though, that Driver lacks. A speedo is needed, purely so you can tell how much to slow down when near cop cars, as sometimes their siren goes off when you feel as though you're doing about 40kmh. A better map system is needed too, as your radar displays the map upside down at times which is odd, and it's also hard to tell which side of the street your destination is on too. What about an option to drive manual? Would have been nice. The "drive from A to B" gameplay starts to get a bit dull at times too, and the time limits sometimes seem rather harsh, considering some of the cop cars you come up against. Still, the AI proved to be extremely crafty, and cars don't drive the same way each time you start the same mission.

There's some truly exciting times to be had with Driver, but it's not without it's flaws. It's a great game to just come back to every now and then, rather than playing it through in one long hit, and the Interstate '76 style FMV makes for some entertaining viewing too.



AVAILABLE:	Now
CATEGORY:	Driving
PLAYERS:	1
PUBLISHER:	GT Interactive
PRICE:	\$TBA
RATING:	G
SUPPORTS:	Dual Shock

PLUS
Great replay mode with cinematic editing options.

MINUS
Repetitive gameplay, needs some features.

VISUALS	SOUND	GAMEPLAY
85	82	87

OVERALL
89

Cool fun, with some engaging FMV. Eye popping action.

Silent Hill



Have Konami worked on cloning Resident Evil, or have we got something new here?

Adam Roff takes a trip to Silent Hill to find out.



of this exercise and little has been done to disguise its lineage.

A disclaimer preceding the intro reads, 'There are violent and disturbing images in this game.' Never have truer words been spoken. The disturbing qualities reach far beyond images

though, for this is survival horror. The game sounds like fear, and feels like death...

The detailed opening cinematic is a little confusing. Something about a car accident, something about a missing daughter and a resort town that definitely appears deserted. While frustrating, this abstract form of story-telling becomes one of the games best features.

The mysterious unveiling of the plot comes from the darkest and most frightening of sources. Dream sequences where you die helplessly in the dark can help. Satanic prose scrawled in blood on a child's sketch book slowly reveals the fate of the town and large pools of blood and residual sham-

bles are often your only lead.

If you heed these diabolical clues your path will be much more direct. If you don't consciously attempt to solve these small mysteries you may wander aimlessly through the deserted streets: an option fraught with danger. There are... things, out there.

I have no idea how Konami came up with these monsters. I presume they established that hounds and vultures are unpleasant and they set about making them more unpleasant. Some are distended, some are skeletal, all are missing anything that could be described as skin. Worse still is that some are imagined, apparitions, and some are real.

MORE CINEMATIC

To make these horror elements work Konami have framed the game in a wide-screen format. As any home cinema aficionado will tell you, a letterbox shape is much better suited to

Some say that mimicry is the highest form of flattery. In that case, Konami must positively adore what Capcom did with the Resident Evil series. They've since disassembled the game, looked at the pieces and made it better. Silent Hill is the progeny



 PLAY THIS GAME AT YOUR OWN RISK



human vision. The emulation of cinematic conventions doesn't end there however. Camera angles are well chosen as in RE, but this time they're dynamic.

On a gameplay level this means you can spin wildly around and the camera will show what the character sees. You can look to the left or right in narrow corridors to see if anything is lurking, and the camera can follow your progress. Some scenes

even include experimental camera techniques.

FEAR OF THE DARK

The lighting is also reminiscent of horror films because there isn't any. If it's not snowing or foggy, it's pitch black. While this is commonly used to take some of the pressure of the aging Playstation CPU this time it serves a purpose. Being surrounded by flickering shadows and encroaching

darkness is eerily claustrophobic.

The sound engineers that worked on Silent Hill are Gods. The use of sound is focused on amplifying the silence. Your footsteps are awfully loud. If you stop for a moment to catch some eerie noise you'll be met with your own anxious panting. If you were appalled by the sight of



THE HYPER OFFICE BLOCK



all that blood, wait till you have to squelch through it.

AMBIENCE-A-PLenty

The ambient soundtrack follows a similar vein. Bells toll, air-raided sirens wail in the distance and industrial machinery clanks. It's dynamic as well. It's quiet inside, too quiet, but there's howling in the front yard.

The little nuances that Konami include are always

updated in red pen after field observations and include clues and dead-ends. Love is all about the little things.

Silent Hill is not without its flaws. The graphics are very grainy, even in the darkness. The camera doesn't always behave as you'd expect and main character can look like Gumby wearing clothes. Worst of all is the controls.

COPIED THE CLUNKY CONTROL?

They still aren't as responsive as they need to be and Konami have inexplicably retained the stilted directional control of RE, even though it's now a true 3D environment. Finally, instead of the moan of zombies warning you of your imminent



demise a broken radio starts hissing. What's up with that? The flaws and the glaring quotes from RE aside, Silent Hill offers plenty for gamers. The depth of the gameplay alone make this a story worth experiencing.

demise a broken radio starts hissing. What's up with that? The flaws and the glaring quotes from RE aside, Silent Hill offers plenty for gamers. The depth of the gameplay alone make this a story worth experiencing.



AVAILABLE:	Now
CATEGORY:	Survival Horror
PLAYERS:	1
PUBLISHER:	Konami
PRICE:	TBA
RATING:	M
SUPPORTS:	Memory Card, Dual Shock

PLUS
Ingenious and frightening use of sound and vibration. Dynamic map. Fast-ish load times.

MINUS
The reverse engineering of Resident Evil is blatantly obvious. Grainy graphics. Awkward controls.

VISUALS	SOUND	GAMEPLAY
84	94	89

OVERALL
90
Konami successfully answers the call of Resident Evil in real-time 3D.

Ape Escape



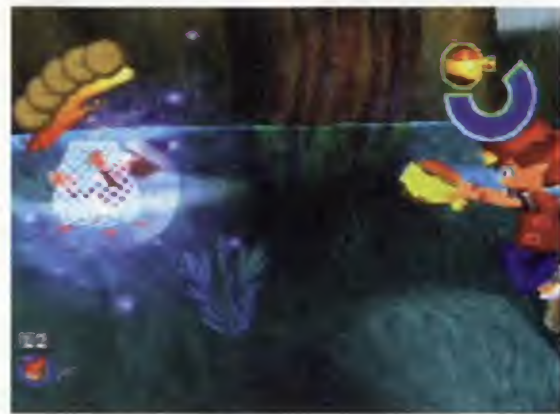
It seems you'll actually get rewarded for monkeying around in Ape Escape, as **Eliot Fish** discovered...

When Sony began letting the world know that they had a new 3D platformer on the way, the general vibe was of just another Crash Bandicoot or Croc style gaming experience. Good but not great, we thought cynically. Well we were very wrong. Ape Escape is a wonderful game, and way better than we expected from Sony at this stage in the PlayStation's life. Whilst it is certainly dripping with it's own inventive and unique gameplay, Ape Escape suc-

cessfully borrows some of the best gameplay elements from Super Mario 64, Zelda 64 and Brave Fencer Musashi. There are plenty of good PlayStation games this issue, and Ape Escape is easily fighting for first place. If you like your platformers colourful, vivid, fun and unique - then grab a hold of Ape Escape now.

MONKEY MADNESS
Let me introduce you to your charac-

GET THE MONKEY OFF YOUR BACK



the 360 degree control of the right-hand stick. Spike can also jump, move the camera and "look around" using the shoulder buttons, whilst the standard buttons are used like an item select. The d-pad simply rotates the camera if you need to see around a corner. The sticks can also be pushed in to perform different functions. For instance, pushing in the left stick will make Spike crawl along on his stomach, whilst the second stick's button results in

ter Spike. He may run like Mario, fight like Zelda and look like Brave Fencer Musashi (well kinda), but he is still his own unique self. You see, Spike can only be controlled by the analogue sticks - the left one for movement and the right one for attacking or using an item. That's right... you can't play Ape Escape without a Dual Shock controller, and there's plenty of very good reasons. A lot of the gameplay in Ape Escape actually requires the analogue

sticks to be used together. For instance, rowing a boat can only be achieved by rotating each stick to make Spike turns the oars, and you'll find that many of your items need to have





USE THE FORCE... SPIKE...



different features depending on which item is selected. With so many controls spread over the entire Dual Shock, it does take a while to get used to it all and master Spike's movements smoothly. Thankfully, the learning curve is nice and slow, with lots of training levels scattered throughout the game to slowly introduce the new items and let you get used to how they function. Very well designed!

CHEEKY CHIMPS
Spike's mission is to adventure through time, collecting all the monkeys (chimps wearing intelligence-enhancing helmets) which have been warped all over the place using the Time Station by the evil Specter in attempt to return the monkeys to their "rightful" place as rulers of Earth! The Professor who built the machine, and your friend Katie remain at the headquarters to guide you through the

game and build you special items to help discover the hard to reach parts within each level. The level design in Ape Escape is excellent, and easily as good as that achieved by Nintendo and Rare in some of their big 3D platformers. Everything is fairly non-linear. On each level you are required to capture a certain amount of monkeys (you simply scoop them up in your net), however, you will notice whole sec-

tions that you don't even reach before you've met the minimum required captures to warp out of the level. Of course, you can travel back to any level at any stage within the game, and the menu even tells you how many hidden monkeys or Specter coins are still to be found within that level. You are also updated when you save as to how much of the game you have completed with a percentage. This system has you travelling back to early levels to unlock areas you couldn't previously reach thanks to new gadgets you have picked up along the way. Your gadgets range from a bizarre hula hoop which you must "wiggle" using the analogue stick to achieve a speedy dash, to a propeller which you must similarly "waggle" to hover you over gaps, as well as a bunch of other great items such as the slingshot which is used just like the slingshot in *Zelda 64*. Spike's main weapon is a lightsaber (well, it's called a Stun Club, but hey, look at it!) and the little fella just looks cool swinging it about. The gameplay is stunning at times, with all the items and controls integrating like magic.

coming. Invariably, you have to chase them around a bit, and the little buggers will actually make you run around whole sections of the level just to catch them! Thankfully, the levels are just that good, that it's nothing but a joy to explore them. Huge creatures, bizarre enemies, great architecture, gadgets and design. *Ape Escape* is a treat to play and should have any gamer absolutely entertained for a long time.



AVAILABLE: Now		
CATEGORY: 3D platformer		
PLAYERS: 1		
PUBLISHER: Sony		
PRICE: \$79.95		
RATING: G		
SUPPORTS: Dual Shock required		
PLUS Huge single-player game, with great minigames.		
MINUS A few perspective niggles and minor control gripes.		
VISUALS	SOUND	GAMEPLAY
90	90	93
OVERALL		
92		
We're pleased to declare <i>Ape Escape</i> an awesome game!		

Collecting the monkeys is hilarious, as sometimes you'll find it necessary to crawl up to them on your stomach so they don't see you

Blaze and Blade

Once in a while you get a hardcore Japanese RPG coming out here... Viola! **Adam Roff** adventures through Blaze and Blade.

The ancient land of Foresia was ruled by a culture of magic. Twelve wise sorcerers began creating demons as slaves. As is usual, it all went to pot and the land fell to ruin. Among these ruins now lies the magical crystals that appeared at the collapse of the old world. Many adventurers have come seeking this treasure, they come with Blaze and Blade.

To begin the game you need to compose a team. It looks impressive to have four characters jumping around after you in a single player game but three must be controlled by the computer, and poorly at that. Better to have

one or two, or more with two players. The reliance on their different skills becomes much more profound.

BE THE BADDY

There are 16 different characters to choose from and all are presented with a protective element. I tend to choose evil because it's so reliable. You are then presented with tarot cards and receive random bonuses. These bonuses allow you to specialise your character. Later in the game it dawns on you just how crucial it is to have a well rounded team.

There's an enormous amount of detail contained in these profiles. Equipping your character, using items and changing who leads the group can be done in the main menu or a summarised in-game version. The miniature menu icon makes selection of spells, weapons and other objects much quicker.

All of this data can be saved to three blocks on a memory card, as well as any new items you



A BRIDGE OVER TROUBLED WATER

rately during the game. On the upside you can combine saved characters from different games.

Once in the game world you're presented with a 3D-isometric view of the polygon characters. The camera angle can be rotated, zoomed and

annoying aspect is that game areas are small and are constantly refreshed as you explore. Load screens and black-outs are frequent and you'll shimmer and disap-

gon environments. There are platform obstacles to navigate and a relentless flow of demons. Once dispatched they relinquish their store of crystals and then another hoard will inexplicably appear to replace them. Other gameplay elements consist of well devised puzzles, usually requiring the manipulation of artifacts from the old world.

MULTIPLAYER CONSOLE RPG!

While this isn't a groundbreaking single player journey it is unusual to see a detailed RPG in a multi-player format. Most of the failings of the game are a side-effect of catering for more than one player. With two players it becomes important to share items, know your companions strengths and weaknesses, and develop an efficient mode of cooperation.

Blaze and Blade lets you share the frantic puzzle solving and cooperatively wage war. If you enjoy relatively inaccessible Japanese RPGs and have a friend or three who're willing to play through some long games, or even bring saved characters from home, then this is a real treat.



tilted creating a completely customised viewpoint. With four players it is best to zoom along way out and look straight down, much like in Gauntlet.

HIDDEN CAMERAS... OOPS

Even with this flexibility the camera consistently buries itself in the scenery. The other

gater, any experience you gain, and the last position of your characters. Unfortunately, you have to save each character separ-

AVAILABLE: Now
CATEGORY: RPG
PLAYERS: 1-4
PUBLISHER: Funsoft
PRICE: \$79.95
RATING: G+
SUPPORTS: Memory Card, Multi-tap

PLUS
Multiplayer games focus on different character abilities. Ability to carry a saved character around with you.

MINUS
Messy graphics. A tad tiresome as a single player game. Too few sound samples.

VISUALS	SOUND	GAMEPLAY
72	68	89

OVERALL
72

Offers a long and involving RPG experience to multiple players.

Quake 2

Lord Seafood gets out his Rail Gun and goes looking for dinner...



GIBFEST '99

So... most of your time spent with Quake 2 on the Nintendo 64 will of course be in the single-player game. SO how is it? Well, for starters, Activision have had all the levels redesigned - we suspect to make the game perform more

game has been Nintendo-fied. All the weapons are the same as the PC version too, which is cool, and you'll all learn the beauty of the Rail Gun and the hilarity of the Rocket Launcher.

is that Quake 2 on the Nintendo 64 is pretty darn good, and definitely worth checking out.

Finally, after a bit of an excruciating wait, Nintendo fans can pick up from where Quake 64 left off and take on the Strogg instead. First off, I must say, playing Quake 2 with the Nintendo controller is a frustrating experience. Not only does a controller such as this steal away from the realism of "being there", but it dulls the fear-factor of the game too - as you simply can't look around with ease like you can on a PC. Because of this, Quake 2 on the N64 feels like more of an action game rather than a true scary experience. Still, the developers have done a great job with it, and it's a good port.

COME GIB SOME

They managed to include a 4-player deathmatch! Sorry, but I just had to yell that out. It's really pleasing to see that

Activision wanted a good multi-player version of Quake 2 in the port to support the aspect of the game which is infinitely more fun than the single-player game. If you want to gib your friends, you can look forward to playing with up to three other friends in a game of Capture the Flag, Deathmatch or a 2-on-2 team game which is awesome fun. You'll all be struggling with the controls a bit if you've played the game on the PC, but once you get the hang of the new control system, you'll be riling each other like you were born to frag.



efficiently on the N64. Of course, it adds a freshness to the game for those of you who have played it to death on the PC. Whilst the N64 doesn't do anything remarkable with the graphics (it's a bit blurry and a tad dull to look at), the Strogg look awesome and all the gibs are there if you're concerned about how much splatter remains since the



and I'd tend to agree that it is... but that's one for debate amongst the N64 gamers out there. All you need to know,

AVAILABLE: New
CATEGORY: First Person Shooter
PLAYERS: 1-4
PUBLISHER: Activision
PRICE: \$99.95
RATING: M
SUPPORTS: Memory Pak
PLUS Four player deathmatch modes, including Capture the Flag.
MINUS A bit chuggy, a bit blurry, yadda yadda.
VISUALS / SOUND / GAMEPLAY 85 / 84 / 86
OVERALL 85 A decent version of the original, with lots of gibby action.

Ken Griffey Jr. Slugfest

Hugh Norton-Smith pinch hits for Hyper to see if Ken Griffey stands up next to All Star Baseball 2000.



EW, HE SPAT ON THE BALL

Much to the annoyance of many baseball fanatics, last year's Ken Griffey did away with realism for fast paced arcade gameplay. This year, Angel Studios have returned with a game that differs from the original, in that it caters to both the serious baseball sim fans, and, as the name implies, the casual slugger.

The most important thing about this year's offering is that Angel Studio's have acquired full licensing, which naturally includes all teams and all 30 official stadiums of the MLB.

ALL IMPORTANT INTERFACE

The nice thing about Slugfest

is its simple gaming interface. The batter is controlled by a small oblong shaped cursor. Players must make sure they hit the ball when it is inside this 'sweet spot' box. The strength of your hit is determined by the timing of your hit. Initially this timing is quite an obsta-

cle, but after a bit of practice it is really quite a decent control method. Pitching is somewhat more complicated, however. Pitchers must aim the ball with a blinking crosshair at the required position. The longer that the pitcher holds the ball, the more tired the pitcher becomes. This makes the crosshair blink more frequently, which in turn makes it easier for the batter to work out where the ball is being

pitcher throws the ball at maximum speed for a prolonged period he will quickly become worn down, making his aim less accurate and his pitch noticeably weaker. The fielding method is also well implemented and intuitive: When a ball is whacked, an assistance arrow will pop up, which will guide the fielder to the location of the ball. This arrow can be disabled if you're looking for a more realistic feel. The game also features a huge variety of bone crunching dives and catches for the outfielders.

AI = ACTUALLY INTELLIGENT

Finally, the AI in the game is well tuned. CPU players seem to react in a manner similar to the real world character they are based on. For example, Ken Griffey played in a different manner to his teammates, being an aggressive and unpredictable hitter. Another cool feature of this year's offering was the create-a-player mode. In this mode you have the ability to create up to 20 different players and save them to your expansion pack, along

with all their playing stats and history.

Finally, the multiplayer mode is a blast. With a couple of mates and a few

Budweisers, this game really



pitched. Pitchers can also select from a variety of speeds and tricks, including curve balls. However, if a

serves up some heated action.

Ken Griffey Slugfest is based on a dramatically enhanced version of its predecessor's game engine. The most significant improvement is the animation: Expect



to see players stretching, clapping their hands, hollering and doing many other life-like activities. The game also comes with support for the Expansion pack, which gives the game a lovely crisp appearance in the high-resolution mode. The extra 4 Megs also allows for much more animations and a brighter overall look to the game.

The developers have also

virtual torsos and body parts have been used by the creators of Ken Griffey, giving the computer characters a rather odd appearance. Even the limbs of Ken himself looked strangely disproportionate and gawky. Another notable problem was the designer's failure to include any facial mapping. Whilst the computer characters look similar to their namesake in

colouring, they lack any distinguishable facial features. If they can do it in All Star Baseball, it seems a pity that they neglected to do it in this game.

