

next
gaming

PLAYSTATION - PC - DREAMCAST - N64

WIN
A SEGA DREAMCAST

HYPERT

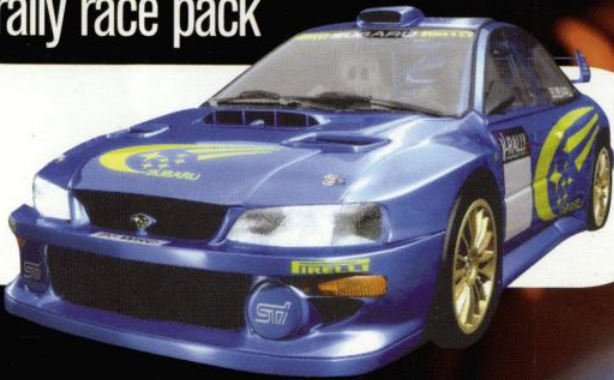


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N64-PlayStation-PC
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Mega launch guide to Sega's Dream-Machine!

- ⊙ All 12 launch titles exposed!
- ⊙ The Dreamcast silicon explained!
- ⊙ Every controller & peripheral rated!
- ⊙ Amazing Internet capabilities tested!
- ⊙ What does the future hold in store...?

House of the Dead 2



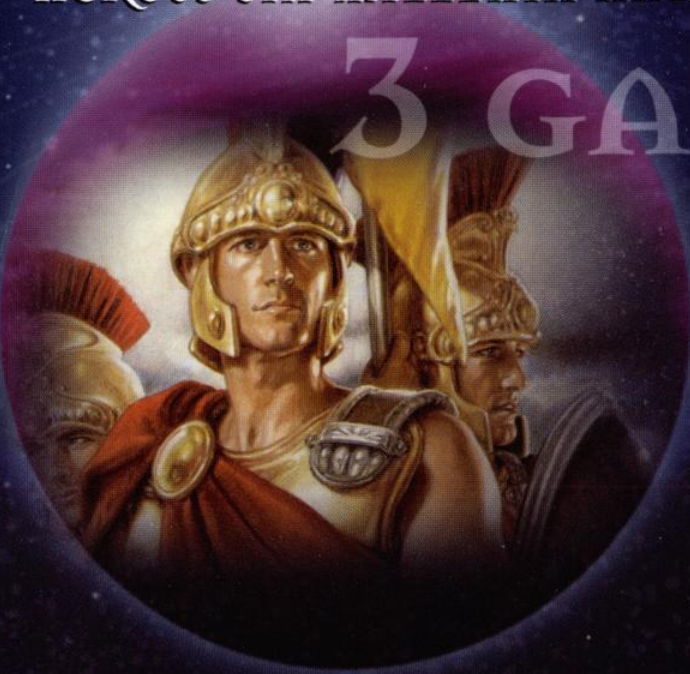
Powerstone



▲▲▲ Every Dreamcast Game Featured! ▲▲▲

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3 GAMES in 1



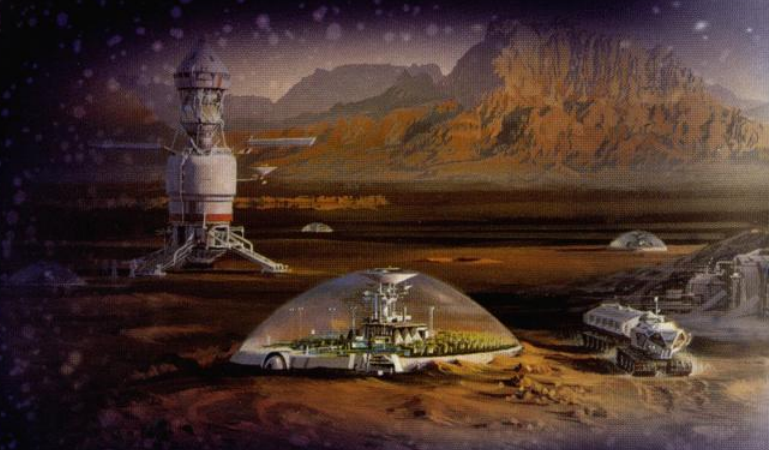
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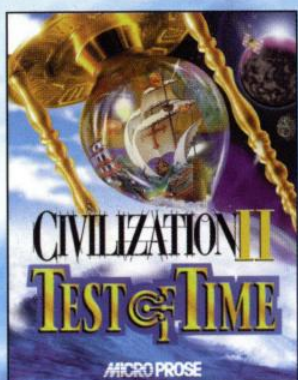
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3 GAMES in 1

IN STORE AUGUST 1999



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CIVILIZATION II
TEST OF TIME

THE NEXT CHAPTER IN THE GREATEST STRATEGY GAME EVER

EDITORIAL

At last the Dreamcast is here... Well almost, but rather than tell you about the launch of the system after it has happened, we here at Hyper thought it was better if you knew about the system, the peripherals and the launch titles before you went out and spent your hard earned dosh.

Good news (bad for poor Piggy-bank who is about to cop it) is that the system rocks, although like every games platform, there are good, bad, and average titles for the Dreamcast. Noteworthy is that the system seems to have games from most genres at launch, with the only notable gap being in the RPG department.

If you're a console gamer who has wanted to get on the Internet and hasn't been able to afford a PC, then this is definitely your system. It was pretty weird sitting at a console web browsing on a TV. While I, at the venerable age of 25 prefer to web browse on my PC, this is something I would definitely been over the moon about when I was younger and couldn't afford an expensive PC and Internet access.

Something else of note was a hot tip from an industry insider friend of mine in the UK who works for a certain development group, who says the PlayStation 2 is aimed for launch around March 2001 in PAL territories. This is of huge importance as it means the Dreamcast won't be competing with it until a year and half after its launch, which is heaps of time to get a big market share. However, Nintendo really look to have their act together on their Dolphin project, and we've also had a tip that Rare have five titles in development for that system already!

Before I go, we've started making a few little changes here and there to the mag, and any we'd love some feedback from you all, because after all, we make this mag for you. I think I'll go play some Soul Calibur now...

Dan

REGULARS

6 NEWS

Two versions of the next Nintendo console planned. PlayStation 2 to be banned in China. PAL Dreamcast to run at NTSC speeds. Star Wars Episode One insiders guide release. Final Fantasy movie news and more!

12 WIN WIN WIN

Your big chance to win a Sega Dreamcast is here! We give away the new system plus a games bundle away to a lucky subscriber. Also, Shadow Man and V-Rally 2 games to be won!

14 PREVIEWS

Expendable - Dreamcast
Wizadry 8 - PC
Tony Hawk's Pro Skater - PlayStation
The Sims - PC
Babylon 5: Into the Fire - PC
Gekido - PlayStation
King of Fighters:
Dream Match 1999 -
Dreamcast
Braveheart - PC
Pokemon Snap -
Nintendo 64



20 EYE CANDY

24 HARDWARE

We check out the Microsoft Intellimouse Explorer (PC), Gravis Stinger (PC), Guillemot Memory card packs (PSX), Dance Performance Pad (PSX), and the Bayform Super Racer controller (PSX)

28 FEATURE

Sega dreamcast launch lineup

36 REVIEWS

80 GAME BUYERS GUIDE

82 MULTIPLAYER

83 IMPORT

Review of Xenogears - USA PlayStation

REVIEWS

DREAMCAST

38 POWERSTONE
40 HOUSE OF THE DEAD 2
42 MARVEL VS CAPCOM
44 BLUE STINGER
45 GET BASS

PLAYSTATION

46 V-RALLY 2
47 MUCHO
48 LEGEND OF KARTIA
54 CROC 2
56 TOMORROW NEVER
DIES

NINTENDO 64

57 WWF ATTITUDE
58 WORLD DRIVER
59 COMMAND &
CONQUER
60 DUKE NUKEM: ZERO
HOUR
61 SUPERMAN
62 F1 II
64 SHADOW MAN

PC

64 SHADOW MAN
68 TOTAL ANNIHILATION:
KINGDOMS
69 REVOLT
70 RENT-A-HERO
71 BREAKNECK
72 MIDTOWN MADNESS
74 DUNGEON KEEPER 2
76 MIGHT & MAGIC VII
77 BALDUR'S GATE:
TALES OF THE SWORD
COAST
78 HEAVY GEAR 2

84 NET TRAWLIN'



85 RETROSPECT

86 ARCADE

87 ANIME



88 CHEAT MODE

94 LETTERS

98 HYPERMART

FEATURES

28 DREAMCAST IS HERE! ALMOST... 

This could well be Sega's last throw of the dice. It's do or die for them now, but their hopes are looking up with the awesome Dreamcast. Complete breakdown on the machine, the peripherals, the launch titles and all other titles in development.

26 THE ULTIMATE GAMER'S MOUSE

Gone are the days of dirty mouse balls, or needing a mouse mat. The new Microsoft Intellimouse Explorer will give hard-core PC gamers the edge!



64 SHADOW MAN - FULL REVIEW 

Acclaim continue their all-format brilliance with Shadow Man, one of the darkest, nastiest games to date. Full four page review on the N64 and PC versions.



38 POWERSTONE & HOUSE OF THE DEAD II DREAMCAST REVIEWS!

This month we review five of the Dreamcast launch titles, including the outstanding Capcom fighter Powerstone, and Sega's arcade smash House of the Dead II.



 Powerstone

House of the Dead 2 



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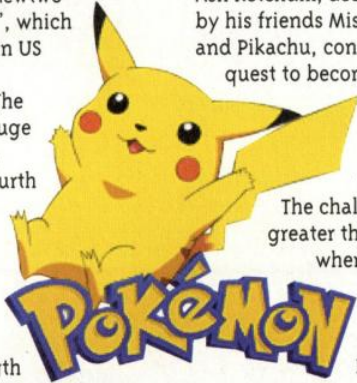
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POKEMON -THE MOVIE

The Warner Bros movie studio has bought the off-Asia worldwide rights to the Pokémon movie, "Pokémon the Movie: Mewtwo Strikes Back", which will appear in US cinemas in November. The film was a huge hit in Japan, being the fourth highest grossing film there for 1998. Undoubtedly, the feature-length animation will do big business all around the world, as it also introduces a new "Super-Pokémon" to the Pokémon universe which will subsequently feature in



games, toys and accessories. The story behind the film goes something like this, "In the feature film, Ash Ketchum, accompanied by his friends Misty, Brock and Pikachu, continues his quest to become the world's greatest Pokémon trainer. The challenge is greater than ever when Mewtwo, a bio-engineered Pokémon, creates a strain of Super-Pokémon and sets the stage for the ultimate Pokémon battle." No date has yet been announced for an Australian release, so keep training!

PAL GETS FASTER

Sega Europe are requesting that all games developers for the Dreamcast begin including a 60Hertz option in their titles for PAL users. Basically, this means that PAL gamers will finally get to play games at the speed they were designed to run at. Most new TVs can refresh at 60Hertz, so there is no real reason why PAL games cannot run as fast as their NTSC counterparts. A good example is the PAL version of Tekken 3 on the PlayStation which runs noticeably slower than the NTSC version, stealing a lot of the game's appeal. Three cheers to Sega then, for pushing for PAL games to get that little bit faster!



PLAYSTATION 2 BANNED IN CHINA?

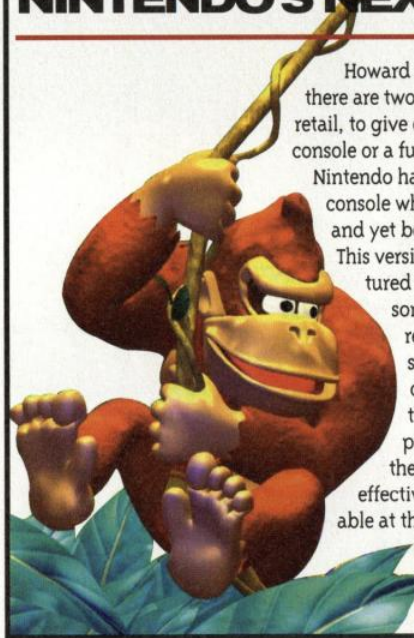
News reports in the USA stated that the upcoming Sony PlayStation 2 could be powerful enough to be classed a "supercomputer" and thus be banned from being exported by US distributors to China. US policy currently restricts the export of any sort of computing hardware which is powerful enough to possibly aid a "tier three" country (classed due to a country's nuclear weapon potential) in their research for more powerful military technology. Even though the PlayStation 2 would simply be a game console, it will have the ability to process billions of calculations a second, which places it in the "super computer" category. President Clinton has assured US distributors (who will lose money if they cannot export the PSX 2 to countries like China), that the export laws would be relaxed, allowing them to continue business. It sounds like everyone will be happy in the end - especially chinese gamers!

WINDOWS 2000 CENSORS GAMES



The next version of Windows from Microsoft, Windows 2000, will have a brand new feature, the Windows Game Manager. It may sound a bit hard to believe, but we assure you it's a feature which will be present. The Windows Game Manager will allow parents to enter passwords to block certain content from games their children are playing on their PC. Games developers will ship their games with codes which will disable the elements of their game which could upset parents. That's right - imagine your parents being able to block the blood and gibs from Quake 3 Arena, because they don't feel it's fit that you should be exposed to that sort of violent imagery - regardless of the fact that the game will still have you running around with a rocket launcher shooting at things. It remains to be seen how effective this feature is, but at least it may mean some of you get to play games (albiet censored) that you would normally not be allowed to play otherwise. It's a bit of a two-edged sword, but it's too late to stop it.

NINTENDO'S NEXT CONSOLE CHEAP



Howard Lincoln, head of Nintendo in the USA, has revealed that there are two versions of the next Nintendo console to be released to retail, to give consumers a choice between a super cheap gaming console or a fully-equipped, more expensive multimedia console. Nintendo have teamed with Matsushita (Panasonic) to release a console which will play all of the next generation Nintendo games and yet be fully equipped to play DVD movies and audio CDs. This version of the next Nintendo console will not be manufactured by Nintendo and will be priced according to Panasonic's own marketing strategy. Nintendo themselves will release their own version of the next console as a totally stripped back games-only console, which will not be capable of playing either DVD or audio CDs, allowing the console to be sold to consumers at a super cheap price! The choice will then be to gamers whether to pay the extra money for the extra features, or pay what could effectively be almost half the price of the other consoles available at the time for a pure gaming machine. A very clever strategy indeed, and from what we've heard of the new Nintendo console (which is that it rocks), it could be the icing on the cake for Nintendo.

COMPETITION WINNERS

Rejoice! For free games and goodies are yours!

STAR WARS: THE PHANTOM MENACE

Jake Collom, Vic
Gregory Fahey, Old
Chris Reed, Vic
Stephen Langton, Vic
Charles Brukner, Vic
Rick Anderson, Old

SYPHON FILTER

Julian Austin, SA
Andrew Holding, NSW
Daniel Lucas, Old
David Sullivan, NSW
Jon Kerney, Vic

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- ▶ Episode I
- ▶ Episode II
- ▶ Episode III
- ▶ Episode IV
- ▶ Episode V
- ▶ Episode VI

Star Wars: Episode I The Phantom Menace is the first part of a much larger saga, which will ultimately include six episodes. The saga follows the story of Anakin Skywalker, who eventually becomes a Jedi Knight and a great hero. However, Anakin falls prey to the dark side. He is transformed into the villain Darth Vader, the Emperor's unfeeling enforcer. In this guise, he commits unspeakable evils and attempts to convert his own son, Luke, to the dark side as well. Ultimately, however, the entire *Star Wars* saga culminates with Vader's redemption. When forced to choose between his son's life and his loyalty to the corrupt and vile Emperor, Vader turns on his master. In this moment, he saves both his son and himself.

EPISODE ONE: INSIDER'S GUIDE

Remember the Behind the Magic package from LucasArts? A 2 CD set containing everything any fan could want concerning the *Star Wars* trilogy. Well, they've continued the concept with the Episode One: Insider's Guide - another 2 CD set packed full of character information, the script, a glossary, technical stuff on droids, vehicles (the Pod racer section is very cool) and all sorts of interviews, video-clips from the film and audio clips of sound effects and dialogue. It really is the ultimate package for fans of the film



and the curious *Star Wars* fan who wants to dig for background details to speculate over. It's only \$49.95 and is one of many Episode One related releases coming from LucasArts in the next few months. The Lucas-Learning label for instance, has The Gungan Frontier, Episode One: Pit Droids and Yoda's Challenge - all available on PC and Mac.

DOWNLOAD GAME BOY GAMES

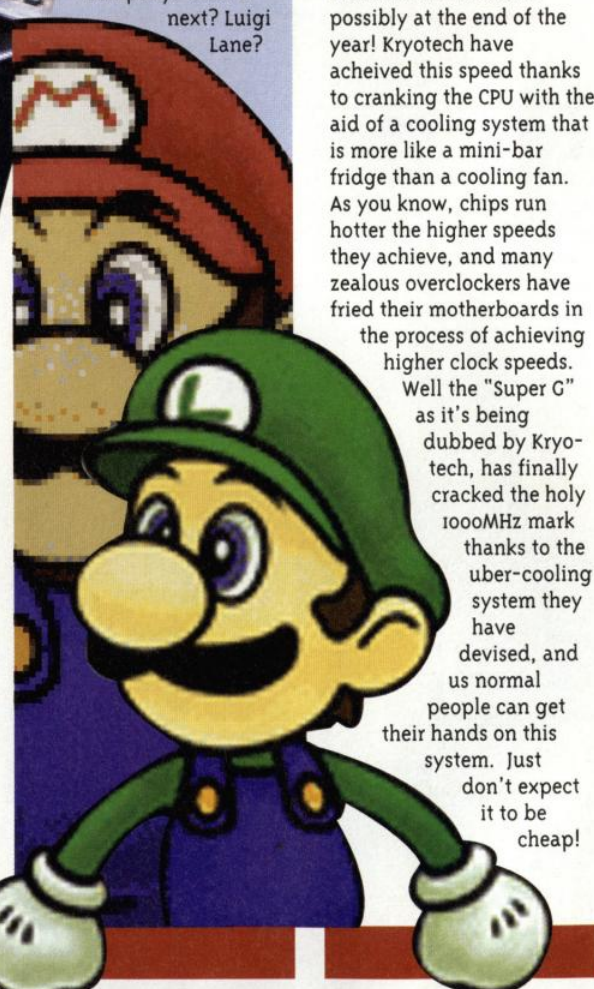
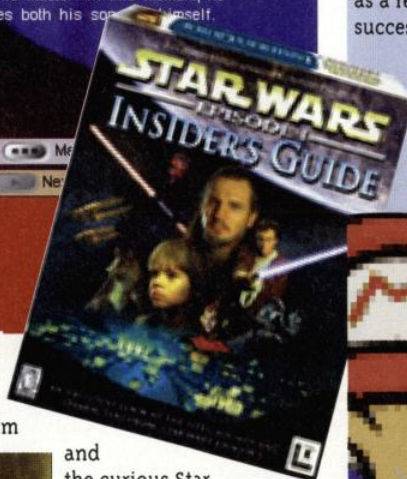
It shouldn't be too long until your mobile phone will be considered a Game Boy peripheral! In Japan, plans are being made for Game Boy games to be downloadable via Mobile Phone directly into your Nintendo Game Boy!



Games will still have to be paid for, but this is certainly a novel way of getting some gaming in no matter where you are! This would work essentially like an internet compatibility feature. The system will be compatible with all the current Game Boys out there, so we'll keep you up to date on how this feature will function here in Australia once Nintendo begin the service in Japan.

MARIO STREET!

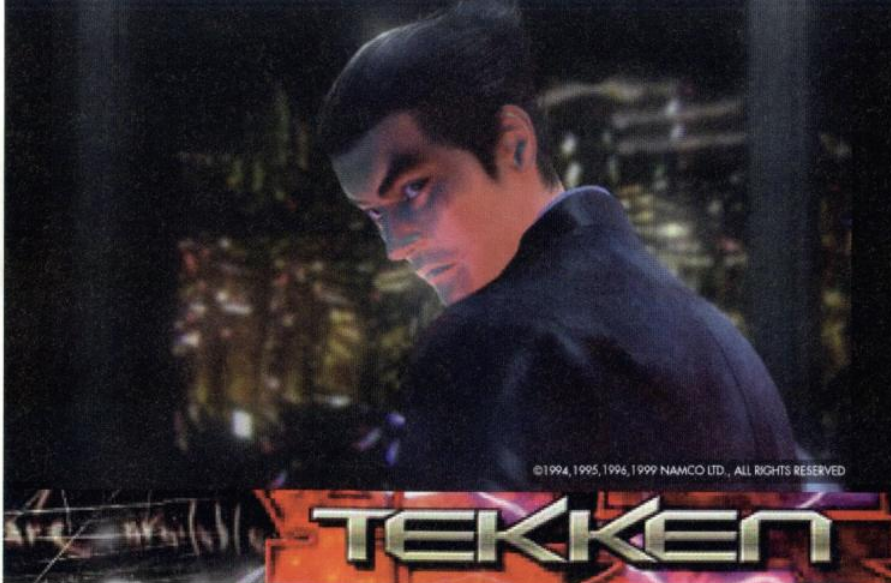
Nintendo's famous fat plumber, Mario, is actually being honoured with his very own street in Sweden! In Kungsbacka, Sweden, the local council was convinced to rename one of it's streets Marios Gata (Mario's Street) as a respectful nod to the success of the little guy over there. The move was spearheaded by Nintendo's local publicity machine, the Bergsala Company. What's next? Luigi Lane?



1000MHZ DESKTOP PC

Kryotech have put together a monster of a PC, running at a massive One Gigahertz! Whilst most gamers are drooling at the thought of getting their hands on a Pentium III 550MHz PC, the more adventurous amongst you may be brave enough to check out this beast when it arrives on our shores - possibly at the end of the year! Kryotech have achieved this speed thanks to cranking the CPU with the aid of a cooling system that is more like a mini-bar fridge than a cooling fan. As you know, chips run hotter the higher speeds they achieve, and many zealous overclockers have fried their motherboards in the process of achieving higher clock speeds. Well the "Super G" as it's being dubbed by Kryotech, has finally cracked the holy 1000MHz mark thanks to the uber-cooling system they have devised, and us normal people can get their hands on this system. Just don't expect it to be cheap!





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TEKKEN TAG TOURNAMENT

Are Namco borrowing ideas off Capcom?

Tekken Tag Tournament, which is a long way of saying Tekken 3 1/2, should soon be hitting Japanese arcades. Namco had a private showing of this new arcade game recently, and it was revealed that the game can have four-player tag-team games. Like the Capcom 2D fighting games, Namco's Tekken Tag Tournament will allow for character switching mid-bout, and hilariously character switching will be possible mid-juggle COMBO!

The four-player cabinet will feature 34 playable characters in total, though you'll have to unlock about a third of those, and you can bet your booty that it will finally make it's way to a PlayStation near you sometime next year.



FINAL FANTASY MOVIE CAST

Whilst Square's CG department is working overtime to render their Final Fantasy feature film by the year 2001 when it's due to be released to theatres, the company has announced a cast who will voice the film. Naturally, there will be many actors hired to voice various characters, but here are some of the more well-known names amongst the list from the

halls of Hollywood... Steve Buscemi, Alec Baldwin, James Woods, Donald Sutherland, Ving Rhames and Ming Na Wen. It has not been clarified what roles



these actors will voice, and we can expect more names announced down the track. It's still a bit of a wait until the film

is finished, but we can play Final Fantasy VIII and probably even Final Fantasy IX in the meantime.

EQ ON EBAY

Heard of E-Bay? It's that online auction site where you can place bids from everything from action figures to the kitchen sink. In what has to be a first, people are putting up their EverQuest accounts for sale on the site, with one gamer managing to sell his 20th level Bard to some idiot who was willing to pay \$1600 for it! Some people will do anything to do well in a game, bar hacking into it and cheating. Finally we feel justified in savina - "Get a life!".



CHARTS

Charts kindly supplied by Hitech World

PLAYSTATION

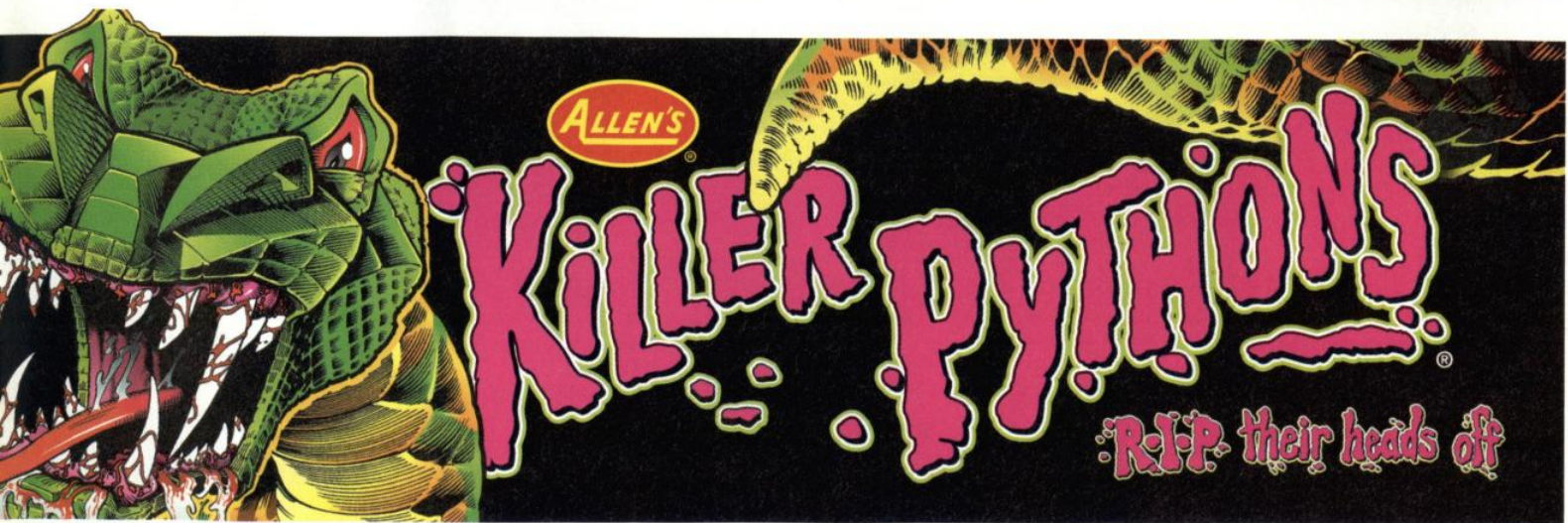
- 1 DRIVER
- 2 ODDWORLD - ABES EXODDUS
- 3 GRAN TURISMO PLATINUM
- 4 SOUL BLADE PLATINUM
- 5 AFL '99
- 6 CRASH BANDICOOT 2 PLATINUM
- 7 V-RALLY 2
- 8 COLIN MCRAE RALLY
- 9 CRASH BANDICOOT 3
- 10 COOLBOARDERS 2 PLATINUM

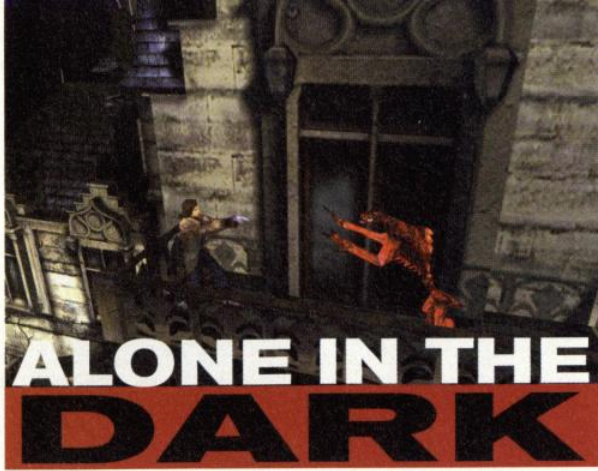
NINTENDO 64

- 1 EPISODE ONE: RACER
- 2 QUAKE II
- 3 GOLDENEYE 007
- 4 ZELDA 64
- 5 BANJO KAZOOIE
- 6 DIDDY KONG RACING
- 7 MARIO 64
- 8 SOUTH PARK
- 9 BEETLE ADVENTURE RACING
- 10 TUROK 2

PC

- 1 TOTAL ANNIHILATION: KINGDOMS
- 2 COMMAND & CONQUER PLUS COVERT MISSION
- 3 HEAVY GEAR 2
- 4 ALIENS vs PREDATOR
- 5 AFL '99
- 6 ARMY MEN II
- 7 GRAND THEFT AUTO LONDON ADD ON
- 8 CHAMPIONSHIP MANAGER 2 (CD)
- 9 CRICKET WORLD CUP
- 10 EPISODE ONE: RACER





ALONE IN THE DARK

Infogrames are tinkering away on the fourth in the Alone in the Dark series, easily the game which created the Resident Evil style "survival horror" genre, whether Capcom would agree with us or not! The 3D environments, third-person perspective, bizarre camera angles and cinematic style action gameplay - Alone in the Dark did it all so well, but it's been a long time between drinks for the series. Alone in the Dark 4 looks like it should trump the series with all the great old gameplay dressed up in some fine-looking 3D visuals. Now the experience will be more movie-like than ever! Whilst there was a bit of gameplay shown at this year's E3, Infogrames are doing a good job of keeping things under wraps.

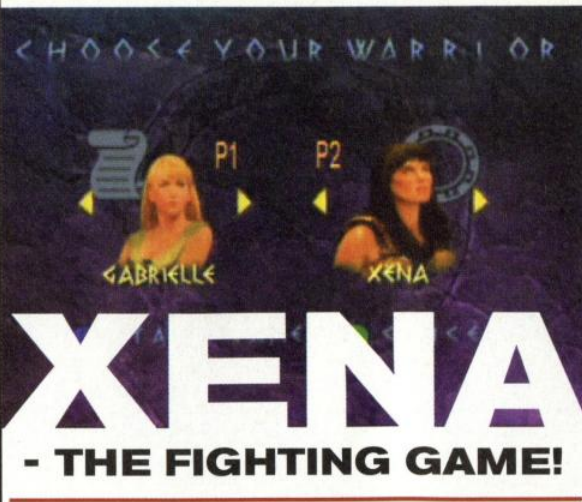


SKYDIVE!

Electronic Arts are doing their best to break the shackles of developing games in "predictable" genres. Just look at this for a crazy idea! A sky-diving computer game. On first impressions you may have thought that the whole concept was pretty silly, seeing as all you would really have to do is push the "open parachute" button... Well Electronic Arts are trying a little harder than that. Giving you the opportunity to leap out of planes in a number of gorgeous locations all around the world, the game consists of judging wind speeds, performing mid-air acrobatics and learning how to control your parachute to accurately land on your designated landing zone.

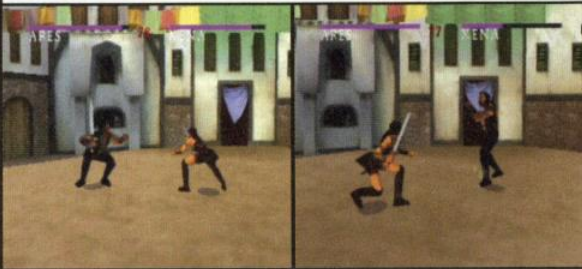
CHEF'S LUV SHACK

Capitalising on South Park's success isn't a terribly difficult task for Acclaim Studios, when both Trey and Matt agree to help out with the voices. Coming up later in the year for PlayStation, Nintendo 64 and PC will be Chef's Luv Shack, a trivia and mini-game title with all new dialogue recorded especially for the game. Chef himself will host the trivia challenge, and all the other characters will appear in some form or another. Sounds like it could be one of those must have



A while ago now, we reported that a Xena: Warrior Princess game was in the works. Well, lo and behold, what we suspected would be a bad Tomb Raider clone, has in fact turned out

Bio Freaks. In fact, the developer behind the game is the same team that made Bio Freaks for the N64, so that may be a good sign that Xena will have some decent fighting mechanics.



to be a fighting game for the Nintendo 64. Yeah, we were surprised too! If you're a fan of the Warrior Princess and her TV show, then we can imagine you'd be pretty darn excited to hear that the game features 11 characters (whether or not some have been invented for the game is not certain), with the fighting style a mixture of Soul Blade and

Xena, Warrior Princess: The Talisman of Fate (full title) will also include a four-player simultaneous mode, to carry on the tradition of good multiplayer action on the Nintendo console. There aren't exactly too many fighting games on the N64 release schedule, so we're hoping Xena can fill a big gap with her hard and fast hand-to-hand combat.

LIMITED EDITION DREAMCAST

Over in Japan, a limited-edition see-through Sega Dreamcast is being released to the stores, packed with the Dreamcast title "Seaman". Reportedly, only 500 clear-cased Sega consoles were manufactured, making it a pretty hot item! If we're lucky, Sega might treat Aussie gamers to a similar special release, though nothing as yet has been confirmed.



OVERFLOW

Word from inside a SquareSoft meeting, is that the games developer is very interested by Nintendo's new console specs and is considering games development for the platform. Thanks to the machine including DVD, Square would be able to make any of their FMV-heavy RPGs for the upcoming Nintendo console. **Awesome news and we hope it pans out...**

Here's a bit of news to please the Sega fans. The Dreamcast has broken all sorts of pre-order records in the USA, months before it's release. Supposedly more Dreamcasts have been pre-ordered than any other console before a launch ever. Certainly music to Sega's ears we're sure...

We're hearing more and more murmurings that Square have already started work on Final Fantasy IX, possibly for the PlayStation 2. Certainly, the company is hard at work on a secret project with more staff than was required for Final Fantasy VIII. Is Final Fantasy IX being constructed as we speak, or could those rumours of an official Star Wars RPG from Square actually have some thread of truth in them? Mysterious...

Still haven't found the right Online RPG for you? Everquest not your cup of tea? Ultima Online just drive you up the dungeon wall? Asheron's Call more a bore than a good war? Ahem. Well, New World Computing and 3DO are hard at work on Might and Magic: Legends which is reportedly for "internet only". Sounds as if we can add another Online RPG onto the pile of games designed to waste your youth.

Remember the big PlayStation retail store we mentioned in news a few issues ago? Well, it has opened, and by all accounts is a bit of a success. Called the Metreon, it sounds like a pretty slick place. For more details, you can go check things out at <http://www-metreon.com/>

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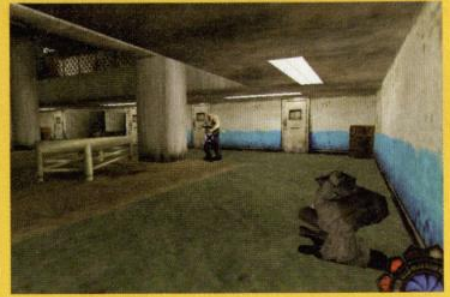
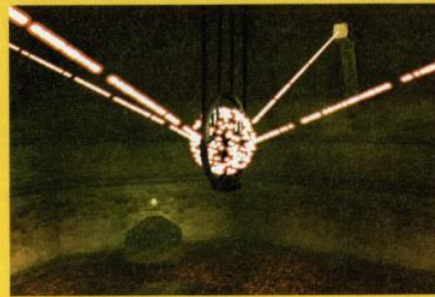


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SHADOWMAN

ALL ENTRIES CLOSE AUGUST 27TH 1999

Whether you own a Nintendo 64, PlayStation or a PC, Shadowman from Acclaim is a nice piece of work. Atmospheric, spooky and bursting with otherworldly action, Shadowman is a real trip to the darkside... or the deadside to be exact. Acclaim here in Australia have agreed to part with eight copies for either PC, PlayStation or Nintendo 64 (you must specify on your entry) to a bunch of very lucky readers, so get in quick before they're all gone. That's EIGHT copies of SHADOWMAN thanks to ACCLAIM! You won't find this many copies of the game available to win in any other mag. To be in with a chance to grab yourself a copy, answer us this tricky question... In the game, Shadowman, who designed the Asylum? Put your answer on the back of an envelope, with your name and address, and post it away to: Videogame Voodoo, Hyper, 78 Renwick St, Redfern, NSW 2016.



WIN WIN
WIN WIN

WIN WIN WIN
WIN WIN WIN

V-RALLY 2

Shredding it's way through the other PlayStation games this issue is V-Rally 2 from Infogrames, and it's pretty hot property. Bursting with different play modes and a slick Track Editor, this is a Rally game dreams are made of. Ozisoft have been generous enough to offer us two exclusive V-Rally 2 Packs to giveaway to some of you potential rally masters. Each pack contains a copy of V-Rally 2 for PlayStation, a sleek Peugeot backpack and a cool Peugeot t-shirt. Sweet! To nab yourself one of these fine packs, see if you can deduce the answer to this question... What sort of car was it that Eliot used to win the Championship? You may need to read our review again to find the answer... Put your answer on the back of an envelope with your name and address and send it to: I Rally Want to Win, Hyper, 78 Renwick St, Redfern, NSW 2016. Vroom!



Expendable

DREAMCAST

AVAILABLE: SEPTEMBER

CATEGORY: ACTION

PLAYERS: 1-2

PUBLISHER: IMAGINEER

We all love playing the space marine. From Doom to Aliens Vs Predator, once you slip on those space boots you're guaranteed some hardcore action. You want plot? Well... guns are your friends and any alien race must be vanquished. That about sums it up. Rage software (Incoming) have brought back the good old Space Marine must survive on an alien world scenario, and frankly, it looks cool all over again. They don't really make any bones about it - your mission is to load your weapons and blow everything you see into little pieces. Don't even think! Well, maybe a little. The gameplay looks like a cross between One or Apocalypse with some Turok and even a little Robotron mixed in. The shoot 'em up action is so much fun, you can even play co-operatively with a friend, so you can share the joys of mass-destruction over rough-

ly 20 levels of alien-infested locations. This is just big, dumb fun, but set in a nice dark and gritty world - just they way we like it. Expendable is also on PC and PlayStation, so if you're not about to go buy a Dreamcast anytime in the near future, you can still get some of the action. Expendable is really one of the first in a very long line of PC ports to the Dreamcast, so we wonder if it even better than the original...



Wizardry 8

PC

AVAILABLE: 2000

CATEGORY: RPG

PLAYERS: 1

PUBLISHER: SIRTECH

The Wizardry series has been chugging along for a number of years now, from the classic "Crusaders of the Dark Savant" to "Wizardry Gold", RPG nuts have devoured as much Wizardry as they have Might and Magic. It's been a bit of a wait, but Wizardry 8 is finally on the horizon. Well, April 2000 to be exact, but it looks like it could be worth the wait.

The new Wizardry world will be 3D accelerated, of course, but in a fascinating backwards-compatible turn of events, you will actually be able to import characters from the old Wizardry games! Seriously cool news for fans of the series! Other than that, it looks like we can expect very similar gameplay to the classic titles, simply brought up to date with the kind of features and depth RPG gamers now expect from their adventures.



SirTech have included a new "personality system" feature to the characters, which will have your characters reacting to their environment and actions with speech, depending on what type of personality you assigned them at the start of the game. Wizardry 8 allows you to have a party of six characters with up to two NPCs travelling with you at any one time, for a maximum of eight party members. The combat will be "phased", meaning that it will work similar to a turn-based system, but will vary depending on characters' skills. A lot of care has gone into Wizardry 8, and it looks pretty too, so it's definitely one to keep an eye on.



Tony Hawk's Pro Skater

PLAYSTATION

AVAILABLE: TBA

CATEGORY: SKATE-BOARDING

PLAYERS: 1-2

PUBLISHER: ACTIVISION

Finally, it seems skateboarding is being done justice. It took the game's developer, Neversoft Entertainment, to get skater Tony Hawk "on board" to ensure that the sport would finally be reproduced correctly. Gameplay is based around actual skating techniques, with realistic physics and an all-round authentic "look". No futuristic hover-boards, no inhuman acrobatics, no "radical" characters - this seems to be the game for those of you who skate in real life. The environments consist of a variety of "go anywhere" real life courses, and a handful of half-pipes and locations like empty pools and shopping malls. The game allows a great deal of freedom, so you can experiment with your board on just about every object you see. Tricks can be performed with a combination of the shoulder buttons and the standard but-

tons, and if you're playing as Tony Hawk, his signature moves can be performed. There are a bunch of other professional skaters which are playable also, so there's lots here for fans of the sport. Another impressive aspect of the game were the intelligent camera angles, which never really get in the way of what you're trying to achieve with your skater. A full review will be coming soon, and we'll be able to take a closer look at how successful Tony Hawk's Pro Skater really is.



