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gaming

DREAMCAST - PLAYSTATION - N64 - PC

970/0  
System Shock 2

# HYPER



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- + NFL BLITZ 2000
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- + ROGUE SPEAR
- + G-POLICE 2

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EXCLUSIVE REVIEW!

# SONIC ADVENTURE

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BACK INTO ACTION!

PLAYSTATION SEXINESS!  
FULL REVIEW INSIDE

## wip3out



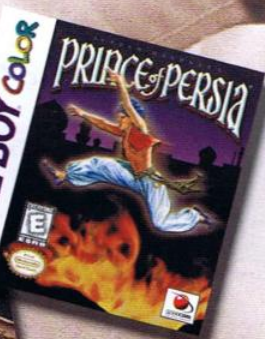
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TOP

★ 50  
★ GAMES  
OF ALL TIME!



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PC  
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RUGNOR'S



# Prince of Persia 3D

## EDITORIAL

Happy Birthday to us, Happy Birthday to us! Hyper is a big SIX years old and we're happy to say that the last 73 issues have been a great big blur of gratuitous gaming. When we were drooling over the fact that the Super Nintendo could do speech samples, and that the Mega Drive was state-of-the-art gaming hardware, we could never have imagined we would be here today looking at something like the new Sega Dreamcast which goes on-sale this month. Lordy! Sonic Adventure is a stunning game and proof that Sega still know what they're doing, they just have to make sure their great new console goes the distance. We're hearing more and more reports of the PlayStation 2 becoming more of a reality for a launch in Japan sometime in the new year, and we also have the next Nintendo console and even a brand new 32-bit Game Boy to look forward to. In terms of where PC gaming is headed, it just kind of boggles the mind. Some of the technology on the horizon is going to make our current set-ups look absolutely pathetic. I guess that's a good thing! In any case, this next year of Hyper is going to be one of the most exciting yet.

In the meantime, we can lose ourselves in System Shock 2, Dino Crisis, Gauntlet Legends and the insanely good Wip3out. Or if you don't feel like gaming, stick the Wip3out disc in your CD-player and groove along to the slammin' beats. You could also stick your Sonic Adventure disc in your PC for a few little 'extras'. Maybe you should just kick back on the couch and let us entertain you with our feature on the Top 50 games of All Time (always a touchy subject) which will either have you sobbing because of the nostalgia, or because we didn't include "insert your favourite retro game here". Oh, and one more thing, if ever there was a time to subscribe to Hyper, that time is now! Why? Well, maybe you should just go take a look at our subscriptions page... bang on.



Eliot

## REGULARS

### 6 NEWS

Brand new 32-bit Game Boy on the way. Nintendo's 64DD comes back from the dead. Experience share-living on your Dreamcast. Colin McRae 2 comes burning down the track. New PlayStation 2 technology. Thrasher gets a hot soundtrack... and more!

### 14 EYE CANDY

### 16 PREVIEWS

WCW Mayhem — PlayStation/N64  
Dead of Alive 2  
— Arcade/Dreamcast  
Ready 2 Rumble Boxing  
— Dreamcast/N64/PlayStation  
Shenmue — Dreamcast  
Trickstyle  
— Dreamcast/PC  
Tomb Raider 4  
— PlayStation/PC  
Grand Theft Auto 2  
— PlayStation/PC  
Age of Empires 2  
— PC  
Force Commander  
— PC  
Rayman 2 — N64/PC  
Speed Devils — Dreamcast  
Hydro Thunder  
— Dreamcast/64/PlayStation



### 26 UPCOMING LIST

### 27 WIN WIN WIN

Up for grabs — copies of Hybrid Heaven for the Nintendo 64 and Dino Crisis for the PlayStation. Also, subscribe to Hyper this issue and you could win yourself a brand new Sega Dreamcast with six hot games!

### 30 FEATURE

The Top 50 Games of All Time! See who makes the grade...

### 38 REVIEWS

More massive releases than you can swing a hedgehog at.



### 83 IMPORT

Japanese Mech action.

### 84 MULTIPLAYER

LANs go off and see if Strober can solve your problems...

### 85 ARCADE

### 86 NET TRAWLIN'

### 87 RETROSPECT

It could be a shock to your system.

### 88 ANIME

### 90 CHEAT MODE

### 94 LETTERS

### 98 HYPERMART

## REVIEWS

### DREAMCAST

40 SONIC ADVENTURE  
44 EXPENDABLE  
45 MONACO GP 2

### PLAYSTATION

46 WIP3OUT  
54 DINO CRISIS  
57 SLED STORM  
58 MADDEN 2000  
59 BEATMANIA  
60 G-POLICE 2  
62 EVERYBODY'S GOLF 2

### NINTENDO 64

64 GAUNTLET LEGENDS  
66 HYBRID HEAVEN  
68 NFL BLITZ 2000  
70 NEW TETRIS  
71 MONSTER TRUCK  
MADNESS 64  
72 40 WINKS  
82 SHADOWGATE 64

### PC

74 SYSTEM SHOCK 2  
76 ROGUE SPEAR  
78 FORCE 21  
80 JAGGED ALLIANCE 2

### MAC

82 CAESAR III

FEATURES

WIN A SEGA  
**DREAMCAST** and  
6 GAMES WORTH OVER \$1000!!  
page 28



40 **THE RETURN OF SONIC... AND SEGA**

Sonic Adventure gets the Hyper once-over to see if the Sega mascot has lost any of his magic. This is the month you can get your hands on a Dreamcast, so check these reviews out now!



30 **THE TOP 50 GAMES OF ALL TIME!**

Take a peek inside the Hyper crystal ball to see which hot games from the last 27 years of gaming are worthy of our Top 50. We guarantee that you'll be surprised by a few. This is all about games we'd still want to play...



46 **WIP3OUT LEAVES THEM ALL FOR DEAD**

Psynosis have finished the much anticipated Wipeout 3, and we can tell you now that you might as well just super-glue it into your PlayStation. Have we just seen the last great PlayStation game?



ISSUE

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November 1999

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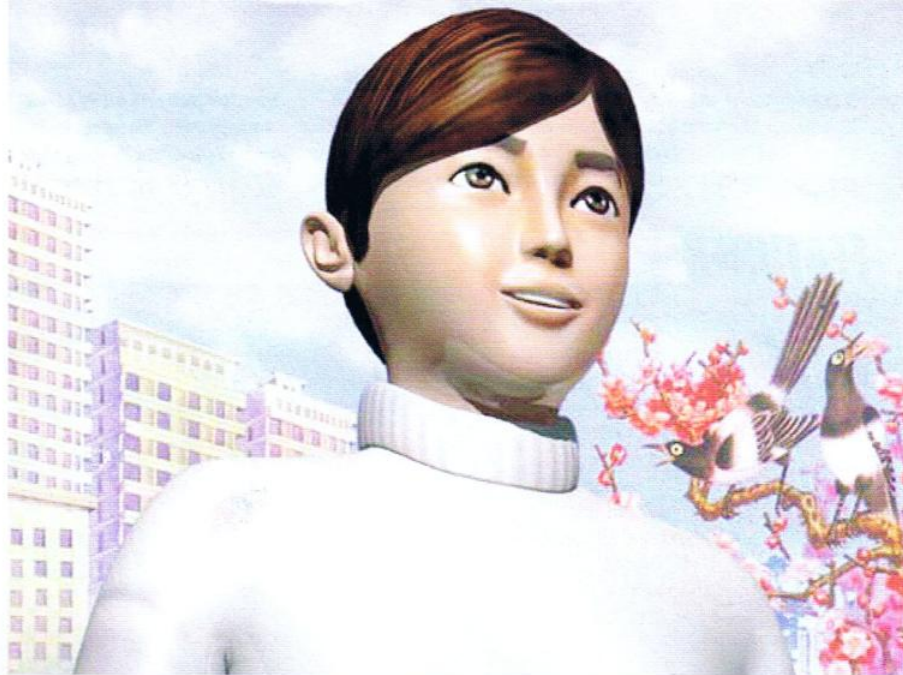
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# DREAMTIME

Sonic Team is apparently working on four new titles. No details have been released as yet, aside from four mysterious logos. Each logo has been given a codename. They are: Kaigi, Samba, Chu 2 and Pso. Check 'em out and see if you can pick what the games will be. More details when they come to light.



# ROOMMANIA #203

Sega are developing the world's first "room mate simulation". Yep, his name's Neji and he looks like a right tosser (no offence to all you clean cut, skivvy wearing, "wind blowing through your hair on a sunny Autumn day" types out there). From what we can gather, Roommania #203 is a bit like a tamagotchi game... only it's not some cute little blob, it's a virtual human.

The concept definitely has potential, but at this stage looks far too wholesome. Where's the anarchy? The real fun would be in seeing how far you can push the roommate, by doing things like: never washing the dishes; leaving clothes everywhere; buying a PA and holding house parties the night before his exams; chatting up his girlie; or playing pranks like blindfolding him with the promise of a "really big surprise", only to reveal that you've thrown all his belongings out onto the street. Indeed, just how much of a bastard you can be is yet to be determined. We wait with bated breath.

# ZELDA GAIDEN

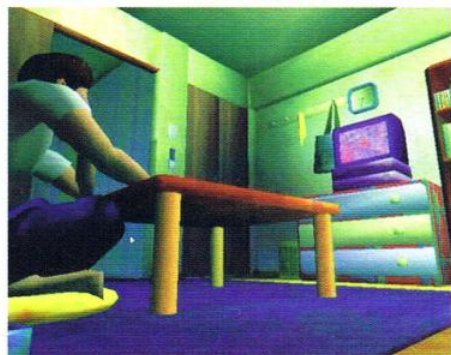
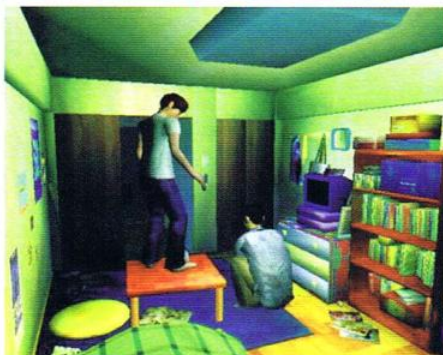
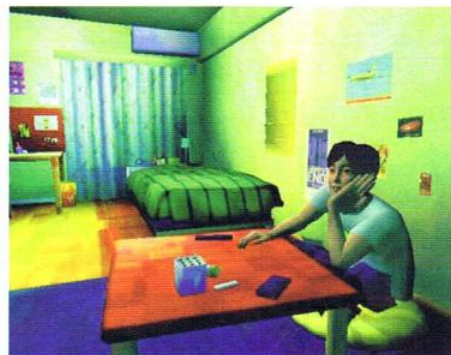
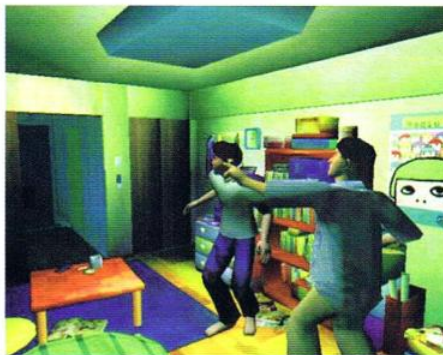
In addition to the 64DD Ura Zelda, a completely new Zelda adventure is on the way. It takes place not long after the conclusion to Ocarina of Time and sees Link venture into an alternate dimension - almost a parallel universe to Hyrule. The landscape seems eerily familiar, as do the faces he encounters. However, this world is in crisis, as a gigantic moon is falling to Earth and will surely destroy all life.

From the footage we've seen, Zelda Gaiden will keep fans very very happy. It's more of the same classic Zelda gameplay, with some VERY cool innovations. The most important of which is the new mask system. Putting on a mask turns Link into a completely different creature (many of whom were in Ocarina of Time), with its own powers. There will be around 20 masks to collect, and each creature enables Link to do radically different things.

You'll need to be familiar with the traits of each mask to progress in the game. Each mask/creature also has its own instrument, so rather than just an Ocarina, Link will be able to play different tunes with each mask for different results. Another interesting gameplay quirk will be the role that time plays, as you must race to save the world from destruction.

The detail and variety in the graphics are a step up from Ocarina of Time, as Gaiden requires the 4MB expansion pak to run. Rather than just upping the resolution though, the pak will be used for higher framerates and displaying more enemies on screen at once.

Zelda Gaiden is currently due to be released in March 2000 in Japan.



# FZERO

## X 64DD CAPABILITIES

Well, the 64DD is coming to the land of the rising sun, and there are plenty of games with "hooks" already imbedded in their code to enable 64DD capabilities. F Zero X was the first game with 64DD capabilities built right in, and what exciting possibilities they are!

Whack the F Zero X expansion disk into your DD and you're in for a treat. First up, there are two new championships to compete in, but that's only the beginning, because it's all about customisation. You can build a racer from the ground up - pick all the body types, then give it a going over with the paint tools, before configuring your racer's all important speed/boost and grip options. Not all that excited? Then imagine the possibilities of creating your own tracks. With a 3D grid at your disposal, you can add track elements like jumps, booster pads, corkscrews and loop the loops to forge the ultimate ride. Around 100 tracks can be saved to the disk. **Awesome eh?**



## HERE COMES THE G4



Apple have unleashed the new PowerMac G4 into the fray, boasting even more of a gaming set-up than any of their previous systems. The G4 chip uses something called the Velocity Engine which processes information in 128-bit chunks as opposed to 32 or 64 bit chunks like in most PCs. The G4 can calculate one billion floating calculations per second - that's one Gigaflop in tech terms - which is basically a staggering amount of processing power. According to Apple, the G4 outperforms the Pentium III 600 by roughly three times!

Here are some specs for the boffins amongst you...

### Processor

- 400, 450, or 500MHz PowerPC G4 processor
- Velocity Engine vector processing unit with 162 integrated Single

Instruction Multiple Data (SIMD) instructions

- Full 128-bit internal memory data paths
- Powerful new floating-point unit supporting single-cycle, double-precision calculations
- 1MB backside level 2 cache running at half the processor speed
- 100-MHz system bus supporting up to 800-Mbps data throughput

### Graphics support

- ATI RAGE 128 graphics card with 16MB of SDRAM graphics memory installed in a dedicated graphics slot (either a 66-MHz PCI slot or a 133-MHz AGP 2X slot)

### Memory

- 64MB, 128MB or 256MB of PC100 SDRAM
- Four DIMM slots support up to 1.5GB of PC100 SDRAM (999MB maximum per application)

# 64DD ON THE WAY

After a gestation period longer than the African elephant, it looks like Nintendo's 64DD will finally see the light of day... in Japan only, that is. Even so, it's going to be a pretty unique addition to the N64, and we have some juicy new information about the software that will make or break the system.

First up is the communication software that sets up

(for God's sake don't call it educational), rather than just games. At the forefront of this creative charge is the Mario Artist range. This encompasses:

**Paint Studio.** A deluxe update of SNES Mario Paint. You can create your own pictures, animations and video and then apply filters and tools to them.

**Polygon Studio.** Build your

in creating your character (much like WWF Attitude), from the body to the clothes and even items for him/her to hold. As if dressing a digital you up isn't surreal enough, you'll even be able to select a scenario for your character to be in, which is executed with some great motion capturing.

Other games that are in development for the 64DD



the DD's network capabilities. You'll be able to surf the web, send and receive email, and download mini games. Online software will also be available, including "Digital Horse Racing Newspaper", which is an information service dedicated to the exciting world of horse racing (we kid you not), and many of the games will be playable against human opponents over the network.

The niche that the 64DD will really be pushing is in creative software applications

own polygonal models, and texture them. There may also be the option of exporting the models into compatible games.

**Talent Studio.** A full character creation suite. The first step is to take a piccie of your face or body parts with the Game Boy Camera, then import it into Talent Studio. From there you can edit and colour the image and map it onto the head of your polygonal character.

There's heaps of versatility

include:

Ura Zelda (A different interpretation of Ocarina of Time).

Doshin the Giant (from the makers of Tail of the Sun and Aquanaut's Holiday).

Game Maker

F-Zero X Expansion Kit

Sim City 64

Nintendo Pro Golf Tour 64

Mahjong

Cabbage (whilst the name isn't final, this is the most exciting title on the list as it's a virtual pet game from Shigeru Miyamoto).

## COMPETITION WINNERS

Rejoice! For free games and goodies are yours!

### POKEMON

Nathan Ellerby, SA  
Zac van Wees, WA  
Elana Pelosi, Vic  
Grant Armitage, NSW  
John Pace, Vic

### SHADOWMAN

David Flodine, Qld  
Michael Donelli, Vic  
Yulangi Bardon, Qld  
Mike Williams, NSW  
Daniel Tam, WA

Paul Heavens, WA  
P. Petherbridge, NSW  
Andrew Radich, Qld

### V-RALLY 2

Chris Loney, Qld  
Carl Rogers, SA

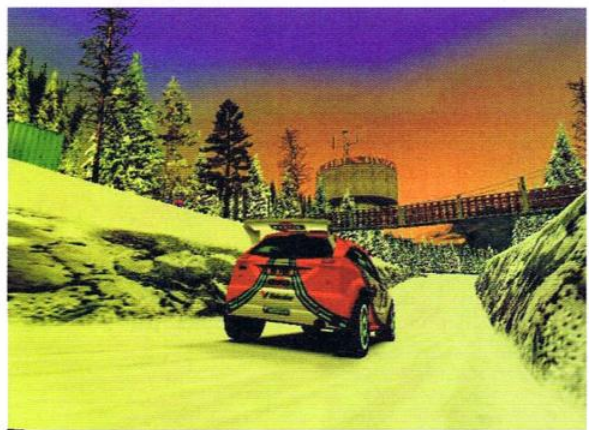
# GET OFF THE ROAD PSX-FILES

Codemasters, the legends behind Colin McRae Rally, have just snapped up an upcoming off-road driving game called Off the Road for PC and PlayStation. Hopefully out by Christmas, Off the Road allows you to get behind the wheel of 4X4s, trucks, buggies and military vehicles in 18 huge 'go-anywhere' environments. Of course, there's a multiplayer feature which should provide some hardcore competitive racing, with a crazy reckless twist. Gameplay is looking a little like Monster Truck Madness, but with faster vehicles at hand. Off the Road has the potential to be a real blast, and Codemasters seem to know a good game when they see one, so we're very curious to see how this one turns out.



## COLIN MCRAE RALLY 2 ANNOUNCED!

It owned us for many months, it was a gorgeous creation, it oozed sex appeal and made life worth living. It was Colin McRae Rally from Codemasters. Thank the maker, as Colin McRae Rally 2 has been announced for PC and PlayStation! We're going to pump the office full of bubble-bath and strip down in celebration! The focus this time around will be on McRae's Ford Focus team rather than the Subaru of the first game. Codemasters are making sure that CMR2 will have some of the best graphics seen yet, whilst retaining the wonderful driving feel of the original. There's no doubt this is going to be one of the big games of 2000 for driving game fans.



PlayStation owners are finally going to get the chance to hoe into some X-Files kookiness. The game is based on the PC title, which you may recall we gave 90% back in Issue 57 (July '98). Expect the game to play very much like an interactive X-Files episode, with the player exploring locations, finding and deciphering clues, and talking to other characters, in order to solve whatever weirdness is going down. The video quality is looking awesome, and this should be the best game of its type on the PlayStation by a long way. The X-Files will ship on four discs, to eight planets, spanning three galaxies and two million light years. Look out for it soon.



## CHARTS

Charts kindly supplied by Hitech World

PLAYSTATION	NINTENDO 64	PC
1 V-RALLY 2	1 GOLDENEYE 007	1 KINGPIN
2 DRIVER	2 STAR WARS: RACER	2 TIBERIAN SUN
3 APE ESCAPE	3 ZELDA 64	3 BRAVEHEART
4 TONY HAWK SKATEBOARDING	4 QUAKE 2	4 MECHWARRIOR 3
5 METAL GEAR SOLID	5 POKEMON SNAP	5 LANDER
6 OMEGA BOOST	6 MARIO GOLF	6 EVERQUEST
7 FINAL FANTASY VII	7 COMMAND & CONQUER 3D	7 BALDUR'S GATE
8 CROC 2	8 SHADOWMAN	8 QUAKE 2
9 SYPHON FILTER	9 F-1 WORLD GRAND PRIX	9 SHADOWMAN
10 SOUL REAVER	10 SUPER MARIO 64	10 HEAVY GEAR 2



**FIM**  
WORLD CHAMPIONSHIPS

**500**  
GP

THE OFFICIAL  
FIM ROAD RACING WORLD CHAMPIONSHIP  
GRAND PRIX RACE SIMULATOR

# GP 500



*You'll need something between your ears...*



*...to handle what's between your legs.*

Actual Screen Shots

Real Speed, Real Teams, Real Bikes... Can you handle the power of the fastest accelerating and breaking machine in the world today? **GP500** lets you race the main event: the 500cc World Championship. Can you take it to the limit under pressure from the best riders in the world? It's about technique, knowing the track, knowing your opponents, understanding your 500cc powerhouse.

**"This game gave me the biggest adrenaline rush I've ever had without hitting 180 mph on a real track."**

Kenny Roberts Jr. Team Suzuki



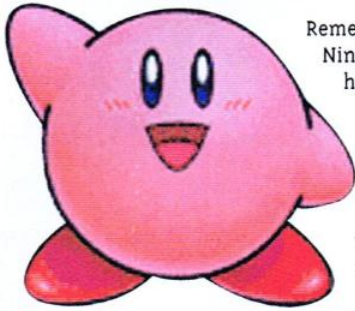
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**MICRO PROSE**



# ★ KIRBY 64 ★

## THE PINK BLOB RISES AGAIN

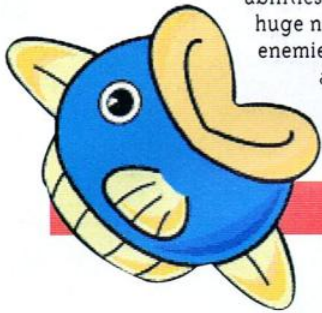


Remember Kirby's Air Ride? It was originally shown at Nintendo's 1995 Spaceworld expo. It was a hoverboard/racing game of sorts, with weird undulating checkerboard levels. After being in the works for a couple of years it disappeared off the release lists, never to be seen again.

Well, it's time to party like it's 1999 'cos Kirby's finally coming home to roost (c'mon - he looks like the roosting type!). Only, it's not Kirby's Air Ride, it's a new Kirby adventure, in the mould of an old school 2D platform game.

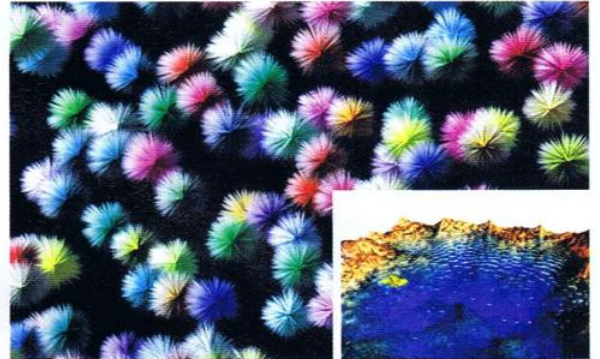
Unsurprisingly, the ultimate objective is to save a kidnapped princess, but the gameplay

is much less run of the mill. The variety of Kirby's abilities is quite amazing, as he can acquire a huge number of skills and weapons from the enemies he meets. Taking a pseudo 3D approach, this new Kirby title is looking to be a colourful and challenging romp. **More details soon.**



# PLAYSTATION 2 RUMOURINGS

A weird new feature that could be included in some of the upcoming PlayStation 2 games is random fractal generating code. What this means is that any game which would normally use repeating textures - like an adventure game which displays a brick texture on the walls of the dungeon - will now be able to generate those fractals randomly allowing for the environment to never look the same. That way environments will seem more realistic than ever, as you will never see any textures repeated. Cool stuff.



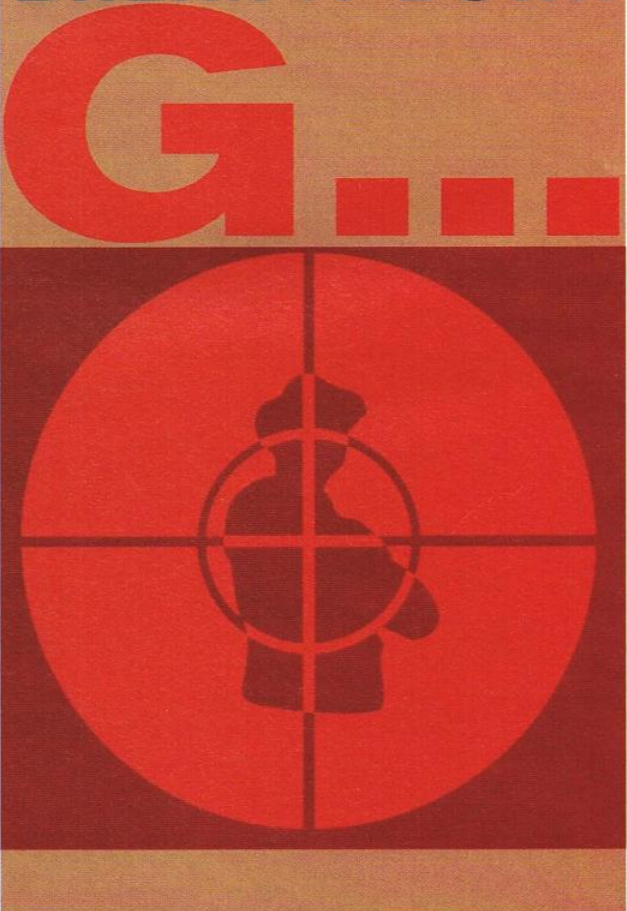
# THRASHER

Rockstar's upcoming "Thrasher: Skate and Destroy" skateboarding title is set to have one of the greatest soundtracks in a game thus far. The track listing features a phenomenal collection of hip-hop classics well suited to a skate game. Here they are:

- Sugar Hill Gang - Rappers' Delight
  - Grandmaster Flash and the Furious Five - White Lines (Don't Do It)
  - Afrika Bambaataa and Soul Sonic Force - Planet Rock
  - Run DMC - King of Rock
  - Stetsasonic - Talkin' All That Jazz
  - Ultramagnetic MC's - Kool Keith Housin' Things
  - Eric B. and Rakim - I Know You Got Soul
  - EPMD - I'm Housin'
  - Public Enemy - Rebel Without A Pause
  - A Tribe Called Quest - Award Tour
  - Gang Starr - Just To Get A Rep
- In addition to this fantastic lineup are some more dance-orientated tracks for the levels set in London and Germany:
- The Freestylers - Freestyle Noize
  - Deejay Punk Roc - My Beatbox
  - Sniper - Crossfader Dominator
  - Hardknox - Coz I Can



# BREAK IT DOWN



# YOU MISS...



# YOU DIE!

Play as if 5.7 billion  
lives depend on it!

## Tom Clancy's **RAINBOW SIX**

PEIT 991953



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# GAME BOY 2!

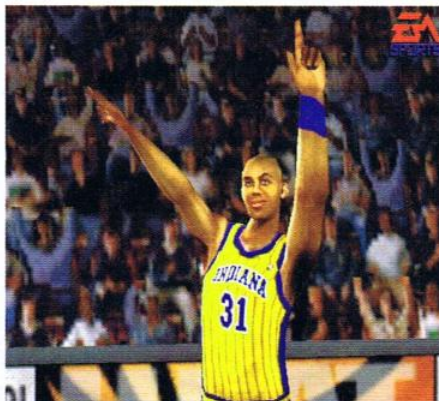
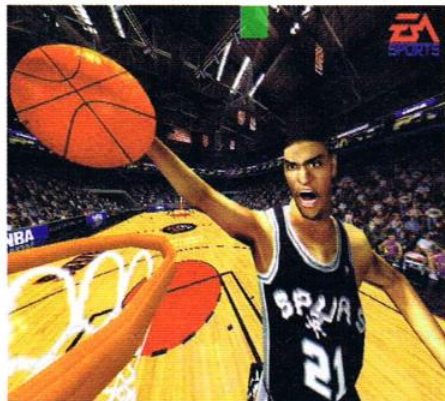
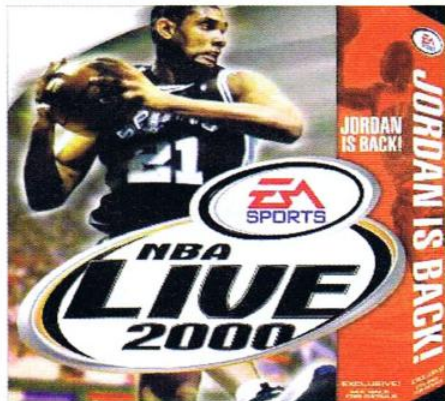


Nintendo have finally put to rest endless speculation on how they would follow up their stupidly successful Game Boy hand-held. Temporarily titled the Game Boy Advance, this would finally be an actual Game Boy 2 as opposed to simple technology updates like Nintendo have done with Game Boy Pocket and Game Boy Color. The Game Boy Advance will house a 32-bit RISC CPU, have twenty hours of battery life, a reflective colour LCD, be capable of 65,000 colours with a resolution of 240x160 and even have the ability to connect to the internet via a mobile phone so users can download software and play games multiplayer. In another awesome move, we've heard that the new Game Boy will be backwards-compatible with all the Game Boy and Game Boy Color games already on the market. We smell another massive success story.

Currently, Nintendo have their sights set on an August 2000 release for Japan which could mean we won't see the Game Boy Advance in Australia until the year 2001.

# JORDAN GETS SIGNED FOR NBA LIVE 2000!

That's right you heard it here first! Robert Jordan, bearded author of the fantasy series Wheel of Time, has been asked to sign on as the main star attraction of NBA Live 2000 and... eh, what's that? Oh. Er... well then, in a move which is sure to have cost EA Sports an amount of money that could buy a small island in the South Pacific, Michael "Basketball Legend" Jordan has been signed by EA Sports to appear in NBA Live 2000, as well as hopefully contribute to the motion-capturing process. The main reason Jordan signed was to feature in the 'Legends of the game' mode which will be included in the final game. After Space Jam, we get the feeling that Michael could possibly have been looking for something to restore a little credibility to his resumé. Heh. If you're not a Michael Jordan fan, then there's always the create a player feature along the lines of the custom wrestler modes seen in the WWF games. But no-one would dis Jordan, would they? Naaaaah.



## OVERFLOW

**Gran Turismo 2 will ship on two CDs (they've packed a LOT of licenses into that sucker). It should be out in Japan by the time you read this.**

The upcoming mother of all N64 first person shooters, Perfect Dark, will take advantage of the Game Boy Pak. This device enables gamers to take photos of themselves with the Game Boy Camera, then upload that image into Perfect Dark to be mapped onto a character's face. Just think of the possibilities... whack your teacher's ugly mug on a character and then kick his ass! Deathmatch will never be the same again.

**The Sony vs Bleem! legal battle is still being waged, despite the fact that Bleem! has legally been on sale for several months in the US. Sony has failed for the fourth time to get an injunction passed to stop sales of Bleem! software. Despite this, it's unlikely that this is the last we'll hear from Sony on the subject of Bleem!**

Blizzard's Diablo 2 has been revealed as an elaborate hoax - the game never was or will be in development. Apparently, screenshots were created using cows in costumes superimposed over a scale plasticine set. Umm... yeah. Actually, Diablo 2 is finally nearing completion, and will (hopefully) be out by Christmas. At the moment the game is being tweaked and bug-tested. For an early look, keep an eye out for the Diablo 2 beta testing program sometime soon.

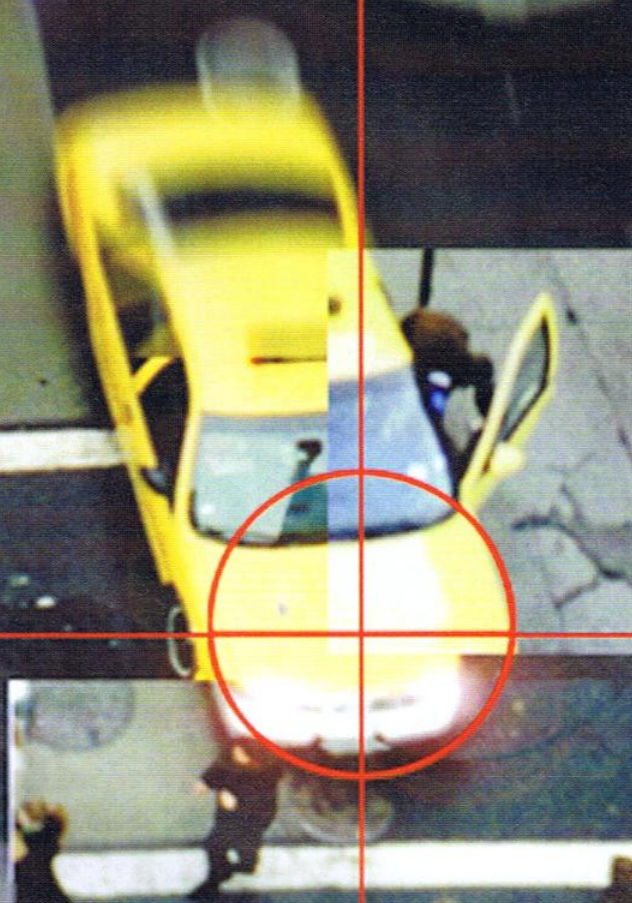
**Legend entertainment are currently working on Unreal 2, much to the delight of the Hyper crew. Since they have put the finishing touches on the fantastic looking Wheel of Time (details next issue), Unreal 2 is very much underway, as well as a mysterious secret project.**

The PlayStation 2 may ship with software which enables users to import pictures from their digital cameras. The pictures will then be able to be used on custom-made email postcards and even transformed into 3D graphics. More details will be available as Sony begin lifting the veil of secrecy on the machine towards the end of this year...

**The Resident Evil movie still trundles along, even though Director George Romero had his script rejected. Capcom are eyeing all the details carefully to ensure the movie follows their successful game series to the letter. We hope the caliber of acting in the movie is better than the voice acting in the game! "What IS IT?!"**

ROCKSTAR GAMES presents a DMA DESIGN game

# GTA2



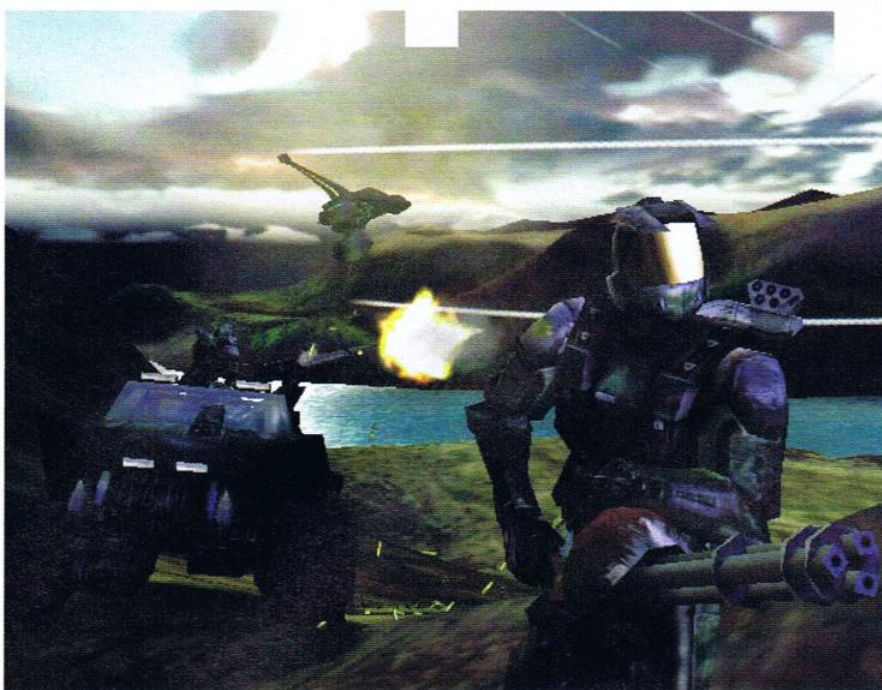
**GRAND THEFT AUTO 2**  
**STEALING CARS IS THE EASY PART**

SEE THE FILM AT [WWW.GTA2.COM](http://WWW.GTA2.COM)

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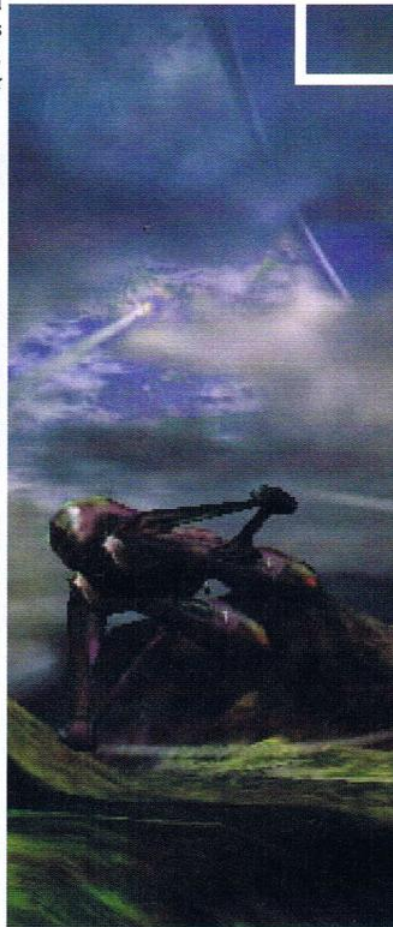


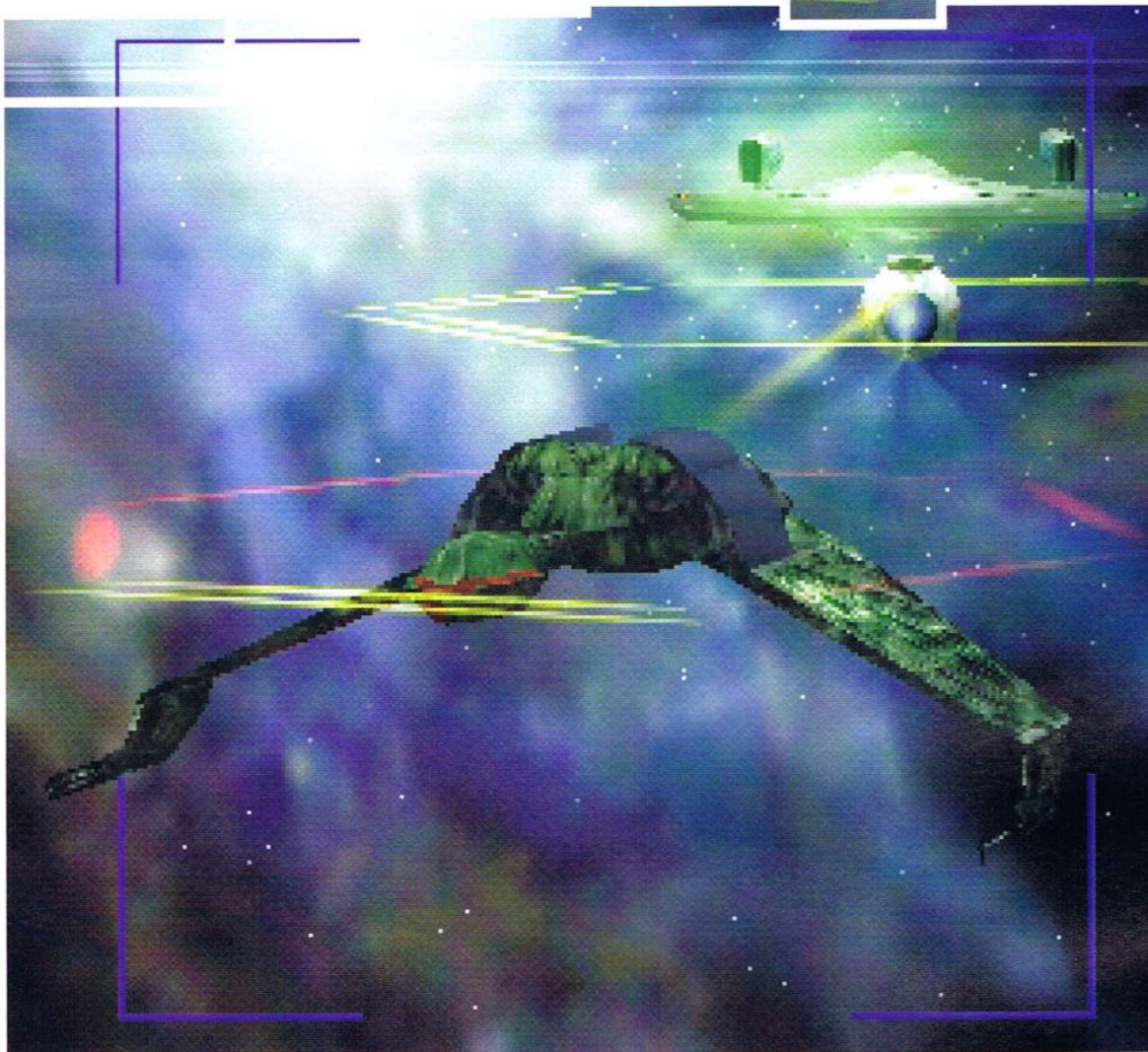
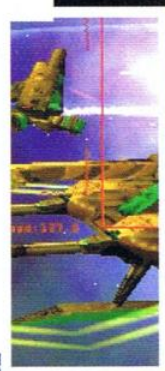
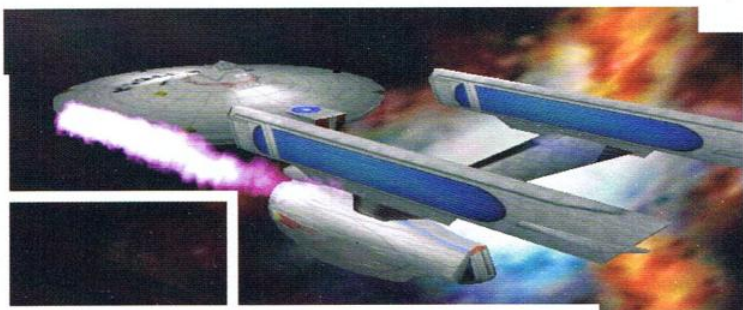


# Halo

MAC/PC  
BUNGIE

Bungie seem to have a knack for pulling out something cool for the Mac when we least expect it. Halo is looking like one of those titles that will put most PC games to shame, although we wouldn't be surprised to see this one pop up on other platforms such as the PC shortly after it's Macintosh birth. The 3D world, character models and potentially magnificent gameplay all add up to one possibly life-altering experience for Mac Gamers out there hankering for something new. Games don't look much sexier than this one at the moment. Let's hope that when Halo arrives, it still looks as shiny and golden as it does now. For the moment, it's just more goodness for your peepers.