Angel Studios have used the proprietary Factor 5 sound compression device to



included real time shadowing, which give the players a very authentic appearance: depending on the position of the stadium lights, all the characters are mirrored by the shadows beneath them. There are only a few graphical downfalls, one of which was the disjointed appearance of the players. The players seem to have been constructed with a modular system: Only a small selection of



“HEY KID, GIMMIE BACK THE BALL!”

really add to the sound experience. Veteran commentator David Niehaus provides most of the witty play by play commentary, which actually isn't too bad. There is also the usual assortment of top quality crowd noises, chants and shudder inducing organ music. And all of this aural goodness is served up in Dolby surround sound, so those of you with a decent sound system will be in for a major treat.

All up, Ken Griffey's Junior Slugfest hits a homer with a Chillli Dog on the side. Whilst it might not feature all the in-depth options available in All Star Baseball, it is still a

huge improvement over the original and a worthy addition to anyone's collection.

AVAILABLE: Now
CATEGORY: Sports
PLAYERS: 1-4
PUBLISHER: Nintendo
PRICE: \$99.95
RATING: G
SUPPORTS: Expansion Pak, Rumble Pak

PLUS
Well produced graphics. Effective presentation. Quality slugging action with simulation characteristics.

MINUS
Some odd graphical glitches. For some players it might lack the graphical wallop or the in-depth statistics available in All Star Baseball

VISUALS	SOUND	GAMEPLAY
80	82	83

OVERALL

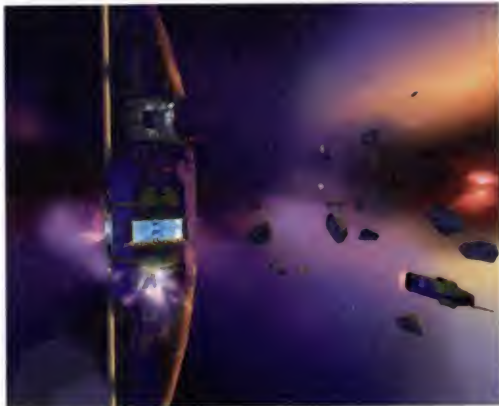
81

A very good baseball game, but the recently released All Star Baseball 2000 outshines it.

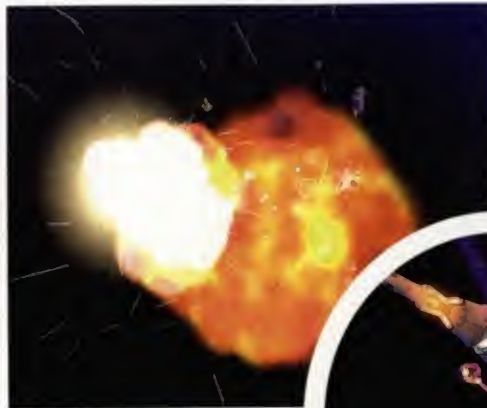


Homeworld

Homeworld was looking like it was going to be a great strategy game... and **Dan Toose** is happy to report that it is.



WELCOME TO THE MOTHERSHIP "BANANA"



Real time strategy games have traditionally been a bit better looking than turn based strategy games, yet have still been far from the prettiest PC games around, but Homeworld from Sierra seems to pay little attention to adhering to this tradition. However, Homeworld does use some basic principles from the entourage of RTS (real time strategy) titles we've seen in recent years, such as resource gathering, developing advances in technology, and building a variety of units.

On the planet Kharak, the people had their suspicions that they were not native to their planet, and after a low orbit satellite scanned the surface of the planet and found an alien spacecraft buried in the harsh uninhabitable desert, the people found hyperdrive technology and a map that implied where their true homeworld is. Due to the dwindling resources and lifespan of the planet, the people spend countless years developing a huge self sufficient space craft to carry their people to the homeworld, but it's not going to be easy.

When Myth came out, it seemed that 3D RTS games would be quite pretty, and now with Homeworld there is now no excuse for a strategy game to have poor visuals, because this game is not just "very pretty for a strategy game", but one of the best

looking games available on PC today. If you think the screenshots look nice, they do not look half as impressive as when the game is running, because of the ability to pan around and view the ships from any angle and have the view follow a ship, or a group of ships. For example, you may send some ships to attack some enemy ships, and then select to view all of them. Now when you rotate the viewpoint around, you'll be rotating around the point of the middle of the battle, which is a great way to ensure you can see what is going on overall.

Of course it's not just the viewpoints that make this game pretty. The exhaust trails, the nebula, the lighting, the ion lasers and the superb explosions all help to add enough visual flair to set jaws dropping. The ships themselves have outstanding



MEET THE KUSHAN FLEET



Scout



Interceptor



Defender



Attack Bomber

Homeworld presents you with two fleets to choose from, the Kushan and the Talidan. Differences between the two fleets are purely cosmetic, except for two ships that are unique to either fleet.

SCOUT

Lightweight, highly manoeuvrable, and extremely fast, the scout is most effective as a reconnaissance craft, however, when in large numbers their collective firepower becomes far more serious a threat.

INTERCEPTOR

A little less manoeuvrable than the scout, and a little more powerful in terms of firepower and armour. A great unit for combating enemy fighters, but only a threat to capital ships if used in huge numbers.

DEFENDER

Not quite so fast as the other fighter types, but with high coverage and decent firepower, this fighter is the most effective at guarding an area or a ship. Once attacked itself though, the defender is not very durable.

ATTACK BOMBER

The most effective fighter to use against capital ships. Not as fast or agile as an Interceptor, the attack



Light Corvette



Heavy Corvette



Repair Corvette



Salvage Corvette

bomber makes up for it with raw firepower. A group of bombers can deliver punishment just as well as a capital ship.

LIGHT CORVETTE

While not as fast nor manoeuvrable as the fighter class ships, the light corvette has much more armour and firepower. Using a turreted gun, the light corvette is able to take out fighters at full speed.

HEAVY CORVETTE

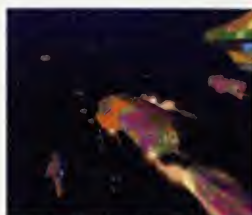
Having twice the armour of the light corvette, and an extra turret, the heavy corvette is much more powerful than its lighter cousin. In numbers, heavy corvettes can take down capital ships, and they are always good against fighters.

REPAIR CORVETTE

Fighter class ships can refuel and be repaired several ways, and repair corvettes are the smallest ships that can do this for them. In the event you're careless enough to run your fighters out of fuel, these corvettes are the way to get them operative again.

SALVAGE CORVETTE

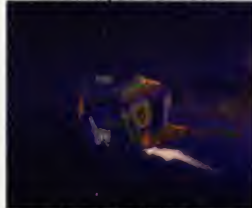
Essentially these are the "tugs" of the fleet. Once an enemy capital ship has taken a beating, you can capture



Multi-Gun Corvette



Minelayer Corvette



Assault Frigate



Low Cannon Frigate

them with salvage corvettes. Considering they approach capital ships, and their lack of firepower, they need escorting.

MULTI-GUN CORVETTE

The multi-gun corvette doesn't quite have the same brute firepower as a heavy corvette, but with six articulating turrets that can track fast targets, these ships are the ultimate weapon against swarming fighters.

MINELAYER CORVETTE

Minelayers can either "float" their mines at an opponent, or lay mine fields. Careful placement of minefields can help create less angles of attack for the enemy, which can help simplify defending your mother ship.

ASSAULT FRIGATE

The four powerful turrets on an assault frigate are useful against both capital ships, and corvettes that aren't nimble enough to avoid their fire. Twin plasma bomb launchers help make it that extra bit useful against other capital ships.

ION CANNON FRIGATE

Basically this is a big laser cannon with an engine attached. While having no ability to fend off attacks from the side, if this ship can wheel around



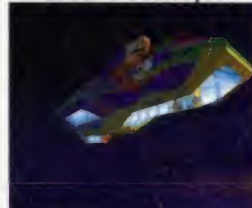
Support Frigate



Destroyer



Missile Destroyer



Carrier

to face its target, then it can cause tremendous damage.

SUPPORT FRIGATE

With ten docking bays for fighters and four for corvettes, this is the basic means of repairing and refuelling groups of smaller ships away from the mother ship. Its firepower is minimal, and thus needs to travel with other capital ships.

DESTROYER

With twin ion cannons, heavy armour, and two modified large turrets, the destroyer is a major step up from a combat frigate. Not only can the destroyer take it and dish it out, but it is also as agile as a frigate, making it a very mobile threat.

MISSILE DESTROYER

This heavy missile platform may not have the same raw punch that a standard destroyer does, but its missile capabilities make it far more effective against strike ships. Perfect for taking out fighters and corvettes in a big battle.

CARRIER

Not only can this ship take huge punishment, and also carry 50 fighters and 25 corvettes, but it can manufacture up to frigate class ships, making



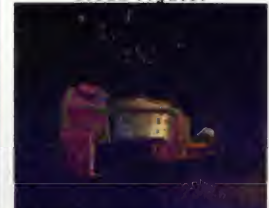
Heavy Cruiser



Mothership



Cloak Fighter



Drone Frigate

it extremely valuable out away from the mother ship.

HEAVY CRUISER

Four ion cannons, and six heavy turrets make this the most devastating ship in the game. Only a strong lineup of capital ships stands a chance against a heavy cruiser.

MOTHERSHIP

The home for your people, capable of producing any sized craft. The mothership must survive at all costs, thus you'll need to defend it very heavily. Especially due to its lack of ability to evade enemy fire.

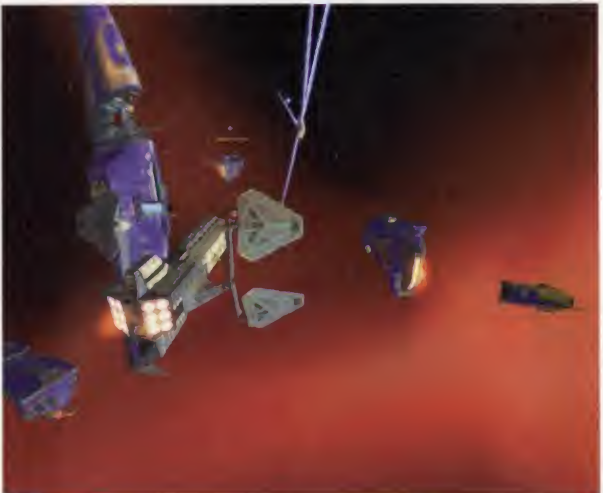
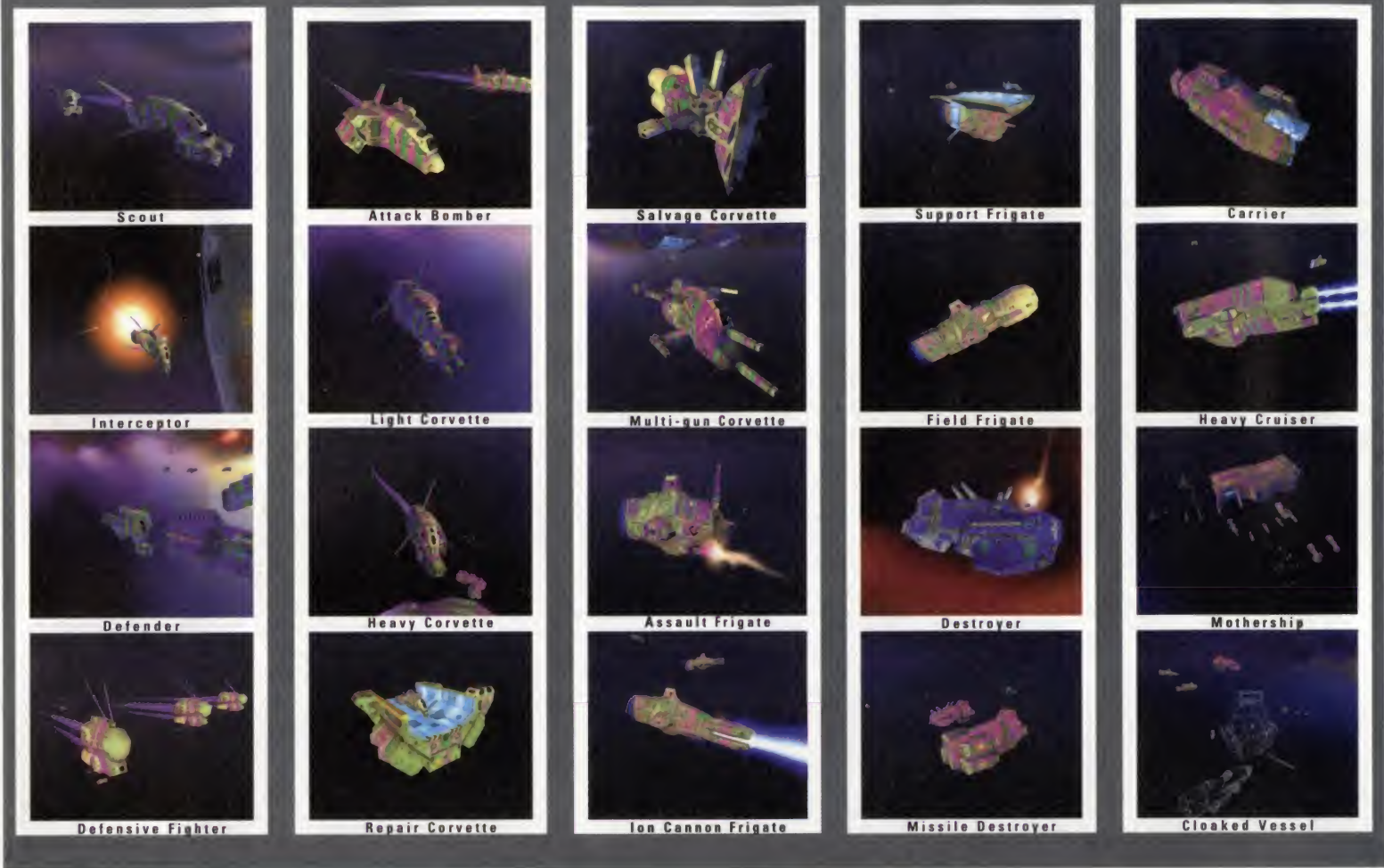
KUSHAN CLOAK FIGHTER

While not being a particular beefy ship, this fighter's personal cloaking ability can make it quite deadly. Perfect for adding confusion in big battles or taking out weaker enemy ships out in deep space, like resource collectors.

KUSHAN DRONE FRIGATE

This defensive frigate is home to a large group of drone guns that form a sphere around the main ship, and fire at any nearby enemies. The angle coverage of this ship makes it the best weapon available against swarms of fighters.

MEET THE TAIIDAN FLEET



texture detail, and the modeling is fantastic, with ships having animated turrets that track their targets.

The sound effects vary from "the usual" through to excellent. Engines make wonderful ambient hums, and those of you with sub woofers will be shuddering with delight at all the bass thrown in. Weapon noises are unspectacular, but this is really a good thing, because combat can involve so many ships firing so many guns, that garish weapon noises would frustrate rather than satisfy. Radio chatter helps add to the atmosphere, but it's not like it has the character or charm like Warcraft or Myth.

CLASSIC MUSIC

Even the music for Homeworld is good. Think back to the scene where Elias is getting gunned down in "Platoon" (That piece is called "Agnus Dei" for the classical fans), well that music is in Homeworld. There are other suitably ambient tracks included too. Some may think the idea of music that ambient is a bit pissy, but when you're looking at gorgeous nebula clouds and getting that real "vast emptiness of space" effect, it fits perfectly.

What makes Homeworld work is the interface. It looks confusing to control at first, but because there is a distinct sense of up and down, it helps keep the controls easy to come to grips with. To get a good overall view of the area, simply pulling out the zoom and looking down from above works wonders. It must be said that having a wheel mouse rocks here, all PC gamers should think about buying one as more games are utilising the wheel when present.

The basics that have worked in other strategy games have been applied here and will help keep the RTS fans feeling at home. Formations, adjustable aggression levels, hotkey assignments, guard/escort command, it's all there.

Another thing that helps Homeworld is that it has been set up in such a way that when played multiplayer, you can choose to eliminate the need to go mining resources, so in the event that some clever gamers exploit something in there that forces the game into some dull routine, then it will be a simple case of altering the options. There are also variable victory conditions so you don't have

to give up on the game once you've mastered one set of strategies.

Researching new technologies is really just something to allow new ships, like a basic tech-tree you'd get in any RTS game. It's worth the expense of building research ships at the start so you can be building the better capital ships ASAP.

NOT JUST BUILD AND BLAST...

Finally, the main thing that makes Homeworld work is that the single player missions really vary in objective and style. You don't just kill enemies... There's stuff like using your fleet to protect the mother ship from an oncoming asteroid field. Even when you are just killing stuff, there's mystery and puzzle solving involved in some situations. When you come across new enemy ships for the first time, you'll tend to find yourself getting slaughtered by a new technology that counters your current "top line" attack force very well, and by going back a step and using "weaker" ships, you can overcome the problem. This really encourages using weaker ships to "test the waters" so to speak.

Homeworld is hard to fault, perhaps the only gripe one could have is that the game is punishingly hard after the first few missions, which is good if you're after a real challenge (and most strategy fans are), and also because there are only sixteen missions. That may not sound like many, but they're that tough, and with a skirmish mode available to allow for unlimited quick fix battles, Homeworld should keep any strategy fan happy for many months to come. It will be interesting to see how Black and White, Tiberian Sun, and Dark Reign II (if it can make it this year) will compare to this great game.



AVAILABLE:	September
CATEGORY:	Real Time Strategy
PLAYERS:	1-multi
PUBLISHER:	Sierra
PRICE:	\$89.95
RATING:	TBA
REQUIRED:	P200, 32MB RAM
DESIRED:	PII 266, 64MB RAM
SUPPORTS:	Glide, Direct 3D, surround sound

PLUS
Best visuals in a strategy game ever! Challenging single player missions. Great interface and music.

MINUS
A bit too challenging a bit too soon into the game, which may scare some novice gamers.

VISUALS	SOUND	GAMEPLAY
95	88	92

OVERALL
94
At this stage, Homeworld looks like it is the strategy game of the year.

THE NON-COMBAT SHIPS

You can't just churn out instruments of destruction and expect to win. Resource management and clever use of sensors and advanced technologies can save your bacon.

RESEARCH SHIP

You can build up to six of these to help develop your fleet's construction capabilities. They link together to form a larger ship. They are totally unarmed, and need careful protection.

RESOURCE COLLECTOR

Scavenger ships that take valuable resources from asteroids and gas clouds in space to fuel your production lines.

RESOURCE CONTROLLER

Essentially a remote docking station for your collectors, these help cut resource collection times, and thus speed up production.

CLOAK GENERATOR

This wonderful device makes your nearby ships invisible, thus giving you the chance to launch surprise attacks, or to make your defense seem much thinner than it really is.