The Sims

PC

AVAILABLE: 4TH QUARTER '99

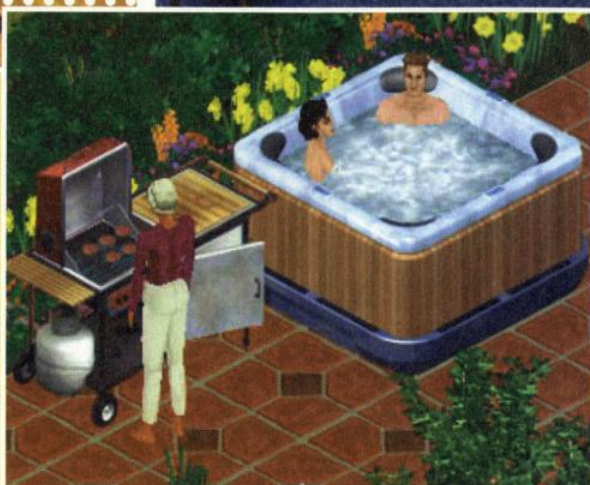
CATEGORY: SIM

PLAYERS: 1

PUBLISHER: MAXIS/EA

It began with Sim City, and has mutated into a variety of spin-offs, the latest being The Sims - virtual citizens whose happiness is at your demented fingertips. The creator of the original Sim City, Will Wright, is also the brainchild behind this new game in the Sim series from Maxis, so this isn't just a cheap copy of the concept. This game will focus entirely on the lives of the sim citizens. Help them start a family, get a job and stay happy, otherwise they'll get sloppy, depressed and chaotic! You can build your very own little sim village, and dictate how your citizens live their lives, and you have the ability of observing them going about their business - a voyeur's dream. Certainly if the Sims is executed properly, this is going to be one hell of an addictive game, as we all know how attached we become to our buildings in Sim City, so just

think how you'll start to feel for your little human pets as they go through the trials of life! As the "creator" you can plan everything from the street layouts to the interior decoration of the houses, but there's still those elements of economic management to give the game that true sim depth. Watch your little people fall in love, get into arguments, burn their houses down and get sacked from their jobs - and laugh all the way. Muahahaha!



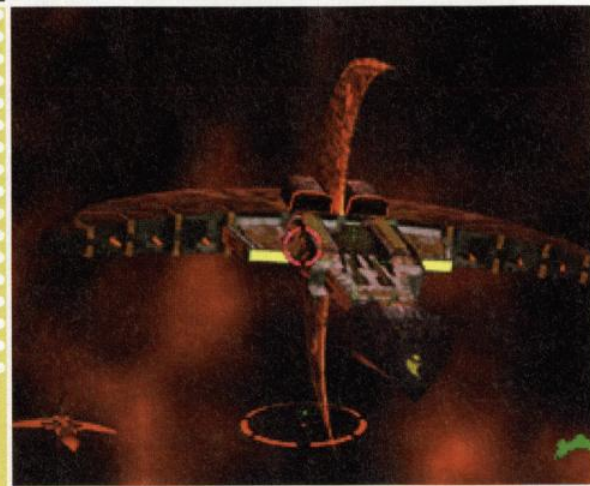
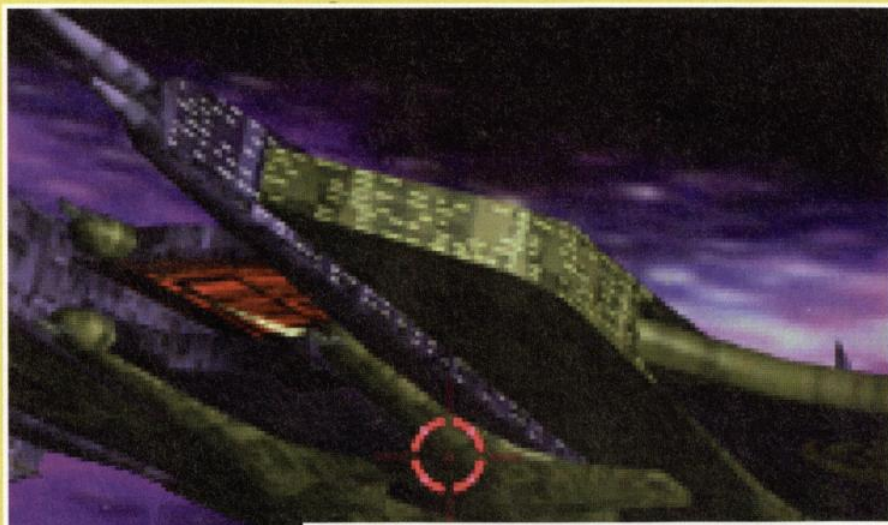
Babylon 5: Into the Fire

PC

AVAILABLE: SEPTEMBER
CATEGORY: SPACE COMBAT
PLAYERS: 1 - MULTI
PUBLISHER: SIERRA STUDIOS

Babylon 5 fans are quite nutty, and it's very important we keep them off the streets. That's why Sierra decided to help society by making a Babylon 5 game to occupy those Bab fans and keep them indoors. Despite some of the spacecraft designs in Babylon 5 coming straight out of a Star Wars pre-production artwork book (tell me they're not X-wings!), on first impressions, the Babylon 5: Into the Fire was reminiscent visually of Sierra's other sci-fi game, Homeworld. A similar use of lighting and colour, resulting in a seriously gorgeous looking space environment, this combat sim seems to be utilising 3D hardware excep-

tionally well. Using the old "evolving storyline" technique of the Wing Commander series, the internal plot of the game will evolve depending on your mission outcomes and decisions you make whilst you play - non-linear gameplay is always a welcome addition. The game features 60 space craft and about 100 different locations, so fans of the show will be able to immerse themselves in all things Bab. It's interesting to note that the developers have created their own 3D engine for the game, which reportedly is a more "realistic" depiction of physics in space, allowing crafts to side-strafe with the aid of directional thrusters. The in-game music will also be composed by Christopher Franke who writes all the music for the TV show, so that will keep things as authentic as you could wish. Sierra is gearing up for a September release.



Gekido

PLAYSTATION

AVAILABLE: TBA
CATEGORY: ACTION
PLAYERS: 1-4
PUBLISHER: GREMLIN

It's been a long, long time since we've seen a scrolling beat 'em up (if you don't count Fighting Force from Eidos, and we'd rather not). The more traditional Double Dragon/Streets of Rage style beat 'em up experience has virtually been left to rot at the back of the fridge, so it's encouraging to see somebody out there still thinks there's a lot of fun to be had with the genre. Gekido from Gremlin looks like reviving the frantic style of gameplay of the scrolling beat 'em up, with up to four players being able to hop into the action and go nuts in some very lush 3D environments. The gameplay borrows all the best elements from the beat 'em up genre over the years and rolls it into one big piece of button-mashing excitement. Whilst there is a plot, it's certainly not the reason you'd stick with Gekido to the end - this looks like some very



addictive action regardless of your reasons for running around and karate chopping everyone in your way. Each of the four characters (each with their own predictable personalities) can progress up "levels" as they conquer each of the game's areas, with ten player levels and fifteen playing areas in total, with some tough bosses to carve through. This should be great fun, and a reviewable version should surface sometime soon.



King of Fighters: Dream Match 1999

DREAMCAST

AVAILABLE: TBA

CATEGORY: 2D FIGHTING

PLAYERS: 1-2

PUBLISHER: SNK

Yet again proving that the Dreamcast is a fighting game fan's dream come true, SNK are releasing King of Fighters: Dream Match 1999 on the system as another arcade perfect translation. Even though it's only the traditional 2D fighting, Dream Match 1999 has plenty to offer. You'd expect to only be playing this on the Neo Geo, but fans of the series can get tonking on the Dreamcast, featuring slicker animation and better sound than King of Fighters '98. It's a fact that the Dreamcast doesn't actually do sprites for 2D fighting games like this - everything is polygonal, even though it looks like just flat 2D. This gives the backgrounds that surreal almost-3D effect, and enables scaling of the characters for some fancy wham-bam effects. This

is the style of game which really requires the arcade controller, instead of the cramped up Dreamcast controller - even though it's only a four button game. KOF:DM1999 has a feature which allows you to link up the Neo Geo Pocket with the Sega Dreamcast! What's this?

Rival console manufacturers holding hands for the good of game-dom? We'll be reviewing King of Fighters: Dream Match 1999 next month...



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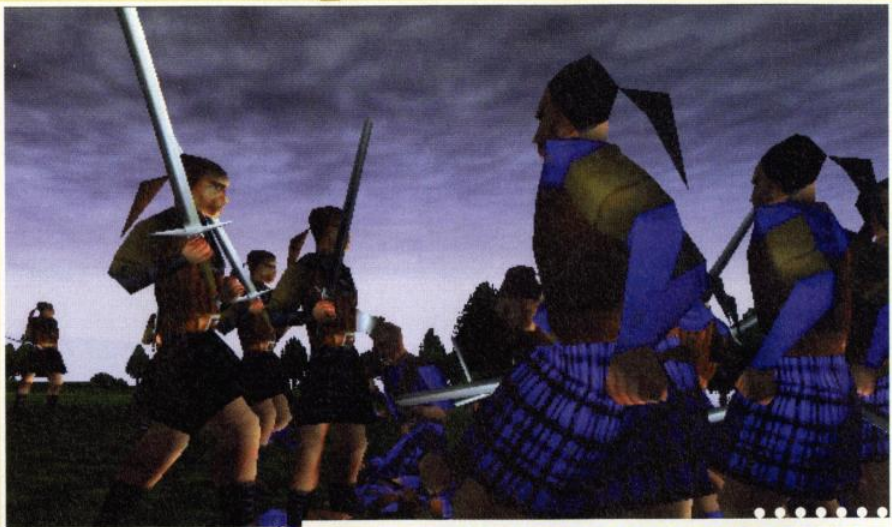
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Braveheart

PC
AVAILABLE: TBA
CATEGORY: STRATEGY
PLAYERS: 1-12
PUBLISHER: EIDOS

They may take our games, but they'll never take our freedoood! Yeah... or something. Point and click your way to victory in this RTS based on the events of Mel Gibson's raid on the catering trucks... er I mean, William Wallace and the battle against the British. Unlike the film Braveheart, however, you can choose to play as one of sixteen clans, instead of just Mel and his army of hair extensions. Expect some extremely detailed geography lessons whilst you play, and to be confronted with a different style of challenge depending upon whom you play as. Some of the smaller clans will have to work harder, and rely more on diplomacy, whilst there are other beefier clans who will be equipped to go to war straight off the bat. From what we've seen, Braveheart is certainly a

game for Strategy freaks, as it seems to pull no punches when it comes to detail and complex resource management, all set within it's medieval Scottish context. If you've been wanting a sprawling epic strategy game to test your skills, then Braveheart could turn out to be exactly what you've been waiting for. We'll review the scottish sword-fest next issue, so get out your kilt and bag some Haggis.



Clan Wallace 1 Settlement 193 Souls 190 Pounds 2 Leaders 9:42 AM 29th Jun 1280


LEADERS

William Wallace

Clan Wallace
Location: Ayr
Wages: 28 pounds per month

Leadership	██████████	Commander
Combat	██████████	Champion
Brave	██████████	Assault
Brain	██████████	Singletan
Strength	██████████	Lord
Diplomacy	██████████	Go-between
Loyalty	██████████	Reliable
Fine	██████████	Artisan
Morale	██████████	Very happy

Current Army: 4th Ayr Guard
29 Troops (Green)
Orders: Guard



Pokémon Snap

NINTENDO 64
AVAILABLE: TBA
CATEGORY: ADVENTURE
PLAYERS: 1
PUBLISHER: NINTENDO

Pokémon Snap actually sounds like it's going to offer something quite unique and original to the Nintendo 64 library. As you should all know, Pokémon aren't the easiest critters to find, living in seclusion on an island. Professor Oak is desperate to complete his Pokémon report, and he needs you help. Your task is to attempt to capture all the Pokémon on the island - on film. That's right, you're are equipped with a camera capable of sixty exposures, and you're going to have to try and get a good picture of all the weird Pokémon that inhabit the island. To achieve good shots of the Pokémon, you may have to trick them into doing something, or solve some strange puzzle yourself in order to get the photo you're after. You will be awarded points for how close you can get, what the Pokémon is



doing, how well you framed the shot and how many Pokémon are actually in the photo. There are a variety of different Safari Zones with plenty of hidden areas and Pokémon to be discovered. Professor Oak will also give you cool things like a Pokémon flute, which may entice the Pokémon to dance for your camera. It sounds like there should be some very interesting gameplay in Pokémon Snap, which is a refreshing change.



UPCOMING RELEASES

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

★ Stuff to get sweaty over....

PC

AUGUST

- A-10 Warthog
- Attack of the Saucermen
- C&C: Tiberian Sun ★
- Civilization 2: Test of Time ★
- Darkstone
- Diablo 2 ★
- Drakan ★
- Expert Pool
- Extreme 500
- Flight Unlimited 3
- Fly!
- Force 21
- Gabriel Knight 3 ★
- Kanaan
- MIG Alley
- Madden NFL 2000
- NFL Quarterback Club 2000
- ReVolt
- Sheep!
- Shadow Man
- Shogun
- System Shock 2 ★
- Tanktics
- Unreal Tournament ★
- Wargamer: Napoleon 1813
- Week in South Park
- X

PlayStation

AUGUST

- Aironauts
- Carmageddon
- Chocobo Racing
- FA Premier League Stars
- Kurushi Final
- Legend of Kartia
- Point Blank 2 ★
- Quake 2
- Railroad Tycoon 2
- ReVolt
- Shadow Man ★
- South Park
- Speed Freaks
- Star Wars: The Phantom Menace
- Star Wars: Racer
- The Golf Pro
- Tomorrow Never Dies
- Um Jammer Lammy

N64

AUGUST

- Duke Nukem Zero Hour
- Jet Force Gemini ★
- Monster Truck Madness 64
- NFL Quarterback Club 2000
- ReVolt
- Shadow Man ★
- Ultimate Football

Most Anticipated Games

ELIOT FISH - DEPUTY EDITOR

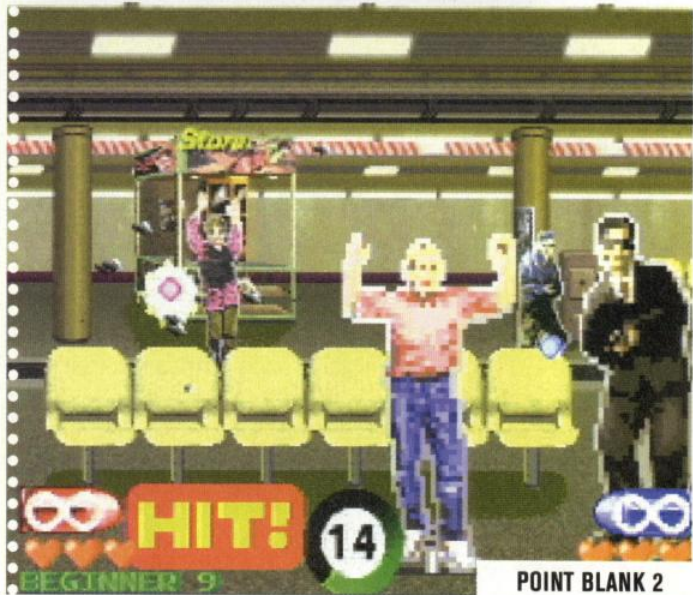
1. Quake 3 Arena - PC/Mac
Naturally, being a Quake 1 and 2 nut, Quake 3 Arena is right up there at the top of my list. I can't quite think of another game that I am anticipating as much as this. It'll mean upgrading my old PC, and not eating for a few months, but I think I can do it. If I keep practising the test with the piss-poor framerate I am currently getting, when I upgrade I'll be unstoppable!
2. Freelancer - PC
3. Final Fantasy VIII - PSX
4. Diablo 2 - PC
5. Star Wars: Obi-Wan - PC

DAN TOOSE - EDITOR

1. Soul Calibur - Dreamcast
I simply can't help bounce around like an idiot at the fact that by the time you're reading this, I'll have Soul Calibur for my Dreamcast. Soul Calibur rocked my world in the arcade, and the prospect of the same game with extra bits and improved visuals is just so awesome I don't know whether to piss my pants in excitement or simply explode! Help!
2. Quake 3 Arena - PC
3. Diablo 2 - PC
4. Virtual On Oratorio Tangran - Dreamcast
5. Dead or Alive 2 - Dreamcast



DUKE NUKEM



POINT BLANK 2

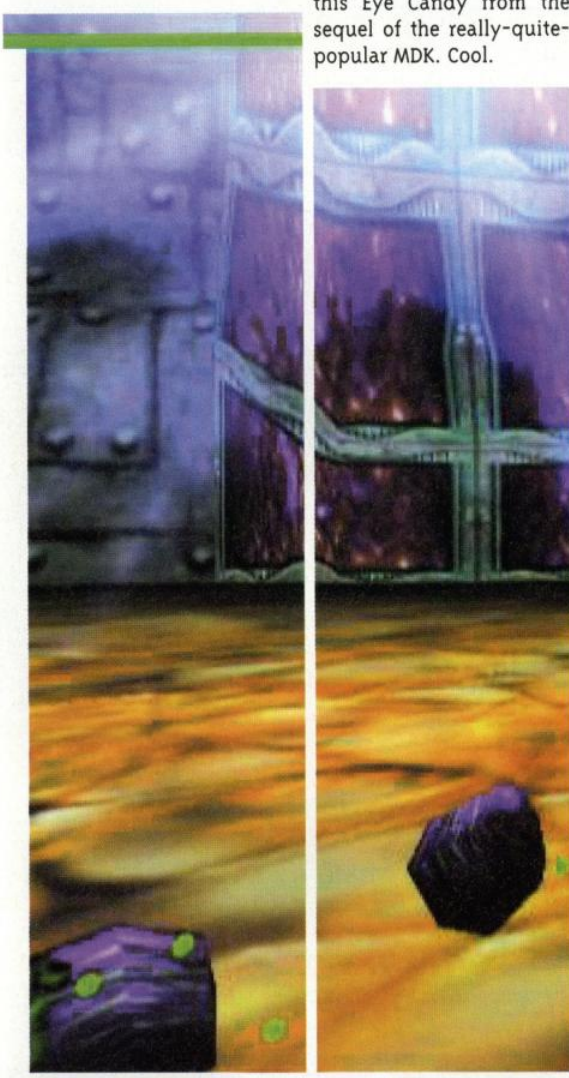


SHADOW MAN

MDK 2

DREAMCAST/PC
INTERPLAY

Shiny Entertainment have put some serious spit and polish on their upcoming action title MDK 2, with the Dreamcast being their platform of choice for your gaming experience. Whilst we still wait on Messiah, we can pass the time staring at this Eye Candy from the sequel of the really-quite-popular MDK. Cool.

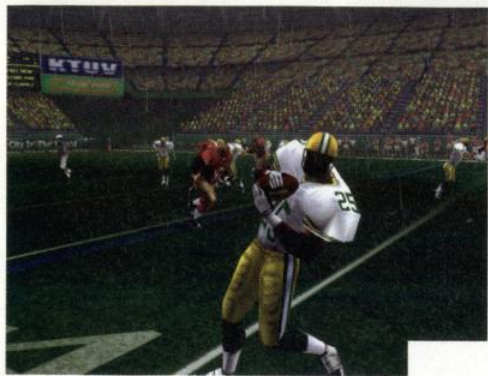
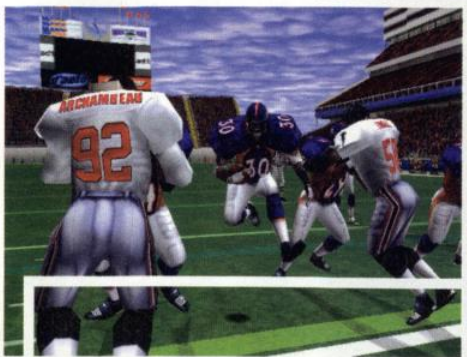
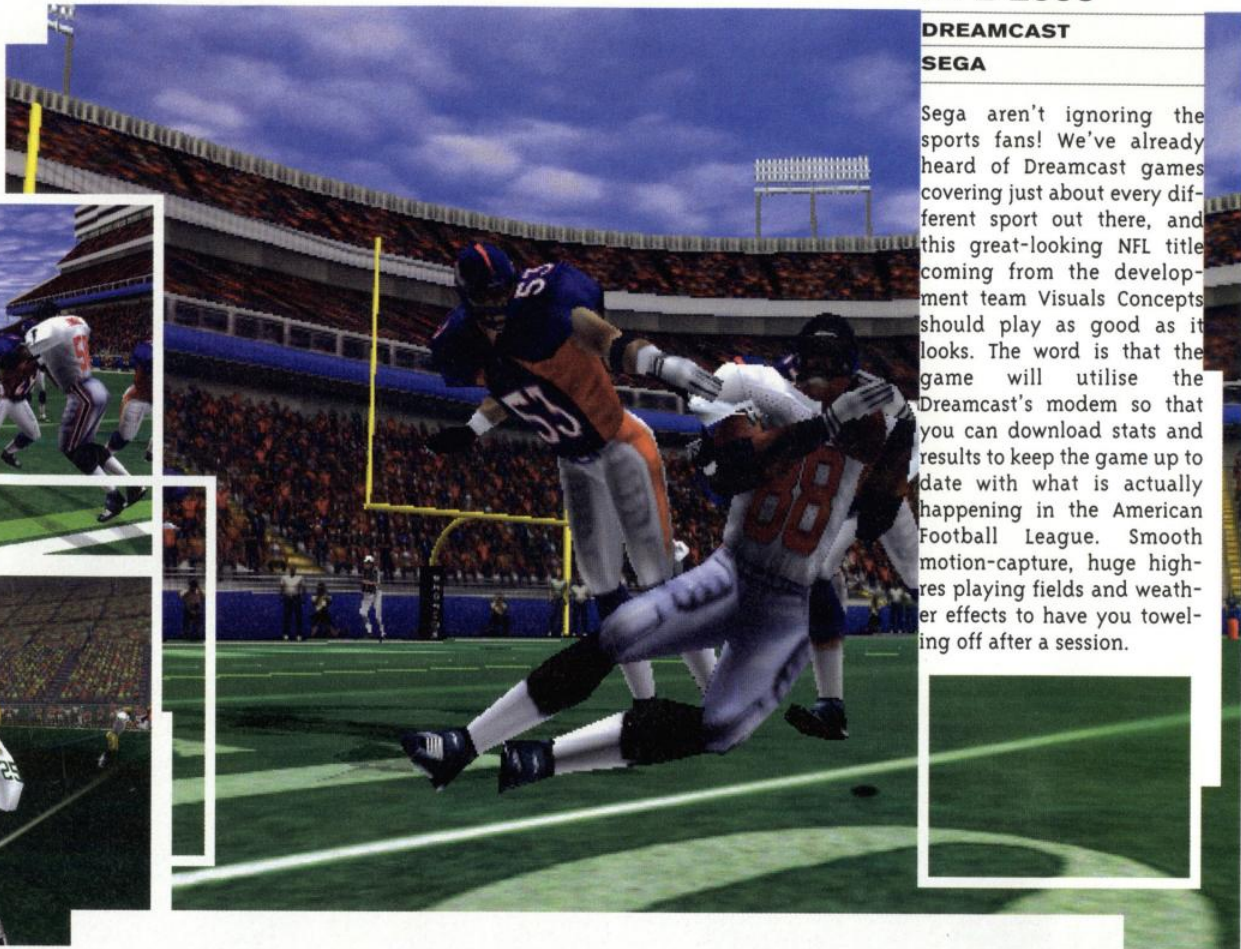


NFL 2000

DREAMCAST

SEGA

Sega aren't ignoring the sports fans! We've already heard of Dreamcast games covering just about every different sport out there, and this great-looking NFL title coming from the development team Visuals Concepts should play as good as it looks. The word is that the game will utilise the Dreamcast's modem so that you can download stats and results to keep the game up to date with what is actually happening in the American Football League. Smooth motion-capture, huge high-res playing fields and weather effects to have you towel-ing off after a session.



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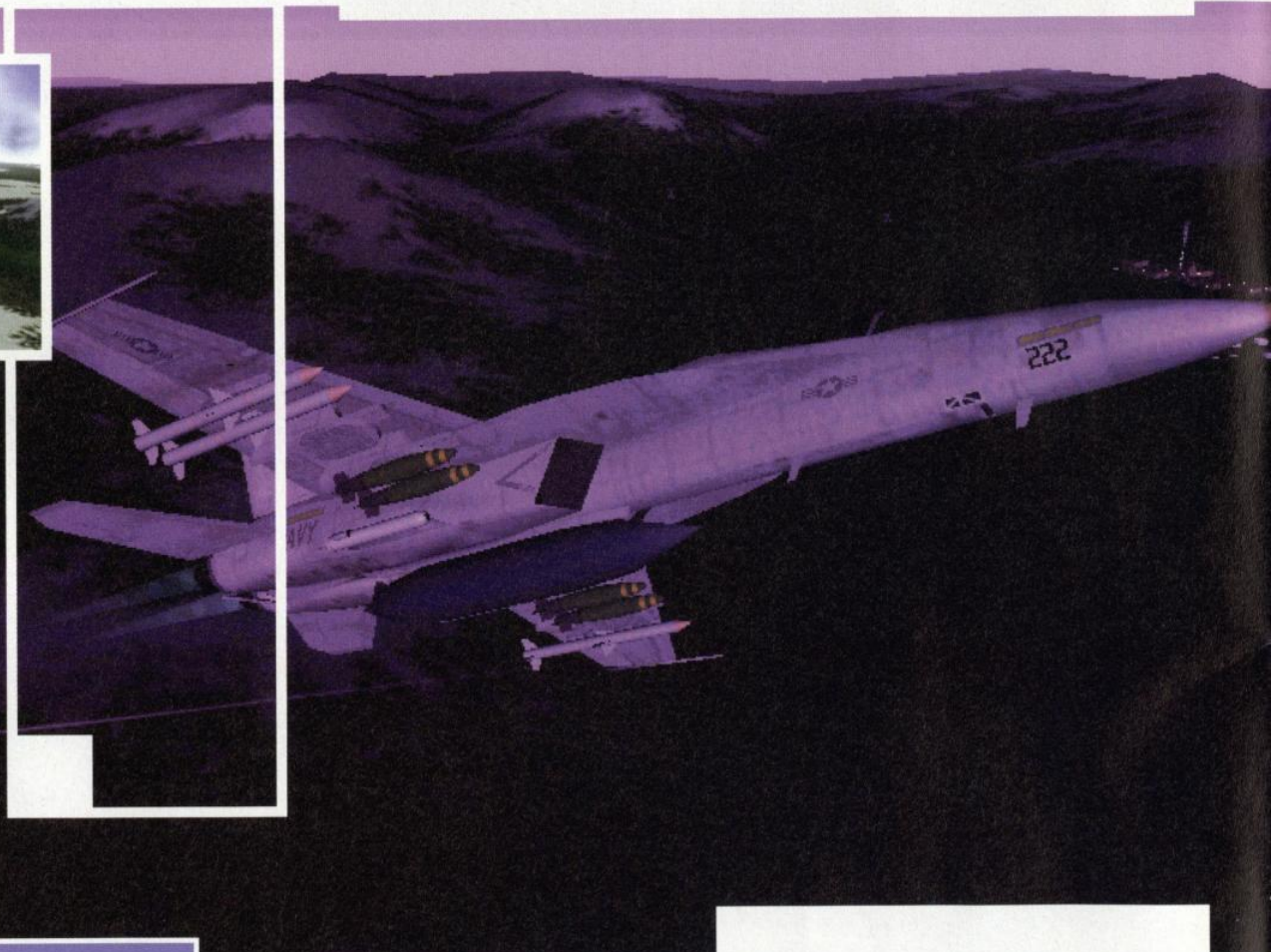
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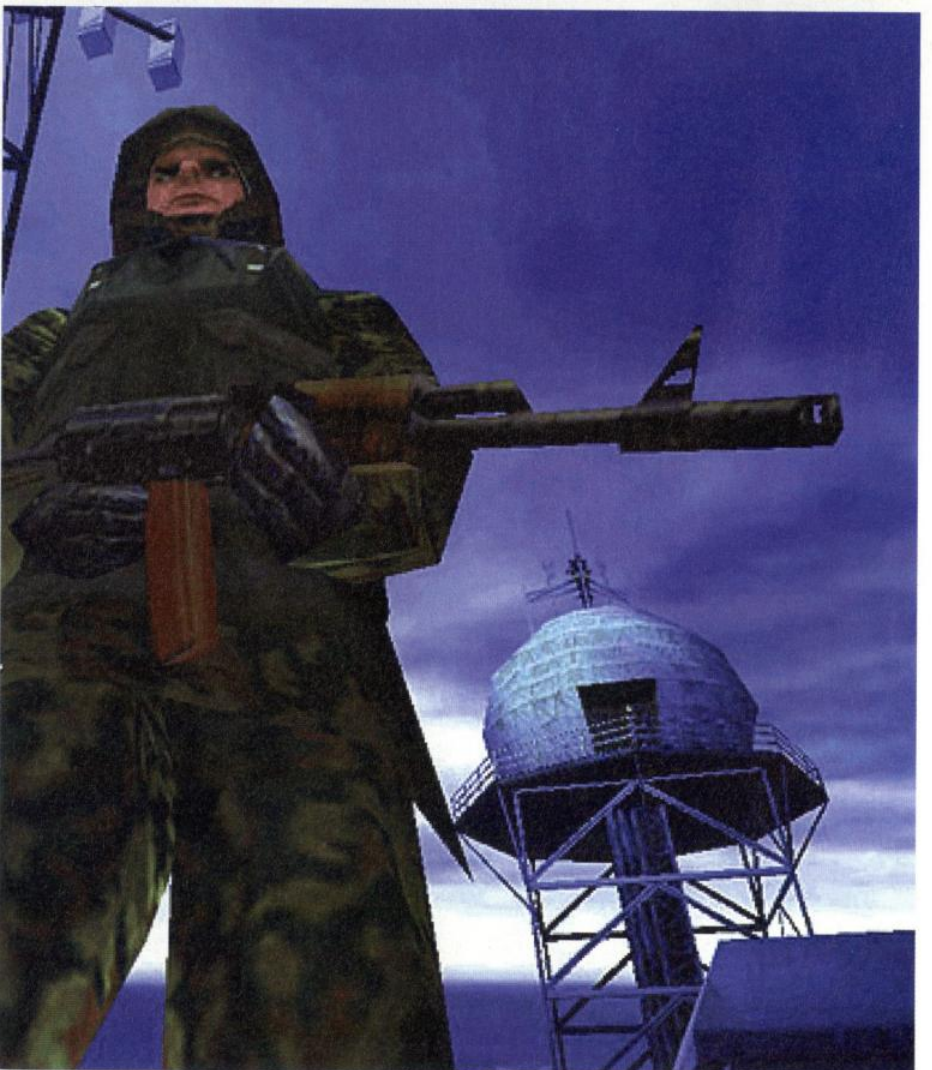
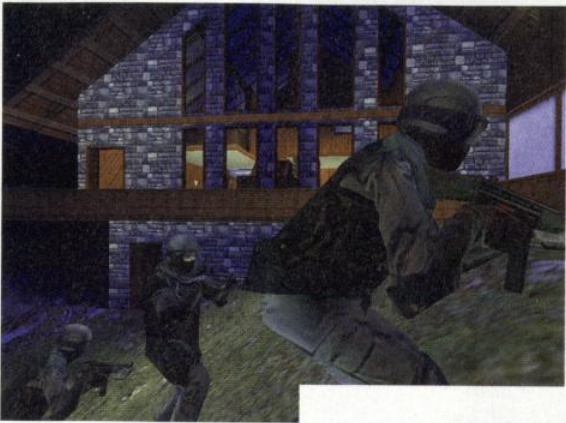
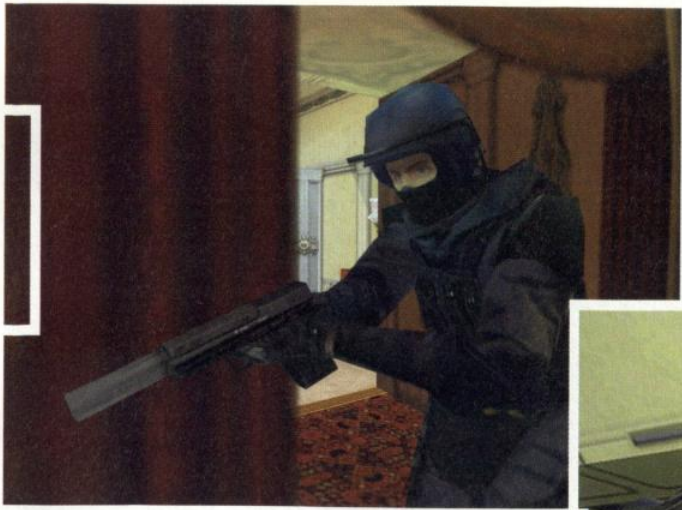
F/A 18 Hornet

PC

ELECTRONIC ARTS

Jane's Combat Simulations have always pumped out something pretty darn special, and their next F/A 18 simulation looks so gorgeous it just had to have a place in this issue's Eye Candy. Visually, as you can see for yourself, it looks darn realistic and bodes well for an era of sims that are almost as good as the real thing. Kinda reminds us of an old Eighties movie, *The Last Starfighter*, where the best gamer of a space combat game got chosen to fly the real thing - it's like Jane's are training us gamers for something we don't yet know about! Yikes!





Rogue Spear

PC

RED STORM ENTERTAINMENT

The sequel to the tactical shooter Rainbow Six is this great looking game, Rogue Spear. Again, it's up to you to control a crack team of highly trained soldiers and successfully complete a series of deadly missions. Certainly the visuals have been cranked up a notch, so we only hope the gameplay is just as improved.

MEMORY STATION TRIO

PlayStation
 Type: Memory Card
 R.R.P: \$39.95
 Distributor: Ubisoft

Some gamers have discovered that a few of the larger capacity third-party memory cards out there are not terribly reliable. They may store plenty of game slots, but sometimes the saved files disappear mysteriously into the

ether. So how do you get a decent amount of memory space for your buck? Buy the Memory Station Trio from Guillemot and you're getting three solid 1MB cards for one low price. Because they're standard cards, they're nice and reliable, but you're getting three in the one pack. Definitely a sensible and cost effective purchase.

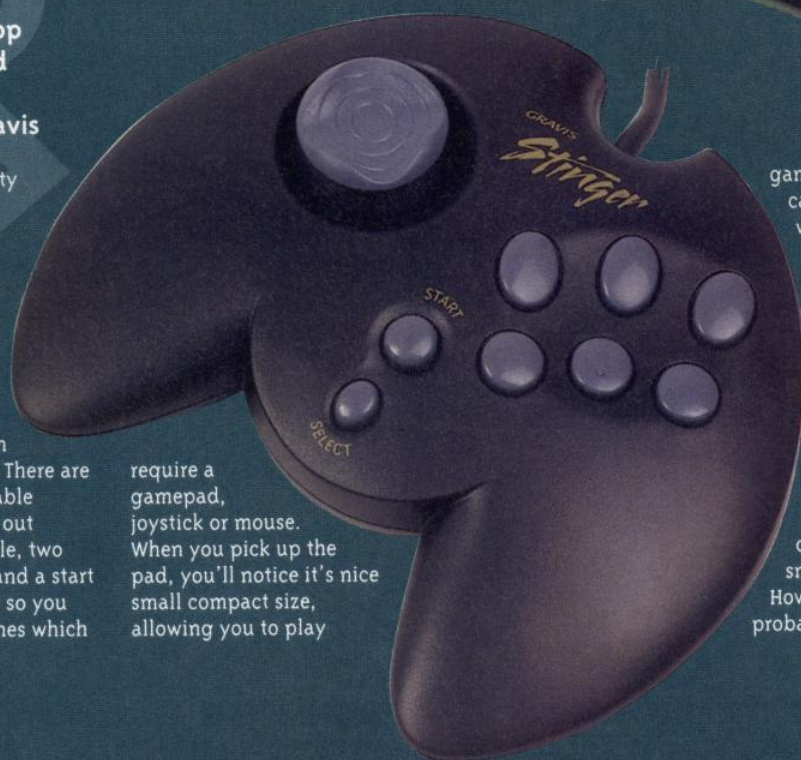


GRAVIS STINGER

Laptop PC
 Type: Gamepad
 R.R.P: TBA
 Distributor: Gravis

The Stinger is a nifty little analogue gamepad for PC laptops running Windows 95/98. Plugging into your laptop's serial port, the Stinger's d-pad is an analogue stick which will function for mouse control. There are also 10 programmable buttons (six laid out fighting-game style, two shoulder buttons and a start and select button) so you can play most games which

require a gamepad, joystick or mouse. When you pick up the pad, you'll notice it's nice small compact size, allowing you to play



DANCING PERFORMANCE

PlayStation
 Type: Dance pad
 R.R.P: \$100-150
 Distributor: Available on Import

Dance Dance Revolution is that nutty arcade game where people leap around like dickheads because a little blip on a screen tells them to. Of course, it's loads of fun, and if you thought it would never happen on a console you are quite wrong. There is actually an official dance pad available for purchase with the game, but as you could imagine it's damn expensive - \$500 to be exact. Luckily, the Dancing Performance pad from Bemani looks like the next best thing, and it's far cheaper. Essentially just a "mat" with a few sensors, the Dancing

Performance peripheral plugs into your PlayStation and lets you experience the thrill of Dance Dance Revolution in the privacy of your

own home for half the cost. Just remember to draw the curtains! Another bonus is the fact that the dance mat can easily be rolled up and thrown in a cupboard, making it very convenient to boot.



games on the train, in a car or on a flight - wherever you plan on using your PC. The gamepad is solid, and even though it's small, the buttons are all easily used. Our only complaint is that the analogue stick seems a tad awkward and stiff in certain directions, so control isn't as smooth as it could be. However, that can probably be attributed to

the compact size of the pad, as they have tried to achieve a highly portable product. Great for compact gaming on the move.

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PLAYSTATION



MAC



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CHAT



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ARCADE



NINTENDO 64

BAYFORM SUPER RACER

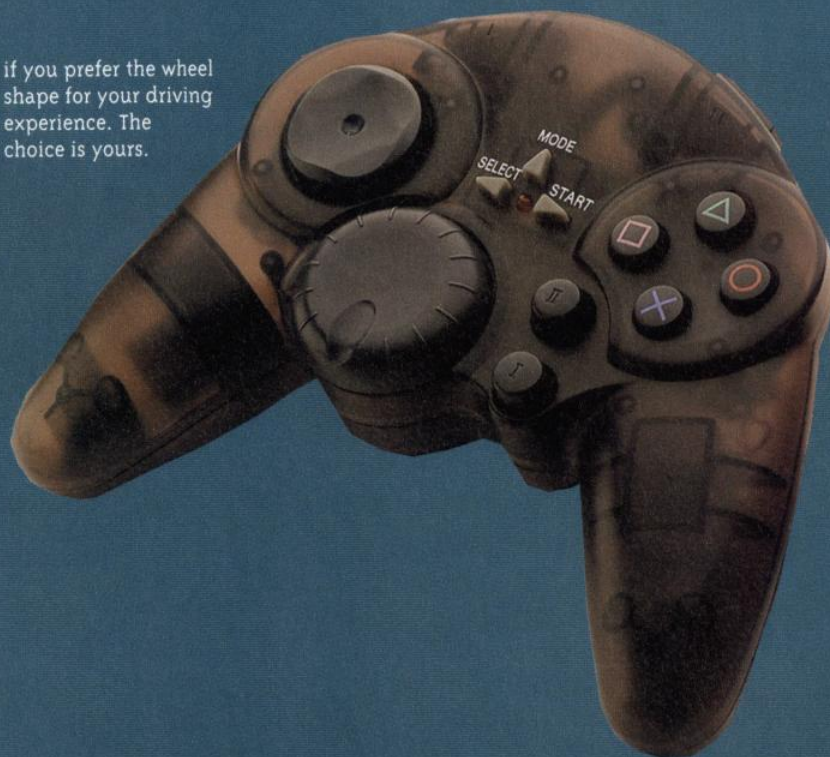
PLAYSTATION
TYPE: ANALOGUE PAD
PRICE: \$49.95
DISTRIBUTOR: BAYFORM

The Bayform Super Racer is an interesting alternative to the Sony analogue controller. It looks like a Jogcon, and is equipped with the same, small analogue wheel in the center of the pad, however it doesn't have the same game-relative tension in the wheel like the Jogcon - it's just a spring loaded analogue wheel. However, the Bayform Super Racer can actually be used with any analogue compatible game - it doesn't have to be Jogcon or Negcon compatible, as long as it's analogue. There are two buttons to the right of the wheel which are also analogue, like the Negcon, so you can effectively use them for braking and acceleration. The pad is really nice to hold

and feels very comfortable to grip, although the shoulder buttons can be hard to reach if you're steering the wheel with your thumb. The pad is also equipped with dualshock-style vibration feedback, although it felt a little weak.