## Starfleet Command

PC

INTERPLAY

Now that Bones is a bunch of bones, we thought we should honour the legend with a look at this sexy-looking Real Time Tactical combat game from Interplay. As far as a Star Trek experience goes, this looks like it will be hard to beat. Even the menus are designed to make you feel like you're sitting at a starship control station. If you like a bit of colour in your strategy titles, then get a gander at this 3D engine — pretty indeed. There's a whole bunch of new Star Trek games coming our way from Interplay, so start ironing your Starfleet uniform and dig out your pointy ears.

ALLEN'S  
**KILLER PYTHONS**  
 R.I.P. their heads off

# WCW Mayhem

PLAYSTATION/N64

AVAILABLE: NOVEMBER

CATEGORY: WRESTLING

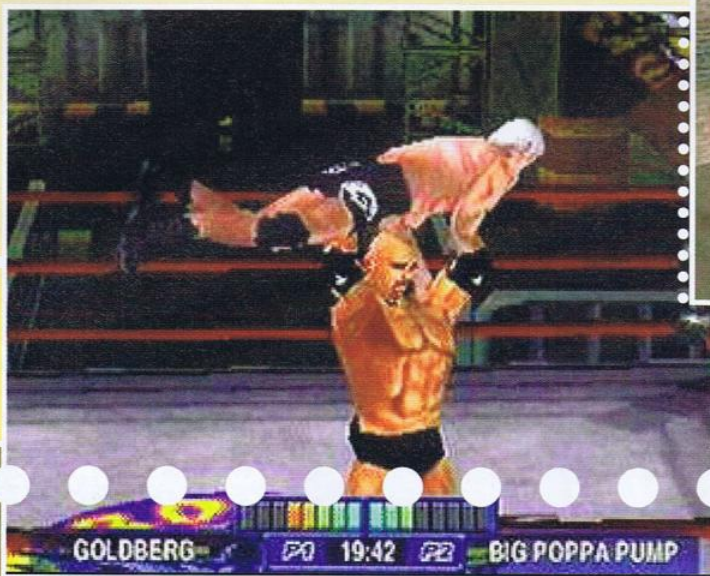
PLAYERS: 1-2

PUBLISHER: ELECTRONIC ARTS

The dream lives on. Unfortunately the rest of the world wishes that whoever is dreaming would just wake up. Those wrestling freaks are coming back to console this Christmas and they're bringing their stretchy undies and gimp masks with them. WCW Mayhem is definitely going to be one for fans of the sport, with more wrestling celebrities than you can smack chairs over the heads of and the new ability to keep pummeling them senseless in the change rooms.

We're serious. WCW Mayhem allows you to fight backstage, rather than under the pretty lights of the wrestling ring. So if you thought it was all smiles and cups of tea in the green room... well, actually you'd probably be right, but at least we can pretend that they really hate each other in the game.

As you may have suspected, you can also create your own mad wrestler by choosing facial features and body parts until you've created the strangest freak known to humanity. Better motion capture this time around, coupled with the digitised wrestlers, should hopefully result in some very entertaining bouts. Play-by-play commentary, rad music and a good sense of humour adds the icing on the cake to this upcoming muscle meet.







# Dead Or Alive 2

**ARCADE/DREAMCAST**  
**AVAILABLE: TBA**  
**CATEGORY: 3D FIGHTER**  
**PLAYERS: 1-2**  
**PUBLISHER: TECMO**

The evolution of 3D fighting games continues unabated... and damn we love it! There's been a steady stream of innovation ever since Virtua Fighter first hit the arcades. The genre has moved steadily from (essentially) 2D play mechanics to true 3D movement. Tecmo's Dead Or Alive 2 looks like it may take the next step in the evolution of the 3D fighter, to make it a cinematic experience.



series, whilst encouraging strategic use of the huge and complex arenas.

### GETTING JIGGLY WITH IT

As the screenshots show, the environs are large, with the freedom to fight anywhere. Each arena features several sections, the most stunning example of which is the outdoor mountaineous area. It's a huge outdoor arena, complete with interconnecting open temples, trees, rocky outcrops and a waterfall. One of the most awesome scenes we've seen from the game sees one character getting knocked off the waterfall into a pool below only to have the other player jump down after him

and pick up the fight on the lower platform. Other stages include an industrial warehouse, a cathedral and a snowy outdoor level complete with Easter Island stone heads. The potential for thrilling, cinematic fight scenes is huge. Indeed, watching skilled players fight will rival watching a Hong Kong kung fu film.

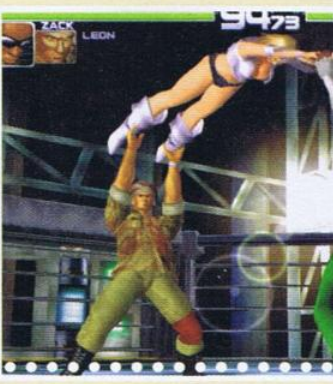
The detail in each of the

arenas we've seen is absolutely mind boggling - especially given their size and the detail of the smoothly rendered characters. Dead Or Alive 2's graphics also scream with vivacity - this game is bright. Not in a garish way, but in a crisp, striking way.

Dead Or Alive 2 will also include a tag team option. Thus, the fighting will be fast paced and unpredictable, and really push the Naomi hardware - as three (and possibly even four) characters may be on screen at the one time. Dead Or Alive 2 will be out in the arcades first, but a

Dreamcast version is in the works.

Dead Or Alive 2 is certainly going to be an innovative game, and with the return of all the female characters from the original (plus some new ones) you can rest assured it'll be bouncy too.



# Ready 2 Rumble 2

DREAMCAST/N64/  
PLAYSTATION

AVAILABLE: NOVEMBER  
CATEGORY: 3D BOXING  
PLAYERS: 1-2  
PUBLISHER: MIDWAY

Boxing, it's truly the sport of kings. You'd be hard pressed to find a more majestic and beautiful discipline this side of a good stint in the army... or perhaps a medieval torture room. That said, a career in boxing doesn't necessarily lead to cauliflower ears, rapid brain cell loss and the phrase "I love youse all". Indeed, if Ready 2 Rumble is anything to go by, RSI may be your only concern.

Ready 2 Rumble is being billed (by us that is) as the first truly worthy successor to Super Punch Out on the SNES. Not since those hallowed days has a boxing game had so much character, playability and sense of fun. There's no anal realism to be found here, just solid arcade action.

Midway have gone all out putting this one together. Everything from the presentation, to the character animations and the game mechanics will rock your world. There's a cast of 16 wacky boxers to choose from, each sporting their own style and attitude. From Jet "Iron" Chin, with his martial arts inflected fists of fury, to Afro Thunder, with his... er, massive afro, Ready 2 Rumble will have plenty of replaya-

bility, especially in championship mode. In this mode you're in the role of both boxer and trainer. You'll be signing new recruits, boosting your boxer's stats in training, and generally keeping your stable in order.

The fighting mechanics aren't as hardcore as VF3TB, but there'll be plenty of strategy to go around, especially given the 3D movement. The basic boxing moves and dodges are common to all characters, but each also has many unique moves, not to mention rumble moves. Charge up the rumble meter and for a short time you'll be more powerful and have the "rumble moves" at your disposal... or rather, for your opponent's disposal.

There are also several useful



camera angles. The default is the standard side on position, but you can also play from a first person perspective (a la Super Punch Out), or from the other fighters perspective - if you've got to go down, you might as well watch yourself

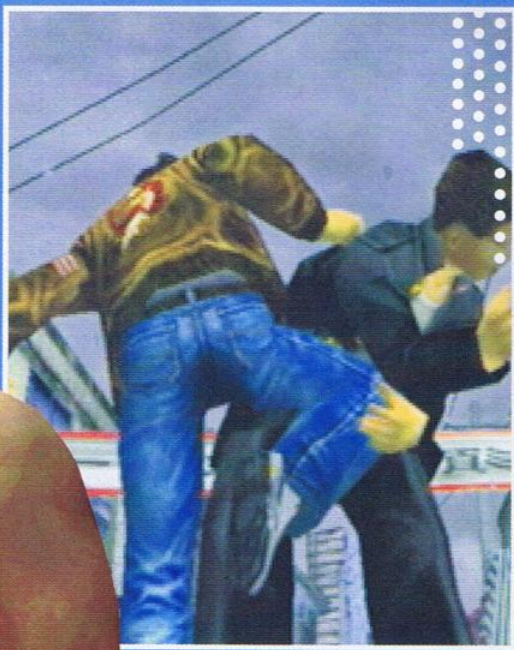
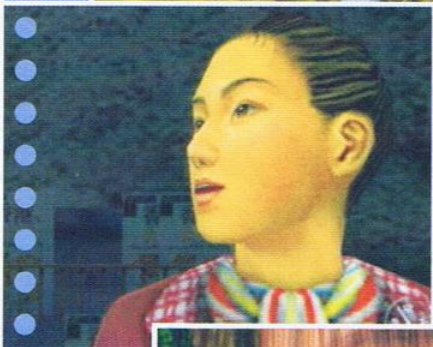
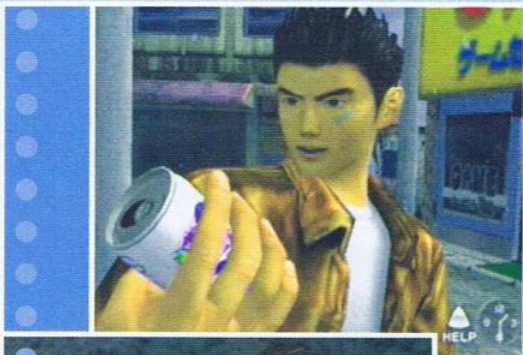
getting pummeled? Ready 2 Rumble is being developed for Dreamcast, N64 and PlayStation, but it's the Dreamcast version that has us frothing at the mouth - it looks phenomenal. The visuals are almost verging on claymation (that's a good thing by the way). The character models are beautifully rendered, they move smoothly and you can really see the force when a blow lands. Better yet, as a character takes damage, so does their model. Eyes blacken and lips fatten until all that's left is a bloody mess on the canvas. Woo hoo!

Woo hoo! Woo hoo! Woo hoo!



WOW-O-METER





## Shenmue

**DREAMCAST**

**AVAILABLE: TBA**

**CATEGORY:**

**ADVENTURE**

**PLAYERS: 1**

**PUBLISHER: SEGA**

Sega have been hyping Shenmue as the game which truly shows off the Dreamcast's next generation power. Now that we've seen and played some of the game with our own eyes, we can tell you that they weren't bluffing. Shenmue is truly stunning. You'll get goosebumps when you see the beautiful graphics shimmering on your TV set, from the frighteningly lifelike facial expressions on some characters, to the overwhelmingly detailed environments. The resolution of the image is better than you'd see on most PCs, the colour vibrant, the animation as smooth and solid as an arcade machine. There's no

doubt that Sega's team have slaved over this game until it has become something truly remarkable.

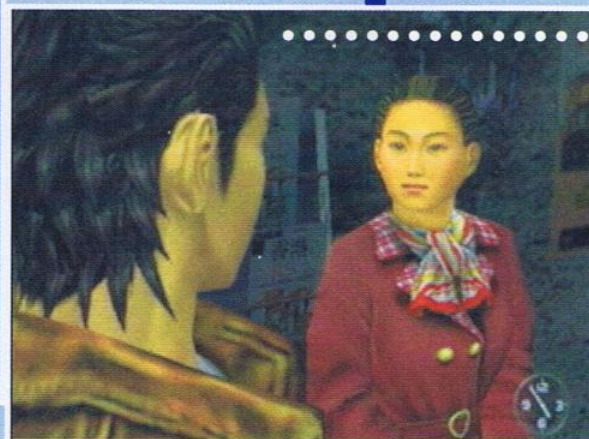
We've all heard the reports from E3 that Shenmue's gameplay was a disappointing return to the retarded days of Dragons Lair, yet there seems to be more than meets the eye here in terms of depth of gameplay. Sure, the action sequences involve simply pressing the right button at the right time, and conversations were definitely a linear experience, however there seemed to be a level of interaction with the environment that should keep most gamers busy for a very long time. From playing a game of darts, to buying a can of Coke from a vending machine, there seemed to be lots to do everywhere your character could explore. But Shenmue is compelling enough with its visuals that you'll want to

play it simply so you can see everything — the environments, the characters and how the plot pans out. In one hilarious sequence, you must chase the head of Sega down a series of streets, the

relevance to the plot we couldn't quite fathom at the time, but heck it was cool.

There's also a real sense of personality from all the characters that you can meet, thanks to the detail and depth of facial expressions. In terms of an adventure game, Shenmue will have you captivated for days simply with bumping into characters in the street to talk to. Apparently, Sega will be releasing the game in a series of "episodes" — as many as 18 — which is unheard of in the console domain. Hopefully, next issue we will be able to give you a full review of this seriously fascinating game.

WOW-O-METER



# Trick Style

**DREAMCAST/PC**  
**AVAILABLE:** NOW  
**CATEGORY:**  
FUTURE RACING  
**PLAYERS:** 1-2  
**PUBLISHER:** ACCLAIM

After the likes of *Streak* and *Air Boarders USA*, gamers could be forgiven for thinking that the "futuristic hoverboard racing dudes" game genre was dead in the water. Extreme games and gameplay seemed like polar opposites... until now.

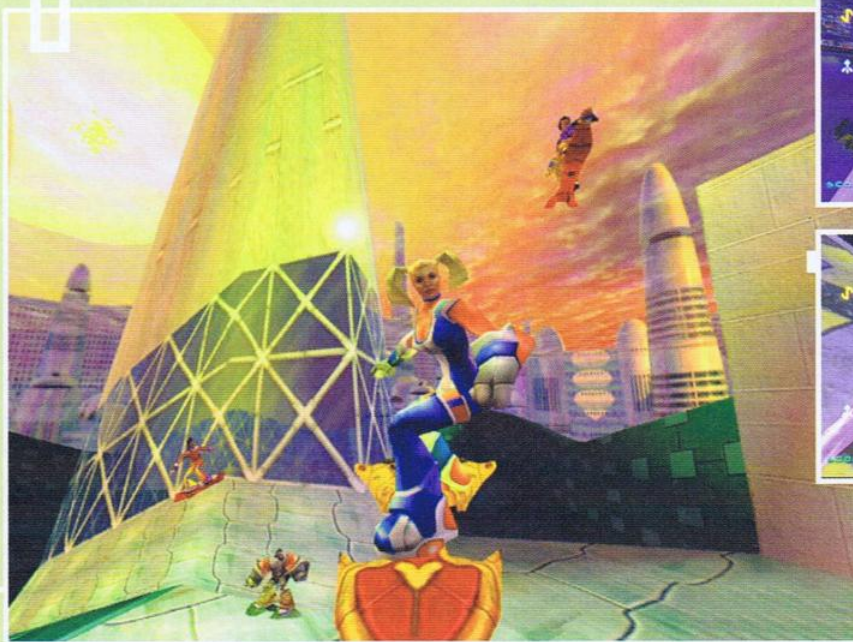
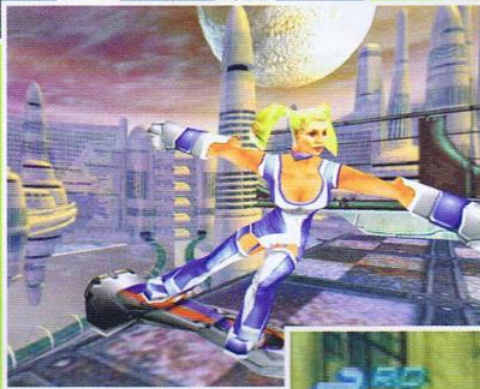
Criterion Studios are looking to bring a "Marty McFly on acid" vibe to the Dreamcast and PC with their futuristic, techy title *Trick Style*. Part skateboarding, part surfing, and part street luge, *Trick Style* is already a real contender for your hard earned dosh.

As one of nine funky racers, you'll compete in high speed, stunt-filled races through the highs and lows of three cityscapes of the future. Each city - London, Manhattan and Tokyo, has five vibrant and detailed courses to take on. Some landmarks, like Big Ben and the Statue of Liberty, will be instantly familiar, but much of the cities will be barely recognisable. Manhattan, for instance, is a far cry from the decaf-swilling cultural trend-setter it is today. Worldwide climate change has left the old city decaying amidst a dense tropical jungle floor, with the new city's skyscrapers rising up above the canopy. The best part though, is that races take place through both the old and the new.

## TURN SOME TRICKS

*Trick Style* isn't just straight racing. Stunts are an integral part of winning races, since landing them successfully boosts your speed. The moves are looking very cool indeed, with all sorts of spinning, flipping and breakdancing just waiting to be unleashed. Each racer even has their own stances, which can be used to access additional tricks.

We're quite pleased with how *Trick Style* is looking at the moment - the graphics are incredibly detailed and techy, the handling is good and the tricks show potential. With a little frame-rate tweaking, *Trick Style* will be totally valid.



## Tomb Raider: The Last Revelation

PLAYSTATION/PC

AVAILABLE: NOVEMBER

CATEGORY:

ACTION/ADVENTURE

PLAYERS: 1

PUBLISHER: EIDOS

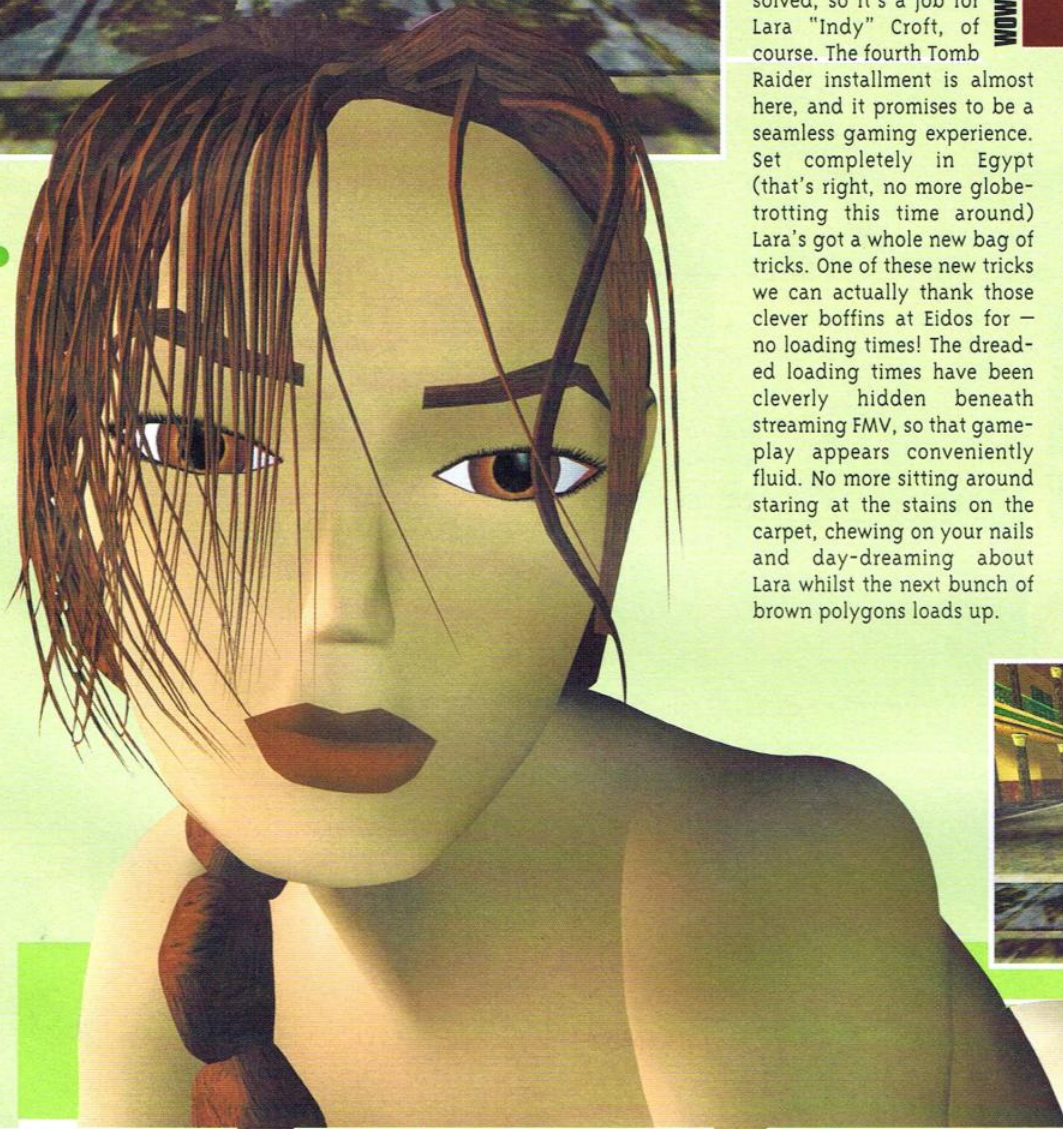
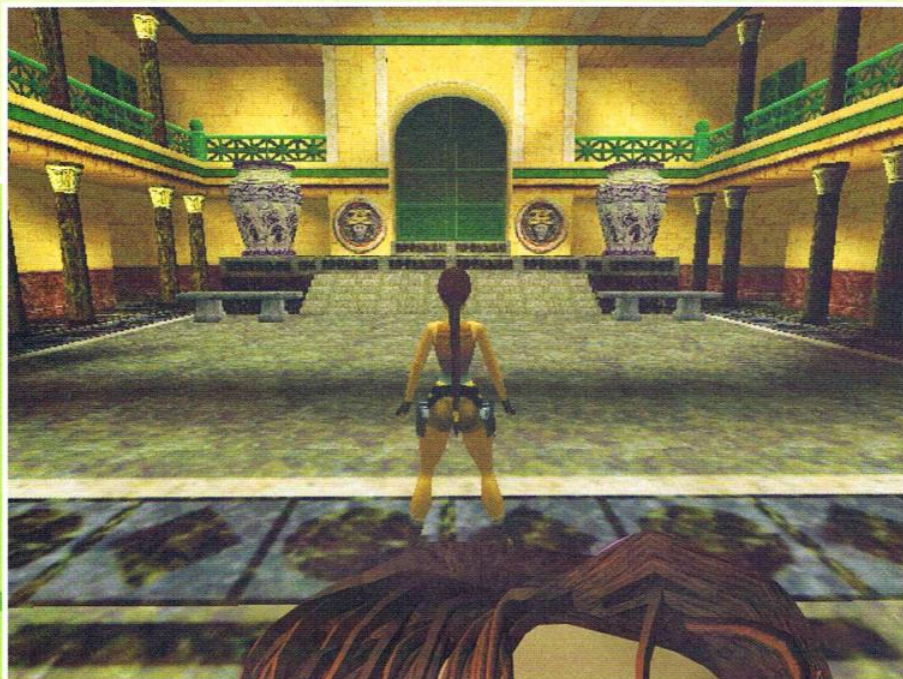
Is Lara Croft the Antichrist? Okay, maybe not, but in the Last Revelation, she does take part in some weird plot to do with the alignment of the stars on the eve of the new millennium. Sounds suitably apocalyptic to us. Down in Egypt, there's a hidden tomb to be raided and a strange mystery to be solved, so it's a job for Lara "Indy" Croft, of course. The fourth Tomb

Raider installment is almost here, and it promises to be a seamless gaming experience. Set completely in Egypt (that's right, no more globe-trotting this time around) Lara's got a whole new bag of tricks. One of these new tricks we can actually thank those clever boffins at Eidos for — no loading times! The dreaded loading times have been cleverly hidden beneath streaming FMV, so that gameplay appears conveniently fluid. No more sitting around staring at the stains on the carpet, chewing on your nails and day-dreaming about Lara whilst the next bunch of brown polygons loads up.

### THE 4TH COMING

Now, we're sure the question on the tippy tips of your tongues is "how does Lara look this time around?" Well, besides the fact that we've only seen her getting dirty in her 'classic' outfit, the actual game character has been completely remodelled to look smoother and er... rounder all over again. We're not sure on any new outfits 'Barbie-style' like last time, but frankly, we always preferred Lara in her stretchy green top. Better texturing in both Lara and her environment is obvious too. New lighting techniques (again) allow for reflecting light, spotlighting and other funky effects, which will obviously be used to

a great extent considering that something to do with the plot involves staring up at the stars to observe some mystical event. Lara's inventory system has also changed, with a handy new map feature (which will even let loose the odd gameplay hint) and a 'diary', though we're not sure why we would really want access to Lara's inner-most thoughts and desires. Okay, well... so maybe we would. Eidos have also promised even more new 'moves' for Lara herself. Hopefully we can convince someone in the office to play another Tomb Raider game and bring you a review soon.



# Grand Theft Auto 2

PLAYSTATION/PC

AVAILABLE: NOVEMBER

CATEGORY: THUG SIM

PLAYERS: 1

PUBLISHER: ROCKSTAR

Right, then. You've survived the right-royal rumble with the terry tit 'eads and cloth eared tarts back in merry old 1969? Then step forth my son, and look to the future...

Grand Theft Auto 2 is a free-wheelin' ride through an anarchistic city collapsing from its own crime and corruption. The philosophy of the game is basically the same as in GTA (do what the hell you want, but don't get caught) but taken to a new gloriously potent level. GTA 2 claims to simulate a living, breathing city with an amazing freedom to TCB (take care of business) your own way.

Freedom is key to GTA2. You can approach the game any way you want, and there'll be many ways to acquire work. You could become a vigilante and systematically eliminate the city's undesirables, get behind the wheel of a cab and ferry people around for cash, start dealing dope (Tony montana style - "say hello to my little friend"), or even lose the plot as a serial killer... y'know, just for fun.

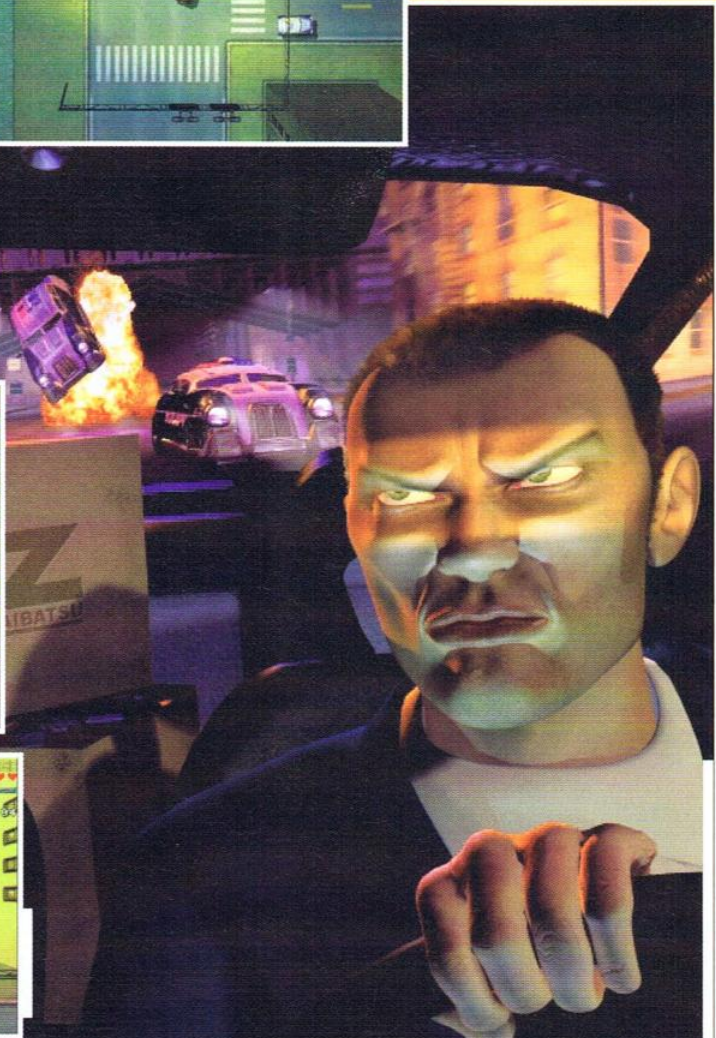
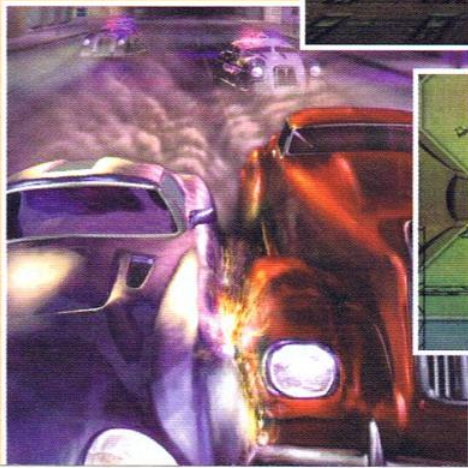
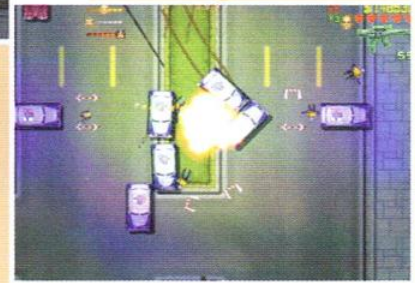
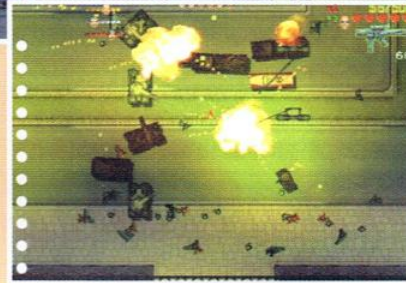
The city is dominated by seven gangs - the Hari Krishnas, the Loonies, the Rednecks (complete with trailer park complex - yeehah!), the Russian Mafia, the SRS, the Yakuza, and the Zaibatsu Corporation (a commercial façade for a drug ring). Each gang has their own turf, politics and areas of interest. The Russian Mafia, for instance, run the weapons trade and contract killings, whereas the Yakuza control extortion, prostitution, and illegal gambling. You'll be able to form an allegiance with one or several of the gangs, and possibly start some serious turf warfare

## BREAKIN' THE LAW

The city will seem more alive and the inhabitants more intelligent than in GTA. Your actions will have real consequences, and other citizens will react to your actions. The graphics engine will also help the impression of a bustling city, with up to 50 vehicles and 200 pedestrians on screen at once.

Compared to the 'ello 'ello 'ello bobbies of London in 1969, GTA2's law enforcement is just a tad more oppressive. If the cops can't bring you down, they'll call in a SWAT team. If they fail, you'll have the special forces on your tail. Last but not least the military will take control, complete with tanks and armoured personnel carriers. Bring it on baby!

As you can see, the graphics are lightyears ahead of the original, with fantastic lighting and explosion effects - not to mention gibbs (with the requisite blood spray). GTA2 is going to improve on the original in every way, without losing its unique and addictive chemistry. Full review as soon as possible.



# Age of Empires 2

PC

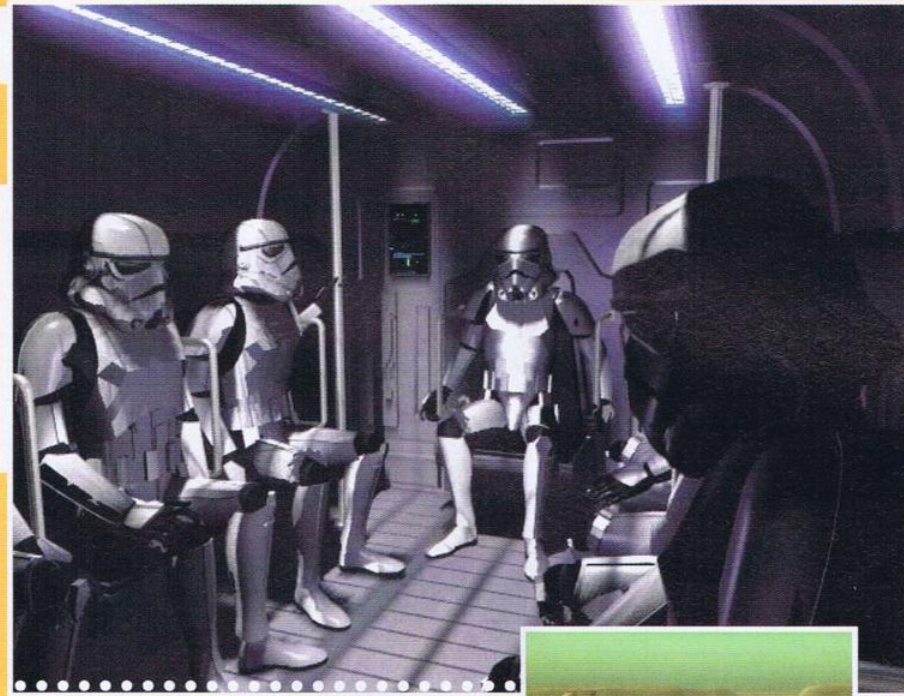
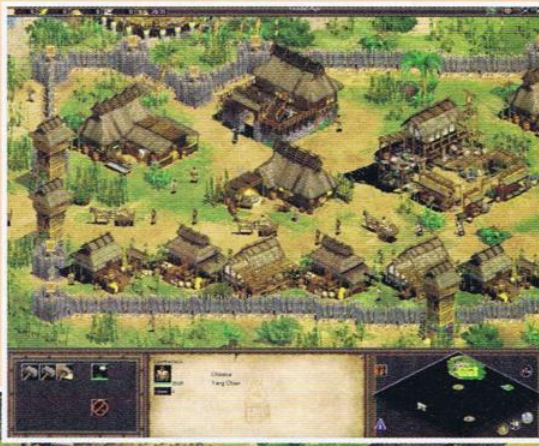
**AVAILABLE:** NOVEMBER  
**CATEGORY:** STRATEGY  
**PLAYERS:** 1-MULTI  
**PUBLISHER:** MICROSOFT

Seeing as Bill Gates is pretty good at commanding large armies in the pursuit of world domination, we can only guess that Age of Empires 2 is going to be absolutely awesome. Well, we do also know that the first game was darn brilliant, so there's a little more substance to our argument. Age of Empires 2 takes us deeper into the ancient art of war. Subtitled "the Age of Kings", the sequel offers far more depth in terms of resources and trading, as well as a far more complex of combat units and a host of other improvements over the original. Almost everything which was an issue in Age of Empires has been addressed this time



around, without affecting the game's subtle balance between empire building and actual strategic combat. Graphically, the game is looking stunning with far more detailed and realistic environments. The game's developer, Ensemble Studios, have been very careful though to not make the game too complex or daunting for the average gamer. So whilst there's going

to be enough goodness here to satisfy the hardcore strategy nuts, just about anyone will be able to get a handle on all aspects of the game. Look forward to bumping into historical figures, and maybe even learning a little something when you lock yourself away for six months to play the game to death. Hyper has already put aside the Christmas holidays to play this one.



# Force Commander

PC

**AVAILABLE:** NOVEMBER  
**CATEGORY:** 3D STRATEGY  
**PLAYERS:** 1-MULTI  
**PUBLISHER:** LUCASARTS

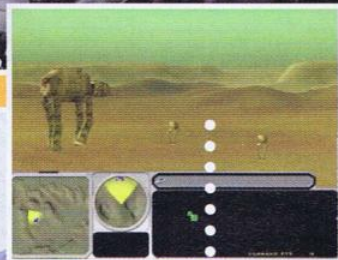
Finally, Force Commander is back on track for release. It's been a while since we've had a good look at the promising Star Wars strategy-fest from LucasArts, but we're happy to report that not only will we be playing the final game soon, but some massive improvements have been made to the game since we last took a peek.

Instead of resource management (which had a bantha-full of in Rebellion), Force Commander has been altered

to focus more on the exciting action depicted in the films rather than how exactly the Imperials power their AT-ATs. Budding rebels and green Sith Lords will be allocated a number of units and be faced with achieving certain mission goals with the resources you already have. Thanks to the 3D engine, we can now zoom right between the legs of walkers and observe the laser fights from the ground

level. LucasArts have successfully transported us into the Star Wars space combat with the X-Wing games, and now it looks like we'll finally get a taste what it's like to get down and dirty with hordes of Stormtroopers. Expect

thundering sound straight from the LucasFilm sound library, and combat on all your favourite Star Wars planets — including some we've never had a chance to visit before. Big review hyperspacing your way soon.