PROBE

A deployable sensor that helps investigate far off areas without great risk.

GRAVWELL GENERATOR

If you want to shut down all fighter and corvette class ships in the area, simply turn one of these things on, and watch the smaller craft spin helplessly in space. This does effect your ships as well, so best used in a planned move.

PROXIMITY SENSOR

The simple way to counter the effects of cloaking. A must have when launching strikes, and as something to keep by the mother ship.

SENSORS ARRAY

This simply improves your sensor capabilities, allowing you to detect resources and ships from a greater distance.



Research Ship



Resource Controller



Probe



Proximity Sensor



Resource Collector



Cloak Generator



Gravwell Generator



Sensors Array

Official Formula One Racing

Young petrol-head **Jackson Gothe-Snape** gives the thumbs up to the Eidos pit crew for Official Formula One Racing.



THE QUEUE FOR THE MCDONALDS IS ALWAYS BAD

Not since the glory days of Papyrus's Indycar 2 and Microprose's GP2 has the PC seen so many good racing titles

in a year. We've had TOCA2, Colin McRae, and the revolutionary Grand Prix Legends. However it's been a while since a classy modern Formula 1 title has been released. Sure, we've had Johnny Herbert's and Monaco Grand Prix 2, but nothing has really caught everyone's attention like games in the past have done. The problem is usually that the driving model is either too arcadey to be a simulation, or on the other hand too techy for those wannabe bumper car drivers. Can Official F1 break the tradition?

CORPORATE CODING
Official Formula One Racing is Eidos' latest offering into the F1 scene. They've gone all the way with the endorsements as these big money companies usually do for sports games, and have obtained FIA backing. This means that this is the only game which features all the real teams, drivers and tracks from the Formula 1 World Championship. The game is based on the 1998 season, so although we won't see those two-faced BAR cars or any lucky Irishmen, you will be able to attempt to stop the



McLaren dominance that was 1998. Everything looks very swish indeed, and much more real to life than any other F1 game, especially in the track department. Getting blinded by the fluorescent green trees is not one of the hazards, unlike in some other games (MGPRS2 anyone?). The cars themselves are very nicely modelled, and the seamless change in camera views presents the 3D environment beautifully.

CHOPPER SUB-GAME
The helicopter tour of every track is swell, and clearly displays every bend, and the general size of the track. It's nice to get a sense of the track as a whole, instead of just a series of corners. The sound is good, although pretty standard for a racing

game nowadays. It's going to take something amazing to up the level here in this genre. There are all the usual options: championship, single race, practice, etc, as well as some fine

system ever, but it does the job. **WHERE DOES IT SIT IN THE PACK?** The game just struggles to match it with some of the other titles out there. For the dangerous 'rubbin is racin' type



weather effects, incorporating fogging very well in places, and a decent garage. The game's physics are suited to the casual gamer, as the telling "Arcade or Simulation" option clearly shows. They are quite consistent though, and provide for an exciting race. There are some questionable wheelspin situations, and simulation mode is still going to be too arcade-like for some, but overall the controls are quite satisfying. It's not the most rewarding and refined control

there's TOCA2, which is not only more fun, but offers more to the experienced gamer as well. On the other end of the spectrum is Grand Prix Legends, for those real racing buffs. Therefore, once again we've seen a racing game fall in the middle-ground, not quite sure where it's going. Having said all this, it's still a good play, and is probably the best modern F1 game around, especially for those keen on the endorsements.

AVAILABLE: Now
CATEGORY: F1 Racing
PLAYERS: 1-multi
PUBLISHER: Eidos
PRICE: \$89.95
RATING: G
REQUIRED: P90, 32MB RAM
DESIRED: P2-266+, 32mb RAM, 3D card
SUPPORTS: Force feedback
PLUS Great visuals, endorsements.
MINUS Doesn't offer sim-lovers what they want.
VISUALS 90 SOUND 82 GAMEPLAY 78
OVERALL 81
Probably the best modern F1 game.

Street Wars

You talkin' to me? You talkin' to me?! Actually, **Eliot Fish** is absorbed in Street Wars...



BREAK THE LAW IN THE SAFETY OF YOUR OWN HOME



then upgrade or build more on your land. You have a Headquarters which keeps track of your unit types (workers, tenants, gangsters, fixers etc) and you can assign them to a variety of tasks. Build a cement factory and have your workers get in there and churn out building materials for you to utilise, and you will also have to build a gadget factory so you can make ovens, stills and other gadgets which will help upgrade your businesses. As you progress, your tenants pop out kids (more workers, tenants, fixers, gangsters etc) or earn you money, you can upgrade your businesses, and you will be able to begin acruing a small band of gangsters. You can even buy them individual weapons as your money and technology increases, the more firepower the better! Soon you'll have streets lined with businesses paying you "rent", factories churning out cool gadgets, even places like hospitals where you can heal your injured gangsters and cemeteries where you can dump dead bodies before the cops find them... And then things start to get complicated!

You see, other criminal underworld types are also moving into town and

attempting to set up their own deadly network. It may just be necessary to send some of the boys around to bust some brains and foil their plans, or better yet - play it cool and just try to take over their businesses instead. But beware of attracting too much attention from the cops! Even your businesses are paying a certain amount to the city hall, to keep them "distracted" from your handiwork. Other families will invade your turf and attempt to take over your businesses, so you are constantly sending your gangsters around to scare them off - and if you're unlucky, the cops might shut down some of your businesses if you're not bribing them enough. Managing the fine line between profitable business, taking over other families and staying out of the cops way becomes quite a task. Even on the slowest speed setting, Street Wars sometimes simply becomes too much to handle. It's almost a combination of interface hassles and the AI being way too persistent, which leads to a great deal of frustration. However, there's a lot of depth and entertainment to the game, and that will keep you coming back.

Street Wars does become better and more engrossing

the deeper you get into it - like any good sim, but as you make more money, and your empire grows, you're eventually keeping track of a fairly overwhelming criminal underworld. Kinda makes you wonder, just what are they training us gamers for?!

Listen up, sunflower. Da boss wants for you to go pay his new tenant a "visit". Capiche? Make sure he pays his "rent" on time, eh? Oh, and maybe drop by the station and leave this package for Captain Louis - a little present from the family, know what I mean? Don't stand amazed at it! Go! You want I have to remind you with this baseball bat?!

Playing Street Wars: Constructor Underworld is pretty damn hilarious. There's no question that a lot of the appeal in this title, is through the cliched representation of the Mafia - regardless of the gameplay! Thankfully, though, Street Wars has the wonderful game Constructor as it's roots, so what we have on our hands here is a fun hybrid of gangster warfare and street-level

construction sim, wrapped up in an entertaining package with plenty of elements to have you grinning from ear to ear. That's whilst you still have your ears...

FAMILY FEUD...

Take a slice of Theme Park, a slice of Sim City, a slice of Gangsters and throw them all in a bowl and shove it in the microwave. A mere 3 minutes later, you would have a steaming hot serving of Street Wars. This is most definitely a sim, but there are some interesting strategic aspects to the game also. With your opening bank balance, you buy some land and build your first establishment - say a Soup Kitchen. You get a tenant in there (choosing them for either their breeding abilities or their potential income) and

AVAILABLE:	Now
CATEGORY:	Sim
PLAYERS:	1-Multi
PUBLISHER:	Infogrames
PRICE:	\$89.95
RATING:	M
REQUIRED:	P166, 32MB RAM
DESIRED:	P200, 64MB RAM

PLUS
Cute details and plenty to get your hands on!

MINUS
Possibly, just a bit too much to cope with at times.

VISUALS	SOUND	GAMEPLAY
83	85	85

OVERALL
84

Excellent stuff, however a bit overwhelming for sim virgins.

Star Trek: Birth of the Federation

The pointy ears should have been a huge giveaway. **Singe Graham** ignores the Prime Directive...



ERM... WHERE'S THE ENGAGE BUTTON?

If leading legions of heavily tanked up armies primed for domination and destruction into mass war on galactic scales is your idea of a fun day, read on. Alternatively if you're more of the passive type, preferring to better spend your time researching new technologies and ways to further your empire in a productive way, read on. Microprose once again pull a MOO (Masters of Orion) style gem out of their seemingly never-ending bag of goodies for us to feast upon. Set in the Star Trek universe, BotF takes us on a journey of power, deception and knowl-

edge for the ultimate goal of total galactic domination. Yeah baby, gotta love it.

RACIAL ISSUES

Players begin by choosing 1 of 5 races. Firstly there's the Federation. These guys are your standard, run of the mill breed of good guys, dedicated to fighting for truth, justice and the right to design sillier full body wetsuits than the next guy. They possess no truly remarkable skills or traits and are more of an all-purpose race.

Next in line we have the Klingon Empire. For a bunch of lumpy-headed bully boys

their tactics work surprisingly well. Their ground combat skills are greatly increased when compared to those of other races and their colony ships and troop transports are armed as opposed to defenceless for the others.

The Romulans on the other hand rely more heavily upon their deceptiveness and espionage in order to get ahead. Preferring to brown nose their way around the bigger, badder empires, the

Romulans believe that kowtowing and ass kissing is the way to get ahead.

Then there's the Ferengi. A race which values money above all else (Hey, now this I can relate to). They'd sell their own mother for a dollar if they could but consequently they make excellent traders and are able to swindle everyone else out of their hard earned, or hard plundered cash.

And last but not least there's the Cardassians. A race whose efficiency and production techniques are second to none. Once a culture who enjoyed a highly spiritual past, a military coup of sorts has forced them into a monotonous but effective existence of production and development.

CONFUSING AT FIRST

Admittedly BotF will be a little daunting to a newer gamer. The interface is intu-



POINTY EAR RESEARCH IS BOOMING, SIR

itive, but there are so many different options that it takes some getting used to. The developers have done well however in their new large, popup style interface buttons which easily guide the player around the various research/production/system management screens quickly and easily. A big '+1' on the interface part for them. Although it doesn't contain the latest and greatest 3D rendering engine, it does however contain large, bright, colours used and

blended well together, not clashing so much as to make you think you've fallen into Um Jammer Lammy on drugs. It's all crisp, clear, concise and represents everything explicitly and without confusion.

At this juncture let me just inform you that what's been created with BotF is nothing terribly new. If you've played Microprose's previous game "Master of Orion", then you've pretty much seen a lot of what BotF has to offer. Whilst it pulls it off nicely, it

seems more of a conversion with a few improvements than a whole new game. However (And there's always a however), the combat system is now a dream. Although it may be turn based, all units have been modeled in 3D (Albeit not wonderfully) and in my humble opinion, it gets pretty darn tense sometimes. There's nothing cooler than watching huge warships duke it out with lasers and torpedoes.

NEW ENOUGH?

Alas, all good things come to an end, and in the case of BotF it's really its longevity. If you haven't played "Master of Orion" then perhaps the whole Research and Development phases may seem interesting and engrossing to you. On the other hand, MOO was just leaps and bounds ahead of BotF in this area. Trouble is, BotF just doesn't offer enough variety in what you can research. It's basic-

ly a case of stepped research. Meaning that from Level 1 Weapons you don't have a choice of researching either that Plasma Cannon or Gatling Laser, you just move on to Level 2 Weapons and that's it. This leads to a big problem, as part of MOO's lastability came from being able to design and create your own ship models and fleets. BotF simplifies this whole process and essentially just gives you new ships as you increase in tech levels. It's a shame, but perhaps it was the developers original intention to take away this kind of customisation to the players in order to remain faithful to the ships in the Star Trek world. At any rate, it was somewhat of a letdown to find that I was stuck with what ships I was given.

All gripes aside, give this one a go. It's finally a breath of fresh air in a Star Trek software industry that has been dominated so long by mediocre, half-arsed, narcolepsy inducing games that it'd be a shame if you passed up the first decent successful attempt to revive the whole Trek movement once again.



AVAILABLE: Now
CATEGORY: Turn Based Strategy
PLAYERS: 1-5
PUBLISHER: Microprose
PRICE: \$89.95
RATING: G8+
REQUIRED: P166, 16MB RAM
DESIRED: P200, 32MB RAM

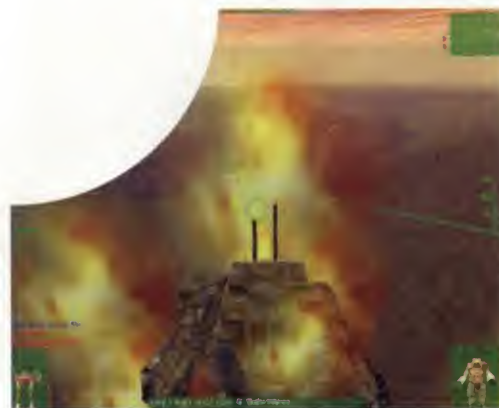
PLUS Easy to jump into. Highly Addictive.
MINUS May get dull fast for seasoned space strategy buffs.

VISUALS	SOUND	GAMEPLAY
84	86	88
OVERALL		
87		
It may not be the most groundbreaking title around, but it's definitely a solid one.		

Mechwarrior 3

Why use a big walking robot machine to wage war when you have tanks? Who cares it's fun.

Glenn Merton reviews the long awaited Mechwarrior 3.



of your mech just by looking sideways, and zoom reticles, that allow precise aiming over long distances, make welcome additions to this tried and tested formula.

STRATEGY BEHIND THE CARNAGE

The game also introduces some new strategies with the use of wingmen, a mobile field base (more on this later) and even heat management. Your team are referred to as Lancemates and they can be given rudimentary instructions via keyboard or mouse commands during the game, helping you to complete your mission, if they're able. Strategic use of water might seem like a weird concept until you realise that all the most powerful weapons generate the most heat. You must keep your heat levels

under control or your mech will powerdown or in extreme circumstances explode. So this leads to a nice strategy of attacking from rivers and oceans whenever possible as the water sucks the heat straight out of your mech allowing you to fire more often with your biggest weapons. And of course by this stage you may want to switch to one of your two outside views to watch the wonderful water splashing around your mech as you move through and it also allows a better view of the bullets that are just missing you splashing up around you.

Of course if you have the benefits of a recent 3D accelerator card you will

experience what is definitely the best looking mech game yet. Nothing here is ground breaking but it's nice to look at just the same. The full spectrum of details model skins to coloured lighting is all here and looks spectacular. The graphics wizardry doesn't stop there as the detail in this game is phenomenal, all of it adding to atmosphere. From lightning and rain from the heavens to tumbleweeds and seagulls as well as landscape deformation. That's right, fire some missiles into the side of a lovely rolling hill and you'll see the crater it leaves behind. Firing your super powerful weaponry at almost any type of non military target such as a building, boats or people and you will see pieces go flying, it's great.. This game was tested on a PII 350 with a Voodoo 2 and it ran smooth as. Those of you with older systems may want to

GETTING TANKED AGAIN

Back to the 31st century again this time with Mechwarrior 3. In this instalment of the Mechwarrior games the inner sphere are going to wipe out the remnants of the Smoke Jaguar Clan for good. The highest ranking Smoke Jaguar officer Galaxy Commander Brendan Corbet is holed up on the planet Tranquil and is rallying the remaining Smoke Jaguars to fortify his position. Inner sphere military strategy decides that a commando force of mechs should be sent to lead the attack on this outpost. You and your mech are part of this team. Good luck....you'll need it.

The basic premise of this game is the same as it's earlier incarnations and it's Heavy Gear opposition, combat between hulking behemoths of armour and weapons, mainly lasers and missiles. Your mechs are huge and the game really

conveys this feeling. Huge thudding footprints are heard and seen as you move around. You can quite literally trample just about everything including people, tree's and buildings.

WELCOME BACK MECH-HEADS

Those of you that played Mechwarrior 2 will feel right at home as their are no real changes to the basic elements of the gameplay, only a couple of added extras. This is essentially MW2 tweaked up with several features that you always wished you had.

Things such as articulated arms, that can individually fire to the side





TECHING IT ALL IN

upgrade but the game can run very well on a PII 233 without a 3D card minus some of the eye candy of course.

The menu system within the game is straight forward and relatively easy to follow. There are four training mission to acclimatise you to the controls and for newbies that serves a lot. The briefings that serve as an introduction to each mission are well scripted and

crafted and feel quite realistic within the context of the game.

The first mission starts with you being dropped from orbit in your mech, you land slightly off target in the shallow water just off the coast of a quite fishing village. Let the mayhem commence. From here you must battle through some light defenses to rendezvous with your MFB or mobile field base. This con-

sists of three tracked vehicles that carry around you supplies and any salvage you pick up along the way.

It also performs repairs to your mech, quite handy, if you can afford the time to power down. You'll need all the salvage you can get in order to be on more even terms with the more powerful mechs you'll encounter as you progress through the 20 different missions.

These missions vary in their objectives You'll have escort missions, garrison duties, and hit-and-run sabotage missions just for some variety.

Also available apart from the campaign are a excellent configurable Instant Action mode and of course multiplayer over LAN, Modem to Modem, or over the internet on Microsoft's Gaming Zone.

NET FRIENDLY?

Here arises one of the few problems I had with this release, my attempts on the Zone didn't really work because my ping was way bad. Early reports from overseas on the subject of internet play seem to indicate a "laggy" game. Whether this is a real problem or not won't be known until a month or so after general release when quite a few people are multiplaying it. While we are on the subject we should just get the few low points out of the way. OK, in single player your lancemate and enemy AI are relatively mediocre and any hardcore mech-head will have no trouble with these enemies. Some mechs can be destroyed by attacking with long range weapons without the enemy mech responding to your attack. If you want to be really picky you could ask, why aren't there any great leaps in gameplay but then again why mess with a successful formula that is so popular, and really, so good.



AVAILABLE:	Now
CATEGORY:	Mech-sim
PLAYERS:	1-Multi
PUBLISHER:	MicroProse
PRICE:	\$89.95
RATING:	M
REQUIRED:	P166, 32MB RAM
DESIRED:	PII 266, 64MB RAM

PLUS
Excellent atmosphere, Updated graphics, Familiar gameplay style with added features.

MINUS
AI could be better, possible internet lag.

VISUALS	SOUND	GAMEPLAY
94	89	85

OVERALL
89
Best Mechwarrior yet whilst not too scary for newbies.



Descent 3

Singe Graham was only just able to stop himself from bringing up lunch when playing Descent 3... Don't get us wrong, he loved it.



YOU'LL BE RIGHT IF YOU KNOW HOW TO READ

Coming back once again for more free flying, frenetic, fast paced action, original Descent publishers Interplay this time team up with clean-cut Parallax offspring, Outrage, to release one of the most exciting and damn good three-quels this year. In fact, the only question that really comes to mind is: "Ok, who left the lid off the can of whoop ass?"