We tested the Super Racer with V-Rally 2, to find that the wheel actually needed to be slightly more responsive, however, tested with Driver, the same wheel responded very well. Just try it out with your favourite racing game in the store to see if it's responsive enough for you. Despite looking like a Jogcon, the Bayform Super Racer is more of an analogue wheel controller to replace the standard Sony Dual Shock

if you prefer the wheel shape for your driving experience. The choice is yours.



MICROSOFT INTELLIMOUSE EXPLORER

PC
TYPE: MOUSE
R.R.P: \$TBA
DISTRIBUTOR: MICROSOFT

The IntelliMouse Explorer is the world's first ball-free mouse, relying totally on optical tracking for its precise functioning. Of course, the first thing you'll notice is the futuristic design, complete with glowing red underbelly! Of course, more than the sleek silver casing and Cylon-like presence, the IntelliMouse has no moving parts, so you'll never have to clean it and it will never clog up with that famous mouse grime. Much like the standard wheel mouse, the IntelliMouse has a wheel button in the center and two standard mouse buttons, but as a bonus, it has two buttons on the side of the mouse, allowing you to

access extra Windows functions with your thumb. Obviously, the extra buttons are also great news for gamers who use their mouse in a number of First-Person games. Microsoft proclaim that the new optical sensor in the IntelliMouse provides more accurate cursor movements, but of course, to the human eye it doesn't seem any more amazing than a good Wheel Mouse. The real reason you'd want to buy this mouse, is for the bonus of never having to use a mouse pad again, never having to clean your mouse and basically never having problems with your "mousing" ever again... and don't be confused by the fancy red glow - the

IntelliMouse is not cordless, just trackball-less. Sleek.



BUYERS GUIDE

The guide to purchasing the best value games hardware around!

	Item	RRP	Notes
PSX			
Memory Card	Memory Station Trio	\$39.95	Three 1MB memory cards for a good price. Much safer than using 2+MB cards
	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	Monster Sound MX300	\$249.95	A PCI card that has outstand features, supports A3D 2.0, but is not exactly 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	MS Intellimouse Explorer	\$99.95	No rolling ball thanks to the laser tracking method. Includes four buttons & wheel!

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 G64	\$39.95	Sturdy design, good buttons, funky clear plastic, auto-fire and slow, and low price make this controller a worthy purchase.
Racing Wheel	Gamester N64 Rumble Steering Wheel	\$149.95	Includes analogue pedals and a built in Rumble effect.
	Mad Catz	\$129.95	Cheapest of the actual wheel controllers, includes a gear stick, and built in Rumble Pak. Not amazingly sturdy though.



Dreamcast

It's been a long time since a new home console has launched within Australia, over two years in fact, and now on the eve of the launch of the Dreamcast, Hyper is giving you the run down on everything you need to know about the console, the peripherals and all the titles available at launch. Come late September, you'll know exactly what to look for, and how much you can expect it all to cost you.

The Sega Dreamcast

MANUFACTURER: SEGA

R.R.P.: \$499.00

INCLUDES: DREAMCAST CONSOLE, IN-BUILT 33.6K MODEM, RCA CABLES, POWER CABLE, 1X STANDARD CONTROLLER, AND 3-6 MONTHS FREE INTERNET ACCESS

A shame for Sega that they've dumped the use of their own company name when referring to their new console, because it really is something to be proud to be associated with. The Dreamcast puts the other existing consoles to shame when it comes to tech specs, so in terms of the raw hardware that you're getting, you're getting your money's worth. RAM chips have always been a factor that force minimum price points, and considering there's so much RAM in this baby, AND a built in modem, the price point has really been kept quite low. Put simply, to manufacture a Dreamcast (one off) compared to a PlayStation or Nintendo 64 is a far more expensive venture, so while we all want it to cost the same as a PSX or N64, there's simply no way it can.

As you can see, there are four game ports at the front of the console, allowing for a variety of controllers and peripherals to be used in four player

gaming applications. Looking to the rear of the machine, everything is kept quite simple. There's an AV Out for both the standard RCA cables that most people use, and there is the option to purchase RGB connectors, which with a TV or computer monitor that has RGB connectivity, will allow for superior image quality. A standard phone connection socket is there for the modem (cable also supplied), a power connection, and also a serial port for connection to external devices which will be made available in the future.

The serial port has the potential to allow daisy chaining of Dreamcast consoles, and thus there are possibilities for 12 player games, etc. However, at this stage, there are no titles in development that have been noted to support this ability.

The Modem

Word was that we were getting a 56k modem out here in Australia, and unfortunately that has not turned out to be the case. Before anyone gets genuinely upset, it must be pointed out that actual performance differences between the two in online gaming situations are negligible. Online gaming with Dreamcast will be on an Intranet (Dreamcast gamers only), which is the real key to ensuring good gameplay. The modem is detachable, and there is talk of the potential for cable modem upgrades in the future, although there are no official plans for this at this stage.



Internet Capabilities

SUPPLIER: SERVICE PROVIDER TBA

R.R.P.: EITHER 3 OR 6 MONTHS FREE INTERNET ACCESS THEN TBA

We've already tested the basic Internet capabilities of the Dreamcast, and essentially, you can perform the major Internet functions straight out of the box, on your TV screen at home. After inserting the provided CD, connection to the Dreamcast network is as simple



as pressing a button to acknowledge you wish to log on. Ozisoft are ensuring that you get a full on multimedia entertainment and information service through your Dreamcast by having a site that is updated daily with not only information on Dreamcast games, but also news, weather and other such services that are similar in nature to those provided by systems such as teletext.

Email addresses will be given to every Dreamcast owner once they register their online account, which costs nothing for 3 to 6 months (TBA as to the amount of free online time). Users can either use the standard controller, or an optional keyboard to use to do all their typing in the online services.

In terms of web browsing, there's an obvious concern that doing so from back on your lounge may cause you to strain your eyes. In anticipation of this, you can zoom in and out of the page, and simply scroll around the page using the controller.

In addition to online gaming with commercially released Dreamcast titles, there will be simple gaming options involving classics like chess and backgammon, which may not thrill the

average Hyper reader, but is handy for convincing older family members as to why they should buy the thing for you.

All information maintained on the Dreamcast specific site will be cached in RAM to ensure all users can get stuff off the basic network as fast as possible. Only when you turn to external sites will you have to deal with basic net lag situations.

Using the VMU Memory packs, users can not only store URLs (addresses) that they like to visit when web browsing, but can also connect these to other VMU packs, and thus give a friend a URL at school for example, without the user needing to remember to write it down. Email is stored online rather than at the user's end.

Also, in the event you wish to connect to other Internet accounts, you can configure the client to deal with this, so there's a little more capability for those that have the technical knowledge and wish to use it.

In short, with email, web browsing, gaming and more all available without the user having to perform anything that requires any technical knowledge, the Dreamcast is an excellent option for Internet access. 🌐

Standard Dreamcast Controller

MANUFACTURER: SEGA

R.R.P.: \$49.95

The standard Dreamcast controller is of a similar design to the old analogue pads for the Saturn. There is an analogue pad and a digital pad, both of which are extremely comfortable to use. There do not seem to be any problems with precision with either pad.

The four basic buttons on top of the pad are hard plastic, yet are not hard or uncomfortable to press or use. The immediate criticism of the controller at this point is why Sega have chosen to only include four buttons on top of the pad. The Saturn pad was perfect for any 2D fighting games, and more buttons is always more useful than less. In a system that tends to go ahead in so many areas, this is an odd step backwards (at least for Sega).

In defense of the controller, there are two triggers (or shoulder buttons if you like), located where the index fingers rest. These triggers not only make it a six button controller, but also are analogue, making them perfect for racing games, as you have an analogue pad for steering, and an analogue accelerator and brake.

Finally there are two docking slots for VMU memory cards, and for vibration packs. There were questions asked by some readers as to why the cord comes out of the bottom of the controller towards the user. The answer became obvious once we put a Vibration Pack in, as the small clip under the docking slots guides the cable just past the bottom of the vibration pack. With a VMU and Vibration Pack inserted, there literally would be no room for the cable to come out of that end of the controller, so there goes any myths about a design fault.

Overall the controller is quite good, but not remarkably better than existing controllers for the PlayStation or Nintendo 64. 🌐

VMU (Visual Memory Unit)

MANUFACTURER: SEGA

R.R.P.: \$49.95

The Dreamcast's primary game saving and data storage device will be the VMU. The unit uses a block memory system, rather than a slot one, so games that only use a tiny amount of room to save data will only take up a tiny amount of space up from your VMU.

In every controller there is a slot for the VMU, with a

window to allow the display screen of the VMU to show through. There will be games that take advantage of this, although there's no instance of this confirmed as yet.

VMU units can be plugged together to allow easy transfer of information without the need to have a Dreamcast console present. So you could swap save game information with friends at work/school.

For those browsing the web on their Dreamcast, the VMU will be the common means of storing URLs to your favourite sites etc, but there should be an option to do this with the external zip disk storage that should be coming at some stage in the future. 🌐

Dreamcast Racing Wheel

MANUFACTURER: SEGA

R.R.P.: \$99.95

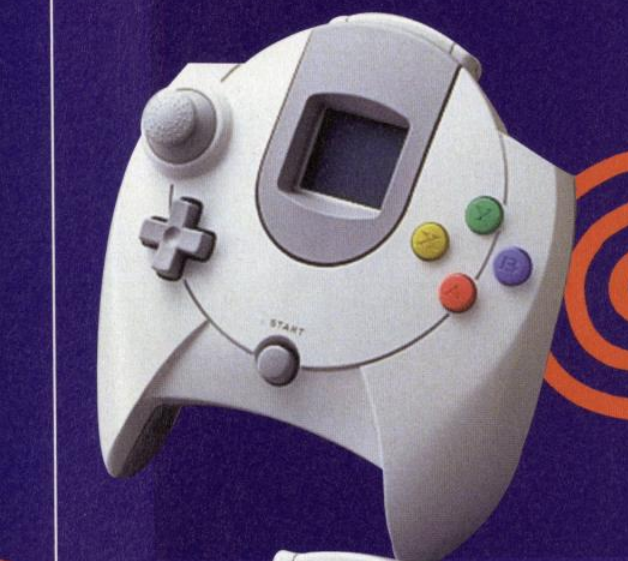
Rather than go all out with the standard wheel and pedals setup, Sega have opted to have the Dreamcast's acceleration and brake pedals to be located on the wheel. Some may see this as a minor cop out, but it really helps ensure that the con-

troller is not too expensive, which is a factor for many looking to invest in a new machine.

The bottom line is, the wheel feels great, and was more than adequate with Sega Rally 2, which is the true test for this system.

The wheel includes a socket for the VMU, and also sports some extra buttons to ensure you can perform functions other than simply driving your vehicle.

This unit wasn't particularly heavy, but did not slide around on a table top we played it on, nor did we have problems when using the wheel in our lap. 🌐



Dreamcast Arcade Stick

MANUFACTURER: SEGA

R.R.P: \$99.95

Fans of fighting games will be looking to pick up one of these controllers, especially if they intend to play the Capcom games such as *Marvel vs Capcom*, or *Street Fighter Alpha 3*. The stick is very sturdy,

yet moves extremely easily, with light clicking sounds as the micro-switches work away inside. The should buttons from the standard controller have become non-analogue digital buttons, to allow the six button configuration that so many fighting games demand.

A good stick, but only for the fighting game nuts who really insist on being able to pull off the more difficult moves and comb



Vibration Pack

MANUFACTURER: SEGA

R.R.P: \$TBA

Here's one of the few items in the peripheral line-up that wasn't particularly impressive. The Vibration Pack is pretty much identical in nature to the Nintendo 64 Rumble Pak. Like better the Rumble Paks, the Vibration Pack does not require batteries, and instead draws its power from the console power supply, meaning there's no ongoing cost of owning the thing, nor the chance of it

dying out on you at a moment where you can't do anything about it.

So why is this one a bit disappointing? It's that it simply does not rock hard enough. The vibration effect was weak to a point where it seemed like more of an annoyance rather than an extra feature. Before you write this peripheral off however, Rumble Paks for the Nintendo 64 have varied in vibration strength from brand to brand, so perhaps we can expect some 3rd party devices that are really good. Of course, there's also the possibility Sega will alter the production to make them rumble harder in the event there's negative feedback across the board.



Dreamcast Light Gun

MANUFACTURER: SEGA

R.R.P: \$49.95

While not being the coolest looking light gun ever to grace the shelves of gaming stores, these light guns should prove to be the most versatile thus far in terms of gaming. The gun features not only a slot for VMU or Vibration Pack, but also a d-pad where your thumb can easily reach. House

of the Dead 2 did not do anything with the pad other than allow menu navigation, but there is a title coming that will allow you to move with the d-pad, and aim and shoot with the gun, which should be very cool.

In terms of accuracy the Dreamcast Light Gun is reasonably accurate, but at this stage, the Namco G-Con for PlayStation is still the most accurate peripheral around. Perhaps they will do a gun for the Dreamcast, or another 3rd party group will make a more accurate.



Dreamcast Keyboard

MANUFACTURER: SEGA

R.R.P: \$69.95

While it is possible to do all your text entry in the online applications for Dreamcast through the standard controller, this is of course an absolute pain in the arse compared to using a keyboard. Rather than come up with some gimmicky pseudo

keyboard, Sega have chosen to simply make a rather stock standard keyboard for the Dreamcast.

A noteworthy feature with the keyboard is that the F-keys (function keys) are shortcuts to typing extremely common strings of text used when web browsing, making it that tiny bit quicker for the practised user to type in URLs, etc.

It remains to be seen if any games will take advantage of the keyboard, but we can only assume they will, especially with the amount of PC ports expected.



Dreamcast Fishing Rod Controller

MANUFACTURER: SEGA

R.R.P: COMES WITH GET BASS AT A PRICE TBA

You don't need to be a maker of big calls to declare that of all the Dreamcast peripherals, that this one will have the fewest titles that actually utilise it. As comical as the notion looks, this controller does its job nicely.

Sensors inside the controller can detect when

you're casting, or pulling the controller left, right, up or down, which allows for the perfect simulation of reeling a fish in.

The controller features vibration capabilities, which put the icing on the cake by allowing you to feel when you get a nibble. The only way we can see that this controller could really be improved would be to have tension applied when you are reeling in the line.

While *Get Bass* is the only known fishing game coming out here, we're certain there will be more in Japan, and that if *Get Bass* sells okay down here, we may see some more titles that will actually use this thing.



Australian Dreamcast Launch Titles

(All titles subject to price change and rescheduling without notice)

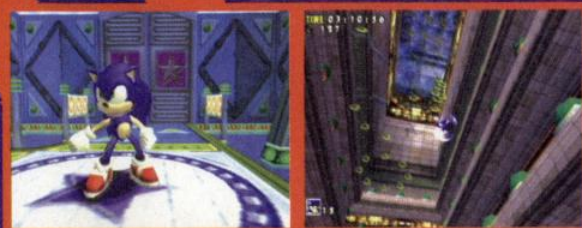


Virtua Fighter 3tb

CATEGORY: 3D FIGHTING
DEVELOPER: SEGA
PLAYERS: 1-2
R.R.P.: \$89.95

Considered by many game critics to be the best fighting game ever, Virtua Fighter 3tb is a big draw card for the Sega Dreamcast as a launch title. The only reason we have not reviewed this outstanding title this issue is that the PAL and US versions are expected to be different to the Japanese version we currently have, with extra modes, and retouched player models.

The game features twelve main playable characters plus the final character "Dural", who borrows the most devastating moves of the other characters. The game physics and visuals are unmatched by any fighting game to date, and any likely competition to that point will come out on Dreamcast anyway.



Sonic Adventures

CATEGORY: 3D PLATFORM
DEVELOPER: SEGA
PLAYERS: 1
R.R.P.: \$89.95

Every system needs a killer platform game to keep the masses happy, and thus far it's Sonic Adventures for the Dreamcast. Since his glory days on the Mega Drive, Sonic has been an unhappy chap, featuring in some dire titles, but rest assured, he's back with a vengeance. The most obvious comparisons for Sonic Adventures are to Super Mario 64 and Banjo Kazooie, except that Sonic features six different characters that you play as during the course of the game, each with greatly varied moves and abilities.

With zillions of little sub games, some super fast gameplay which the old school Sonic fans will love, and the most amazing environments in a platform game ever, this is definitely the 3D Sonic game that everyone has been waiting for.



Sega Rally 2

CATEGORY: RACING
DEVELOPER: AM ANNEX
PLAYERS: 1-5
R.R.P.: \$89.95

Sega Rally was one of the best titles for the Saturn, and Sega Rally 2 is carrying on the fine tradition for the Dreamcast. Due to the standard controller having the perfect setup for analogue steering, braking and acceleration, this is going to be a great draw card for racing game fans who want a serious driving game without having to shell out extra for a special racing controller.

Sega Rally 2 offers far more longevity and depth than its predecessor with eight initial cars to choose from and more that can be unlocked by outstanding performance in the Ten Year Championship, a mammoth rally tournament that you can undertake where you play through ten full rallies, over six different courses, each of which has three variations. There are also varying weather conditions to deal with, and car adjustments for you to make to suit the race at hand.

Top all this off with split screen play, or online racing competition, and Sega Rally 2 becomes one of the key launch titles for the Dreamcast.



Blue Stinger

CATEGORY: ACTION/ADVENTURE
DEVELOPER: CLIMAX GRAPHICS
PLAYERS: 1
R.R.P.: \$89.95

To offer an action/adventure title from the start, Blue Stingers takes on this role. An overly action based Resident Evil style game, the game is light on the puzzles and heavy on the combat, mutant monsters and sprays of blood.

A very cartoon-like style of art has gone into the character design, and with the extremely simple gameplay, could be of great appeal to many younger gamers.

With some camera angle issues, and rather mundane puzzles, this is not one of the stronger titles for the Dreamcast launch, and with Resident Evil: Code Veronica on the way, this could be a bit of an early shelf warmer in the lineup for the new system.

In the event any adjustments are made.

Australian Dreamcast Launch Titles

(All titles subject to price change and rescheduling without notice)

House of the Dead 2

CATEGORY: GUN GAME

DEVELOPER: SEGA

PLAYERS: 1-2

R.R.P.: TBA (OUR GUESS IS \$120-\$150 WITH LIGHT GUN)

Sega cut a good name for themselves in light gun gaming with Virtua Cop 1 & 2, which went on to be extremely popular for a very long time in the arcades, and also turned out to be great Saturn conversions. There is a 3rd Virtua Cop title coming, but for right now, Dreamcast owners will have something a tad more shocking to deal with, in the form of House of the Dead 2.

Taking on zombie hordes, this game introduces far more player interactivity with the mission path and environments than in any other light gun game to date. Saving humans out on the streets will send you down a different path than the one you'd go down if you let them die.

In addition to the basic arcade conversion, there's a Dreamcast specific version which allows special weapon enhancements, and also a training mode to offer some Point Blank style challenges so you can hone those marksmanship skills.



Metropolis Street Racer

CATEGORY: RACING

DEVELOPER: BIZARRE CREATIONS

PLAYERS: 1-2

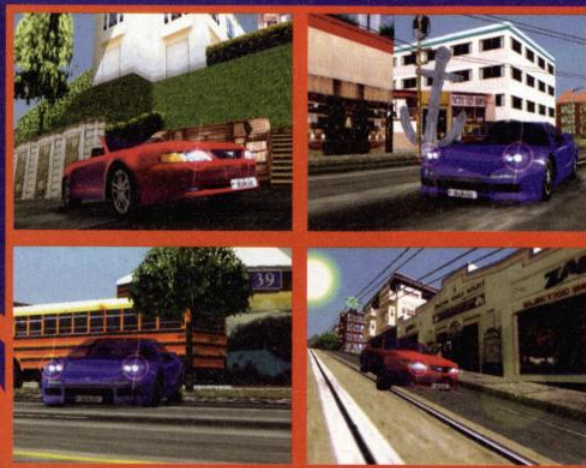
R.R.P.: \$99.95

A gripe with Midtown Madness is that only offering one city to race in makes the title a bit lacklustre when it comes to longevity. Metropolis offers city areas from Tokyo, San Francisco and London amongst the nine locations in which this game is set.

The game features two main modes. One is about challenging gangs to street races, where you tune your car and go at it in a lawless race. The other mode is a more standard racing affair.

The basic visual flair of this title is very impressive, and this should be an extremely popular arcade racing title for the system in its early days.

For those who can't place the name "Bizarre Creations", they developed titles such as Formula One for PlayStation.



Incoming

CATEGORY: SHOOT EM UP

DEVELOPER: RAGE

PLAYERS: 1-2

R.R.P.: \$99.95

One of the more questionable titles for the Dreamcast launch, Incoming is an extremely pretty shoot em up, that was not known for its depth of gameplay on PC, simply because there was none. Regardless, the title is coming for Dreamcast, and should serve as a more appropriate console game than a PC title.

The player mans various vehicles including turrets, tanks, helicopters and planes as they fire away at incoming alien forces.

We should expect to see some far more impressive PC ports than this one, with titles like Baldur's Gate, Diablo II, Unreal, and more.



Get Bass

CATEGORY: FISHING SIMULATOR

DEVELOPER: AM1 (SEGA)

PLAYERS: 1

R.R.P.: TBA (OUR GUESS IS \$120-\$150 WITH FISHING ROD CONTROLLER)

Many may question the relevance of a title such as Get Bass, but the bottom line is, there were hordes of people wanting to play it once they saw it at E3, and it really does target a totally different market to most games.

As much as this game could have been total fluff, the special controller allows for a far more realistic fishing game experience than ever before. Actually adjusting the way you point the rod has an effect, so it's a real hands on simulation.

Should be the perfect way for many younger gamers to convince dad they need to buy a Dreamcast.



Australian Dreamcast Launch Titles

(All titles subject to price change and rescheduling without notice)



Expendable

CATEGORY: ACTION/SHOOTER

DEVELOPER: RAGE

PLAYERS: 1-2

R.R.P.: \$99.95

Playing much like Super Contra, this is the more impressive of the two Rage titles for the Dreamcast launch. Taking a marine around on foot with an arsenal of weapons, you hunt down the alien nasties and cause a rather large amount of destruction. The environments feature huge amounts of destroyable scenery and terrain, and weapons leave their mark on walls, and the ground.

Enemies approach from all directions, and the player can strafe around to better mow down those hapless aliens.

The game also should be a funky multiplayer event, with a 2-player co-operative mode, and also a deathmatch mode.

Could be a bit of an equivalent of what Loaded was to the PlayStation in its infancy. 🎮



Marvel Vs Capcom

CATEGORY: 2D FIGHTING

DEVELOPER: CAPCOM

PLAYERS: 1-4

R.R.P.: \$99.95

Back in the 16 bit days, the Street Fighter games played a huge part in enticing people to buy the SNES and Mega Drive, and while the interest in this series of 2D fighting games from Capcom has narrowed to a devoted bunch of fighting game enthusiasts, to say Marvel vs Capcom is not relevant would be a gross misjudgment.

What this game does for the system is prove that it can run 2D games with large sprites (which are really scalable textured polygons on the Dreamcast, for you tech heads out there) at the same blistering pace and smoothness that we've come to expect at the arcade.

Marvel vs Capcom allows for four players to play at once in a head to head tag team style battle, which can result in all four players joining in the fray simultaneously.

With the arcade stick, this game is as close as you're going to get to having the whole 2D arcade fighting game at home. Great stuff. 🎮



Powerstone

CATEGORY: ACTION/FIGHTING

DEVELOPER: CAPCOM

PLAYERS: 1-2

R.R.P.: \$99.95

Perhaps inspired slightly by Ergheiz from Squaresoft, Capcom's Powerstone is a 3D combat game that treads a fine line between being an action game or a 3D fighter. Like any other fighting game, the object is to beat your enemy to submission, and to progress from one round to the next. The twist in this game that will cause many to call it an action title is the addition of three "Powerstones" which, give extra powers of destruction to a player who holds all three.

Rather than requiring anal fighting game skills, the game is more about making the right decision about attacking or going for the stones. With hugely interactive arenas that allow the players to swing off poles, and hurl various items around, Powerstone offers a far more free flowing battle than seen before. With the different strategies used here, Powerstone makes for a great diversion from standard fighting games. 🎮



Air Force Delta

CATEGORY: FLIGHT SIM

DEVELOPER: KONAMI

PLAYERS: 1-2

R.R.P.: \$99.95

The Ace Combat titles have done quite well on the PlayStation, but if you show these games to any PC flight sim fan, they'll tend to balk at the visuals, and lack of serious flight control that PC gamers are accustomed to, which tend to lead to a much more absorbing flight sim. Konami's Air Force Delta already looks like a far more serious jet fighter dogfighting.

Due to the analogue pad and two analogue triggers, there is no reason this game shouldn't fly with more precise control than we're used to seeing with console flight sims. Flight sims are also notorious for running at poor frame rates even on the most powerful gaming PCs, so this could be of great interest to aviators out there that place high frame rates as a real priority. 🎮

Confirmed Dreamcast Titles in Development

There's no question that this list of upcoming Dreamcast games is bursting with strong titles, but is it exciting enough to see the console into next year? Certainly, titles like Soul Calibur, Time Crisis 2, Baldur's Gate, Virtua Fighter 3 and Unreal (just to name a few) will have people flocking to the console like seagulls to a salty chip, so it's possible that huge enthusiasm for the Dreamcast will inspire developers to work hard into the night and bring us even more great as-yet-unannounced games. Here's the full list of games to be developed by developers from all around the world, as it was when we went to print, although there are some unlisted (untitled) games being worked on which couldn't be confirmed...

Acclaim

All Star Baseball 2001
Quarterback Club 2000
South Park
Trick Style
Turok 2

Accolade

Slave Zero
Test Drive 6

Activision

Toy Story 2
Vigilante 8:
Second Offense

Akolyte

Ionos

Appaloosa

Ecco the Dolphin 2

Argonaut

Red Dog

Atlus

Maken X

Awesome Developments

Cueball

Bandai

Cundam Side Story 0079:
Rise from the Ashes

Bizarre Creations

Furballs
Metropolis

Blue Planet Software

Tetris 4D

Bottom Up

Entertainment Golf

Blizzard

Diablo 2

Capcom

Biohazard Code Veronica
SNK vs. Capcom
Strider 2
Street Fighter III:
Second Impact
Street Fighter Zero 3
Marvel Vs Capcom
Powerstone
Jo Jo's
Bizarre Adventure

Climax Entertainment

Title Defense
Blue Stinger
Climax Landers

Compile

Puyo-Puyo 4

Core

Fighting Force 2

CSK Sogo Kenkyujo

Great Buggy
Aerodancing

DMA Design

Wild Metal Country

Ecole

Death Crimson 2

ESP

Boy Kainpan

Fox Interactive

Alien Resurrection
Croc 2

From Software

Frame Cride

Game Arts

Grandia II

Genki

Tokyo Battle Racing

Gremlin

Actua Soccer
Golf
Rally Masters

GT Interactive

Unreal

Hasbro Interactive

Missile Command 3D
Stunt car Racing
Wormageddon

Housemarque Games

Snowboarding Supreme

Hudson Soft

Elemental Gimmick Gear
Kitahe

iMagicGames

Red Fury

Imagineer

Expendable
Midnight GT

Infogrames

Alone in the Dark 4
Outcast
UEFA Striker
V-Rally 2

Supreme Snowboarding

Interplay

MDK 2
Star Trek:
New Worlds
Whiplash 2
VR Baseball 2000
Messiah
Baldur's Gate

Jaleco

Carrier

Kalisto

Xceleration

Koei

Romance of the Three
Kingdoms VI

Konami

Airforce Delta
Castlevania 2
International Superstar
Soccer
Metal Gear Solid
Reiselied
Track & Field
Pop 'n Music

Mebius

Web Mystery

Metropolis Digital

Armada
Dark Angel

Micronet

Marionette Handler

Microsoft

Urban Assault

Midway

Mortal Kombat DC
Hydro Thunder
NFL Blitz 2000
Rampage World Tour
Ready 2 Rumble
Sub-Zero
NBA Showtime

Monolith

Shogo
Blood 2

Namco

Soul Calibur
Time Crisis 2

Naozia

Rune Caster

NEC

Black Matrix Advanced

Espion-age-nts
Mercurius Pretty
Monster Breeds
Sentimental Grafitti 2:
My Only Love

No Cliché

Agartha
Toy Commander

Panther Software

Blue Steel Cavalryman
Brave Knights

Psikyo

Pilot Kids

Psygnosis

Age Of Empires
Drakan

Pulse Interactive

Under Cover

Pumpkin

Warzone 2100

Rage

Incoming
Expendable
Midnight Racer

Red Lemon

Taking The Bullet

Red Storm Entertainment

Rainbow Six

Revenant

Akolyte

Rockstar

Wild Metal Country

Sega

Chakan:
The Forever Man
Cho Hamaru Golf
Daytona USA 2
Get Bass Fishing
Geist Force
Giant Glam
Monster Breed.
Shen Mue
VF3 TB
Virtual On 2
Virtua Striker 2
Zombie Zone
House of the Dead 2
Dynamite Deka 2
Let's make a pro
baseball team
Let's make a pro soccer team
NBA Action 2000

Major League Baseball 2000

NHL 2000
Cart Racing
Virtua Cop 3
Floigan Brothers
Nights 2
Sega Rally 2
Sonic Adventures
Project ARES
Jump Runner

Sieg

Crack2

SNK

King of Fighters
Dream Match 1999

Sting

Evolution

Success

Panorama Cotton

Taito

Psychic Force 2102

Take-Two Interactive

Grand Theft Auto
Hidden and Dangerous
Max Payne

Tecmo

Dead or Alive 2

Tomy

Fighting Spirit Severe 4

Ubisoft

Adventures of
Batman and Robin
D-Jump
Rayman 2
Speed Busters
Monaco GP 2
Redline Racer
Deep Fighter

UEP System

Cool Boarders

Vivarium

Seaman

Warashi

Dynamite Robo
Shienryu 2

WARP

D2
Realsound 2

Yuke's

Berserk
Toukon Retsdeun 4

The Hyper Crew's Top 5

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

Dan Toose - Editor

1. Unreal Tournament - PC

I have a "Stupidly close to release version" build of Unreal Tournament, and I love it to bits. Why? Because I'm actually getting challenged by bots. I don't care who you are, the bots on the hardest difficulty settings are unbelievably hard, and this is an excellent way to practice for playing against humans. It's nice to be able to have a smooth deathmatch without having to wait for the next LAN, as net play is never as smooth as you'd want. I'm also enjoying getting away from the conventional Quake weapons. It's nice to have to learn new tricks in a genre you're familiar with.

2. Shadow Man - PC/N64

3. Everquest - PC

4. Dungeon Keeper 2 - PC

5. Marvel vs Capcom - Dreamcast

Eliot Fish - Deputy Editor

1. Might and Magic VII - PC

Even though it's hardly an improvement upon Might and Magic VI from over a year ago, it's still an utterly addictive bit of RPGing if you're into that sort of old-school questing. My party of three gals and one guy are currently kicking much butt and getting about the place in some fancy new magical threads. I just love it.

2. Quake 3 Test - PC/Mac

3. V-Rally 2 - PlayStation

4. House of the Dead 2 - Dreamcast

5. Quake 2 - Mac

Nick O'Shea - Reviewer

1. Mario Golf - N64

I picked up this title and sneered at first that the Miyamoto machine had come off its tracks. Even with all the cuteness of the Mario characters, a golf game is going to be pretty lame. Was I ever wrong! The sheer simplicity of the interface combined with the realism aspects included in the game make this a delight to play. It encompasses all the aspect of real golf including changing weather conditions, varying green speeds and lots of swearing when you miss simple putts.

2. Time Crisis 2 - Arcade

3. Powerstone - Dreamcast

4. Shadow Man - PC/N64

5. House of the Dead 2 - Dreamcast

GAME OF THE MONTH

DREAMCAST POWERSTONE

Reviewed on page 38



PLAYSTATION GAME OF THE MONTH

V-RALLY

Reviewed on page 46



NINTENDO 64 GAME OF THE MONTH

SHADOWMAN

Reviewed on page 64



PC GAME OF THE MONTH

HEAVY GEAR 2

Reviewed on page 78



DREAMCAST

- 38 POWERSTONE
- 40 HOUSE OF THE DEAD 2
- 42 MARVEL VS CAPCOM
- 44 BLUE STINGER
- 45 GET BASS

PLAYSTATION

- 46 V-RALLY 2
- 47 MUCHO
- 48 LEGEND OF KARTIA
- 54 CROC 2
- 56 TOMORROW NEVER DIES
- 58 WORLD DRIVER
- 59 COMMAND & CONQUER
- 60 DUKE NUKEM: ZERO HOUR
- 61 SUPERMAN
- 62 F1 II
- 64 SHADOW MAN

NINTENDO 64

- 57 WWF ATTITUDE
- 58 WORLD DRIVER
- 59 COMMAND & CONQUER
- 60 DUKE NUKEM: ZERO HOUR
- 61 SUPERMAN
- 62 F1 II
- 64 SHADOW MAN

PC

- 64 SHADOW MAN
- 68 TOTAL ANNIHILATION: KINGDOMS
- 69 REVOLT
- 70 RENT-A-HERO
- 71 BREAKNECK
- 72 MIDTOWN MADNESS
- 74 DUNGEON KEEPER 2
- 76 MIGHT & MAGIC VII
- 77 BALDUR'S GATE: TALES OF THE SWORD COAST
- 78 HEAVY GEAR 2



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.

Powerstone

Capcom break away from their usual textbook fighting game rules to offer something genuinely new.

Capcom have obviously made Powerstone with the aim of offering players fighting action that is as unrestricted as possible. You won't ever find yourself thinking 'it would be great if I could pick up one of those boxes and smash it over his head' or 'I wish I could run around and take him from behind'. Powerstone provides a whole host of significant advances in fighting gameplay. It is the first fighter to combine truly three dimensional gameplay, weapons, huge fireballs, no blocking, anime style moves like running up walls and the ability to transform into fully fledged super fighters.

IT'S 3D BABY

There have been a few fighters that have taken tentative steps into the 3D realm but most, unfortunately, have stubbornly stuck to their 2D roots. Games like the Tekken and Virtua Fighter series have offered amazing 3D

visuals but have only allowed gamers to fight along a single two dimensional plane (with a sidestep dodge being the only real exception). Powerstone breaks away from this annoying limitation and allows the players to go absolutely anywhere in the complex 3D arenas. If you see a ceiling above you, you can jump up to it, climb around for a while and even flip up onto the roof.

The inability to block attacks means that using the environment to evade your opponent is a useful tactic, especially if they have picked up a rocket launcher. In Powerstone you can't simply

raise your arm and take no damage from an exploding rocket to the head.

USE ANYTHING YOU CAN

Powerstone also takes the

around the environments that will produce a variety of different weapons. There are standard things like swords and guns, but the real fun comes from the meatier weapons like gattling guns and flamethrowers. You can also use items in the environments as weapons against your opponents. Chairs, tables, boxes, pot plants and even park benches can all be picked up and hurled.

balls bigger than houses and amazingly choreographed moves like running up walls so that you can backflip over your opponent and take them out with a nasty double kick to the head.

GETTING STONED IS THE WAY TO GET AHEAD...

Getting your hands on the stones is best way to win at this game. Once your character has collected all three stones they will transform become powered-up. Not only does your new form sport a funky new costume, but your regular punches and kicks will change into things like toasty bursts of plasma or the ability to toss handfuls of frisbee sized shurikens.

Gunrock is one of the most amazing characters. Instead of merely changing his duds, collection of the stones for Gunrock results in him transforming from his normal fleshy form into giant rock-beast who bears more than a



notion of fighting with weapons to dizzying new heights. Instead of simply equipping each character with a standard weapon, there are weapons chests scattered

Graphically, Powerstone is one of the first games to bring home the spectacular effects and moves previously only seen in Japanese manga. You will see fire-



GUNROCK ... BIG, POWERFUL... BUT BOY COULD HE USE SOME MOISTURISER

passing resemblance to The Thing from the Fantastic Four. He has the ability to toss huge boulders at you and he can even turn himself into a Raiders of the Lost Ark style rolling rock of death.

The powered-up forms are also physically much stronger. In your normal form when you press grab next to a pole, most characters will simply swing around it and use the momentum to hurl themselves at their opponent. However, when you press grab next to a pole in your powered-up form you will rip the pole right out of the ground and use it as a giant baseball bat to swat the opponent with.

HOW HARD IS IT?

Total hardcore fighting freaks may find the action in Powerstone too simplistic. There aren't any 27-hit combos to master. The fighting action is concerned with using the most appropriate attack at the perfect time. Powerstone does still require a lot of strategic thinking because you will often have to decide whether your best chance of winning is to run for the stone that has just appeared, to hurl the box beside you, to run for the flamethrower in the corner or to simply attack them with a well timed jump kick.

Other than the Resident Evil series, Capcom have done little else this decade besides

rehash the brilliance of Street Fighter 2 in its countless sequels. I, for one, am ecstatic that Capcom have returned to their innovative roots and

cooked up a highly enjoyable and competitive experience that should be tasted by all.

NARAYAN PATTISON



AVAILABLE: September
CATEGORY: Fighting/action
PLAYERS: 1-2
PUBLISHER: Capcom
PRICE: \$99.95
RATING: TBA
SUPPORTS: VMU, Vibration Pack

PLUS
Incredible graphics capture all the Anime's flamboyant style. The power stones and interactive environments add something to an idea starved genre.

MINUS
The lack of complex combos and the ability to block may be missed by some fighting fans.

VISUALS	SOUND	GAMEPLAY
94	82	92

OVERALL
91
A refreshing change from the usual fighting game formulas that most companies seem to be unable to think past.



The House of the Dead 2

Arcade-quality gaming is finally a true reality. The Dreamcast brings us the best Light Gun game yet...

The House of the Dead arcade games may not have reached the same level of coolness as the Time Crisis or Virtua Cop games, but there's plenty of excitement and action to be had in blowing away zombies and grizzly mutants of the undead that's for sure. Now that the game can be enjoyed in your own living room on the Sega Dreamcast, there's not a lot of complaining that can be done. This is easily the best light gun game we've yet seen on a home console. House of the Dead 2 on the Dreamcast is the closest we've come to experiencing arcade quality gaming in our own homes!

Load up and follow us into a land of psychotic zombies...