# Rayman 2 - The Great Escape

**N64/PLAYSTATION/PC**  
**AVAILABLE:** DECEMBER  
**CATEGORY:** 3D PLATFORMER  
**PLAYERS:** 1  
**PUBLISHER:** UBI SOFT

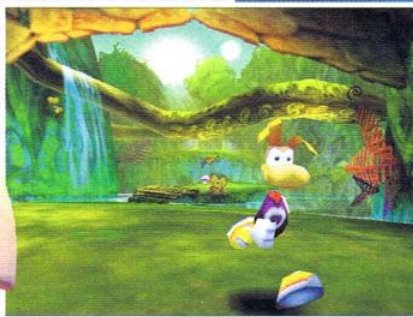
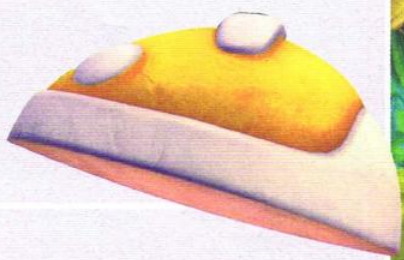
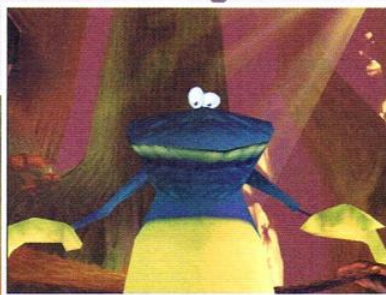
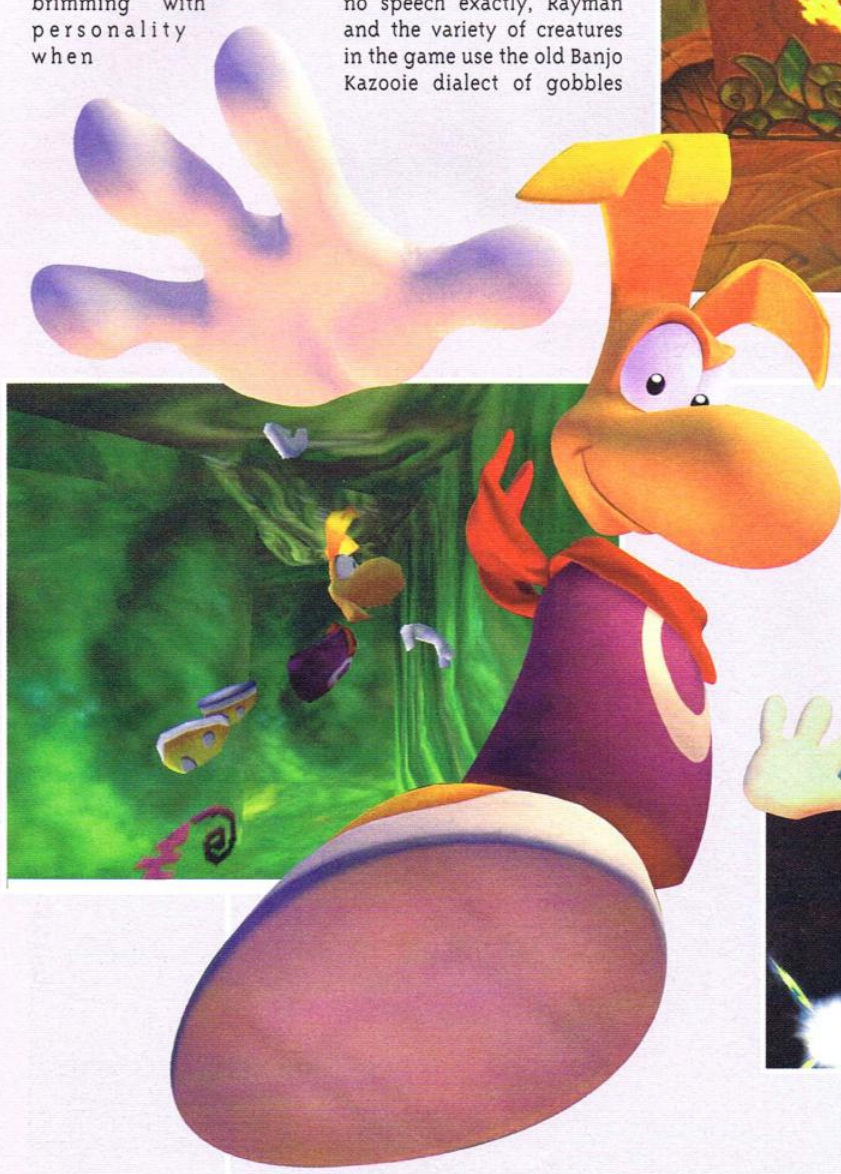
Looking like something from the storyboards at Disney or Spielberg's Dreamworks, Rayman 2 is a cinematic cartoon videogame - a feast for the eyes even for those of you who've devoured everything Rare have released. It's little surprise that a TV show is in the works for this character, as Rayman 2 was simply brimming with personality when

we had a romp through the version that's currently being polished to perfection. Rayman 2 had platforming quality stamped all over it. The little guy himself, Rayman, was bristling with ability, from a funky helicopter hair manouevre to a series of beautiful limbless animations which made navigating the sprawling environments a breeze. Some Nintendo 64 titles have the blurry disease, but Rayman 2 was nothing but sharp textures and vibrant colour, with no dodgy fogging or horrid redraw - the game looks incredibly solid and promises to be a glitch-free gaming experience. Whilst there was no speech exactly, Rayman and the variety of creatures in the game use the old Banjo Kazooie dialect of gobbles

and chirps that come across more like an alien dialect with english subtitles so we know exactly what it is they're all blabbing on about. Gameplay was fairly standard platforming action of collecting hidden objects and jumping around like a mad flea, but there was an alluring element of adventuring in Rayman 2 that a lot of platformers seem to lack these days.

The population of Rayman's world is being kidnapped by a band of pirates to be sold to an intergalactic circus and the only hope for them is the awakening of Polochus the magician... of course Rayman's task is to wake Polochus and save the world. Sidekicks like the hilarious Globox (who looks like a cross between Cookie Monster and Glottis from the LucasArts adventure Grim Fandango) give Rayman 2 that Disney vibe,

but in a quirky good way rather than a gormless patronising way. The bad guy is Razor Face (good name!) and he sure ain't to be messed with. The final bells and whistles are still being added to the game, so we'll have to wait just a little longer before we can get lost in this magical world. Looks wonderful.





# Speed Devils

**DREAMCAST**

**AVAILABLE:**

LATE OCTOBER

**CATEGORY:** RACING

**PLAYERS:** 1-2

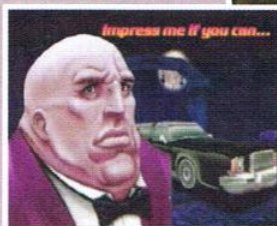
**PUBLISHER:** UBI SOFT

We know the Dreamcast can pump out pretty graphics, but it's hard to not say 'wow' everytime you see the machine do something cool. Speed Devils has some of the coolest looking cars you'll be able to get your hands on this Christmas. Bursting with colour, detail and character, the hot-rods in Speed Devils look fantastic and thankfully they're a blast to drive as well.

Feeling like a weird mixture of gameplay from Beetle Adventure Racing and Cruisin' USA, Speed Devils is all about fun over realism. Tracks lead you through movie sets crawling in giant mechanic dinosaurs, to snowy European towns with more hazards than you'll find on a German Autobahn during Oktoberfest. Each car comes equipped with a fat turbo booster, (which you can only use for a limited amount of

times during each race), and you'll find yourself crashing through obstacles and getting lost on alternate routes frequently, so you'll be needing that turbo to get yourself back in the race. Your car can also be upgraded with all sorts of features once you win a bit of money by gambling on your own races, so it's not just about coming first over the line. Though careful driving sure isn't recommended in this game, your car can suffer all sorts of visible damage if you drive recklessly enough. Your shiny Jeep or 70s muscle car just might end up on the scrap heap unless you know what you're doing. Speed Devils looks like a hell of a lot of fun, and should be a worthy Dreamcast title at their launch. Big phat vrooming review next issue.

WOW-O-METER



# Hydro Thunder

**DREAMCAST/N64/  
PLAYSTATION**

**AVAILABLE:** NOVEMBER

**CATEGORY:** RACING

**PLAYERS:** 1-2

**PUBLISHER:** MIDWAY

The sea, the sun, the fresh air... none of us here at Hyper know what it's like. We're too busy sitting in a small dark room playing videogames. But we're told that Hydro Thunder simulates 'real life' very well. Whilst some may think that could inspire us to check out what this 'real life' is all about, the game is actually just another good reason to stay indoors with our consoles.

Midway are bringing Dreamcast owners an exciting racing game which looks like it could combine the thrills of Wipeout and Star Wars: Racer. Hydro Thunder takes speed boats into the future with a huge array of beefed-up boats that race secretly as part of the Hydro Thunder Racing Association. You have been selected to join them in their elite pursuit of death-defying

speed across a variety of different locations. The boats are classed depending upon speed, handling and special functions. The designs are excellent, with the Thresher and Miss Behave looking more like something out of a space combat game. The locations vary from an icy arctic circle to the Greek islands, littered with giant

obstacles and deadly twists and turns. Having originated as an arcade game, we can expect Hydro Thunder on the Dreamcast to be the most impressive version on the shelf. We'll be reviewing the game next issue, but in the meantime, why not win yourself a copy with a Dreamcast on our subscriptions page this issue!

WOW-O-METER



# UPCOMING RELEASES

The complete guide to what is coming out over the next month here in Australia...

★ Stuff to get sweaty over!

## Dreamcast

OCTOBER

- Coolboarders
- D-Jump
- Expendable
- Get Bass
- House of the Dead 2 ★
- Hydro Thunder
- Incoming
- Jimmy White 2 Cue Ball
- Marvel Versus Capcom
- Monaco GP 2
- Mortal Kombat Gold
- NBA Showtime
- NFL Blitz 2000
- Powerstone ★
- Ready 2 Rumble Boxing ★
- Red Dog
- Sega Rally 2 ★
- Sonic Adventure ★
- Speed Devils
- Suzuki All-Star Racing
- Tokyo Highway Challenge
- Toy Commander
- UEFA Striker
- Virtua Fighter 3tb ★

## Gameboy

OCTOBER

- Duke Nukem
- Evel Knievel
- Grand Theft Auto
- Mahki
- Micro Machines 1&2
- Missile Command
- Roadster
- Test Drive Off Road 3
- Test Drive 6
- Tom & Jerry

## PlayStation

OCTOBER

- Championship Motocross
- Dark Messiah
- Darkstone
- Dino Crisis ★
- Dune 2000
- EA Sports Cyber Tiger
- European PGA Gold
- FIFA 2000 ★
- Fighting Force 2
- Fisherman's Bait
- GTA 2 ★
- ISS Pro Evolution
- Legend of Kartia
- MGS VR Missions
- Mission Impossible
- NBA Live 2000
- NFL Blitz 2000 ★
- Nascar 2000
- No Fear Downhill Biking
- Prince Naseem Boxing
- Pro Pinball Fantastic Journey
- Rainbow Six
- Roadster
- Ronin Blade
- Silicon Valley
- Smurfs
- Spec Ops
- Star Wars: The Phantom Menace
- EA Sports Supercross
- UEFA Striker
- Xena Warrior Princess

## N64

OCTOBER

- Hot Wheels
- Hybrid Heaven
- NBA Pro 99
- NFL Blitz 2000 ★
- NHL Pro 99
- Road Rash
- Roadster
- World Driver Championship

## PC

OCTOBER

- Abomination
- Age of Wonders
- Airport Inc.
- Army Men: Toys in Space
- Battlezone 2 ★
- Big Game Hunter III
- Codename Eagle
- Deer Hunt Challenge
- FA/18 Super Hornet
- FIFA 2000 ★
- Foxsports NHL
- Freespace 2 ★
- Gabriel Knight 3 ★
- GTA 2
- Homeworld ★
- I-War Defiance
- Martian Gothic Unification
- Mission Impossible
- NBA 2000
- Nascar 3
- Nascar Legends
- Nascar Revolution SE
- Nocturne
- Nomad Soul
- Pro Pilot 2000
- Pro Pinball Fantastic Journey
- Rayman 2
- Revenant
- Star Trek New Worlds
- Tonic Trouble
- UEFA Manager 2000
- USAF Jets



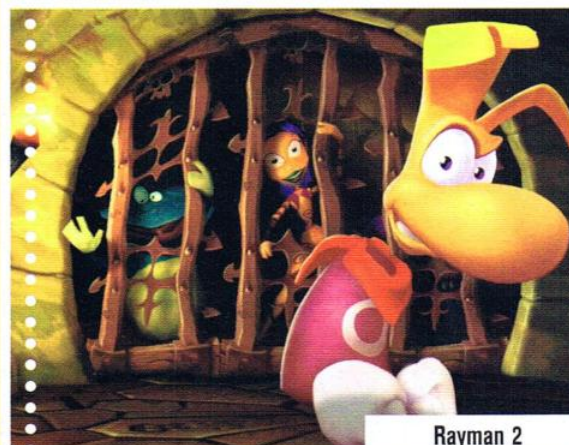
Hydro Thunder



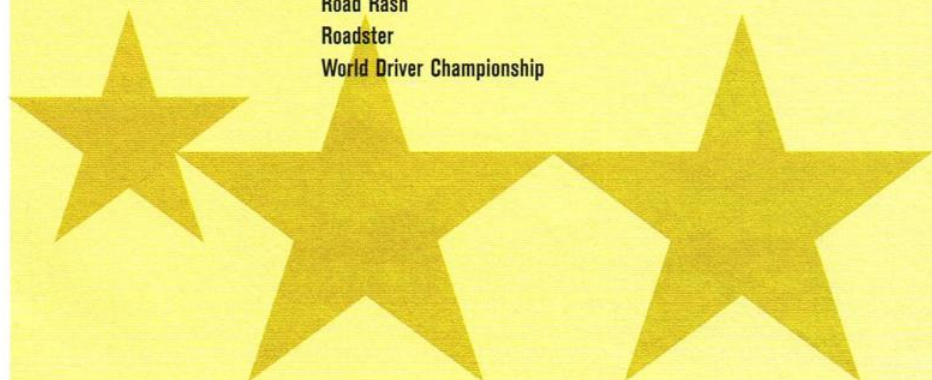
Dino Crisis



Hybrid Heaven



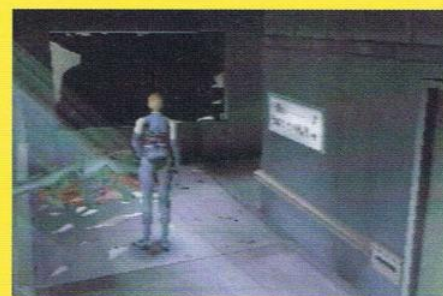
Rayman 2



ALL ENTRIES CLOSE NOVEMBER 3RD 1999

## WIN DINO CRISIS FOR PSX!

They're lurking. Those gnashing jaws, deadly claws and killer instincts of the raptors in Dino Crisis simply scare the living bejesus out of us. Playing this game with the lights out, sound up loud and the door to the back garden open should be enough to have anyone sleeping with the lights on after an intense gaming session. Thanks to Ozisoft, we have FIVE copies of this awesome Capcom experience to giveaway to those of you who can send us the coolest Dino Crisis artwork of your own devise. Simply get out your coloured pens and start sketching together something dino-rific for us to print in our hallowed pages, and you could score yourself a copy of the game for PlayStation. Send your artwork, labelled with your name and address, to Crayon Crisis, Hyper, 78 Renwick St, Redfern, NSW 2016. Rowrl!



# WIN WIN WIN

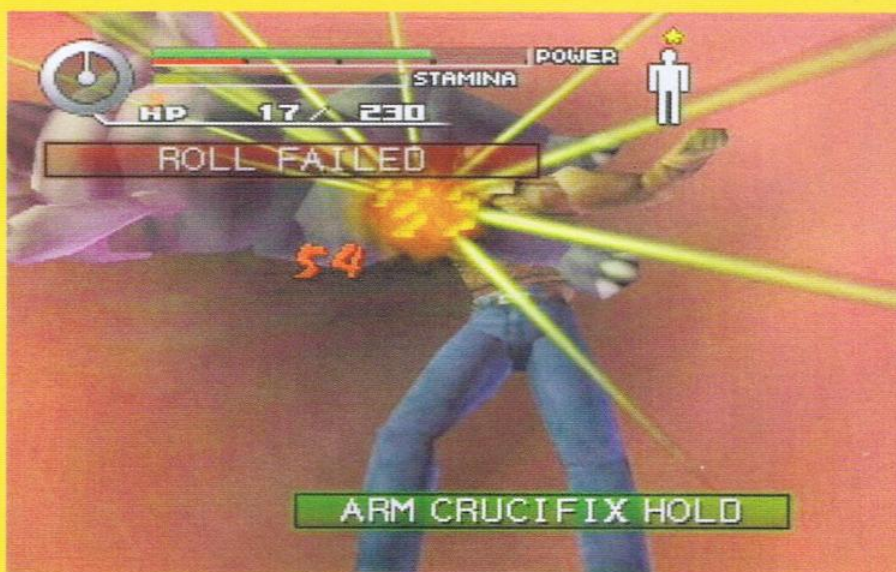
## WIN HYBRID HEAVEN FOR N64!

Hybrid Heaven is a unique experience on the Nintendo 64, with a combat system unlike anything else you've seen on the machine. We can heartily recommend this top title to any of you looking for a Christmas purchase. However, if you're blessed, you just might score yourself a copy of the game thanks to GT Interactive! To be in with a chance to win a copy of the game for your Nintendo 64, answer us this question...

Does Heaven exist? Why?

Send your answer in 100 words or less to Hyper Heaven, Hyper, 78 Renwick St, Redfern, NSW 2016.

Thank the maker!



# WIN A SEGA DREAMCAST and 6 GAMES WORTH OVER \$10000!!





# Every SINGLE day . . .

top

50

games of all

TIME

Every single day here at Hyper, new games roll into the office purporting to be the latest, greatest experience in gaming. Of course, most of us have been around long enough to remember the original games which have obviously been ripped off in the name of exciting new gameplay. So which games actually do deserve our utter respect and admiration? Singe, Graham and the Hyper crew got together in a tiny little room and didn't come out for three weeks until we had the TOP 50 games of all time!

QUAKE I



QUAKE II



QUAKE III



#one

# QUAKE

PC/Mac(id Software)

What can be said that hasn't already been said? Gibbishly good. Fragishly fantastic. Quake re-invented gaming, transforming it from a casual hobby into a complete

lifestyle for legions of PC gamers. Its God-like multiplayer options (many of the best mods created by fans) coupled with its intense, rockets-in-yer-face action,

makes this nothing less than a series that will go down in history as "the game that brought gamers together". Denis "Thresh" Fong won a Ferrari simply for winning a

Quake competition. Gamers united together in a worldwide competition called the TGI (True Gamers Invitational) that Australia's own Samer "Reload" Corolla competed

in. As a result, the worldwide respect that id and Quake have as a whole is just truly phenomenal. Honestly, when was the last time you heard someone say "id make crap games" and REALLY meant it? It doesn't happen. Well they could say "id make ONE game" and that would be true. Considering that all-night LAN sessions of gamers playing Quake have been the driving force behind the pizza industry for the last few years, fast food chains probably even need to get up and thank id Software. Call it what you will; a game, a passion, a religion — Quake is and will always be the first and last word when it comes to the multiplayer experience.



# #two

## TOP 100 GAMES SERIES

### NES/SNES/N64/GB (Nintendo)

Shigeru Miyamoto's motives must have been questionable when he one day presented to Nintendo his idea to take a fat little Italian plumber dressed in a red suit and have him save the world. Perhaps it was the 'cutesy' factor or merchandising poten-

tial that convinced them? Whatever the special ingredient is in this pocket dynamo's pasta, it sure as Hell rocketed him to superstardom the world over. Starring in dozens of games over multiple systems, Mario's appeal has struck us all. Even for those of us who were doubtful about platforming games, Mario 64 was an instant converter. Power to the mushrooms, people. Power to the mushrooms.



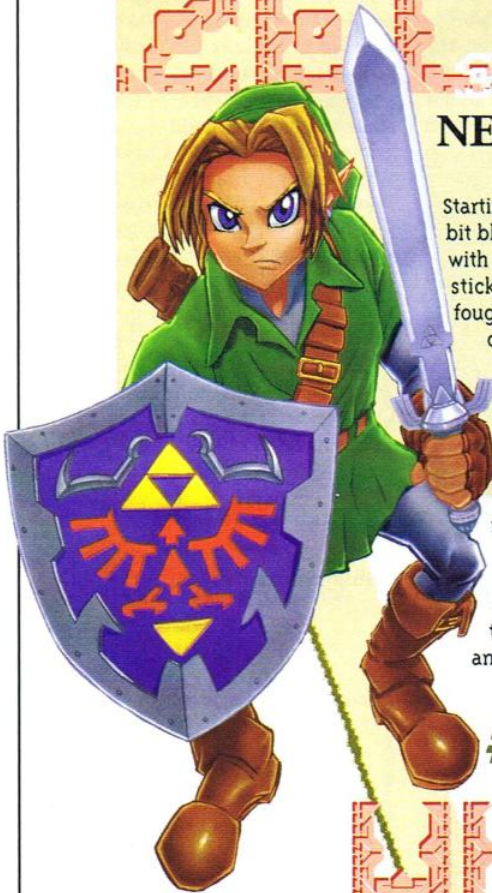
# #three

## TOP 100 GAMES SERIES

### NES/SNES/N64/GB (Nintendo)

Starting life as an 8-bit blob on a screen with a brown pokey stick, Link has fought the minions of evil long and hard over the years and finally takes his rightful throne here at number three in our list. From the NES, to the SNES, to the Game Boy and N64, Link's

adventures have defied all critics and proven that to be successful, you don't need great graphics, just great gameplay. Many of us played the ol' NES machine until we grew blisters on our hands from that God-awful control paddle design, but that didn't stop us playing. We played A Link to the Past until we realised we couldn't ward off going to the bathroom for more than 48 hours at a time. We played Ocarina of Time until the sun came up and the electricity was cut for not paying the bills... but by God is Zelda an amazing series.



# #five

## TOP 100 GAMES SERIES

# #four

## TOP 100 GAMES SERIES

### PC/Mac/Others (id Software)

Need we say more? It's the game that started many a controversy and many a gaming addiction! Doom, with its shotgun and hellishly scary gameplay, changed the face of gaming. It not only

started the phenomena known as "Deathmatch", but it was the game that led to Quake. It was a hard decision to put another id shooter in the top 5, but... we love DOOM!

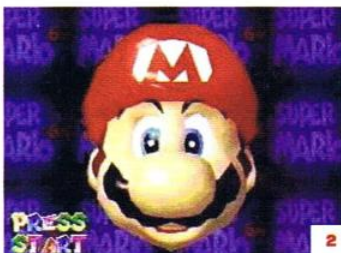


### PSX/PC/N64 (Psygnosis)

game, Psygnosis delivered us one of the funkiest racing games of all time. High speed, high-resolution action with a lethal arsenal under your wings. Oh baby... Hold me back... Now we're at

the mercy of Wipeout (no the three is not a mistake, that's their funky way of saying Wipeout 3). Either there's going to be a lot of pale children this summer, or there's going to be a lot of pale children this summer. Like wow, Wipeout!

Boasting one of the best pumping soundtracks ever heard in a



2



3



4



5



# STREET FIGHTER SERIES

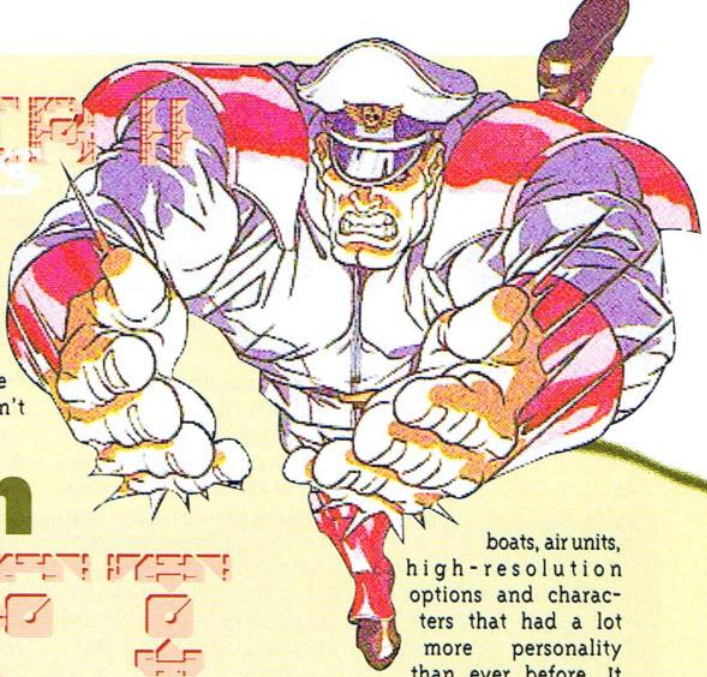
## #six

### Arcade/Others (Capcom)

How can you not honour the videogame which invented the quarter-circle fireball move?!

Fighter II being the 2D fighter that spawned a semi-religion. We can all happily forget the Street Fighter movie ever existed, and just look back at these beauties from Capcom with

rose-coloured glasses. Unfortunately, it's also responsible for some people thinking bandannas were cool again, but we won't name names.

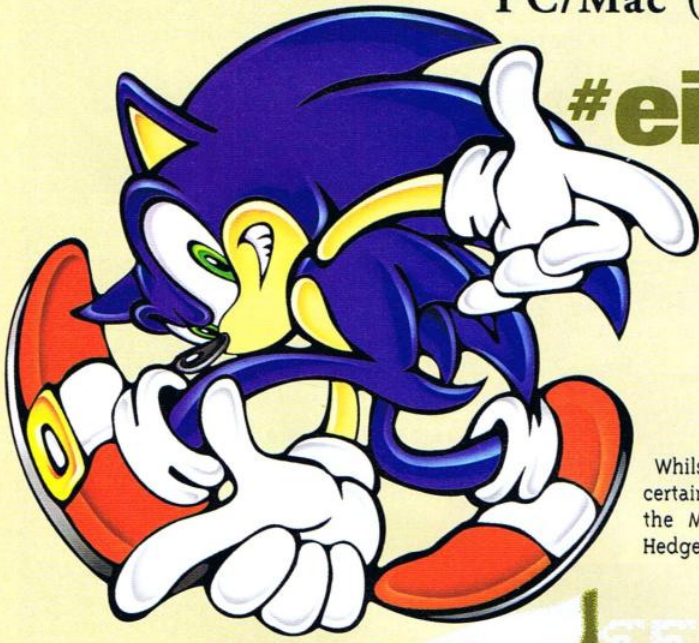


## #seven

# WARCRAFT SERIES

### PC/Mac (Blizzard)

## #eight



The first Warcraft had potential, but not a whole lot of sparkle. It was functional, and people played it, but it paled in the shadow of Warcraft II. With Warcraft II came the introduction of

boats, air units, high-resolution options and characters that had a lot more personality than ever before. It was the game that really made programs such as Kali such a huge success, and people can still be seen playing it on servers across the world today. Blizzard's creed once again is heard as "quality over quantity".

# SONIC SERIES

### SMS/MD/SAT/DC (Sega)

Whilst his glory days were certainly back in the age of the Mega Drive, Sonic the Hedgehog is by no means old

news. After a couple of mediocre attempts on the Saturn, Sonic shines again on the Dreamcast in Sonic

Adventure. The spikey blue guy really is Sega's most identifiable mascot, whether they still like it or not.

## #nine

### PC/Mac (Microprose/Activision)

## #ten

# ULTIMA SERIES

### PC/Amiga/C64/Others (Origin)

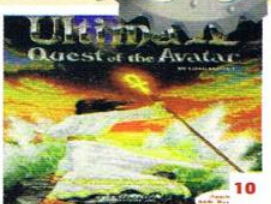
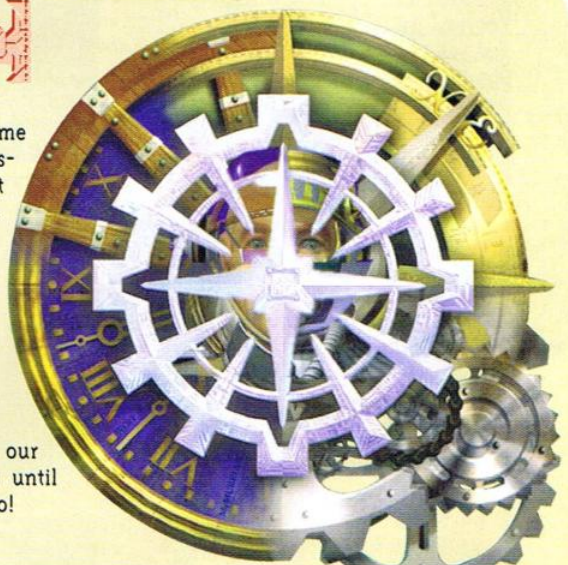
The word Ultima is almost synonymous with the term RPG. Lord British may not currently be relaxing on the

throne, but no-one will ever forget what he did for computer gaming with his Ultima series. Ultima IV was still

being played on our office computers up until only a few months ago!

An obsession. I grew a long grey beard playing this game and I hadn't even hit puberty yet! Sid Meier is the man to thank for this genius strategy title which possessed the brains of many small children. Civ is cool. Civ also lives

on with some recently released sequels that haven't failed to entertain. We tip our hats to you Mr. Meier.



#11  
**TETRIS**

Where can't you get this game? (Alexey Pazhitnov)  
Falling blocks haunting our sleep, falling blocks in our breakfast cereal, falling blocks in the eyes of our school teachers, falling blocks out the window of the bus on the way home, falling blocks in the coloured dots on the TV screen, falling blocks on the walls of the cell in the mental institution.

#12  
**MARIO KART**

SERIES  
SNES/N64 (Nintendo)  
Cutesy racing genius at its best. Mario Kart kept Hyper entertained through months of lunchtimes. Its simplicity was possibly the key to its huge success. It's also responsible for a flurry of copycat titles that haven't come close to the same magical formula.

#13  
**GOLDENEYE**

N64 (Rare)  
We don't mean to take credit away from Rare, but Goldeneye is often thought of as the poor-man's Quake. The N64's resolution is blurry and the action sometimes gets cluttered when you've got 3 other mates playing with you, but it's James Bond AND it sold (and is still selling) like hotcakes. Why? The gameplay is tops. Pushing the N64 to its limits, it showed gamers just what the FPS is all about for those of us without PCs.

#14  
**DIABLO**

PC/Mac (Blizzard)  
Descend the devilish depths of Diablo to defeat the dark demons of death and destroy the Duke of the damned (say that 5 times fast). When Diablo

was first released it was nothing short of a jaw-dropper for the majority of us. Stunning graphics WITHOUT a 3D card! With the imminent release of Diablo 2 we can only hope for more of the best.

#15  
**VIRTUA FIGHTER**

SERIES  
Arcade/Saturn/Dreamcast (Sega)  
The first three-dimensional fighting game ever to hit the scene was Virtua Fighter. It was a bit of an adjustment for those of us still growing accustomed to the 2D fighting game, but it took off like nobody's business. People were instantly drawn to the arcades to see Sarah & Jacky in action. Prior to VF, fighting games were very much an exaggerated experience, with fireballs flying left, right and center. VF took a risk when it created fighters with a more lifelike style of fighting. No fireballs and super jumps here. However, it attracted hardcore fighting game fans and the result today is that we have Virtua Fighter 3tb — the best VF to date. The Dreamcast couldn't do with a better launch title.

#16  
**SAM & MAX HIT THE ROAD**

PC/Mac (LucasArts)  
A psychotic rabbit and a hound dressed in a suit — you know it's a recipe for some-

thing insanely good. SEM (ahem) is Lucasarts' crowning achievement in the adventure game department, and is always good for a laugh even today. Whilst the Monkey Island series was gut-burstingly good, Sam & Max made a bigger impact with mainstream gamers.

#17  
**ELITE**

C64/Amiga  
(David Braben & Ian Bell)  
The world's first non-linear 3D gaming experience? Well, Elite certainly offered us the brilliant 'go-anywhere' space trading and combat that we had only dreamt about after coming home from Star Wars and Star Trek movies. A classic. It looks like Freelancer from Microsoft will take us on a similar journey in the next millennium.

#18  
**FINAL FANTASY**

SERIES  
NES/SNES/PSX/PC (SquareSoft)  
With a whopping EIGHT installments in the series (and a ninth in production), Final Fantasy is right up there with games such

as Ultima in terms of RPG success stories. Proof that RPGs aren't just for nerds, Final Fantasy VII's sales shattered all estimates and is still selling strong to this day.

#19  
**GRAN TURISMO**

PSX (Sony)  
The only word that comes to mind when discussing GT is... huge. With 50 many cars and courses to choose from it's one of those games that, if you're only a part-time gamer, could take months to complete. GT's excellence really comes from the scope of the cars you're able to drive and the realism of driving them. Two very big thumbs up.

#20  
**TEKKEN SERIES**

Arcade/PSX (Namco)  
With its superbly smooth graphics and almost annoyingly addictive gameplay, Tekken (and in particular Tekken 3) is

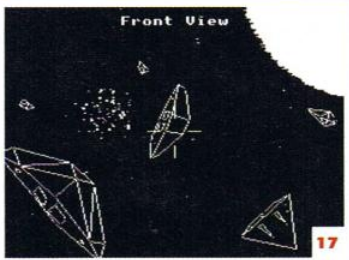
almost without question, the epitome of 32-bit console fighting games. It's also famous for tekken Hyper into the history books with some of the dodgiest screen captions ever devised. With the recent release of Virtua Fighter 3tb on the Dreamcast, Tekken's title is looking a little shaky, but once a Tekken 4 is released hopefully those fears will be put to rest.

#21  
**METAL GEAR SOLID**

PSX (Konami)  
The hype surrounding this game was quite phenomenal, but it proved to be the engaging PlayStation experience they said it would be. There's



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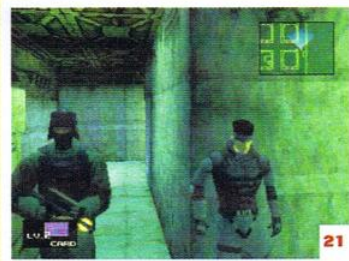
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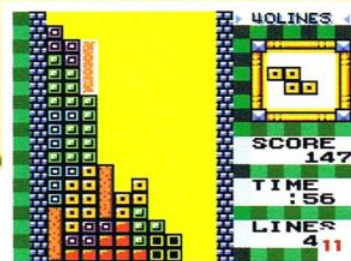
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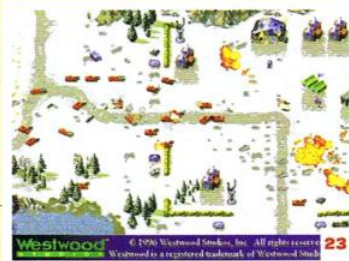
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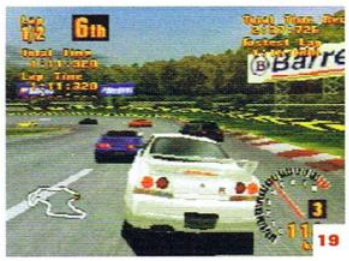
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19



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no doubt that it already goes down as one of the classiest PlayStation — and arguably console — games of all time.

**#22 GAUNTLET SERIES**

Arcade/N64/Amiga (Atari)  
"Elf needs food... badly." Ahhh, it was brilliant. Gauntlet stunned everyone at the arcade with its bizarre four-player dungeoning and dragoning. It bonded gamers, destroyed friendships, but most of all, gave us a uniquely new arcade experience. It may have chomped through our change a tad too quickly, but it was worth it.



25

**#23 COMMAND AND CONQUER SERIES**

PC/PSX/N64 (Westwood)  
"I got a present for ya!" Yessiree Bob. Mammoth tanks, commandos and the ever faithful attack dog are just part of what makes C&C continue to roll on. From its humble beginnings years ago when it was given the dubious nickname of "Warcraft with Guns", C&C proved it was more than just another RTS.

**#24 TOMB RAIDER SERIES**

PC/PSX (Eidos)  
We'd wager to say, that were it not for the star of this series sporting immovable, rock-hard breasts, Tomb Raider would never have achieved the notoriety that it has. Tomb Raider began a movement (in some young lads' pants no doubt) that has spawned countless accessories, sequels, clones and... erm... movies now? Long live Lara.



26

**#25 LEMMINGS**

Every platform known to humanity (Psygnosis)  
Those little green-haired freaks destroyed my youth! But that's only because Lemmings is one of the greatest puzzle/strategy games ever devised. Unfortunately, the series never really went on to improve the game much beyond the original.

**#26 PACMAN**

Arcade/Others (Namco)  
It's the arcade game which only just recently was "clocked" by a frighteningly good American. The game looks simple, but you really needed to think just one step ahead of those ghosts to keep playing for any great length of time. Pacman was also very good at gobbling up twenty cent pieces.

**#27 SIM CITY SERIES**

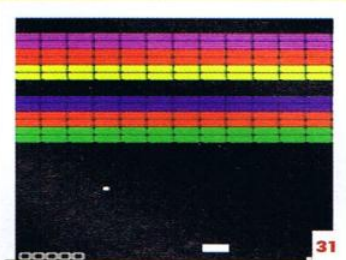
PC/Mac/SNES (Maxis)  
For some it was a hobby, for others it was an obsession. Creating



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shun work and school so they could stay at home and watch their world thrive.

**#28 GHOSTS & GOBLINS**

Arcade/Others (Capcom)  
Jump and shoot, run, jump and shoot. Shoot. Get stripped to your undies. Stand on a gravestone and marvel at your cute little pixelated beard... er, yeah. This game rocked.

**#29 PRINCE OF PERSIA SERIES**

C64/Amiga/PC/SNES/others (Broderbund)  
Escaping a dungeon, transcending the levels of a mighty palace and saving the princess in distress. It's been done, yes, but never as well as Prince of Persia. Its ingenious puzzles coupled with its addictive swordplay made this a timeless masterpiece. Leap of faith!

**#30 HALF-LIFE**

PC (Sierra)  
Possibly the closest thing to a "Quake Killer" that was ever created. Half-Life showed us just how real a 3D shooter could become. With mods being made for it such as "TFC" (Team Fortress Classic) and the much anticipated Team Fortress 2 being built upon the same architecture as Half-Life, one can only foresee bright gibby things for the future.

**#31 BREAKOUT**

Arcade/Others (Atari)  
Well, the paddle hasn't really survived as one of the greatest gaming peripherals of all time, but Breakout certainly gave more to gaming than many gamers would be kind to acknowledge. Faster, more intense!

**#32 SEGA RALLY SERIES**

Arcade/SAT/DC (Sega)  
With the release of the near arcade-perfect conversion of Sega Rally 2 on the Dreamcast, it looks as if bars all around the country are in danger of losing half their patrons. It seems that along with the schooner and the dart board, we can also include Sega Rally. Australia's favorite pub game has come home!

**#33 RESIDENT EVIL SERIES**

PSX/PC (Capcom)  
The city is full of brain-eating zombies. This game was pretty good too. Resident Evil is simply THE one in terms of "survival horror". Alone in the Dark really invented the genre, but Resident Evil had blood! :)

**#34 BALDUR'S GATE**

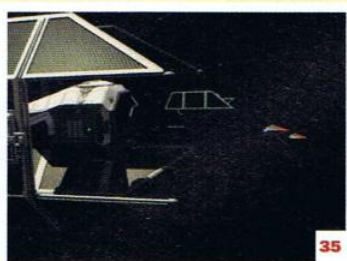
PC/Mac (Interplay)  
Arriving on the scene early this year, Baldur's Gate caused quite a stir (Hell, the biggest stir since Diablo) on the RPG scene. Boasting hand drawn and absolutely beautiful backgrounds and character animations, as well as providing one of the most in-depth role playing experiences in a long time, Baldur's Gate has made it's way from the Sword Coast into Hyper's pages of glory.



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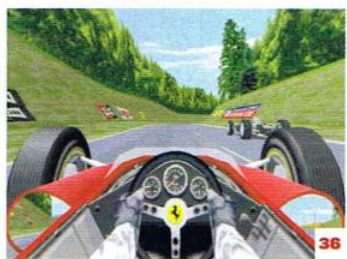
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**#35**  
**X-WING/TIE SERIES**  
 PC/Mac (LucasArts)  
 It's unusual that a series of games based on a series of movies could be so good. The recent release of X-Wing Alliance is really the icing on the cake for the X-Wing series. Tense Star Wars action is guaranteed if you have these babies in your collection.

**#36**  
**GRAND PRIX LEGENDS**  
 PC (Sierra)  
 Sure, we could have listed plenty of defining PC racing titles, but bugger it. Grand Prix Legends was just too good to not be awarded a place in Hyper history. It sure was one for the racing game freaks, but that's just a testament to what a fabulously enjoyable sim it was.

**#37**  
**UNREAL**  
 PC/Mac (Epic)  
 With Unreal Tournament on our plates, things are pretty darn hot for the Unreal scene. The original Unreal was the single most eye-poppingly gorgeous game for its time.

**#38**  
**METROID SERIES**  
 NES/SNES (Nintendo)  
 Upon completing Metroid on the trusty ol' NES way back when, the biggest shock we here at Hyper received was discovering that Samus was in fact a grrll! Needless to say, a sequel soon followed and it more than lived

up to expectations. We can only cross our fingers for Metroid 64...

**#39**  
**GALAGA**  
 Arcade/Others (Namco)  
 Whilst Space Invaders created the style, Galaga added all sorts of sensational spice. Invaders will always go down as a genre-defining classic, but Galaga contained powerups, dual fire-power and enemies with varying attack patterns which is what gives it a special place in our hearts.

**#40**  
**ABE'S ODDYSEE**  
 PSX/PC (Oddworld Inhabitants)  
 Abe rocks. When this game hit the PlayStation we were all stunned at how addicted we became to this bizarre new character and his strange platforming antics. Even though the style of game had been done before with Flashback and Another World, the gameplay in Abe's Oddysee was still unique. A PlayStation classic, and one to still buy if you haven't had the pleasure.

**#41**  
**SOUL BLADE SERIES**  
 Arcade/PSX/DC (Namco)  
 Street Fighter started it, Soul Blade sharpened it 'til it sparkled, then sliced it right in half. Soul Blade and Soul Calibur are two of THE most fluid, intuitive and absolutely stunning one-on-one fighting games ever to grace our screens. Hats off to Namco for

their continued effort in making this such a success and bringing us such a gorgeous Dreamcast game.

**#42**  
**ZORK SERIES**  
 PC/Others (Infogames)  
 Text-only adventures were once the most exciting things on the planet. Our youthful days were spent figuring out whether you were meant to type "Light Torch" or "Ignite Torch". It may sound crazy to some of you, but Zork can still be a challenge today if you have a creative imagination. Zork also spawned a few mega-hit sequels from Activision which will probably be more familiar to most of you. Now where's that damn thief?!

**#43**  
**DOUBLE DRAGON SERIES**  
 Arcade (Taito)  
 Raise your hand if you've been guilty of sneaking off to the milk bar after school to go a couple of rounds with Billy and Jimmy Lee? Lord knows just about everyone at the Hyper office has. School attendance records never looked so abysmal as when Double Dragon was sitting in the local arcades. Truly a milestone.