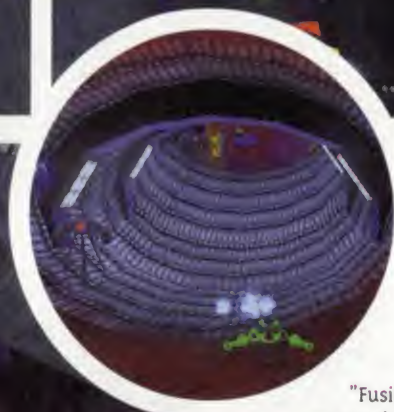
SUPERB SETUP

These guys have gone to such extents that the first thing that really impressed me wasn't even the game itself, but its setup program. It easily auto detects and configures all your sound and video hardware seamlessly, but not invisibly. You can see just what it's doing, but don't have to be a technical whiz to figure out just what resolution and detail

settings should be set as it auto detects everything you need to worry about. Brilliant stuff. Too many companies these days have really lost touch with their users, and as a result expect them to know every nuance and chip of their hardware. It's a shame really, but at least our faith in a good user-friendly interface can now be restored.

Gameplay is very similar (almost identical) to previous Descent games. You're in control of a craft with total freedom of movement. You're able to spin, rotate and move in a completely immersive 360 degree environment which primarily is based underground throughout many caverns and tunnels. Thankfully





UTTER CONFUSION - IT'S A FEATURE!

"Fusion" engine that's used under the hood has been tweaked even further to include all the accoutrements that we've become accustomed to such as various dynamic lighting effects and reflective surfaces. We've become so spoilt haven't we? Perhaps the single biggest step is the inclusion of outdoor flying as well. In the past it's been based solely indoors (With the exception of Descent: Freespace), now however two worlds have collided and the action moves from out of the subterranean levels out into the vast hills and plains of the Descent world. If there was ever icing on the cake then this is it. Hunting a robot out of the tunnels, bursting into the sunlight, chasing it through hills then diving back down into another set of tunnels is just an amazing experience.

we still have the help of a 'Guide bot' that hovers around your ship, collecting items and pointing you in the right direction whenever you need it. Of course, since humans seem to have developed a form of AI the bloody thing keeps complaining whenever it gets shot. Whatever happened to the good ol' days where the machines never

talked back and complained when you kicked their butts? But I digress, the mechanics of gameplay are well done indeed, but then again, they always have been. Obviously the "if it aint broke, don't fix it" adage is well in force here.

LOVE THEM WIDE OPEN SPACES...

Visually, it's a knockout. The

experience. Try it sometime, you wont be disappointed. D3 has now also followed the current trend in including easy facilities for jumping online and playing on "PXO" (Parralax Online), Parralax's answer to other gaming services such as Battle.net and the increasingly popular Station by Sony. The game boasts improved multiplayer

code, but sadly as the game hadn't been released to the public at the time of review I was unable to test it online.

THE BLIND LEADING THE BLIND

There was however one big drawback in the whole experience, and it's a rather typical one related to this whole AI pathing issue. The Guide bot is a great inclusion, but it definitely has some problems to be worked out. As an example: One of the missions involves picking up a key-card to gain entry to an underground hangar from above ground. Once the key has been obtained and you instruct the guide bot to take you to the access door, it wants to take the most direct path, diving headlong into the ground where the door SHOULD be located, rather than taking the correct route through the tunnels. Every RTS has its problems with pathing, and now D3 does too. C'est la vie.

The sound was adequate, but could be better if played on a hefty machine. The box that it was played on had a standard Sound Blaster PCI64 card with just 2 little Altec Lansing speakers. A pretty standard setup, but it sounded very hollow and not terribly solid at all. The music in the game is also fairly standard which is a bit of a shame. Had they put in a pumping soundtrack like Wipeout then it would have been that extra bit more of an all round spiffy title.

Well, it's been a while in coming but the results were worth it. We've got new ships, new weapons, new bad

guys to fry, new terrains and worlds to explore, new people to meet and frag and many more hours of sleep to lose. Admittedly I'm a player that's geared more towards Quake style FPS games, but this one got me hooked from the start. Do yourself a favour and grab a copy.

AVAILABLE: Now
CATEGORY: 3D 1st Person Space Shooter
PLAYERS: 1-Multi
PUBLISHER: Interplay
PRICE: \$89.95
RATING: M
REQUIRED: P200MHz, 32MB RAM (may require more for Direct3D gamers), 3D card
DESIRED: P2 300, 64MB Ram, Joystick w/hat
SUPPORTS: Joysticks, 3D sound cards, Glide, Open GL, Direct 3D

PLUS
Bigger, beefier and better than ever.

MINUS
The guide bot's navigation system has had coffee spilt on it, I swear.

VISUALS	SOUND	GAMEPLAY
92	84	90

OVERALL
91
"Man, that was dope"

Outcast

Voxel games are few and far between, but **Adam Duncan** has come across one in the form of Outcast

In the near future, scientists open a portal to a different dimension. They send an exploration probe through it, which consequently gets damaged, causing the portal to destabilize and start sucking our world into it like a black hole. You play Cutter Slade, an ex-navy seal, who leads a group of men through the portal to repair the probe and save mankind. This doesn't exactly go according to plan, as you wake up on the other side to find yourself without your men or equipment.

as their 'chosen one', come to rid the land of tyranny. This character interaction is handled very nicely. NPCs move and gesture realistically when talking, and the camera pans in and out of the conversation to make it feel more like you are watching a film. Not only do they give you information to solve puzzles but they are also the vehicle for describing the background of their



WHO NEEDS A 3D CARD?!



Fear not, for you can wield a hefty amount of firepower. Starting with a pistol, as you progress you can get your hands on up to six weapons, including a rocket launcher and flamethrower. You also have a variety of gadgets at your disposal, like a tripwire or hologram device. The action element to the Outcast is quite cool actually. It's not up to par with the dedicated first person shooters out there, but it's still good fun, and manages



you carry comes in very handy. Any important messages or strange names are automatically logged into it for future reference.

Something else that impressed was that the aliens don't just stand around waiting for you to meet them. They have a personality of their own. For example, one fellow standing around a fireplace would sometimes leave the room to collect wood from the pile outside, then bring it back

and stoke the fire. Very cool.

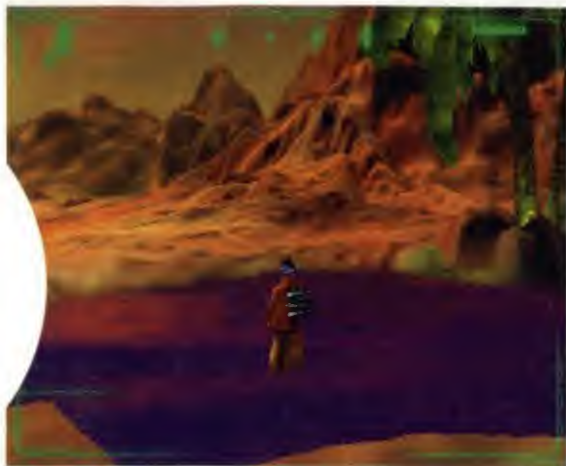
Not all aliens you come across are friendly though. Soldiers patrol much of the land, and have strict orders to take the 'chosen one' out on sight.



Outcast is an interesting hybrid of genres. First and foremost it's an adventure game, though mixed in the pot is the shooter element of play.

Much of your time in the world of Adelpha will be spent talking to it's alien inhabitants, who accept you

alien society. Though, for a while it can all be a little overwhelming since you have a lot to learn about where you are. The aliens use many different words to describe things, so you kind of have to learn a new vocabulary, which is a neat idea. This is where the portable notepad



to chug on a Celeron 400. Looking at the screenshots most will say Outcast really does look stunning. See it in action though, and it becomes much more apparent that you aren't using a 3D card.

On a lighter note, the gripping orchestral soundtrack definitely helps to give this title it's interactive sci-



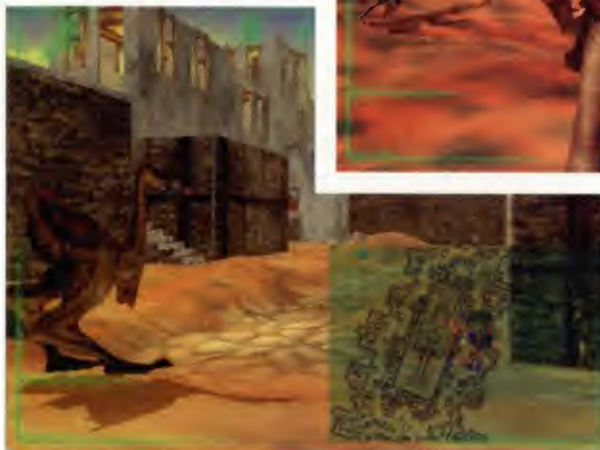
to intermingle with the adventure side of things as seamlessly as one could expect. Gameplay can be viewed in either first or third person perspectives, with the ability to zoom in and out of the action. While first person is easiest to control Slade with, there are times when you'll need to flick to third person view to see more of the surrounding area.

After installing Outcast, I spent a good amount of time trying to figure out why my 3D card wouldn't kick in. It seems designers, Appeal, have opted for certain technologies to be used for Outcast's graphics engine that simply cannot be handled by 3D cards at present. Voxel technology and bump-mapping are extensively used throughout. Mind you, the game still looks quite sweet. The use of voxels really gives the land a noticeable texture. From bumps in a stone pathway, to ranges of rocky hills... none using a single polygon. It's a very interesting effect, and a nice change from the flat looking surfaces

we're used to. Additionally the water effects you'll see arguably dethrone those found in Unreal. Very pretty! Character animation is excellent, with some of the creatures looking and moving just like something from Jurassic Park.. The obvious downside to run-



ning in software mode though is that to maintain any sort of decent frame rate you are limited to very low screen resolutions, with the highest being 512x384. Even in that res, the game started



THE POLICE RADAR GUN COMES IN HANDY

fi flick feel. Speech is nice also, and there's definitely a lot of it. There were times when I found it hard to

understand what characters were saying through their strange accents, but I usually got the point. Sound

effects are also of high standard and support 3D Directsound and EAX.

Outcast is a good entertaining ride. I can't recall playing a game quite like this, so it's difficult to compare with anything else as a whole really. This is a good thing though, as it means Appeal

have come up with something a little different. However, I know that what it does is done well... mostly. I never really got used to the fact that this fully 3D game simply wasn't going to take advantage of my expensive 3D video card whatsoever. That aside, there's a huge world full of alien goodness out there to explore.

AVAILABLE:	TBA
CATEGORY:	Action/Adventure
PLAYERS:	1
PUBLISHER:	Infogrames
PRICE:	\$89.95
RATING:	M
REQUIRED:	P200 Mhz MMX, 500 Mb free HD space, 32 Mb Ram, 4x CD-ROM
DESIRED:	P2 64 Mb Ram, 8x CD-ROM

PLUS
Huge adventure with an interesting plot.

MINUS
Doesn't use 3D hardware.

VISUALS	SOUND	GAMEPLAY
81	86	84

OVERALL
84
Like being Kurt Russell in Stargate... and I mean that in a good way.



Boss Rally

PC

AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-8 (NETWORK)
PUBLISHER: SOUTHPEAK INTERACTIVE
PRICE: \$89.95
RATING: G
REQUIRED: P233, 32MB RAM, 3D CARD
DESIRED: PII 266, 64MB RAM



Back in 1997, Top Gear Rally was released for the N64. It was a pretty good game... back in 1997. Boss Rally, released in 1999 for the PC is more or less the same game as Top Gear Rally. Over the past two years we have been inundated with 'pretty good' racing games for the PC. As a result we have a game here that is really showing its age, and what was once quite fun is now tedious.

The game looks good enough. The graphics have that N64 feel about them, but aren't so blurry. They're quite crisp in fact, but they do get a tad monotonous, with dull track textures and little scenery. The game's sound is also pretty basic, with effects being rather below standard.

You have the choice of racing a 'championship', single race or time trial. The championship mode is stupid, and has you racing from last place past

slower cars who just seemed to be placed out in front of you for you to overtake them. It's the usual 'perform well in the championship to unlock these cars and tracks' - your only real motivation to keep going.

The collision detection between the cars is poor, often you'll get stuck on walls, and the steering seems strangely unresponsive. However the game does offer a challenge, but only really because you'll be too busy tearing your arms off in frustration at the game's 'physics' and control.

JACKSON GOTHE-SNAPE

VISUALS	SOUND	GAMEPLAY	OVERALL
70	66	58	62

Star Wars: Episode 1 - Racer

NINTENDO 64

AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1-2
PUBLISHER: LUCASARTS
PRICE: \$99.95
RATING: G
SUPPORTS: EXPANSION PAK, RUMBLE PAK



The power of the Force has already been felt at the box office, with The Phantom Menace raking in more bucks than a deer hunter with a submachine gun. Opinion may be split on the movie, but everyone seems to agree that the Pod Race sequence is amazing. LucasArts have done a great job at bringing it to life on the Nintendo 64 too, whilst the PC version has already proved to be a winner. Whilst essentially the Nintendo 64 version is fairly identical, there are some differences. Most obviously, the Nintendo 64 can't quite display the game with quite the same grunt as the PC can. Still, thanks to the memory expansion pak, Racer still looks damn impressive and thank the Force - it's still darn FAST.

Racer is easily one of the prettiest and coolest racing games to have hit the Nintendo 64, if you enjoy a bit more fantasy in your

gaming. F-Zero and Wipeout 64 are the closest comparisons, however Racer gives both a run for their money. The wide open environments, multiple paths, sound and excitement in Racer makes it an instant recommendation to all of you, however there is the small chance that not everyone will like the "feel" as it is quite different to most other racing games out there. We love it though, and Racer is definitely one to add to your Nintendo 64 collection.

ELIOT FISH

VISUALS	SOUND	GAMEPLAY	OVERALL
92	88	87	90



Saga: Rage of the Vikings

PC

AVAILABLE: NOW
CATEGORY: REAL-TIME STRATEGY
PLAYERS: 1-8
PUBLISHER: CYRO INTERACTIVE
PRICE: \$89.95
RATING: MA15+
REQUIRED: P166, 32MB RAM
DESIRED: P200, 64MB RAM

Saga: Rage of the Vikings is the latest RTS from Cyro Interactive putting you in control of a battle-hungry settlement of Vikings, hell-bent on conquering the world. To help them succeed you'll need to make them powerful enough to sack and pillage the six other races (i.e. Dwarves, Elves, Trolls) who share these lands.

Saga plays and looks like like a mix between Warcraft and Settlers. While this could prove an interesting combination... in this case it isn't really. Typically, you start with a few units who must gather resources to build certain structures, which in turn let your settlement expand its economy and militia. This is done similarly to Settlers, having a little more complexity in resource management than Warcraft, though it's not half as fun to watch the town grow. When fighting, the units available are pretty much limited to just warriors and magic users, so all that's involved in battle is simply gathering troops and charging them into the enemy's town to pillage. This pretty much means the strategy to win is to be the clan that creates the most troops in the fastest time. To make things seem more diverse, you can also play using the other six races. Though the only real difference between each race is the graphics. Their building and fighting strategies are pretty much the same.

Visuals and sounds also aren't up to scratch. Buildings and troops look okay, but the environment is rather plain and stagnant. Some redeeming features though are the options to set the resolution up to 1024x768, which makes things look a little sharper, and the ability to zoom in and out of the action.

Perhaps if Cyro had released this title four years ago it would be considered a winner. Unfortunately for them, there's a veritable truckload of better games from this genre out there.

ADAM DUNCAN

VISUALS	SOUND	GAMEPLAY	OVERALL
55	48	50	49



AFL '99

PLAYSTATION

AVAILABLE: NOW
CATEGORY: SPORTS
PLAYERS: 1-2
PUBLISHER: EA
PRICE: \$89.95
RATING: G
SUPPORTS: DUAL SHOCK

If we had a buck for every time someone wrote in and asked when AFL '99 was coming for PlayStation, we'd have one stupidly obese piggy bank. Yes it's here! Was it worth the wait? Sorry.

EA Sports have unquestionably been one of the best sports game developers in the world. Their work on titles like NBA Live, and the FIFA games shows a great love for attention to detail and, also, a budget with which to spend all that time and effort getting it to be the leading edge. Well, it would seem that once you create a game for so narrow an audience (in global terms), that the budget must be tightened somewhat, because this is not up to EA Sports standards.

Why does it not rock? It's slow, with chunky visuals, it's slow, and have I mentioned that it's slow? Arguably one of the world's most frantic (and occasionally chaotic) sports loses its appeal when you shoot it with a tranquilliser. There's also gripes to be had with the camera positioning, which makes you REALLY heavily rely on the radar, which is not fun. It is also near impossible to do the basics of good play like shepherding etc. What works? Bruce McAvaney's commentary comes off pretty well. There are decent stats, and the proper lineup of stadiums.

Hey, if you're one of those people who paints themselves before they trundle off to the footy, then you'll still probably be fanatical enough to get some fun out of this. However, it's hard to recommend as a good buy with so many other good sports games around these days. In fairness to the developers, we're pretty sure they had to do it cheaper than most teams do.

DAN TOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
55	79	55	59

Hard Edge

PLAYSTATION

AVAILABLE: NOW
CATEGORY: ACTION
PLAYERS: 1
PUBLISHER: SUNSOFT
PRICE: TBA
RATING: TBA
SUPPORTS: DUAL SHOCK



You are one of two commandos who survived entering the Togusa Building. The mission is to rescue hostages trapped by terrorists. The building houses the headquarters responsible for developing "advanced military weapons", and the hostages are scientists. You have a choice of two characters: Alex Barrat, gun expert; or Michelle Stevenson, who likes to cut (and kick).

Handling the controls can be difficult at first. If you try to imagine that you are actually standing behind the character you're moving, rather than trying to make it move as you see it on the screen, chances are you'll have more luck. It's also hard to see where you're going sometimes and find yourself facing a wall instead of walking through the gaps.

The graphics are good, there is a lot of detail in just about everything on the screen. The floor even has reflections. The movement of the characters themselves seem kinda out of place. You have a futuristic looking building to wander around in, but everything in it looks reasonably familiar, then there are these "mangaesque" people clashing with the décor. There are sub-titles for everything that

anyone says, which is overdone, as you can understand what they say, so the sub-titles only serve to distract. They are, however, handy for when the characters notice something untoward, and it pops up to make sure you're aware.

The music is unobtrusive, just your general run-of-the-mill synthesised background noise, which is good in as much as it doesn't conflict with the sounds the characters make when they talk or yell their battle cries.

Overall, the developers concentrated a little too much on the looks and should have focused more on gameplay, but with a gung-ho enthusiasm to get value for your money, this can be an interesting adventure.

IMP GIRL

VISUALS	SOUND	GAMEPLAY	OVERALL
40	65	60	67

Fighting Force 64

NINTENDO 64

AVAILABLE: NOW
CATEGORY: BEAT EM UP
PLAYERS: 1-2
PUBLISHER: EIDOS
PRICE: \$99.95
RATING: MA15+
SUPPORTS: RUMBLE PAK



Fighting Force was not quite the wonderful epic beat em up that we all were hoping for back when it came out on the PlayStation, and in the event that you were hoping for the game to receive a major overhaul for the Nintendo 64, then we have very grim news. It's the same game, except instead of the PlayStation "Blockyness" that you get in the B-grade titles on that system, it's got Nintendo "Fuzziness", that similarly you see in the not-so-hot N64 titles.