WHAM BAM THANK YOU MAAM

First things first. The new Sega Light Gun is excellent. It's fairly comfortable to hold, with a nice "click" each time you pull the trigger, the only real drawback being that it's on the heavy side and can get tiring to hold. The gun's calibration in

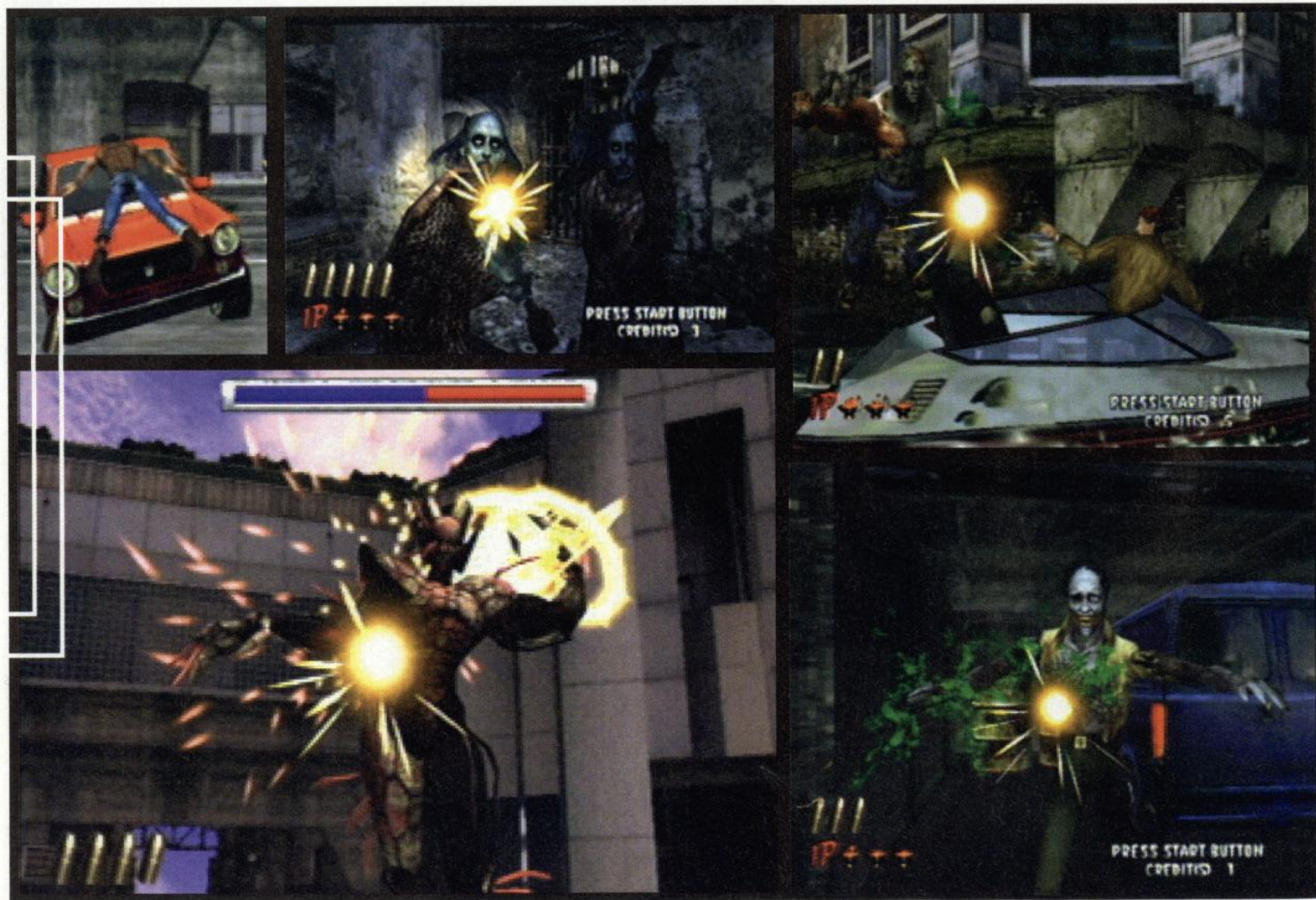


House of the Dead 2 wasn't wonderful though, and after seemingly getting it right, the crosshair would still be leaping around like you've got Parkinson's Disease on

the test screen. Anyhow, it didn't seem to matter too much once in the game, where your shots leap around the spot you're aiming at, but not so badly that it really detracts from your aim. A good aim is certainly what you're going to need too, as HOD2 (as we'll call it) is very difficult and will have you starting over and over again, just to get that little bit further each

time. However, in this case, the repetition is not at all a bad thing. There is so much to shoot at, that every time you play, it's a test to see what you can manage to take down - from zombies in the distance, to plain old lights on poles and suspicious crates which could be holding powerups.

I won't bother explaining the b-grade plot to you, except to say that your character is trying to reach the headquarters of a crazed madman and there are armies of undead in your way. Oh and innocent civilians to save if it's at all possible (they'll give you a Life Up if you save enough of them).



ALTERNATIVE

If you don't quite have the money for a Dreamcast yet, but the thought of getting a Light Gun game is keeping you up at night, the next best thing out there at the moment is still Time Crisis on the PlayStation. Just make sure you get the Namco GunCon to make it as good a gaming experience as it can be. No zombies, but plenty of masked men with uzis!



The most efficient way to take down a lumbering zombie is with a well-timed headshot, though some of the creeps are wielding axes or swords, sometimes even chainsaws, which not only get in the way of your bullets, but hurt like hell if the zombie manages to lunge at you with it. The display of gore as you shoot off arms, legs, heads and blow gaping holes in their chests, is quite awesome to behold in all it's green gooey glory.

LOOK MA, NO ARMS! Visually, HOD2 is nothing short of stunning. This is arcade perfect, and it's right there on your TV. The screenshots here on these pages, simply do not do the game justice. Just wait till you see how solid, smooth and incredibly detailed this



game is! Everything from the undead themselves to the incredible environments are jaw-droppingly great. As you progress through the game, depending on which civilians you save, your character will be lead down different paths. This non-linear aspect makes

the replay value immense, considering how wonderful the game looks, you can be sure you'll want to see it all! From riding shotgun in a speedboat, to sneaking around dank cellars - HOD2 is pretty darn cinematic. The bosses are fantastic too, spaced out at regular intervals throughout the game, they are all unique and challenging. Outside of the Arcade mode, there is the Original mode which allows you to play with powerups, the Boss mode where you can practise your

technique against each ghastly boss, and the Training mode which provides a pretty hefty challenge. Whilst two-player is certainly great fun, it almost takes away a lot of the challenge if both gamers know what needs to be shot at and when. As a single player game, HOD2 is far more frightening and difficult, which is definitely the way to go. If you're planning on buying a Dreamcast, then you simply cannot go past this game!

ELIOT FISH



AVAILABLE: September
CATEGORY: Shooting
PLAYERS: 1-2
PUBLISHER: Sega
PRICE: \$?????
RATING: M15+
SUPPORTS: Light Gun

PLUS
Wonderfully solid visuals, and very challenging.

MINUS
The gun doesn't seem to reload 100% reliably.

VISUALS	SOUND	GAMEPLAY
95	83	90

OVERALL
91

It's like having the arcade machine in your home! Superb stuff.

YEAH, THAT'S A COOL TRICK, BUT CAN YOU JUGGLE WHIPPER-SNIPPERS?

Marvel vs Capcom

The first 2D fighting game for the Dreamcast is arcade perfect and then some!

The Saturn had one real ace up its sleeve in terms of technical capability, and that was that it did 2D fighting games very well with the use of the memory expansion carts that came with some games. X-Men vs Street Fighter rocked hard on the Saturn, and it is no surprise for us now that Marvel vs Capcom, another Capcom fighting arcade classic now rocks on the Dreamcast.

It is easy to be a tad cynical about Capcom 2D fighting games, in that the formula seems to be to just mix up which characters you can play with in the same Street Fighter style game. However, while at face value Capcom have done very little from game to game, they do ensure that there are real differences for the hardcore freaks out there, and Marvel vs Capcom is no exception.

The power of the Dreamcast has ensured that MVC runs just like it does in the arcade. Both the foreground and background look like something out of a comic, and this is obviously rather apt considering that

half the characters in the game are from Marvel Comics titles. Capcom are simply the best at drawing and animating 2D fighting titles, and you won't find a better looking 2D fighter anywhere. The backgrounds are interesting and full of their own animations, and the foreground becomes an absolute mess of colour and pyrotechnics when the fights really warm up. The most dazzling feature of the visuals is definitely the speed at which the large sprites move around at, with some attacks taking up huge amounts of the screen without the action slowing down.

The Capcom fighting games have never really been that

outstanding in the music and audio department, and Marvel vs Capcom does nothing to break this tradition. We've

acter on top of the already funky appearance of the game.

THERE'S DEPTH TO THIS MINDLESS VIOLENCE

Marvel vs Capcom offers so much for the hard core 2D fighting game nuts out there. After you choose your two main fighters from the 15 selectable characters (With a few characters to unlock through finishing the game certain ways), there are an

additional twenty support characters. These support characters are essentially a helping hand you can call on a few times over the course of a bout to jump in and perform a special attack. The support characters include some real old classics, like Arthur from Ghosts 'n' Goblins. There's far

more to it than just having a helping hand though, the game has air combos, counters, multiple supers for each character, double team supers, and most visually impressive (and confusing) a double team super mode that lets you get both of your main characters attacking on screen at once.

So does Marvel vs Capcom have any problems? The answer is yes, although they're not so much faults with the game itself, as with external factors. The arcade stick is a must have if you want to play this game the way it is meant to be played, as you really need to be able to hit every button rapidly and comfortably to get out the more effective combos. It's more something that Sega need to answer for rather than Capcom.

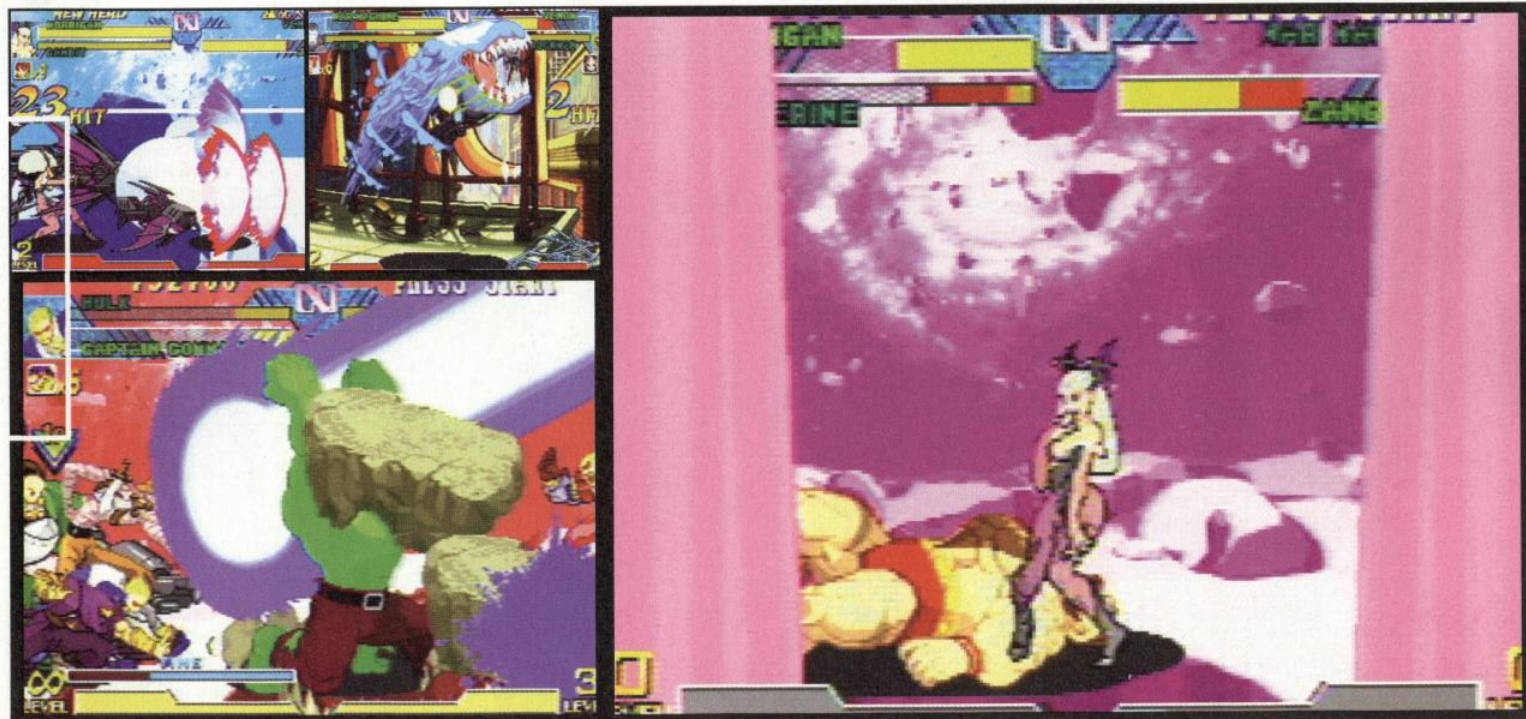
FOR FREAKS ONLY

It's possible that this is an overly subjective criticism, but Marvel vs Capcom is aimed at a very small audience when it comes to getting enjoyment out of the game play. To get anywhere in



been playing it in the office for a while now, and the "Is there a way to turn the music down?" question popped up quite a bit. The only real plus for the game in the sound department is the little comments the characters make as they do certain moves, which add some char-

NOW WHAT EXACTLY DID YOU DO TO THIS POOR MAN ?



the game, you really need to be able to pull off all the special moves at will, which isn't hard for a 2D fighting game enthusiast, but other gamers may find that there's a bit too much hard work and practice required to get any gripping fun out of the game. The basic moves aren't very interesting to look at, so newbies who can't do the special moves tend to have very boring looking bouts, and will struggle to hold interest in the game. There is a training mode, but

this won't help novices pick up things faster, it's really just for freaks who want to try hard combos over and over.

has been put together with the fans in mind. The multiple difficulty levels will ensure even the best players get a real workout, and the game speed can be set to ridiculous speeds if you want to go totally crazy. The only word of warning about considering Marvel vs Capcom is that this game doesn't have the novice gamer in mind, who would probably get a lot more out of

Virtua Fighter 3tb, or the upcoming Soul Calibur.

Marvel vs Capcom is a fantastic 2D fighting game, that

DAN TOOSE



FANTASTIC FOUR PLAYER FIGHTING ACTION!



One of the coolest features of MvC is the ability to have both players jump in at once and perform super after super. When playing single player, this requires tons of concentration

for you to land your attacks because the game switches which character you're controlling after each attack you make. However, not only can an expert single player have fun here, but if you play "Cross Fever" mode, you can have a four player game, which allows you each pick a character and thus allows you and your partner to both let loose on the enemy at once. Of course, the other team can also do this, resulting in four characters on screen at once in a chaotic mess of super attacks.



AVAILABLE:	September
CATEGORY:	2D Fighting
PLAYERS:	1-4
PUBLISHER:	Capcom
PRICE:	\$99.95
RATING:	TBA
SUPPORTS:	VMU, Vibration Pack

PLUS
Fast and challenging. Lots of depth for the 2D fighting nuts.

MINUS
Hard to appreciate without being a real fighting game fan. Poor without arcade stick.

VISUALS	SOUND	GAMEPLAY
88	74	88

OVERALL
87

A deep and satisfying game for the true 2D fighting fanatics out there.

VENOM, I THINK YOUR CASE OF WORMS IS GETTING A LITTLE OUT OF HAND

Blue Stinger

Action adventure titles are often the biggest crowd pullers to new systems.

Will Blue Stinger fulfill this role for the Dreamcast?

High poly count, high resolution console games... mesmerizing stuff eh? So mesmerizing, in fact, that when the initial batch of games for a new console comes through, it's very easy to believe the hype and let considerations like gameplay, level of innovation, production values and fun factor take a back seat as you're wowed by the awesome graphics. When the PlayStation launched, for instance, Destruction Derby was the prime example - it was reviewed glowingly by all and sundry, but was actually complete bollocks. Now that the next "next generation" of machines are practically upon us, can we avoid falling into this trap? Of course we bloody can, and Blue Stinger is as good an example as any.

RESIDENT EVIL PRETENDER?

Blue Stinger is a third person perspective action adventure game with touches of Resident Evil (ie. heaps of mutated freaks, big guns and dodgy dialogue) thrown in. It certainly excels in certain areas,

Indeed, all the problems that gamers have always had with this style of game have simply been ported across. This is revealed in tried and true gameplay wallowing in simple puzzles and constant combat, a storyline that fails to go beyond mere garnish,

better it gets. There's a wide variety of cool eye candy fueled levels, inhabited by some seriously massive and freaky beasts. And hell, it's hard not to be wowed by the graphics at times. The lighting effects are top notch, and the scale of some of the areas is inspiring. No other game comes close to how cool it is firing a rocket at point blank range into the belly of a massive gelatinous blob and watching the fireworks and chunks of flesh rain down.

enemies in the middle of a firefight or making you fall to your death, is criminal.

There are some decent scenarios, cinematic moments and interesting touches that make it worth a look, and the word is that the Japanese version may be tweaked for Western release - with particular attention paid to the camera mechanics. This would be a step in the right direction, and we'll let you know if any modifications are made.

As it stands now, Blue Stinger is very much a mixed bag. Addicts who can't wait for the next Resident Evil style game will lap it up, problems and all, whereas the rest of us will most likely be left with a decidedly 32bit bittersweet taste in our mouths.

CAM SHEA

"THERE'S VERY LITTLE THAT'S NEW OR INNOVATIVE HERE. INDEED, ALL THE PROBLEMS THAT GAMERS HAVE ALWAYS HAD WITH THIS STYLE OF GAME HAVE SIMPLY BEEN PORTED ACROSS."

but really only succeeds in putting a new graphical coat of paint on the genre as befits the increase in processing power. There's very little that's new or innovative here.

and camera dynamics that are as frustrating as ever.

Perhaps I'm being a tad unfair. Blue Stinger is certainly fun to play at times, and the further you venture, the

AVAILABLE: September
CATEGORY: Action adventure
PLAYERS: 1
PUBLISHER: Sega
PRICE: \$99.95
RATING: TBA
SUPPORTS: VMU

PLUS
Some lush graphics - massive environments, monsters, and explosions.

MINUS
Poor camera mechanics, nothing much new to offer the genre.

VISUALS	SOUND	GAMEPLAY
89	84	74

OVERALL
77

Whilst not breaking any new ground, Blue Stinger has plenty of big ass guns and freaky creatures... but is that enough?



HEY! I SHOT THAT KENNEDY GUY, NOW WHAT?

I'M SERIOUS, THIS HAIR DRYER IS LOADED!

Get Bass

It may sound like a techno music maker, but Get Bass is actually all about getting a big fat fish on the end of your rod. Your fishing rod, that is.

For those rainy days when heading out in a runabout with your rod, case of beer, book and walkman isn't looking like an exciting prospect, why not kick back on your couch with a copy of Get Bass and get your fishing fix without all the hassle! Sure, there's no sun shining down on your face, but there ain't no rain either, and fresh air can easily be replaced with endless cans of Jolt cola. Get Bass is one of those freaky games for gamers who just love this sort of thing - whacky peripherals and original concepts in videogaming. Going virtual fishing is actually a lot more fun than it sounds, and Get Bass is actually a very realistic sim, not some crazy arcade game.

GET REEL

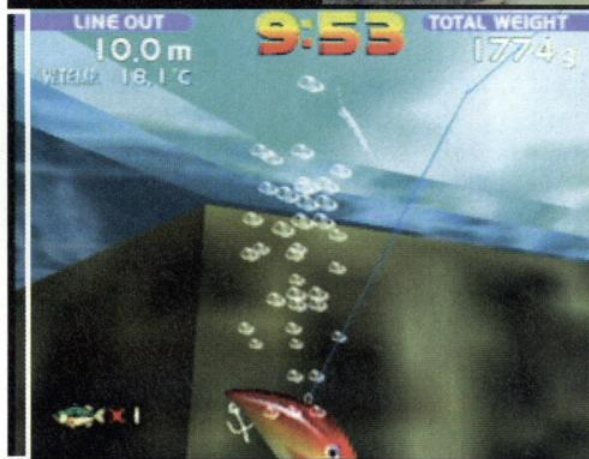
I'm deadly serious when I say that playing Get Bass is a lot of fun. Obviously, it helps if you're a fishing fanatic who understands what type of lure to use in what sort of water depth, temperature and weather conditions, but even if you don't it's still fun to cast off and see what happens. You can select a point in the surroundings to cast into, and then with a fancy flick of the wrist, you can cast your virtual rod and see what lies in waiting. There are a number of lures to choose from, and each one is quite unique in the way

it moves and reacts in the water - obviously the fish are only going to be interested in the right lure at the right time. The more successful you are at hauling in the fish, and the funkier lures you get to unlock. They all have funny names too, like the Deep Crank and Furry Jig or whatever.

In the arcade mode, you must catch a certain amount of fish to meet the weight required to progress to the next stage, within the time limit. Time bonus are awarded for how you deal with the fish once it's on your line, and if you know what you're doing it shouldn't be hard to progress to the night-time castle level where you must hunt the Super Bass.

There is a tournament mode, where you must simply catch as much fish as you can in a day's fishing to place high on the table, and eventually you'll be awarded all sorts of wonderful fishing accolades. Whilst Get Bass sure looks nifty, and the virtual rod works really well, it's hard to imagine a game such as this having such a long shelf-life unless you're a complete fishing nut. It's the kinda crazy game which can just get a bit dull after one too many sessions. Still, it's excellent at what it attempts to achieve, which is a realistic yet fun simulation of the sport.

ELIOT FISH (YEAH, REALLY!)



AVAILABLE: TBA
CATEGORY: Fishing
PLAYERS: 1
PUBLISHER: Sega
PRICE: TBA (Comes with Rod)
RATING: G
SUPPORTS: The Rod!

PLUS
No smelly hands or fishy blood and guts on your clothes.

MINUS
It's an emulation of a sport which is far more enjoyable in real life.

VISUALS SOUND GAMEPLAY
89 60 74

OVERALL
78

If you really want a fishing game you'll love it! Otherwise you'll wonder why this exists.



V-Rally 2: Championship Edition

Since we've all been spoiled by Colin McRae Rally, can V-Rally 2 reclaim the console rally throne?

Infogrames have totally gutted their original V-Rally game and rebuilt it, Million-Dollar Man style, to make it faster, better and more advanced than ever before.

They've studiously examined the sport, and other top games in the genre, and come up with an extremely well-balanced rally title that is worthy of all the accolades it's receiving the world over. There's no doubting that Colin McRae Rally from Codemasters had a special magic, and V-Rally 2 may not quite have that same subtle magic, but it does have something else equally as important. It's a raw magnetism. V-Rally 2 is a tough gritty challenge that will keep you coming back time after time to crack the game wide open. It's not pretty, and it won't be easy, but get in the driver's seat and we'll see just how good you really are...

DO YOU RALLY WANT TO HURT ME?

V-Rally 2 has options coming out of it's exhaust pipe - Arcade, Time-Trial, Trophy, Championship, 2-player ver-



"THE RALLY DRIVING CONTAINED ON THIS CD IS UNSURPASSED - IT IS EXCITING STUFF AND VERY ADDICTIVE."

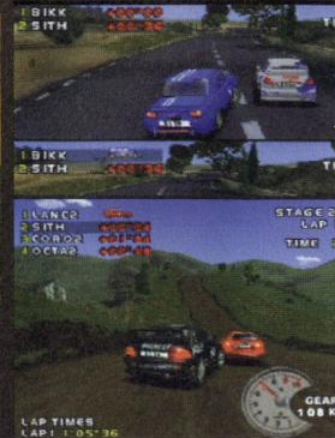
sions of all the modes, and a fascinating Track Editor. Racing in any of the modes, successful completion will allow you to unlock hidden cars such as the lovely Black Ford Escort which helped me win a Championship. The Championship for instance, requires you to complete 12 Rallies, each rally consisting of two stages - so that's

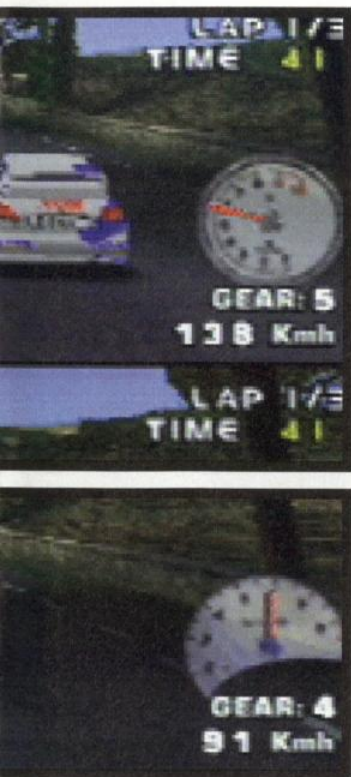
24 races until you can crack the champagne (or crack the PlayStation with your fist). Whilst the first Championship is a breeze, the second World Championship is the first signs of how tough V-Rally 2 can really be. This raises a number of issues... whilst it's

certainly a wonderful thing to be challenged by the AI right up until the finish line, it's annoying that the game designers didn't ensure that every track was free from glitches. It's great to know that you have to race so well as to pip your opponents by milliseconds, but when you get stuck on that invisible artifact at the side of the track right in front of the finish line, it's enough to make you really want to break things - especially if you've been racing for over an hour to get up to that point. Granted, it doesn't happen very often, but it keeps the gamer on edge, and a little nervous in the driver's seat when you're not sure if that oncoming bush is going to stop you or not with dodgy clipping. Those glitches aside, the rally driving contained on this CD is unsur-



IF YOU CAN'T RACE 'EM... RAM 'EM!





passed - it is exciting stuff, and very addictive.

IT'S A RALLY GREAT GAME

The car models are great, the weather conditions make an incredible difference to the car handling, the tracks are all extremely varied (and there's plenty of them) and there was been some real imagination and careful thought put into the design of the different modes and the tracks within. Racing with other cars on the track in the Arcade mode can be hilarious fun, yet still tough as nails to get across the line first - V-Rally 2 sure tests your concentration, and you'll have to drive like a champion to win every time. Whilst the car handling for each different car type is wonderful, the physics in the game could have had a few tweaks. It's still annoying to find your car rolling or flipping when there's just no way on Earth it could have happened in real life. Again, it's not that often that you'll find yourself flipping if you drive well, but there are enough suspicious moments for it to become annoying. Of course, if the tracks start to annoy the hell out of you - then take a break with the Track Editor! Yes, V-Rally 2 has a full blown track editor which allows you to create any sort of mad series of bends and

elevations, in any weather condition, in any country. The documentation that comes with the game is pathetic however, so you'll have to spend some time with the editor to figure out exactly what it does and how it works. Great fun, but a manual would have been nice. Two-player mode is just as fast and good-looking as the single-player - so there are plenty of awesome face-offs to be had with your friends too.

The best news though, is that V-Rally 2 is nothing like the original! This is quite easily the best Rally game for the PlayStation at the moment, and there are enough options, cars and tracks to have you driving around like a madman for ages. Highly recommended!

ELIOT FISH

AVAILABLE: Now
CATEGORY: Driving
PLAYERS: 1-2
PUBLISHER: Infogrames
PRICE: \$89.95
RATING: G
SUPPORTS: Dual Shock, Negcon

PLUS

The Track Editor! Go nuts and design the world's worst Rally.

MINUS

The odd glitch which can ruin a race... or a championship!

VISUALS SOUND GAMEPLAY

92 87 90

OVERALL
92

The best Rally package for the PlayStation to date.



Mucho

PLAYSTATION

AVAILABLE: NOW
CATEGORY: ACTION/PUZZLE
PLAYERS: 1-2
PUBLISHER: TITUS
PRICE: TBA
RATING: G

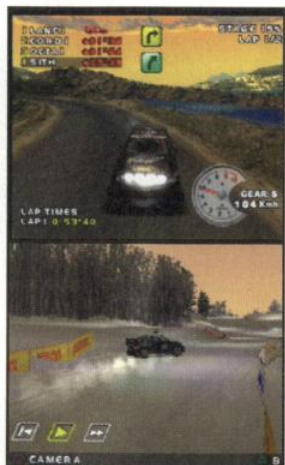
From Japan comes this new Pacman-style arcade game set to cute salsa soundtrack. Featuring the Spin family - little spherical dudes who live peacefully in a castle until one of them tries to chop down a huge metal vine, accidentally releasing a pumpkin demon who kidnaps the princess. The aim of the game? To save the princess of course! You can choose one of the five spin family members to play with, each with their own special weapon. There is the family parrot who uses his beak as a sword, the youngest son who wears a sombrero and attacks with ham fisted guitar chords, his older brother who "loves nature very much but accidentally revived the Satan" and his sister - "a cute little witch whose charms can be quite effective."

This sort of cheap'n'cute arcade game is very popular in Asia. The action takes place on an elevated chess board, where the player must collect treasure chests and hearts, whilst fending off various enemies and sentinels. The characters can also jump,

reshuffle the surrounding squares and use teleports to negotiate their way around the board. Once a certain number of hearts are collected a good fairy appears. She waves her little wand and a rainbow 'goal' appears. Get to the goal and you're happily on your way to next the stage. The problem is you must do all this in under a minute, quite a challenge as the mazes get more complicated and the enemies more numerous. The music speeds up as the time runs out, adding a lot of enjoyment to this conceptually simple game. The motion and graphics are above average for this genre, and there is also a 2-player versus mode in which you can go one on one with your friends... the perfect warm down after a heavy session of Tobal 2!

EUGENE CHEW

VISUALS	SOUND	GAMEPLAY	OVERALL
74	70	72	73



TRY SKIS DUDE, MORE FUN

Legends of Kartia

We've had Vandal Hearts and Final Fantasy Tactics, but now Legends of Kartia comes to the fore as the game to get...

Legends of Kartia is one of those games that initially seems complex and daunting, but actually turns out to be immensely playable and straightforward. When you load up the training missions, you'll freak out at how mind-numbingly comprehensive the combat seems, yet it's not really as detailed as you might be lead to believe. The learning curve might be pretty steep, but it's a very enjoyable climb, and you don't need to know everything at once. The gameplay is a combination of RPG-style story with a fantasy strategy combat system that will keep you

sleepless for days, emaciated and lonely. Sounds brilliant and lonely, eh?! Of course, it's not that lonely - you have an abundance of quirky Anime-style sprites to keep you company. The main thing to remember is that Legends of Kartia gets better and better the more you become - with both the story and the combat.

FORM OF... A BUCKET OF ICE!

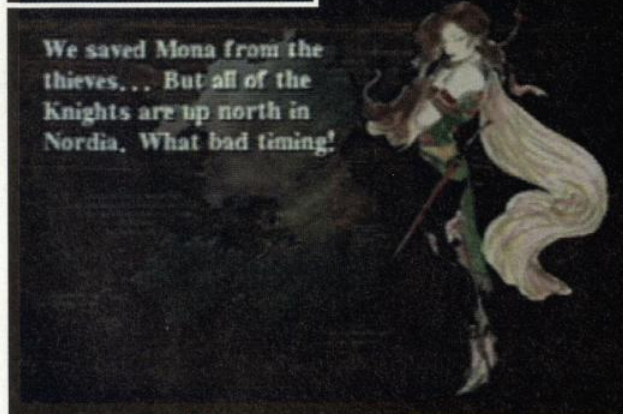
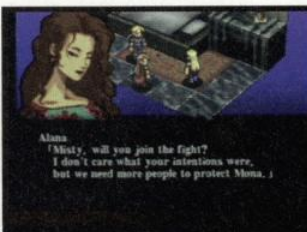
At the beginning of the game, you are able to choose between two different characters, each with their own unique story. Both have a gruesome war ahead of them

to live through, and you'll accompany them along the way. Before you know it, you'll be swamped with so many characters, it can be a little hard keeping up. The story manages to let you in on the lives of most of the people that you meet, as you watch God-like from your isometric perspective. Unfortunately, you never get a chance to actually take control of your character and wander around exploring the environment or talking to whomever you choose, as the story simply just plays out before you. You do however, have to fight all the battles that the characters get them-

selves into, and thanks to the fascinating chain of events, you actually realize what it is that you're fighting for every time and so you do actually feel part of the story.

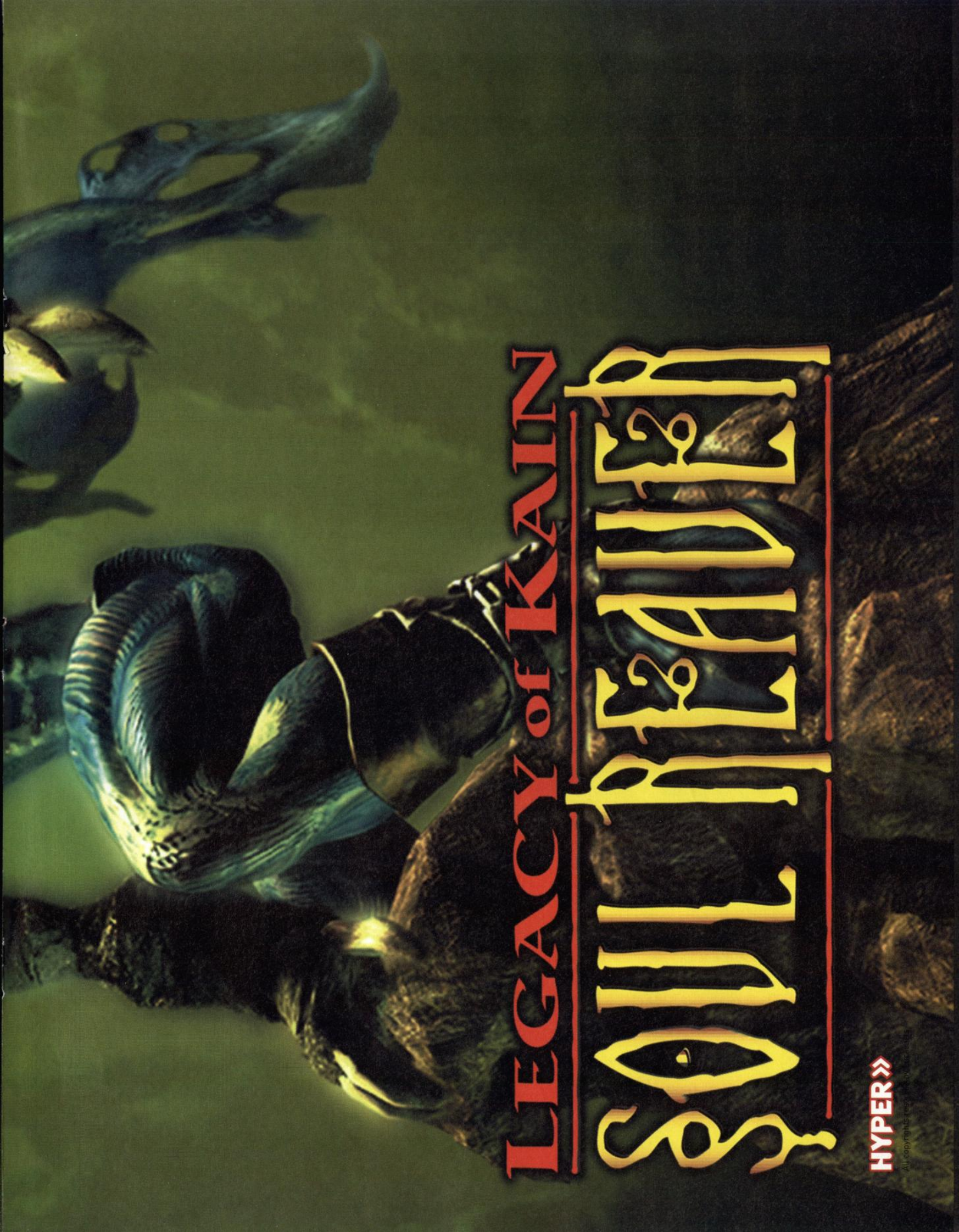
Combat in Kartia is based around two main forces - Phantoms and magic in the form of Kartia. Phantoms are the creatures that certain characters can conjure using Kartia, which you can then use to fight for you. The Kartia itself can be utilised by all characters as many different forms of magic. In fact, combining different Kartia is how you achieve different spell effects and different phantoms. There

are the four main elements of Kartia - Fire, Water, Wind and Earth - although the spells within each element can be altered by mixing the Kartia texts that you've discovered on the battlefields. For instance, you may cast an Ice spell but combine a text in the spell which gives it a bonus to hit and increase the damage dealt or even make it more painful to certain types of enemy Phantoms. You see, there are three different types of Phantoms - the Common, Doll and Shadow. Much like the old hand game Scissors Paper Rock, each class corresponds to









LEGACY of KAIN
SOUL REAVEN

HYPERS »

All copyrights reserved.



HYPERR Mechwarrior 3

one of those symbols. Basically, you make sure on the battlefield that a "scissor" attacks a "paper" and so on... If that all sounds complex, be assured that it isn't at all when you're controlling things in the turn-based combat mode. It's also only scratching the surface of the gameplay.

FORM OF... AN EAGLE! Kartia can also create weapons and items for your characters to use, and before each battle you are allowed as much time as you want to look over the battlefield and check out your enemies, then equip yourself appropriately and create the extra Phantoms you think will be

handy in the battle. Terrain plays a huge part in the success of your attacks. Troops on higher ground will generally have an advantage, and so you can use the Earth Kartia to transform the ground into craters or hill-tops, depending on what you're trying to achieve. You can also cast Ice onto

rivers for certain troop types to be able to cross to the other side. Of course, it's not all magic either, and all characters can just run up and try a standard physical attack if they so desire. Your characters earn experience points all the way, so they're always growing and achieving new skills with new

weapons and armour. Whilst the Story mode is brilliant fun enough, Legends of Kartia has a Versus mode where you can tackle a friend on the battlefield, either objective-based or just plain last-man standing rules. You can also fight a random selection of monsters in the Arena to discover new items and Kartia, and even trade items with your friends on memory card. Legends of Kartia is a great package for anyone even remotely interested with a fantasy style strategy game, and it has a wonderful Anime-style story to boot. It may not be as visually impressive as a game such as Final Fantasy Tactics, but it sure beats the hell out of it for gameplay.

ELIOT FISH



AVAILABLE: Now
CATEGORY: RPG/Strategy
PLAYERS: 1-2
PUBLISHER: Konami
PRICE: \$70A
RATING: G
SUPPORTS: Memory Card
PLUS The depth to the strategy is wonderful.
MINUS There's no adventuring to the story mode, it just plays out.
VISUALS SOUND GAMEPLAY
79 75 85
OVERALL
82
Plenty to do in singleplayer and a real challenge against a friend.

CROC 2

Croc was flawed and yet still a financial success.

It seems Fox have addressed some of the issues critics tend to dwell on the second time around.

Croc: Legend of the Gobbos has dominated the 3D platform charts for PlayStation and PC since it came out 2 years ago. Croc 2 is the highly-anticipated and oh-so-imaginatively titled sequel. Apparently PC, Dreamcast and GameBoy versions of the game are also in the pipeline.

Croc 2 starts with Croc's arch-enemy, Baron Dante, being magically resurrected by his horde of evil Dantinis - dopey looking turnips who run around bullying Gobbos, who are Croc's hopelessly inept radish-sized friends. Meanwhile Croc finds a message in a bottle advertising 'one lost baby croc'. The footprint matches his, and thus begins a search for his long lost parents, a premise that isn't conveyed too well in the game intro.

MORE PLATFORMING THAN YOU CAN POKE A GOBBO AT

Featuring 40 levels across four Gobbo tribe villages;



with 30 types of themed Gobbos, Dantinis and bosses; Croc 2 is one of those sequels that betters the original. There are seven all-new bosses

to encounter including a pirate called Cannon Boat Keith and a huge squid who develops a crush on Croc. Free roaming gameplay allows you to explore when and where you want.

Ultimately you are supposed to help the Ribena berries defeat the raisins... I mean gobbos defeat dantinis, but there is little urgency to this task. There are no pressing deadlines or pursuing nasties (unlike here at Hyper) so you can fully indulge yourself in this virtual world.



TRULY SHOCKING

Argonaut have implemented great footstep and thumping vibrations, making this one of the better examples of what dual shock can do for a game. I must admit I spent an inordinate amount of time tail-whipping gongs... A strangely perverse pleasure that every PSX owner should experience.

Now Croc is the most endearing of the platform

protagonists, hands down. A large deal of this appeal is his vocabulary of canned enthusiasms, although those who can't swallow cute antics will be uncomfortable being seen with the game.

Croc can walk, run, swim, sidestep, jump, spin and stomp, but he also has a new 'boost triple jump' and 'power flip' as well as the ability to swim, swing on ropes, push boxes, pick-up objects and throw them. He's also been given a pair of binoculars which he keeps in that little backpack.