**#44**  
**DESCENT SERIES**  
 PC/PSX (Interplay)  
 Whilst not gaining as much glory as other shooters such as Quake, Descent nonetheless

sits in a class of its own. Its complete 3D action was a marvellous gaming experience and a test of anyone's stomach power. Australia's own Mikeee takes off soon to fly to Las Vegas to participate in the \$50,000 Descent 3 competition. Good luck to you dude.

**#45**  
**DEFENDER**  
 Arcade/Others (Atari)  
 Anyone who cracked Defender at the arcades when it was King, has surely lived through the rest of their life with strange nervous twitches in their fingers and eyes. This side-scrolling space shoot 'em up pushed the limits in terms of the hardcore concentration it required to simply survive. SMART BOMB!

**#46**  
**FINAL FIGHT SERIES**  
 Arcade (Capcom)  
 The granddaddy of all side scrolling beat-em-ups. From the knives, to the pipes, to the instantaneous health-giving chicken. Haggar, Cody and Guy have more than earned their place in the Hyper Hall of Fame.

**#47**  
**BUST-A-MOVE SERIES**  
 Arcade/PSX/N64/DC (Taito)  
 Arguably the best 'party' game of all time, Bust-A-Move perhaps provided guests with more entertainment than the hosts themselves. It's simple yet deceptively strategic gameplay

creates an environment, that when mixed with copious amounts of interesting beverages, has people laughing and wrestling for the next go.

**#48**  
**RAIDEN SERIES**  
 Arcade (Seibu)  
 One of the longest running and most successful arcade series is Seibu's Raiden. Perhaps the first and last word in creating ships with earth-leveling firepower at their disposal. Another arcade wonder hit that withstood the test of time and can still be seen in arcades today.

**#49**  
**FIFA SERIES**  
 MD/SNES/PSX/N64/PC (EA Sports)  
 Well, to some it's just a game of football, but FIFA converted more non-sports gamers than we can possibly keep track of. The fluid animation and accurate mechanics has made it the soccer game series to beat.

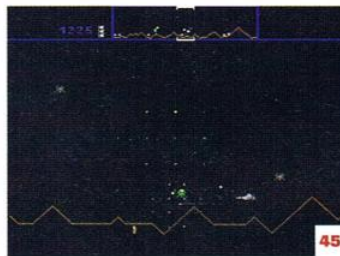
**#50**  
**X-COM SERIES**  
 PC/PSX (Microprose)  
 Surviving the test of time with a masterful trilogy is Microprose's X-Com. Gear up your team of badass, genocidal mutant killers and lay waste to those slimy creeps. After all, it's them invading OUR cities to kill our citizens so it's only fair we return the favour. Alien hunting has never been so much fun.



39



42



45



48



40



43



46



49



41



44



47



50

IN **PC** PowerPlay **ISSUE 42**

# AGE OF EMPIRES II AGE OF KINGS

**PLUS**

**CASTROL HONDA SUPERBIKES 2000**

**RALLY CHAMPIONSHIP 2000**

**OPERATIONAL ART OF WAR 2**

**FA PREMIER LEAGUE STARS**

**JAGGED ALLIANCE 2**

**TEAM FORTRESS 2**

**SYSTEM SHOCK 2**

**THE NOMAD SOUL**

**TRIBES EXTREME**

**INTERSTATE '82**

**BATTLEZONE 2**

**BRAVEHEART**

**DARKSTONE**

**AMERZONE**

**MIG ALLEY**

**SKY DIVE!**

**FORCE 21**

**TRIBES 2**

**CLANS**

**HALO**

**FLY!**

**ON SALE OCTOBER 6**

**next  
gaming**



# The Hyper Crew's Top 5

What we play when we get home from playing games.

**Eliot Fish - Editor**

Wip3out – PlayStation

I need someone to come to my house and feed me. Help, please, someone. I'm starving here! I can't get off the couch! Arrrrgggghhh!

- 2. Soul Calibur – Dreamcast
- 3. System Shock 2 – PC
- 4. Sega Rally 2 – Dreamcast
- 5. Quake 3 Test – PC/Mac

**Cam Shea - Deputy Editor**

Wip3out – PlayStation

By taking the best elements from Wipeout 1 & 2, incredibly well-balanced gameplay and high-resolution graphics, Psygnosis have crafted the definitive next-generation racer.

- 2. Tony Hawk Skateboarding – PlayStation
- 3. Quake 3 Test – PC/Mac
- 4. Home Alone 2 – SNES
- 5. Dino Crisis - PlayStation

**Singe Graham - Reviewer**

Jagged Alliance 2 – PC

The original had me hooked like a mullet and this is even worse. Thank God it's not multiplayer (yet) else I'd be well and truly in trouble.

- 2. Unreal Tournament – PC/Mac
- 3. Darkstone - PC
- 4. Star Wars: Pod Racer – PC/N64
- 5. Quake 3 Test – PC/Mac

## GAME OF THE MONTH

### PLAYSTATION WIP3OUT

Reviewed on page 46



## DREAMCAST GAME OF THE MONTH

### SONIC ADVENTURE

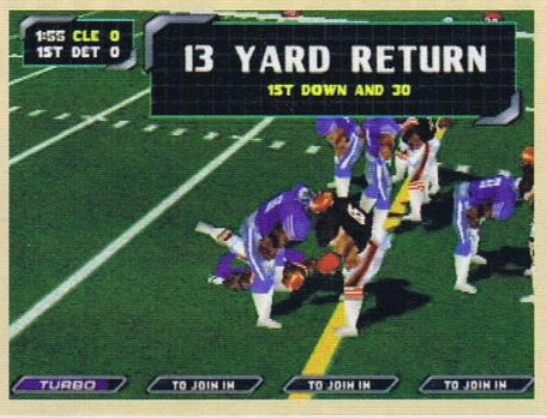
Reviewed on page 40



## NINTENDO 64 GAME OF THE MONTH

### NFL BLITZ 2000

Reviewed on page 68



## PC GAME OF THE MONTH

### SYSTEM SHOCK 2

Reviewed on page 74



## DREAMCAST

- 40 SONIC ADVENTURE
- 44 EXPENDABLE
- 45 MONACO GP 2

## PLAYSTATION

- 46 WIP3OUT
- 54 DINO CRISIS
- 57 SLED STORM
- 58 MADDEN 2000
- 59 BEATMANIA
- 60 G-POLICE 2
- 62 EVERYBODY'S GOLF

## NINTENDO 64

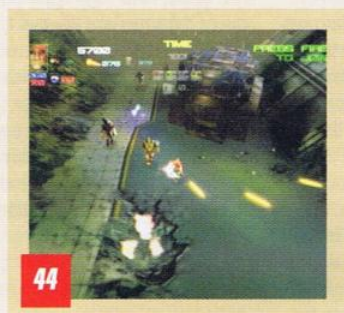
- 64 GAUNTLET LEGENDS
- 66 HYBRID HEAVEN
- 68 NFL BLITZ 2000
- 70 NEW TETRIS
- 71 MONSTER TRUCK MADNESS 64
- 72 40 WINKS
- 82 SHADOWGATE 64

## PC

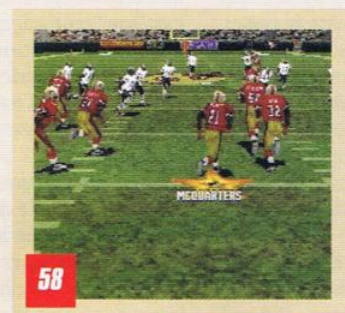
- 74 SYSTEM SHOCK 2
- 76 ROGUE SPEAR
- 78 FORCE 21
- 80 JAGGED ALLIANCE 2

## MACINTOSH

- 82 CAESAR III



44



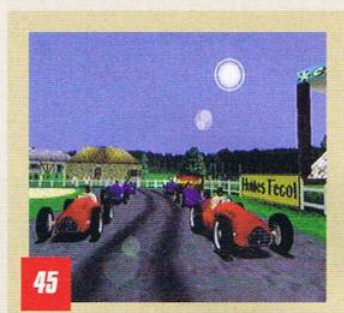
58



66



78



45



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71



82

## THE HYPER REVIEW SYSTEM

<b>Available:</b>	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.
<b>Category:</b>	What type of game it is.
<b>Players:</b>	The number of players a game allows to play it at once.
<b>Publisher:</b>	Simply the company that publishes the game.
<b>Price:</b>	The recommended retail price. This is subject to change without notice.
<b>Rating:</b>	The OFLC's verdict on the suitable ages for the game.
<b>Required:</b>	The hardware required to play the game on your PC.
<b>Desired:</b>	The hardware we think you need to get decent performance out of the game.

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



# Sonic Adventure

Sonic is back and his spines are bristling with fresh Sega power...

Dreamcast is really here. When you see Sonic the Hedgehog burning up the screen in gorgeous 3D, it dawns on you that Sega are finally getting a chance to hit back at the Sony-dominated market with a well-timed knockout punch. Sonic Adventure will help to push aside any scepticism you may have built up over the release of a new Sega console and whether or not the Sonic Team could bring us another quality Sonic title.

We all had dreams of playing a wonderful 3D Sonic on the Saturn, but we were never really delivered what we wanted. Nights may have helped

fill the 3D gap, but a game like Sonic Adventure has been long overdue. Finally, Sonic

**"THESE ARE SOME OF THE BIGGEST AND MOST IMPRESSIVE PLATFORMING WORLDS WE'VE EVER SEEN"**

Adventure on the Dreamcast is here to remind the world that it's time for the new breed of consoles to start kicking out the jams, and that Sega are just as experienced as anyone to lead the way. Now, before Sonic goes belting off down the road, let's give him a good look up and

down to see if we like his new polygonal personality...

**SUPER-SONIC**  
Sonic Adventure feels like an epic platforming experience. In terms of massive, compli-

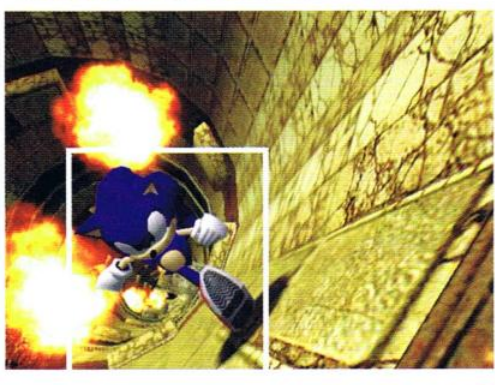
cated environments for Sonic to roam about in, Sonic Adventure doesn't disappoint. These are some of the biggest and most impressive platforming worlds we've ever seen in a videogame. Hopping between sprawling islands, spiralling up into the sky and slipping down icy mountain tops, there's so much to take in whilst playing Sonic that you'll happily replay levels over and over just to be sure you really did see everything there was to see. The crispness of the visuals, the high resolution textures and the solid and smooth polygons are good enough, but then there is the speed at which all these sexy graphics are hurled around the screen... amazing. Whilst Sonic Adventure may not be incredibly consistent in terms of quality of gameplay, there

are enough beautiful moments to experience that you'll be constantly calling people over to the TV to marvel at what's being revealed by the powerful Dreamcast. The environments in Sonic Adventure have those lovely photo-realistic textures that make cruising about the place a real adventure in eye-candy more than anything else.

We know that great graphics don't make the game, but goddamn they can help make it a helluva lot more fun than it should be. Sonic Adventure is just as much a showcase for what the Dreamcast can do with 3D as it is an exciting platform game, though it's not too surprising. Sonic Adventure was one of the first games to have been made for the new Sega console (with development kits which were

probably not even fully finished at the time) and by none other than the original Sonic Team themselves, slaving over the game until it was worthy. The game HAD to be good. Launch games are always about making a visual impact and hopefully leaving a lasting impression on anyone whom is curious about a new console's abilities, so naturally, Sonic Adventure was built to provide some serious bang for your buck.

**WAR AND PEACE... AND HEDGEHOGS**  
The story isn't exactly a Russian psychological drama, but it's true to the Sonic series... Dr. Robotnik has scored himself a nasty piece of work called Chaos who grows more and more powerful as it feeds on the Chaos Emeralds



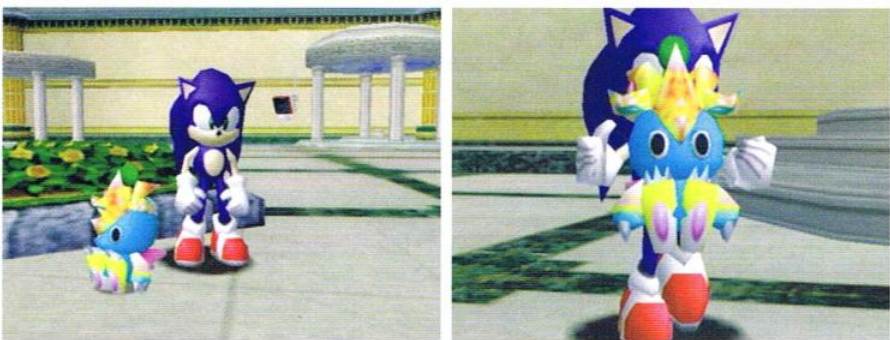
THAT'LL TEACH YOU TO LIGHT YOUR FARTS

BLUE HEDGEHOG AT 11 O'CLOCK



**SUBLIME SUB-GAMES**

One of the funkiest bonus games with Sonic Adventure is the tamagotchi-style 'Chao'. Similar to the A-Life from Nights, Chao must be fed and trained until they're ready to race against your friends on the Dreamcast, or just put throughout their paces on the VMU tamagotchi-style. You can genetically modify your Chao and even mate them with other Chao by linking together two VMUs. Other than this entertaining diversion, the levels in Sonic Adventure at times go off the rails into sub-game territory. On the ice stage, Sonic is confronted with a giant avalanche of snow, which can only be escaped on a snowboard (of course). There is also the casino where you can waste some time playing some Nights pin-ball, and a section where you take to the skies in a plane with Tails to pursue your nemesis that has 1942 overtones. It's small touches like this that make a good game great.



which are scattered throughout the levels. If it manages to consume them all, it will transform into something

looking a bit like a great big bloody Godzilla thing and Robotnik will be able to rule and/or destroy the planet. No

prizes for guessing that it's your task to zip around the joint in a bid to stop Chaos from becoming insanely large

and powerful. But Sonic isn't alone, he does have his friends — Tails, Knuckles, Amy Rose and new to the world of Sonic, Big the cat and E-102 the robot. Sonic Adventure can be played with ALL the characters, and in fact, each time you play with a different character, you are presented with different objectives and will learn more about the overall story. Tails takes to the air, Knuckles goes searching for the gems, Amy Rose gets busy with a whopping great mallet, Big the cat actually uses a fishing-rod to find his frog-pal (which is like a mini-game in itself) and E-102 lets loose with his laser. This 'unlockable character' approach in a platformer guarantees that you'll slip the disc back into your Dreamcast more than two or three times, and experience the game from a different angle each time. You can only try out a new character once you finish the game with another, so you should eventually know all the levels in the game like the back of your calloused gam-

ing hand. Of course, there's also that elusive seventh character... he really is Super!

**THE CAMERAMAN IS DRUNK AGAIN**

The level design in Sonic Adventure is quite amazing. As is the trend these days, all the levels in the game are accessed from a main central area which acts as a hub, with new sections opening up as you complete the levels in order. Yes, it's actually quite linear in terms of the order in which you have to tackle the levels, but there's always backtracking to be done if you so desire, allowing you to get a good second look at anything which had your jaw hitting the floor the first time. It's not just all linear-level cracking either, as Sonic can access a bunch of extra options like the VMU tamagotchi-style 'Chao' subgame by exploring the hotel and visiting certain rooms. There are also powerups (like the hell-cool boots of speed, the bracelet and a bunch of other items for



SONIC GOES TO HAWAII TO PICK UP CHICKS

SONIC CHECKS OUT SOMEONE'S RING

**A DREAM CAST**

In Japan, the Sonic Team have ensured that their blue creation is everywhere to be seen. There's a Sonic Adventure music CD and even Sonic Adventure action figures! But when you've got a crew as funky as these guys, there's no great surprise that merchandising would be on the agenda. Take a look at the cast...



SONIC — he's a hedgehog!



AMY ROSE  
— Sonic's female friend.



TAILS  
— literally a flying fox.



KNUCKLES  
— avoid him in a dark alley.



DR. ROBOTNIK — the egg-head himself. Oo-er.



BIG THE CAT  
— he's intimate with frogs.



E-102  
— an evil robot turned good.



CHAOS — from jellyfish to giant planet-eater!

each of the other characters) which are found hidden in areas on the main map before you decide to enter the actual gameplay-packed levels.

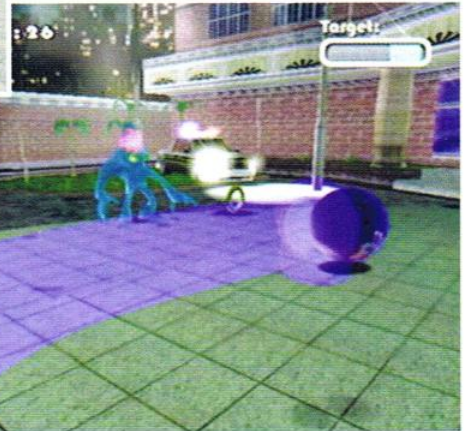
Now when it comes down to actually getting to grips with the little blue hedgehog, we're happy to report that Sonic hasn't fallen victim to any new gameplay genre or fad. Gameplay is as classic Sonic as you could wish for, with the main emphasis still being on collecting coins at a break-neck speed. You've never seen a 3D environment looking THIS good fly by THIS fast, and yet the gameplay has that almost old-school 2D Sonic feel about it. It's basic and yet incredibly good fun. In the NTSC version of Sonic Adventure, the auto-

matic camera doesn't cope with the third person 3D terribly well, but we hear this will be tweaked for the PAL release this month. Camera angle problems are simply a symp-

tom of a complex 3D environment, and it really doesn't affect your gameplay that badly. At times, the

camera will fail to swing around Sonic in the right direction, and unless you're quick to

correct the angle, you can sometimes get into a bit of strife. Because of the open nature of the environments, it's not hard to go flying off into the dreaded deadly water





AHH HE'S SO HARD. YOU RULE SONIC! 

or other obstacles if you're not in complete control of where Sonic is headed. The camera even sticks sometimes, like it's hit an invisible wall, which doesn't help, but overall it's not a serious issue. You may be frustrated at times, but the good far outweighs the bad.

The gameplay is a fine balance of adventuring and frantic action, with lots of bosses, cinematic moments and tricky puzzles paced carefully throughout the

adventure. Sonic's moves are simple enough to get the hang of immediately, and it never gets too complex or tricky to complete all the tasks at hand. Either you're trying your best to guide Sonic over coins whilst he's blazing, or it's a case of carefully negotiating precarious drops or obstacles, or you're spinning into a ball and cracking your enemies from above. The gameplay blends nicely into the

cutscenes too, so you always feel part of the action. You'll find that the only problem is accurately getting the hang of getting Sonic to go exactly where you want him to with the kinds of speeds you can achieve. You'll constantly find yourself being thrown around these huge levels like a little rag-doll, with the controls only just being enough to help guide Sonic to safety in most cases. You can also tackle these levels in

a time-attack mode if you truly master the art of super-sonic speed.

**HEY, WHY SO BLUE?**

Sonic Team have already started on another four games for the Dreamcast, but if Sonic Adventure is anything to go by, we're in for some fantastic Dreamcasting. Sonic Adventure really is a stunning effort, packed to the gills with entertainment. It's possible that if you never enjoyed the

Sonic games in the past, you won't find much to be overjoyed about here either, but everyone should do their best to get a look at this game. The combination of huge, open, almost theme-park style levels with the Sonic style we know and love is a real winner. Add to the equation the power of the Dreamcast, the Visual Memory Unit options and the effort by the Sonic Team to give us as much variety as possible, and you have a no-brainer first Dreamcast game purchase.

**ELIOT FISH**

AVAILABLE: Now
CATEGORY: 3D Platformer
PLAYERS: 1
PUBLISHER: Sega
PRICE: \$89.95
RATING: G
SUPPORTS: VMU

**PLUS**  
Mind boggling graphics and entertaining level design.

**MINUS**  
Not exactly a hardcore challenge.

VISUALS	SOUND	GAMEPLAY
95	86	89

**OVERALL**  
**90**  
If you get a Dreamcast, get a copy of Sonic Adventure.

# Expendable

After all these years, you would think that getting a straight up shooter right wouldn't be too hard. Rage prove us wrong again.

Incoming... A demo that got turned into a very attractive game with 5th rate game-play. It would seem Rage are determined to be known as a company that adheres to their traditions, as Expendable is also a very pretty game, that quite frankly, sucks. Harsh? Not when you consider this...

## YOU ARE SO PURDY...

What are the fundamentals of any shoot 'em up? You move something around, and shoot at enemies with whatever weapons the game offers. Difficulty and tension is added depended on how much danger you are placed in at any given time due to incoming fire. Enemies are made interesting by having variety, and frequent bosses and sub-bosses. It would seem Rage have only paid attention to the first bit, and

ignored everything else... if it's pretty, it's okay right?

Well it is pretty. Rage cannot be faulted for their abilities as artists. Expendable is chock-a-block full of lovely explosions, lighting effects and all that sort of guff. The only immediate bone to pick here is that bump mapping has not been supported, yet on the PC it has. The Dreamcast can do this, so why wasn't it included?

The non-technical problem with the visuals is that while pretty in still screen shots, the game is so horribly confusing

**"THE FEW DECENT GAMEPLAY IDEAS ALL GET RUINED BY PROBLEMS THAT SEEM SO EASILY AVOIDABLE."**

to look at whilst playing that you'll scream. All those explosions and lighting effects cause you to lose track of the enemies, who is firing what, and even where you are.

For instance, when playing a two-player game, instead of the view pulling back to take in what both players are doing when they move apart, the game simply picks one player to stay on screen. The other poor player has to make do with a little arrow pointing at them to let them know which direction to run back from!

## YES, IT'S A DOG TO PLAY...

The controls are simple enough. A button to fire, a button to lob grenades when you find them, one to change guns, and a strafe button. This would have been great, but it was ruined by making turning around too smoothly animated. While it looks realistic and all, it simply frustrates the pants off you (I kept mine on, relax) that you can't aim in the direction you want quickly. This forces you to retreat a bit to line up your shot properly. Even the most ancient game of this type like Commando had this right.

The few decent gameplay ideas all get ruined by problems that seem so easily avoidable. There are a good

variety of guns, but there's no funky powerup system that leaves you with weapons that cause whole continents to shake in fear. Also you lose all your guns at the end of each level... why?

I played it alone, then with friends, and then just let friends play on their own... and no one had fun regardless which way it was done. Rage obviously have talents, and they lie in their ability to make something look good. However, their inability to match the visuals with some interesting gameplay will result in all their games being lemons until they rectify this problem. What an aptly named game.

DAN TOOSE

AVAILABLE: October
CATEGORY: Shoot 'em up
PLAYERS: 1-2
PUBLISHER: Infogrames
PRICE: \$89.95
RATING: TBA
SUPPORTS: VMU, vibration pack

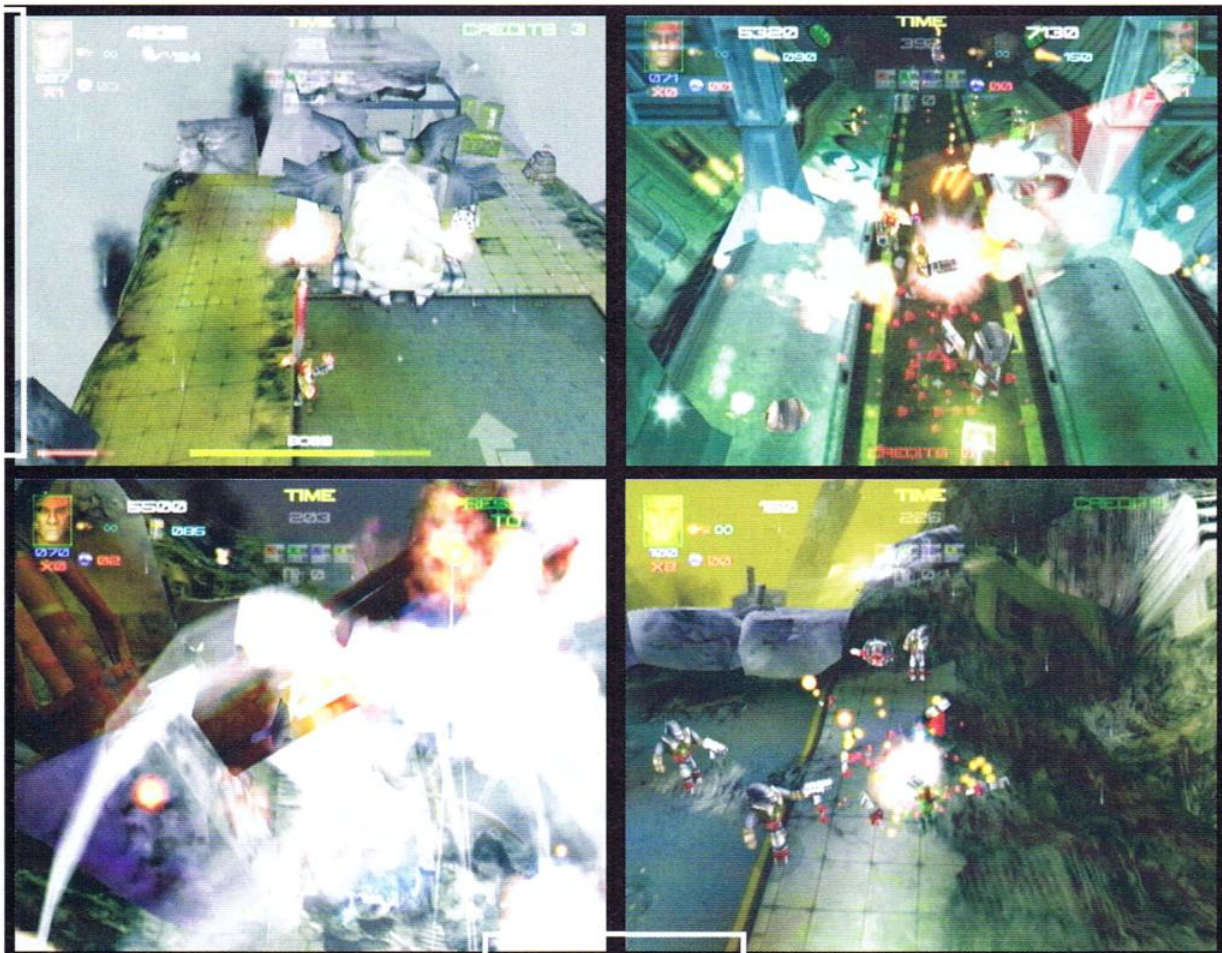
**PLUS**  
Pretty explosions.

**MINUS**  
Shonky controls.  
Horribly confusing.  
No real atmosphere.

VISUALS SOUND GAMEPLAY  
**80 65 40**

OVERALL  
**50**

The Dreamcast has a range of top quality games to choose from... this isn't one of them.



WOW AM I STILL ALIVE? I CAN'T SEE!

THE FUTURE OF CONSOLE GAMING? NOOOO!

# Monaco GP Racing Simulation 2

The Dreamcast is on the starting grid and it's time to see how it qualifies with an F1 racing title...

Monaco GP Racing Simulation has popped out a sequel on the Dreamcast and there's no question that it laps previous versions of the game on the Nintendo and PC. However, has enough really been improved to make Monaco GP 2 the next-generation Formula One we were all hoping for? It seems that there's still some work to do in the pits...

## OBSESSED WITH TYRE PRESSURE?

Give yourself a few minutes... no maybe make that hours, to cycle through Monaco GP 2's Simulation Mode car settings and you'll be feeling suitably daunted. There's really no doubt that Formula One fans are going to have their hands full with this Dreamcast title. The simulation mode in Monaco GP 2 is one of those seriously techy Formula One experiences, and required long bouts of concentration to get through. You really have to tweak the game with your own settings and preferences to get the most out of your car and be in with a chance to grab that chequered flag. Fans of the sport could not be happier with the amount of options here, but casual gamers are probably just going to head straight for the Arcade mode after fiddling about in Simulation mode. Of course, this dispenses with all

the realism, and that kind of defeats the purpose of the Formula One experience. F1 circuits aren't the most exciting to race on, so really the thrill comes from getting your car to survive the relentless amount of laps down the same stretch of road, inching closer to your rivals all the while — they're not really designed for check-point racing. That's why Monaco GP 2's Simulation mode is where the real depth and enjoyment of this game lies, even if it doesn't have the most realistic 'feel'. There's also a Retro mode for those of you who loved Grand Prix Legends on PC, but sadly it looks more like Mario Kart than anything else, though it's good fun for a twirl.

## BLENDER CONVENTION

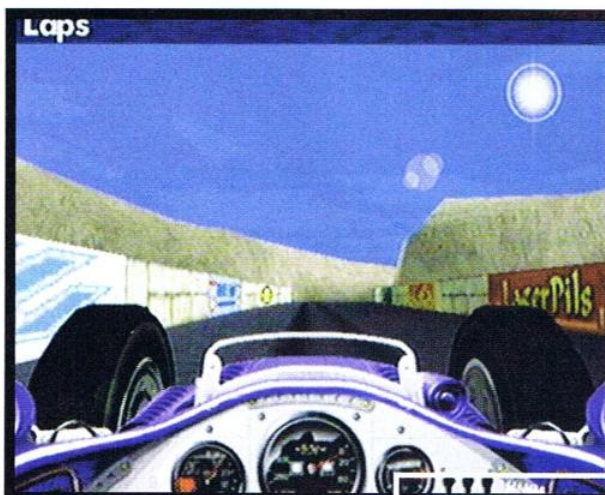
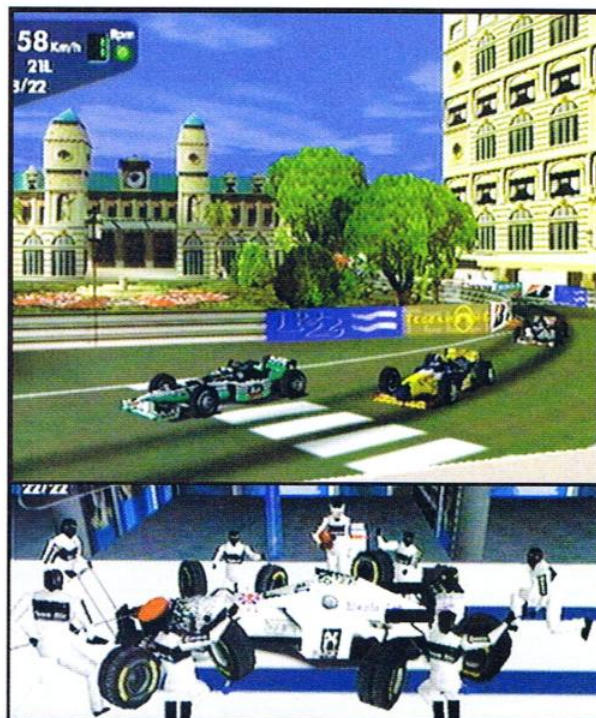
The Dreamcast can do far better graphics than this, but Monaco GP still looks pretty good. The car models look great, and the game is fast, but the tracks and environments have a tendency to look a little shimmery and flat at times. The sound also seems a little under-developed considering what was at the developers' fingertips. The cars sound a little thin, and it's more like a bunch of lawnmowers racing towards the finish line than anything else. What little commentary there is in the

game seemed strangely under-used too, and all up, the aural experience was underwhelming. We were just expecting this to be a slicker package all around considering the power of the console.

Still, as an F1 simulation, Monaco GP 2 is good stuff. There's a ghost-car Time Trial, Championships, Grand Prix modes and a custom race setup. The two-player option will have a lot of you at it for hours also, as the splitscreen looks good and functions just as well as the single-player game.

Monaco GP 2 should provide some serious challenge for those of you who are desperate for some F1 racing on your Dreamcast, although it's not exactly a prime example of the genre.

ELIOT FISH



AVAILABLE: Now
CATEGORY: Racing sim
PLAYERS: 1-2
PUBLISHER: Ubi Soft
PRICE: \$89.95
RATING: G
SUPPORTS: ?????

**PLUS**  
More options to fine-tune your car than you can possibly imagine.

**MINUS**  
Just lacks a certain pizzazz. The thrill of the race isn't quite there.

VISUALS	SOUND	GAMEPLAY
82	73	79

**OVERALL**

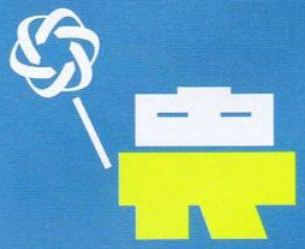
# 80

A challenging sim and quite rewarding for F1-obsessed freaks.

HEY WHO STOLE MY STEERING WHEEL? AIEEEE!

THOSE FABULOUS MEN IN THEIR F1 MACHINES

**HYPER  
GAME  
OF THE  
MONTH**

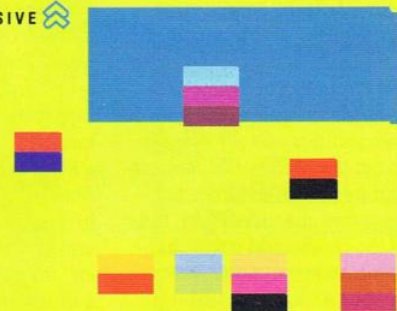


**Definition: Wipeout\*** (see also: Psygnosis; RSI; repetitive beat music). Futuristic anti-gravity racing game for the Sony PlayStation console. The game that brought the future funk to PlayStation with a bang back in 1995. The game that revealed a seemingly limitless potential for the next generation. The game that forged a new racing landscape. The game that set new standards for packaging and design. The game that brought club culture to gaming, and gaming culture to clubland. The game that redefined cool.

\*From the Hyper Dictionary of Gaming Terminology, 1999 edition.



HIT THE LEFT GRID FOR OFFENSIVE WEAPONS AND THE RIGHT FOR DEFENSIVE



Welcome to the F7200 racing league, the fastest and funkiest yet...

# WIPEOUT



FEISAR IS FAIR? SO LIKE, QIREX IS... 'NICE'? 

We love the Wipeout series – it sits at a very respectable number five in our 'Top Fifty Games of All Time' feature, and for good reason too. Inspired design, funky tunes, technical smarts and unbelievable gameplay are the hallmarks of the series.

It's been a long and eventful three years since the last Wipeout title, but Wipeout 3 effortlessly picks up where Wipeout 2097 left off, and then some. Wipeout 3 utilises the best elements from both the previous titles, adds some significant gameplay tweaks and boasts fresh new mind-blowing high-resolution graphics. Oh, and did we mention that Wipeout 3 supports split-screen two-player racing and the Dual Shock? Huzzah!

**A MINIMAL GROOVE TO MAKE YOU MOVE...**

If you've visited Psygnosis' Wipeout website, you will already have had a taste of the minimalist design approach in Wipeout. The menu screen is minimal to the point of non-existence. With a greyish background and techy, barely readable fonts, no other game has had an interface this bold.

The "less is more" design aesthetic flows throughout all aspects of Wipeout. In contrast to the bright and even garish colours of 2097, Wipeout 3 utilises a more real-

istic colour palette with predominantly beige and grey. The HUD has also been refined so that it isn't as obtrusive. Unfortunately, it's more difficult to see at a glance how much shield energy you have left, and the display showing how many laps you need to do is way too understated.

Just as the previous games were excellent technical showcases for the PlayStation, Wipeout 3 will leave your little grey box smouldering. Wipeout 3 runs in the PlayStation's highest resolution – an amazing feat considering the awesome speed. How the technical boffins at Sony managed to increase the speed of the game at this resolution is a mystery... I suspect black magic and ritual sacrifices personally.

As you'd expect, this is the best-looking Wipeout yet. The clarity of the environments is stunning, with a real-world solidity and unparalleled viewing distance. The blockiness that pervaded previous games is gone, replaced by crisp, detailed environments that convey space and size more accurately. Wipeout 3 isn't perfect though, as there are a few glitches here and there. For instance, occasionally after you've fired off a quake disruptor, a section of track remains raised and you have to break through it.

**TO QUOTE RIDGE RACER REVOLUTION: "SPARKS ARE FLYING!"**

There are also some more subtle graphical additions to enhance the racing experience – each team has a different coloured trail left in its wake, and there are some impressive powerup effects, like the dull red glow of the shield that fires up when the ship's hit, the cold white gleam of the reflector shield, or the neon glow of the ship through some of the darklight tunnels. In addition to the standard third and first person perspectives, Wipeout 3 also has a cockpit view... which is actually a little tacky. You'd think that the pilot would be hooked up to some kind of neural network a la Macross Plus, not sitting in front of a budget control panel. Oh well.

Wipeout 3 has play modes in abundance. In addition to the givens like single race, tournament and time trial against ghost ships, there's the Challenge mode where you take on 32 challenges spread across four categories, and Eliminator where the aim is to terminate as many opponents as possible. The improved AI adds further to the long-term value of the game. Opponents behave more realistically than before, making you feel part of a pack, all vying for the lead.

There are eight new tracks, three new teams, and seven



**Auto Pilot:**

Same as in 2097, but is more disengage friendly: DEFENSIVE

**Cloak:**

Stealth camouflage for your ship, preventing other craft from targeting you: OFFENSIVE

**Energy Drain:**

Lock on to another racer and steal some of his precious energy. The longer you can hold the lock the more energy you'll get: OFFENSIVE/DEFENSIVE

**Force Wall:**

Fire this ahead to set up a narrow, impenetrable wall. You can glide right through it, but other racers are in for a nasty surprise: OFFENSIVE/DEFENSIVE

**Gravity Shield:**

Safeguards your ship against energy loss: DEFENSIVE

**Mines:**

Same old mines. Lay them straight into a slipstreaming opponent. Can be destroyed with rockets and quake disruptors: OFFENSIVE

**Multi-Missiles:**

Mmm... handy. These babies can independently target and hit two separate craft: OFFENSIVE

**Plasma Bolt:**

Easier to use than in Wipeout 2097, a direct hit with one of these suckers will floor your opponent... permanently: OFFENSIVE

**Quake Disruptor:**

Faster and less distracting than in Wipeout 2097, the quake disruptor sends a massive ripple hurtling down the track slowing everyone in it's path: OFFENSIVE

**Reflector:**

A shield that surrounds the craft, sending any attacks back to the source: DEFENSIVE

**Rocket:**

Although rocket jumps still haven't been implemented, these bad boys fire two rockets at a time and really pack a punch: OFFENSIVE







COMING LAST? BLAME THE FONT



THE DINO CRISIS INFLUENCE...



WIPE THEM OUT, ALL OF THEM

new weapons. All four speed classes are back, from the pitiful Vector, through to the brain melting Phantom. If you thought that Wipeout 2097 couldn't possibly have been any faster, then think again because Wip3out's top speed eclipses it... heh heh.

**FUNKING EXCELLENT MUSIC...**

The music is superb under the direction of DJ Sasha, and comes close to the vibe of the original soundtrack with less big beat and more trancey sounds. The soundtrack is more holistic than previous editions as well, with pumping tunes that not only suit the racing style, but each other. It's also great to have five original tracks (courtesy of Sasha) rather than an entirely licensed soundtrack. Buy yourself some good quality bin headphones before playing this one!

Wip3out sports a few new additions for more immersive gameplay. For starters, there are now two weapon grid colours – pink for offensive weapons and green for defensive weapons. Thus, if you're way out in the lead you may opt to avoid the attack grids and focus on hitting the defense grids. Your weapon selection will still be largely random, but this allows more control over how you want to race.

Weapons are better balanced and more practical than previous Wipeouts. The force wall, for instance, is a great addition, adding a more strategic element. The auto pilot has been tweaked, so that it's less likely to disengage in an awkward position. The quake disruptor is also much improved. It travels much faster and lower than before, so it doesn't affect visibility to nearly the same

extent as in Wipeout 2097. Plus, there's a cool bass drop sound when you fire a quake disruptor. You'll find yourself unconsciously timing the quake so that the bass drop fits with the music.

The addition of the Hyperthrust button also alters the racing dynamic significantly. Talk about taking a fast game and making it even faster. With a tap on the R1 button, you'll get a big speed boost... at the expense of some shield energy of course. Not only does this increase your top speed, it also means that you

can get back up to speed faster after a collision. Learning to judge when and how often to use the boost really adds another dimension to the gameplay, as it's absolutely necessary to win, but can so easily destroy your craft if overused.

**"TALK ABOUT TAKING A FAST GAME AND MAKING IT EVEN FASTER!"**

**NO MORE RED BULL ADVERTISING... AND IT'S ABOUT TIME**

The track design has much in common with the original, so there are more rollercoaster-like courses filled with long sweeping banked turns and steep hills, as opposed to the angular, sharp sections in Wipeout 2097. This is a damn good thing, and comes hand in hand with Psygnosis' determination to make Wip3out the fastest, smoothest ride possible. The focus is very much on raw speed and fluid handling, not on memorising a series of blind ninety-degree turns.