The premise of the game is very simple, you play one of four characters: A macho guy, a monstrous brain-dead guy, a raver chick, or a girl who couldn't really fight her way out of a wet paper bag, but who looks hot anyway. You take your chosen fisticuff master or mistress, and head into the urban jungle, beating up lots of nasty people.

The action is extremely slow for a game based around street fighting, with the simple combos and attacks being quite unspectacular and unexciting

compared to a game like Die Hard Arcade.

Unforgivable is the only way to describe the lack of a four player mode, which would have actually made this game more interesting than the PSX version. There are some new levels, but they're more of the same monotonous trash that we saw back on the PSX.

Come on Eidos. Take a look at Spikeout in the arcades by Sega, as that is far more like what today's gamers want and expect in a beat em up. Eidos release some truly awesome games, and this isn't one of them.

DAN TOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
85	60	50	65

GAME BUYER'S GUIDE

Big Rubber Stamped games of the last year

PC

Aliens Vs Predator	Fox Interactive	92%
Alpha Centauri	Firaxis	93%
Apache Havoc	Razorworks	93%
Baldur's Gate	Interplay	94%
Championship Manager 3	Eidos	92%
Civilization: Call to Power	Activision	94%
Colin McRae Rally	Codemasters	92%
Descent Freespace	Interplay	92%
European Air War	Microprose	93%
Everquest	Sony	95%
Falcon 4.0	Microprose	94%
Fallout 2	Interplay	92%
FIFA 99	EA	90%
Fighter Squadron: SDOE	Activision	94%
Final Fantasy VII	Eidos	94%
Grand Prix Legends	Sierra	92%
Grim Fandango	LucasArts	93%
Half-Life	Sierra	97%
Heart of Darkness	Infogrames	90%
Heroes of Might & Magic 3	3DO	90%
King's Quest: Mask of Eternity	Sierra	91%
Lander	Psygnosis	91%

Microsoft Combat Flight Simulator	Microsoft	93%
Motocross Madness	Microsoft	92%
Myth 2	Bungie	92%
Rollercoaster Tycoon	Microprose	91%
Star Wars: Racer	LucasArts	90%
TOCA 2	Codemasters	91%
Total Air War	Ocean	93%
Tribes	Sierra	90%
X-Wing Alliance	LucasArts	90%

HYPER RECOMMENDED GAMES BY GENRE

RPC	Baldur's Gate
First Person Shooter	Half-Life
Adventure	Grim Fandango
Sports	FIFA '99
Racing	Grand Prix Legends
Strategy	Civilization: Call to Power
Online RPG	Everquest
Online Action	Tribes
Flight Sim	Microsoft Combat Flight Simulator
Space Combat	X-Wing Alliance
Action	Descent 3
Action/Adventure	Outcast

PLAYSTATION

Abe's Exoddus	GT Interactive	92%
Bust A Groove	Sony	91%
Colin McRae Rally	Codemasters	90%
Colony Wars Vengeance	Psygnosis	90%
Heart of Darkness	Infogrames	90%
MediEvil	Sony	90%
Metal Gear Solid	Konami	93%
Rival Schools	Capcom	90%
Rollcage	Psygnosis	92%
Street Fighter Alpha 3	Capcom	90%
Syphon Filter	989 Studios	92%
TOCA 2	Codemasters	93%
Tekken 3	Namco	93%
Tenchu	Activision	91%
Tomb Raider 3	Eidos	90%
Triple Play 2000	EASports	92%
Wild Arms	Sony	90%

HYPER RECOMMENDED GAMES BY GENRE

Action	Metal Gear Solid
Adventure	Silent Hill
Strategy	Populous: The Beginning
RPC	Final Fantasy VII
Fighting	Soul Blade
Sports	Triple Play 2000
Space Combat	Colony Wars Vengeance
Platformer	Abe's Exoddus
Racing	TOCA 2



Syphon Filter



TOCA 2

NINTENDO 64

All Star Baseball 2000	Acclaim	92%
Banjo Kazooie	Rare	96%
Beetle Adventure Racing	EA	92%
F-Zero X	Nintendo	91%
Legend of Zelda	Nintendo	94%
Smash Brothers	Nintendo	90%
Turok 2	Acclaim	91%
Wipeout 64	Psygnosis	93%

HYPER RECOMMENDED GAMES BY GENRE

Action	Rogue Squadron
RPG	Legend of Zelda
Fighting	Smash Brothers
First Person Shooter	Goldeneye
Sports	All-Star Baseball 2000
Platformer	Super Mario 64
Racing	Beetle Adventure Racing



Smash Brothers



Beetle Adventure Racing

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TRIBAL SEQUEL

Of interest in the FPS Multiplayer Gaming scene is the news that Dynamix are working on StarForge Tribes 2. It's due for release Spring 2000, but at the recent E3 gaming convention advance information and screenshots were available. Dynamix plan to drastically improve their already successful network code, making internet play easier and faster for gamers. Also their graphics engine is going through a

revamp, allowing the map makers the ability to incorporate such landscapes as canyons and environmental factors (such as lightning storms). Also planned for inclusion are water based environments, and ground and water based vehicles to compliment the already existing flying vehicles. The screenshots look amazing and if the original Tribes is anything to go by, this should be a huge hit on the multiplayer scene.



QUAKE3 FACEOFF, PC FAIR'99 AND VILLAGE CHALLENGE II

At a Battle Arts organised spectator based event, Reload (Australian Quake1 Duel Champ, sponsored by Intel) played Dae Breaker (Runner up Impulse98 Duel Quake2) in a set of Quake3 matches. Quake3 is due for release within the next two months, and it is hoped that it will unite the traditionally separate Quake1 and Quake2 communities. As such all eyes were on this duel to see who would win! Dae Breaker won the event convincingly though mostly because of his talents with the Railgun.

The competition was played using the Quake3 Alpha Test version that's been released on the net for download. In this new game from ID Software, Quake1 players will find rocket battles similar to what they are used to, but will definitely have to get precise to properly use the railgun! For more info on duelling, or to download a demo of the match visit the Australian Demo Archive (<http://ada.simplenet.com/>).

The PC FAIR'99, sponsored by INTEL and run by Challenge.AU, saw NSW player Adder win a

Pentium III 450, with full trimmings (including a 21" Diamondtron Monitor) for being the player to come closest to Reload in a FFA competition. Reload was unbeaten on the day, among a very strong field which included the Impulse98 Quake1 Duel runner up, Tim.

In another Challenge.AU organised event, the Village Challenge II (26th-27th June), Dust2Dust (D2D - New Zealand's best Quake1 team, sponsored by Ultimate PCs) are flying to Sydney to play some of Australia's best Quake1 teams. D2D will play a series of matches against organised Australian teams in true ANZAC fashion. The event will hopefully also round off the Quake1 side of the ACP National Tournament that's been running since November last year. Once this is completed Australia will have a champion Quake1 team to pit against the best of the world. The plan is to broadcast these matches LIVE on IRC - watch the Challenge.AU (<http://www.challenge-au.com>) site for details, or read here next issue for a full report.



CORPORATE SUPPORT FOR GAMING

Australian internet games service Multiplay (<http://www-multiplay.com.au/>) has announced a partnership with Cable and Wireless Optus. This will allow Multiplay access to a national and international infrastructure whilst remaining free to try a \$10 per month all inclusive service. This will allow Multiplay to compete against other existing cable high speed

gaming services.

ACGP (Australian Computer Gamer Professionals), the company running the first national Quake1 and Quake2 leagues, has also sided with Multiplay for assistance in completing their test tournament. The test tournament has been built from the ground up by gamers using existing LAN events in each state. This

marks the start of increased corporate support for professional gaming in this country, and paves the way for the American founded PGL (Professional Gamers League - <http://www.pgl.net/>) which will be implemented within Australia by the end of the year. The PGL is one of a half-dozen dramatic introductions Multiplay will debut this year.

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TIM LEVY

CRAZY TAXI - SEGA

Not many people are suited to driving a taxi. Having to deal with drunks, snobs, freaks, runners and heavy traffic isn't everyone's cup of tea. But on the other hand, what else do you have to do to get some edge in your life- join the army? Now, thanks to Sega you don't have to experience all the bad bits, you don't even have to go to taxi school. All you have to do is drive fast and recklessly to your hearts content in Sega's latest outlandish excursion into the racing genre.

Set in a city loosely based on San Francisco, your job is to pilot your convertible taxi picking up passengers and breaking every road rule, physics law and law law there is in an attempt to take as many fares and make as many dollars as possible to gain a taxi

driver license ranging from E to the coveted CRAZY.

There are 4 cab drivers to choose from, each with their own strengths and weaknesses. Axel is a well rounded character. B.D Joe has the highest top speed but poor traction off road. Gena can accelerate and brake well, while Gus has very slow acceleration but has good traction off road.

The game begins. Set before you are tens of different willing passengers encompassing all different walks of life. They all have colour coded destinations, ranging from green to red, and the closer they get to red, the closer the destination you have to reach is. After picking up a passenger, a large green overhead arrow will point the way to their destination. If the road goes around a park, just drive over it. If it

is quicker to drive onto the footpath or through a sidewalk cafe or even into oncoming traffic then go for it, as your taxi is virtually indestructible. In fact, you actually get bonus \$\$\$ for these creative driving skills.

The destination is surrounded in green. According to the time taken to the destination, a ranking of Speedy (5 second bonus) to Bad (0 bonus) is awarded. Now pick out your next fare and repeat the cycle till you run out of time.

All in all, Crazy taxi is a fast furious frenetic and sometimes funny racing game which is graphically well supported with a cool rock'n soundtrack provided by the Offspring and Bad Religion. But most of all, it is VERY challenging with only the best of drivers being able to gain the higher ranking licenses.



GUITAR FREAKS - KONAMI

After unleashing the disco kings and queens in us all with Dance Dance Revolution and then following up with the take on turntablism with Hip Hop Mania, Konami have continued to bring the music industry to the arcades with an innovative take on the rock'n roll guitar playing hero.

After grabbing the guitar interface and choosing one of the 3 modes of play (practice, normal & expert) you select one of the tunes to jam out with. A wide range of tracks are available ranging from blues to heavy metal and funk to punk- all with varying degrees of difficulty / BPM (beats per minute).

On the necks of each guitar are 3 buttons. You simultaneously hit a strum switch and press the correct buttons as vertically progressing bars reach the top of the screen ala D.D Revolution. Your aim is to keep the virtual crowd excited enough to want to hear you play another tune.

Although simple in its game play, G.F has a great amount of novelty value for both real guitar players and air guitar players alike. In any case, this may be the beginning in a whole host of Freak titles such as flute (please wipe the mouth piece before use), triangle or even a gigantic multi player game such as Symphony Orchestra Freaks. Stay tuned.



SORCERER HUNTERS - VOLUMES 1-2

CATEGORY: ACTION, COMEDY
 PRODUCTION COMPANY: XEBEC

Wacky, sexy, remotely cool, and a little stupid. These are but a few words that can be used to describe Sorcerer Hunter, also popularly known as Bakuretsu Hunters. Inspired very much by older classics like Slayers and Lodoss Wars, Sorcerer Hunters tells the tale of an unlikely bunch of magically-powered adventurers, bound together in a quest to rid the land of evil sorcerers who would use their power to bring misery to the masses.

Carrot Glace is the main hero, whose hentai-antics and general idiocy is reminiscent of Justy Ueki Tylor. He is joined by his younger brother, Marron Glace, a highly reserved wizard; and Gateau Mocha, the customary beefcake in every team. The female membership of the Sorcerer Hunters is made up of the saucy Chocolate Misu, who is absolutely in love with Carrot; and her nerdy sister, Tira Misu, who is also in love with Carrot.

Best described as Slayers meets Captain Tylor and Dragon Half, Bakuretsu Hunter is an easy-going adventure title whose quality of entertainment spans across the entire spectrum, from borderline trash to thoroughly hilarious. In the end, it won't win awards for being an epic or a classic, but its slapstick humour and novel approach to animation and direction make for great recreational viewing.



■ ANIMATION: 8 ■ PLOT: 7 ■ JAPAN-NESS: LOW ■ OVERALL: 7.5

SAKURA WARS - VOLUME 1

CATEGORY: ACTION, DRAMA, MECHS.
 PRODUCTION COMPANY: SEGA ENTERPRISES/BANDAI VISUAL

Based on the blockbuster Saturn game, Sakura Wars can be described as an excellent light-hearted variation of the 'mechs vs alien invaders' theme. The story is set during the beginning of the industrial revolution in Japan, where a small corporation has poured all of its money into a hyper-development program for making mechanised fighters. The rest of the plot is suitably mixed with history, character depth, and the conspiracy behind a previous invasion. With character designs from Kousuke Fujishima, the legendary creator of Oh! My Goddess and You're Under Arrest, Sakura Wars is quite a decent catch.



■ ANIMATION: 7
 ■ PLOT: 8
 ■ JAPAN-NESS: HIGH
 ■ OVERALL: 8

KIKI'S DELIVERY SERVICE

CATEGORY: DRAMA
 PRODUCTION COMPANY: STUDIO GHIBLI

Kiki is a timely reminder to every jaded anime fan of the exact reasons why anime is so popular. For starters, it proves that an animated feature needn't be a musical to be entertaining. Revolving around the adventures of a young witch who has just left home, Kiki's Delivery Service is brilliantly



scripted and profoundly mature, yet suitable for any audience. Combined with the splendid artwork and Joe Hisaishi's musical score, this Hayao Miyazaki classic easily out-classes its competition. To Hell with Disney: Miyazaki rocks.

■ ANIMATION: 10
 ■ PLOT: 8
 ■ JAPAN-NESS: LOW
 ■ OVERALL: 9.5

News and Release Info

Siren Entertainment will be releasing Pokemon locally, so all you Pikachu fiends should get out there and support the local industry! Seriously, the story is original, the characters are irresistibly cute, and it is guaranteed to please. In other news, ADV have acquired the rights to Spriggan; Video Girl Ai is now finally available with English dubs/subs; and the highly anticipated series, Cowboy Bebop, has just been made available.



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>

KEVIN CHEUNG

SPORTS FANS HAVE SOME GREAT GAMES AT THEIR DISPOSAL THIS YEAR, AND THERE'S A WHOLE HEAP OF STUFF ONLINE TO COMPLIMENT YOUR GAMING EXPERIENCES YOU WANT TO OBSESS OVER STATISTICS? NEED SOME HELP UNDERSTANDING HOW THE GAME ACTUALLY WORKS? JUST WANT TO CHAT TACTICS? READ ON...



CRICKET WORLD CUP '99

As we mentioned in our review last issue, EA Sports have promised to supply us all with a patch for Cricket World Cup '99 - so if you have the game and a connection to the internet, head over to the local EA site to see what the latest news is. They have a demo there to download if you'd like to try the game first, plus a support FAQ and links to cool stuff like CricInfo, Lords, and live stats from the World Cup itself. Did you know you could update your copy of Cricket World Cup with stats from this year's competition? Go check out this site now!

[HTTP://WWW.EASPORTS.COM.AU/CRICKET/NEWS/NEWS.HTM](http://www.easports.com.au/cricket/news/news.htm)

CHAMPIONSHIP MANAGER 3

We're more than aware that it's not just our very own Jackson Gothe-Snape who's obsessed with Eidos' Championship Manager 3... there is an official website set-up for those of you who simply cannot get enough of this soccer sim. A messageboard will allow you to trade ideas with fellow CM3 freaks and even just chat about the brilliance of Soccer. There is a monthly update available for down-

load, which is great support from the publisher, which will keep CM3 nice and accurate. They even have a page devoted to training methods.

[HTTP://WWW.CM3.COM/](http://www.cm3.com/)

PRO 18 WORLD TOUR GOLF

Psygnosis have set up a good little launch pad for Golf Gamers keen to find out more about Pro 18 World Tour golf and some appropriate links. There are neat little bios on each of the players featured in the game as well as some video and screenshots to help you get geed.

[HTTP://WWW.PSYGNOSIS.COM/PRO18/](http://www.psygnosis.com/pro18/)

ALL-STAR BASEBALL 2000

Acclaim have a great site for those of you who get caught up in Baseball fever once you start flogging All-Star Baseball on your

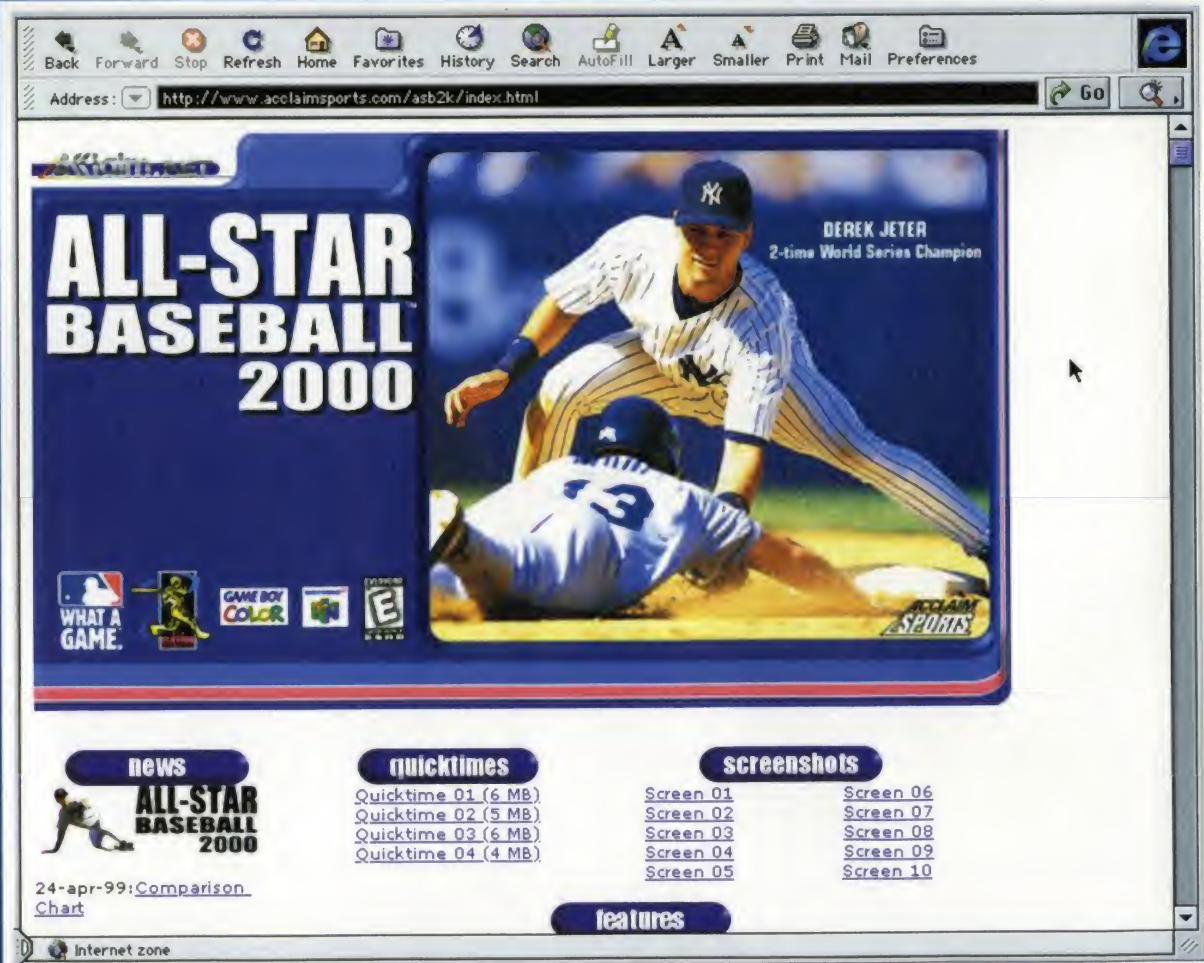
Nintendo 64. The site offers plenty of stuff on the game, but also has exclusive interviews, pics from training, season predictions and even tips and strategies! Do your worst... er, we mean, best!