SACK THE DIRECTOR OF PHOTOGRAPHY

It must be pointed out that there has been a failure in addressing the camera

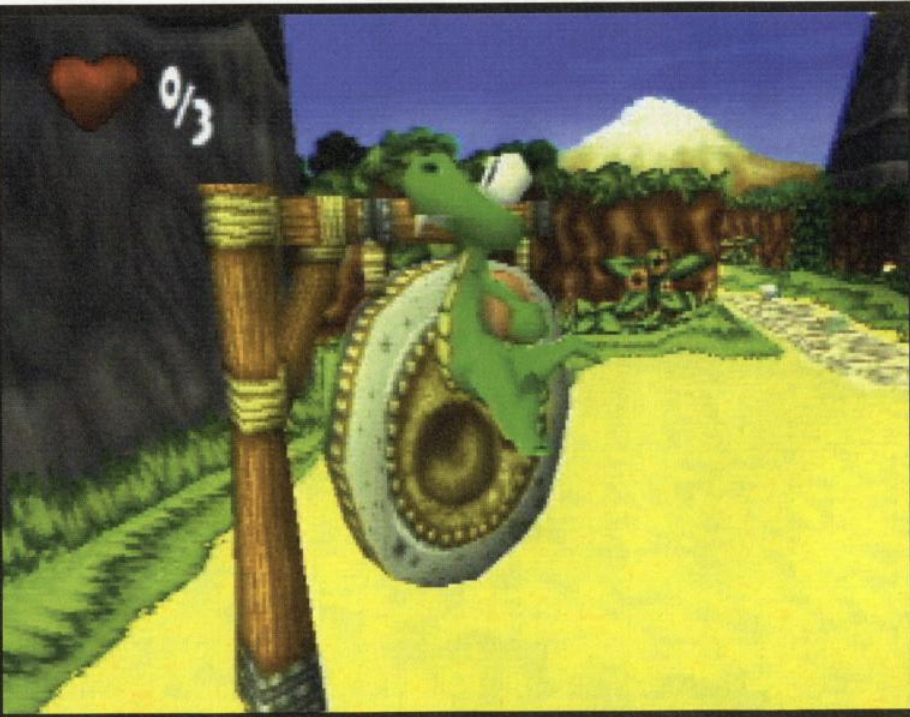
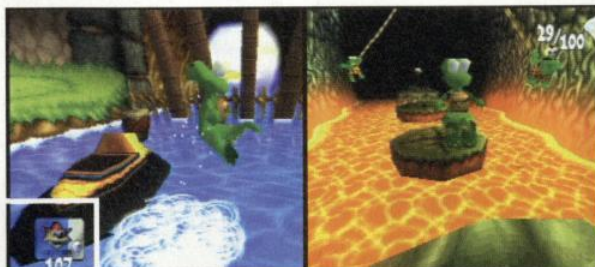
angle problems of the first game, which would have been more useful than some of the things they have enhanced that don't have a real effect on the gameplay.

This game squeezes CUTE from every polygon. The characters blink, the lava bubbles and pulses, the water ripples and splashes, a parrot-stealing dantini even wiggles his butt before running away from you...

However, the game suffers slightly in the graphical department. It's one of the few games in which the gameplay graphics are better than the intro. Whilst Croc's polygon count is high enough that you can't count them, his garish environment resembles a harsh four colour golf course. Also, the camera motion is occasionally jerky and disorientating, and doesn't get close enough to Croc for my liking.

Overall Croc 2 is ultimately inferior to Ape Escape and the classics like Super Mario 64,

SO CUTE THE LITTLE GUY JUST MAKES US WANT TO PROJECTILE VOMIT



but regains some ground with amusing characters to chat to and an assortment of novelties such as speed boats and sports cars, giant snowballs, mine carts and even a hot-air balloon.

If you're the kind of light hearted platform gamer who

is satisfied by these extra challenges it is easy to overlook the harsh colours and occasional rendering glitch. Almost enough to ignore the viewpoint problems... almost.

Croc 2 is easy to pick-up, but not that easy to finish, increasing its lifetime and

appeal to older players. Completing levels requires a fair bit of practice and patience. To make things a little easier (and to actually give you a reason to collect crystals) there's 'Swap Meet Pete', a large cat who runs a chain of pawn shops

throughout the game where Croc can trade crystals for clockwork Gobbos, jelly trampolines, crystal ball teleporters and extra power-ups.

These items allow Croc to explore otherwise inaccessible areas and collect important bonus crystals. Once he

has collected all the crystals, a fifth, secret Gobbo Tribe is unlocked.

If you were unimpressed with the first Croc, then Croc 2 isn't going to convert you to the cause. However, this is one of those games that are good to have in your collection, even if you don't play it so much, because it's one of those games that "non-gamers" enjoy as much as gaming enthusiasts (if not more so), being challenging but non-competitive. No more babysitting your nieces, nephews or younger cousins! Just stick Croc 2 in the PSX and disappear into the bedroom. Now why didn't Fox stick that on the box?

EUGENE CHEW

"SHUT UP PETE, THIS IS A STICK UP. GIMME A CAMERA ANGLE FIXER AND ALL THE CASH YOU HAVE IN THE REGISTER" 



AVAILABLE: Now
CATEGORY: Platform
PLAYERS: 1
PUBLISHER: Fox Interactive
PRICE: \$89.95
RATING: G
SUPPORTS: Dual Shock

PLUS
Lovable character. Gameplay improvements over the original. Good all-ages unisex appeal.

MINUS
Failure to address the viewpoint issues from the first game is a major let down. Too cute for some.

VISUALS	SOUND	GAMEPLAY
78	79	82

OVERALL
80
Croc 2 suits its target audience very well indeed, but will not convert those that disliked the original.

Tomorrow Never Dies

Goldeneye rocked the Nintendo 64 world, can Bond do it all over again for the PlayStation?

To this day I get a shiver down my spine watching the opening of Bond films. The tracking iris and the Bond Theme are a veritable institution in my household. It means action aplenty, staying up late, and Bond girls.

Fortunately, the games are no different. The episodic nature of Bond films makes them perfect for adaptation into video games. The story is conveniently structured in playable levels and the plot can be divulged simply by linking the action.

This is masterfully done in *Tomorrow Never Dies* by using scenes from the movie, including the spectacular opening titles, as well as featuring scripted interactions with other characters. They've left all the innuendo and toffy British accents in, so you'll giggle your way through the whole thing.

The opening scene, in both the movie and the game, takes place at a Russian arms bazaar. Your recon mission involves photographing the contraband hardware and then scooting off in a Mig. Q-branch has provided some lovely looking decoders, some novel imaging gadgets, and an array of trackers to make such tasks achievable.

A VIEW TO A KILL

Many missions feature an unusual third-person view. A selectable overhead camera views everything from a considerable distance, allowing a more strategic approach. Alternatively, you can view the action from just over the shoulder of the character you're playing as. In constricted corridors Bond even becomes translucent.

The controls allow for a relatively convincing creep and some nice rolls. TND isn't focused so much on stealth, as I expected, and unfortunately it lacks a lock-on function. You either have to use the crosshairs from a distance and go for a headshot or just spray them at point blank. Consequently, running battles proceed at a fairly awkward pace.

Enemy soldiers don't have extensive patrol areas or good distance vision but they have an excellent range of animations and look great. I had a bunch of mercenaries leaping around behind cover and

appearing from different sides almost at random.

The exotic but slightly pixellated locales include the Carver Media Centre, the Hotel Atlantic, a border crossing and the infamous stealth boat in Ha Long Bay. They are diverse, numerous and attractive enough to be lauded but they're too darn small.

NOT JUST GREAT BRITISH GAT TOTERS

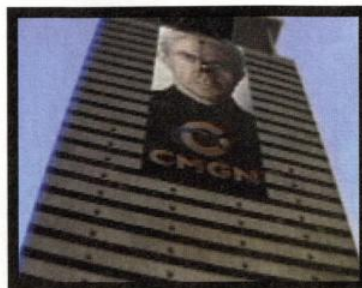
One of the big features of the game is the inclusion of alternative game engines. These mini-games break up the

gameplay but they lack replay value. There are, however, some enjoyable skiing sequences, where you have to fend off attackers with your stocks and a specially modified rocket launcher, and a BMW racing mission.

A word of warning: this is not a game that should be bought for the deathmatch feature. The levels are small and too bland so there is little in the way of tactical evasion. There are no cooperative or flag capturing games so you're left with too few characters and too few diversions.

This is, however, a game that can and should be bought for its single player adventure. The high production values and variety make it well worth a look.

ADAM ROFF



AVAILABLE: TBA
CATEGORY: 3rd Person Action
PLAYERS: 1-2
PUBLISHER: Electronic Arts, MGM
PRICE: \$TBA
RATING: M
SUPPORTS: Dual Shock, Memory Card

PLUS

Moby's dance mix of Bond theme. AK47's and spycraft gadgets. Multiple game engines.

MINUS

No lock-on. Levels are a tad small. Multiple game engines.

VISUALS SOUND GAMEPLAY

74 89 80

OVERALL

78

Syphon Filter is a better game but it doesn't have Bond, James Bond.



SKIING HOLIDAYS, SLEEPING WITH MODELS... TOUGH JOB

WWF Attitude

Could the constant stream of wrestling games now be wearing thin?

WWF Wrestling: the heights of "sports entertainment". Really just an excuse for two fat bastards to don the lycra bike pants and get sweaty rolling around on the canvas together, and don't we love it!?! WWF Attitude is the latest in a string of wrestling games for the N64, and promises to open up a can of "whoop ass" on its predecessors.

Besides the thirty odd characters you have to choose from, one of the best features is the ability to custom make your very own gimp from scratch, and even tailor the aesthetics of the ring. You can pit the supple Sable against the Xena-esque Chyna or a grudge match between the two brothers, Kane and the Undertaker. You are the master of ceremonies, and the ring is your work of art. The samples of the theme tunes of the wrestlers are incredibly crisp, and the cheer of the (cardboard cut-out) crowd as you slam your opponent with a spine-shattering suplex add immensely to the atmosphere of the game.

'COS STONE COLD SAID SO...

The level of attention to detail in this title cannot be easily overlooked, a great deal of work has gone into making the game feel as much like the real thing as possible, including all the showmanship and poor acting. Each of the competitors bears a close resemblance to their real life counterpart in clear hi-res graphics, complete with their own ring entry sequence (ooh-err) including coloured lighting and pyrotechnics, not to mention the bone-jarring trademark moves, from the Tombstoner to the People's Elbow. I was pleasantly surprised while beating nine colours out of Kane as Big Boss Man, all of a sudden the crowd cheered as Steve Austin appeared out of the tunnel and proceeded to beat me over the head with a chair. All that's missing really is a wanky bit between levels where you can shout into the camera and gesture in a threatening manner.

"DON'T TAKE THIS ASS-WHIPPIN' PERSONALLY BOY..."

But in the end, through all the eye candy and polish, the controls are sadly lacking. Seemingly simple in design, but once you step through the ropes you float less like a butterfly and more like a turd in a public lavatory. The wrestlers shuffle about the ring with all the athleticism of a geriatric on a walking frame AFTER taking their medication. Some special moves seem more dependant on an act of God rather than any level of controller skill or even button mashing prowess - the countless moves in the game are next to useless if you can never get them out.

In its bid for the championship belt, I don't think that WWF Attitude has managed to pry the wrestling crown from the iron grip of WCW/-NWO:Revenge, which is far easier to pick up and play without spending hours learning the moves. I can

"THE WRESTLERS SHUFFLE ABOUT THE RING WITH ALL THE ATHLETICISM OF A GERIATRIC ON A WALKING FRAME AFTER TAKING THEIR MEDICATION."



HANG ON, I NEED TO GET MY BREATH BACK

smell what The Rock is cookin', and he ain't a good cook. Very mediocre for your average Joe, but an enthusiast will get a few more kicks out of it.

NICK O'SHEA



I CAN'T FIND IT ANYWHERE!

GIDDYUP DUMBO!

AVAILABLE: Now
CATEGORY: Sports Wrestling
PLAYERS: 1-4
PUBLISHER: Acclaim
PRICE: \$99.95
RATING: M
SUPPORTS: Memory Pak, Expansion Pak

PLUS
Authentic characters with trademark moves and music. Hi-res graphics.

MINUS
Shoddy controls lead to frustrating play.

VISUALS	SOUND	GAMEPLAY
86	88	64

OVERALL
68

Quite pretty, but never really gets off the canvas.



World Driver Championship

The lineup of quality racing titles for the Nintendo 64 is beginning to rival that of the PlayStation with games like this rocking the house.

Aside from World Grand Prix, all the A grade Nintendo racing titles have traditionally had a strong arcade emphasis, with no Gran Turismo style racers in sight. Enter World Driver.

World Driver Championship is the third N64 outing for developer Boss games, and their experience certainly shows in this gem of a title. It's not a true simulation - not by a long shot, but with its extensive career mode and steep learning curve, this is the title that gamers who want more than just cheap arcade thrills will be coming back to.

IN IT FOR THE MONEY

The core of World Driver Championship is the career mode. Join one of 15 teams (you'll have to start out with a crappy one - the classy teams won't want to know

you just yet), and prove your skills in one of the championships. As you accumulate more points and become more valuable, you'll be given better cars to drive, and other teams will offer you lucrative deals.

"IT'S ARCADE IN THAT YOU SLIDE ALL OVER THE PLACE, BUT IT'S LIKE A SIM IN THAT YOU NEED TO CONCENTRATE 100 PERCENT OF THE TIME"

Career mode is absolutely massive, and will serve you well in the long term playability stakes. There are ten courses, each with three variations, in addition to mirror and reverse racing, spread across numerous championships. You'll be

racing against seven other cars, in tense and difficult competition.

RIDICULOUS HANDLING, BUT IS IT FUN?

The handling dynamics in World Driver are very slidey,

you're sliding because of the screeching sound effects. World Driver Championship is very different - you are always sliding. Any steering sees the car slipping all over the place, so it has more in common with rally driving than anything else.

As you'd imagine, this gives the game a unique feel, and one that I was none too impressed with at first. Take a short amount of time to get used to it though (as well as to discover the lush track design),

and you'll discover something approximating racing heaven.

You see, the beauty of WDC lies in its curious hybrid of arcade and sim elements. It's arcade in that you slide all over the place, but it's like a sim in that you need to con-

centrate 100 percent of the time, and aggressive tactics will rarely pay off unless you know the course and the car very well. Each race is very much a pack affair, with your opponents staying relatively close together. The only way to succeed is to respect the positions of the other drivers and wait for the right opportunity to pass them.

In addition to the career mode, WDC includes all the other options you'd expect, including a ghost mode, and a highly competent two player split screen.

EXTREMELY SCENIC DRIVING

Complementing the intense racing are some lush graphics - some of the best yet for the system. Each course features diverse and jaw dropping scenery, with some truly atmospheric sections. Lisbon, for instance, is raced just as dawn is breaking. Lighting is used to full effect across the course, with the early sections being quite dark, before the sun begins to nudge its way over the landscape later on, creating that crisp early



DOESN'T ANYONE HAVE ANY TRACTION AT ALL?

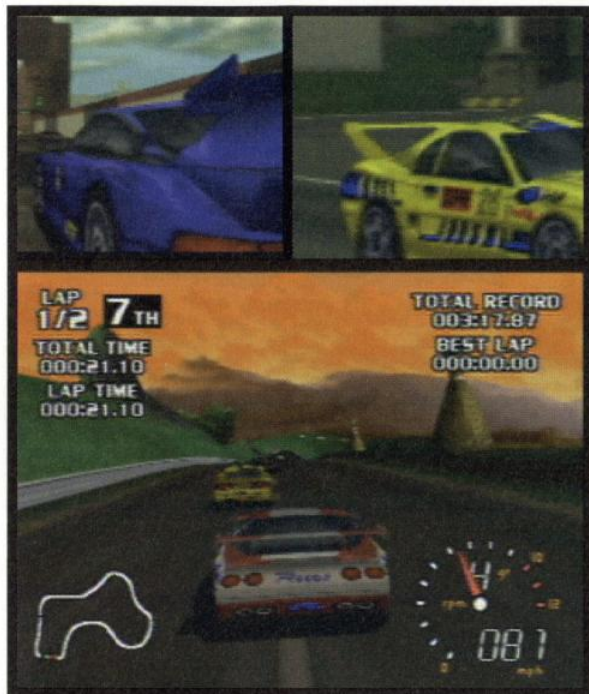
morning atmosphere and some dazzling lens flares. There's also a tunnel with large windows on one side with light pouring in, illuminating wisps of early morning fog.

Frame rates are nice and high throughout the game, aside from the odd hiccup when all eight cars are on screen at once. The other cars look fantastic, and are amongst the most realistic yet for the Nintendo. Reflection mapping, skid-marks, specular highlighting and realistic fogging further add to the game's graphical charms.

While WDC doesn't support the ram expansion pak, it does have an optional high res letterbox mode - which, despite a frame rate hit, is more than a viable option. Indeed, although the game looks great in the normal mode, if you play in high res for a while, when you switch back to normal, the loss of clarity is really noticeable.

World Driver Championship is not quite the complete package if you like it simmy. It doesn't come with licensed cars, and you're not able to tweak your car's performance in the garage. However, if you're after a well designed arcade racer with serious longevity, then World Driver is more than adequate.

CAM SHEA



AVAILABLE: September
CATEGORY: Racing
PLAYERS: 1-2
PUBLISHER: Midway
PRICE: \$99.95
RATING: G
SUPPORTS: Mem pak, Rumble pak

PLUS
Awesome depth, great graphics, satisfying racing.

MINUS
No car customization, soundtrack and effects are average.

VISUALS	SOUND	GAMEPLAY
91	72	90

OVERALL
90
World Driver takes the arcade/sim hybrid racer to a new level.



Command and Conquer

NINTENDO 64

AVAILABLE: NOW

CATEGORY: REAL TIME STRATEGY

PLAYERS: 1

PUBLISHER: NINTENDO

PRICE: TBA

RATING: G

SUPPORTS: RUMBLE PAK

N64 gamers have been sitting in the dark for too long, dammit - waiting for the day they can emerge from their dank hide holes and proclaim "I am an N64 owner and I own a real time strategy game". Melodramatics aside, the N64 has been bereft of RTS games for its entire existence, so it's about time it received a top notch one - albeit a port of an aging PC title.

Indeed, this is a stumbling block for Command and Conquer N64 style. It's an old game, and is lacking many of the advances and refinements that have been made in the genre over the last few years. Another major problem is the lack of multiplayer support - oh non-existent N64 link cable, where are you when we need you?!

That said, Command and Conquer is still a classic game, and this port plays really well. The control layout is well designed and doesn't present the usual keyboard/mouse to joypad translation problems. All the terrain and units are now 3D, so C&C looks a lot fresher than you'd expect.

The original missions from the PC version have all been ported, as well as several N64 only scenarios. C&C also supports the Ram expansion pak, but the middle resolution mode is the most playable. Basically, if you've never played a RTS game before, then this is a great place to start, but for those of us who played C&C years ago - give it a miss.

CAM SHEA



VISUALS	SOUND	GAMEPLAY	OVERALL
80	84	83	82

Duke Nukem: Zero Hour

Nintendo 64 owners who were jealous of PlayStation owners with Time to Kill rejoice, for Duke Nukem Zero Hour is here.

The ever-present fear with Duke Nukem ports to the N64 is censorship. The Duke's hard-boiled commentary on the unwholesome goings-on tends to be fairly adult oriented. Then there's the seedy strip joint that invariably requires his attendance. Out of duty, of course.

Happily there's still plenty to chuckle about in Duke Nukem: Zero Hour. In fact, the developers have left so many visual gags around the place it becomes a key component to the gameplay.

RED LIGHT GAMING

The early levels see you tramping about downtown in a seething metropolis. The shonkier end of town is stacked with "novelty" shops and techno fuelled love houses. Posters litter the streets and are all worth a look.

Besides the archetypal gaming jokes, like Bulok and Goldenguy 069, are bountiful references to the Simpsons. An erotic cake shop makes an appearance as well as Mr. Plow advertisements. That name again, is Mr. Plow.

As with the earlier incarnations there are damsels in distress to rescue, or destroy. Duke's earlier incarnation on the 64 introduced the philosophy of saving such lasses instead of experimenting with



DUKE TAKING TIME OUT TO STARE AT POSTERS... WHO WOULD HAVE THOUGHT

the effect of various firearms. Zero Hour rewards successful rescues with orgasmic gratitude and dates aplenty.

DIE GINGER DIE!

Those that insist on some dismemberment are allowed to track down the Spice Girls and blow them to kingdom come. The nasty girls have already beheaded Ginger Spice for her treacherous activities, which takes some of the fun out of it.

Above and beyond all that tripe is that GT Interactive have designed this game specifically for the Nintendo 64. Its custom engine has static lighting, variable fog, dynamic lighting on charac-

ters, and the longest draw distance of any game on the N64, with Shadow Man being the only exception that springs to mind.

It's the first time Duke has been seen in a 3rd person perspective (on N64) and it generally works a treat. Occasionally you find yourself battling with the game engine, instead of the aliens, because the new perspective is a little awkward. But seeing Duke composed of polygons makes the trade good value.

NO EXTRA RAM = NO FUNKY VISUALS

If anyone out there needed a reason to pick up an expan-

sion pack, here's an awfully good reason. Besides making everything look cleaner, the game runs more smoothly. An extra frame buffer takes the engine up to a consistent 30 frames per second.

The level design and art in general look familiar but this time Duke's got some time travelling to do. Those crazy reptiles from outer space are attempting to alter the time-line and put an end to humanity.

What an excellent excuse to

send Duke back to the Wild West. As an all round generic action hero Duke is the progeny of the Big Duke, John Wayne. His genetic makeup is highly adapted to wagons, tumbleweeds and saloons so he fits in like a charm.

Being a period piece we cannot ignore the Victorian era. It makes the big guy look very rude indeed but he gets to use a volt-cannon so who's going to argue with him? As you can see, weapons are a big part of the game. With over 20 level specific weapons to choose from Duke can get quite artistic when it comes to

immolating alien invaders. Grenade launchers are fun but they're just so messy in hand-to-hand combat. The 8 multiplayer only levels place these strategically for maximum effect. Being trapped in a corner and discovering a new and very serious piece of hardware is such a joy.

"WITH OVER 20 LEVEL SPECIFIC WEAPONS TO CHOOSE FROM DUKE CAN GET QUITE ARTISTIC WHEN IT COMES TO IMMOLATING ALIEN INVADERS."

Like the rest of the game there's been a concerted effort to make everything customizable. One of the options allows you to change levels each time you get fragged. Snappy loading



times makes this feature more fun than it sounds and keeps the pace frantic for 2-player deathmatching. There's a pleasing variety of scenarios, which always helps for longevity, and 4 different outfits. Yeehah.

A frustrating aspect of all the Duke titles is the puzzle elements. This is personal

preference, but I hate wandering aimlessly in an over explored level looking for one particular plot trigger. For the more lateral thinkers the tiny fence/vent/gap might be obvious but I always spend hours raking the terrain.

The differentiation of alien predators won't thrill either. There are crawling and flying

and walking beasts, but you'll never want to get close just to see what they look like as in some first person shooters. Death animations, on the other hand, are top notch. Pools of blood and all that sort of thing.

YOU'RE NOT ALONE...

The best addition was the friendly units. The army was called upon in the early levels and is a might handy come crisis time. They provide cover fire from sandbag bunkers and even roll past in tanks taking out the threat.

If you're a Duke fan this is the best incarnation yet. For hours of mind-popping puzzles and months of multiplayer mayhem there is no better action hero.

ADAM ROFF

AVAILABLE: Now
CATEGORY: Action
PLAYERS: 1-2
PUBLISHER: GT Interactive
PRICE: \$99.95
RATING: MA15+
SUPPORTS: Memory Pak

PLUS

Heaps of new scenarios, a stunning all new engine and that timeless Duke humour.

MINUS

Death by puzzle. Music is seriously repetitive. Looks much worse without the memory expansion pak.

VISUALS	SOUND	GAMEPLAY
90	74	86

OVERALL

88

Come get some. Duke fans are gonna love this.



Superman

NINTENDO 64

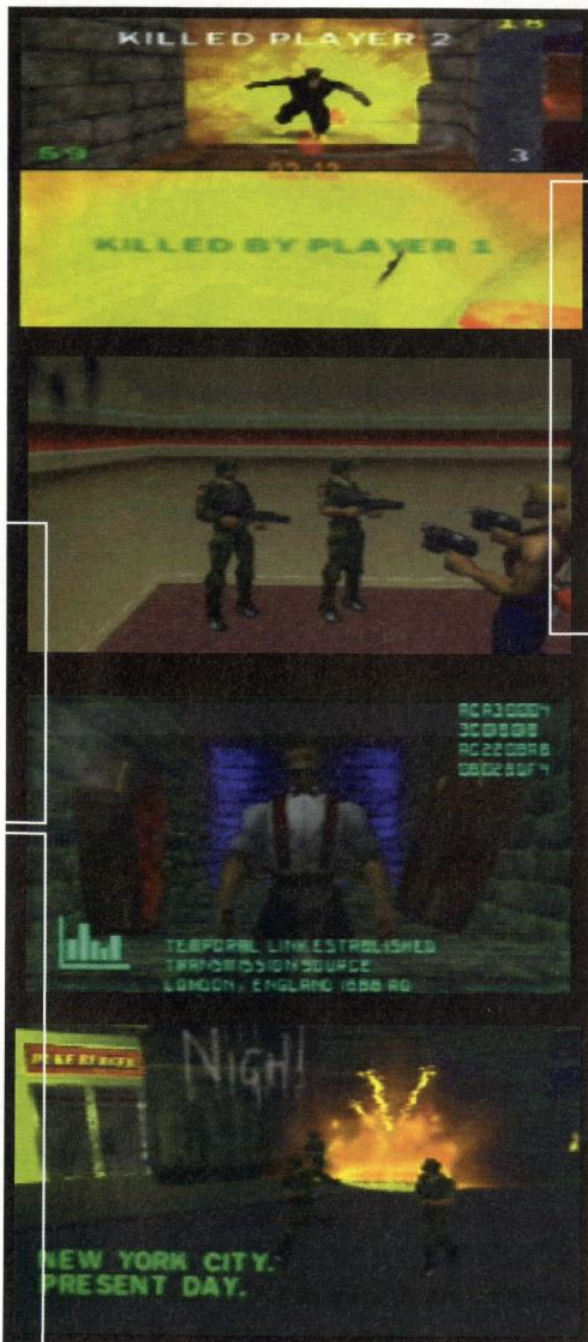
AVAILABLE: 3RD QUARTER 99
 CATEGORY: ACTION/ADVENTURE
 PLAYERS: 1-4
 PUBLISHER: TITUS
 PRICE: \$99.95 (BUT WHY?)
 RATING: G
 SUPPORTS: RUMBLE PAK, CONTROLLER PAK

The concept of Superman on the N64 is enough to make even casual comic readers drool. Have you ever loved a book and then been disgusted when it's turned into a really bad movie? That's exactly the feeling you'll get when you play the N64 version of Superman. Not only is Superman about two years late, but it's also completely crap. You'll be stupefied as to how such a potentially amazing game could be turned into such a travesty. As the Man of Steel, you must make your way through 14 levels, picking up cars, plodding through the city and making your way through underground caverns in search of Luthor. So what's so bad, I hear you D.C fans clamour? Let's go. Gameplay is sluggish and the controls unresponsive. Levels are monotonous, the missions are boring and frame rates similar to a broken strobe light. As you can imagine, multiplayer is completely intolerable. The

graphics are sub standard in every way: The levels are drab, the resolution is low, the textures are limited and animation is almost non-existent. This depressing graphical package is capped off with fogging that is laughably bad - gamers have to pre-empt approaching buildings in order not to hit them. The manual attempts to justify the game's atrocious fogging as 'Lex Luthor's Kryptonite Fog.' Utter crap... But it only goes down from here. The soundtrack is more than capable of causing spontaneous aneurysms at 50 paces, and the handful of canned smashing noises do a great job at driving home the horror. In summary? Run from this game faster than a speeding bullet.

HUGH NORTON-SMITH

VISUALS	SOUND	GAMEPLAY	OVERALL
15	30	10	10



Formula 1 World Grand Prix 2

Hang on, are we seeing that again? The leading racing sim for the N64 has just spawned a sequel... Or an update perhaps.

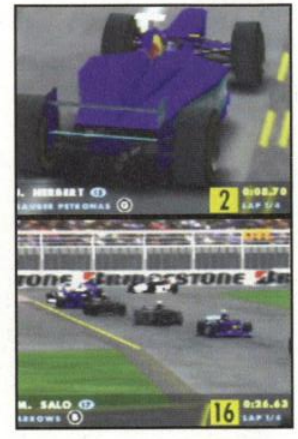
All the petrolheads and simulation fans out there need to listen up as Paradigm have geared up their Formula 1 Grand Prix franchise for one more time around the block. The game remains mainly untouched from the prequel, which was a pretty outstanding game in its own right, but they have had a year to modify and improve the game, and besides an update in the games statistics there are only a few readily apparent changes.

Being a simulation, F1WGP2 really did have to go for extremely realistic graphics, and through the over-filtering that is present in a lot of N64 titles, the visuals are pretty shmick. The cars have a

reasonable poly count, and the textures on the whole are of considerable quality. Little has been changed in the visual department from last year's game, which is quite disappointing considering the advances seen in other racing titles on the N64 in the graphics stakes.

LET'S SEE THAT, AND THAT, OH, AND THAT AGAIN...

There is one major factor that a racing game must deliver and that is a good sensation of speed. And while the frame rate can get a bit choppy at times F1WGP2 delivers in this aspect, particularly from the first person and in cockpit views. The expansion pak has been utilised



"THIS GAME IS TRULY THE F1 FAN'S DELIGHT"

not to give a higher resolution or remove the minor degree of fogging present, but instead to deliver extra long replays. This option comes into its own in the two player mode. You can hassle your mates over that narrow victory in great detail, and then flick back to show their abysmal driving effort just to add to the insult.

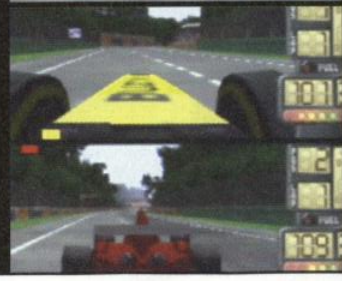
High pitched whines of high performance engines are the order of the day, occasionally punctuated by the screeching of slick tyres on asphalt. Your pit crew regularly updates you on the race situation, including the race leaders, your own racing performance and the condition of your car. As you streak over the finish line the crowd roars it's approval,

and the game once again plays the rather dodgy 70's style techno music that greets you on the options screens. The sound effects are perfectly suited to the game, and best heard at high volume, whilst the sequences in between races will have you reaching for mute button.

SENNA ONE, YOU'VE SENNA THEM ALL

Bear in mind though that this is a simulation, and if you try to play it like an arcade racer like Beetle Adventure Racing or Mario Kart, you'll find yourself spending most of your time cutting the grass and spraying the air with gravel. You lose a great deal of speed when you come off the track, so you have to pay a lot of attention to

☛ SHE GOES FAST, BUT LORD SHE'S A BITCH TO PARK



hugging the curves or else end up like Ayerton Senna. The level of realism can be toned down for those looking for a more arcadey feel, from the durability of the vehicle to driving "assistance", but yes, you will still need to use the brakes. Tragic, I know.

This game is truly the F1 fan's delight. It includes updated stats on teams, drivers and last year's F1WGP circuit, as well as a driving tutorial to teach you the ins and outs of each corner. Ever been sitting at home watching the race and thinking, "Geez, that Damon Hill's got no idea. My grandma can drive better than that..."? There's also a scenario mode to test just how well you can drive in real events that occurred on the race-tracks, ranging from getting a damaged car in and out of the pits quickly to just plain fast driving.

One of the best features in my opinion was the ability to sit back and watch last year's races exactly as

they happened, with the camera operation left up to you. You can watch Schumacher wipe out in the early laps or look on as Hakkinen streaks to victory - the choice is yours. The only problem is that you can sometimes miss the action (oh come on now, the real action is when they write themselves off - admit it) while you are watching a different car carefully taking the corners.

F1WGP2 is by all means a solid product, but largely unchanged from the prequel. I personally would have liked to see the cart size upgraded and the addition of a proper commentator (you can't have F1 racing without Murray Walker!). Those who own the previous F1WGP may want to think before purchasing, but at the moment F1WGP2 is the closest you can get to formula one racing on the N64 without inhaling exhaust fumes.

NICK O'SHEA



AVAILABLE:	Now
CATEGORY:	Racing (Simulation)
PLAYERS:	1-2
PUBLISHER:	Nintendo
PRICE:	\$99.95
RATING:	G
SUPPORTS:	Expansion Pak, Controller Pak, Rumble Pak, Steering Wheel

PLUS
Premier N64 racing sim. Absolutely brimming with features.

MINUS
A tad too similar to F1WGP 1. Slightly dated graphics.

VISUALS	SOUND	GAMEPLAY
75	77	87

OVERALL
82
A great racing sim but not everyone's cup of high octane gasoline.



Shadow Man

Iguana offer us Shadow Man, a 3rd person action adventure title with a much darker edge than this genre has seen before.

I look back on my trip to England last year where I met the development team at Iguana that were working on Shadow Man, and recall a very promising looking game with an engine and game concept that looked like it could break away from the generic mould of 3rd person action adventure titles.

Shadow Man starts off being somewhat confusing, but just a touch of perseverance helps unravel the game's rather interesting plot. You are Mike LeRoi, current holder of the title of Shadow Man. Your role is as sort of "keeper of the peace" in "Deadside", the place all things go once they die. Your powers allow you to travel back and forth between Liveside (our world) and Deadside at will, but in the later, you are a far more powerful force for your adver-

saries to deal with. These abilities of yours make you the only person capable of stopping the plans of the entity known as "Legion" (Exorcist fans will get it), who has set about starting armageddon, using five serial killers to set up gateways between Liveside and Deadside. His plans really kicked in when he hooked up with Jack the Ripper back in 1888, and "commissioned" him to create a special building the Asylum in Deadside. Your task is to prevent Legion's plans from coming to fruition, which involves many trials, quests and a few nasty plot twists along the way.

BEAUTIFUL VOLATILE VISUALS. Those of you who read the feature we did on Acclaim back in the June '98 issue

may recall talk of the VISTA engine that Iguana have developed for Shadow Man. This VISTA graphics engine is very smooth, and boasts an ability to pretty much ignore worries of pop up with a disappearing point. I got the feeling the engine wasn't really pushed that hard by the map design, with very few areas really being both open and complex at the same time (though there are some open and yet simple areas that are mind boggling), that you could assess just how powerful it truly is, but regardless, the game looks great.

Stepping out in front of the Asylum (big nasty building built by the bad guys) for the first time has an awesome amount of impact, and throughout the game from that point on, you are continually finding yourself in wonderfully designed locations that truly convey a sense of immensity, horror and insanity. Also of note is that "organic" environments in this game come off far bet-

WHICH PLATFORM HAS THE BEST VERSION?

The answer to this question is quite elusive, which is uncommon, since most games tend to suit one system better than another. The memory expansion pak for the N64, offers beautiful hi-res gaming, but it does suffer a frame rate hit, and in some situations, being in low-res is easier to play. The PC version can benefit from 3D accelerators, and thus looks the best, but didn't seem to control quite so well. Bottom line, Shadow Man is a great game on either system. We'll review the PlayStation version once code is available.

ter in this game than in titles such as Tomb Raider 3, which are really still using a dated tile based system.

Creature animation is very good, and there are all sorts of nice special effects thrown in, such as beams of light breaking through the dying bodies of the hellish creatures of Deadside. If you like fleshy explosions, Shadow Man throws enough gibs around to keep macabre folks like you happy.

The only possible gripe with the visuals would be that in the cut scenes, the textures on the characters who are speaking just don't look anywhere near as con-

vincing as the environments around them

Part of the tour of the Iguana studios at Teeside included popping into the sound suite, and I recall listening to recordings of both music and zombie groans. The music sounded great, but the groans sounded rather odd (albeit hilarious), however in the game it has all come together very nicely. The chilling music and horror-movie-esque sound effects all add to the visual doom and gloom to ensure the atmosphere never lets up.

Shadow Man has progressive increases in depth of gameplay that kick in as you play through the game.

 **STAND BACK OR THE GHOULIES GET IT!**



I DON'T SUPPOSE WE COULD TALK THIS OVER?

SYDNEY MONORAIL CIRCA 2002



THANK GOD FOR UNDERARM DEODORANT



A DIFFERENT POINT OF VIEW

The game allows you to go into a sniper mode, which allows you to look around in any direction, just like in the Tomb Raider games. The difference here is that while in this mode, you can use the weapons you have in your hands to take out enemy nasties. This is the only way to look up and down, which helps make keeping things in control when moving much easier on the N64, but PC owners will wish they could look around like this all the time with the mouse. There is also the ability to move the camera around Shadow Man, which is great for looking over your shoulder (erm, yeah), and helping video game journalists to take screenshots that look different.



This not only makes things more interesting as you go, but is perfect for ensuring novice gamers can have new moves introduced to them gradually, so the task of absorbing everything isn't so daunting.

A large part of the game is about collecting "dark souls" which make Shadow Man more powerful, allowing him to breach gates he comes across. Different gates require different amounts of dark souls for you to get through, which is a quality similar to games such as Super Mario 64 (collecting stars to get through certain doors).

There are some excellent ideas implemented in how to unlock new areas of the game in conjunction with gaining new abilities for Shadow Man, like making his body immune to fire, bit by bit. Impressive also was that use of these new abilities is intuitive. In one instance I came to a pipe over lava that had a large pipe exhaust coming up out of it that was too hot to touch. Once my arms were immune to heat I was able to grab onto the rim of the cylinder and shimmy

around the outside of the curved pipe, a simple idea, but we had yet to see it in a game.

GET YOUR HAND OFF IT!

Amongst all the fiction is some reality thrown in. If you're shimmying along a rope and you get attacked, you can't fight back unless you stop moving, hold on with one hand, and draw a weapon with the other and

fire away. You can assign an item to each hand, and put them away at your leisure. Basically, the game never lets you do too much at once, which is good. You can however do things like roll to the side whilst firing your weapons, so evading and attacking at once is possible.

No game is perfect and Shadowman has room for improvement in a few areas. With an action title, it's important to have fast responsive controls that let you do exactly what you want, when you want. In most circumstances Shadow Man's controls are fine, but they're not as fast or as responsive as you'd want in combat as existing 3D

action adventure titles such as Heretic 2, which allowed very fast, precise analogue control. The controls are adequate, but mouse sensitivity is not high enough for playing the game as a keyboard/mouse title on PC, which bugged me, and will bug other PC gamers. The game is best played with a control pad, making it game more suited to consoles when it comes to control.

TELEPORTIN' TED

The only other sore point with the game is that although the teddy bear you carry allows you to teleport to a certain locations you have previously visited in an instant, there are times when the nearest teleport point is still quite a way from a gate you now are powerful enough to get through, and thus force you to backtrack through an area with all the monsters back to slow your progress again. This could have been totally eliminated with more "checkpoints". Not a big problem, just a point that could have been improved a bit.

Shadow Man is a refreshing breath of stale air with the sweet smell of decay thrown in. Iguana have shown a fantastic ability to put atmosphere into an action adventure title, which most 3rd person action adventure titles lack

YOU'RE NOT ALONE

To help you understand what you should be doing, you have two friends giving you instructions or opinions on the situation at hand. Most helpful is Nettie, your current piece of fluff (okay, maybe it's deeper than that), whom is a voodoo lore expert and pretty much tells you what you should be doing within the game.

Nettie cannot go Deadside though, so you can get advice from Jaunty, an Irish snake (intentional irony) who guards the Marrow Gates. He tends not to be of much use, but is amusing nonetheless.



SO... HOW ABOUT IT?

rather badly. The above mentioned gripes with this game did not stop me from wanting to keep playing, and considering that the puzzles aren't quite as intricate as in other games, it really speaks volumes for how much of a factor atmosphere is. Hats off to Guy Miller and the lads at Teeside for a sterling addition to my games library.

DAN TOOSE

AVAILABLE:	Now
CATEGORY:	Action Adventure
PLAYERS:	1
PUBLISHER:	Acclaim
PRICE:	\$89.95/\$99.95(PC/N64)
RATING:	MA15+
REQUIRED:	P166, 32MB RAM
DESIRED:	P2-266, 64 MB RAM, 3D card
SUPPORTS:	Rumble Pak, Memory Expansion (N64)

PLUS

An interesting plot.
Gripping atmosphere.
Plenty of longevity.

MINUS

Occasional backtracking frustration. Could have had slightly better controls.

VISUALS	SOUND	GAMEPLAY
91	88	90

OVERALL
90

Very few dark horrific games come off well, but Shadow Man is definitely one of them.



Total Annihilation: Kingdoms

A turn around from their futuristic robot based RTS title, Cavedog have developed a Medieval fantasy title based upon the same engine.

Well, it's been said in the past and I'll say it again, sequels are never as good as the original. Don't get me wrong here, Kingdoms is a great game, but just doesn't quite pack the same "oomph" as the original TA did. Read on and find out why.