Each track in the game is based in the same city complex, so the design has a more unified feel between tracks than previous editions. That's not to say that the racing gets samey, however. From the industrial technoscapes that have made Wipeout famous to the city

center, through parkland and even a shopping mall, the environments are immersive and techy. A little bit more variety in the trackside scenery would have been nice, but we're not complaining.

We're always hearing people whinge about living in a PAL territory, and being forced to wait so long for substandard PAL conversions. Well, now's the time to celebrate and thumb your nose at the USA and Japan, because we get Wipeout titles before the rest of the world. Woo hoo! Not only that, but the PAL edition is often the superior version, not the other way around.

With such amazingly fast, fluid and balanced gameplay, and this kind of technical performance coming from such old hardware, we can only imagine how good a Wipeout would be on Playstation 2. But until that happens, Wip3out will suck the will to do anything other than firing up the stereo, sitting back controller in hand, and waiting for the "3-2-1-GO!". The definitive Wipeout game.

CAM SHEA

<b>AVAILABLE:</b> Now dammit!
<b>CATEGORY:</b> Anti-gravity futuristic racing
<b>PLAYERS:</b> 1-2
<b>PUBLISHER:</b> Sony
<b>PRICE:</b> \$79.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Memory card, Dual Shock
<b>PLUS</b> Speed, eye candy and cutting-edge sounds all rolled into one.
<b>MINUS</b> Some unreadable fonts, and no link-up dual split-screen.
<b>VISUALS</b> 93 <b>SOUND</b> 94 <b>GAMEPLAY</b> 93
<b>OVERALL</b> <b>94</b> Wipeout is back with a vengeance!

# Dino Crisis

Zombies may eat your flesh, but velociraptors will tear you a new one...

Capcom have a habit of creating a new genre, and then releasing game after game, each one refining the concept but not taking it anywhere radically different. They're still doing it with the Street Fighter series, and after the phenomenal success of Resident Evil 1&2, they'd be silly not to do it again... so they are.

As you're no doubt aware, Capcom have several new RE games in development. There's RE2 for N64, RE3: Nemesis for

PlayStation, and RE: Code Veronica for Dreamcast. Dino Crisis falls into the same basic genre, taking the RE game style into a new setting, with new foes and a new storyline. With Shinji Mikami (the producer and director of the previous RE games) at the helm, the RE influences are clear, as is the outstanding quality. That said, does Dino Crisis innovate enough to provide a truly fresh gameplay experience?

## SPECIAL AGENT COOPER IS DEAD... AND THE OWLS ARE NOT WHAT THEY SEEM

Dino Crisis revolves around the search for Professor Kirk, a brilliant scientist who's efforts to create an entirely

clean source of energy went unrewarded several

years ago when funding for his research was discontinued. He faked his own death and went about setting up his own research laboratory on a remote island.

The player takes on the role of Regina, a spunky special forces operative who, along with Rick the computer expert, Gale the expedition leader (with a haircut you could set your watch to) and Cooper the radio man (who has a rather nasty encounter with a T Rex in the opening FMV) have landed on the Island to glean details of the Professor's research, and to bring Kirk back to the authorities. Of course, things don't exactly go as planned, and when the team land, the entire base is deserted aside from

## AGILE LIKE A ZOMBIE?

One of the most frustrating factors in the RE games was the lack of combat oriented moves – at times it was a real struggle trying to take out the zombie hordes. Each character backed up slower than the zombies stumbled forward, so the only way to get some space was to slowly turn around, then run back, slowly turn around again, and fire some shots off (and by this stage the camera position would have changed completely, obscuring the zombies and forcing you to retreat once more). Thus, the best tactic was often to simply stand your ground and shoot.

So if the controls are the same for Dino Crisis, where does that leave us when trying to take on much more agile and aggressive opponents? The answer is... pretty much up s\*\*t creek. The velociraptors in particular are very fast, which leaves you at a distinct disadvantage. Combine this with shifting camera perspectives that frequently leave you blind to their whereabouts, and tight ammunition throughout the game. A hop back move, or sidestep haven't been implemented and are much needed.

Fortunately, Capcom have included an about face button, so at least you can hit R2 and run away relatively fast. You can also move about with your gun drawn. These changes really aren't adequate though, and you'll find that taking damage is inevitable in many situations. I guess this is pretty lifelike though, as if you went into battle against a Velociraptor armed only with a pistol you'd probably expect to come out with more than a few scratches.

Velociraptors and decapitated bodies strewn liberally about. Thus, the mission objective quickly changes to finding Professor Kirk, working out what the smeg's going on and staying alive long enough to get the hell outta there

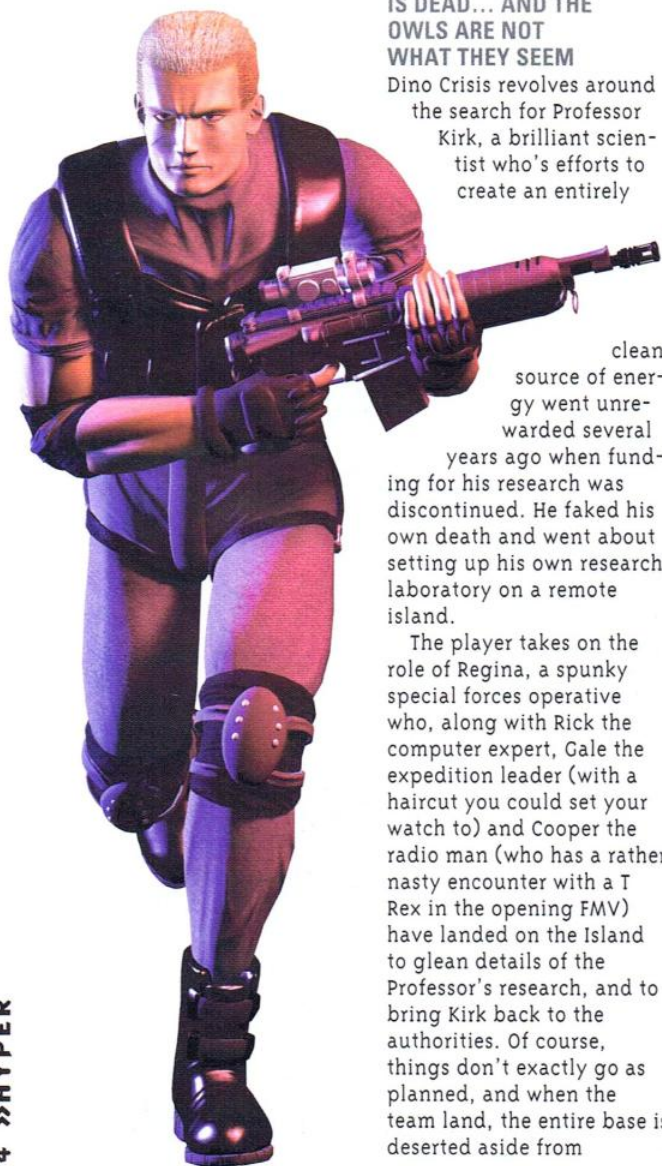
Whilst the premise of the game sounds a lot like RE, the storyline is drastically

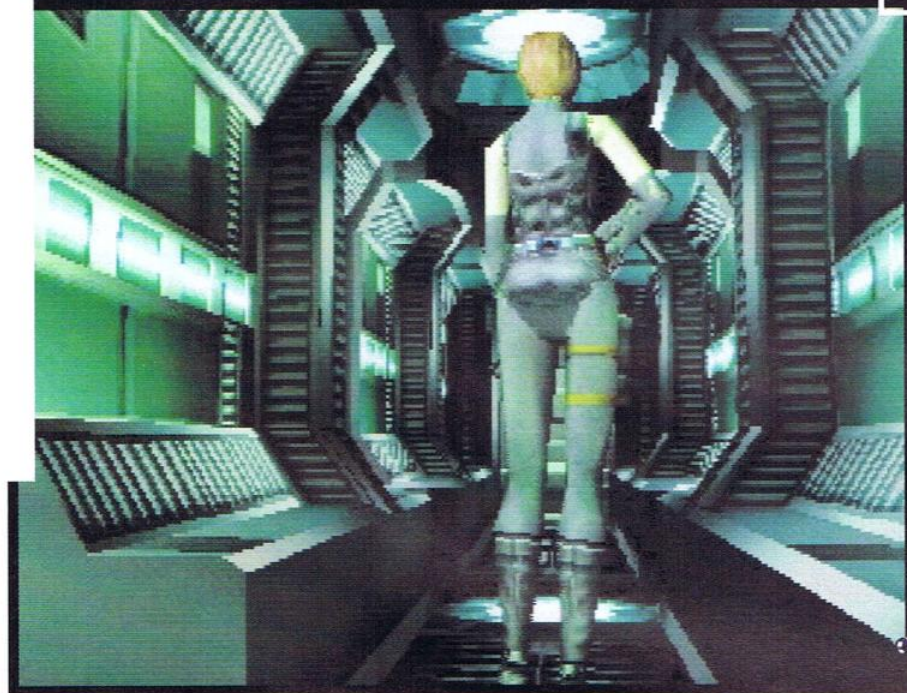
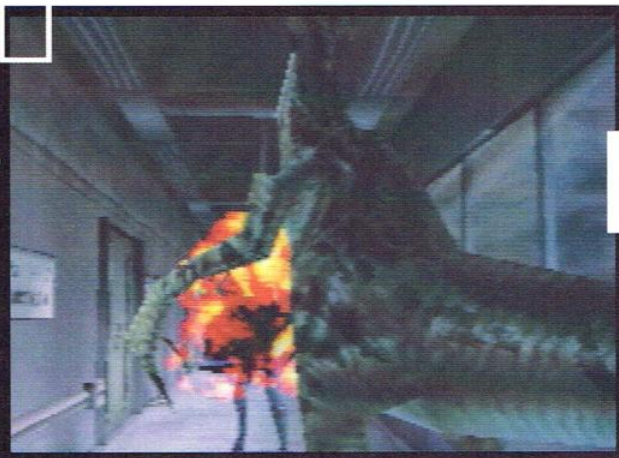
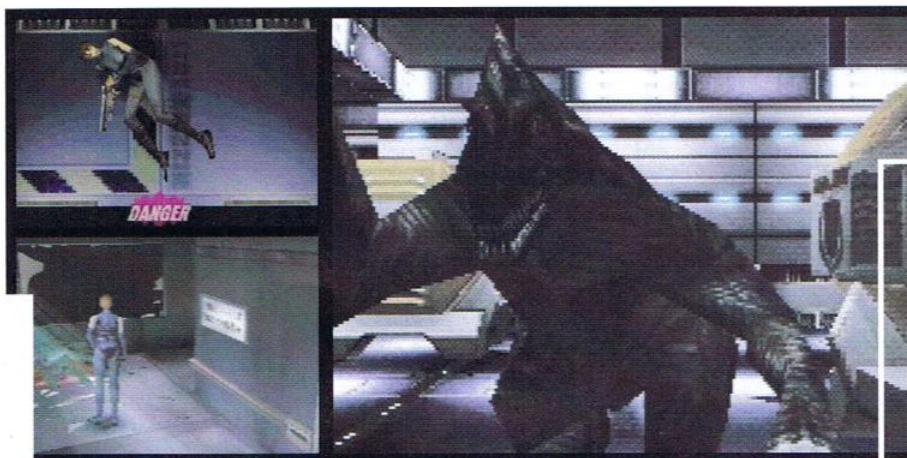
different, with various dinosaurs replacing the zombies and mutants of the RE titles. The setting has a radically different feel too. Gone are the B-grade horror influences, replaced by an island complex filled with techy laboratories, industrial warehouses, ventilation shafts, docking bays and creepy outdoor areas.

## SURE BEATS COURIER CRISIS

The level layout, mission structure and control mechanics will feel very familiar for RE veterans. Once again, you'll be solving simple puzzles, finding keys, getting info from notebooks and survivors, and gradually gaining access to more of the base.

T-REX GETS FED UP WITH HIS DENTIST. SO TO SPEAK. ☹





SPONTANEOUS COMBUSTION ROBBED THE DINO OF DINNER

OBLIGATORY FEMALE CHARACTER BUTT-CAM

**OH OH SPAGHETTIOS!**

Dino Crisis sets new standards in creating realistic-looking and behaving creatures. The Velociraptors are absolutely freakish. They prowl around seeking out their prey, then attack with lightning quick speed. They'll really go after you, taking giant leaps with their talons out. They'll grab you in their jaws and shake you about, they'll jump fences and through windows to get to you, and they can knock the weapon right out of your hands. Their animations are quite superb and breathe much life into these fearful predators. Whilst appearing realistic, the basics of classical conditioning seems to have passed them by though, since if you trap one behind an electric fence, it will repeatedly charge at you and get stunned. Heh heh

Dino Crisis isn't as linear as RE, either. There are several stages where you are given the option to take one of two courses. Actions that you take have repercussions throughout the game, and there are three endings depending on these choices. With only the one playable character it's a sensible addition that

ensures greater replay value. An interesting addition to the standard gameplay comes in the form of "danger" sequences. These are essentially set piece cutscenes that are largely beyond your control. For instance, a Velociraptor may spring through a window onto you, a Pterodactyl may swoop down and pick you up, or the ground may fall out from under your feet. Once the word "danger" starts flashing,

if you mash the buttons fast enough you'll escape the situation, and if you don't... you're dead. Perhaps the biggest difference to the RE games is that backgrounds are no longer pre-rendered bitmaps, but fully polygonal. Thus, camera positioning is no longer static. Like Silent Hill, the dynamic camera is used in appropriate places to heighten the fear and suspense. Unlike Silent Hill, the shift to 3D hasn't dulled down the visual experience.

**"IF YOU MASH THE BUTTONS FAST ENOUGH, YOU'LL ESCAPE THE SITUATION. IF YOU DON'T... YOU'RE DEAD."**



Where Silent Hill was plagued by low resolution, high-fog environments, Dino Crisis shines, with detailed, realistic texture-mapping and great real-time lighting. Likewise, all the character models in the game are very nicely rendered, and are animated smoothly. Rather than giving Regina a health bar, you have to gauge her health by the way she moves. If she's limping and leaving a trail of blood in her wake then you'd better give her a health pack quickly because otherwise she'll

continue to lose blood and eventually die.

**FANCY A GAME OF DARTS, ANYONE?**

Dino Crisis challenges the player in a different way to RE. You'll need to be very conservative with your ammo on normal difficulty, and even outrun dinosaurs when possible. Tranquiliser darts are a good addition that will take down a dinosaur for a (very) limited period of time. You can strengthen tranquiliser darts by mixing them with various chemicals you

pick up during the mission. You can also mix chemicals and health packs for different results. Rather than just out-gunning the creatures, you'll also need to out-think them. When you're low on ammo you can use the ventilation shafts to avoid rooms and corridors with lurking beasts, or try and trap dinosaurs on the far side of electric barriers. Rather than survival horror, perhaps Dino Crisis may more accurately be referred to as "survival

**SEXY GIRLS WITH SEXY GUNS**

Quite frankly, with Lara Croft's face (and body) splashed permanently all over the media for the last three years, all the other great women of gaming simply aren't getting the exposure they deserve. As far as we're concerned Lara simply can't compare to the Ridge Racer girl, Ivy from Soul Calibur and now, Regina from Dino Crisis.

*"DINO CRISIS MAY BE MORE ACCURATELY REFERRED TO AS SURVIVAL SUSPENSE."*

suspense", for the horror factor has been replaced by tense and suspenseful exploration. The atmosphere is built masterfully through intelligent use of camera positioning, the musical score, the ambient sound effects and frequent surprises of Jurassic proportions. You'll encounter far fewer dinosaurs than you did zombies and the like in RE, but they have a much greater impact... scaring you in ways games have never scared you before.

CAM SHEA

ARGH! NOT MICROWAVED NOODLES FOR DINNER AGAIN



LEARN HOW TO MAKE ILLEGAL SUBSTANCES



AVAILABLE: Now
CATEGORY: Survival Suspense
PLAYERS: 1
PUBLISHER: Capcom
PRICE: \$89.95
RATING: M
SUPPORTS: Dual Shock

**PLUS**  
The intense atmosphere and suspense ensures this is a "brown undies only" game.

**MINUS**  
Camera and control problems at times.

VISUALS	SOUND	GAMEPLAY
90	89	85

**OVERALL**  
**89**  
Dino Crisis is the next evolution of the survival horror game, and a must for fans of Resident Evil.

# Sled Storm

In the crowded world of PlayStation racers, Sled Storm brings us something new, but is it actually any real fun?

Sled Storm puts a throbbing beast between your legs and says — take this baby out for a test ride and rip snow up. It's a helter-skelter snowmobile racing game along criss-crossing mountain paths with an emphasis on stunts and exploration.

## SHRED YOUR HEAD

There are two basic styles of track — Open Mountain and Supersnocross. In Open Mountain runs there's no one path, it's up to you to find the quickest route. The track is constantly branching and there are shortcuts everywhere, so chances are, if you want to go there you can. Take a shortcut across the cracked and undulating surface of a frozen lake, go for that massive jump through to another section of track, or just ram right through an ice wall to reveal a hidden passage. It's these bonuses that will keep you coming back to race again.

Supersnocross, on the other hand, features more conventional human made courses built for tight cor-

nering and busting huge tricks. The two styles work nicely together and encourage different approaches to racing.

There are 14 courses to open up in all, as well as variations on the current courses, like night runs. The biggest incentive to race on

Once you're packing an 800cc engine, a new frame, better treads, brakes, skis and halogen spotlights, Sled Storm is almost a new racing game. Throughout the game, races are tough as your three opponents race very competitively. They take different routes each

tures. There really isn't a huge wow factor, but that's to be expected in narrow snow-lined ravines. The sensation of speed isn't fantastic either, but there's still a bit of fanging to be had.

Perhaps the biggest drawback for Sled Storm is the four-player support. V Rally

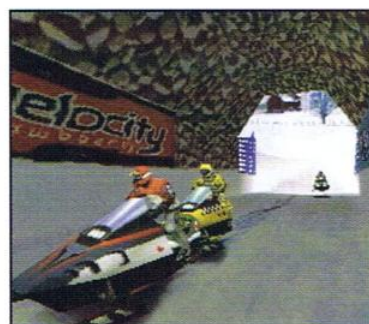
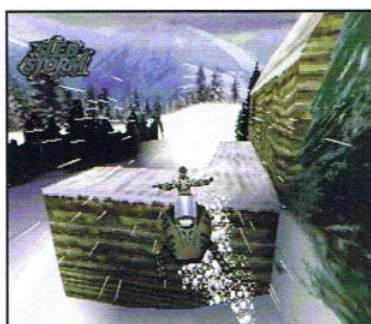
of fun, especially if you're getting frustrated in the single player mode.

All the ingredients are here for a great racing game, but Sled Storm doesn't pull them together in a particularly compelling way. The handling is sloppy at best, and doesn't improve much with extended play, and the stunts are a relatively meaningless diversion that could have been a lot more exciting. Even so, Sled Storm is certainly worth checking out — especially if you'd dig a soundtrack with tracks by Rob Zombie, Econoline

Crush, Uberzone, Dom and Roland, and E-Z Rollers.

CAM SHEA

**"PERHAPS THE BIGGEST DRAW-CARD FOR SLED STORM IS THE FOUR-PLAYER SUPPORT"**



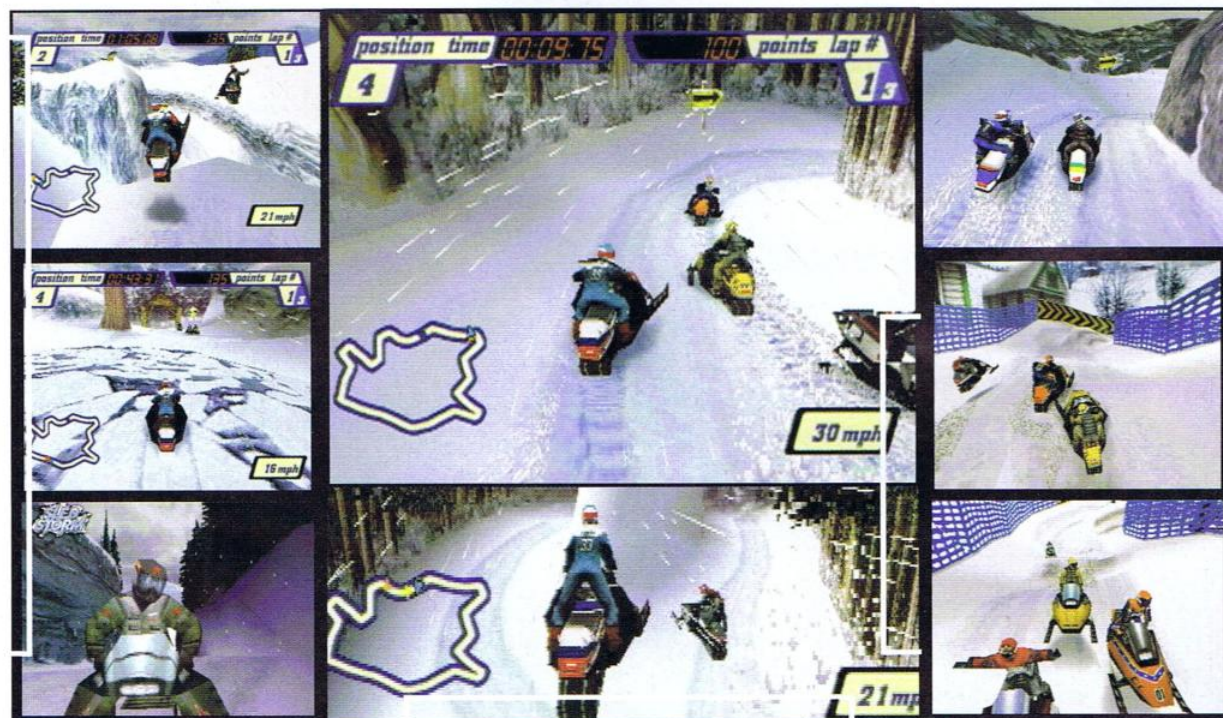
though is to upgrade your sled. Cash for upgrades is earned by winning races and racking up points by doing tricks and running over stuff (like sign posts and native animals, heh). Sled Storm gets very tough, so frequent upgrades are a must... especially since nothing less than first place will do.

time, experiment with short cuts, but most importantly, fall flat on their faces at regular intervals.

## POWDER YOUR NOSE

Graphically, Sled Storm is competent. The courses make good use of gourard shading and accurate tex-

2 has already shown that the PlayStation can handle four-way split-screen racing well, and Sled Storm proves that it was no fluke. As you'd expect, the draw distance is a lot closer, the graphics are less detailed and the slowdown noticeable, but this mode is heaps



I BET HE LIKES POWDERFINGER

"AHH MY BUM IS WET!"

AVAILABLE: November
CATEGORY: Snowmobile racer
PLAYERS: 1-4
PUBLISHER: EA
PRICE: \$89.95
RATING: G
SUPPORTS: Dual shock

**PLUS**  
Four-player mode, many alternate routes.

**MINUS**  
Sloppy controls, dull tricks.

VISUALS 86 SOUND 78 GAMEPLAY 77

OVERALL  
**79**

Sled Storm is an entertaining (if somewhat average) romp through a snowy wilderness.

# Madden NFL 2000

EA returns to prove once and for all that it has the best NFL game of all...

Madden NFL is one of the longest running sports series in videogaming history, dating all the way back to 1992 on the Sega Megadrive. Madden NFL 2000 will bring the installment tally to nine, making it longer lasting than the Police Academy movies and about as hardcore as your average RPG franchise. As a sports game, however, one must begin to wonder: what on earth could Madden 2000 offer that hasn't already been done? On top of that, it's being done on a system that everyone wishes would hurry up and die quickly to make way for the new next generation systems. In spite of these considerations, there is still a great deal of value to be found in Madden NFL 2000.

## SO CHUNKY YOU COULD CARVE IT

The screenshots alone should be indication enough to you readers that Madden NFL 2000 isn't the prettiest thing to look at. The polygon count is quite low, the textures are atrociously chunky... in fact, it's probably the ugliest 3D incarnation of Madden we've ever seen. What the screenshots won't tell you, however, is that the game runs at the highest framerate ever seen in a PlayStation gridiron game, pushing an average of 45fps and going as high as 60 on some occasions. The end result is that all of those side-steps, stiff-arms, jukes, and spins that you can perform are brought to life in strikingly realistic

fashion, making the action of the previous Madden games look stuttered and retarded by comparison. The animations and improved player depictions also opens up new levels of strategy. How so? Try imagining a 400lb lineman rolling sideways over little Emmitt Smith in a tackle. Priceless.

The funny part is that every other aspect of Madden 2000 is a gigantic improvement over its previous installment. The sounds, the in-game options, the team-specific playbooks, and even little features like how linemen are much fatter than wide receivers, are all glittered with such a fine eye for detail that only a comparison to the Fox television coverage of the sport

will do it justice. You've got helmets flying off, players tripping over each other, the chaingang waiting on the sidelines, your team mates cheering you on, a lightning storm flashing overhead, and deep thundering bass effects that bring out every bone-crunching collision in the game. You really have to cast aside whatever impressions you have from the screenshots and play the game for a few minutes before you can appreciate the beauty of its execution.

## AI AI OH

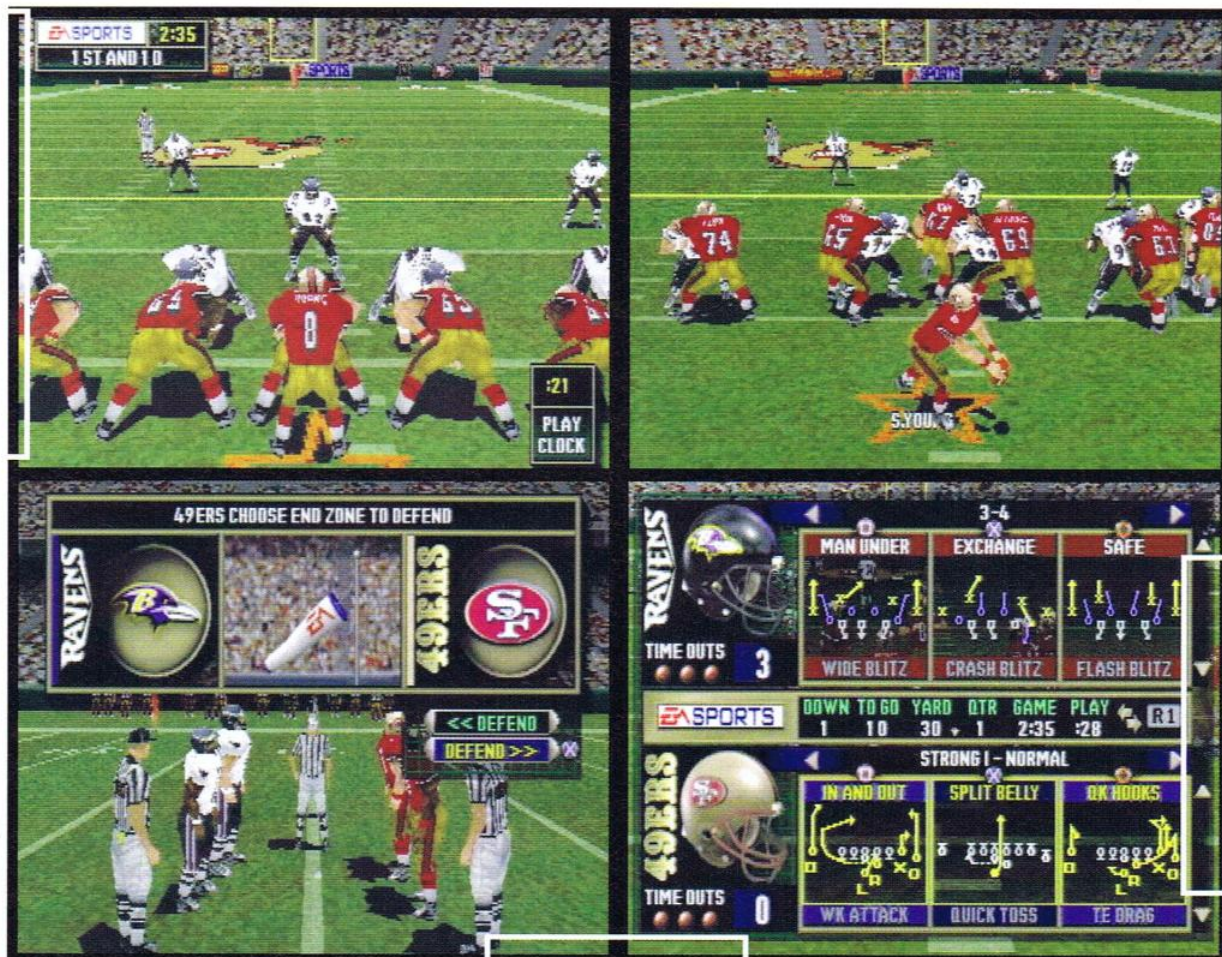
Special attention should also be drawn to Madden 2000's excellent AI and strategy. For starters, the AI is amazingly tough. So tough, in fact, that the offence-happy

amongst you might begin to appreciate and enjoy playing on defense. Every team's playbook is updated to reflect this year's standards, such as the 49ers' lack of a shotgun offence, or the Dolphins' preference towards a 4WR set. There are only a couple of minor inconsistencies, such as Barry Sanders' presence in the game even after he's retired.

If it's dazzle you came for, you're not going to find it here. The PlayStation is just too out-dated to produce the kind of textures and polygon count that EA Sports wanted. As a sim, however, Madden NFL 2000 simply has no equal. This one's for the fans.

KEVIN CHEUNG

AVAILABLE: Now
CATEGORY: Action
PLAYERS: 1-4
PUBLISHER: EA Sports
PRICE: \$89.95
RATING: G
SUPPORTS: Dual Shock, Multitap, Memory Card
<b>PLUS</b> Incredibly high framerate, loads of in-game detail.
<b>MINUS</b> Look at the screenshots! It's chunky as hell!
VISUALS 79   SOUND 88   GAMEPLAY 89
<b>OVERALL</b> <b>85</b>
The best NFL sim ever made, only let down by the system's limitations.



“DIDN'T SOMEONE REMEMBER TO BRING THE BALL?”

# Beatmania

Beatmania. All about the Beatles and how they were the best... eh?!

Werd up, biatch. If there's one thing about playing videogames that really annoys me, it's that there's no way that I can enjoy myself AND keep my skeelz on the wheelz of steel (aka my turntables) fresh.

What's this? A box with "Beatmania" on it, and a funny looking peripheral that looks like a mini-turntable... funky! This is the shiznit that is going to keep me entertained and at the same time help me perfecting my funkadelic scratch techniques.

Or something. In what is quickly becoming one of the most popular gaming genres

in recent years, Konami's Beatmania is the latest "rhythm action" game to hit the market in Australia. After the rapping sim (PaRappa The Rapper), the dancing sim (Bust A Groove), it was a natural evolution that Djing would be next. I guess that means the next game will be the graffiti sim, but we'll have to wait and see.

## WURRD

First of all, no one is going to run out and purchase Beatmania on the strength of its graphics. Unlike Bust A Groove, that had awesome motion capturing and smooth,

colourful characters shakin' they booties on screen, or PaRappa, with its cute and distinct 2D-cutout look, Beatmania's graphics are like clip-art images. The thing is, you should never be looking at the in-game graphics because concentrating on the music is the number one aim of the game. If the graphics were mind-blowing, it'd probably just put you off your game...

What makes Beatmania such a great game is the gameplay itself. Basically, what you need to do is hit the right key or scratch the scratch pad when the CPU commands you to do so. It's very Bust A Groove in

## THE SCRATCH PAD

If you seriously want to play this game, you're going to need the official ASCII Beatmania controller. It features five keyboard keys and a pseudo-scratch pad, which makes playing the game a hell of a lot easier than having to use a standard PlayStation controller. The only thing is, the keys make a rather loud "click" every time they're pressed, so unless you have the music pumping very loudly, be prepared to hear the annoying sound of pressing the buttons over the sound of the music.

this way, only you need to execute each button press exactly on beat, not just in groups of four bars. If you don't nail it every time, then the song sounds off, but if you can keep in time with the commands, you should be

hearing some funky fresh beats pumping out through your speakers.

Fans of PaRappa and Bust A Groove need to be lining up to grab a copy of Beatmania. Don't think it's a "homie" game either, while the game is based on Djing, there are plenty of different styles of music to choose from (Asian Traditional? That's a genre?!). And with the Scratch Pad, it's one of the best party games you could hope to find.

TONY MONTANA



AVAILABLE:	Now
CATEGORY:	DJ Simulation
PLAYERS:	1-2
PUBLISHER:	GT Interactive
PRICE:	TBA
RATING:	G
SUPPORTS:	Dual Shock, Scratch Pad

**PLUS**  
Wooga-wooga-wooga!  
Intense DJ  
scratchafella action.

**MINUS**  
Fairly repetitive. If you're  
not into music then you'll  
hate it with a passion.

VISUALS SOUND GAMEPLAY  
65 89 89

**OVERALL**  
**85**  
The best DJ simulation on  
the market (bar bar).

# G Police 2: Weapons of Justice

Finally, the sequel is here to the impressive G Police which shook our PlayStations so long ago...

G Police blew everyone away when it was released a while back. The Blade Runner-esque world of Callisto had just been overrun by corporate renegades and it was your job to gun them down. You were given the latest in law enforcement armaments to do the job. You were given the Havoc Gunship.

The conflict turned into a full-scale corporate war. It tore the colony apart and stretched the resources of Government Police to breaking point. They won that battle. Just. But a new enemy, the crime syndicates, has been quietly fortifying itself the whole time. They've put together some heavy firepower during the war and what's left of the G Police is just too strung out to cope.

They need backup, and they need it now. The cavalry they are praying for comes in the shape of a small Marine strikeforce. Three ships in low orbit over Callisto are sending more meat into the grinder, but more importantly, new weaponry.

**MICROSOFT...  
ER WE MEAN, NANOSOFT**  
The concept behind all of this



has been a noble one. The evil corporation "Nanosoft" just got too rich and powerful for the governments liking. Perhaps life is destined to imitate art? Anyway, the government sent in the G Police. These guys are basically beat cops with paramilitary armaments. They have the same hard-boiled attitude to beauracracy that all cops seem to acquire, and who can blame them in this bleak world.

Callisto is a bustling colony but the rampant crime gives the scene an oppressive, pessimistic quality. Like

Blade Runner, the crowded streets are dwarfed by advertising and everything is constantly shrouded in a cloying darkness. The music draws heavily from the same influence but adds some break beats to give it some vitality.

You feel obliged to avoid civilian casualties but pesky terrorists are another matter entirely and it's up to you to persecute them with maxi-

mum prejudice. G Police 2 has added a fleet of new units to control in your struggle. First of all there's the Venom gunship. This updated vertical take-off and landing craft is just as manouverable as the Havoc but much more heavily armoured. Perfect for tailing ground-based convoys and moving between domes at high speed.

There's also an armoured car to control. The thing fish-tales around the streets nicely and has an automated turret for defense against air targets. The additions that the Marine forces offer are even more enticing. There's a Corsair space fighter and a Raptor mechanised assault

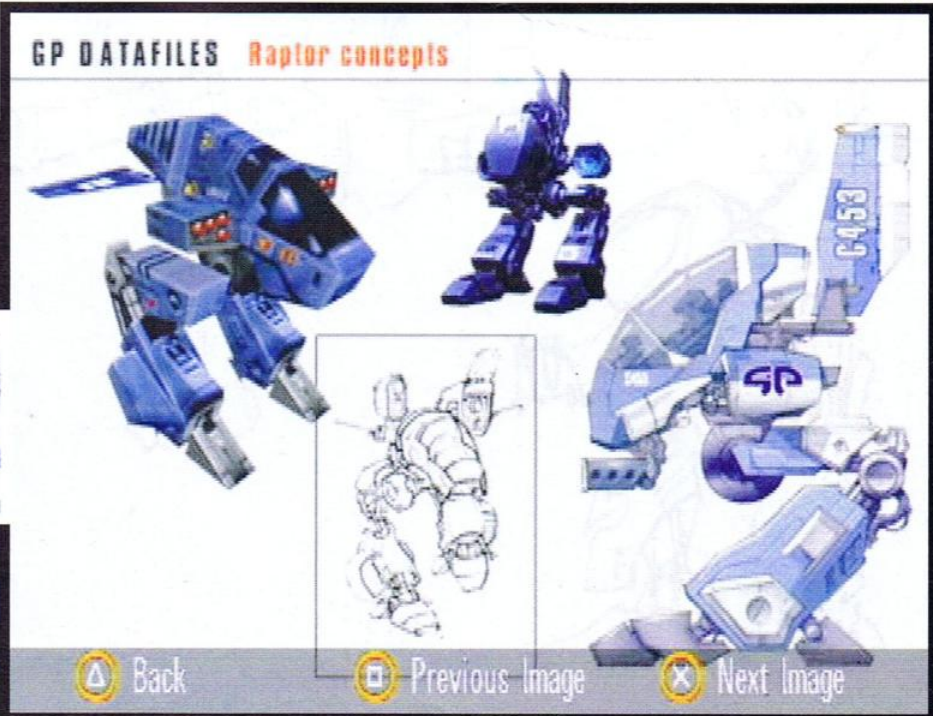
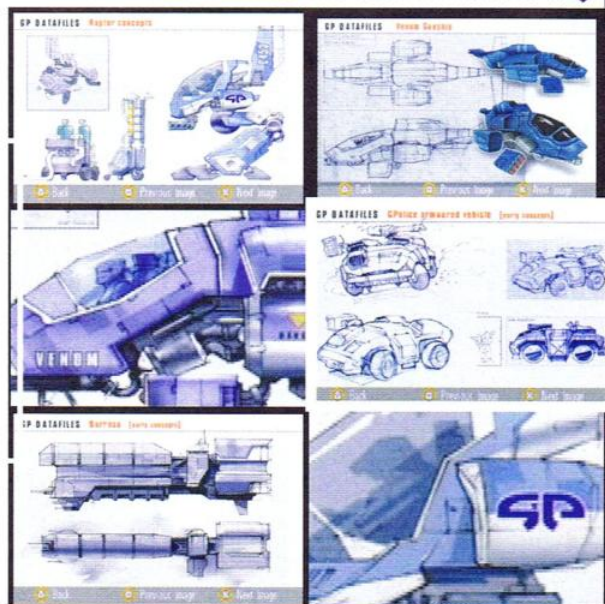
vehicle. The Raptor is basically a classic mech capable of launching volleys of rockets from shoulder pods, which comes in a might handy against the bigger ground targets.

All of these unit types can be controlled almost exclusively with the dual analogue controls. It makes strafing very intuitive and offers a much more immersive experience. The head-up display on each of the machines will guide you to waypoints and energy sources, which takes most of the agony out of navigation. It also helps you manage your substantial inventory of 25 weapons.

**"G-POLICE 2  
IS DEFINITELY  
AN IMPROVE-  
MENT OVER  
THE ORIGINAL"**

MECHIN' PRETTY PICTURES

THE GAME ACTUALLY HAS THIS COOL ARTWORK IN IT





The other function of the head up display is visual navigation. The game engine only renders textures at a certain distance and relies on darkness after that point. This would be incredibly disorientating at high speeds if it weren't for the HUD creating a wire frame model of upcoming obstacles. This is a functional setup, and obviously a necessary one for the PSX CPU, but it's annoying to see stars shining through this artificial concoction.

**GEE PUH-LEASE!**

The key to how G Police 2 plays is in the mission scenarios. They are certainly diverse and actually carry a story quite effectively but I found them a little too instructive. There is very little active exploration. It would have been nice to be given an assigned area to patrol and actually discover gangsters doing gangster type stuff. There are some novel innovations like having your targeting system being hacked and being

instructed to take out police vehicles but there are too few occasions for the gamer to use their own initiative. You feel like you've been automated.

As a reward for performing your duties you get cumulative access to a database. This has unlockable secret missions to perform as well as new music, small animated movies and artwork. The piles of techy hand drawn sketches give you an idea of how much art actually goes into making a game. A lot.

G Police 2 is definitely an improvement over the original. The future noir colony will be familiar to lovers of science fiction and the highly manauverable craft make for frustration-free gameplay. In the end, though, it's too easy. Not because you won't be murdered repeatedly, but because they've over-simplified the linear mission objectives and provided everything on a platter.