[HTTP://WWW.ACCLAIMSPORTS.COM/ASB2K/INDEX.HTML](http://www.acclaimsports.com/asb2k/index.html)

SPORT CRAZY

If you're generally just Sport Crazy, then surely it must be a chore trawling the net for all the latest scores and results. However, one cool site manages to compile sports results from all sports from all over the world and put them together in one place... Sports Results is a great place to begin your Sport obsession. Of course, don't think for a second you should leave your computer and actually go out there and play any yourself! That would just be... Crazy!

[HTTP://WWW.SPORTRESULTS.COM/](http://www.sportresults.com/)



MOON PATROL

MIDWAY - ARCADE



Da da da-da-da... Moon Patrol may be remembered as an arcade classic, but it's probably more famous amongst older gamers for its exceedingly funky music. Well, the soundtrack doesn't age terribly well in these times of redbook audio, but back then in the glory days, the Moon Patrol theme was one of the best ever. You could spend hours at the arcade, and still leave for home with the Moon Patrol music in your head. It was that cute.

Many 2D side-scrolling blast 'em ups have sprung forth from Moon Patrol origins. Your little buggy's only functions were Jump and Shoot, but it was enough to save the moon from those daring alien invaders... or whatever the hell the plot was. Actually,

your buggy did have a gun shooting out of its roof which was unique, so you could actually shoot hovering UFOs as well as big rocks in your path. The true skill needed with Moon Patrol, was the ability to time your jumps with your shooting. You see, as your buggy rolled along the surface of the moon, craters loomed up ahead and aliens were dropping laser bombs on you. Some of them even dropped crater-creating explosives! Somehow, you had to jump the craters and shoot the aliens out of the sky, making sure that your jump didn't lead you into the path of the falling bombs or into the gaping mouth of a deadly crater. Then there were those uphill bits with rolling boulders - to hell with realistic physics! As you made

it further and further along the surface of the moon, you would pass the checkpoints, and without a doubt breathe a sigh of relief. Life was tough for a lonely Moon Patrol pilot... why the hell did the moon need saving anyhow? Let those aliens build a few cities and be merry! Ah well, at least risking your life at the controls of the super-suspension equipped buggy was actually fun.

Sure, it seems simple now, but Moon Patrol was one of those truly testing games at the time. Real co-ordination was needed, not just blind luck. Even playing again after all those years for this Retro section proved to be pretty darn tricky. Maybe it was the funky music distracting us, who knows?



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Sega PC

1900 142 100

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

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GT Interactive

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Live Wire

PlayStation

Level Select:

While at the level selection screen hold Triangle and press Left, Down, Up, Right, Left. Press Up or Down to choose a new starting level on any world.

Motor Head

PSX

CHEATS

Increased Traction: INSANITY
Faster View: SOFTHED
Over Head View: SUPERCAR
Disable all Cheats: NOCHEATS
Some level Passwords
Level 1: COWRULES
Level 2: FRAGTIME
Level 3: TURBOMOS
End: LASTCODE

Baldurs Gate

PC

Create Your Own Items
Use any text editor (Notepad for example) and open the file Baldur.ini in your Baldur's Gate directory. Add the line Cheats=1 under the [Game Options] entry then save the file and run the game.
Once in the game, hit Ctrl-Tab to bring up the console in which you type the cheats. Ctrl-Tab will also close this console. Type in the cheat exactly as they appear below and hit the Enter key to activate.

CLUAConsole:CreateItem("xxx") where xxx is the code for an item:

Amulets

AMUL01 - Necklace of Missiles
AMUL04 - Studded Necklace with Zios Gems
AMUL05 - Bluestone Necklace
AMUL06 - Agni Mani Necklace
AMUL07 - Rainbow Obsidian Necklace
AMUL08 - Tiger Cowrie Shell Necklace
AMUL09 - Silver Necklace
AMUL10 - Gold Necklace
AMUL11 - Pearl Necklace
AMUL12 - Laeral's Tear Necklace (3000 gp)
AMUL13 - Bloodstone Amulet
AMUL14 - Amulet of Protection +1
AMUL15 - Shield Amulet
AMUL16 - Amulet of Metaspell Influence (+1 2nd level spell)

Axes

AXiHo1 - Battle Axe
AXiHo2 - Battle Axe +1
AXiHo3 - Battle Axe +2
AXiHo4 - Throwing Axe

AXiHo5 - Throwing Axe +2

Belts

BELTo2 - Golden Girdle
BELTo3 - Girdle of Bluntness
BELTo4 - Girdle of Piercing
BELTo5 - Girdle of Sex Change

Blunt Weapons

BLUNo1 - Club
BLUNo2 - Flail
BLUNo3 - Flail +1
BLUNo4 - Mace
BLUNo5 - Mace +1
BLUNo6 - Morning Star
BLUNo7 - Morning Star +1
HAMMo1 - War Hammer
HAMMo2 - War Hammer +1
HAMMo3 - War hammer +2
STAFo1 - Quarterstaff
STAFo2 - Quarterstaff +1
Ranged weapon ammo
AROWo1 - Arrow
AROWo2 - Arrow +1
AROWo3 - Arrow of Slaying
AROWo4 - Acid Arrow
AROWo5 - Arrow of Biting
AROWo6 - Arrow of Detonation
AROWo7 - Arrow or Dispelling
AROWo8 - Arrow of Fire
AROWo9 - Arrow of Ice
AROWo10 - Arrow of Piercing
AROWo11 - Arrow +2

BOLT01 - Bolt
BOLT02 - Bolt +1
BOLT03 - Bolt of Lightning
BOLT04 - Bolt of Biting
BOLT05 - Bolt of Polymorphing
BOLT06 - Bolt +2
BULL01 - Bullet
BULL02 - Bullet +1
BULL03 - Bullet +2

Books

BOOK01 - Magical Book
BOOK02 - Spell Book
BOOK03 - +1 Con
BOOK04 - +1 Str
BOOK05 - +1 Dex
BOOK06 - +1 Int
BOOK07 - +1 Chr
BOOK08 - +1 Wis
BOOK68 - Book of Ancient Knowledge/History of the Nether Scrolls (must be Identified)
BOOK70 - Yago's Book of Curses

Boots

BOOT01 - Boots of Speed
BOOT02 - Boots of Stealth
BOOT03 - Boots of the North
BOOT04 - Boots of Avoidance
BOOT05 - Boots of Grounding

Bows, Crossbows, and Slings

BOWo1 - Composite Long Bow
BOWo2 - Composite Long Bow +1
BOWo3 - Long Bow
BOWo4 - Long Bow +1
BOWo5 - Short Bow
BOWo6 - Short Bow +1
BOWo7 - Long Bow of Marksmanship
BOWo8 - Eagle Bow
XBOWo1 - Heavy Crossbow
XBOWo2 - Heavy Crossbow +1

XBOWo3 - Heavy Crossbow of Accuracy

XBOWo4 - Light Crossbow
XBOWo5 - Light Crossbow +1
XBOWo6 - Light Crossbow of Speed
SLNGo1 - Sling
SLNGo2 - Sling +1

Bracers

BRACo1 - Bracers of Defense AC 8
BRACo2 - Bracers of Defense AC 7
BRACo3 - Bracers of Defense AC 6
BRACo4 - Bracers of Archery
BRACo6 - Gauntlets of Ogre Power
BRACo7 - Gauntlets of Dexterity
BRACo8 - Gauntlets of Fumbling
BRACo9 - Gauntlets of Weapon Skill
BRACo10 - Gauntlets of Weapon Expertise

Armour

CHANo1 - Chainmail
CHANo2 - Chainmail +1
CHANo3 - Chainmail +2
CHANo4 - Splint Mail
CHANo5 - Splint Mail +1
CHANo6 - Mithril Chain Mail +4
LEATo1 - Leather Armor
LEATo2 - Leather Armor +1
LEATo3 - Leather Armor +2
LEATo4 - Studded Leather Armor
LEATo5 - Studded Leather Armor +1
LEATo6 - Studded Leather Armor +2, missile attraction
LEATo7 - Studded Leather Armor +2
LEATo8 - Shadow Armor
SHLD01 - Small Shield
SHLD02 - Small Shield +1
SHLD03 - Medium Shield
SHLD04 - Medium Shield +1
SHLD05 - Large Shield
SHLD06 - Large Shield +1
SHLD07 - Large Shield +1, +4 vs Missiles
SHLD10 - Buckler
PLATo1 - Plate Mail Armor
PLATo2 - Plate Mail +1
PLATo4 - Full Plate Mail
PLATo5 - Full Plate Mail +1
PLATo6 - Ankheg Plate Mail
PLATo7 - Plate Mail

Cloaks

CLCKo1 - Cloak of Protection +1
CLCKo2 - Cloak of Protection +2
CLCKo3 - Cloak of Displacement
CLCKo4 - Cloak of the Wolf
CLCKo5 - Cloak of Balduran
CLCKo6 - Cloak of Non-Detection
CLCKo7 - Nymph Cloak
CLCKo8 - Algernon's Cloak (+2 Charisma)
CLCKo9 - Mage Robe of Cold Resistance
CLCKo10 - Mage Robe of Fire Resistance
CLCKo11 - Mage Robe of Electrical Resistance
CLCKo12 - Knaves' Robe
CLCKo13 - Traveller's Robe
CLCKo14 - Adventurer's Robe

CLCK15 - Robe of the Good Archmagi
 CLCK16 - Robe of the Neutral Archmagi
 CLCK17 - Robe of the Evil Archmagi
 CLCK18 - Knaves' Robe
 CLCK19 - Robe of the Good Archmagi

Daggers
 DAGG01 - Dagger
 DAGG02 - Dagger +1
 DAGG03 - Dagger +2
 DAGG04 - Dagger +2, Longtooth
 DAGG05 - Throwing Dagger
 DAGG06 - Nester's Dagger
 DAGG07 - Kylee's Dagger
 DAGG08 - Hentold's Dagger

DART01 - Dart
 DART02 - Dart +1
 DART03 - Dart of Stunning
 DART04 - Dart of Wounding
 HALB01 - Halberd
 HALB02 - Halberd +1
 HALB03 - Halberd +2

Helmets
 HELM01 - Helmet
 HELM02 - Helm of Opposite Alignment
 HELM03 - Helm of Glory
 HELM04 - Helm of Defense
 HELM05 - Helm of Infravision
 HELM06 - Helm of Charm Protection
 HELM07 - Helm of Balduran

Swords

SWiH01 - Bastard Sword
 SWiH02 - Bastard Sword +1
 SWiH03 - Bastard Sword +1, Shapeshifters
 SWiH04 - Long Sword
 SWiH05 - Long Sword +1
 SWiH06 - Long Sword +2
 SWiH07 - Short Sword
 SWiH08 - Short Sword +1
 SWiH09 - Short Sword +2
 SWiH10 - Short Sword of Backstabbing
 SWiH11 - Flaming Sword (no THACO bonus)
 SWiH12 - Hull's Long Sword
 SWiH13 - Moonblade
 SWiH14 - Short Sword +1
 SWiH15 - Scimitar +3, Frostbrand
 SWiH16 - Scimitar, +5, Defender (only usable by good alignment)
 SWiH17 - Perdue's Short Sword
 SW2H01 - Two Handed Sword
 SW2H02 - Two Handed Sword +1
 SW2H03 - Two Handed Sword, Berserking
 SW2H06 - Spider's Bane

Wands

WAND02 - Wand of Fear
 WAND03 - Wand of Magic Missiles
 WAND04 - Wand of Paralyzation
 WAND05 - Wand of Fire
 WAND06 - Wand of Frost
 WAND07 - Wand of Lightning
 WAND08 - Wand of Sleep

WAND09 - Wand of Polymorphing
 WAND10 - Wand of Monster Summoning
 WAND11 - Wand of the Heavens

Spears

SPER01 - Spear
 SPER02 - Spear +1
 SPER03 - Spear +3, Backbiter

Gems, Jewellery and Misc Items

MISC04 = Basilus' Holy Symbol
 MISC07 - Gold Piece
 MISC12 - Ankheg Shell
 MISC16 - Fire Agate Gem
 MISC17 - Lynx Eye Gem
 MISC18 - Sunstone Gem
 MISC19 - Turquoise Gem
 MISC20 - Bloodstone Gem
 MISC21 - Skydrop Gem
 MISC22 - Andar Gem
 MISC23 - Jasper Gem
 MISC24 - Tchazar Gem
 MISC25 - Zircon Gem
 MISC26 - Iol Gem
 MISC27 - Moonstone Gem
 MISC28 - Waterstar Gem
 MISC29 - Ziose Gem
 MISC30 - Chrysoberyl Gem
 MISC31 - Star Diopside Gem
 MISC32 - Shandon Gem
 MISC33 - Aquamarine Gem
 MISC34 - Garnet Gem
 MISC35 - Horn Coral Gem
 MISC36 - Pearl
 MISC37 - Sphene Gem

MISC38 - Black Opal
 MISC39 - Water Opal
 MISC40 - Moonbar Gem
 MISC41 - Star Sapphire
 MISC42 - Diamond
 MISC43 - Emerald
 MISC53 - Bowl of Water Elemental Control
 MISC70 - Delorna's Statue
 MISC71 - Delorna's Spellbook
 MISC72 - The Claw of Kazgaroth
 MISC73 - The Horn of Kazgaroth
 MISC74 - The Candle
 MISC75 - Dagger of Venom
 MISC76 - The Dream Potion
 MISC77 - Skull of Kereph
 MISC78 - Invitation
 MISC81 - Skull of Kereph
 MISC82 - Ancient Armor
 MISC85 - Mulahey's Holy Symbol
 MISC86 - Bandit Scalp
 MISC89 - Edwin's Amulet

Potions

POTN02 - Potion of Fire Resistance
 POTN03 - Potion of Hill Giant Strength
 POTN04 - Potion of Frost Giant Strength
 POTN05 - Potion of Fire Giant Strength
 POTN06 - Potion of Cloud Giant Strength
 POTN07 - Potion of Storm Giant Strength

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 028 Bloody Boar
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 038 Capcom Gen. 2
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 085 Freazy
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 088 G Police
 089 Gex: Enter the Gecko
 090 Ghost in the Shell
 091 Gren Tarrismo
 092 Grand Theft Auto
 093 Grand Tour Racing 98

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 099 Indy 500
 100 J. McGrath Super X 98
 101 Jet Moto 2
 102 Judge Dredd
 103 K-1 Area Fighters
 104 Kegera Deception 2
 105 Kleona
 106 KeckOut Klegs
 107 Krazy Ivan
 108 Kula World
 109 Libero Grade
 110 M.K. 4
 111 M.K. Mythologies
 112 M.K. Trilogy
 113 Madden NFL 99
 114 Madden NFL 98
 115 Mess Destruction
 116 Max Force
 117 MDK
 118 Medieval
 119 Megaman Legends
 120 Marvel Super Hero's V's St. Fight
 121 Metal Gear Solid
 122 Metal Slug
 123 Micro Machines V3
 124 Monster Trucks
 125 Moto Racer
 126 Moto Racer 2
 127 Motorhead
 128 MTE Dirt Cross
 129 N2O - Nitrous oxide
 130 Nascar 98
 131 Nascar 99
 132 NBA Live 98
 133 NBA Live 99
 134 NBA Shoot Out 98
 135 Need for Speed 2
 136 Need for Speed 3
 137 NFL Blitz
 138 NFL Gameday 99
 139 NFL 98
 140 NHL 99
 141 NHL Face Off 98

142 NHL Powerplay 98
 143 Ninja - Shadows
 144 Nuclear Strike
 145 O.D.T.
 146 Oddworld: Abe's Ex.
 147 Oddworld: Abe's Odd.
 148 Oae
 149 Pendemonium 1
 150 Pendemonium 2
 151 Parasite Eve
 152 Parrappa The Rapper
 153 Pit Fall 3D
 154 Pocket Fighter
 155 Porsche Challenge
 156 Poy Poy
 157 PsychoDek
 158 R-Type Delta
 159 R-Types
 160 Rally Cross
 161 Rally Cross 2
 162 Rally de Africa
 163 Rapid Racer
 164 Rayman
 165 Rebel Assault 2
 166 Red Asphalt
 167 Reloaded
 168 Resident Evil 2
 169 Resident Evil: D.C.
 170 Ridge Racer Rev.
 171 Rival Schools
 172 Riven: Sequel to Myst
 173 Road Rash 3D
 174 Rouge Trip: 2012
 175 Rounding wild
 176 SCARS
 177 Shadow Master
 178 Shane Werna 99
 179 Side Pocket 3
 180 Sim City 2000
 181 Skull Monkeys
 182 Small Soldiers
 183 Smash Court 2
 184 Soul Blade
 185 Soviet Strike
 186 Spico World
 187 Spyro the Dragon
 188 Star Wars: Masters Of Yr.
 189 Steel Rain

190 Street Fighter Alpha 3
 191 Street Fighter Coil 2
 192 Street Fighter X-Alpha
 193 Street Racer
 194 Tales of Destiny
 195 Tekken 2
 196 Ten Pin Alley
 197 Tenchu
 198 Test Drive 4
 199 Test Drive 5
 200 Test Drive Off Road
 201 Test Drive Off Road 2
 202 Tetriz Plus
 203 The Fifth Element
 204 The Lost World
 205 The Umbly War
 206 Themo Hospital
 207 Themo Park
 208 Thrill Kill
 209 Thunder Force 5
 210 Tiger Woods 99
 211 Time Crisis
 212 Total 2
 213 Toco Tearing Car
 214 Toca Touring Car 2
 215 Tokyo Highway Battle
 216 Tomb Raider
 217 Tomb Raider 2
 218 Tomb Raider 3
 219 Tombel
 220 T. Makinen World Rally
 221 Treasures of the Deep
 222 Triple Play 98
 223 Triple Play 99
 224 Twisted Metal 2
 225 Twisted Metal 3
 226 V Rally
 227 V's
 228 Vigilante 8
 229 VMX Racing
 230 VR Powerhat Basin
 231 Wer Games: Delcom 1
 232 WarCraft 2
 233 Warhammer
 234 WCW Nitro
 235 WCW/NWO Thander
 236 WCW V's The World