The story thus far: The land of Darien, once ruled by mighty Emperor Mage Garacaius, has now been divided up between his four children. They now squabble amongst themselves for the illustrious position of Emperor Mage now that their father is out of the picture. Of course this involves dragging the rest of the world into a full-scale war and making life as miserable as ever for the average

Joe just trying to make a living, but hey, nobody said life was glamorous.

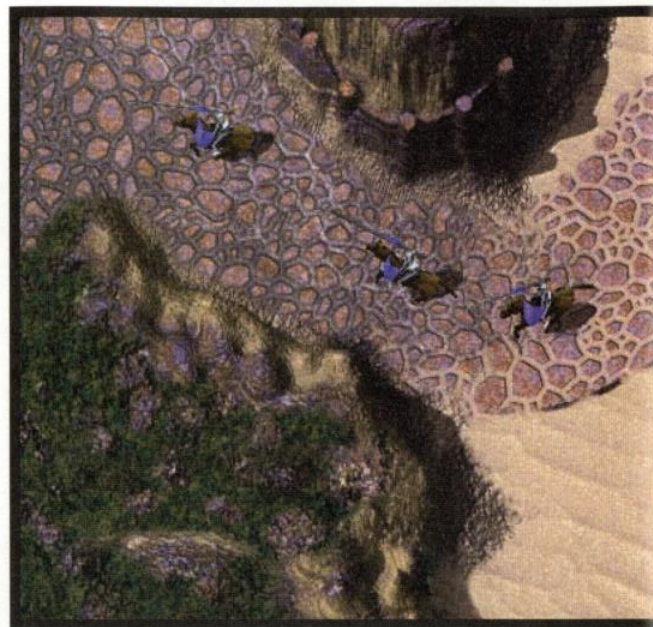
"THE ORIGINAL TOTAL ANNIHILATION PUSHED A LOT OF COMPUTERS TO THEIR LIMITS ALREADY, ESPECIALLY IN HEATED BATTLES TA:KINGDOMS IS NO DIFFERENT."

TRADING MECHS FOR MONARCHS
Play style is very similar to its predecessor. Players begin the majority of missions with a 'Monarch'. A unit similar to the Total Annihilation 'Commander'. This monarch is able to defend itself appropriately whilst also being the backbone of most constructs you're able to create. The Monarch is responsible for the Summoning of low level warrior units in addition to some simple buildings. These simple buildings in turn create more advanced construction units, which again are used to create

larger, more badass creatures and structures as time goes on.

The game engine used in TA:K is very similar to the one used in TA, with a few minor adjustments. Levels have now been introduced with a slight 'scripting' element ala Starcraft. Events can now be triggered when certain criteria are fulfilled, creating much more in depth missions and levels, something that was sorely lacking in the original TA.

RELEASE THE PC BEAST!
The first big 'yuck' about TA:K that you'll notice is the loading times. The requirements say that the game WILL run on a P233 with 32MB ram. Running on a P2-350 with 64MB RAM it took close to a minute to load the average level. This game is a resource hog, plain and simple. If you don't enjoy waiting while your game loads you're really going to need a beast of a machine with at



least 128MB RAM. The original Total Annihilation pushed a lot of computers to their limits already, especially in heated battles TA:Kingdoms is no different. The polygon count for each individual unit has been increased to provide a

much more realistic, organic looking creature as opposed to a chunky, blocky looking robot. If you don't own a 3d accelerator then your PC should probably be around a P2-266 to avoid atrocious slow down in large battles.



BONG ON

Now if there's one thing that really got to me whilst playing it had to be the shoddy 'bong' noise your unit makes whenever being selected or issuing orders. I'm not trying to be picky here, far from it, but it just doesn't seem terribly appropriate when you issue orders to your force of 50 swordsmen to go and lay waste to the enemy and all you get is a 'bong'. Well be that the case, the actual speech of units is somewhat limited as well. Each unit has about 1-2 phrases in their repertoire, if that. Cavedog did a very cool thing in being able to release new units each week, but in doing so they lose a lot of their personality. Whatever happened to the "Stop poking me!" days? The rest of the sounds within the game were adequate. In TA:K we're treated to insipid medieval tunes that, whilst appropriate, don't grab one's attention the way a good soundtrack will.

Control in TA:K however is really where things pick up. Cavedog have altered the "+switchalt" command to be on permanently now. Meaning that once you've grouped a series of units together, you need only press their group number to recall them, rather than ALT + their group number. They've also introduced a type of formation system, which, whilst still somewhat imperfect, does enable you to surround your weaker units with tough foot soldiers and have them stay together when they move. The interface can be customised to provide both a right and left click style interface, and most, if not all commands can be issued by a keyboard shortcut.

DOING IT WITH FRIENDS

The multiplayer aspect to TA:K has definitely had a big boost though. Cavedog have implemented their free online gaming service, the Boneyards, directly into the game and creating seamless internet play against other players worldwide. Operating much the same

way as Battle.net does for Starcraft, a full ladder ranking system is provided. One of the most critical points of games these days is the ability to play against other opponents quickly and easily and Kingdoms does this well. Score one for Cavedog.

While I've not sounded so positive here, let it be known that TA:K is still a fun and enjoyable RTS. It's newbie friendly, it's fairly addictive and it's a worthy (albeit a little light in the improvements department) successor to an RTS that once redefined the meaning of the phrase. Whether you're a die hard RTS gamer, or you're greener than Don Burke's thumbs, you could probably enjoy this just as much either way.

SINGE GRAHAM

AVAILABLE: Now
CATEGORY: Real Time Strategy
PLAYERS: 1-8
PUBLISHER: GT
PRICE: \$89.95
RATING: M
REQUIRED: P233, 32 MB RAM
DESIRED: P2/3 333+, 128MB RAM, 3D Accelerator

PLUS
Very pretty. Good variety of units.

MINUS
Slow loading times. Sounds a bit empty

VISUALS	SOUND	GAMEPLAY
88	75	80

OVERALL
82

A little slow, a little resource hungry, but a good game nonetheless.



Revolt

PC

AVAILABLE: NOW
CATEGORY: RACING
PLAYERS: 1 TO MULTI
PUBLISHER: ACCLAIM
PRICE: TBA
RATING: G
REQUIRED: P166, 32 MB RAM
DESIRED: P2-266, 64 MB RAM, 3D CARD

Racing remote control cars has always been a hit with gamers. There's something fun about tearing around comically oversized environments in tiny but highly responsive vehicles. Revolt features heaps of whacky cars in guerrilla locations.

There are supermarkets, museums and toy stores, all colourfully rendered in 3D. The neighbourhood chaos level allows you to jump parked cars, drive through drains and launch off gutters with the customary zeal. Just watch out for sprinklers and dogs.

What makes it fun is that the physics are perfect. The short wheelbase means that losing the backend will probably force you into a 360 degree spin rather than a power slide. The cars are a little too responsive for the keyboard default so I'd recommend using a gamepad.

The computer controlled opponents behave very independently and put up a hell of a fight competing for

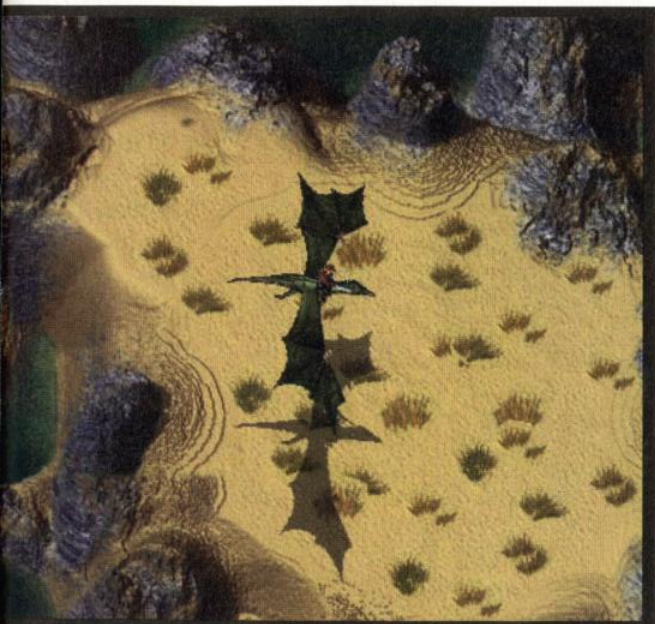
bonuses. Most of these are potent weapons and, because all cars are so evenly matched, a direct hit generally sends you from first to last.

Most people see this game and think of a 3D version of Micro Machines 2. It's a good comparison because of the lighthearted environments and tight competition. But the fun factor with MM2 was connected with multiple players using one keyboard. Tragically, Revolt does away with this option; a four-player split screen version would have been a hoot.

There's a bunch of modes to keep you coming back in single player mode including stunt tracks and a clockwork car game. This doubles the amount of opponents and gives you the fastest and least manoeuvrable car available: it's havoc. If you love RC racing, this is the one to have.

ADAM ROFF

VISUALS	SOUND	GAMEPLAY	OVERALL
86	88	72	80



Rent a Hero

Becoming few and far between, is the classic adventure game at risk of extinction?

You don't see many standard adventure games nowadays. Sure, you get the odd gem (Grim Fandango anyone?), but it would seem the gaming world is a little bit sick of this genre, so we've seen a huge increase in the number of action/adventures. Rent a Hero is one of the few classic adventures to be released recently. Can the game rekindle the flagging adventure game spirit?

Good adventure games rely desperately on a storyline. Thankfully, Rent a Hero's is quite nice. You are Rodrigo, of Rodrigo's Princess Rescue Service, and live in Smashville (hurhh...), on a strange isolated island. Generations ago, the discovery of gloom stones changed everyone's lives forever. After many battles for these new treasures, the people who still wanted to fight were banished to the seas. Now, the descendants of these people have come back as pirates, with the intent to take back their original home.

Rodrigo is a likeable chap. Looking like a cross between Chesty Bond and a black mop was never meant to be easy, but he pulls it off well. You'll meet plenty of other characters on your journey and this is where most of the interest lies in the game. However, you do get a little sick of their simplicity.

INCONSISTANT ART ISSUES

The visuals range from impressive to hopeless. The location bitmaps are there as usual; they seem to have been obtained through the rendered sequences which link many of the

different areas. They are then touched up, with the result being sometimes quite splendid while other times just shabby. Also, this method of creating each location doesn't help you in finding important items as most of the time some objects aren't clearly defined all that well.

The sound on the other hand is good, especially the speech. Rodrigo even pulls off a few nice calls. There's soft background and nice tension music, and good effects such as footsteps and other atmospheric sounds.

"THE PLACES WHERE YOU DO GET STUCK THROUGH ARE REVOLTINGLY FRUSTRATING, AND ARE MOSTLY DUE TO YOU GOING PAST SOMETHING YOU CAN CLICK ON."

FIND THE MISSING PIXEL

The interface involves the pointer changing when it is over something of interest. Tragically, this always leads to 'screen-scanning' — where you are so desperately stuck that you have to move the pointer around the screen in the hope that it will show you something you can click on which you had previously missed. It's also difficult to see two clickable objects when they're next to each other.

The gameplay centres mostly around Smashville, the Forest and the recently pirate-conquered former dwarf city Endavin. Unfortunately a lot of the game, particularly the early stages, is more a case of merely finding something which has changed, then visiting all the other places to see

if anything is different there. It gets to the stage where you just have to click on everything, just in case you miss something.

Having said all this, it's still somewhat entertaining, which is helped by the multitude of mini-quests that you have to go on and the characters that you meet on them. The places where you do get stuck though are revoltingly frustrating, and are mostly due to you going past something you can click on. It might suit the younger gamers out there more, simply for their youthful exuberance, and innocent enthusiasm. For the rest of us, really only for the real adventure game fans who love anything as long as it's an adventure.

JACKSON GOTHE-SNAPE

AVAILABLE: Now
CATEGORY: Adventure
PLAYERS: 1
PUBLISHER: Softgold
PRICE: \$79.95
RATING: G
REQUIRED: P133, 16MB RAM
PLUS Likeable characters and story, easy to get into.
MINUS Average interface, frustrating at times.
VISUALS 74 SOUND 84 GAMEPLAY 69
OVERALL 70 Adventure fans have a look, others probably not.



THIS POOR DINOSAUR DIED OF STARVATION TRYING TO FIND THE PIXEL TO CLICK ON

BreakNeck

Does THQ's new racer cut a name for itself or fall into the mediocrity bin?

The Need for Speed series has dominated the road racing market for some time now. Sure it's not the most realistic experience around, but the mix of real cars, cop chases and speed is the dream of many, from the budding 8-year old petrol heads to the merchant bankers who aren't prepared to risk their own Mercedes at 210 km/h. Is there room for any more road racers or will they get swallowed up by EA's juggernaut?

BIT OF THIS, BIT OF THAT

BreakNeck goes in a slightly different direction from the Need for Speed series. You could think of it as more of a cross between NFS and Gran Turismo, with a little bit of I'76 thrown in. The racing is pretty standard except for the financial element in the Championship mode. You are rewarded for better performances with more prizemoney. The more cash you have, the hotter your ride is. You start out with just enough to buy the nephew's tricycle, but with a few nice performances you can upgrade to something bigger and meaner.

Unfortunately the cars are only obvious imitations of real-life cars.

Planning your season is your next task, and a toughie it is too. You have a series of days available to race, and you must choose which races you want to enter on which day. This is where the first problem becomes increasingly apparent. The interface is shocking. Icons are everywhere and you don't know what's a graphical frill and what is a legitimate button. Sure you come to grips with it, but it is definitely not user-friendly. This problem is the same for most of the screens, from the options to car purchasing.

FOXES EH?

In terms of the racing, there is more than just the standard race around a fictional course to the finish line a la NFS. The game offers a fox hunting mode, which involves letting the 'fox' get a head start then hunting him down.

Weapons also make an appearance in death-match mode, and they're a hoot - especially the mines.

The racing itself is pretty

standard arcade racing. The best part about it is its speed. You'll find yourself tearing round Germany's autobahns in absolutely no control (this is good). The physics are a bit disappointing, with very strange car/car interactions.

The point of having a wide variety of cars (around 50) is the subtle differences between them. Unfortunately the game's driving model just doesn't allow for these subtleties, drastically reducing the longevity and reward in the game. Tracks are also plentiful in supple, with mirrored and reverse options available from the start. Overall though, the racing is decent, not quite as much fun as NFS with no police or other traffic, but it passes.

It all looks very nice too. Everything looks sharp and bright, right down to the trackside cows. Most importantly it all looks superb flying past at speed. Worth mentioning is the funky weapon effects - seeing cars fly up out of an explosion 300 yards away is great. The sound does similarly does its job, but is hardly worth mentioning.

Although BreakNeck is fun, it is little more than that. The arcade driving model limits the potential of such a wide range of cars, and despite the enjoyment of hooning round imaginary Aussie outback tracks at 200km/h and over, it does get old depressingly quickly.

JACKSON GOTHE-SNAPE

WEIRD RACING PHYSICS - CHECK! BAD LENS FLARE - CHECK



AVAILABLE: Now
CATEGORY: Arcade Racing
PLAYERS: 1-8
PUBLISHER: THQ
PRICE: \$78A
RATING: G
REQUIRED: P-233, 3D card, 32 MB RAM
DESIRED: P11, 3D card, 64MB RAM
SUPPORTS: Force feedback

PLUS
Nice graphics, good speed sensation.

MINUS
No real cars, not much depth.

VISUALS	SOUND	GAMEPLAY
86	74	70

OVERALL
72
Decent in ways, but lacks the punch to knock other more notable driving titles off your must buy list.

Midtown Madness

The Microsoft Madness continues, with the latest instalment in the series seeing us tear up the streets of Chicago.

In the last few years we have seen Microsoft slowly force their way into the games market. This move has been mainly due to the 'Madness' series of games, which have provided quick thrills and spills by tapping into the mostly untouched sports of Motorcross and Monster Trucks. Although these games haven't been absolute worldbeaters, they have provided Microsoft with a solid base to build on from. With the upcoming Lancer series, the construction of Microsoft's gaming empire looks to be in stellar shape. Can Midtown Madness continue in this direction?

Midtown Madness uses downtown Chicago for all its racing. The city is full of traffic, people and police, all going about their daily business. Just driving round the city, finding shopping malls and underground tunnels is great fun, let alone speeding through the city at 200km/h.

The game's visuals are nicely done, with beautiful city environments, reflections and effects. The different time of day and type of weather that you can race in are convincingly reproduced. The city textures look splendid on the higher detail settings, and the cars look superb as they shimmer in the night, speeding past upturned lorries. Pedestrian animation is quite hilarious (no, you can't hit them sorry) and finally, each car's dashboard is unique and nicely crafted (although two-

dimensional and fixed). Damage on the other hand is a bit rough, with only a change in textures for damage representation. The sound is even better

are here, from the bells of the overhead train to the screams of innocent bystanders. Apparently some Chicago radio guy did the pre-race one-liners -

whether that's a plus or not is open to debate.

The physics of a game where crashing is encouraged is probably the most important aspect. Midtown Madness gives you a choice between total arcade fun (think big Mack truck flying

This realism slider is a decent idea, although I found after trying a checkpoint race many times with the most realistic setting and not be able to pass it, putting it on the most arcade setting got me the win I needed within a few races. The huge difference between these two extremities meant that it was wiser just to stick to one setting and get used to the controls rather than changing often.

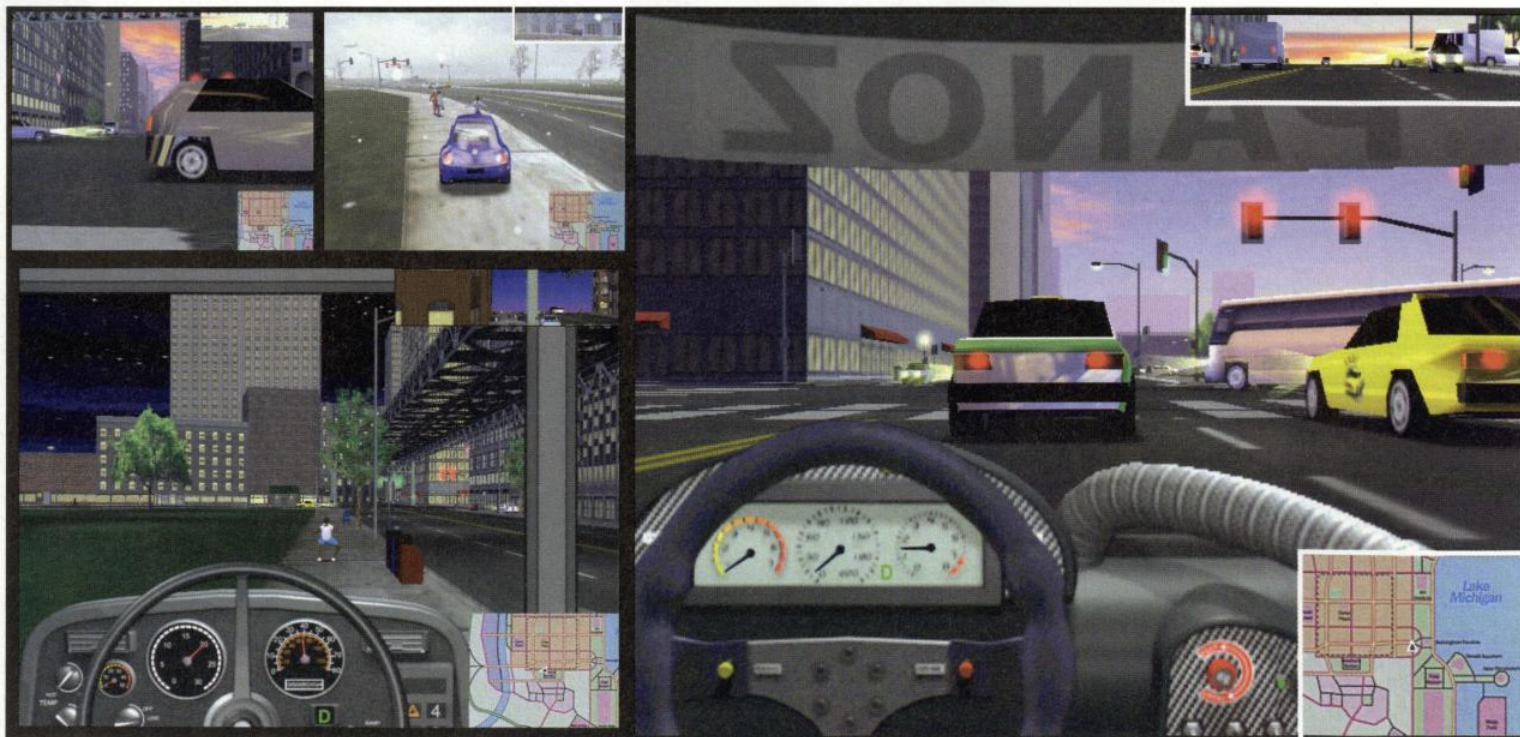
Bumping up the realism didn't get close to some of the finer racing game models, but the title never tries to be a serious racer. The game's beauty lies in the use of a living, breathing city combined with the clever race formats. There are four single-player modes: Cruise, Blitz, Checkpoint and Circuit. Cruise lets you drive freely around Chicago, Circuit is racing around a specified circuit with no traffic, Blitz is a time attack mode which is quite good, but



STOP BEING STINGEY AND GO TO A CAR WASH!

than the graphics, with many car horns and shouts of abuse from other cars as you speed through a red light. All the sounds of a city

zom in the air after hitting a gutter) and more realistic action (the same Mack truck only getting 5m of air off the same gutter).



♣ MALE POLICE CARS IN THEIR NATURAL HABITAT FIGHTING FOR THE RIGHT TO MATE...

the real fun lies in the Checkpoint races. Here you are racing up to 8 computer cars around the city, passing checkpoints as fast as possible to try to beat the other cars home. The best part is the fact that any route can be taken, so the main road may not be the fastest.

Multiplayer takes the form of Cops and Robbers, where gold spawns somewhere in the city and your team (either the cops or robbers) has to take it back to base or prevent the other team from getting it back to theirs. This mode provides for a strategic blast, but the lack in ambient traffic in multiplayer (for latency issues supposedly) takes a lot away from the game.

You have a choice of 10 cars including the new VW Beetle, a selection of

"THE GAME'S BEAUTY LIES IN THE USE OF A LIVING, BREATHING CITY COMBINED WITH THE CLEVER RACE FORMATS."

Fords, a bus, semitrailer and two cars from the Nicorette tycoon's automotive company, Panoz. Part of the difficulty lies in choosing the right car for each race, for example you may need the robust Ford F-350 truck for the longer, more damaging races.

A few extra cars wouldn't have gone astray, as several are too similar.

FATE OF THE SILLY DRIVING GAMES...

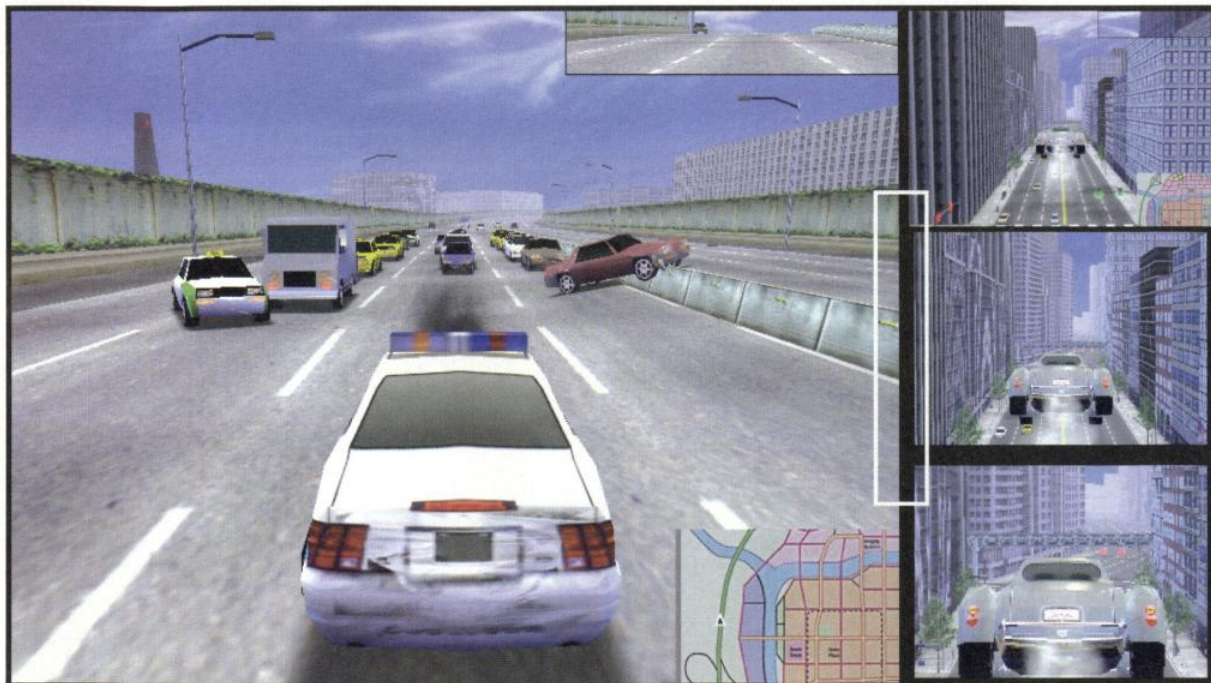
Unfortunately Midtown Madness suffers the same fate as games like Grand Theft Auto and Carmageddon, which offer freedom to explore, but provide little in the way of longevity. When you're finished all the races, which isn't too hard after unlocking the Panoz GTR-1 (your greatest danger is the innocent gutter), there's not much to come back to. If



you're only going to provide one city, you might as well make it as interactive as possible with lots of easter eggs and little surprises, that could keep you interested.

Don't get me wrong, Midtown Madness is a hoot, but you may yearn for something with a little more substance after a week or so.

JACKSON GOTHE-SNAPE



AVAILABLE: Now
CATEGORY: Driving
PLAYERS: 1-8
PUBLISHER: Microsoft
PRICE: \$89.95
RATING: G
REQUIRED: P166, 32MB RAM
DESIRED: P111, 64mb RAM, 3D card
SUPPORTS: Force Feedback, most 3D accelerators

PLUS
Great graphics, sound. Superb recreation of city.

MINUS
Not many cars, races.

VISUALS	SOUND	GAMEPLAY
91	92	80

OVERALL
85
Great fun, but doesn't last quite long enough.

♣ WAHAY! THIS'LL HELP FILL UP MY QUOTA LEGITIMATELY!

Dungeon Keeper 2

Bullfrog's *Dungeon Keeper* captured a large audience, who are no doubt dying to know what this sequel holds in store for them.

Dungeon Keeper was a ground breaking game in the sense that no one had done a game like it. The idea of being the evil dungeon master who gathered evil monsters to house his lair and then attack the forces of good with them was certainly an outstanding concept, and the end result was largely a success. Bullfrog have now taken the series another step further, and the obvious question is, how much further?

When *Dungeon Keeper* was released, it did not support 3D hardware acceleration, but still had a 3D engine. Now, *Dungeon Keeper 2* takes advantage of Direct 3D, offering an absolute visual feast. The engine is totally 3D, and Bullfrog's 3D artists have done a great job making all the monsters and characters not only look good, but also convey a great amount of character and "charm".

Lighting and visual effects

are really very nice, with touches like water swelling and rippling, and blood stains on the floor as battles take place helping to make this a very pretty game.

The engine allows the player



to rotate the viewpoint just like the first DK game did, and there is a map mode which allows a very basic top down representation of the dungeon as you know it.

WONDERFUL WORDS OF ENCOURAGEMENT

Game developers around the world should take

note of the very effective way that Bullfrog have implemented an effective tutorial in the game through the basic use of voice instructions. Not only is what the voice tells you of use, it is also extremely clear, and

the tone perfectly suits the game.

For those of you not familiar with the original *Dungeon Keeper*, the basic aim in gameplay is to create an efficient dungeon, that has rooms that will attract monsters to reside in your creation. The monsters can

then be put to work in a number of different ways by placing them in different rooms. This has not changed at all for DK2, in fact there's only a couple of new rooms and monsters, although there are several new spells and traps to use.

BEING ABLE TO PICK UP IS A BAD THING?

The number one criti-

cism over *Dungeon Keeper* was that the ability to pick up your minions and dump them anywhere in your dungeon made for a rather boring winning tactic when it came to dealing with combat. Bullfrog decided that the way to tackle this issue was to stun creatures when you drop them, thus making them vulnerable to attack. While this does make it a bad idea to dump monsters straight into melee, it doesn't totally fix the problem. The bottom line is that if you've amassed monsters quickly and trained them, that you can overcome pretty much any combat you're likely to come across, especially with you chipping in with some spells. At least the training rooms are now limited, making the Combat Pit (a costly room to build) essential for breeding "super-units".

It's a rare breed of gamer that will enjoy this as a multiplayer title for more than a handful of games. A shame, because the networking code

is good, and the ease of getting an internet game going is noteworthy.

Bullfrog have introduced a system of combat styles, where each unit type behaves in a manner such as to rush ahead into combat, to hang back and defend, or to outflank the enemy. This is all good and well in theory, and sometimes it seems to work in practice, but the effect does not seem any where near as significant as having better trained creatures, or a decent numerical advantage. It would be far more helpful if you could simply click on a monster and get



ONE HORNY BASTARD



it to attack a specific enemy. The only way to take real direct control here is to possess a monster and do it yourself.

BE POSSESSIVE

Use of the possession spell now seems more effective than in DK1. It's quite common now to be in a situation where you want to push forward into enemy territory, and to require the need to possess a particular monster, then get it to lead a group of other creatures on an expedition to take out whatever problem is in your way. It's a fun way to deal with not so fun problems.

A definite plus is that there is a "Pet Dungeon" mode introduced that allows you to play around with dungeon construction at your own pace, rather than in the regular 20 campaign missions. Also, look out for the bonus games in the campaign, like playing golf with boulders... erm.

Despite my criticisms,

Dungeon Keeper 2 is a lot of fun to play. There are nice little interface improvements, a major visual overhaul, and a few minor gameplay touches

THE UNDERGROUND GAMBLING SCENE



The one new room type in DK2 is the Casino. This room can be used in two ways. You can either choose to have it serve as entertainment for your monsters, or have the casino juice money out of your them. Once in a while, one will win the jackpot, and thus make off with some cash. You can slap them about to get the cash back, but this will greatly offend this monster, and if others are in the vicinity to see this, you could have a mutiny! This room also attracts a new monster, the rogue.

that don't hurt the game one bit. The criticisms are just a case of this feeling like an update of DK1, rather than a new game with significant dif-

ferences that give you a whole new experience. If you're after a strategy game with character, and haven't played DK1, or you have and you still love it to death, then Dungeon Keeper 2 is well worth your consideration.

DAN TOOSE

AVAILABLE: Now
CATEGORY: Strategy
PLAYERS: 1-4
PUBLISHER: EA
PRICE: \$????
RATING: MA15+
REQUIRED: P11, 64mb RAM, 3D card
DESIRED: P2-266+, 64 MB RAM, 3D Card
SUPPORTS: Direct 3D, Q Sound

PLUS

Great visuals. Clever use of voice coaching. Comfortable learning curve.

MINUS

A lack of genuine changes from Dungeon Keeper 1 is a let down

VISUALS	SOUND	GAMEPLAY
90	88	81

OVERALL

86

ons of fun, but could have used a few more significant changes from the first game.



PLAY DK2 & TELL YOUR FOLKS YOU'RE STUDYING



YOU KNOW IT'S NOT YOUR DAY WHEN: A) YOU GET STRUCK BY LIGHTNING INSIDE...

Might & Magic VII: For Blood and Honor

Finally, the sequel to one of the best RPGs in the last few years. Does it manage to improve or merely sustain?

"What Ho, good adventurers! My magical silver toe clippers have been lost in the bowels of the Goblin's Lair at the end of a very long maze and on the other side of a series of deadly traps! Don't ask me how I left it there, just do me a favour and risk your life and limb to return it to me and I will grant you enough gold for a lame helmet or something. Go and return soon!" Sound familiar? Most of the quests in any RPG are along these lines, and Might and Magic VII is no exception. In fact, some of the quests in Might and Magic VII could possibly win "silliest quest" at the local adventurers awards. Running back and forth between towns and dungeons is what you'll get really good at - sort of like a medieval courier service. It has to be said that this style of role-playing will either drive you completely bonkers or will be devoured with a great addiction by gamers desperately improv-

ing their character's stats by just one more point. Might and Magic VII, like Might and Magic VI, is quite "old-school" in it's design. There are 3D accelerated graphics, but they are by no means fancy. There is a plot, but it

Might and Magic VII: For Blood and Honor. Unfortunately, it may be a case of too little too late.

GOBLIN GOO

Character creation has not really improved since the

added which helps give us a bit more choice with our party. Now we have the Monk, Ranger and Thief to choose from, but with only four slots available for your party (though you can hire a number of NPCs along the

3D acceleration, however it's so badly implemented it may as well have not been done. All the 3D support does is smooth over the textures and add some coloured lighting effects. It doesn't speed up the frame-rate of the engine one iota, which was the whole problem with Might and Magic VI running in software in the first place. I can't believe they couldn't get such a primitive 3D game engine running smoothly with acceleration. So basically, Might and Magic VII looks hardly any different to Might and Magic VI, which is a huge shame. Still, it's a minor improvement with prettier spell effects and some better texturing, just don't expect the game to perform any better this time around. The actual gameplay mechanics are exactly the same too, which kinda makes Might and Magic VII all-around feel like an add-on with a few patches.

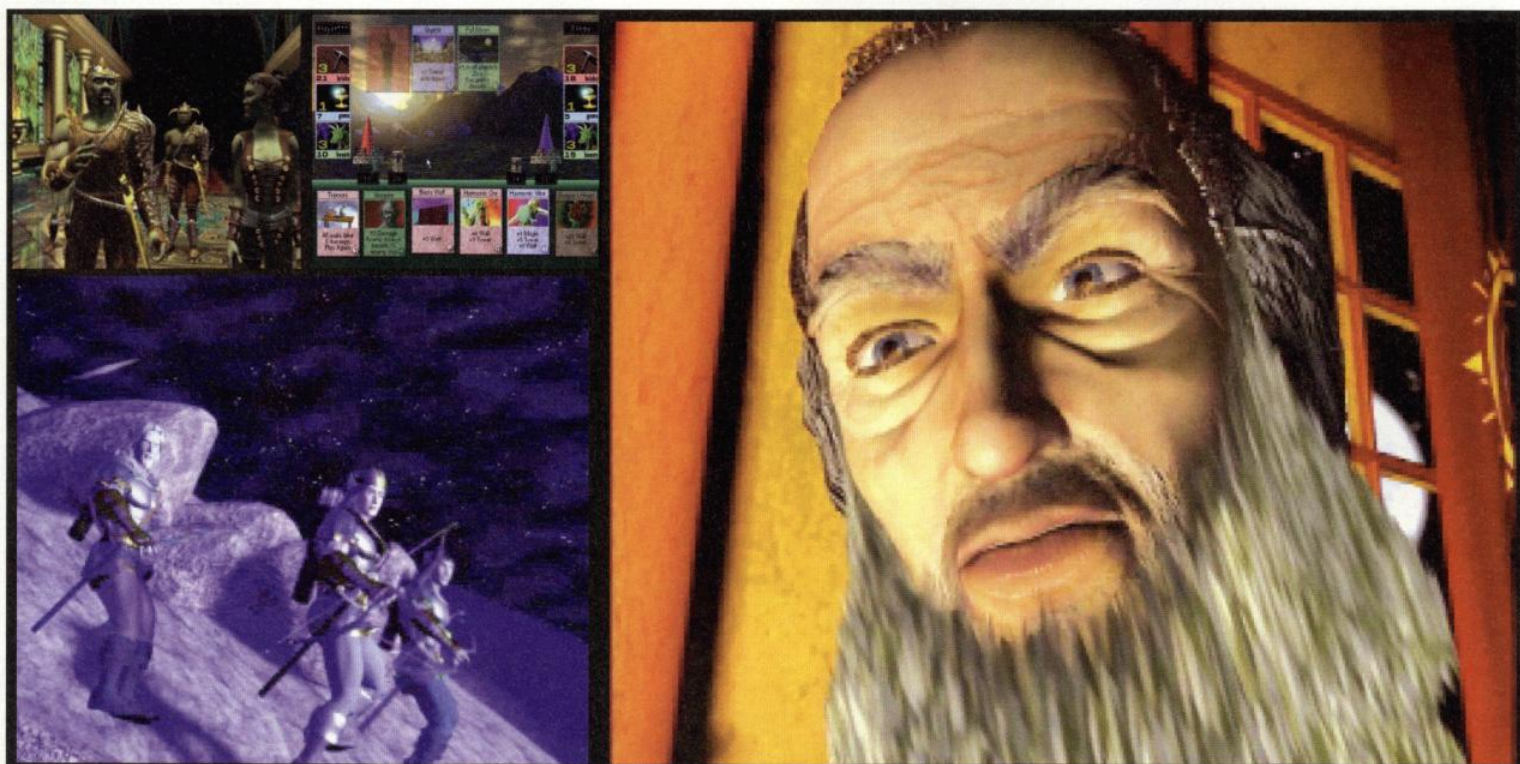


sure ain't Tolkien. Yet somehow, there is something very pleasing about the Might and Magic series, which may not be an opinion widely accepted, but is certainly a reason why Might and Magic VI gained so many favourable reviews. 3DO have stuck to the winning formula and simply added a few improvements to the recipe to bring us

previous Might and Magic game, which is a shame, as it was one of it's weakest areas. It's annoying that you can't choose a race and a character portrait separately - a small detail but an annoying one for obsessed role playing fans. Stats are fairly lean, with all the standard attributes and skills, though a few new skills and character classes have been

way), you'll have to choose wisely to get a good balance of skills going. As your characters go up in level, increasing your proficiency in the skills you have acquired is your main concern, and it's this sort of nurturing which will keep RPG nuts very happy.

The big improvement over the previous game in the series is the inclusion of



MILORD, THY NIPPLES DOST HARDEN!

"AND DO NOT RETURN TO MY LANDS UNTIL YOU HAVE FOUND ME A +5 ELECTRIC RAZOR

HAVE AT YOUUUU!

Combat has been improved slightly with the addition of a turn of movement whilst in turn-based mode, which helps to keep your enemy in your sights or get a bit of distance if you feel crowded.

which you can play when you visit Taverns. Once you find the deck of cards in the game, you can have some really good fun with this quirky little sub-game. There's even a quest tied to it which is good.

adventure which can be hugely entertaining if you're into this old-school style of RPGing. This is certainly no Baldur's Gate, and could easily disappoint many gamers with it's tired old graphics, bodgy anima-



This is a very welcome addition. There are a whole new range of monsters (with a few old favourites) and also many new spells to learn, which keeps Might and Magic VII just above water in terms of how much fun it is to play if you devoured Might and Magic VI. One of the coolest new additions, is that of a Magic the Gathering style card game

The developers have at least addressed just about everything which was annoying about Might and Magic VI, yet spent so much time fixing all the little niggles, that the main meat of the game remains unchanged. If you played Might and Magic VI, you know exactly what to expect, and thankfully it's a very long and detailed

tion and "courier service" style quest structure. However, I can't stop playing it. Explain that!

ELIOT FISH

AVAILABLE: Now
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: 3DO
PRICE: \$89.95
RATING: G
REQUIRED: P133, 32MB RAM
DESIRED: P200, 64MB RAM
SUPPORTS: Direct3D, Aurreal3D

PLUS
Huge game which will take ages to finish & great music.

MINUS
Almost identical to Might & Magic VI, thus feels dated.

VISUALS 76 SOUND 83 GAMEPLAY 86

OVERALL 85

Lots and lots and lots of adventuring to be done here...



Baldur's Gate: Tales of the Sword Coast

PC

AVAILABLE: NOW
CATEGORY: EXPANSION PACK
PLAYERS: 1-6
PUBLISHER: INTERPLAY
PRICE: TBA
RATING: M
REQUIRED: ORIGINAL BALDUR'S GATE

Many PC games get expansion packs, but if there's one genre that has been light on the expansions packs, that is RPGs. In fact the only RPG add on that springs to this reviewer's mind are the two Ultima VII expansions, "The Forge of Virtue" and "The Silver Seed".