ADAM ROFF



LOOK TOUGH, CORPORAL



AVAILABLE: Now
CATEGORY: Shooter
PLAYERS: 1
PUBLISHER: Psygnosis
PRICE: \$69.95
RATING: G+
SUPPORTS: Memory Card, Dual Shock

**PLUS**  
More vehicles, more art, more weapons, more missions, more wingmen, more intrigue.

**MINUS**  
More of the same. Initiative rarely required on the part of the gamer.

VISUALS	SOUND	GAMEPLAY
80	82	87

**OVERALL**  
**82**  
Gives "zero tolerance" a whole new meaning. Too linear, but still a great game.

THAT CABBIE DIDN'T INDICATE! SHOOT HIM!

# Everybody's Golf 2

Sony answers Mario Golf's challenge with a sequel to a game that practically everyone overlooked.

Even though it was one of the biggest selling PlayStation titles across the US and Japan last year, Everybody's Golf only generated a lukewarm response from the Australian gaming public. Ironically, the concept of non-serious golfing has suddenly become popular thanks to Mario Golf on the N64. Without breaking into a spiel about how Everybody's Golf is the unsung hero of the genre, the game has been given a second crack at the market with the release of the sequel, Everybody's Golf 2.

## A GOLF GAME FOR EVERYBODY

Like the first game, Everybody's Golf 2 is designed to be enjoyed by people who haven't the faintest idea about golf. Essentially, you just point and shoot. All of the anal detail you'd normally find in a golf simulation such as the faithfulness of course layouts

to the real thing, or whether or not it uses authentic PGA players, and so on are all foregone in the interests of simplicity, accessibility, and fun.

However, that's not to say that Everybody's Golf 2 alienates the humble golfing enthusiast. In fact, the game features enough options and gameplay features to hold its own. The game has a series of tournaments that you can enter, a putt-putt competition, a practice mode, and several variants on a versus mode that lets you compete with friends. The gameplay itself gives you control over the level of spin you put on the ball, how much power you use against the wind, and puts you up against

every conceivable obstacle with water hazards, sand pits, and so on. Basically, even though Everybody's Golf is designed to appeal to everyone, it has enough depth to appeal to the hard-



core. It strips away the gimmicky licensing tags and digitised pro players, allowing you to enjoy the essence of the game.

## NOT EVERYBODY'S SEQUEL

Aesthetically, Everybody's Golf 2 goes for the same approach as its predecessor: comical. Graphically, the game uses simple combinations of 3D landscapes with 2D objects (such as trees) and animated characters. Aurally, the game doesn't go out of its way to impress. Running in line with the non-serious nature of the game, you get atmospheric sounds like the wind and the birds, and a few variations on the "doink" sound any time the ball hits something.

Owners of the first Everybody's Golf would be best advised that this sequel has practically no signs of improvement.

In fact, the same could be said for the entire game. The types of shots and in-game options at your disposal are virtually the same. With the exception of the brand new courses and a few new characters to unlock, Everybody's Golf 2 is exactly the same as the first game.

With that in mind, Everybody's Golf 2 is a bit of a mixed bag. Sure, it's a second stab at a market that's only just discovered the wonders of recreational golf, and it's quite a good game of its own right. On the other hand, the game has a rather questionable appeal as a sequel. If you've never played the series before or you're a complete golfing nut, then by all means go for it. Otherwise, you're just wasting your money.

KEVIN CHEUNG

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

### PLUS

Highly addictive, and very easy to get into.

### MINUS

Practically worthless as a sequel.

VISUALS	SOUND	GAMEPLAY
80	76	89

## OVERALL

# 83

Even though it fails as a sequel, it's still a great golfing romp for all.



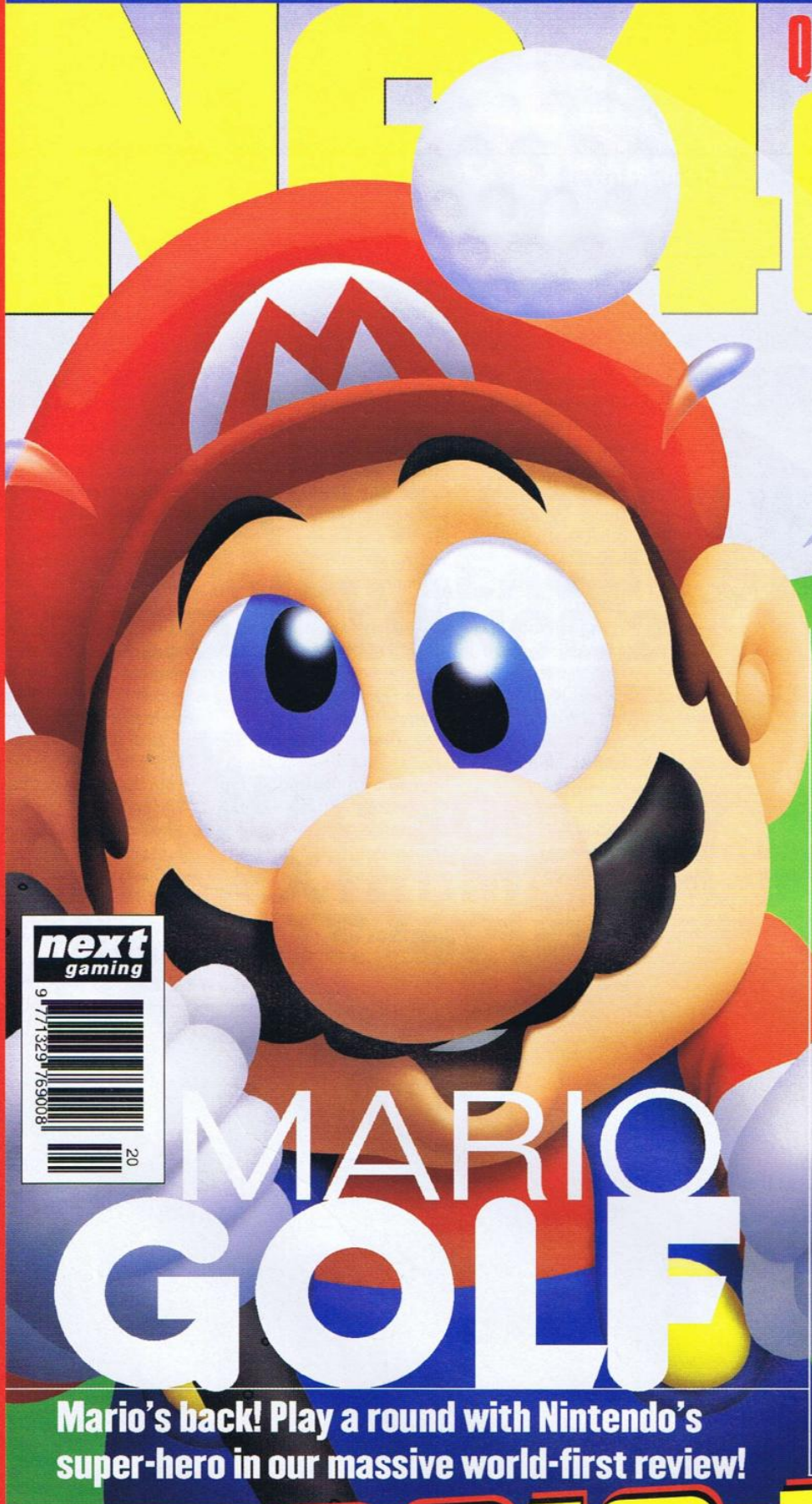
IT ALWAYS FEELS GOOD WHEN YOUR BALLS SINK

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Gauntlet Legends



The N64's amazing update of the arcade classic

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# Gauntlet Legends

Gauntlet, it really is legendary. Can the Nintendo 64 cut it fresh?

Finally, a console game for all those fantasy fans out there! Previously resigned to jealously watching our PC brethren playing Diablo and the like, console gamers finally have the chance to enter a Tolkeinesque world of orcs, wizards and warriors and beat the living (or undead as the case may be) snot out of them. And a fine effort it is too. Gauntlet Legends manages a nice blend of console action with RPG elements. It's a delicate line, finely negotiated, with neither element getting in the way of the other. There are plentiful characters, hit points, magic and special items, without this interfering with the all important task of beating the crap out of nasty wierd things.

**I THINK IT WAS CALLED "THE BUS THAT COULDN'T SLOW DOWN"...**

Gauntlet Legends is the next-next-next gen update of the classic Atari game that was surprisingly entitled 'Gauntlet'. It involved a party of 1-4 players negotiating a series of maze-like dungeons. Gauntlet Legends largely follows this format, except with the repetitive dungeon levels of the original updated in appropriately 64-bit style.

The premise for the game involves, as in all good fantasy games, the tremendous magical powers of a wizard

gone wrong. The young and foolish wizard (aren't they all), Sumner, summoned the demon Skorne, who broke free of his bonds and has enslaved these realms. With the last ounce of his magical powers, Sumner has opened

**"VENTURING THROUGH UNKNOWN REALMS DESTROYING EVIL IS ALWAYS MORE FUN WITH FRIENDS."**

the gate to the first of these levels (lucky for you, otherwise it would have been a remarkably short game).

As with the original, there are four character classes to choose from: Wizard, Warrior, Archer (replacing the Elf of earlier versions), and Valkyrie. Each has

their own strengths and weaknesses: the Warrior has

great close combat skill and stamina, whereas the Wizard excels at distance combat, but is weaker in a hand-to-hand affray.

The player must now negotiate 4 different worlds: the Mountain realm, the polluted town, Valkyrie's Castle, and the desert, each with five to six levels including the end boss, plus two secret rooms. Graphically these are excellent, especially with the N64's 4mb expansion pak. The levels are still structured in a maze style format, players having to find keys and hidden triggers to open the next area. There are two boss levels, the first of which is opened by defeating all four end bosses, and the second by finding thirteen runestones distributed throughout the game.

**HORDES OF EVIL + BLOODY BIG AXE = HARD TONKIN' ACTION**

To achieve these simple sounding objectives, you literally have to wade through hordes of evil things. One of the great joys of this game is the sheer number of enemies one has to plough through. Generators are placed throughout the levels, that pump out an endless series of bad guys, including orcs, undead, evil knights, and most annoyingly mutant rats and killer slugs. The key to the game is going to the source, and knocking out these generators as quickly as possible.

Each player has a special attack that can be used once your power bar has built up. This is essential for ploughing through the hordes, and there is massive satisfaction to be had in unleashing a plasma

YOU'LL SEARCH FOR THE COIN SLOT ON YOUR NINTENDO 64

MORE LIKE A BAD 70's ROCK GROUP



trail, shrieking skull or the like through a column of 20 or so scythe-wielding orcs. The game also includes a range of power-ups including three and five way shots, time-stop, shrinking, growth, fire ice and gas breaths, levitation and invulnerability. The pseudo-RPG feel of the game is further enhanced by experience points, affecting your character's speed, strength and health levels as you progress through the game.

As with the original, there is a multiplayer option, with

up to four players on screen at once. This is one of the games biggest drawcards, as venturing through unknown realms destroying evil is always more fun with friends. There is a small reduction in framerate, but considering the number of enemies and players on screen at the one time, Gauntlet Legends does an excellent job.

There are however some problems with the game. The action element around which the game is built can tend to get a bit samey. Its greatest

asset is also one of its greatest weaknesses. After hours of gameplay the endless hordes of bad dudes can tend to get somewhat repetitive, dimming the drive to finish. However, most annoying is the lack of a mid-level save function. The later areas are quite large, and it is incredibly annoying and disheartening to spend three quarters of an hour wading through the legions of the foul and undead only to die within spitting distance of the exit portal and have to do it all

again. Also annoying is the lack of camera control or 'look' function, which would give you a greater ability to explore and understand the world around you.

Even so, Gauntlet Legends is a fine fantasy outing indeed. Fans of the original

Gauntlet titles need look no further.

DMC



DID WE SAY 'HAVE AT YOU'?



**HOW A LEGEND WAS BORN...**

If you didn't play Gauntlet 1 or 2 in the arcades, then you probably would have played one of the countless console conversions. If not, then now is a good time to have a peek at where this classic series all began... this is how we remember the legend. Teeny ugly sprites! Whahey!

AVAILABLE: Now
CATEGORY: Action
PLAYERS: 1-4
PUBLISHER: Midway
PRICE: \$99.95
RATING: TBA
SUPPORTS: Expansion pak

**PLUS**  
Great classic multiplayer Gauntlet gameplay.

**MINUS**  
Repetitive in the long-term and the sound is a little dodgy.

VISUALS	SOUND	GAMEPLAY
88	85	84

**OVERALL**  
**86**

Excellent 'have-at-you' action. Does the Gauntlet name proud!

# Hybrid Heaven

Hybrid of many genres or just a clone of tired old games? Delve into the dark future to find out the truth.

December 21st 2000 - The United States and Russia are on the verge of confirming an agreement that will ensure peace between the two superpowers. As Murphy's Law would have it, an alien spacecraft has crashed near New York and rogue member of the alien crew has taken it upon himself to take over the world. His quest for global domination does not involve the giant walking robots and ray guns seen in 70's movies, but is instead a

**"THE COMBAT SYSTEM ALSO ALLOWS YOU TO DEVELOP YOUR CHARACTER'S FIGHTING STYLE TO YOUR TASTE"**

subtler 'Body Snatchers' style scheme. The guerilla Gargatuan is replacing the presidential staff, one by one with identical clones, or hybrids, that are loyal to his every command. The eventual goal is to replace the president, and thereby harness the military might of the USA. You play the role of Diaz, one of the head hybrids in the takeover plan, who has mysteriously suffered amnesia and decided to go against his master's wishes.

You must find out who you are and save the world at the same time - all before Christmas. Piece of cake, really.

The graphics aren't particularly startling, and are arguably one of the weaker aspects of the game. The textures on the whole aren't particularly detailed, and you get some warping and distortion as you approach some walls and floors. The game puts dynamic light sourcing to good use, with lava filled rooms bathing you in fiery shades amongst some particularly nice shadowing. Explosions are also a high point, as they are used not only when you blow nine colours out of all and sundry

but also to emphasise the bone crunching moves you use on your opponents

**MORE SLOW FOR YOUR DOUGH**

Once again the expansion pak is used for the novel function of a high resolution mode - and again for slightly crisper graphics you take a big hit in the framerate department. A really crap tradeoff in most gamers minds and rightly so. Most of the game goes on in enclosed spaces, but when the action moves to more roomy situations, a notable degree of fog sets in.

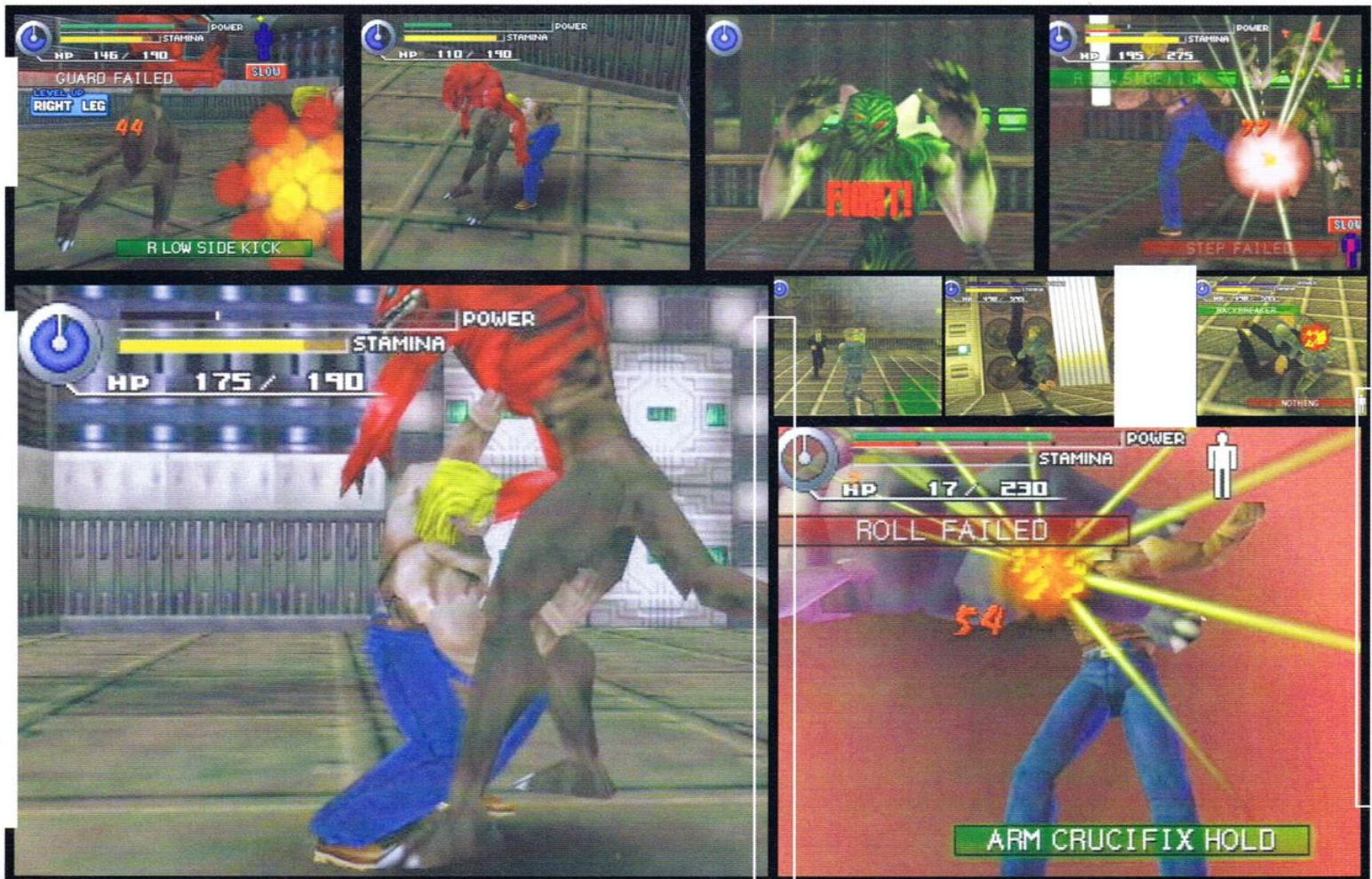
Hybrid Heaven's introduction features speech, which then vanishes and isn't heard

for the remainder of the game. Shame that - speech is becoming all the more common in N64 games, and it would have added a lot to the cutscenes scattered throughout the game. Besides the lack of speech, the sound in HH is very well done. There are a great number of tracks that rarely grow repetitive and simmer pure suspense, building the tension and atmosphere. Snapping sinew and cries of agony top off the battle experiences a treat.

**OTHER FIDDLY BITS**

The game comprises of three major aspects; manoeuvring through the 3D environment, getting past the security measures in the compound

JOE STEPS ON SOME EXPLOSIVE DOG SHIT



ER, ARE YOU JUST HAPPY TO SEE ME OR...

BLIND DATES CAN SUCK

GIMMIE YOUR LUNCH MONEY



and fighting with the hybrids that inhabit the underground alien complex. There are some minor control difficulties when the camera pans as you turn corners, and the camera angles tend to make you use the 'first person' mode a lot, but this is forgivable. There is rarely any puzzle aspect beyond finding the keycard for the next locked door involved in getting through the levels - but this is probably for the best. It keeps the boring 'running

around' to a minimum, and builds the tension for the next bit of biff.

The security systems in the subterranean complex are a bit of a joke really. Hovering drones and suicidal mouse-like robots pose little threat to your progress, but they are there more for annoyance rather than solid resistance. Your best bet to thwart the defences are to either run straight past them or use your (incredibly crap) defuser gun.

**WHOOSHKA - COP THIS HE SAYS...**

And finally... going the tonk with the hybrids - this is where the heaven comes in. When you encounter an enemy, the game switches to semi-turn-based combat, much like Parasite Eve. You have to shuffle around your opponent avoiding his attacks whilst you build up your power bar to make attacks, which are then chosen from a menu. As the game starts, you have a limited arsenal of moves, but you can learn more from your opponents, but the only way to learn them is to be on the receiving end. This leads to many strategic decisions - should you dodge, roll with the blow or cheekily attempt a counter?

The combat system also allows you to develop your character's fighting style to your tastes. You can make a boxer,

a karate master or a pro wrestler - whatever you prefer. Characters can also be saved to memory card, and used in a two-player mode. Piledriving Pokemon anyone?

While HH does fall a little flat in most areas, the fighting engine is good enough to be a game on its own. The turn-based/real-time system with heaps of moves and combos to discover is highly compelling. It doesn't have the polish of Metal Gear Solid, but it isn't a waste of a hundred bucks either. It'd be best to rent this first to see if it suits your tastes, but you can't go far past shattering your opponent with crippling backbreakers.

NICK O'SHEA



WHAT'S WITH THE BREAST EXAM?

AVAILABLE: Now
CATEGORY: Adventure/RPG
PLAYERS: 1-2
PUBLISHER: Konami
PRICE: \$99.95
RATING: M
SUPPORTS: Controller Pak, Rumble Pak, Expansion Pak

**PLUS**  
Cool fighting engine with ground-shaking wrestling moves.

**MINUS**  
Rest of the game seems more like padding than anything else.

VISUALS	SOUND	GAMEPLAY
85	87	86

**OVERALL**  
**85**  
It's a case of 'coulda been a contender', but still warrants a look.



# NFL Blitz 2000

It's all about crazy fun. We sent in "the Fridge" to suss out how things are in the year 2000...

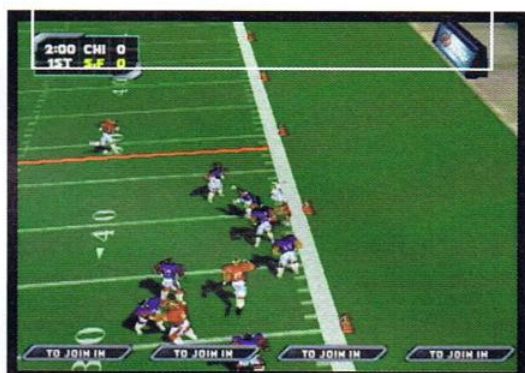
I was one of the few who had the misfortune of watching the NFL game at Stadium Australia last month. The thing that struck me most about NFL was its excessive complexity and the absurd amount of rules. NFL games have never gained wide market acceptance over here for the same reasons: people don't have the time to analyse a 60-page manual in order to enjoy a gridiron game. Midway's NFL Blitz tackled this problem: An all-out bone-crunching smashfest, it avoids realism in favour of speed and over the top gameplay. The tradition continues...

### IT'S ALL ABOUT BALL HANDLING...

With a quick, effective interface, Blitz 2000 continues in the trend of the original. These are not your flashy and cumbersome EA Sports

menus, but quick and simplistic. There is something to be said for simplicity and efficiency, and Midway comes up aces here. Although Midway has placed an emphasis on Arcade action, they certainly haven't neglected strategy from Blitz 2000. The gameplay has terrific depth with over 27 offensive plays and the ability to create custom plays. The play editor is simple to use and allows you to make some amazing plays. There are also 18 defensive plays. There are other improvements as well, including much better AI. The original Blitz had rather patchy AI, so we were very relieved that this was fixed

**"GRAPHICALLY, NFL BLITZ 2000 IS A SIGNIFICANT IMPROVEMENT OVER THE ORIGINAL."**



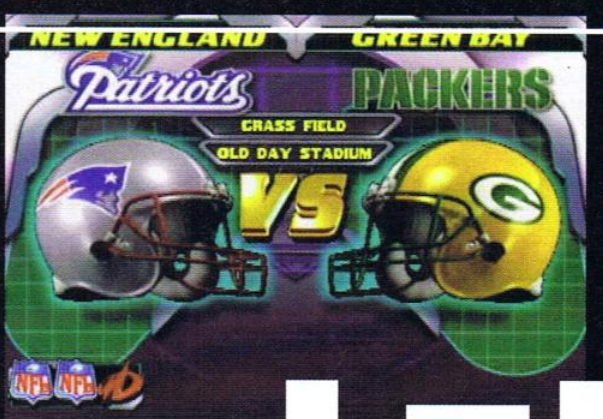
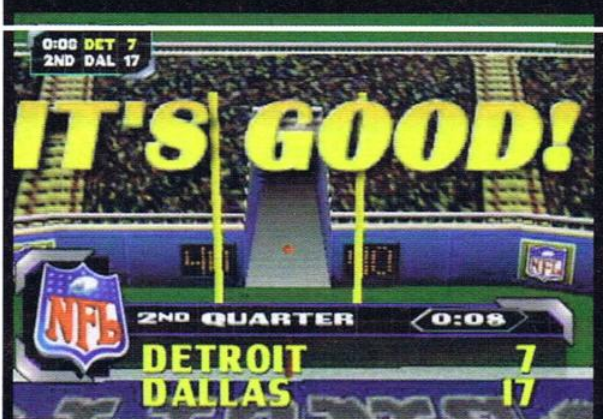
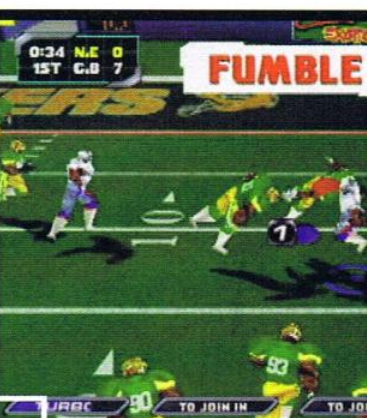
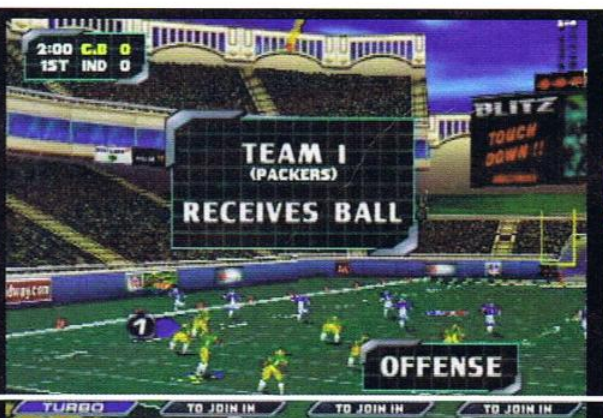
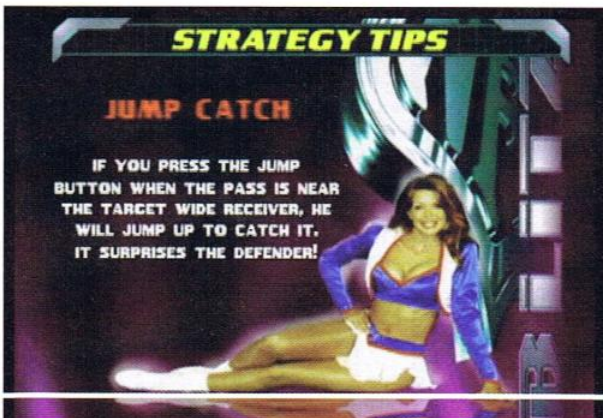
up for the sequel. The CPU will make dynamic decisions, altering its plays and decisions in line with your moves. Another novel feature is the ability to map passes to receivers. Originally, an offensive pass went to the most open receiver. The game also receives a new punting mechanism: punts can be made on the fly, with far greater accuracy. Aside from this, the game is fortunately very similar to the original

with only a few minor tweaks. For example, players can now go 'on fire', in a manner akin to NBA Jam. When you are on fire, your offensive moves pack far more oomph, for some really spectacular plays. Up to four players can battle it out, with two people controlling each team. As far as multiplayer sports games go, Blitz 2000 is unrivalled. The simplicity of the gameplay should allow even the

most hardened Goldeneye players to give it a punt.

**NICE LOOKING BALLS**  
Graphically, NFL Blitz 2000 is a significant improvement over the original. Whilst not quite showing off the system's high-resolution mode as in Quarterback Club, Blitz 2000 features an extremely crisp, colourful and frantically fast graphics engine that blasts all the others off the Astroturf - and there's never a drop in the consistency of animation. In traditional Nintendo form, the N64 version of Blitz 2000 is significantly prettier than its dull-looking PlayStation counterpart.

Aside from the nightmarish and oft-repeated commentary, Blitz 2000 offers some excellent audio. From the pumping intro music to the driving stadium chants during plays, it all works





very well. The sound effects also give you a sense of how bad someone gets checked. And if you've got a receiver that supports it, the audio is in Dolby Surround.

Although NFL Blitz 2000 isn't a huge step-up from its predecessor, it does refine the package in all areas. In all, it is significantly more difficult and balanced a game than its predecessor. So what's the verdict? NFL Blitz 2000 isn't a revolutionary game by any means, but Midway certainly didn't drop the ball in any departments, especially as a multi-player game. Unless you are a hardcore statistics fanatic, Blitz 2000 is a 5-star title worthy of anyone's cash. I wait for the next installment with bated breath and a case of Budweiser.

HUGH "FRIDGE" NORTON-SMITH



DON LANE WOULD PEAK



AVAILABLE: October
CATEGORY: Arcade Sports
PLAYERS: 1-4
PUBLISHER: Midway
PRICE: \$99.95
RATING: G
SUPPORTS: Controller Pack, Rumble Pak
<b>PLUS</b> Refined gameplay, awesome multiplayer.
<b>MINUS</b> Won't appeal to the pig-skin fanatics.
VISUALS 85    SOUND 80    GAMEPLAY 92
<b>OVERALL</b> <b>91</b>
Bone-crushing fun packed onto one smooth grey cart.

"I CAN SEE YOUR STRETCH MARKS FROM HERE!"

# The New Tetris

Yet another rehash of the classic puzzle game - how does it 'stack up' to the legend?

Nearly fifteen years ago a playful Russian mathematician conceived a game involving falling groups of four bricks. Not a startlingly complex concept, it only took him only a couple of weeks to write the core code. And so it was, the sensation of Tetris came to be. Alexey Pajitnov became enshrined in gaming history and the world was subjected to the 'must-have-one-more-game' factor unseen in many other titles. A game that transcends barriers of age, gender and language, Tetris is truly a work of art. Developer H2o has grabbed the Tetris franchise in a bid to bring it to 64 bit gaming, with excellent results.

### BUILT LIKE A BRICK... LAVATORY

Although falling bricks can only look so good, this game will have tradesmen wetting their pants. Although the

blocks are all 2D, they are lovingly shaded and extremely colourful, so long Tetris sessions won't have you straining your eyes. A few little nuances are thrown in, like transparency effects and lush backgrounds, but you will be focused so intently on the blocks you'll have no time to appreciate them.

The crunch of the dissipation of complete lines is backed by some damn funky tunes. The N64, usually infamous for its poor performance in the aural department goes up another gear to provide you with catchy

techno remixes of the Tetris tracks in glorious stereo. It's damn hard to get the main theme out of your head



**"THE NEW FEATURES DON'T INTRUDE ON THE INTENSE PLAYABILITY OF THE ORIGINAL"**

block? Well no more, because TNT allows you to keep one block in reserve, so you can hang onto long

straighty, that handy t-block or whatever takes your fancy until that strategic moment. You are previewed the next three upcoming bricks, and a ghost block

shows where your current block will fall if you drop it as it is aligned. Another new function is the four square block. If you can make a four square block from four separate blocks, they will fuse together and when included in complete lines you rack up big bonuses. While the single

sometimes, and some people may find this irritating.

### BIG BLOCKER ROACH

The game is pretty much the classic Tetris we all know and love, with a few alterations. Ever been playing Tetris

player game is captivating enough on its own, the multiplayer game is where this game is best. When you complete multiple lines, you can choose to dump lines on your opponent, and direct to whom they go, making for some awesome competition (and associated trash talk).

The main problems with Tetris games in the past has been that developers have tried to change too much of the game's essence to the point of bastardisation. TNT has realised this, and the new features don't intrude on the intense playability of the original game, but simply add a new facet to it. This is the best puzzle game on the N64 to date. Get out there and buy it.

NICK O'SHEA

AVAILABLE: Now
CATEGORY: Puzzle
PLAYERS: 1-4
PUBLISHER: Nintendo
PRICE: \$99.95
RATING: G
SUPPORTS: Controller Pak

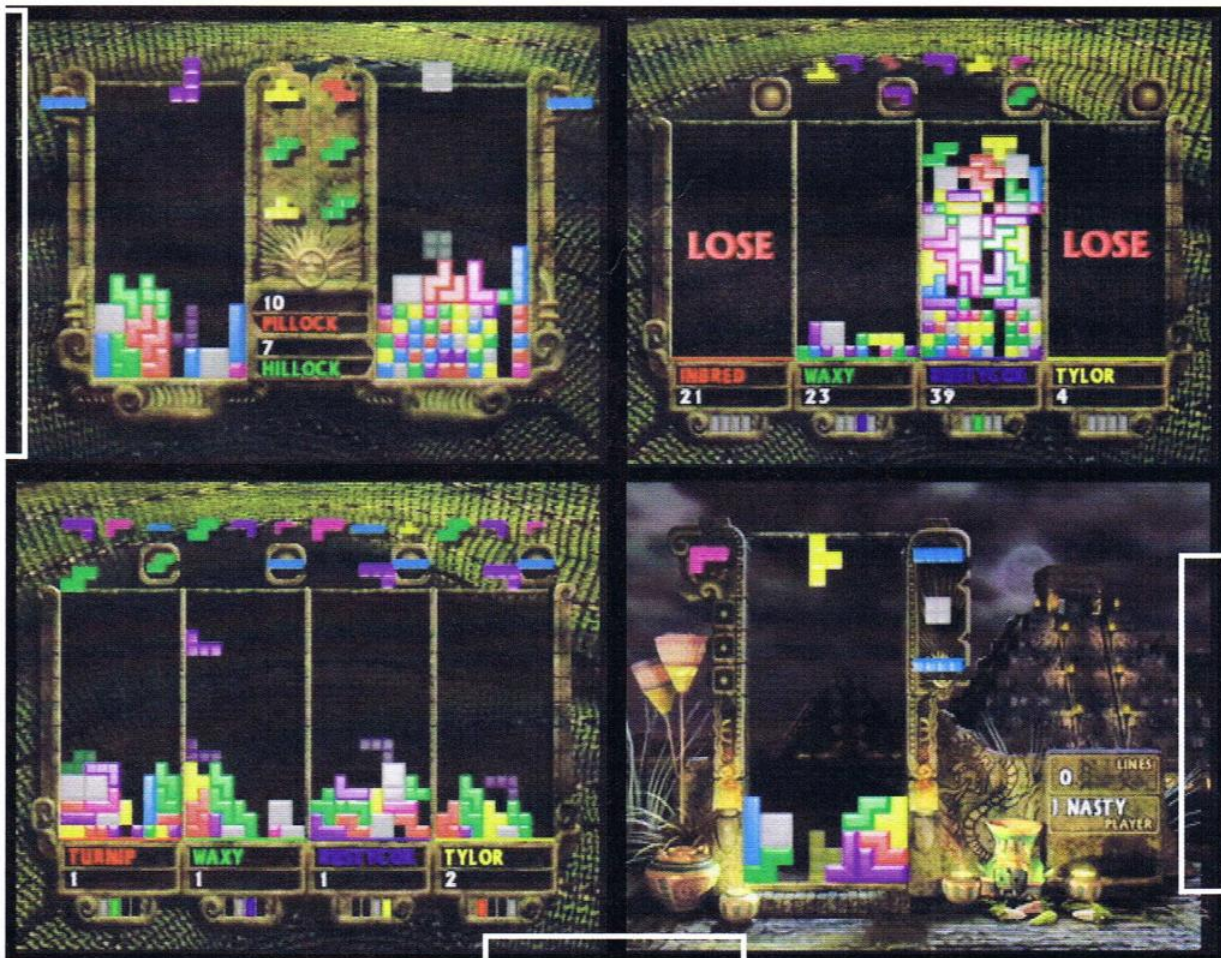
**PLUS**  
Ingenious modification that leaves the addictiveness of the original intact.

**MINUS**  
You have to get off your arse and walk to the store to buy it.

VISUALS SOUND GAMEPLAY  
**64 80 90**

OVERALL  
**89**

Two words: BUY NOW



DO YOUR BLOCK

# Monster Truck Madness 64

Feel like crushing something? Microsoft finally give you a legitimate reason to go nuts.

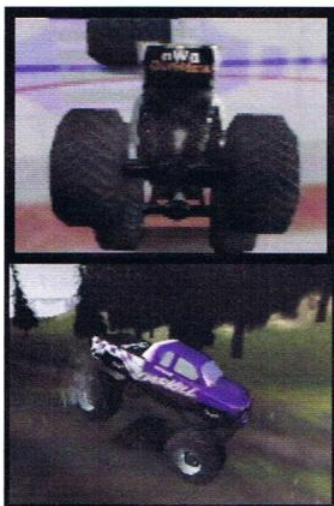
Love World Championship Wrestling but you're sick of wrestling games? Want to drive around in massive pick-up trucks and crush things? Go berserk with *Monster Truck Madness 64*. It combines the character of professional wrestling with the racetrack and all the spills but, sadly, none of the thrills. The developers went for the all-out Monster Truck feel by using voice samples from Army Armstrong, the voice of Monster Trucks, and by featuring a number of infamous vehicles. There's Hollywood Hogan, Wildfoot, Monster Patrol and my personal favourite Boogie Van. Over 20 in all... plenty by any standard.

## MOTHER TRUCKER

Once you're actually behind the wheel the excitement quickly wears off. These things handle like bricks. I understand that they're big and unwieldy in real life, but darn it, this is supposed to be a racing game. The entire premise of the game is

thwarted if they travel so slowly you want to get out and walk.

The physics engine is appalling. It insists on making your truck launch



**"THIS IS A LACK-LUSTRE CONVERSION OF WHAT WAS A DECENT PC TITLE"**

watch as your truck bounces along aimlessly like a balloon.

Theoretically, if the tracks were graphically astounding, racing in slow-

into the air for no apparent reason. Just clip one of your fellow racers and boom you're in orbit. Violently twisting the analogue stick to regain control has no perceivable effect. You are forced to

mo' could be entertaining. Well, it just ain't. The desert levels look so bland you can get genuinely lost and be without a landmark in sight. There are weather effects to spice things up a bit but it only succeeds in making the

race more confusing. There's even a "fog" option. I find it impossible to believe that anyone would voluntarily add MORE fog to this game. It's already drowned in the stuff.

The greener slopes look a little more inviting. However, some objects can be driven through and some that can't. You'll drive through an apparition of a tree without any ill effect and then hit a rock and CLUNK. Dead stop. Engines full reverse, back her out slowly, try and find what passes as the track in this neighbourhood and floor it. Damn frustrating.

## GET TRUCKED

In what is almost an admission of guilt, the developers have provided players with a whole bunch of diversions. During the "race" you can pick up a variety of weapons and power-ups that can do some mighty damage to the other monsters cruising round the track. Even more fun, and basically the only redeem-

ing facet of the game, are the multiplayer battle modes. There's ice hockey, soccer and the summit rumble. Summit rumble is a king of the hill scenario where you get points for holding the high ground. The other players frantically attempt to barge you off and it can be a barrel of laughs.

Just don't try conventional racing with multiple players. It's blurrier, slower and more confusing than the single-player experience, which hardly seems possible. This is a lack-lustre conversion of what was a decent PC title. It isn't racing and it isn't wrestling and it isn't fun.

ADAM ROFF



TRUCK YOU BUDDY!

TRUCK OFF!

AVAILABLE: Now
CATEGORY: Racing
PLAYERS: 1-4
PUBLISHER: Microsoft
PRICE: \$99.95
RATING: G
SUPPORTS: Memory Pak, Rumble Pak

**PLUS**  
A diverse range of gameplay modes. Plenty of trucks, tracks and smashes.

**MINUS**  
Unbearably slow. So blurry and foggy it makes you barf.

VISUALS	SOUND	GAMEPLAY
62	65	70

**OVERALL**  
**68**

If you must have a monster truck game - this is it. But spare yourself.

# 40 Winks

Woo! More Nintendo 64 platforming. This time they're aiming even younger...

The world of peaceful dreams is in bedlam. The insipid and anally retentive dream wizard, Nitekap, and his super mean pet, Thread-bear, are hell bent on ridding nice dreams forever and replacing them with nightmares that would even make Freddy Krueger cringe. So, instead of those nice dreams involving Elle McPherson and a bottle of massage oil, you're more likely to find your mother-in-law in a bikini.