237 Wild 9
 238 Wild Arms
 239 Wipeout 2097
 240 WWF In Your House
 241 WWF War Zone
 242 X-Men V's St. Fighter
 243 Z
NG4
 245 Aero Gauge
 246 ANStar Baseball 99
 247 Area Fighter Assault
 248 Antomihill Lamborghini
 249 Benjo Kezeol
 250 Bio Freaks
 251 Body Harvest
 252 Bomberman 64
 253 Bomberman Hero
 254 Buck Bumble
 255 Bust-a-move 2
 256 Chamellon Twist
 257 Chopper Attack
 258 Clay Fighter 63 1/3
 259 Cruzzin USA
 260 Dark Kilt
 261 Diddy Kong racing
 262 Doom 64
 263 Duke Nakem
 264 Extreme G
 265 Extreme G 2
 266 F - Zero X
 267 F1 Pole Position
 268 F1 World Grand Prix
 269 FIFA 98
 270 Fighters Destruction
 271 Forsaken
 272 Gex
 273 Golden Eye
 274 Hexen
 275 I.S. Soccer 64
 276 ISS Pro 98
 277 Igi's Rockin' Ball
 278 M.K. 4
 279 M.K. Mythology's
 280 M.K. Trilogy
 281 Madden 64
 282 Madden 99
 283 Mario Kart 64s

284 Mission Impossible
 285 Multi Racing Champ
 286 Nagano Win Olympics
 287 Nascar 99
 288 NBA Alltime
 289 NBA in the Zone
 290 NFL QBack Club 99
 291 NHL 99
 292 NHL Breakaway 98
 293 NHL Breakaway 99
 294 Nightmora Creatures
 295 Onroad Challenge
 296 Quake 64
 297 Quost 64
 298 Rampage World Tour
 299 Robotron X
 300 S.C.A.R.S.
 301 San Fran Rush
 302 Southboard Kids
 303 SouthPark
 304 Space Station: Silicon Valley
 305 Star Wars: Rogue Squadron
 306 Star Wars: Shadows
 307 Super Mario 64
 308 Tetrisphere
 309 Top Gear Overdrive
 310 Top Gear Rally
 311 Turok
 312 Turok 2
 313 WarGods
 314 Wana Getski 3D 98
 315 WCW / NWO Revenge
 317 World Cup 98
 318 Wipeout 64
 319 WWF WarZone
DreamCast
 320 Godzilla Generation
 321 Pen Pan Tri-icelon
 322 Psychic Farc 2012
 323 Power Stone
 324 Pyro Pyro 4
 325 Sega Rally 2
 326 Super Speed Racing

328 Gex 3: Deep Cover Gecko
 329 Max Power Racing
 330 Army Men 3D
 331 Chocobo Racing
 332 Dead In The Water
 333 Fisherman's Bait: A Boss Challenge
 334 Syphon Filter
 335 Rugrats: Search For Reptar
 336 Bloody Rear 2: Bringer Of The New Age
 337 Silent Hill
 338 Eliminator
 339 Street Sk8or
 340 LEGEND
 341 Destr0ge
 342 Akuji The Heartless
 343 Military Madness
NG4 (new)
 344 Rampage 2: Universal Tour
 345 Morio Party
 346 Vigilante 8
 347 Glover
 348 NBA Live '99
 349 Twisted Edge Extreme Snowboarding
 350 Rush 2: Extreme Racing USA
 351 Castlevania
 352 BattleTanx
DreamCast (new)
 353 A-Life
 354 Aero Dancin
 355 Blue Slugger
 356 Daytona USA 2
 357 Evolution
 358 Jet Bass
 359 House of the Dead 2
 360 Marvel Vs. Capcom
 361 Psychic Farc 2012
 362 Power Stone
 363 Pyro Pyro 4
 364 Sega Rally 2
 365 Super Speed Racing

PlayStation (new)
 324 Need For Speed: High Stakes
 325 Rolloge
 326 Rampage 2: Universal Tour
 327 Contender



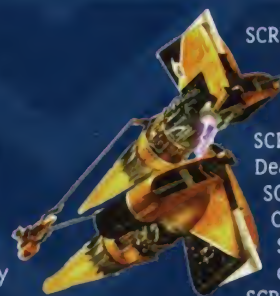
- POTN08 - Potion of Healing
- POTN09 - Potion of Heroism
- POTN10 - Potion of Invisibility
- POTN11 - Potion of Invulnerability
- POTN12 - Potion of Stone Giant Strength
- POTN13 - Oil of Firey Burning
- POTN14 - Oil of Speed
- POTN15 - Red Potion
- POTN16 - Violet Potion
- POTN17 - Elixir of Health
- POTN18 - Potion of Absorption
- POTN19 - Potion of Agility
- POTN20 - Antidote
- POTN21 - Potion of Clarity
- POTN22 - Potion of Cold Resistance
- POTN23 - Oil of Speed
- POTN24 - Potion of Defense
- POTN25 - Potion of Healing
- POTN26 - Potion of Explosions
- POTN27 - Potion of Firebreath
- POTN28 - Potion of Fortitude
- POTN29 - Potion of Genius
- POTN30 - Potion of Infravision
- POTN31 - Potion of Insulation
- POTN32 - Antidote
- POTN33 - Potion of Magic Blocking
- POTN34 - Potion of Magic Protection
- POTN35 - Potion of Magic Shielding
- POTN36 - Potion of Master Thievery
- POTN37 - Potion of Mind Focusing
- POTN38 - Potion of Mirrored Eyes
- POTN39 - Potion of Perception
- POTN40 - Potion of Invulnerability
- POTN41 - Potion of Power
- POTN42 - Potion of Regeneration
- POTN43 - Potion of Insight
- POTN44 - Potion of Strength
- POTN45 - Potion of Freedom
- POTN46 - Potion of Stone Form
- POTN47 - Marek's Antidote (better than normal antidote)

Rings

- RING02 - Ring of Fire Resistance
- RING03 - Ring of Animal Friendship
- RING04 - Ring of Clumsiness
- RING05 - Ring of Invisibility
- RING06 - Ring of Protection +1
- RING07 - Ring of Protection +2
- RING08 - Ring of Wizardry
- RING09 - Ring of Free Action
- RING10 - Gold Ring
- RING11 - Silver Ring
- RING12 - Onyx Ring
- RING13 - Jade Ring
- RING14 - Greenstone Ring
- RING15 - Bloodstone Ring
- RING16 - Angel Skin Ring
- RING17 - Flamedance Ring
- RING18 - Fire Opal Ring
- RING19 - Ruby Ring
- RING20 - Ring of Energy
- RING21 - Ring of Infravision
- RING22 - Ring of Holiness
- RING23 - Ring of Folly
- RING25 - Koveras' Ring of Protection (+1)

Scrolls

- SCRL02 - Spell Scroll
- SCRL03 - Protection from Acid
- SCRL04 - Protection from Cold
- SCRL05 - Protection from Electricity
- SCRL06 - Protection from Fire
- SCRL07 - Protection from Magic
- SCRL08 - Protection from Poison
- SCRL09 - Protection from Undead
- SCRL15 - Protection from Petrification
- SCRL1B - Agannazar's Scorchers
- SCRL1C - Ghoul Touch
- SCRL1D - Clairvoyance
- SCRL1E - Dispel Magic
- SCRL1F - Flame Arrow
- SCRL1G - Fireball
- SCRL1H - Haste
- SCRL1I - Hold Person
- SCRL1K - Lightning Bolt
- SCRL1L - Monster Summoning I
- SCRL1M - Non-Detection
- SCRL1N - Protection from Normal Missiles
- SCRL1O - Slow
- SCRL1P - Skull Trap
- SCRL1Q - Vampiric Touch
- SCRL1R - Wraith Form
- SCRL1S - Dire Charm
- SCRL1T - Ghost Armor
- SCRL1U - Confusion
- SCRL1V - Dimension Door
- SCRL1Y - Improved Invisibility
- SCRL1Z - Minor Globe of Invulnerability
- SCRL2A - Monster Summoning II
- SCRL2D - Animate Dead
- SCRL2E - Cloudkill
- SCRL2F - Cone of Cold
- SCRL2G - Monster Summoning III
- SCRL2H - Shadow Door
- SCRL2I - Letter
- SCRL2J - Letter
- SCRL3D - Letter
- SCRL56 - Cure Serious Wounds
- SCRL58 - Free Action
- SCRL59 - Neutralize Poison
- SCRL61 - Cure Critical Wounds
- SCRL62 - Flame Strike
- SCRL63 - Raise Dead
- SCRL66 - Grease
- SCRL67 - Armor



Summoning III

- SCRL2A - Monster Summoning II
- SCRL2D - Animate Dead
- SCRL2E - Cloudkill
- SCRL2F - Cone of Cold
- SCRL2G - Monster

- SCRL2H - Shadow Door
- SCRL2I - Letter
- SCRL2J - Letter
- SCRL3D - Letter
- SCRL56 - Cure Serious Wounds
- SCRL58 - Free Action
- SCRL59 - Neutralize Poison
- SCRL61 - Cure Critical Wounds
- SCRL62 - Flame Strike
- SCRL63 - Raise Dead
- SCRL66 - Grease
- SCRL67 - Armor



- SCRL80 - Shocking Crasp
- SCRL81 - Sleep
- SCRL82 - Chill Touch
- SCRL83 - Chromatic Orb
- SCRL84 - Larloch's Minor Drain
- SCRL85 - Blur
- SCRL86 - Detect Evil
- SCRL87 - Detect Invisibility
- SCRL89 - Horror
- SCRL90 - Invisibility
- SCRL91 - Knock
- SCRL92 - Know Alignment
- SCRL93 - Luck
- SCRL94 - Resist Fear
- SCRL95 - Melf's Acid Arrow
- SCRL96 - Mirror Image
- SCRL97 - Stinking Cloud
- SCRL98 - Strength
- SCRL99 - Web

Star Wars Episode 1 :

Racer

N64

Dual Control Mode

Select an empty game save (to erase, press C-Up), the hold the Z button while scrolling through the letters on the name entry screen. To enter a letter, hit the L Button. Enter the following word: RRDUAL.

When you're finished, select "End" and hit L again. Now enter your name the usual way. You now control the game with two analog sticks. Use controller ports #1 and #3, press forward on both sticks to drive and pull back to steer.

Invincibility

Select an empty game save (to erase, press C-Up), the hold the Z button while scrolling through the letters on the name entry screen. To enter a letter, hit the L Button. Enter the word: RRJABBA. When you're finished, select "End" and hit L again. Now enter your name the usual way. Start a race and press START to pause it. Now press D-Pad left, down, right, up — and you will be invincible.

- SCRL68 - Burning Hands
- SCRL69 - Charm Person
- SCRL70 - Color Spray
- SCRL71 - Blindness
- SCRL72 - Friends
- SCRL73 - Protection from Petrification
- SCRL75 - Identify
- SCRL76 - Infravision
- SCRL77 - Magic Missile
- SCRL78 - Protection from Evil
- SCRL79 - Shield



Mirror Mode

Select an empty game save (to erase, press C-Up), the hold the Z button while scrolling through the letters on the name entry screen. To enter a letter, hit the L Button. Enter the word: RRTHEBEAST. When you're finished, select "End" and hit L again. Now enter your name the usual way. Pause the race during gameplay and enter D-Pad left, down, right, up to activate mirror mode.

Requiem

PC

While playing press the console key, and then type :

- * CSMILTON — Cheat keys enabled (enter this first.)
- * CSYHWH — God mode
- * CSHEALTH — Full health
- * CSSHROUD — Full armour and health
- * CSGUNS — All guns
- * CSAMMO — Ammo
- * CSSTIGMATA — Medlab pass
- * CSROSARY — Some items
- * CSITEMS — Medlab pass

RugRats

PSX

Level - Password

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

Big Air

PSX

OPEN ALL COUNTRIES

On the main menu, enter the following sequence quickly: Right, Left, Right, Left, Circle, Square, Circle, Square. When you choose either Freeride mode, all the locations will be unlocked.

T'ai Fu

PSX

LEVEL SELECT

Complete the first level, then press R1 + R2 together on the map screen to bring up a list of levels to select from.

Invasion

PSX

The following cheat codes are

entered on the Password option screen. Once the password has been entered and accepted, the game will automatically load the selected level.

Level Password

- Battle 2 - Communication 328 134
- Battle 3 - Secret Base 387 568
- Battle 4 - Commando 424 539
- Battle 5 - Laboratory 576 708
- Battle 6 - Resources 702 505
- Battle 7 - Jungle 924 508
- Battle 8 - Blizzard of Fire 846 819
- Battle 9 - The First Victory 580 334
- Battle 10 - Blockade 602 154
- Battle 11 - Near Mygra 795 568
- Battle 12 - Guardian 525 080

R - Type Delta

PSX

Maximum Firepower Lasers:

Pause the game, hold L2 and enter the codes below

Red Laser

Left, Right, Up, Down, Right, Left, Up, Down, Square

Blue Laser

Left, Right, Up, Down, Right, Left, Up, Down, X

Yellow Laser

Left, Right, Up, Down, Right, Left, Up, Down, Circle

99.9 percent dose

Left, Right, Up, Down, Right, Left, Up, Down, Triangle

Credits (Lives):

9 credits - accumulate over three

hours of game play

unlimited credits - accumulate

over one hundred hours of game play

Other:

Power Armor Spaceship - clear all stages at intermediate or advanced levels

Stage selector menu - clear all stages with all three ships

Asterix

PSX

Cheat Mode

On the language selection screen hold TRIANGLE and enter the following combination ...

Up, Right, Down, Left, Left, Down, Right, Up

If you have entered the code

correctly, Cheat Mode Active will appear on the screen.

Once you have activated the cheat code, select the language of your choice.

Now when you choose New Game from the main menu, you will be able to select any 3D levels, sub-games or strategy section from the cheat menu.

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 Badicoot 3

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

How to use FAXBACK:

1. Be sure you're calling from a touch-tone telephone and have access to a fax machine.
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*

You need:

FAX-ON-DEMAND

Next Gaming's institute of Responsible Cheating brings you the gaming salvation you need!

FAX-ON-DEMAND gives you the help you need and is just a phone call away. What's more, each FAX-ON-DEMAND has been carefully hand-crafted to cram as much helpful info on a page as possible, so you know you're getting value. Plus, we give you bonus cheats and game advice! Each

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 Atreides 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

IMPORTANT: All calls are charged at \$2.50 per minute. Calls from mobile and pay phones may attract a higher rate. Make sure you have permission from the person who pays the phone bill if you're under 18! All FAX-ON-DEMAND charges will appear on your regular phone bill.

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).



**THE
NEXT
ISSUE
OF HYPER
MAGAZINE
WILL BE
FAIRLY
HISTORIC
FOR THIS
SIMPLE
REASON - WE
WILL BEGIN
REVIEWING
SEGA DREAMCAST
GAMES!**

**FINALLY, THE NEW
CONSOLE IS UPON
OUR SHORES, AND
YOU CAN COUNT ON
HYPER TO GIVE YOU
THE BEST UNBIASED
OPINION ON WHAT
THE GAMES ARE LIKE.
AMAZING OR TERRIBLE?
WE GIVE OUR VERDICT
ON DREAMCAST GAMES,
BEGINNING NEXT ISSUE!**

NEXT ISSUE . . . HYPER»

HYPER LETTERS

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

94 = LOW SCORE

Dear Hyper,
Great magazine, but there's only one problem. You have hardly any cheats for N64 games. There's stacks of cheats for games on PC and PSX but hardly any for the N64. But other than that you have an excellent magazine. Another thing in your February issue Zelda 64 (the best game ever) was rated as 94. I think that is pathetic for the best game ever it deserves a 99 or 100. How come you did not mark it very good?

In your December issue you listed "Command and Conquer" as an Australian upcoming release in January, well why haven't we heard any more of this? Also I heard that soon PlayStation games will be playable on N64, and vice versa, is this true? If so how much will this new deck cost? Another thing I would like to ask is Pokemon coming out on N64 or going to be? Have you got a definite picture of what the new PlayStation looks like? Thanks a lot

MARC COLEMAN
VIC

Marc,
94 isn't a good mark? Okay.. How about we start marking everything from 91-100 from now on and give the bad games 94 and the good ones 99 or 100? From now on, letters that complain about a game that gets 90-something not being high enough, will be binned instantly. If you get 94% in an exam at school, do you think of that as doing poorly? Sure, there are some students out there that do almost always get high 90s, but the point is that 94% is a VERY high mark. If we mark a game 72, we don't get folks writing in asking why we didn't give it 77. This obsession with where in the 90's the mark sits is a real case of missing the point. 90 or above is a "Go buy it, it rocks!" score. Enough said. As for C&C on N64, it keeps

slipping. We can't be held responsible for that I'm afraid, we just report on the release schedules that get sent to us... unfortunately we don't have the power to enforce them (now that WOULD be nice).

There WILL be a Pokemon game on Nintendo 64... stay tuned. Regarding the PlayStation 2, you can bet that every video games mag in the world that will cover PlayStation stuff will print and announce official images of the next Sony console once they are available. We don't hold back news like that... We don't hold back news at all come to think of it.

DOBBING IN

Hyper,
Great mag, and I enjoy it heaps. I've written to you to tell you that I know someone who pirates Playstation games and I would like to know how to inform Sony, or anyone else who cares about this problem. It pisses me off when I go out and buy MGS for \$80 and he gets it for \$10. I yell at him at school about it and he doesn't care and I feel like beating the living shit out of him. I was also wondering about your feelings towards pirates? Thanks

ANON

Anon,
Wow. Careful here, we don't want you to get an assault charge out of this. This is of course a REALLY delicate issue. Now if you know a pirate, and you're this offended by what he gets away with, we can only suggest you contact Sony, or the police, or both. The thing is, there are ramifications for pretty much everything you do, and if you are going to report this person to the authorities, we'd suggest you be VERY discreet about how you do it. The reality is that if you get to a point where this person is going to court, you could be looking at some nasty social consequences as a result. We're not saying that turning a blind eye is the way to go, just that if you're going to take action, be very careful, and speak to the authorities about your desire

to remain anonymous when you contact them.
As for my feelings towards pirates, I think I'm kind of the worst person to ask, since I don't have to pay to get games. It'd be easy for me to say that I think it's totally unforgivable, but I know how badly I wanted certain games before I was working here, and simply couldn't afford them. I'm not condoning piracy, just saying that I can understand the urge some young gamers have to get every game they can, and for most of them, piracy is the only way. It's a tough one. Games are NOT cheap, and the kids, who don't have much money are usually the ones who are the most keen to play the games.