It would seem that there is a convention as to just how to do an add-on pack for an RPG, because Tales of the Sword Coast works in a way very similar to these old titles in that rather than give you a new quest and game direction (like a Quake mission pack for example), it simply adds a few extra areas to the game world that you can poke around in.

In this case, TOTSC opens up some islands just off the coast line, which you can access through the new town of Ulgoth's Beard. More perilous and lengthy is the big dungeon romp now available through a place known as Durlag's Tower. This tower is riddled with

traps, to the point where progress is almost mundane and trial and error based. However, if you're looking for a challenge, this is it. There are combat encounters here to be had that are far more challenging than anything in the original BG. The good news is that the experience cap has been raised to allow your characters to attain higher levels than before. If you thought Saverok was a wuss, the good news is TOTSC takes you away from the final save, and beefs him up, so you can come back and take on a more challenging end to Baldur's Gate. Despite the new magic items, XP cap adjustment, and the rather cool new dungeons, Tales of the Sword Coast really just adds a handful of locations to a game most its owners have finished and are done with. Providing a whole new theme and quest would have been better.

DAN TOOSE

VISUALS 91	SOUND 93	GAMEPLAY 60	OVERALL 60
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Heavy Gear 2

Are the growing hordes of mech sims going to kill interest in the genre? Not if Heavy Gear 2 is any indication.

Having lost their rights to produce games based on the Battletech universe Activision quickly set about using their skills on a similar theme named Heavy Gear. Whilst it was a great concept, the game turned out flawed in many respects. In hope to make up for what lacked in HG, the champs at Activision have been hard at work on the next installment of the series.

To bring you up to date, Heavy Gear 2 is a giant robot sim. Its most obvious differentiation from the Mechwarrior series is that the 'Gears' are smaller and more agile than the hulking Mechs.

"GEARS CAN CROUCH AND LAY DOWN ON THE GROUND WHICH GIVES THEM THE ABILITY TO USE STEALTH, AND INDEED THIS IS A MAJOR FACTOR IN GAMEPLAY."

IT'S NOT LIKE DRIVING AN AUTOMATIC

With quite a few controls, maneuvering the Gear is a little awkward at first, but by the time you finish the training missions should be okay. People familiar with Mechwarrior will get a knack for the interface relatively quickly. After that though, things start to get a little different. Being as nimble as they are, Gears can crouch and lay down on the ground which gives them the ability to use stealth, and indeed this is a major factor in gameplay. To get

in an all important surprise attack, or to evade an enemy who is too powerful you can better avoid enemy detection by getting lower to the ground. This in turn leaves you vulnerable to attack in the event you're spotted. Thus a whole new element of strategy comes into play. By now you might be thinking "What a bunch of pan-sies!" Alas, nothing could be further from the truth. These guys mix it up with the best of them, and it's a definite thrill to let loose some of the Gears massive arsenal. Battles commonly end up being pretty chaotic, and if the

world suddenly becomes a bad place you can flick out the wheels on the Gears feet and zoom to safety. Terrific stuff!

requires only a few key presses, though the interface is quite powerful. Also, each pilot has a character of their own, and they often advise

you in your decisions. Regarding AI, rarely did the actions of a squad member seem out of place or silly. To be honest, I was the one guilty of friendly fire! **MECHING SOME ADJUSTMENTS**



To make things much more interesting, you can lead up to four other Gears in your missions. Issuing orders

As with previous titles of this genre, you are free to customize your behemoth of doom down to the last detail. Those of us, like me, who are

MECHING YOURSELF OBVIOUS



more inclined to neglect this option and jump straight into the game will find things getting difficult real fast. Not to worry, configuring your Gear and your squad for missions is a breeze. Each pilot has a few Gear configurations with a differing 'threat point' value. The tougher the gear the higher the points. Each mission you are given a maximum allowable threat point quota.

While each of the 40 missions in HG2 consist of the usual 'move to nav point A, destroy target' affair, they're extremely well thought out and loads of fun. Furthermore, Activision have devised a decent plot, which evolves mid-game, adding to the immersion factor. Battle environments range from swamplands, snowfields and barren planets to floating around in the zero gravity of

space! A brilliant addition to gameplay.

Activision's art designers have done a fine job putting together a graphical feast, The anime inspired Gears look... well... geared! Everything is animated superbly and there's plenty of variety in enemies. In fact there are even human soldiers running around in some scenarios.

Hilariously, the troops seriously add to the all-important 'feel' of actually being 40 feet tall. Walking up to troops, (or on them), it's

plainly obvious that the Gears are proportionally massive.

In a small yet noticeable evolutionary step towards

negate the blandness that plagued battlefields in the past. On a slightly sour note, details such as ground deformation (explosion craters) or Gear footprints are missing. HG2 ran beautifully on a mid-range machine, and has a minimum requirement of a P133! (3D card required).

As expected, much attention was paid in the audio department. While not mind-blowing, HG2s sound effects do the job quite nicely and Aureal 3D sound is supported. As is cus-

tomary with games of this genre, a quality atmospheric soundtrack thumps along in the background.

Multiplayer Heavy Gear 2 is also good fun, for a while. Unfortunately, the great stealth and sniper tactics that were so vital in singleplayer simply aren't nearly as effective against a human opponent.

On the whole, I can't deny that this title is more of the same... More of the same brilliant fun that's made the giant robot games so popular. And now that it's more beautiful and more addictive than ever, you can't go wrong getting Heavy Gear 2.



WARNING: SMOKING MISSILES CAN REDUCE YOUR FITNESS

making a more immersive environment, it must be mentioned that there are trees! This does much to



ADAM DUNCAN

AVAILABLE: TBA
CATEGORY: Giant Robot Sim
PLAYERS: 1-Multi
PUBLISHER: Activision
PRICE: \$89.95
RATING: M
REQUIRED: P133 16MB RAM 3D Accelerator
DESIRED: P2 64 MB RAM 3D Accelerator
SUPPORTS: 3D Cards, Joysticks

PLUS
Polished in every aspect.
Beautiful graphics.
Engrossing missions.
Tons of fun.

MINUS
Missing ground deformation. Multiplayer could have been a little better.

VISUALS	SOUND	GAMEPLAY
92	88	90

OVERALL
92
An improvement on it's predecessor? Definitely!
Hard to deny that this is the best game of its kind.

THE BEST RACING GAMES EVER

Are you a bit of a speed freak? Do insurance companies tell you to sod off elsewhere? Sounds like you should be turning to racing games as a means of ensuring that you don't get yourself arrested, injured or otherwise. Every system has its share of racing titles, and here are the best of the best in our semi-humble opinions.

DREAMCAST

Sega Rally 2 - Sega
Type: Rally Racing Simulator

The popularity of Sega Rally in arcades, pubs, and churches (okay, maybe not in churches) everywhere was phenomenal. This game is the epitome slippery rally racing fun. It's no surprise that Sega Rally 2 has pro-



Sega Rally 2

vided more of the same for racing nuts around the world to sink their teeth into. Besides split screen racing (which could run a bit better really), the ability to race against other Dreamcast owners online is a first for consoles, and makes this game not only special in terms of being a decent arcade conversion, but also a major step in the evolution of multi-player gaming for console owners.

PLAYSTATION

Wipeout 2097 - Psygnosis
Type: Fictional Future Racing

If any game has ever produced such



Wipeout 2097

a fantastic sensation of anti-grav physics and raw speed, it has to be this game... Wipeout 2097. Psygnosis took the same basic formula from the first Wipeout game and added more of everything, along with the best soundtrack to a video game ever, including tracks from Chemical Brothers, The

Prodigy, FSOL, Fluke, Orbital and Daft Punk. Now a Platinum title, there is no excuse for any PlayStation owner not to own this game!

Gran Turismo - Sony
Type: Racing Simulator

F1 games are all good and well, and back in the early days of the PlayStation Formula One was as much as anyone could want, but as



Gran Turismo

time passed, everyone wanted a true racing sim where you could try out a real variety of vehicles, and Rage Racer did not the mustard. Enter Gran Turismo, which is considered by some to be the best car racing sim of all time. Works extremely well with the Dual Shock.

V-Rally 2 - Infogrames
Type: Rally Racing Simulator

Colin McRae had wowed the rally driving world, but V-Rally 2 has just come along to pip it as the best rally driving game for the PlayStation. The physics are comparable (very good), the visuals are excellent, and the multiplayer



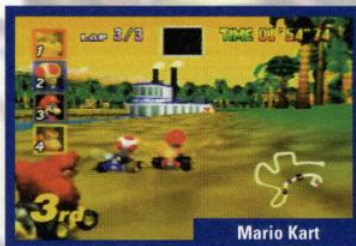
V-Rally 2

options are outstanding, allowing for up to four players at once thanks to the multitap. To put the icing on the cake, there is a track editor, which may be memory card hungry, but this is a feature normally exclusive to PC games, and this makes this game that extra bit special for the PSX.

NINTENDO 64

Mario Kart 64 - Nintendo
Type: Fictional Cart Racing

There's something about this game that really goes to prove that simple multi-player games are the most fun. Mario Kart 64 does not have ground breaking visuals, nor does it have realistic racing physics. What it does have are simple



Mario Kart

controls that are easy to master, and a collection of powerups that favour those who are coming last in the race to help ensure the overall result of the race is rather close. No other console game has been played by such a diverse group of people here at Next Media. Down with Toad... long live Yoshi!

F1 Grand Prix II - Nintendo
Type: Formula One Simulator

While this title may not have produced a Big-Rubber-Stamp-worthy score this issue, there was a rather heated debated in here about what title was best for the Nintendo 64 if you wanted a realistic racing simulator and F1GP2 came up trumps. Not only does this game sport such



F1 Grand Prix II

features as official racing teams, real drivers, great course representation and have the whole basic F1 front end presentation down (with the exception of Mr. Walker), but the replay mode that a whole advertising campaign was based upon is a neat feature for this particular style of racing, as that's how the average fan sees all the interesting

bits on TV anyway. Not revolutionary, but it's the best "serious" racing game for the N64.

PC

Grand Prix Legends - Sierra
Type: Retrospective F1 Sim

This game may be "old school" in terms of subject matter, but everything else about it is absolute cutting edge.



Grand Prix Legends

The physics are brutally realistic, so if you're a light hearted racing game player, be warned, this is challenging stuff. The game features unmatched AI in a racing title, with computer controlled cars both cleverly avoiding reckless drivers like yourself, and also making their own "human errors" once in a while. One of the best racing games ever.

Star Wars Episode One - Racer
Type: Anakin Skywalker wannabe pacifier

Wipeout 2097 on the PC has a major problem in that if you own a modern PC, the game runs TOO fast to play. Racer could be considered a bit of a WO2097 clone in gameplay terms,



Racer

but it really does add quite a lot of new features. Each of the courses offers alternate routes, some of which are obvious, while others are cleverly hidden. This gives you far more to learn about the course than the average racing title. Besides all that... it's Star Wars, so you have to like it... Okay?!

BIG RUBBER STAMP GAMES OF THE LAST YEAR

DREAMCAST

Powerstone	Capcom	91%
The House of the Dead 2	Sega	91%



The House of the Dead

PLAYSTATION

Ape Escape	Sony	92%
Abe's Exoddus	GT Interactive	92%
Bust A Groove	Sony	91%
Colony Wars Vengeance	Psygnosis	90%
Legacy of Kain: Soul Rever	Eidos	93%
MediEvil	Sony	90%
Metal Gear Solid	Konami	93%
Omega Boost	Sony	90%
Rival Schools	Capcom	90%
Rollcage	Psygnosis	92%
Silent Hill	Konami	90%
Street Fighter Alpha 3	Capcom	90%
Syphon Filter	989 Studios	92%
TOCA 2	Codemasters	93%
Tenchu	Activision	91%
Tomb Raider 3	Eidos	90%
Triple Play 2000	EASports	92%
V-Rally 2	Infogrammes	92%
Wild Arms	Sony	90%

NINTENDO 64

All Star Baseball 2000	Acclaim	92%
Beetle Adventure Racing	EA	92%
F-Zero X	Nintendo	91%
Legend of Zelda	Nintendo	94%
Shadowman	Acclaim	90%
Smash Brothers	Nintendo	90%
Star Wars: Racer	Lucasarts	90%
Turok 2	Acclaim	91%
Wipeout 64	Psygnosis	93%
World Driver Championship	Midway	90%

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 3	Interplay	91%
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%
Grand Prix Legends	Sierra	92%
Grim Fandango	LucasArts	93%
Half-Life	Sierra	97%
Heavy Gear 2	Activision	92%
Heroes of Might & Magic 3	3DO	90%
Homeworld	Sierra	94%
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%
Shadow Man	Acclaim	90%
Star Wars: Racer	LucasArts	90%
TOCA 2	Codemasters	91%
Total Air War	Ocean	93%
Tribes	Sierra	90%
X-Wing Alliance	LucasArts	90%

THE BEST!!!

EGAME MULTIPLAY ACGP FINALS & VILLAGE

The eGame Multiplay ACGP Quaker Team DM Finals were held on the weekend of June 26th & 27th in Sydney. Teams of four quakers each arrived at the Web Feet Internet Café, Gymea ready to battle it out with the best of the country's Quaker teams.

The event was co-organised with Challenge.AU (<http://www.challenge-au.com/>) to also house the Village Challenge II. Challenge.AU flew the best New Zealand team over to play the best of Australia in the second of a series of ANZAC matches. Last time Australia won the Village Challenge, so the kiwis were here with a mission: to beat us all!

Attending the event were the ACGP champions from each state:

NSW:

- Tim
- Jac
- RJ
- Dice
- Mallanox

VIC:

- VindictiV
- Acetane
- Malice
- Cyanide

QLD:

- Punisher
- Freddo
- Lobby
- Buba

SA:

- Arclight
- Altranyi
- Jaxx
- Mercury

WA:

- Scarab
- Nodge
- Morph
- Hell Knight

Also present was the New Zealand champs D2D and the second place winners from NSW and Victoria.

All the teams competed in a round robin competition which was named the Boomstick competition. This way all teams got to play each other at least once, and in the process scores would be taken to decide the Australian ACGP champions and win the ACGP Perpetual Trophy.

Rebom, the NSW state champions ended up winning in the finals against the Victorian team Ease. Of major interest however was that the New Zealander's won the entire Boomstick competition, not losing one match on their way! Rebom then as the Australian champions played New Zealand for the Village Challenge Cup in a best of five series. Rebom won the first round, but D2D rallied and won the next three consecutive rounds to take out the competition.

This event saw the completion of the first ever national gaming league in Australia. ACGP is now focusing on the finals event for the Quake2 Team, Quake2 Duel, Quaker Duel and Team Fortress competitions. Thanks have to go to each of the state organisers for their efforts in running LANs around the country – not only for running the ACGP competitions but just for providing somewhere gamers can go and enjoy themselves together, and blow the hell out of our friends.

If you're interested in this event further, demos of the games played are available at <ftp://quake1.eisa.net.au/incoming/>. There

is a heap of news and details on the Challenge.AU site (<http://www.challenge-au.com/>) and Video Streams on the ACGP Site (<http://www.acgp.com.au/>).

ACGP would also like to thank the sponsors of the event for their assistance. eGame Multiplay (<http://www.multiplay.com.au/>), DynamX Internet Services, Eicon Technology, IT National and McAfee Software. Challenge.AU was sponsored by Village Roadshow, Ultimate PC's, Swann Modems, Technomancer, Comm-South Computers and Games Online Sydney.



XENOGEARs

PLAYSTATION

BY MICHAEL McCALLUM

An RPG that we really have to question why it never came out here, because the expense of translating it to English was done for the American release! Squaresoft's Xenogears.

Many Australian RPG fans may be asking what happened to the rest of the Squaresoft titles that seemed sure to get release after the success of Final Fantasy VII. While action-oriented titles Parasite Eve and Brave Fencer Musashi will eventually see the light of day in Australia, local release for Xenogears just isn't going to happen. This is bad news for gamers desperate for a break in the constant stream of PSX 3D platformers and driving games, but it turns out Xenogears isn't a game that should be sorely missed anyway.

Looks good at first...

Initially Xenogears is very promising. It's the story of a young martial artist named Fei, who is forced to leave his little polygon village when it is burned to the ground by huge mechs (the "gears" of the title). He hooks up with the usual array of allies - Citan the wise man, Elly the love interest, Bart the reckless prince, plus many others - who accompany him through one of the most convoluted plotlines in RPG history.

The sci-fi story is definitely Xenogears' strong point - it has quiet bits, exciting bits, funny bits and just plain cool bits, quite often involving the huge Gears defending themselves against increasingly bigger and badder foes. Xenogears' other strong point is its innovative combat system. Remaining true to traditional turn-based menu system, characters fight using combo building attacks requiring different button combinations. Stringing together two light attacks followed by a heavy may produce an extra combo sequence, for example. It's not exactly Tekken, but the combos add a healthy dose of action to what is normally dry RPG combat. Gear combat is similar with the added novelty of a separate fuel gauge to keep an eye on.

The endless zhorde of tedium

One of the main problems with Xenogears is that players will soon get very sick of this combat system due to the outrageously high number of random encounters.

RPG fans are familiar with random battles, but Xenogears seems have one of these encounters every twenty seconds. A distinct lack of variety in the enemies

their way up a series of ladders and ledges. Frustration turns to anger as you fall off a ledge due to bad polygon clipping for the third time

Xenogears also has the dubious feature of great periods of non-interactive story. Every RPG fan (and Metal Gear Solid fan!) has sat in front of games hitting the circle button as the characters chat amongst themselves. Usually it's bearable, but often boring. In Xenogears these sections seem to go on way too long and railroad the player too much. For instance; the characters are chatting, the plot is progressing and the player suddenly realises he should have equipped his Gear properly ten minutes ago because a bad guy has shown up and joined the conversation. He loses, re-boots the game and has to sit through those ten minutes of dialogue again to have another crack at the boss.

Xenogears has received a lot of praise from American reviewers, and initially it is very good. However, it soon becomes apparent how long it will take to finish (50+ hours is average) and how much of that time will be spent fighting annoying random battles en route to the next round of conversation. A good game with a lot of unnecessary tedium thrown in.

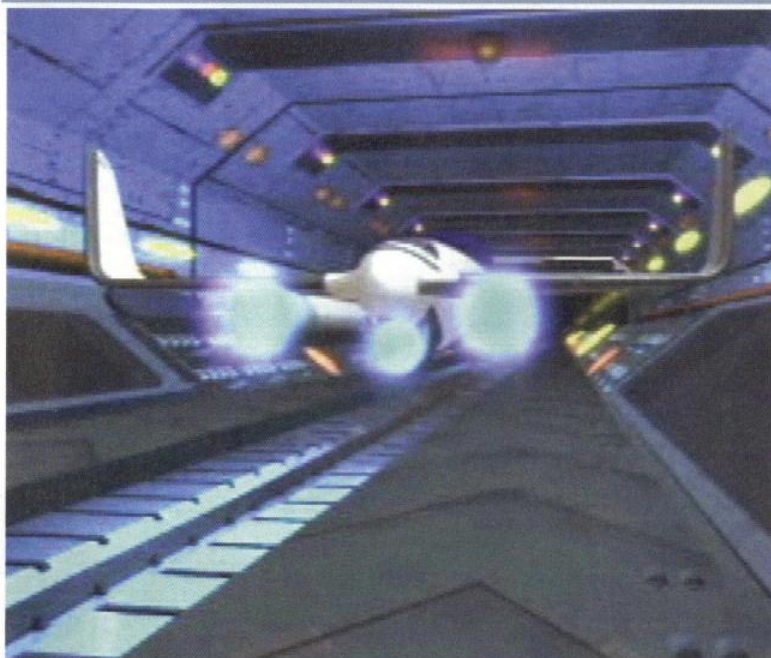
"IT'S NOT EXACTLY TEKKEN, BUT THE COMBO ADD A HEALTHY DOSE OF ACTION TO WHAT IS NORMALLY DRY RPG COMBAT."



adds to a strong sense of déjà vu in many of the dungeons. Things get worse in the "platforming" sections that require the party or gear to negotiate

and have to fight the horde of identical antagonists once again.

To balance these "free-roaming" adventure sections,



AVAILABLE: Japan and USA only
CATEGORY: RPG
PLAYERS: 1
PUBLISHER: Square
SUPPORTS: Memory Card

PLUS
A better than average story with very cool mechs. Innovative battle system.

MINUS
A very low level of interaction in parts. Random battles are too frequent and have little variety.

VISUALS	SOUND	GAMEPLAY
89	81	78

OVERALL
81

GAME DEVELOPMENT



Many Hyper readers write to us asking how they can get into the games industry either as a programmer or concept designer. Whilst there are a few avenues here in Australia to investigate through various Universities, and a handful of world-class game development houses scattered around the country, you can always use the internet as a tool for finding out more information about this ever-growing industry. It's even possible to start teaching yourself, if you want a head start, just by checking out some of these incredibly useful sites devoted to games development.

Game Development Search Engine

The Game Development Search Engine is a great net-trawling device for discovering web-pages devoted to every aspect of game development. There are even categories to browse if you're not sure what you should be looking for. Whether it's C/C++ programming, or information on 3D graphics and engines, you can find it all here at your fingertips. A great resource finder.

<http://developer.dungeon-crawl.com/>

So you want to be a computer game developer?

An interesting little site, which isn't exactly amazing to look at, but which is certainly brimming with important information for those of you keen to learn more about turning your wild game ideas into the actual thing.

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

International Game Developers Network

The IGDN is a non-profit membership association for the

game developer community and a site which would undoubtedly be fairly important for your search of the status of the industry worldwide.

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

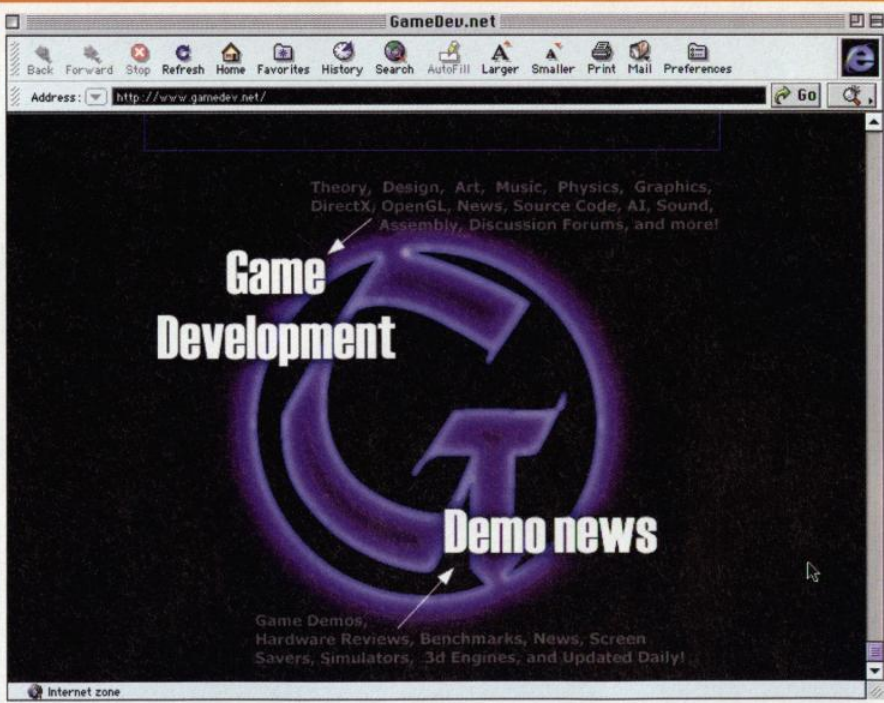
Macintosh Game Development

Programming on Mac just might be the way you want to go, so Apple have a whole series of webpages devoted to keeping you up to date with everything happening in Mac land when it comes to development news. Save the world! Help develop games for the Macintosh!!

<http://www.apple.com/developer/>

Game Development Central

A nicely designed site to make it a fairly painless process getting the information you need. Excellent for beginners who are new to the crazy world of programming games.



<http://www.gdcentral.com/home.htm>

Game Development
But wait, there's more!

Here's another good site that's designed in a nice user-friendly way to help you get to the info you need quickly.

<http://www.gamedev.net/>

Actually, there are more good websites about games development than we could list here on this page, so get out there and do some trawlin' yourself, you won't be disappointed.

Q-Bert was one of those quirky little games which became incredibly popular for its unique "3D" gameplay. Whilst there were many platforming games

before

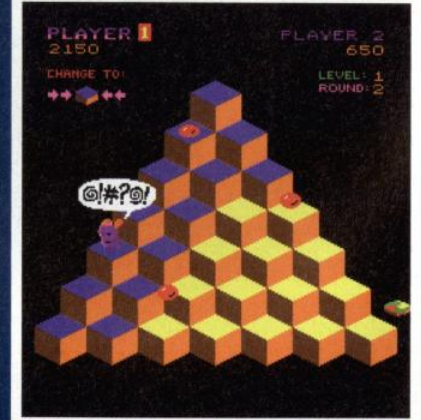
Q-Bert, there no doubt that the furry little freak helped to influence quite a few future platforming games. The Hyper staff remember playing Q-Bert on the Commodore 64, although it reared its fuzzy little head on a number of systems, and will be remembered by some for sucking down the coins at the local arcade.

Q-Bert (the name playing on the word 'cube') is the little fuzzy head with a giant nose on a pair of legs whose sole mission was to change the colour of the cubes by jumping on

them. Of course, being "3D", little Q-Bert could actually jump off the wrong edge of the cube if you weren't paying attention properly and fall to his death into the inky blackness. Whilst jumping around a pyramid of cubes doesn't sound terribly difficult, it was actually made pretty frustrating thanks to a variety of odd looking little enemies who either randomly dropped down the steps or actually pursued your little Q-Bert no matter which direction you tried to take him. There was also a particularly nasty little coiled-up snake which was the bane of my life for quite a few weeks. Growing up as a budding gamer, locked away with my Commodore 64 trying to become a Q-Bert master, was no

walk in the park!

Q-Bert was such a success that it resulted in a bunch of sequels, though none of them quite captured the same initial joyous gameplay of the original. In fact, Q-Bert is still strangely playable, just like many "classic" games. These 'retro' games come from a time when gameplay was the only thing that mattered, or maybe that's just an excuse because they just didn't have the ability back then to give us gorgeous 3D accelerated graphics... Heh. Anyhow, with all sorts of classic games being revived - Lode Runner 3D, Frogger 3D - we just might be lucky enough to one day soon be treated to Q-Bert 3D! We'd like to see that.



TIM LEVY

SILENT SCOPE - KONAMI

After a lapse in security, the President of the U.S of A has got himself and the whole first family kidnapped by a bunch of no nonsense, demand making, idealistic tough guys. The terrorists are attempting to use the Prez as a bargaining chip for the release of their head honcho who is busy cleaning the shower floors with his tongue down at the local prison. Meanwhile, the government has decided not to bend to the terrorists demands and have sent YOU, the worlds best crack shot, to take care of their little problem as quickly and quietly as possible - so as to not attract any (more) unwanted bad press.

Konami, the bringers of innovative arcade interfaces, (Dance Dance Revolution, Hip Hop Mania & Guitar Freaks) have come up with the ultimate 3D sniper sim on rails. What makes this game so special is that there is a

tiny screen located in what would be the telescopic sight of a full scale, realistic model of a high powered rifle.

Silent scope is a shooter with a difference. It is no way a manic blast-a-thon. In real life a sniper doesn't use high RPM guns as the essence of being a good sniper is about stealth and accuracy, otherwise, using multiple shots would give away their position to the enemy. Hence, the gun in Scope only fires about 60 rounds per minute and takes 2 seconds to reload the 5 round clip. Thus, the equation of a slow rate of fire, a constantly moving target and a very tight time schedule (ala Time Crisis I) makes for some intense, double steady aiming abilities, or in other words... Make every shot count. The best way to use the scope set up is by assuming a steady aiming position and placing the right eye to look through the

scope. You then use the left eye to place the target into close proximity on the main screen and then use the right eye for a quick finishing shot. Usually, the enemy are highlighted by arcade friendly cross hair symbols which change to red if they have you targeted (take them out ASAP)

There is a wide variety of combat situations ranging from long distance shooting on the roof tops of a city, to shooting it out from vehicles on a highway, to staging a night assault on a mansion using a silencer and night scope.

Each stage has the obligatory end of stage boss, where they are usually piloting some juggernaut (truck, Harrier jump jet). You will often only get a very small window of opportunity to take them out so make sure you have a full clip for the occasion.

The graphics are excellent. The always changing perspectives on the main screen and in scope character animation's are perfectly coordinated and the scope mimics the flattened perspective found the

real thing. The death animation's are frighteningly real, with a little use of blood and some nice B grade movie roof top falls.

You have three health boxes at the start of each game. You loose health for being shot, shooting innocents or by being hit by rockets, grenades (which you must shoot) or a truck. The way to gain extra health is by spotting a beautiful lady through your scope for a couple of seconds. There is usually 1 per stage, so keep your eyes peeled for places where ladies of leisure hang out i.e. swimming pools and pink convertibles.

Anyone who got a kick out of using the sniper rifle in Golden Eye or is just a gun freak or loves a good shooter must check this one out. It is very satisfying picking off the bad guys at a distance and it was about time someone came up with a good rifle sim. And best of all, you get to reunite the ultimate nuclear family if you can make it through this urban sniper mission from hell.



THE ADVENTURES OF KOTETSU - TAPE 1

CATEGORY: ACTION, DRAMA, COMEDY
 PRODUCTION COMPANY: MEE

Slick character designs, off-beat music that doesn't follow the tired techno mould of most modern anime, and a young girl who strikes cool poses with her demon-bladed Katana are all it takes to capture any jaded anime fan's attention; and that's exactly what you'll find in The Adventures of Kotetsu. Best described as "quirky" and "worthy of raising an eyebrow or two" Kotetsu revolves around a young girl named Linn Suzuki, who fled from Kyoto after years of torment from a 100 year old hag master. Looking for her long lost brother in Tokyo, Linn stumbles into the care of a beautiful detective named Miho Kuon, who lends her a hand in finding a place to stay. From start to finish, Linn is attacked by street punks, a sword-swinging dominatrix, magicians, and a whole host of other weird-looking freaks.

Whilst Kotetsu is pretty much well done in every department, one cannot shake off the distinct feeling that it is bordering on hentai. Sometimes, clothes might conveniently fall off, or someone might choose to pick a fight in the shower; or better yet, some characters don't even show up with clothes at all! It's a very strange mix, considering that the art direction encourages you to take the plot seriously. However, if you enjoy a good laugh, and know how to appreciate all the nose-bleed scenes, Kotetsu is quite an entertaining package.



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

YOU'RE UNDER ARREST

CATEGORY: DRAMA, ROMANTIC COMEDY
 PRODUCTION COMPANY: KODANSHA/BANDAI VISUAL

With the anime community getting all excited over the new You're Under Arrest OAV and movie in Japan, it's worth mentioning that the original series is available locally. Anyone who considers themselves an anime connoisseur and has yet to experience any of Kousuke Fujishima's brilliant artwork should consider picking this title up immediately. Loosely following the popular manga, the series chronicles the adventures of a most unlikely duo of traffic police women named Miyuki and Natsumi. Whilst the story is a little predictable, the themes and side-stories all gel together into heart-warming and delightful experience.



■ ANIMATION: 9.5 ■ PLOT: 8 ■ JAPAN-NESS: LOW ■ OVERALL: 9

KEY: THE METAL IDOL

CATEGORY: DRAMA
 PRODUCTION COMPANY: PONY CANYON

Highly intellectual, and making zero effort to "dazzle" its audience like, say, Macross Plus, Key is to the anime industry what The Truman Show is to Hollywood films - except without the usual sugar-coated Hollywood fluff. Key is a young girl who is convinced she is a robot. We somehow know this to be true, but there's no proof of it. This series centres on her quest to become human by gaining 30,000 friends. Her different attempts at this task reveal all the darker sides of a modern society that is willing to exploit her innocence, especially the j-pop industry that, ironically, Pony Canyon are a large part of. Very thought-provoking, but not recommended if you're looking for fun.



■ ANIMATION: 8
 ■ PLOT: 9
 ■ JAPAN-NESS: LOW
 ■ OVERALL: 8

REVOLUTIONARY GIRL UTENA - TAPES 1 & 2

CATEGORY: DRAMA, ACTION
 PRODUCTION COMPANY: TV TOKYO/B-BABAS/CHIHO SAITO

Brought to you by Kunihiko Ikuhara, who also directed Sailor Moon, Revolutionary Utena is a story about a female highschool student who becomes embroiled in a secret society whose members duel for the right to take the hand of the Rose Bride, and bring revolution to the world. The funny thing is that even though Utena is a girl, she has sworn since childhood that she will become a prince, and she fights valiantly to keep the bride she had won seemingly by accident. Although initially very weird, Utena gets top marks for originality. The story is oddly captivating, and winds up being highly entertaining. Worth checking out just to see why it has such a huge following.



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

Attention all Pokemon Fans!

Siren Entertainment have been kind enough to let us give away 5 sets of the brand new Pokemon series, now available in VHS. And the cool part is that the spines all line up to form a great picture of Ash and the gang! To be in the running to win this fantastic package, answer the following question: What colour is Pikachu?

Send in your answers to: **The Hyper Pokeball Comp,**
 78 Renwick Street Redfern NSW 2016



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>



ULTIMATE GAMES HOTLINE

For hot tips and expert technical support call...

Sega

1902 555 444

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

Sega PC

1900 142 100

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

Roadshow Interactive

1902 962 000

Calls charged at a rate of \$1.00 per min. A higher rate applies from public and mobile phones.

Microprose

1902 262 667

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

Sony Powerline

1902 262 662

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

Electronic Arts

1902 261 600

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

Virgin Interactive

1902 220 058

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

GT Interactive

1900 957 665

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

Monkey

Hero

PLAYSTATION

Unlimited Spears and Firecrackers

While playing, go to the room where you learned to throw the spears and firecrackers. After you have passed the test, you can go back as many times as you want and start the test but pick up the item and walk out. You will keep the item that you picked up.

Note: This trick can be done with anything that you can get except the Explosive Spears because you don't have to take a test to get them.

Klax

GAME BOY OLOUR

Bonus Game

To activate a mini-game, enter the password Green Alien, Green Alien, Circle, Square.

Nightmare

Creatures

PC

CHEAT CODES

Enter any of the following codes at the main menu (but you must do level select first) and hit enter and you will be able to activate the desired effect when you start a game.

EVERYWHERE = Level select

BOULON = Unlimited lives and items

GU = All hits slice enemies in half

BRONKO = Play as a monster enter the cheat and press ENTER and a chime will sound.

Rock And

Roll Racing 2

PLAYSTATION

Invincibility

At the options menu, hold R1 + R2 and press Up, Left, Right, Down, Triangle, Circle, X.

Infinite money

At the car and item selection screen, hold L2 + R2 and press Left(2), Right(2), Square(2), Circle(2). If you entered the code correctly, you will hear a sound.

Infinite nitros

Pause the game, then hold R1 + R2 and press Down(3), Circle(3).

Wild Arms

PLAYSTATION

Multiple items:

This trick works when only one of the item to be duplicated is present. Enter a battle and perform the following actions.

1. Have the first character (typically Jack) use a healing item, such as a berry or medicine.

2. Have the second character (typically Cecille) also use the same healing item.

3. Have the final character (typically Rudy), exchange the positions of the healing item and the item to be multiplied in the inventory. Then, have Rudy use the healing item.

After winning the battle, the inventory will contain 255 of the item that was multiplied.

Tiger

Woods 99

PLAYSTATION

200% Terrain Elevation Increase Select the "Edit Name" option on the "Player Select" menu and enter PUMPZ as a name.

400% Terrain Elevation Increase Select the "Edit Name" option on the "Player Select" menu and enter MAXIMUMZ as a name.

Change Voices

While playing a game, hold Up or Down, then press X, Square, Triangle, Circle, L1, L2, R1, or R2 to increase or decrease the pitch of the comments made.

Exploding Range Carts

When you start the game, proceed to the Practice Facility screen and select "Driving".

Once you see the range cart, try and hit it three times to watch in burn in all of its hindenburg-like glory.

Flat Terrain

Select the "Edit Name" option on the "Player Select" menu and

enter OLD_SCHOOL as a name.

Taunts

When your opponent is about to shoot, you can taunt him by pressing any button. The button you press determines the taunts:

* L1: Crowd Cheers

* L2: Tiger laughs

* R1: Tiger says, "That was lucky"

* R2: Tiger clears his throat

* Triangle: Tiger yells out, "fore!"

* Square: Tiger says, "nice shot"

* Circle: Tiger says, "no way!"

* X: Tiger says, "no pressure"

Phantom Menace -

Star Wars Episode 1

PC

Cheat Codes

During the game, hit BACKSPACE, type the code in the red box, then hit ENTER. Most of the codes toggle the effect (type it in the first time to enable the effect, repeat it to disable it). Don't type the quotation marks when you enter the codes, but be sure to include any spaces if they're included in the list here.

"gurshick"

Displays credits.

"oldcode"

Displays the message "Debug 1" the first time and "Debug 2" if you type it again (you will have to experiment to find out what exactly happens for either one). "happy"

Displays the message "Open your heart" the first time and "Excellent meditating" if you do it again (it may include an effect).

"from above"

Toggles the top view camera perspective.

"naughty naughty"

Toggles the over-the-shoulder camera view.

"perf"

Toggles wireframe mode for the level and character models.

"rex"

Displays the message "Feel the power of REX" and toggles wireframe mode for the menus.

"60fps"

Toggles between displaying 60 and 30 animation frames per second (it doesn't actually speed up your frame rate, it just displays the animation faster) "but i feel so good"

Displays the message "you're

following: R1+Directional buttons will turn the camera. L1+Directional buttons will make the camera move faster. Just L2 by itself will make the camera zoom out and R2 will make it zoom in. Triangle button by itself will give a high view. Square button by itself will give a low view.

EA Dream Team

Start an Exhibition game. At the Team Select screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm entry.

Historical Cheat

While playing either field or batter, hold all four shoulder buttons and press Up, Triangle, Right, Circle until you hear a "thump" which confirms the code. If done correctly, the announcers will talk about something that happened in baseball history.

Kingpin

PC

Level Access

Load the demo with the "+developer 1" command line parameter. Then, press ` to display the console prompt and enter one of the following codes to activate the corresponding cheat function. We reckon these will work with the full game when it comes out.

- GOD Toggle God mode
- NOCLIP Toggle no clipping
- GIVE ALL All items, except cash
- BULLETS [NUMBER] Bullets
- SHELLS [NUMBER] Shells
- GAS [NUMBER] Gas
- GIVE AMMO Full ammo
- CROWBAR Crowbar
- PISTOL Pistol
- SHOTGUN Shotgun
- FLAMETHROWER Flame-thrower
- GIVE WEAPONS All weapons
- CASH [NUMBER] Cash
- GIVE HEALTH Health
- KEY1-10 Key 1-10
- COIL Coil
- WATCH Watch
- BATTERY Battery
- MAP [MAP NAME] - Play selected map (names - bar_sr, bike, pawn_sr, sewer, sr1, sr2, sr3)

V-Rally Edition '99

NINTENDO 64

Cheat Mode

Push L and R, C Left, C Right, L and R on the screen where the

Press Start message is displayed. Then press Start and hold Z and repeatedly tap L on the mode selection screen until the message "Cheat Mode" appears. You can now access hidden cars and new game modes.

Micro Machines

64 Turbo

NINTENDO 64

Cheats

There are loads of different cheats to use if you're finding things a bit hard. Pause the game and enter the code (a beep will confirm success) then continue racing as normal. Each code only lasts for the current race though so you need to enter it again if you want to use it more than once.

Behind Car View

Left, Right, C Left, C Right, Left, Right, C Left, C Right.

This code puts the camera right up behind your car, giving you a closer look at your surroundings and making it virtually impossible to see where you're going! One for the experts.

Big Bounces

C Left, Right, Right, Down, Up, Down, Left, Down, Down.

Use this code to enhance your leaping power and every time you press the jump button, you'll go flying into the air! Handy if you need that little extra lift in your life.

Double Speed

C Left, C Down, C Right, C Left, C Up, C Down, C Down, C Down, C Down.

Enter this and the whole game become amazingly fast. Of course this also makes every track really hard — especially on Turbo Level 5!