**HOW ABOUT 40 BEERS INSTEAD**

Nitekap has stolen the 40 winks, which we all know are needed to catch 'z's. It's up to you to search out each wink and return them so that mankind may sleep tranquilly. In order to find these so called winks, you take control of Ruff or Tumble, a brother and sister who are armed to the teeth with a

deadly candlestick and vicious teddy bear respectively (please note sarcasm). Of course, each possesses their own special move, and what decent polygonated hero wouldn't? Having taken lessons from Mario, both can perform the butt-stomp (which of course is a crowd pleaser) and the punch-to-the-face-and-kick-to-the-nuts routine. Seeing that our ankle-biter heroes, Ruff and Tumble, are in a non-restrictive dream world, they are capable of changing their identities into a bucket load of nifty forms. Some of the funky character forms are; a robot who flies about like a rocket (and

*"THE EXTREME CUTENESS AND LACK OF ANY GREAT DEPTH OF GAMEPLAY LEAVES IT LOOKING PRETTY FLAT"*



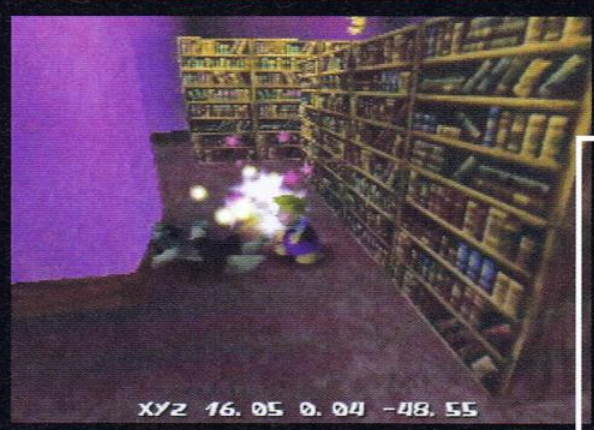
looks like a cross between a dust-bin and vacuum cleaner), a fire-ball hurling ninja, a moon dust throwing fairy (ooohheerrrr...) and my personal favourite, a cave-man who vomits bones all over his opponents. The children are guided through the game by Wakey Wakey, a talking clock, who we believe to be the illegitimate love child of Tick Tock from Diddy Kong Racing. Anyway, Wakey

Wakey (unfortunately, his cousin, Handzorf Snakey, doesn't make an appearance in this game) gives the kids tips and hints in each world.

**OR MAYBE 40 DOLLARS BACK...**

As you would expect from a 3D platformer aimed squarely at children, 40 Winks is bright, colourful and cheery in appearance. There are seven worlds to explore,

which comprise of your typical platforming landscapes. You'll be exploring prehistoric lands, space, haunted houses and pirate ship levels to name a few. Although, my personal favourite is the water world, where wet dreams are plenty. These worlds aren't particularly detailed but contain some nice effects, like the prehistoric world, which had pits spouting lava, giant dinosaur footprints and gas farting mushrooms, which makes you wonder if this level wasn't ripped straight out of Diddy Kong Racing. There are other nice touches that add to the game, like the dim trail of light left behind by Ruff's magic candle. Unfortunately, as hard as I tried, I couldn't light a fart with the candle and pull off the awesome ring-of-fire manoeuvre. The characters, Ruff and Tumble, are plain in design and hold



a low poly-count, but suit the game's overall feel as being simplistic and uncomplicated. On the other hand, the enemies are quite cool. You'll come across sharks with legs running about on dry land, chubby-headed aliens, flesh eating zombies and men in deep-sea diving suits. All of which have more detail than the main characters. The sounds and music in 40 Winks is also fitting, with enough pings and pongs to keep anybody happy. They are very Looney Tunes orientated and are what you would expect from a cartoony title such as this.

A refreshing surprise to Forty Winks is the ability to play through the game with a friend via the co-operative mode. The screen is split in two and each player is not obligated to follow the other, both can wander about at their own leisure and explore

different sections of the game. Kudos to Eurocom for giving us something that all gamers have been yearning for — a unique experience.

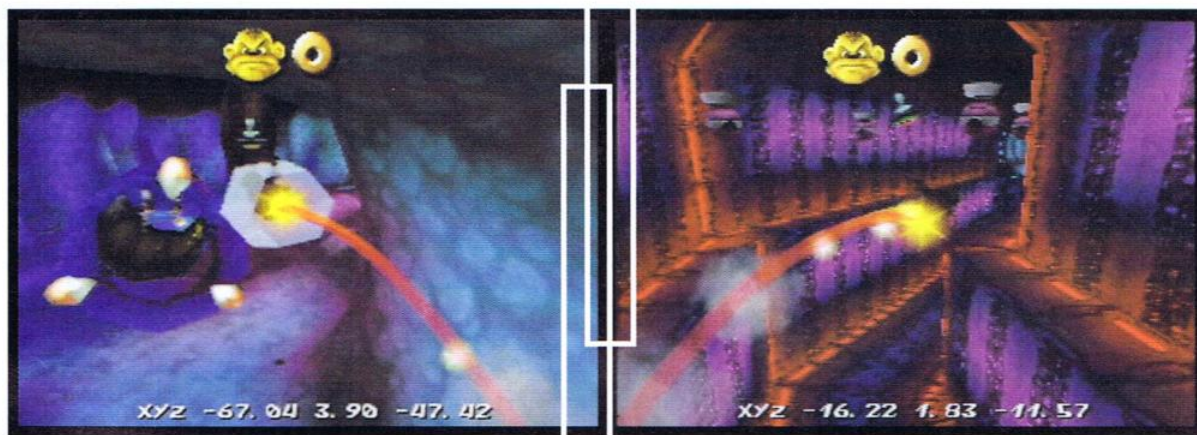
40 Winks is a 3D platformer that sits just above mediocre, but unfortunately isn't anywhere near the giants of the genre like Banjo or Mario. It is obvious that

this title has been made for the younger market with its overly cute, short and stumpy characters and vibrantly coloured worlds. The extreme cuteness and lack of any great depth of gameplay leaves it looking pretty flat. Maybe just leave this one to the youngsters.

ARTHUR ADAM

**MINI-GAMES ROCK**

An important ingredient of any self-respecting 3D platformer is the mini-game. Forty Winks accommodates in this area nicely. One mini-game I played was a space race. This involved me riding a rocket against a mushroom-headed alien in his hotted-up flying saucer. The whole effect was quite funny, seeing Ruff riding through narrow, winding tunnels with a huge red rocket wedged between his legs as the alien bobbed ahead in his U.F.O.



YOU MAY BE TEMPTED TO FEED THIS CART TO YOUR DOG



40 WAYS TO LEAVE YOUR LOVER

AVAILABLE: December
CATEGORY: 3D Platform
PLAYERS: 1-2
PUBLISHER: GT Interactive
PRICE: \$99.95
RATING: G
SUPPORTS: Rumble Pak

**PLUS**  
The ability to change forms and wander about well-designed levels.

**MINUS**  
No great challenge or unique gameplay to lift it above the pack.

VISUALS	SOUND	GAMEPLAY
75	70	76

**OVERALL**  
**74**  
Very much one for non-discerning kids.



# System Shock 2

When a game like this comes along, you can forgive yourself for going a month without washing...

Isn't it always the way? Some genius comes up with a phenomenal piece of operating software and gives it enough artificial intelligence so that it can hold a decent conversation, and, of course, partake in the occasional game of checkers. The git then places a great big shiny 'Infallible' sticker next to the 'Y2K Compliant' one on its harmless-looking mainframe, and ships it off to be put in control of National Security, or something equally important. Bad move, buddy! The laws of science (and pseudo sci-fi horror flicks) state that when the above conditions are met, nine times out of ten the AI becomes self-aware and starts running things the way it sees best. Slowly but surely, things start to go horribly wrong and chaos ensues!

It's an oldie, but a goodie. Technophobe or not, as long as computers play a prominent role in the manage-

**IT'S AN RPG**  
After choosing your character (which is the most impressive character cre-

gone horribly wrong aboard the Von Braun, and it's got something to do with the malfunctioning AI aboard the ship. Surprise, surprise, you are one of the few remaining survivors left to do anything about it.

Although System Shock 2 may feel like a first-person shooter, it's a Cyberpunk RPG all the way. There are a bunch of core statistics and a handful of derived skills featured, and

as you progress through the game, you can increase your proficiency in these skills. On top of this, there are a slew of items and other upgrades to further develop your character.

And yet the RPG label doesn't quite do it justice. In the end, the best way to describe System Shock 2 is

(hold your breath) a 'truly immersive Cyberpunk horror 3D adventure game'. Combining the stunning graphics with the engaging storyline and incredible level of interaction, suspension of disbelief is assured and you become one with your character aboard the Von Braun.

Rather than hooning through to the level exit in the vague expectation of running into the game's final protagonist, System Shock 2 requires a greater use of thought and planning. The underlying philosophy behind the game is realism, and as a result, a strong sense of plausibility permeates the entire game. You won't find weapons floating in space here. The Von Braun is a functional starship with bits in all the right places — armouries under lock and key, recreational areas, engineering bays, research and medical sections. Whatever has taken control of the ship hasn't taken lightly to your presence. Let any of the many security cameras situated on the ship see you and terrify-

**"ALTHOUGH SYSTEM SHOCK 2 MAY FEEL LIKE A FIRST-PERSON SHOOTER, IT'S A CYBERPUNK RPG ALL THE WAY"**



ment of public (and private) infrastructure and society, it doesn't take much to entertain the idea of computers around the world becoming absolutely botting mad. Enter System Shock 2. It takes this premise, lavishes it with an absolutely engaging storyline and drenches it with near-perfect gameplay.

ation system thus far in an RPG — no die-rolling or number-crunching spreadsheets here!), you begin your adventure aboard the Faster Than Light (FLT) starship Von Braun. Waking to find a set of cybernetic neural implants attached to your head, you are alerted via email that something has



THAT'S THE LAST TIME YOU PISS IN THE POOL

I'VE ALWAYS WANTED TO BE GOOD AT MACKING... ER I MEAN HACKING

**THE DIRTY THREE**

Depending on the character you chose at the UNN recruitment office at the beginning of the game, the way you play System Shock 2 will vary greatly. Although it is possible (and extremely difficult) to play as a specialised character, SS2 is far more enjoyable when you diversify your skills, and pinch some skills from the other UNN professions.

**UNN Marine**

Primary skills: Weapons (Standard, Energy, Heavy and Exotic), Strength.

Secondary skills: Repair, Modify, Maintenance, and Endurance.

This character is your standard weapons and combat character, and is the perfect choice for first person shooter fanatics. The dedicated Marine will gain access to powerful weapons, and do well to learn maintenance skills. After all, weapons deteriorate after time.

**UNN Navy:**

Primary skills: Hacking, Repair, Research and Cybernetic Affinity.

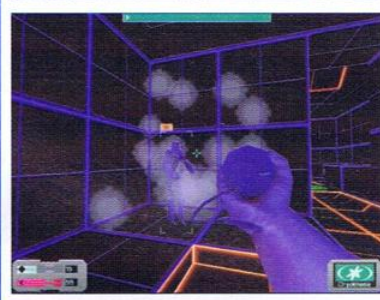
Secondary skills: Modify, Maintenance, and Agility. This 'hacker' is the more subversive character of the three. Using hacking skills, this character can break into locked rooms and sections, disable security systems and even turn turrets against your enemies.

**OSA**

Primary skills: Psionics, Psionic disciplines.

Secondary skills: None.

The OSA character, or PSI-guy, is in classic RPG terms the 'magic user' of System Shock 2. Using a PSI amplifier, and providing you've traded your cyber-modules for the right PSI disciplines (spells), you've got access to a mass array of useful spells. You can, for example, heal yourself, cast cryoballs, teleport yourself, even temporarily raise other character skills and statistics.



ing humanoids will be sent to hunt you down. Averting this threat while finding a way out of the ship and ensuring your survival becomes a tricky task indeed.

**SO MUCH TO SEE AND DO**

There's so much to see and do in System Shock, that at first it may seem a tad intimidating. There are items to repair, weapons to maintain, security systems to shut down, for example. After settling into the adventure however, it becomes abundantly clear that none of SS2's gameplay is superfluous or unnecessary. And thanks to a comprehensive (and oddly enjoyable) tutorial and intuitive interface, mastery of SS2's intricacies becomes a piece of cake.

One of SS2's primary strengths is its plot, and Looking Glass have revealed themselves to be masters in the art of story telling. Although you don't actually meet or talk to many living people aboard the Von Braun (the typical RPG method of revealing plot and game

quests), LG reveal the story first through the many personal logs that you pick up in the game, through a limited communications hack with one of the ship's personnel, and finally through the occasional cut scene. Logs are generally found on corpses and through brilliant voice acting unravel piece by piece just what's been happening on the Von Braun. Even then, when you think you've guessed what's going to happen next, or even what the heck is going on, LG throw a spanner in the works and completely knock you for six.

System Shock 2 is easily the most engaging gaming experience ever. It will terrify and captivate you, and you won't want to stop till the very end. Get out there and get this now!

MARCH STEPNIK

AVAILABLE: Now
CATEGORY: First-Person RPG
PLAYERS: 1
PUBLISHER: Electronic Arts
PRICE: \$89.95
RATING: MA15+
REQUIRED: P200, 32MB RAM, 3D card
DESIRED: PIII, 128MB RAM, 16MB 3D card
SUPPORTS: 3D sound (A3D, EAX)

**PLUS**  
Golden gameplay that completely hooks you in.

**MINUS**  
Action gamers might find it slow going at times.

VISUALS	SOUND	GAMEPLAY
90	93	97

**OVERALL**  
**97**  
System Shock is back and it's better than ever!





# Rogue Spear

With another name just as confusing as Rainbow Six, we're back in our fatigues again...

The original Rainbow Six smashed onto the PC late last year. A huge success, it combined strategy with the relentless action of a first person shooter. This year, Red Storm Entertainment, have put the final wraps on Rainbow Six: Rogue Spear, a sequel that is bigger and significantly badder than the original.

### TOM CLANCY SIMULATOR

Like its predecessor, Rogue Spear is an ultra realistic first-person strategy game in which you act as head of an elite anti-terrorism squad. Teamwork, strategy, planning and reflexes are essential for success in Rogue Spear. The game offers three broad modes of play: Campaign, Terrorist Hunt and Lone Wolf. Naturally, there is the obligatory multiplayer mode. Terrorist Hunt gives you a team of players with the sole goal of hunting down and eliminating all the tangos (terrorist) spread around the map. Lone Wolf is for the Rambo types: You take command of a single operative

who must take down the Tagoes with the added goal of having to locate the safety goal on the map. The Campaign Mode features 18 new missions in 16 different locations from across the globe. Missions range from recapturing hijacked aircraft, saving hostages at an oil refinery and storming a city museum. All of these missions are cunningly weaved together in typical Tom Clancy style: People will power through the game purely to get to see what develops next.

The use of stealth and the knowledge that only one hit will take out your operative, makes for a tension filled and adrenaline-pumping experience. For example, the second mission involves the capture of a Japanese tanker that has been taken over by Muslim fanatics. Players must negotiate the claustrophobic stairwells and rooms of the tanker in order to defuse the toxic bomb. The inclusion of

hostages into this equation makes accurate shooting and clever judgement necessary for success. In Rogue Spear, you can't afford to take the 'one man army' approach. Unless all of your team storms the building simultaneously and make a coordinated attack, hostages will die. For Quakers, that means no BFGs or gung-ho! The game also supports hit location: if you shoot someone in the head,

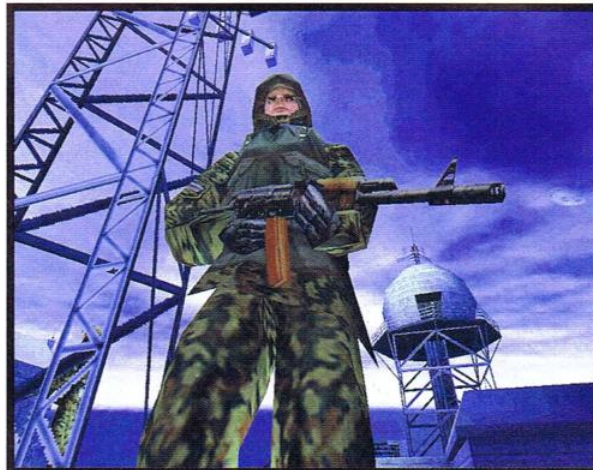
**"ENVIRONMENTS ARE MUCH MORE REALISTIC AND INTERACTIVE."**

they are in trouble. Also, if you hit someone in their breastplate, they are unlikely to go down due to the protection. But it doesn't stop there. If you get hit in the leg, for example, you'll walk slower and limp. This also holds true if you get shot in the arm: it is rendered useless, forcing you to use your other arm for defence.

### BE A TEAM PLAYER

Before each level, you have to organise a suitable team to carry out the mission. Each assault will have certain requirements, so specialist

members (explosives/assault) may be needed in your team. After you have organised your team, you must select their camouflage, body armour and armaments. Your choice of equipment is of paramount importance to the success of your team. For example, a close range assault might require light armour, tear gas and shotguns. Alternatively, an open-air attack might demand thick armour, sniper rifles and frag grenades. The game comes with a much larger arsenal than the original game, so readers of Soldier of Fortune will be in nirvana here. There are over 20 selectable primary weapons, and as many sidearms. For instance, players can choose from guns like the Heckler & Koch MP5 SMG, the colossal Beretta M95 sniper rifle and the awesome Lee-Enfield 185A1 carbine. In addition to the arsenal of guns, players can choose from a huge variety of ammo. Hollow-point, armour piercing and full metal jacket rounds are available. Meanwhile, shot-



I KNEW THE RAT PROBLEM UNDER THE HARBOUR BRIDGE WAS BAD, B JT...



guns can be armed with buckshot, rubber bullets or devastating solid slugs.

The first game had a few problems with the AI routines. CPU players would often exhibit unrealistic and downright bizarre behaviour. Thankfully, Red Storm has fixed these problems. The 'Tangoes' act intelligently and at times they exhibit frighteningly convincing behaviour. They'll move randomly on different paths, double back, call for reinforcements and duck behind cover amongst other things. The AI of your teammates has also been improved: your partner is no longer a useless ally. The 'friendlies' also react intelligently to your presence. For example, if you need covering from behind, they will automatically move to your flank and check for enemies.

The graphics engine is a dramatically improved version of the original. Environments are much more realistic and interactive. There are a bevy of new animations for all the characters, including 400 new motion captured movements. Now your characters are able to crouch and run at the same time, throw grenades while on the run and look around corners. Naturally system requirements are significantly higher than the original.

Rogue Spear is much more than a simple rehash of the original. With so many new features, Rogue Spear is set to be one of the contenders for best action game of 1999. Over and Out.

HUGH NORTON-SMITH



LUFTHANSA CABIN CREW HAVE ALWAYS BEEN PUSHY



THE NEW BEASTIE BOYS VIDEOCLIP

AVAILABLE:	Now
CATEGORY:	FPS/Strategy
PLAYERS:	1-16
PUBLISHER:	Red Storm
PRICE:	\$89.95
RATING:	MA15+
REQUIRED:	P200, 3D Card, 32MB RAM
DESIRED:	P2 300+, 64MB RAM, 16meg 3D Card

**PLUS**  
Abundance of weaponry. Great graphics, multiplayer support and engrossing gameplay.

**MINUS**  
Very little. Demanding system requirements.

VISUALS	SOUND	GAMEPLAY
90	82	91

**OVERALL**  
**90**  
A more than worthy sequel.

# Force 21

3D strategy titles just keep on coming. Here's one with a serious edge...

Well, wonderful and groundbreaking are two words I definitely wouldn't use to describe Force 21. It's decent enough, but there are some major flaws with this new 3D strategy title which is a real shame since Red Storm made a great game in Rainbow 6. The story follows thusly: In 2015 China and the US remain the two world major superpowers. China, however, is running out of fuel to supply their massive armies. They set their sights on neighboring Kazakhstan, an oil-rich country that due to the fall of Russia has minimal defenses and resistance. So the invasion begins, but not without the 'heroes' (the yanks) send-

ing in their resistance to stop the Chinese onslaught. World War III breaks out and the rest, as they say, is history.

times, and its graphics engine is fairly dated. F21 uses some nice trees throughout the game scattered occasionally, but you

find a way to go around the trees in the quickest way possible. Finally they kick into action, losing any semblance of formation and

Units are fairly detailed which is good, but when on the field they often look more blocky and out of place than anything.



"CONTROLLING FORCE 21 IS NO DAY AT THE BEACH"



Controlling F21 is no day at the beach either. Units are grouped into squadrons. They have the ability to change which squadrons they're in, but not to create new squadrons. Nor can individual units within a squadron be selected either. This means that scouting using a single

**FEEL THE FORCE**

To put it bluntly, Force 21 has no major angles over any other game. It has an awkward control interface, less than wonderful unit pathing and movement rou-

units are unable to pass through or interact with them at all. As soon as a tank or a jeep passes near them the awkward movement routine kicks into all its glory. Units spin on the spot uncertainly, trying to

wobble around the trees. The graphics are generally a little too sparse and simple which may be good for users with a lower speed PC, but the option for users with a powerful PC to at least run in 1024x768 doesn't exist.

unit is next to impossible. Your entire squad of units must travel together to find the enemy as a group. Once they find them, well... let's just say luck plays a big factor in who blows up more than anyone else does. When



TANKS FOR BEING YOU

AND PRIVATE, REMEMBER TO WEAR YOUR TANK TOP

a unit is set to fire at will, they will continue on their current path once they find an enemy, even once they start firing. A tank, for example, is a frontal assault unit. If an enemy gets behind a tank, it's as good as dead. However F21 doesn't acknowledge this simple fact of warfare. When a tank spies an enemy, it will shoot at it, but its current course will not change, nor is there any option for it to change. It will continue to travel wherever it may be going, even if that path takes it right past an enemy to let them shoot the tank in the butt.

**MAY THE FORCE BE WITH YOU... NOT**

So, with two strikes against it already, things aren't looking great for Force 21. The release of Tiberian Sun

doesn't help its cause either. Yet Force 21 still offers that something special for people who are just entering the world of video games. It's simple enough for any beginner to take grasp of quickly, but still providing enough options for them to learn further concepts to take into future games. The difficulty in unit control may frustrate though, and the difficulty level in general is quite high, making it for the more determined newbie than anything else.

If you're a diehard wargame fan then take a look at it. If you're just a casual gamer who thinks that C&C was cool but hasn't really played anything else, you can probably stand to give it a miss.

SINGE GRAHAM

**UP YOUR ARSENAL**

**T-90UK Command Tank - Russian (T-90UK.jpg):** The T-90 is a standard, tough as nails tank. It has an advanced ballistics tracking system along with a 12.7 mm AA machine gun and a coaxial 7.62 mm machine gun in addition to the 125 mm main gun.

**Cheetah Heavy Attack Helicopter - Chinese (Cheetah.jpg):** The Cheetah Heavy Attack Helicopter is the PLA's reverse engineered version of the Hind-F. With its latest engine and avionics upgrades it can reach cruising speeds of over 230 km per hour. It is armed with two 30 mm cannons, a chin mounted 12.7 mm machine gun, rocket pods, hard points for other ordnance, and wire-guided AT missiles.

**M2A3 Bradley Stinger Fighting Vehicle (BSFV) - US (M2A3.jpg):** Sporting a very sexy multiple missile rack and touting a couple of nasty machine guns, the M2A3 is a powerful little beast of a reconnaissance vehicle.

**A-10A Thunderbolt II (Warthog)-US (a-10.gif):** More of a butterfly than a bee, the Warthog is a much more manoeuvrable plane than most. Able to carry ordinance in excess of sixteen thousand pounds at cruising speeds topping 625 km/h, the Warthog is the scout's heavy weapon.

**WHY TANK YOU VERY MUCH**



AVAILABLE: Now
CATEGORY: Military Strategy
PLAYERS: 1-4
PUBLISHER: Red Storm
PRICE: \$89.95
RATING: PG
REQUIRED: P200 (With 3D card) - P233 (Without), 32MB Ram
DESIRED: P266, 3D Card

**PLUS**  
Good unit variety and detail. Quite challenging.

**MINUS**  
Bad unit control. Average graphics.

VISUALS	SOUND	GAMEPLAY
65	67	60

**OVERALL**  
**68**

A mediocre effort from a group who are able to produce greatness.

SIR, CAN WE PULL OVER FOR A PEE?

# Jagged Alliance 2

The sequel to the incredibly popular Jagged Alliance has just been permanently glued into the Hyper CD tray...

Whoa... 6 hours later of JA2, it's dark out, and I'm still wondering just where all the time went. Ok, so maybe I was half expecting something like this to happen because the original JA was just as amazing for its time, but sequels aren't generally as good as their predecessors. Someone needs to give SirTech a big pat on the back for making sure that wasn't true this time.

## HARD-ARSED

The basic principle of the game still remains the same. You're a mercenary contractor hired to liberate the tiny nation of Arulco from the clutches of its evil dictator queen. In order to do this though you're gonna need some guns. BIG guns. LOTS of big guns. Luckily though you have at your disposal a trusty laptop computer through which you can con-

tact your parent organisation, A.I.M. (Association of International Mercenaries), and request some firepower to be sent over to you.

Once you've organised your team of hard-arsed



ment location and engage the enemy in combat. Combat, however, takes place in a turn based method as opposed to real time. Mercs are given a certain amount of time units in which they can perform various actions such as crawling, running, climbing, shooting, reloading or acquiring items. Don't be deceived into thinking this turn-based approach kills the game though. It actually intensifies the experience

much more by making you think carefully about where your troops are going, rather than having them kick down the door with guns blazing.

Now while it's nothing Earth shattering in the visuals department, it's definitely a few dozen light years ahead of the original. The tactical combat screen is now viewed from an isomet-

ric, three-dimensional point of view rather than the top-down, 2D perspective of the original. Also new is the inclusion of multiple levels per sector! Once you've cleared the ground level of enemies, in some sectors you're able to descend underground in order to flush the enemies out of their hidey-holes and to create some tunnel warfare. The other great new feature is the size of the map. This time around, the map covers a massive 16x16 squares. Creating a total of 256 unique sectors to explore and conquer. Needless to say this should be enough to keep even the most avid gamer occupied for quite some time. In fact, after 6 hours of playing, I've only occupied about 20 of the easier sectors.

## A DEADLY GAME

Controlling JA2 may initially seem a little overwhelming.

It starts out simple enough, but when first confronted with the map overview screen one tends to be a little out of their league. After about 5 minutes of

experimentation and trial and error you'll feel right at home though. Tactical screen interface is quick and easy. Orders are issued with just a couple of simple clicks, and nothing is too

"JAGGED ALLIANCE 2 REALLY IS A GEM IN DISGUISE"



THE FORKLIFT RACING LEVEL



THE HYPER GAMES STORAGE COMPLEX

obscured by other commands or options.

The original Jagged Alliance's biggest drawback was in the fact that it wasn't multiplayer. That required the use of an additional expansion pack known as "Deadly Games". You'd think that they'd have gotten the formula right the second time around, but there is STILL no multiplayer feature in JA2. It's really a tragedy, because had it had the simple option of blowing up your mates it would have gotten the big rubber stamp of approval without a doubt.

As it stands though, we'll probably have to wait until "Jagged Alliance 2.5: Dead(ly) Bank Accounts" before we'll have that luxury given to us.

But, JA2 really is a gem in disguise. The blurb on the box, in addition to the screenshots they have used, allude to a mediocre-looking game. But don't judge a computer game by it's cover — once you get into the meat of the game you'll be more than pleasantly surprised.

SINGE GRAHAM

THE CREW

Of course, no mercenary game would be complete without the mercs themselves. Here are just a few of the dozens of mercenaries available to you:

"Scully" Sullivan (Rjs.bmp): The token Aussie in the team, Scully is a veteran from the first Jagged Alliance who has more than earned his keep. He's a tough-as-nails, well experienced, all rounded type of guy. His price tag is pretty hefty though.

"Buzz" Garneau (LG.bmp): Whether her aim is either to put a bullet through the enemy's head or make them drown in their own drool, Buzz Garneau can do either with equal effectiveness.

"Static" Stevenson (KS.bmp): An electronics master, Static started his career as a sound technician for touring bands. Now, he's a deadly shot and the most technically adept member of A.I.M.

"Shadow" Simmons (KSS.bmp): The most silent and stealthy man you're likely to see, Kyle Simmons prefers to sneak up from behind and slit his enemies throat silently rather than the messier and louder alternatives.

"Haywire" Gordon (FG.bmp): Well... he's cheap at least. Best used as front line fodder.

"Red" Spragg (ES.bmp): Master of explosives, this mad Scottish bomber has put his talents towards "productive" uses and joined A.I.M. in hopes of "teaching those military college kids a thing or two about detonation devices".



PEPSI TEST THEIR NEW EXTRA-FIZZY BLEND



THE MORMONS APPROACH FATIMA ON HER WAY HOME

AVAILABLE: Now
CATEGORY: Strategy
PLAYERS: 1
PUBLISHER: SirTech
PRICE: \$89.95
RATING: M
REQUIRED: P133, 32MB RAM
DESIRED: P166, 64 MB RAM

**PLUS**  
Excellent attention to detail and a plethora of mercenaries to choose from.

**MINUS**  
Not multiplayer!

VISUALS	SOUND	GAMEPLAY
83	87	88

**OVERALL**  
**88**  
Excellent. If only we could blow our friends up though!

# Caesar III

MACINTOSH

**AVAILABLE: NOW**  
**CATEGORY: STRATEGY/SIM**  
**PLAYERS: 1**  
**PUBLISHER: SIERRA**  
**PRICE: \$89.95**  
**RATING: G**  
**REQUIRED: POWERMAC 6100, OS 7.6, 32MB RAM**  
**DESIRED: IMAC OR G3**

Woo-hoo! The constant stream of Macintosh games continues! Okay, so it's more like a faltering trickle, but at least the games are usually good ones. Caesar III sees players taking management control of a budding Roman city. Like another recent PC-to-Mac conversion, Starcraft, it's a real time strategy game, only there is less concern with war-waging and more with town planning. Keeping your

little Roman citizens happy and productive is the key to success... just don't expect cries of "Hail, Caesar!" for a little while.

### MAKE ME A SALAD!

Starting your city is quite simple. Build some housing plots and watch the immigrants move in. Provide them with a water supply, emergency services (a centurion with a bucket of water) and religious shrines and they'll be happy for a short while. Then comes the task of providing employ-

**"IT SOON BECOMES APPARANT THAT CAESAR 3 IS AN INCREDIBLY COMPLEX AND DEEP GAME"**

ment at the farms and an access to local markets. Pretty soon you'll be trying to juggle unemployment and population, taxes and trade routes, sewerage and food storage. Then your citizens, the fickle little bastards, start complaining. "We want health services

and entertainment!" they scream. So you give them some classy Roman baths and an amphitheatre. "We want education and things to buy!" No problem, here's a school, library and pottery shop. "We want chariot races!" Errm, okay, here's a hippodrome. "My neighbourhood isn't pretty

enough!" Will gardens and plazas do? "Not good enough! We're rioting!" Meanwhile the Gods are getting angry, your city is about to be invaded and Caesar is reportedly very unhappy with you. Sheesh! It soon becomes apparent Caesar III is an incredibly complex and deep game. A

big city requires an enormous amount of close attention and things can get quite overwhelming. It's a good thing hitting the 'restart level' button just makes you more determined to build an even better city.

MALCOLM CAMPBELL



VISUALS	SOUND	GAMEPLAY	OVERALL
84	80	90	86

# Shadowgate 64: Trials of the Four Towers

NINTENDO 64

**AVAILABLE: NOW**  
**CATEGORY: 1ST PERSON ADVENTURE**  
**PLAYERS: 1**  
**PUBLISHER: KEMCO**  
**PRICE: \$99.95**  
**RATING: G+**  
**SUPPORTS: MEMORY PAK**

If you can sit through the excruciatingly slooow intro of Shadowgate 64, you'll then only get to start playing the game. That seems unfair because it takes such monumental determination to endure it that there should be some kind of reward. You play as a halfling captured by bandits and imprisoned for no good reason. You're in the medieval world of Castle Shadowgate and fortunate enough to be the "chosen

one". By collecting and reading from books from the four towers of Shadowgate you'll learn of wizards and dragons and spells and destiny. Just don't expect it to be entertaining.

### LIKE SWIMMING IN SAND

Kemco have basically given us an adventure game based on simple puzzle solving, and thrown in a first person engine. The abhorrently linear tasks provided can only be completed in a certain order. If you don't gag on the greasy meat you won't find the bone to pry open the trap door. If you take a wrong turn you die. Time to start again and watch that freakin' intro again. The only truly innovative component in the game is that they've somehow managed to include load times in a N64 game.

There are no battles, few other characters and even

fewer redeeming features. The most exciting element is the interior design. Seriously. Even the 1st person engine is laughable. While you control the camera it is reasonable, if unnecessarily choppy and blurry, but as soon as the game takes control and

sweeps around to show you an object or a window it becomes nauseating. The few action elements are dodgy animations of you operating some switch, poking at something with a stick or sweeping the floor. You never see your own limbs or your reflection and

rarely see other characters. The few you do see are apparitions which makes the big, empty world rather lonely. The repetitive sound samples and dodgy music are the highlights. Stick with Zelda folks.

ADAM ROFF



VISUALS	SOUND	GAMEPLAY	OVERALL
32	50	40	38

# REMOTE CONTROL DANDY PLAYSTATION

**LOOKING FOR SOMETHING DIFFERENT? TRY ONE OF THESE MECHS ON FOR SIZE...**

There is a God. Some of you readers may remember a wish made by this particular reviewer several months ago for a game based on the legendary anime, Giant Robo. That wish would appear to have come true. Remote Control Dandy, a game developed by Human Entertainment for the PlayStation, is a game that is filled with clanking skyscraper-sized mechanoids that duke it out with each other. Sure, there aren't any of the Magnificent Ten or the Kings of Ryo Zan Paku, but this thing's close enough.

**Go ahead... Mech my day**

The opening FMV is priceless. You get the basic city layout, crowded and packed with high-rise buildings. As the camera sweeps to ground level, the entire screen begins to vibrate with a dull thud, and soon you realise that the thuds continue with a certain familiar regularity. As the camera peers between two buildings into the next street, you see a giant metal-

lic foot rise into the ground. By now, you would have realised it's a robot. An impossibly large robot, rumbling its way towards an equally massive enemy robot. And with their tremendous clunky armour, these things fight with what else? Their bare hands!

**"REMOTE CONTROL DANDY IS A TITLE THAT ALL GAMING PURISTS WILL FLOCK TO"**

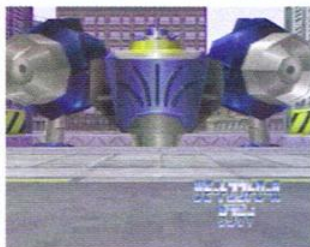
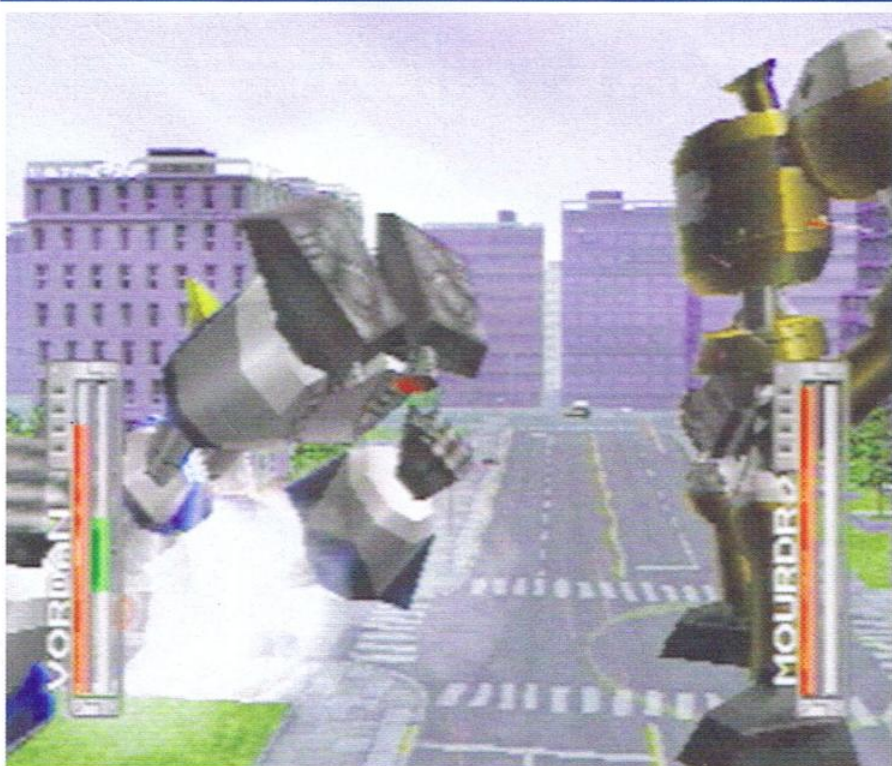
Controlling these robots is literally as the title of the game would suggest - it's like a remote controlled toy. The left shoulder buttons control whether you move your left foot forwards and backwards, while your right foot is controlled similarly with the right shoulder buttons. Walking, in that sense, is achieved by pressing the L1 and R1 buttons in steady succession, where keeping one of the buttons pressed for longer will increase the length of each stride you take. The D-Pad allows you to pivot the torso against the waist, and the square and circle buttons control your left and right hands respectively. Just pressing square, for instance, will perform a basic punch with your left hand. Sounds complicated? Well, those are just the basic controls. With a little combination of the buttons, you can spin around,

jump, perform lariats and super punches, shoot machine guns, and best of all, the age-old classic Rocket Punch!

**Dandy War Notes**

In single-player mode, Remote Control Dandy is your rather typical Japanese adventure game. As a young boy, your father entrusts you with a giant remote controlled robot that is to be used to fight evil. Most of the time is spent reading through endless spiels of text and spending the odd moment performing a little trick like picking up a bomb-laden truck and throwing it into the harbour where it will explode harmlessly. The real fun starts when you get to two-player mode, listening to the metal of each robot yawn and grind with each step they take as they beat seven shades of shinola out of each other, and flatten the town in the process.

There is no doubting that Remote Control Dandy is a title that all gaming purists will flock to. Every person in the office has had at least one shot at playing the game, if only just to appreciate the originality and ingenuity behind it. It's a pity Australia doesn't quite have Japan's popular sub-culture of giant lizards, giant robots and giant insects - otherwise it's a shoe-in for our market.



AVAILABLE: Now (Import)
CATEGORY: Simulation
PLAYERS: 1
PUBLISHER: Human Entertainment
PRICE: 5800 Yen
RATING: G
SUPPORTS: Dual Shock, Memory Card

**PLUS**  
Highly original control system, fantastic atmosphere.

**MINUS**  
An extremely pointless single-player mode.

VISUALS	SOUND	GAMEPLAY
86	83	80

**OVERALL**  
**82**  
Pays homage to all the great anime robots. Get it if that's what you're into.

ANDREW "STROBER" ROBERTSON

# COMPETITIONS - WHAT GAMES ARE NEXT?

Quake, Quake & more Quake are we all Quaked out? Have we had enough of Quake & Quake I? Will Quake III take over? Will Unreal Tournament sway some hardcore players? Half Life was rumoured as a possible replacement to Quake I & II, and it didn't even make a dent in them. If anything, more gamers joined the fold by seeing Half Life, trying it out, subsequently getting hooked on it and then moving to Quake. Quake I & II are as popular now as they have ever been. With competitions around the country gradually increasing the size & purse of prizes, there is a trend now

more than ever for gamers to concentrate on the games where they can win some money. So what games are going to be the new competition favourites? A preliminary look at the ACGP Tourney next year has them including an Unreal Tournament & Quake 3 section to the league.



## MILLENNIUM LAN

If you haven't heard yet, then buckle yourselves in. The Millennium LAN will be the biggest LAN event ever seen in Australia. 500 players from around the country will converge on Sydney for what will be the funfest LAN of the century, with the signature competition being the: "ACGP Endurance Deathmatch Comp - First player to 1999 frags wins". You read right 1999 frags - it will be an open comp if you think you can handle it.

This mammoth LAN will be put on by ACGP - Australian Computer Gamer Professionals - as part of the lead up to their Australia-wide tournament next year. "It is a LAN that will give the gamers a chance to get back to the roots of gaming and have a great time doing it" said Andrew Robertson of ACGP. "We wanted to make a LAN that would have everything a gamer wanted under one roof" and it will. There



will be chill out areas, TV rooms, coffee shop, bar and even an information desk. Also for the exclusive use of the players will be massive screens to try out some great new Dreamcast

games. Competitions will cover a wide variety of games from golf to racing simulations. The competitions for both new & old games will carry some great prizes, so polish up those Galaga

skills & keep the 4th & 5th of December free for this one.

If you want to find out more information about the LAN of the Century then visit the ACGP website on [www.acgp.com.au](http://www.acgp.com.au)

If you live in Sydney and want to help with the event please email [employment@acgp.com.au](mailto:employment@acgp.com.au)

## ASK STROBER

Welcome to our new Ask Strober section! This is a section where anything goes. If you have a question that no one else can answer, then this is the place for you. Hardware, Software, Multi-player gaming, Cooking, Macrame or Basket Weaving. Do you have a GI-Joe and the head has fallen

off? Girlfriend dumped you because you spent more time with Quake than with her? Wake up in the middle of a nightmare yelling "I need a weapon!" or "Cover me I have the flag!"? Then you need to write me a note addressed to: Ask Strober, Hyper, 78 Renwick St, Redfern, NSW 2016. Or send an email

to [strober@acgp.com.au](mailto:strober@acgp.com.au) with "Ask Strober" in the subject line.