MUSIC TO YOUR EARS?

Dear Hyper
I've been buying your mag since Chun Li was on the front cover and I love it because you guys tell it like it is, unlike some single format mags. Anyway I have an idea for video games in the future. I love stuffing around with the replay edit option in Steep Slope Sliders (Saturn). So how about the player making his/her own music. You could stick your music CD in the console and choose a track to suit the game. You could fiddle around with an edit option like the Saturn's CD player but better so you can mute the vocals or speed up the track to suit the game even more. You could then save it on either a memory card, VMS or Internal Memory, stick in the game and transfer the saved music to the game so the player has

their preferred background music or menu music. Is this a good idea or a crap one because I hate the music in most games. Now for some questions:

1. Does the DC-VMS have slots (PSX) or Blocks (SAT) and how many?
2. Nights 2 on DC, Dream or reality?
3. So was my idea good or what?
4. The President of Sega says each territory has \$100 million to spend on marketing because we are part of Europe. I think Sega of Europe will spend it on the Brits and their non-English speaking neighbours and leave us with Jack Shit, will this happen and is this kind of money enough when it comes to marketing a machine?

Thanks

TYE PHEENEY

NSW

P.S All you silly people out there need to realise that Sega make the best games!

Tye,

In answer to your questions

1. It has blocks.
2. Reality to be. Not for a while yet.
3. Well, considering most games need to access the CD so frequently for data, it's not so much a case of good or bad, as viable or non-viable... And it's not viable.
4. If they spend the money cleverly, they'll use it to make material they can use in multiple territories. We get UK PlayStation ads out here, there is no reason why we shouldn't be seeing UK



Dreamcast ads. Don't underestimate the importance of the Australian market relative to the rest of Europe. The UK is more important, but there are other large (population wise) European countries that don't buy as many consoles or games as we do.

REAL LIFE STRAFING?

Hyper,
I'm really starting to get sick of the media blaming violent video games for problems with teens in society. The latest US school shooting, two 17 year olds were inspired by Doom if you believe the media. Talk about a load of crap! Around the world millions of people have played Doom and have not gone on killing sprees. The real problem is that US gamers are misunderstood by society, they just don't realise that computer games are just that - games. We aren't killing real people. But the media would have you believe that these games train people to kill and that teens are

overly impressionable. Once again a load of crap. Train people to kill, how are you supposed to strafe with a plasma cannon in real life.? And as far as being impressionable, maybe an 8 year old would be that bad, but definitely not a 17 year old. People need an easy answer and unfortunately games are an easy target because they can't defend themselves. The bottom line is that these guys are psychotic - plain and simple and games gave nothing to do with it.

NONEGO
Crestmead,QLD

Nonego,
Another good letter on the violence issue. We particularly liked your reference to strafing.

TELL US ABOUT THE 'GONS!

Hyper,
I have to agree in Hyper's response to 'TheWarrior' in issue 69 about 'gon crunching'. Wouldn't it be great to have a first person game where you are on the

top of a castle watching an army of 1000's marching upon your door step to wage war, all with photo realistic graphics? But looking at this in a serious way, anybody could see that computer's won't be able to handle that many polygons or be able to control that much interacting AI at a reasonable level for most probably many years. But still we can hope, can't we?

SHODAN

Shodan,
I think you can do a bit more than hope. The Power VR3 chipset that will be completed later this year will have (according to reports) vertex and polygon construction handled by the card, rather than your CPU. This means your CPU would be free to handle things such as... Complex AI.

Now while I'm not certain that this card will be the answer to everyone's problems or not, this will undoubtedly be an approach adopted by many video card manufacturers, and as a





by Richard Lalich

result I'd say that in about a year or two we will see games that have been coded with this in mind.

A headache for developers seeing as having thousands of individual entities with complex AI is not only a case of being stressful for the CPU, but also just a pain in the arse to code so that it works well, AND it's something a lot of gamers wouldn't notice or appreciate. Photo realistic graphics are getting closer, but people were calling the first 3DFX games Photo realistic, and we all know that's far from the truth. Keep an eye out for Shenmue

from Sega on Dreamcast, this game has the most realistic environments we've seen in a game. Visually it will blow minds... Gameplay... We'll see.

FAIR COMPARISON

Dear Hyper, I would like to commend you on your fine magazine. The computer gaming industry is fast revolutionising in conjunction with new 3D hardware and high-end sound. Players want and expect high quality graphics and sound. Quake is excellent

60 MINUTES OF ILL-INFORMED TRASH

Dear Hyper, I never considered myself a violent person. That was until I was unfortunate enough to catch a segment of 60 Minutes. What a crock of shit. What they screened was sensationalist journalism with a biased view of all types of entertainment. Doom this and Doom that. Obviously 60 Minutes had been getting poor ratings recently. What better topic to increase ratings than Violent Video Games! Everyone is aware of the recent spate of school shootings in America. So why does the majority have to suffer because of actions of the minority. A retired Army officer showed American 60 minutes violent games in a local arcade. He said "these games teach kids to shoot a target and move to the next before the first drops" WOW, he obviously doesn't realise most targets only take one shot anyway, unlike a real person which would take more than one bullet in most cases. And this, "the games give bonus points

for head shots" Oh no, watch out Olympic Shooting Team because there are some rising marksmen on the way. I don't know about you, but I would think firing a plastic pistol that is attached to the game cabinet by a thick cord is very different to firing a "real" pistol with "real" recoil proficiently. The part about multiplier Doom and Quake was absolutely pathetic. What experience would US marines get from Quake? If I was a US citizen, I would have little faith in my country's defence force. Another favourite was, "this game (Doom) teaches kids to edge along a wall and kill an enemy without sustaining any damage. Did I hear someone yell Cowboys and Indians? How many kids did that when they were younger? I do not promote solving problems with violence, but I would like to finish by saying that games don't teach people to kill. They let you do things you couldn't do in real life such as score the winning touchdown, take the game to overtime, ski and snowboard without fear of breaking bones, control the destiny of your favourite heroes, fly a spaceship, save the planet from alien bad guys and most importantly have fun.

PETER P
WA
Peter,

Well put Peter. It's so sad that gamers have to endure the horrendous misjudgment from the mass media due to politicians using video games as the scapegoat. The real problem with the massacres in America was not video games. It was gun laws. "The right to bear arms", what sort of moronic crap is this? The right to empower our people with the ability to obtain lethal weaponry, and thus kill someone the instant they lose the plot. It's almost as if the issue as to why those two boys had firearms in the first place is not relevant, when it's so obvious that it IS relevant. Video games are NOT, a viable means to train people for killing. I rock pretty hard at games like Quake, and I'm good at games like Time Crisis as well... But I suck at paintball, and the point is that all my time spent on these computer simulators has not only not given me any urge to shoot people, but also my abysmal paintball results would suggest they haven't made me any good at shooting people either. Trained to kill, my arse! Finally, I'm disgusted that our so called A-grade journalists at 60 Minutes can run stories that are so biased and ill informed. It's an insult to our intelligence.

Letter of the month



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.

to play on a network but I have little feeling of accomplishment. Don't get me wrong, I love my LAN Quake but I have been using my old 486 to play a set of true masterpieces. I have been playing the Ultima series since I was an ankle biter. Even now I play them. I don't need fast 3D graphics or surround sound to get me mesmerised. I feel that the story, gameplay and immersion levels are still up to par with today's standards. I can still remember on cold Sunday

mornings I would wake up and turn my computer on and boot up Ultima and visit my trusted companions Iolo and Dupre who journeyed with me through Britannia looking for new quests and finally unleashing the mystery codex thus defeating the evil Guardian. The feeling of accomplishment was grand and I loved it. The point I am trying to make is, even now, on my crusty trusty 486, I can have as much and even more fun than on my PSX or N64. Good games

never die.
Yours Sincerely,
SCO
P.S. Play hard.

Dear SCO,
Well, here's hoping that you're going to be able to enjoy Ultima IX Ascension. At £3 it ran rather questionably on a Pentium III - 500 with more RAM than any mortal man has ever dreamed of putting in a PC, but we must note that this of course was a VERY early build of the game, and as a result is far from being optimised at all. It did look AMAZINGLY pretty and immersive, so here's hoping the final game is as addictive and all consuming as the old Ultima titles.

Even though I'm more of a PC gamer myself, I'd like to point out that your comparison of your 486 to the PSX and N64, could also be drawn between these consoles and a P3-500. Sure the P3-500 with a good 3D card blows the consoles away in terms of raw power, etc, but as you said, good games never die. Metal Gear Solid is a good example.

GAME RAGE

Dear Hyper,
I would like to bring up what is to me a personal problem, but also to see if anyone else out there has this experience. I'm talking of video game rage (or technically computer games, because it is digital information, not analogue). Has anyone else tried to get all the gold medals in Wipeout 64, only to fail for the 76th time in six hours after the computer player cuts in front of you just short of the finish line? Your brain seems to explode and melt, you can't take any more and you are filled with a blind rage and impotent frustration which no combination of obscenities can do justice to, you hit your head repeatedly, throw the controller across the room, spit and seethe in no intelligible language, all the while aware of what you are doing and filled with shame and self loathing that you can so easily be manipulated into such absurd displays. I'm a bit concerned about the effect

that constant failure can have on a person. It's certainly a great feeling to finally make it past that impossible section in a game, but you shouldn't have to have an aneurism to do it. Constant failure can really screw you up. Obviously, I'm someone with emotional problems, and there's better adjusted people out there who can just deal with this, but does anyone else know what I'm talking about? Sometimes you just have to turn it off and walk away. Anyone know a good rage counsellor?

DAVID,
Golden Beach.
Email: corinna@-norex.com.au
P.S. I have the best ever soundtrack for Resident Evil 2; Slowdive's Pygmalion album. It's perfect! Beautiful and creepy.

Dear David,
£-gad, you have an acute case of taking videogames too seriously. They're just games, and as frustrating as some parts of a game may be, remember that games tend to be far less fun when they're not super challenging. Even someone like myself who is generally totally calm, is prone to hurling a controller down in frustration and swearing my head off at my TV. Even if it achieves nothing else, it seems to make me feel better for that instant. Don't think of not winning a game as failure, think of it as a prolonged challenge. Don't try for six hours at a time either. No wonder this is making you feel lousy if you're overdoing it.
If you do see a shrink over this or something, just make sure they realise that gaming makes you happy before you get frustrated at all, as the last thing you want is medical advice as to why not to play games!

KEEP GETTING CUT OFF

As you guys know, here in Australia we have a system called 'Call Waiting' operating on our phones, now I personally think this system is great. But I have problems when I go to play multiplayer games, I find

that I'll be in the middle of a game and it will cut out because of somebody trying to ring through. Normally I would simply disable it when playing, but mum always seems to find out that I've turned it off from people ringing up and complaining that they can't get through. So that isn't really an option anymore.

What I would like to see implemented in multiplayer games is a system that will warn you when a call is incoming, then give you the option to pause the game on both ends and answer the other call, during this time all data flow would be paused. When the call is finished, the program would then re-initialise the modem connection upon a button press, I would also like to see multiplayer games have the option for multiple connections over the modem. For example we have two computers connected via a LAN, and we would like to be able to play 3 players or more over the modem without using the Internet. Anyway, thanx for the great Mag you guys, you keep on writing them and I'll keep on reading them.

CYBERSTORM,
Bendigo, Vic

Cyberstorm,
Thank God I'm not the only person who moans and bitches about the phenomenon. I think your idea is great, but if I'm not mistaken, the reason that it is not implemented is that different countries have different signals for call waiting, thus, there would have to be something along the lines of a configuration program, or maybe it's simply not viable.
I know if anything has actually given me "game rage", it's being disconnected in the middle of an important game. Let's hope that some developer does read this and act upon it some way, but until then, the only way I can suggest you get around the dramas of this nature is to get a second phone line. If you do this, make sure it's a good line, as it can make or break your gaming experience.



FOR SALE

Nintendo 64 in excellent condition \$120. Plus 10 games: Zelda, Turok 2, Goldeneye, Mario Kart 64, Wave Race 64, Pilot Wings 64, WCW vs NOW Wrestling, Mission impossible, 1080 Snowboarding, Mortal Kombat. I will sell separate. Game prices start at \$20-\$60. Plus I'm selling accessories such as 1 x rumble pak \$15, 1 x memory cartridge \$10, 1 x 4 mb Expansion Ra pak \$25, 1 x extra green controller \$25. Contact me for further info. E-mail to: predator@alphalink.com.au or phone (03) 9308 1160.

PlayStation games - PlayStation Dual shock controllers (brand new, never been opened in original box) only \$25. Marvel Super hero vs Streetfighter \$30 (requires mod chip to play) Fallout 2 \$30 for PC. Call (02) 9834 2937.

Hyper magazines - No. 2, 3, 8, 9, 10, 12, 14 \$2 each. No. 4, 5, 56 \$1 each. Hand held game, Stealth Assault, brand new \$20. PSX games (PAL): Ghost in the Shell \$45, Bomberman World \$45, Tenka \$50, Final Fantasy 7 \$45, Forsaken \$50, Nightmare Creatures \$35, Duke Nukem \$35, Grid Run \$20, Hexen \$20, Demo disks \$3 - \$4 each. NYKD dual shock controller (PSX) \$25. Saturn games (PAL) Street Fighter Alpha \$145, Space Hulk \$25, Sega Rally \$25, Wipeout \$25, Panzer Gagoon \$25. All games o.n.o. Phone (03) 5233 8332.

Banjo Kazooie \$45, Forsaken \$40, Lylat Wars \$30, Mario 64 \$20, Game Boy Pocket + 1 game \$60, Super Nes console \$50 or

the lot for a PlayStation or \$150 o.n.o. Call Adam on (08) 9841 4433.

PlayStation games- TOCA 2 Touring cars, Shane Warne Cricket '99 and Pro 18 World Tour Golf all for \$40 each. Also for N64 South Park \$60. All are in mint condition and prices are neg. Call Dale on (03) 9740 4887 or e-mail firacingfan@hotmail.com

Sega Master System 11 and Atari 2600. Sega includes 1 control stick and 9 games Atari includes 2 joysticks, 2 games. The cable and adaptor fit both of them. All this for \$112 o.n.o. Sega master System \$25, Atari \$15, 3 controls \$15, Sega games all \$45. Atari games all \$12. Call Paul on (02) 9837 3523.

Resident Evil 2 (PC) Platinum Edition (2 cd's) \$65, Nuclear Strike (PC) \$35, Diamond Monster 3D2 8mb (special Star Wars edition) 2 weeks old, bought for \$299, sell for \$220. All stuff near new condition. Prices neg. (5x) "Tillamook" notebook Pentium 150mmx CPU's TX chipset and 256k cache. Brand new \$80. Call Peter after 5pm on (02) 9725 6829 or e-mail xtc_dork@start.com.au

Nintendo 64, 2 controls, 3 top selling games, Rumble Pack plus magazines and cheats. 3 months old in box as new. All for \$175. Call (08) 8523 1462.

Mortal Kombat Trilogy for \$30, good condition with booklet. Will swap for Soul Blade or Tekken 1. E-mail ndspd@hotmail.com or address is ND4SPD, 37 O'Loughlen St Latham ACT

2615. Canberra only.

PlayStation games- Resident Evil Director's cut \$50. The case isn't perfect but everything else is the same. Time Crisis \$20 in perfect condition. All instructions and case original. Doom \$20 in perfect condition. All have codes except Time Crisis. Resident Evil has walkthroughs. The whole lot \$95. Call Jim on (07) 3886 7426 on the weekend. QLD only.

Zelda 64, Southpark, MK4 for sale. Zelda & Southpark in perfect condition. MK4 with free tips and tricks playguide. All boxed with manuals. Will negotiate price. Call Nathan (07) 5596 1637.

Sony PlayStation including chip, 2 controllers, 2 memory cards, 17 demo discs, 5 copied games, 4 regular games. One game is Time Crisis with G Con 45 (the gun) for \$400. Call James Richardson on (03) 5251 3249.

SWAP

I want to swap my Sony PlayStation with 6 games: FIFA 97, Total NBA 97, Dark Forces, Hexen, Porsche Challenge and Tekken 3. I also have one dual shock controller and one standard controller with 4 official playstation mag demo disks and a memory card. I would like to swap all this for a Nintendo 64 with Goldeneye, WWF Warzone & any other game, 2 controllers, a rumble pak or memory card o.n.o. Call Brenton

after 4pm weekdays, anytime weekend on (02) 4683 1032.

Fade to Black for PlayStation in good condition with instructions. Swap for Resident Evil: Director's Cut in good condition with instructions and RE2 Demo. Other offers may be considered. Call Jared after 5pm on (07) 3389 7322 or e-mail mtallanvor@yahoo.com. Ipswich-Brisbane area only.

WANTED

Shining Force 3 for Sega Saturn, PAL version only. Willing to pay up to \$70. Will pick up if in Sydney or other arrangements can be made. Call Ant after 4pm weekdays on (02) 4324 4673 or e-mail dreamant@enterprise.net.au

I am desperately seeking L and Stalker for the Mega Drive. Will pay up to \$15 with box and instructions. E-mail nd4spd@hotmail.com or address is ND4SPD, 37 O'Loughlen St. Latham ACT 2615. Canberra people only.

Rogue Squadron for N64 in good condition for a fair price. Boxed and manual preferred. Call Nathan on (07) 5596 1637.

Sega Saturn game - Street Fighter vs X-men (Australian version). I'll pay \$40-\$45. Call Mark on 03 9738 1756 or e-mail maek_97@hotmail.com

PENPALS

I'm a 14 year old male looking for a female penpal any age. I like Star Wars, Neon Genesis

Evangelian and South park. I have a N64 and 3 games. I'll talk about anything you want and a response is guaranteed so write to Nathan Douglas, 31/36 Weedons Rd Nerang QLD 4211.

My name is Thang and I'm 11 years old. I'm looking for a penpal that likes beat 'em ups and shoot 'em ups. Any age over 11, M/F. Send to 19 Culshaw Ave, Clayton South VIC 3169.

Hey, I'm a 17 year old girl who would like anyone who's absolutely crazy about FFVII, Manga and any RPG's. Please write to Dragon, 33 Eddgar St Kingsford 2032.

15 year old male seeks penpals. Must be mature and able to write long, witty, informed letters. I like RPG's, Strategy games and first person shooters. I own an N64 and love most things with the Rareware logo on them and enjoy reading fantasy and sci-fi novels. I'm not particularly interested in movies or music unless it's Star Wars and don't bother to write at all if you want to talk sport. If any of these interests or disinterests parallel your's write to Huw Griffiths, 28 Leisure Lane Worongary QLD 4213.

I'm a 14 year old male looking for a gal aged 14-17. I am really into role playing and war games. I live at a college in Adelaide so if you're interested write to Sam_Cant@hotmail.com or Sam Cant, Prince Alfred College, Rushton House PO Box 571 Kent Town SA 5071.

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