Turbo Jump

This one is really just for show. As you cross the finish line to end the race hit the jump button. If you time it right then when your car starts bouncing it'll leap twice as high with a big cloud of smoke. Only works if you manage to come in first place, though.

Slow CPU Cars

C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down. Now all the other cars will travel so slowly you should have absolutely no trouble beating them - even if you travel round

at a snail's pace!

Transform Car

Down, Down, Up, Up, Right, Right, Left, Left. Each time you enter this code your car changes into an object from the track that you're on. So you can drive around the garden as a bunch of daisies or the kitchen as a toaster!

Debug Mode

C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down. When you've entered this code there are several options open to you. Just enter one of the following combinations to get the desired result:

Quit Race and Win

Hold Z and press C Down (Doesn't work in time trials)

Change Camera Angle

Hold Z and press Up, Down, Left or Right

Change

Camera Zoom

Hold Z and press L or R

Turn Player

into Computer Drone

Hold Z and press C Left

Turbo Start

Not really a cheat as more a helpful hint. Before the race starts there are three loud bleeps. Hit the accelerator as each bleep sounds and on the third bleep your car races away!

Lode

Runner 3D

NINTENDO 64

Access All Levels

During a game press Start to pause and then hold down Z. Without releasing Z press R, B, A, B, A, C Up, C Down, C Left, C Right, C Up, C Down, C Left, C Right. If you've done this correctly, a sound should confirm entry and a new option should appear. Select that option to access any level.

Rampage 2:

Universal Tour

NINTENDO 64

Unlock Secret Monsters Big Al the Cyclops

On the password screen enter the code B1G4L.

Green Cyclops

On the password screen enter the code N0T3T.

V-Rally 64

NINTENDO 64

Bonus Cars

At the "Press Start" screen, press L+R, C-Left, C-Right, L+R. To finish, go to the Options screen, then hold Z and press L.

Cheat Menu

At the "Press Start" screen, press L+R, C-Left, C-Right, L+R, then press START. At the next screen, hold Z and rapidly tap L until the cheat mode appears.

Global Domination

PLAYSTATION

Enter the cheats below when the game is paused and highlighting Music Volume.

Entering it twice will turn it off, or lose your increased arsenal.

Level Jump:

Enter X, L1, L1, R1, R1, X, L1. The mission number should appear if entered correctly.

Zoom the globe in or out to change the mission, and triangle to accept that mission level.

AI Ally:

Enter Select, R1, R1, R1, X, L1, L1. 'You've got a new friend' will appear.

Shield one selected country: Enter: X, Select, Select, R1, R1, R1, L1, L1, R1. 'Shield' will appear.

Maximum Special Weapons

Ammo: Enter: X, Select, Select, L1, L1, L1, R1, L1, R1, L1. 'Smart Bombs' will appear.

Make Special Forces super fighters:

Enter: Select, X, Select, X, L1, L1, R1. 'Super Fighters' will appear.

See Enemy Submarines: Enter: L1, R1, X, X, X, X, L1, L1. 'see subs' will appear.

Increase defensive weapons

ammo: Enter: L1, L1, L1, Select, Select, Select, Select. 'More Missiles' will appear.

Make one defensive missile six:

Enter: R1, R1, R1, Select, Select, X, X. 'Split defence' will appear.

Fire from all salvos at once:

Enter: R1, L1, R1, X, X, X, X. 'Multiple Defence Launch' will appear.

Produce all mobile units:

R1, L1, Select, Select, X, X, L1.
 'You can build all resources' will appear

4 EUJZR
 5 68EKF
 6 HK1YJ
 7 XGBNS
 8 YRGOV

WarZone 2100

PLAYSTATION

Insert a standard controller in controller port 2. Hold down Start on the second controller until the first game screen appears. While on the main title menu or while in-game and paused, press the following buttons in order: L1, R1, R2, L1, SELECT, START. This will add start Campaign 2 & 3 menu options and enables the controls below on the second controller.

Button - Effect

Select - Press during game to skip to next mission
 Triangle - Toggle God mode, makes everything visible
 Circle - Toggle Infinite Power
 X Make all items available
 R1 - Add Structures
 R2 - Add Units
 Up - Toggle super unit strength on and off
 Right - Toggle wimpy unit strength on and off
 Down - Finish any currently active research

Commandos: Beyond the call of Duty

PC

Cheat Codes

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

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

Level Password

Easy -

2 8K2IX
 3 9R29i
 4 44G9J
 5 4HSAB
 6 J8TSN
 7 LUK2L
 8 DUSLZ

Hard -

2 WNNOV
 3 3LRVL

Driver

PLAYSTATION

Get Hidden City

Get the hidden cities by finishing the game once. All the cheats are done at the main menu.

Invincibility

L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. This option will now be unlocked in the cheats screen

Steer with

Rear Wheels

R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1. This option will now be unlocked in the cheats screen

Get Rid Of Police

L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2. This option will now be unlocked in the cheats screen

Tiny Cars

R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2. This option will now be unlocked in the cheats screen

Flip Screen

Upside Down

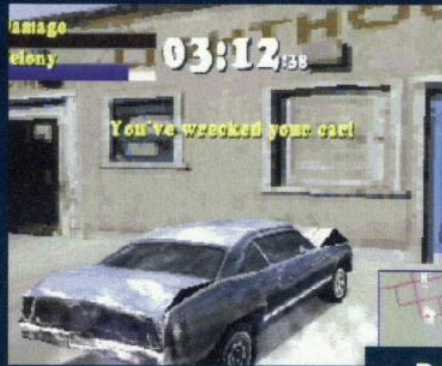
R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1. This option will now be unlocked in the cheats screen

Long Suspension

R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1. This option will now be unlocked in the cheats screen

Show Credits

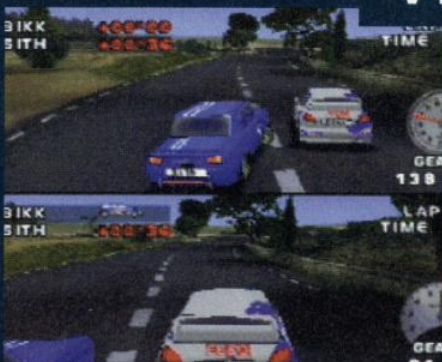
L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1. This option will now be unlocked in the cheats screen.



Driver



V-Rally



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
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Tenchu

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

Spyro the Dragon

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

Resident Evil 2

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

Medevil

160	Part A
161	Part B
162	Part C

Crash Bandicoot 3

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

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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*

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FAX-ON-DEMAND has been carefully designed to look good and be readable regardless of how old and crappy your fax machine is! Too good!
To make your life easy, we've split up each game so you can cut straight to the chase - you only pay for the help you need!

1902 220 423

PC Games

Commandos

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

The Last Express

- 190 All Q&A

Starcraft

- 130 General strategies, Protoss
- 131 Human, Zerg

Rainbow 6

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

Blade Runner

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

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

Half-Life

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

Dune2000

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

Dark Reign

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

Forsaken

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

Curse of Monkey island

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

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THE GAMES

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

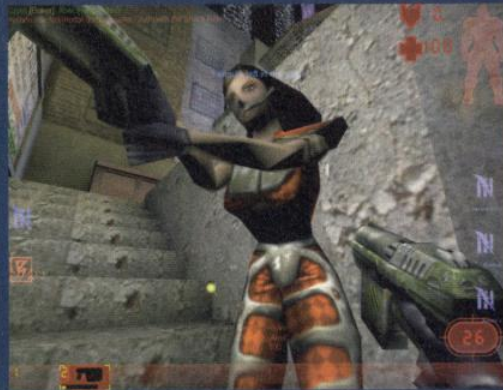
NEXT ISSUE . .

THE DREAMCAST ONSLAUGHT CONTINUES. FULL REVIEWS OF VIRTUA FIGHTER 3TB, SONIC ADVENTURES, AND SEGA RALLY 2, AND ALL THE OTHER LAUNCH TITLES. PLUS, SPECIAL IN-DEPTH PREVIEW OF **SOUL CALIBUR!**



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HYPER»

HYPER LETTERS

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EVA FANATIC NO#1

Dear Cool People from Hyper, I know that your time is precious so I'll get straight to the point. Here are some questions:

1. Do you know when Neon Genesis Evangelion merchandise will be released in Australia?

2. Do you know when the second series, movie and PlayStation game of Neon Genesis will be released in Aussie land?

Neon Genesis is the best Anime TV show I've ever seen, but in my school, only six people like Neon Genesis, the rest are obsessed with Pokemon and those shitty little Digimons. The people in my school are sad, sad people.

FROM ANDREW MOORE.

Dear Andrew,

1. *There seems to be no official distributor of Neon Genesis merchandise in Australia. I've seen t-shirts in otherwise anime-free shops in some places in Sydney, but all merchandise I've seen has been in Sydney Chinatown. We must point out that Cartoon Gallery (address and details are in anime each month) seem to be able to get all sorts of stuff, and that contacting them online, or by other means for their catalogue may help you find something you want. I've seen some excellent NGE art books and even pen and paper role playing games in their store.*

2. *There is no second series. No idea on movie release, and no word on PSX NGE game, only N64 at this stage (even then, maybe no local release). Aaron Lai (frequent Next Gaming contributor) actually put together subtitled screenings of the movies at the University of NSW, but he subtitled them personally, and to our knowledge there is still no official subtitled or English version of the movies. In the event that DOES happen, we*

expect Siren to be the local distributor. Sorry not to be the bearer of good news. We'll ensure Kevin makes mention in anime if any official English versions of any more NGE stuff becomes available.

PSX2 MISCONCEPTIONS?

To Hyper,
Just in short. Great mag, great subscription, great pen-pal! Now I wrote in because of some taunting issues that you can fix me up on or you may agree about the PSX2.

Well let's start with the video-card. Yes, it can push 16 million polygons a second... But what you stated (I know it's not a fact) is that the real-time demos show there is no smoothing or Mipmapping. Now here is my theory. It needs to push 16 million polygons (these polygons shall be very small) to make a textured effect, and thus why it needs 32 MB RAM, 300 MGz CPU, MPEG 2 decompression etc. because Mipmapping saves money!

Now how is Sony going to pull it off at an affordable price for a console? It beats me! Plus in time for the release schedule they have stated. Last time, I heard from my trusty friend 'Groove Town' that it would cost US\$800 without a modem. While the Dreamcast will sell for approx. AUS\$500, and Sega are losing money because they are selling it so cheaply (in Japan at least) and only make money on the software. If Sony pull it off in time (which I will find out by next reading HYPER). I think my HYPER magazine will be my next of kin.

Cheers!

FROM HAPPY SUBSCRIBER, ROBERT - SA.

Dear Robert,
We just wanted to clear things up here in case we've given you (and other readers) the wrong impression as to the lack of texturing in the PSX2 images we've shown. What we were talking about was that because of the lack of mipmapping in the images we were sent, we were

simply saying that it implies that the hardware used to produce the images, did not include the graphics chip where such effects would be applied. The idea that the PSX2 needs to be able to push more polys due to a lack of texturing effects in their planned final product is not what we were trying to imply if anyone read things that way. If anything, expect the images we've shown to look BETTER on the final hardware, once the texturing effects are there. The only issue that remains in this area really is "Can Sony get the video chip they've talked about?", and "How fast will it all run when it's all put together?"

There are reasons for scepticism right now, but also reasons to acknowledge that Sony's record with gaming consoles thus far is one for one, so until they show some REAL demos (ie. Stuff with playable games), it's all just speculation. Hopefully things are a tad clearer for you now. At this stage folks, the deal is: We know Dreamcast rocks, we own them. PlayStation 2 looks good on paper, but uses technology that simply doesn't exist (or if it does, Sony have not put it out on show). Project Dolphin (next Nintendo console), looks to have a CPU like PSX 2, but utilises existing video hardware technology, and is thus not only more likely to be just as they say, but also, could even come out sooner than PSX2!

KOOL-AIDE 5 CENTS - PSX TITLES \$5

To Hyper, Great magazine. Keep doing what you're doing. I'm thinking about setting up a store at the markets selling games for the consoles, and was wondering if you guys knew where I could buy games cheap, so that I can resell?

Also, I bought one of those Super Memory Cards, but when I tried to access the other cards, I couldn't. Do you know what's wrong with it? Or have you had the same problem?

I also wanted to say that I can't wait until the Dreamcast comes to Australia. I think it sounds and looks very cool. If Sega support this machine with good advertisements, and third party keep supporting it, it could really pick up. But if they have internet connection straight away when it is released - that would really help them to sell it. I know that I'm going to buy it. It would be much appreciated if you could answer my questions.

THANKYOU, J.S. MINTER.

Dear Mr. Minter, Unfortunately unless you apply to the distributors to be a retailer for their stock, they're not going to sell you games at wholesale prices, and of course, to do this, you're going to have to commit to ordering a significant amount of stock so they take you seriously as ongoing customer. Put simply, you really need to be prepared to order a whole mess of stock like a regular video games store, otherwise, you'll just get laughed at by the distributors. As for selling at the markets, maybe you could sell 2nd hand stuff this way. With your memory card, it's usually something like hold down select for a few seconds, then use the shoulder buttons to access different "pages" on the card. You really should have instructions with the card you bought, if not, that's a lesson in buying cheap/dodgy stuff, or buying 2nd hand without instructions.

By the time this issue hits the streets, there should be Dreamcast ads on TV, and their launch campaign will be well underway. Although they've made no announcement to us on their budget for marketing the Dreamcast, we've heard industry rumour of the amount of money going into promoting the machine in Australia, and it's a GREAT deal of cash, that should ensure that it gets the same sort of treatment the PlayStation did. Regardless, it's a great machine, and there's definitely going to be

software support for it, which is all the gamers need care about in the end.

I GAME, THEREFORE I AM Hardcore?

To the holders of my dream job, I was reading the letters section of an old issue and I read of several people claiming to be hardcore gamers. But really, what is a hardcore gamer? Am I a hardcore gamer? I own a decent PC, an N64, I will soon own a Dreamcast, and will own a PlayStation 2 in the future. I spend every cent of my hard-earned cash each week on games magazine subscriptions, games, accessories and upgrades. My chosen hobby has been responsible for many sleepless nights. I live and breathe games until my friends tell me to shut up. Does all this mean that I am a hardcore gamer?

Half a dozen of my friends call themselves hardcore gamers simply because they like gaming.

Who is the true hardcore gamer?

NICK, QLD.

Dear Nick, The answer is... Don't think about it. Annoying perhaps that I haven't really answered the question, but we just want you to stop and consider just how stupid a thing it is to let get to you. More to the point, there's no factual answer, it's all a matter of opinion anyway.

REAL TIME ADDICTION

Hey Hyper, Blind and ignorant of all the RTS (Real Time Strategy) games you have previously highly reviewed such as DR & TA, I recently loaded 'Dune 2000', a game I am supposed to pass onto a friend, though I must confess, I don't think the game will reach him as scheduled; no, it's not that a sandworm will get it, its just that I have been so engrossed in play-testing my first Real Time Strategy game that I can't put it down.

RTS's are so addictive, challenging and adrenalin charging that marketers need to promote them more for

gamers to be rightfully converted into strategists gamers also. Though marketers may also need to put warning signs on packaging such as 'Caution: Addiction is at hand', 'Warning RTS's can cause social loss', or 'Real-Time-Living can be put on hold', to deter those sceptical gamers who haven't yet been converted to the genre. Occasionally, day-to-day I may go to the loo.

Any news on the Tiberian Sun? I noticed the 'Machines' ad. Could Hyper please do a feature on history, online options and the future of RTS in an upcoming issue?

Could a distributor please release a compilation of RTS hits and call it "Real Time Stars' Compilation?"

FROM 'EVOLVED GAME-PLAYER',

Dear Evolved-One, An evil genre of game. It's one where people who haven't played such games before think it all looks a bit nerdy at first glance, but once they start playing one, they're hooked, and they discover there's nail biting tension when you have to make strategical decisions on the fly. This happens in many game types though. A guy in my Quake clan was a RTS game nut, who kept telling me he couldn't understand why I loved Quake... then he sat down and played it multiplayer on a decent PC, and all of a sudden went from having no interest in this genre, to being a fanatic.

If you think RTS games take their toll on your life, turn based strategy games can have an even greater effect. Any Civilization fan will admit they've thought to themselves, "I'll just take that city over there, and then I'll go to bed.", later to realise they took the city two hours ago, and that the sun has now been up for a while. As for Tiberian Sun, it's looking non-revolutionary (2D isometric look at a glance), but looks to play very well, in the same way Starcraft broke no real huge barriers, but rocked hard. Should be a review in the next issue or the one after

that. As for the feature idea, I think that's a good one, and Tiberian Sun could be a good game to inspire us to time this with, although with games like Black and White, and Dark Reign 2 on the way, it may be better to do this, as these games look like they're going to add another evolutionary step that might make such a retrospective feature more relevant.

EVA FANATIC NO#2

Dear Hyper Crew, Please, you have to help me! I'm going to burst with curiosity and I don't care what it kills! At the end of each Neon Genesis Evangelion episode, it mentions something about 'fan service'. Just what are they talking about, and how come we never see any of it? I'm pretty sure that it's just a Japan-only thing, but it's made me so damn curious I'm going to kill people. HELP ME!

Yours with respect and hope,
JESS DRISCAL.

Dear Jess, "Fan service" is anime-speak for "A bit of a perve". If you haven't noticed some of the rather questionable viewpoints offered throughout the series, then you're blinking pretty often.

PSX 2 PRICE POINT?

Dear Hyper, What the HELL do Sony think they are up to? Even though I have a PlayStation, I am not that dedicated to Sony to put \$800 or \$900 for a Games Machine! So what if it is more powerful than Sega's Dreamcast, they are still going to be 128-bit machines, so although Sony's PSX2 may have more polygon processing power, they would have very much the same graphic quality because they are both 128-bit!

I will seriously consider buying a Dreamcast, which is still a powerful machine, and save myself a \$%!!load of cash for games. Sega obviously have the right frame of mind, as the general public will buy a powerful, less expensive machine over

a more powerful, more expensive machine. Only hardcore gamers would waste \$400 extra for Sony's new machine, and for what? Slightly better games? And lets not forget Nintendo. There's no doubt that they can or will produce a more powerful machine that Sony and Sega put together - they've done it before. Does that mean that Sony will be written out by games players like they are doing with Sega? Not bloody likely - The bottom line is that it comes down to game quality, and although Sega, Sony and Nintendo are all likely to deliver the goodies, Dreamcast's low retail price will ensure players they don't have to break the bank for quality.

Sega, I salute you.
JME
 PS Great magazine!

Dear JME,
 People seem a tad obsessed with "X bits" a machine is. PCs are 32 bit, and yet a modern PC with a decent video card totally outperforms both the 32 bit consoles and the Nintendo 64 in terms of graphics power (with 3D graphics anyway). Forget this line of thinking. A console or PC can be designed to operate in different ways, which is generally referred to as "Hardware architecture". For example, how the RAM is located around the components of the machine, or what sort of bus speeds the machine runs at, and data bandwidth. Or how the machine goes about drawing an image on screen. In this instance, one machine may be running a chip faster, but use a drawing technique that results in slower overall performance. It's not just a case of bunging in the fastest available chips and thus producing a great machine, it really needs to be designed specially to get the best results.
 Point behind all this, expect Sony's machine to be a bit better technically than the Dreamcast (maybe barely better, maybe several times better) when it comes to things like polygon counts, etc. You can also expect Nintendo to produce a machine that is on par with the PSX2. However, in

the end, ALL these systems will be able to produce mind blowing visuals. This is going to put more emphasis on gameplay, because mind blowing visuals are going to be standard. The lineup of games available, the extra functions of the console (like Internet) and the quality of gameplay of the games will be the real issue, not polygon counts. The only other thing is that you shouldn't expect a price tag like \$800 on the PSX2. Sony are masters at market planning, and they know that there's a ceiling on launch prices. I'd guess \$600 tops, but more likely \$400-\$450, followed by a price drop that will match whatever Dreamcast is at the time after a few months.

RUGBY UNION, PARALLEL IMPORTING, STAND-IN MODELS

Dear Hyper,
 I'm a monthly reader and have been for around 4 years now. Something I can't understand is why Hyper receives so much criticism about being biased. How many times have we heard 'Why did you review XX PlayStation games, and only XX N64/PC games??? Are Sony sponsoring/bribing you guys?' And the response remains the same 'Hyper reviews what it receives by deadline.' I buy many different gaming mags every month, including Next Gen., EGM Gamers Republic, CVG, Ultra GP, etc. and Hyper has got to be the most consistently unbiased magazine on the planet.

Sure, hype surrounding certain products may result in increased coverage, but isn't that what the readers want? I certainly do.

Anyway, here's some questions:

1. Concerning Dreamcast, what would be the best way to get one imported in the upcoming months (to

Letter of the month



A MARKETING MAN IN THE MAKING

Dear Hyper,
 After a 4-player Goldeneye evening at a friends place, I was just wondering why Sony don't pack a free multi-tap in with the PlayStations. Surely Sony don't sell very many, and by doing so, it would put PlayStations on a par with Nintendo in terms of multi-player games, (which I think is the only area that Nintendo are beating Sony at). Plus, it would convince developers to create more 4-player whoop-arse games (like Twisted Metal 3).

Also, recently when I went to my funky independent games store to buy Metal Gear Solid, I found out that the retailer had not supplied him with his promised 50 copies, that were under 1st Class Arrival. You could imagine how pissed off he was, but what made it worse was that several other department stores had it (BlockBuster, Harvey Norman etc) and that the poor guy missed out on thousands of dollars because he had been overlooked. This is a great injustice, and I feel that we should all support our independent retailers from now on, as they are usually much better than the department stores.

THANKS A BUNCH, CLARKIE.

PS Fantastic magazine (sorry, it just slipped out).

Dear Clarkie,
 Your idea on packing in multitaps as a standard inclusion with new PlayStations is quite frankly an outstanding marketing ploy, and as a result you've earned yourself a steering wheel. It's about the only time I can recall a reader suggesting that a company should "give away" something in a context that actually made good marketing sense, rather than just being rather aimless wishful thinking. Well done. We can only hope the gamers out there adopt your attitude on indie gaming stores too. It's without doubt that a large part of why independent stores often turn to importing (not always legal) is because they need to offer a service the large department stores don't. A rather sad fact of how capitalism effects the world.



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.

New Zealand or Australia), and what price would I be looking at? (Any of the Hyper Crew getting one?)

2. Will Hyper receive a 'Universal' Dreamcast (like the blue PSX)? If so, would that be on the Jap launch or PAL launch?

3. Are there any Rugby League games on the horizon for any of the consoles? How about Rugby Union (Super 12/NPC)? Are any of you guys fans of either sport?

4. I'm a PSX owner, and I think that once Dreamcast launches, both the N64 and PSX will go shortly after (Saturn style). What do you think?

5. Why does Hyper take forever to get to our NZ stores? (Last issues arrived around mid month - eg October 20th for the October issue). Is this the retailers, or are Hyper playing past their bedtimes?

6. How much do you guys pay that model who fills in Dan's picture in the Editorial section?

Thanks for your professional opinions and infinite wisdom,

MATT AKA LARA'S LEG RAZOR.

PS I think Yasmine Bleeth or Liz Hurley should play Lara in the movie.

*Dear Matt,
Thanks for your words of encouragement regarding the bias issue and the mag in general.*

1. As we have said in the past, we can't detail how to go about importing consoles and software, because that is supporting parallel importing, and that is a criminal offense. There's nothing to stop you buying one in Japan and bringing it home, but at this stage I really suggest you wait and buy a PAL machine. This is the only way you'll be able to take advantage of the free online time, and actually use the machine online period really. Several folks at Next own Dreamcasts, and we all paid for them, and six months ago we'd be assuring hard core gamers that the machine is worth importing if you've got the cash, but at this stage, just wait, it's better value for money that

way.

2. This remains to be seen. I'd suspect not. We'll have Japanese, US and PAL machines ready for testing, previewing and reviewing games on. It is unknown if we'll need a special machine to play beta versions, or if there is a special software work around.

3. I'd say no to League. There's just not enough public interest in Rugby League. AFL has a much bigger following, and that resulted in a rather shonky game in the end. Rugby Union is more plausible, but we've yet to hear of anything since Jonah Lomu.

4. The PlayStation and Nintendo 64 will behave more like the SNES did with the coming of the PlayStation than the Saturn did. Expect another price drop (not that Sony or Nintendo have announced one), to help the machine continue to sell, and to counter the Dreamcast. The PlayStation and Nintendo 64 still have some really great games in the wings, and only once we see games like Final Fantasy VIII can you expect the PSX to dwindle off, and the N64 seems to have a slightly greater lifespan, but it did launch later, so this stands to reason.

5. I'd be asking your newsagent, as the Australian on sale date is usually 3 weeks BEFORE the month printed on the corner of the mag. There's no way the basic distribution to NZ is taking over a month.

6. You don't need to say things like this to get your letter printed.

PEEVED WITH PIRACY

Hyper,
While recently skimming through a magazine I saw an article about Metal Gear Solid's poorish (when I say poorish, I mean for such a good game) sales, and how it was the result of the large industry of PlayStation pirating. This really pissed me off, because after all the years of effort Konami put into the game, they didn't deserve to lose money to a bunch of losers, who did nothing to make the game,

who made some copies and sold them for twenty dollars.

Now that not only seems wrong to me, it seems illegal, but apparently those chips you put into your PSX to play pirated games are completely legal and you can buy them at your local video store. These pirates and their consumers have, in order to save a few dollars, basically ruined what ever chance the PSX owners had of getting any more decent games for them by scaring off the good developers loyal to Sony and forcing them into the arms of "shudder" Sega's un-piratable Dreamcast!

Not only is the pirate industry growing, but nothing is in place to combat them, and politicians aren't doing anything about it. It seems like the politicians are clueless when it comes to technological things like games consoles, because no one brings the problem to their attention (or because they turn a blind eye), so they don't do anything about it. This may be because they still view people who play 'computer games' as geeks or kids, and not the ordinary, law-abiding, voting citizens they now are. People need to bring the problem to their attention in a way they can not avoid!

On a completely different note, you guys make the best magazine in the southern hemisphere, and it's great to read a mag that isn't three months late like the UK ones. It would be even better if you guys could have a page/article on any new PSX2 news and games lined up for every month until its release, because I can't get enough good news about it.

STUART NZ

*Dear Stuart of NZ,
The word we hear (and please don't take this as an attack on Sony or their retailers, this is just the word we hear) is that retailers are currently very down on PlayStation software, simply because they're getting poor sales on big titles, due to piracy. We also hear that the problem*

in Australia is worse than in places like the United Kingdom (for reasons that don't make themselves apparent). As a result, local retailers are currently very enthused about the Dreamcast, simply because at this stage (it's not even out here just yet), there is no known existing piracy problem. There's even talk of potentially making commercial Dreamcast modification illegal, so while of course there will always be hardcore pirate types that could figure out how to do it, it wouldn't be a simple case of Joe Blogs looking up a mod chipper in the Trading Post.

This is the one issue that ALL video games companies are united upon, and as video gaming becomes more and more of a common mainstream market force, that law enforcement on these issues will become more strict. I expect more "busts" in the future, as gaming companies will probably be willing to pay for information on serious pirate activity, but don't plan your Uni fees on future reward money just yet folks. We have heard of individuals who have been busted, and it does ruin these people legally and financially... You have been warned folks.

QUAKE 2 - FUN, BUT HOW DO I DO IT?

Dear Hyper Crew,
I was just at the local computer show and I saw the most beloved sight of my life. Four linked computers with Quake 2 Deathmatch on them! Yes! I rushed in and was soon gibbing and fragging with the best of them. Anyway, I am just about to buy a computer and was wondering if you could answer the following questions for me;

If I were to play Quake 2 in these different situations, how much would it cost? And how would I do it?

1. Over a LAN? (What is a LAN?)
2. Over the Internet?
3. On Wireplay or Multiplay? (What is it?)
4. Over a modem?

I have asked all the shops, but they all talk in weirdo speak, so you are my last resort. Please help!

A.C.

Dear A.C.

Quake 2 is kinda addictive huh? We'll try keep the weirdo speak to a minimum here.

1. LAN stands for Local Area Network, which simply means, a bunch of computers linked together directly by cables that carry information from one machine to the next. Playing Quake 2 over a LAN is VERY simple once you have the PCs all networked up, and have the game installed on each machine. It is as simple as starting a game on one machine, and telling the other machines to "search for a local server". This does of course cost a fortune to get several PCs, but the network cards should only cost you around \$40 each.

2. There are programs like Gamespy which Internet users can use to find servers to play on. The only costs involved are your Internet access fees. Check out (<http://www.gamespy.com/>)

3. These services offer better performance, but you have to pay a fee to use them. You tend to get top notch players on these services, which is good if you want the competition, but can be daunting if you're a newbie just wanting some fun. As for how to, it's best you go check out their websites for the long detailed explanation, rather than have us cut and paste their tech support into this column.

(<http://www.multiplay.com.au/>) or (<http://www.wireplay.com.au/>)

4. We're assuming you mean modem to modem, rather than over the Internet. It requires one of you to set up your machine as a Windows dial in server. To be honest, it is not worth the hassle (it requires a tech literate boffin at one end of the deal), there are many "quiet" servers out there on the Internet which you can get a 2 player game going on without dramas

FOR SALE:

Sony PlayStation with 8 games including FF7, Gran Turismo, Time Crisis, Wipeout 2097 and more, memory card, light gun (g-con) and 2 controllers - \$350. If interested, please phone Andrew on (02) 6281 0353.

Nintendo 64 with 2 controllers, Memory Card and 2 games (Zelda 64 and Turok 2). All in excellent condition. \$220- Phone Michael on (02) 6496 3287 or e-mail him at bruce@-sapphirecoast.net.au

N64 Console with gold controller, Turok 2, Pilotwings, Blastcorps, Lylat Wars, Goldeneye, Mission Impossible, Banjo Kazooie, Mischief Makers, Diddy Kong Racing, Snowboard Kids and Foresaken. Two controllers, memory pack, RAM expansion pak, RF switch. All perfect condition and all in boxes with instructions. Must sell! \$500 ono. Phone Scott Watson on (07) 3878 3146.

N64 Games - \$35 each. Mario Kart 64, Mace, Wave Race 64, FIFA 64, Cruis'n USA. Also, NBA Hang Time - \$20, and Two-in-one Rumble Pack - \$15. Call Keith Chow, Belmore on (02) 9718 3983.

Nintendo 64 - US/Jap console & 16 games including Turok 2, Mario, V3 Steering Wheel and 1 controller. Selling separately or \$325 (ono) for the lot. PlayStation - 2 dual shock controllers, memory card, Gran Turismo, FFVII & Spyro. \$220 ono for the lot. Pls call Peter on (02) 4620 6461

Pentium 200 MMX, 16 Meg RAM, 2.1 GIG HDD, 2 Meg Video Card, 3 1/2 inch floppy 1.44MB, 24 x Liteon CD ROM, Wings Network Card, 16 bit Vibra Sound Card, 15 Inch Monitor, 104 Keyboard, 2 Button Mouse, Speakers, Canon 2558 Colour Bubble Jet Printer - \$1000

the lot. Please contact Chad on (07) 5479 0668 or 0412 204 054. E-mail: twady@hotmail.com

N64 Game: Goldeneye 007, \$40 ono. PC Games: Carmaggedon 2: Carpocalypse Now - \$50 ono., Interstate 76 - \$25 ono, Total Annihilation - \$25 ono. All games are in brand new condition and have only been owned for one month. Pls call Tim Daff on (03) 5956 7407 or e-mail him at daffboy@hotmail.com On Phillip Island. Victoria preferably.

Sega Dreamcast (JAP), in mint condition boxed with instructions. Includes passport software, (1) VMS, 1 controller and 1 game (Sonic Adventure). Also included are a stepdown converter, and universal plug to suit Australian power supply. \$700. Phone Jamie on (07) 4633 4184 or e-mail him at d9640654@mail.connect.usq.edu.au

N64 in mint condition, with one controller. PC Games; Deer Hunter 2, KKND2, NBA Full Court Press, GEX & Hellbender. All games in boxes with instructions. If you are the first to call you will get 2 free demo CD's for the computer! Phone (02) 6583 7467 and ask for Adam.

Many PC games at a good price (eg MK4 - \$30). So if you want some call me on (02) 9560 2005, or write to; Alex Tapier, 52 Johnston Street, Annandale NSW 2038.

Sega Saturn with 1 control pad, steering wheel and light gun, plus 9 games including Virtua Cop 2, Sega Rally, Daytona USA, Exhumed, Need for Speed 1, Worldwide Soccer 97, Nights, & Crimewave. All for \$400 ono. Call Sam on (02) 4471 6884.

12 MB Voodoo 2, N64 games - Doom, 1080, Fi WGP, Duke Nukem, F-Zero X, Diddy

Kong Racing, Blast Corps, Memory Paks, Controller. Call (07) 4168 9843 for more details.

N64 - 2 controllers, 1 x memory card, 1 x rumble pak, WCW vs NOW, Goldeneye 007, Mario Kart, Turok 2, Mortal Kombat 4, \$300 for the lot, or will consider separate offers for the games. Settlers 3 (PC) - \$25. Brisbane people only. Call Matt on (07) 3269 2787.

1 Sony PlayStation, 1 control pad, 2 demo disks, RF - unit. \$150 ono. Phone Stephen on (07) 0797 2412 between 3-5 pm. 4886.

PlayStation with 5 games; Twisted Metal, Rampage, Duke Nukem, Tomb Raider 2, Grand Theft Auto, two controllers and a memory card. All in neat condition for \$300. Call Reece on (08) 9385 1201.

SWAPS:

Will swap Command and Conquer for anything! Phone (07) 5485 1895.

WANTED:

Sega Saturn games and 3D controller pad: Fighter's Megamix, Last Bronx, Manx TT Superbikes, Mr Bones, Panzer Dragoon Saga, Sonic 3D Blast and Streetfighter Alpha 2. Must be boxed with manual and in good condition. Contact Carlo (07) 3240 9857.

Urgently wanted for Sega Saturn: Resident Evil, Steep Slope Sliders, Wipeout 2097, Sonic Jam, Alien Trilogy, Enemy Zero, Shining Force III, Command & Conquer. Will pay between \$20 and \$35 each, plus any postage and handling that is necessary. Also will swap Sonic R and/or Sonic 3D Blast for the above titles. Call Andrew anytime on (08) 9401 7632.

Super Nintendo versions of Super Metroid, Zelda and Yoshis Island. All must be boxed, in very good condition and with instructions. Willing to pay \$30- for each. Call Rod on (02) 4392 8498 after 6pm.

Sega Saturn games wanted ASAP - Virtual Cop 1 & 2 and Gun. Any other games, please call and ask Troy on (03) 9786 6612. Melbourne only.

PENPALS:

Hi, my name is Luke, and I will be 14 soon. I am looking for a female penpal of the same age. I have an N64 and a PC. I like silverchair, ice skating and martial arts. If you are interested, write to me at 17 Malory Ave. West Pymble NSW 2073.

Hi, 14 year old guy looking for a penpal, preferably female. I love writing letters and I need to feed my mailbox. I have a PSX and a Pentium 2. If you're interested, write to M/S 189 Kingaroy QLD 4610. All letters will get a reply.

Ni-hao! I'm a 14 year old girl seeking penpals. I love anime, Blur, Korn, astrology and my beloved PC. Any age, any gender, please write to me... Shampoo, 13 Palm Trees Crescent, Bangalow NSW 2479.

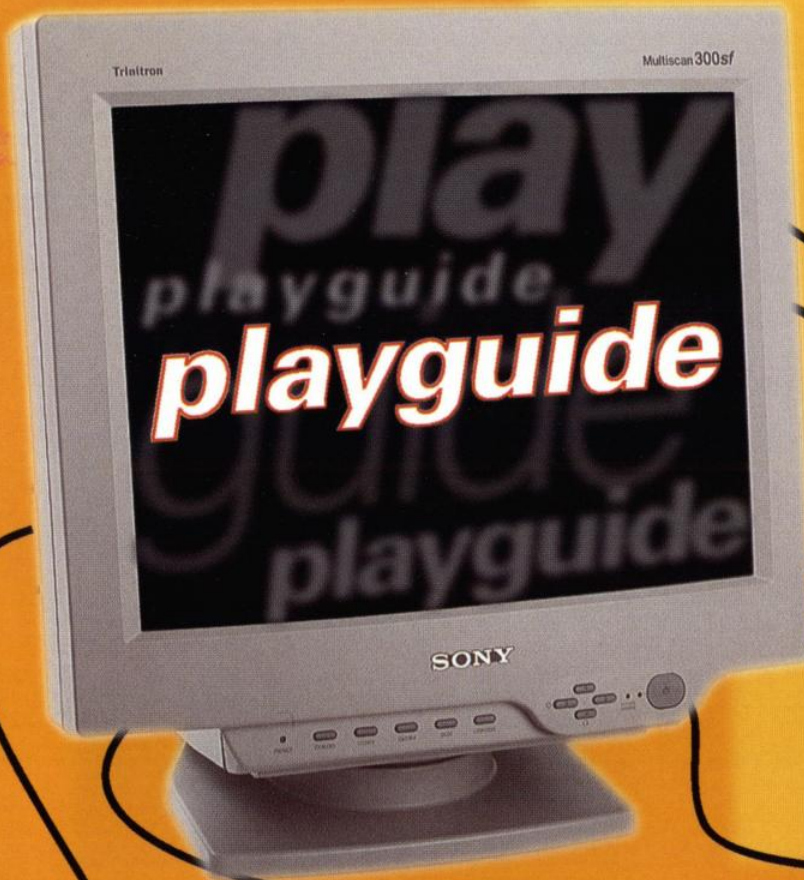
Hi there Guys & Gals, My name is Andrew Weekley and I'm 25 years old, 6'4 with dark hair. My likes include computers, Nintendo, PlayStation, shopping, X-Files, Spice Girls, Bruce Springsteen, & some Mariah Carey. I read the following magazines; N64, PlayStation, PC PowerPlay, Hyper and the list goes on. I'm looking for a female penpal between the ages of 18 & 26. If interested, please write to 9 Beacon Ave. Glenhaven NSW 2156.

Hi! I'm looking for a penpal. My name's Chris Tyson. I have 2 PC's, an N64 and a PlayStation. I like Greenday, Offspring and other grunge music. I'm 11 years old, and interested in talking to someone aged 9 - 12 m/f with the same interests. I like most 1st person shooter games (Turok 2, Goldeneye etc). Please send a message to my lonely mailbox. My address is 15 Walker Grove, Cheltenham, VIC 3192 and my e-mail address is zootroy5@hotmail.com

Hi, My name is Trav Gains. I'm 12 years old and looking for a m/f penpal aged 11-14. I own a PlayStation and my favourite games are Metal Gear Solid and Resident Evil 1 & 2. I also like b.m.x. and skateboarding. My favourite bands are Offspring, Greenday, The Living End, Blink 182 and Grinspoon. Please write to me at PO Box 53, Cowes 3922.

Hi, I'm a 15 year old girl looking for a penpal m/f aged 14+. I love drawing and stuff like; Spawn, the movie/American comic book (I'm absolutely nuts about it), freaky horror, action and sci-fi movies (no Star Trek) and manga/-anime (like Evangelion). I have a PC with 6 games, a SNES with 3 games and a Gameboy with 3 games. If you want to write to me, it's Peta Goldsmith, PO Box CP 467, Mildura, VIC 3501. I promise to answer every letter sent.

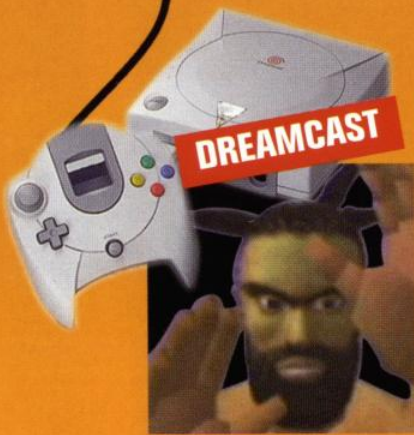
Hi, I'm a 12 year old male and I'm looking for a female penpal aged 10-14 as I will be 13 in July. I enjoy playing on my PlayStation and I'm really into Neon Genesis Evangelion. Oh and my name is Hamed, so if interested, write to 440 Pennant Hills Road. Pennant Hills 2120. Please send a photo if you can.



Rogue Squadron



HOMM III



Virtua Fighter 3



Pokemon



GEX 3



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