# Q&A





# WAR

ATARI

War is hell. Sure, war pushes mankind's learning curve to hit near vertical when his ass is on the line and he has to create cool stuff like computers and rockets (both WW II inventions) to get himself out of a spot of bother... but otherwise - real

war sucks real hard. Fortunately, the war between the World and a robot-using rogue Russian Republic is only Atari's fictitious premise for bringing a first-rate first-person Quake-style shooter to the arcade.

It has been left up to you and up

to 3 others to take on the guise of hard-core mercenaries in the hope of infiltrating and destroying the heavily defended Republic machine design factory at Irkusk. Each mercenary has different speed, armour and default weapon

(machine gun, grenade-launcher or shotgun) capabilities. These different capabilities exhort you to use each character differently and makes for an interesting multiplayer team experience.

The eight level mission game will take you through different combat scenarios and environs ranging from narrow corridors to wide open spaces. A veritable army of soldiers, engineers, robots, tanks and gun emplacements populate the complex and prove to be very tenacious and are often skillfully hidden. If you find yourself being attacked from behind, it is a good idea change to third perspective view point so as to get a better idea where the enemy is located. Each level has a unique end of stage boss who is often defended by endless waves of soldiers, so make sure you concentrate your fire on the boss. After defeating certain enemies, you can utilise their weapon (flame-thrower, mortar, gattling gun, rocket launcher etc.) to enhance your firepower. Bonus health, vehicles and extra time are also scattered throughout the complex.

Control of your character is via 4 directional buttons, a jump button and a fighter pilot joystick. It may take a couple of games before the controls become instinctual, though before you know it you'll be using the terrain to your advantage and dodging incoming fire like you were playing Galaga.

Not only is war a great mission adventure, but it also serves as a fine multiplayer death match experience with 14 different arenas to duke it out in.

As games of this vein have been exclusive to the home console and PC domain for many years, it is exciting to see that War has successfully made the genre accessible (Quake Arcade wasn't imported to Australia) to the arcade fans. With colourful arcade friendly graphics (Voodoo II), satisfactory enemy 'AI', gibbs, characters who gain experience, a head-to-head multiplayer option and over 30 minutes of action in mission mode - War can be hell fun.

■ 9/10



# TEKKEN TAG TOURNAMENT

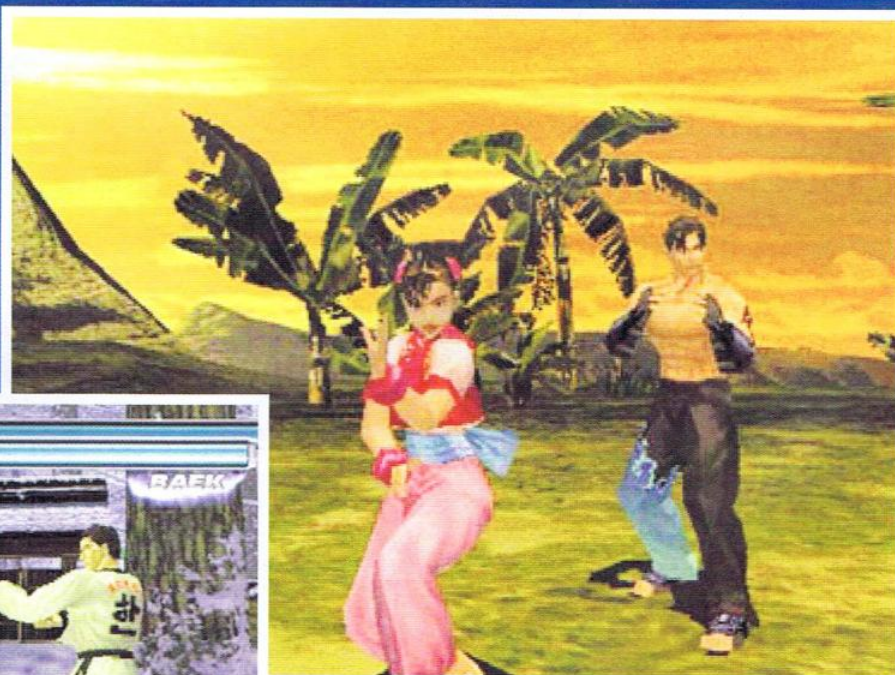
NAMCO

A new and improved Tekken has just hit the arcades and is attracting some large crowds. Thirty four characters (14 are hidden) from Tekken 2 and 3 have signed up for a "once in a life time tournament" where old grudges are discarded for the duration of the competition.

After choosing your 2 characters, the game plays exactly like Tekken 3 except there is now a fifth button to tag out as well as duel health bars at the top of the screen. Differences in playing style is that tagging out can be used as a surprise attack i.e. - a quick retreat followed by a quick attack. The tag out can also be used to string together long combo attacks. But the main reason for tagging out is that while one partner is fighting, the other is regaining health, so you'll find rounds now lasting almost twice as long. The 60

second round is over if either of the 2 partners are KO'd. If you make it through to the 8th stage, you get to fight a one round match against a character named "unknown" though I'm yet to see someone defeat her.

Tekken fans will love this game though it isn't twice the fun, but more like one and a half times the fun than the original single character game. And as we all know... when it comes to a punch up - 4 fists are better than 2.

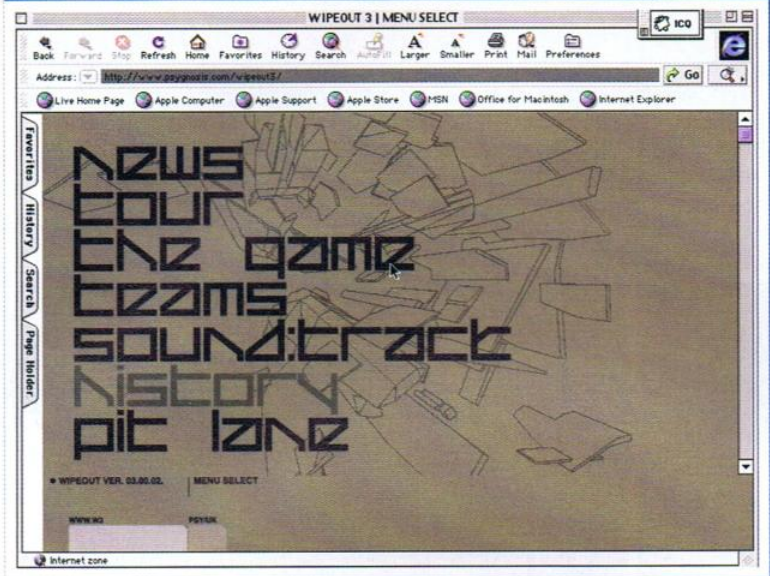


■ 9/10

>>> Thanks to Galaxy World for their assistance <<<

BY TIM LEVY

# WIP3OUT



Have you not seen it? It's only one of the coolest websites for a game you'll see all year!! The same techy style has been applied to the site as it is seen in the menu screens for the game. Kind of like an old Atari 2600 game menu, it's simple and stylish as all getout. Remember to type a 3 instead of an E.

<http://www.wip3out.com/>

# wip3out

# SIX DEGREES OF STAR WARS

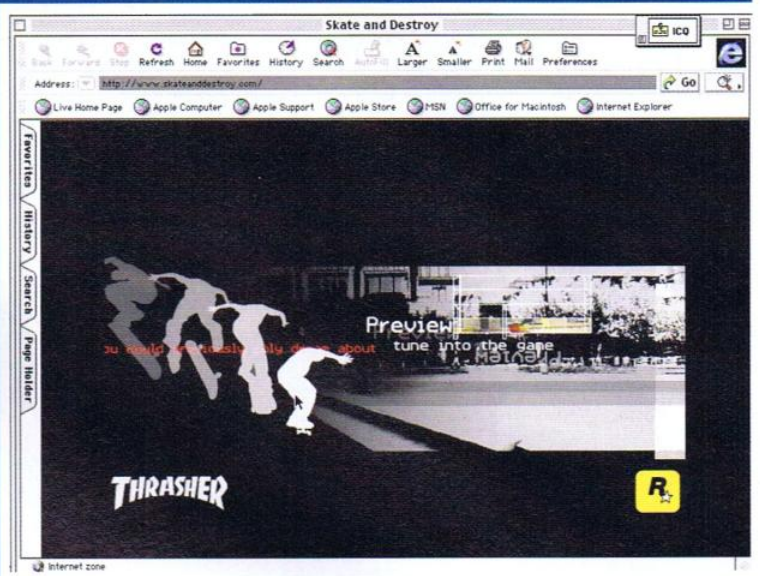


If you have Shockwave 7 and Flash player, then head on over to the official Star Wars site and get down to some of their funky interactive features. "Six Degrees of Star Wars" is a great little peek into the interconnected elements of the Star Wars movies.  
<http://www.darthmaul.com/6degrees/>

# DINOSAURS

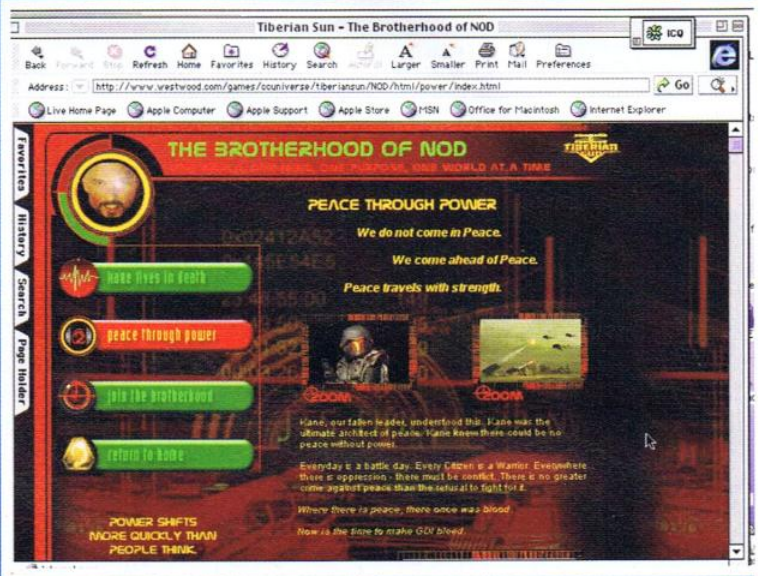
Seeing as Dino Crisis is currently shredding PlayStations all over the country, we only thought it wise to turn your attention to a couple of ultra-cool dino sites where you can check out what these beasts were really like. There's no Spielberg-esque CGI here, this is the real deal.  
<http://www.dinodon.com/>

# THRASHER



Thrasher is coming soon to PlayStation to rival Tony Hawk in the hardcore skateboarding stakes. Check out the website for this upcoming game if only because it's a nice bit of design.  
<http://www.skateanddestroy.com>

# TIBERIAN SUN



Thank God the game is finally here. It's brilliant stuff too. Check out the official site for any word on patches or downloadable expansions for the game. We already know that PC Powerplay editor Ben Mansill has not been seen for a few weeks now thanks to Tiberian Sun's magnetic aura.  
<http://www.tiberiansun.com>



# SYSTEM SHOCK

PC/MAC - LOOKING GLASS TECHNOLOGIES

HSI10113

RETROSPECT

SHODAN. The name sends shivers down my spine. Not because it scares me, but because it reminds me of how many days I went without leaving my apartment, the weeks without sleep, the taps which rusted shut in my bathroom, the fridge which grew some horrendous organism and refused to open... all because of this game. System Shock.

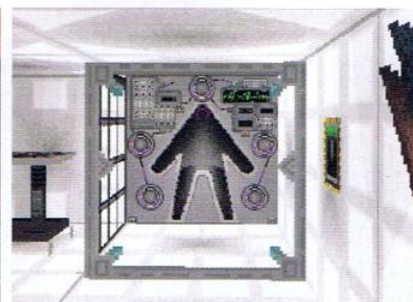
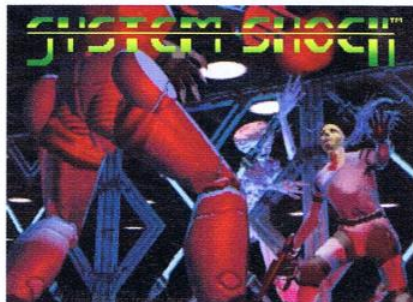
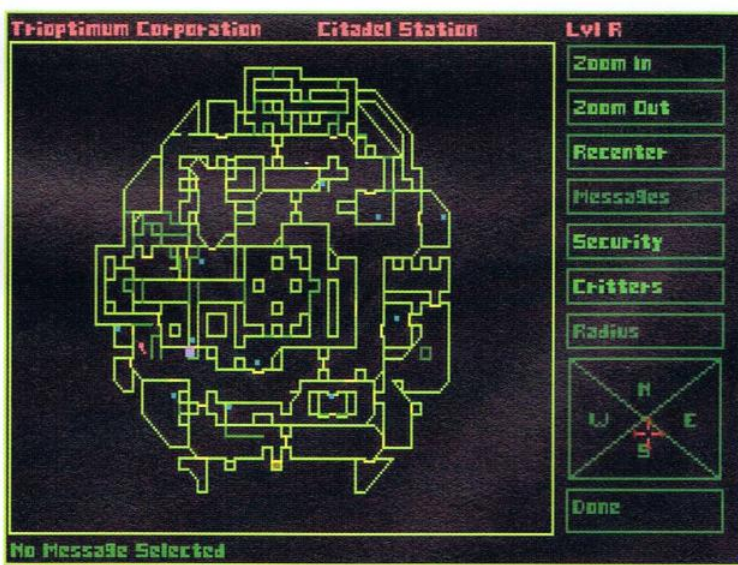
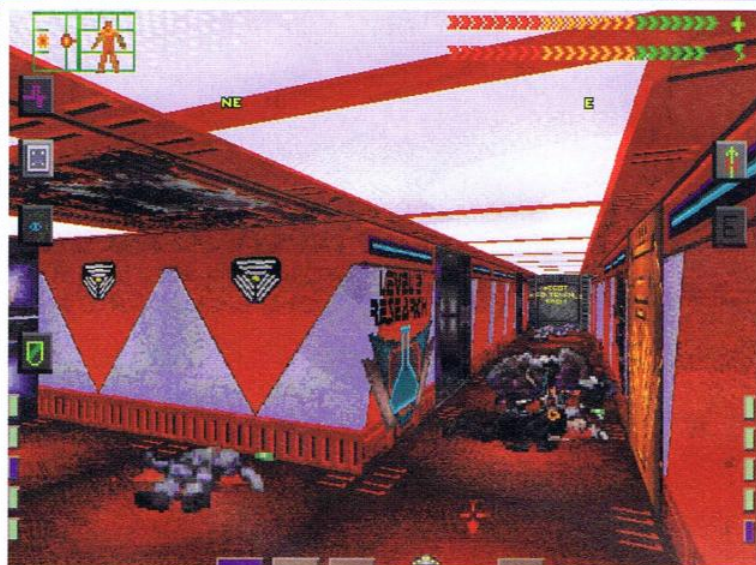
As you will have discovered reading our System Shock 2 review, the sequel is just as wonderful as this original game was, but the impact of System Shock when it came out was something else.

In a similar scenario to System Shock 2, you awoke onboard the Citadel to find the place hijacked by mutant crewmembers and robots all serving the powerful Shodan. Thanks to a neural implant, you had the ability to 'jack-in' to cyberspace to confront Shodan on her own territory. However, there was plenty of legwork to do just getting around the ship and keeping the mutants at bay with an array of filthy firepower. In retrospect the visuals are pretty crude, but at the time, System Shock was pretty much state-of-the-art 3D

graphics. Un-accelerated of course. Big blocky sprites, pixelated textures... man, we didn't care or know any better. The game sucked you in like a bank offering free dollar bills. The awesome combination of first-person action, pseudo computer hacking and adventuring (sort-ing through dead people's personal logs and utilising innocent objects to gain access to important areas) was an absolute blinder of a mixture. System Shock managed to sustain a level of intense fear in the player, as you desperately attempted to

creep through hallways and avoid detection by security, eager to just make it to a terminal where you could go cyberside. The VR aspect of the game was also unique. Once you 'jacked-in', you could traverse techy-looking tunnels made of wireframe vector graphics, whilst having to stay aware of what shape your physical body was in back in the real world. Usually there was a time limit for how long your brain could suffer the trauma of the neural link, until you were kicked back into reality with your body at death's

door. That's okay though, as you could just inject a stimpack and start beating mutants over the head with your lead pipe. System Shock was as real as PC games could get. The 3D engine allowed you to look up and down, crawl and interact with your environment in ways never previously thought possible. If you have a hankering for a bit of old-school gaming, then go and see if you can find a copy of this game. Who knows, maybe Electronic Arts will re-release the original at a budget price to cash-in on the sequel. Long live the hacker!!



HYPER» 87

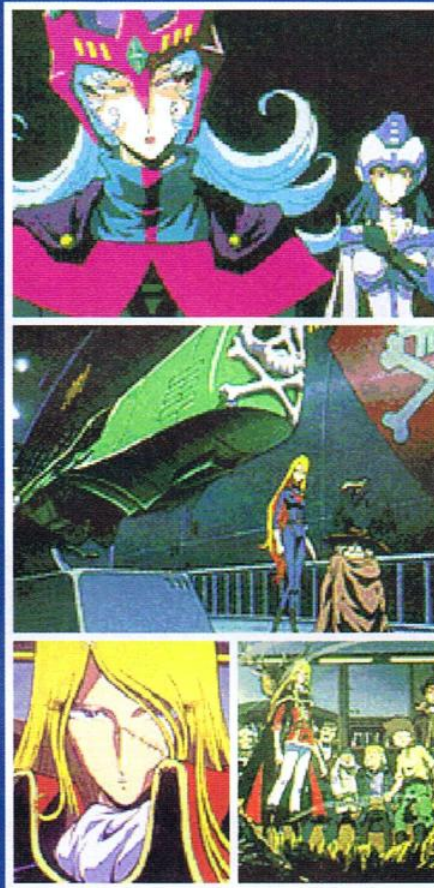
# QUEEN EMERALDAS - TAPE 1

**CATEGORY:** SCI-FI, ACTION, DRAMA  
**PRODUCTION COMPANY:** MAXAM

With 1999 marking the 25th anniversary of Matsumoto Leiji's classic series, Space Cruiser Yamato, it's a case of very welcome timing that the Queen Emeraldas OAV should now be available. For those of you who are unaware of Matsumoto's brilliant work, Emeraldas is but one of many characters within the Captain Harlock universe, within which the Galaxy Express 999 also takes place. All of these characters are linked together by a brilliant technician named Tochiro, who is also, as far as the continuity goes, Emeraldas' long lost lover.

The Queen Emeraldas is actually the name of Emeraldas' ship, in which she travels a lonely voyage through the stars, fighting for any cause of justice that may cross her path. The ship's incredibly powerful technology, thanks to Tochiro, has made her a feared entity in the galaxy. This first tape tells a relatively simple tale of a young, impetuous lad named Hiroshi Umino (voiced by Megumi Hayashibara), who manages to get kidnapped by an alien race that threatens to take over human civilisation, and how the legendary Emeraldas is drawn out to rescue him.

From start to finish, Queen Emeraldas is an utterly breath-taking experience. It doesn't really matter if you haven't seen Matsumoto's work before. The grandiose artwork and direction, the classic animation style, and the brilliant CG effects (not to mention the masterful musical score) will leave all true anime fans wanting more. This is a genuinely classy product that nobody should miss.



■ ANIMATION: 10 ■ PLOT: 8 ■ JAPAN-NESS: LOW ■ OVERALL: 9

# EATMAN - VOLUMES 1&2

**CATEGORY:** DRAMA  
**PRODUCTION COMPANY:** BANDAI VISUAL, BESTACK

Bolt Crank eats metal. His favourites are nuts and bolts, but he'll generally munch on anything he can get his hands on. Through an as yet unexplained special ability, Bolt can convert the metal into any metallic weapon of his desires, which will materialise in his hands. In a way, that makes him ideal for his profession as a mercenary.

Through his eyes, we are told of a desolate future of disparate communities where the technological-advanced live side by side with the primitive. Each new or prospective client offers a glimpse into a hopelessly squalid world of politics and despair - where old friends double cross each other, where the products of biogenetic research backfires on their maker and where women who feel compelled to slap a man in the face can expect to receive that slap returned in kind.

Ultimately, Eatman stacks up as a future shock. Take heed, however, that Eatman isn't your average action anime at all. Self-described as a sci-fi neoromantic action series, it would be wise to note that it is 'romantic' in the classical sense. Eatman is an extremely alternative title; and its philosophical undertones become quite overt once you realise it was made by some of the people involved in the Tylor Project. A good change of pace if you're looking for one.



■ ANIMATION: 10 ■ PLOT: 8 ■ JAPAN-NESS: LOW ■ OVERALL: 9

# SUIKODEN - VOLUME 1

**CATEGORY:** ACTION, DRAMA  
**PRODUCTION COMPANY:** KADOKAWA SHOTEN  
**AVAILABLE LOCALLY FROM:** MADMAN ENTERTAINMENT

No, this is not the legend of the clash between two ancient Japanese powers - this is a modern interpretation of the tale. Taking place in a very post-modern looking Tokyo, the General's role of Takateru Suga is now played by a talented martial artist who enlists the help of an eclectic band of warriors in order to rescue his sister from the mob. At this stage in the series, Suikoden has great promise. The animation is practically of cinema quality, and is easily the most impressive to look at out of the local releases. All that's left is to use the 108 characters of the legend to make a great story of it.



■ ANIMATION: 9  
 ■ PLOT: 7  
 ■ JAPAN-NESS: LOW  
 ■ OVERALL: 7.5

# ELLCIA PART 2: THE GHOST SHIP

**CATEGORY:** ACTION, DRAMA  
**PRODUCTION COMPANY:** JVC  
**AVAILABLE LOCALLY FROM:** MADMAN ENTERTAINMENT

This cult series has finally scored its second instalment. Crystal and Eira's quest for the Ellicia ship takes them to a remote island where Crystal eventually wrests control of the ship for herself. In spite of the colourful Silent Moebius-esque character designs, one thing must be pointed out: the English voice-acting is simply appalling. As long as you're willing to put up with it, the story is quite enjoyable.



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



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PLAYSTATION



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NINTENDO 64



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**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 .95c per min. A higher rate applies from public and mobile phones.*

**Virgin Interactive**

**1902 220 058**

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**GT Interactive**

**1900 957 665**

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**Groc 2**

PlayStation

**Cheat Mode**

Hold L1 and press Triangle, Left, Left, Right, Square, Up, Up, Left, Circle at the title screen. Then while playing a game, press L2 + R2 to display a cheat menu.

**Infinite Lives**

Hold L1 and press Circle, Down, Left, Up, Right, Triangle, Down at the title screen.

**Syphon Filter**

PlayStation

**CHEATS**

All Weapons and Infinite Ammo: Pause the game and highlight the Weapons menu. Press and hold all at the same time Select + L1 + L2 + R2 + Square + Circle + X

**Level Select:**

Pause the game. Go into Options menu. Highlight the Select Mission option.

Press and hold all at the same time L1 + L2 + R1 + R2 + Square + Circle + X

**KKND: Krossfire**

PlayStation

**Cheats Menu**

Unlike NHS hospitals, we supply a varied menu. To activate it, begin a game with your chosen side. When the mission starts, hold L1+R1+R2+L2 and press Start. This will bring up the pause menu. Highlight and select the 'Display Password' option. When the password is displayed, tap left, circle, square, right, cross. Return to the pause menu and there should be a new cheats submenu available. Accessing this will give you extra money, invincibility, no shroud, and instant victory.

**Passwords**

Evolved  
The Guns Of Navaho  
HHQQQ4  
The Spiders Lair HUQQQ1  
The Seven Samurai  
HDQQQS  
The Rabbit Warren  
HLQQQZ

The Birds IQQQHZ  
I'll Be Your Friend IVQQUZ  
Supply Run IAQQGZ  
Napalm Sunday IQQHGZ  
The Wall Of Death ILQHLZ  
Dam It Janet JUQFLZ  
Take The Tower JDQ6LZ  
Aerial Supremacy JCH6LZ  
Operation Donut JKU6LZ  
End 2 Robots KVG6LZ  
End 2 Symmetrics K8GLLZ  
Survivor  
The Great Escape DTSQSB  
Hide And Seek DUSQSI  
Let's Get Technical  
DBSQSS  
Kamikaze Squad DJSQSZ  
Phoenix River ESSQGZ  
Impending Annihilation  
ETSQUZ  
Charlie Don't Surf EOSQHZ  
Convoy ENSQJZ  
This Ain't Avalon EJSHJZ  
Robots Must Die! FGSUJZ  
Heavy Weapons Operation  
FISGJZ  
First To The Middle  
F3SLJZ  
Con Air/ Special Delivery  
FNGLJZ  
Strike Three GSULJZ  
Death To The Freaks  
G1HLJZ  
Series 9  
Driving Miss Daisy  
L4IQ14  
Gopher Hunt LI1Q1I  
Divide And Conquer  
LQ1Q1Q  
Checkpoint Charlie  
LZ1QiZ  
Highway To Hell M11Q4Z  
Bridges Of Mad Son County  
MB1Q1Z  
Ring A Rosie MP1QQZ  
Grapes Of Wrath M91QZZ  
The Glue Lagoon MZ1HZZ  
Mutants Off-Line N41UZZ  
Walls Of Jerry Co NN1GZZ  
Islands In The Stream  
NF1LZZ  
River Runs Through It  
N94LZZ  
Ground To Air O1ILZZ  
Survivors Go Home  
OJQLZZ

**Silent Hill**

PlayStation

Extra Health Drinks  
in the Hospital  
For three health drinks, search the wrecked Drink-Machine in the first floor of the hospital.  
Extra Options  
During game play, hit the select button to bring up the Item

screen, then go to Options. Once you're in, push any shoulder button. If done correctly, it opens a small menu where you can change the colour of the blood, reverse some of the controls, and turn off auto-aim.  
Finding the Gold Medallion  
Get to the school, when you get to the room with the Statue of the old man's hand go into the room to the north and get the chemicals. Go back to the statue and use the chemicals. Sizzle Sizzle! Pick up the Gold Medallion and put it into the Clock Tower. Now go find that Silver Medallion!  
Zodiac Room Tip  
In the room with the Zodiac Signs, click the digit according to the amount of limbs in the picture (from left to right; Sagittarius:6, Taurus:4, Gemini:8).

**Drakan**

PC

**Cheat codes:**

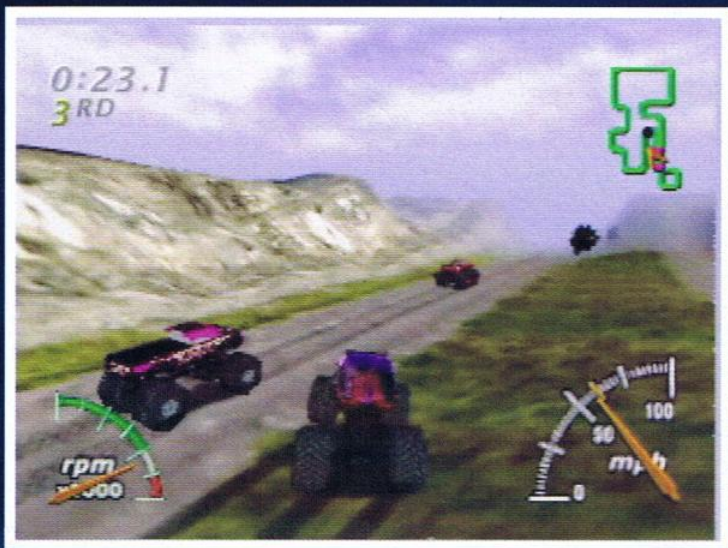
Within the game press the Talk key (defaults to "'") and type:  
Sanctuary = god mode  
debug off = debug off  
debug on = debug on  
smeghead = full health

**Monster**

**Truck Madness**

Nintendo 64

All textures are pictures of Jim Type in JMPNG and then all of the textures will be a picture of Jim, one of the programmers of the game.  
Alpine Challenge Track  
Successfully complete a circuit under the medium difficulty setting.  
Aztec Valley Track  
Successfully complete a circuit under the easy difficulty setting.  
**Beginner Passwords**  
To warp to the level indicated type the following codes in the "codes" screen. (LA = left arrow; RA =right arrow; UA = up arrow; DA =down arrow; \* = asterisk)  
Ruins: GMFKLBo4  
Junkyard: JM(RA)(LA)7  
Heights: M(DA)LQRR



Voodoo Island: PQ(RA)T\*\*LTXGR  
 Greenhill Pass: SWoJK9H  
 Wasteland:  
 V(DA)\*Z00RZ3MNCL(UA)7  
 Aztec Valley:  
 Y(DA)X233\*26PQF(RA)D\*9F  
 Death Trap Track  
 Successfully complete a circuit  
 under the hard difficulty  
 setting.  
**Expert Passwords**  
 Enter these codes on the CODES  
 screen.  
 \* Ruins: CKGH[Up

Arrow][C][Star][Left Arrow]  
 \* Junk Yard: [C][J][K][L][P][Star]  
 \* The Heights: MSMN[Right  
 Arrow][M7QW  
 \* Voodoo Island: PKQRP[Up  
 Arrow][T793  
 \* Greenhill Pass:  
 SKST[Star][SDW][Up Arrow][C61R  
 \* Wasteland:  
 VOVWVXGZDF9463R  
 \* Aztec Valley: YGY209Y2[G][Left  
 Arrow][C796462  
 \* Alpine Challenge:  
 101231M5JLF[Up Arrow][C979SoD

\* Death Trap: 404564P8M[Right  
 Arrow][Left Arrow][DFC][Up  
 Arrow][CV32KC  
 Full Time Missles  
 Y[space]WNT[space]IT at the  
 password screen  
 Funny Noises  
 When racing, press any  
 direction on the D-pad and you  
 will hear a horn, a burp, a fart  
 and other funny noises.  
 Hidden Truck  
 Go to the start screen and hit:  
 Down C, Up C,A,Z,R, then B. You  
 will hear a horn if you did it  
 right. You will get the Packer  
 Smasher truck.  
 Intermediate Passwords  
 Enter these codes on the CODES  
 screen.  
 \* Ruins: GBGJ5MTL  
 \* Junk Yard: JNIMQL7S  
 \* The Heights: MJMPT[Right  
 Arrow][XRN  
 \* Voodoo Island:  
 PJPSWRo[Star][89R  
 \* Greenhill Pass:  
 SBSV2[Star][3]XBC[Up  
 Arrow][4][Down Arrow]  
 \* Wasteland: VBVY2X60[Down  
 Arrow][FD7B2M  
 \* Aztec Valley: YFY15093H[Left  
 Arrow][C][Up Arrow][Down  
 Arrow][5675

\* Alpine Challenge:  
 1N1483C6KLJDH89[Up Arrow][G4N  
 Lowrider  
 Go to the code menu and enter  
 YRDR. All Monster trucks will  
 have small wheels.

## Dungeon Keeper 2

PC

**Cheat codes:**  
 Within the game, press CTRL-  
 ALT-C to enable the cheats, then  
 type:  
 show me the money = up to  
 100,000 gold  
 feel the power = upgrade all  
 creatures to level 10  
 now the rain has gone = show  
 map  
 this is my church = get all rooms  
 fit the best = get all rooms &  
 traps  
 i believe its magic = get all  
 magic  
 do not fear the reaper = win  
 level

# Australia's Largest Cheats Hotline!

PlayStation	048 C & C: Red Alert	095 Heart Of Darkness	144 Nuclear Strike	192 Street Racer	NG4	293 NHL 99	389 Soul Calibur (new)
001 Ace Combat 2	327 Contender	096 Hot Shots Golf	145 O.D.T.	339 Street Sk8er	245 Aero Gauge	291 NHL Breakaway 98	369 Super Speed Racing
002 Actus Soccer 2	049 Contra: Legacy of War	087 I.S. Soccer Pro 98	146 Oddworld: Abe's Exodus.	334 Syphon Filter	246 AllStar Baseball 99	292 NHL Breakaway 99	323 Virtua Fighter 3TB
003 Actus Soccer 3	050 Cool Boarders 2	098 Independence Day	147 Oddworld: Abe's Odd.	193 Tales of Destiny	247 Aero Fighter Assault	294 Nightmare Creatures	
004 Adidas Power Soccer	051 Cool Boarders 3	099 Indy 500	148 One	194 Tekken 2	248 Automobili Lamborghini	295 Offroad Challenge	
005 Advan racing	052 Courier Crisis	100 J. McGrath Super X 98	149 Pandemonium 1	195 Tekken 3	249 Banjo Kazooi	296 Quake 64	
006 Alien Trilogy	053 Crash Bandicoot 1	101 Jet Moto 2	150 Pandemonium 2	196 Ten Pin Alley	352 BattleTanx	297 Quest 64	
342 Akuji The Heartless	054 Crash Bandicoot 2	102 Judge Dread	151 Parrasite Eve	197 Tenchu	353 Bio Funks	298 Rampage World Tour	
007 Alone in the Dark 2	055 Crash Bandicoot 3	103 K-1 Arena Fighters	152 Parrasite The Rapper	198 Test Drive 4	250 Bio Funks	344 Rampage 2: Universal Tour	
008 Andrei Racing	056 Crime Killer	104 Kagero Deception 2	153 Pit Fall 3D	199 Test Drive 5	251 Body Harvest	299 Robotron X	
009 Anamanlacs: Ten Pin 2	057 Croc: Legend	105 Klona	154 Pocket Fighter	200 Test Drive Off Road	252 Bomberman 64	350 Rush 2: Extreme Racing USA	
010 Apocalypse	058 Crusader: No Remorse	106 Krazy Ivan	155 Porsche Challenge	201 Test Drive Off Road 2	253 Bomberman Hero	300 S.C.A.R.S.	
011 Armoured Core	059 Cybersled	107 Kula World	156 Poy Poy	202 Totris Plus	254 Buck Bumble	301 San Fran Rush	
012 Armoured Core 2	060 Dark Forces	108 Kula World	157 Payback	203 The Fifth Element	255 Bust-a-move 2	302 Snowboard Kids	
330 Army Men 3D	332 Dead In The Water	340 LEGEND	326 Rampage 2: Universal	204 The Lost World	256 Chameleon Twist	303 SouthPark	
013 Ayrton Senna Kart Duel	061 Dead or Alive	109 Libero Grande	158 R-Type Delta	205 The Unholy War	257 Chopper Attack	304 Space Station: Silicon Valley	
014 Assault Rigs	062 Death Trap Dungeon	110 M.K. 4	159 R-Types	206 Theme Hospital	258 Clay Fighter 63 1/3	305 Star Wars: Rogue Squadron	
015 Assault: Retribution	063 Decent	111 M.K. Mythologies	160 Rally Cross	207 Theme Park	259 Cruzzin USA	306 Star Wars: Shadows	
016 Asteroids	064 Defcon 5	112 M.K. Trilogy	161 Rally Cross 2	208 Thrill Kill	260 Dark Rift	307 Super Mario 64	
017 Auto Destruct	341 Destroga	113 Madden NFL 99	162 Rally de Africa	209 Thunder Force 5	261 Diddy Kong racing	308 Tetrisphere	
018 Azure Dreams	065 Destruction derby 2	114 Madden NFL 98	163 Rapid Racer	210 Tiger Woods 99	262 Doom 64	309 Top Gear Overdrive	
019 B Movie	066 Diabli	115 Mass Destruction	164 Rayman	211 Time Crisis	263 Duke Nukem	310 Top Gear Rally	
020 Battle Arena Tosh 3	067 Die Hard Trilogy	116 Max Force	165 Rebel Assault 2	212 Tobal 2	264 Extreme G	311 Turok	
021 Battle Arena Tosh 2	068 Dragon Seeds	117 MDK	244 Red Asphalt	213 Toca Touring Car	265 Extreme G 2	312 Turok 2	
022 Beast Wars: Transform	069 Duke Nukem: Time to Kill	118 Medevil	166 Reloaded	214 Toca Touring Car 2	266 F-Zero X	349 Twisted Edge Snowboarding	
023 Bio Freaks	070 Duke Nukem: Meltdown	119 Megaman Legends	167 Resident Evil 2	215 Tokyo Highway Battle	267 F1 Pole Position	346 Vigilante 8	
024 Blast Chamber	071 Dynamite Boxing	120 Mervel S Hero's V's St. Fight	168 Resident Evil : D.C.	216 Tomb Raider	268 F1 World Grand Prix	313 WarBods	
025 Blast Radius	072 Elemental Gearbolt	121 Metal Gear Solid	169 Ridge Racer Rev.	217 Tomb Raider 2	269 FIFA 98	314 Wane Gretski 3D 98	
026 Blast	338 Eliminator	122 Metal Slug	170 Rival Schools	218 Tomb Raider 3	270 Fighters Destruction	315 WCW / NWO Revenge	
027 Blood Omen	073 ESPN Extreme Games	123 Micro Machines V3	171 Rivon: Sequel to Myst	219 Tomba!	271 Forsaken	317 World Cup 98	
028 Bloody Roar	074 Everybodys Golf	343 Military Madness	172 Road Rash 3D	220 T. Makinen World Rally	272 Gex	316 Wipeout 64	
336 Bloody Roar 2	075 FIFA 98	124 Monster Trucks	325 RoLcage	221 Treasures of the Deep	273 Glover	318 WWF WarZone	
029 Bomberman world	076 FIFA 99	125 Moto Racer	173 Rouge Trip: 2012	222 Triple Play 98	274 Golden Eye		
030 Brain Dead 13	077 Fighting Force	126 Moto Racer 2	335 Rugrats: Search Reptar	223 Triple Play 99	275 Hexen		
031 Brigadine	078 Fighting Illusion: K1-Rev	127 Motorhead	174 Running wild	224 Twisted Metal 2	276 I.S. Soccer 64		
032 Bubsy 3D	079 Final Doom	128 MTB Dirt Cross	175 SCARS	225 Twisted Metal 3	277 ISS Pro 98		
033 Bushido Blade 2	080 Final Fantasy 7	129 N20 - Nitrous oxide	176 Shadow Master	226 V Rally	278 Iggi's Reckin' Ball		
034 Bust-a-Groove	333 Fisherman's Balt. A Bass	130 Nascar 98	177 Shane Warne 99	227 V's	282 M.K. 4		
035 Bust-a-Move 4	081 Formula 1 97	131 Nascar 99	178 Side Pocket 3	228 Vigilante 8	283 M.K. Mythology's		
036 C. Contra Adventure	082 Formula 1 98	132 NBA Live 98	179 Sim City 2000	229 VMX Racing	284 M.K. Trilogy		
037 Capcom Gen. 1	083 Formula Karts	133 NBA Live 99	180 Skull Monkeys	230 VR Powerboat Racin	278 Madden 64		
038 Capcom Gen. 2	084 Forsaken	134 NBA Shoot Out 98	181 Small Soldiers	231 War Games: Defcon 1	279 Madden 99		
039 Cardinal Sin	085 Frenzy	135 Need for Speed 2	182 Smash Court 2	232 WarCraft 2	276 Mario Party		
040 Cart World Series	086 Future Cop L.A.P.D.	136 Need for Speed 3	183 Soul Blade	233 Warhammer	280 Mario Kart 64s		
041 Chocobo Racing	087 G Darlus	324 Need For Speed: High Stakes	184 Soviet Strike	234 WCW Nitro	345 Mario Party		
042 Circuit Breakers	088 G Police	137 NFL Blitz	185 Space World	235 WCW/NWO Thunder	281 Mission Impossible		
043 Code Name: Tenka	089 Gex: Enter the Gecko	138 NFL Gameday 99	186 Spyro the Dragon	236 WCW V's The World	282 Multi Racing Champ		
044 Colin McRae rally	328 Gex 3: Deep Cover Gecko	139 NHL 98	187 Star Wars: Masters Of Ter.	237 Wild 9	283 Nagano Win Olympics		
045 Colonisation	090 Ghost in the Shell	140 NHL 99	188 Steel Rain	238 Wild Arms	284 Nascar 99		
046 Colony Wars	091 Gran Turismo	141 NHL Face Off 98	189 Street Fighter Alpha 3	239 Wipeout 2097	285 NBA Live '99		
047 Command & Conquer	092 Grand Theft Auto	142 NHL Powerplay 98	190 Street Fighter Coll 2	240 WWF In Your House	320 Pen Pen Tri-Icelon		
	093 Grand Tour Racing 98	143 Ninja : Shadows	191 Street Fighter X-Alpha	241 WWF War Zone	362 Power Stone		
	094 Gullyt Gear			242 X-Men V's St. Fighter	363 Puyo Puyo 4		
					364 Psychic Force 2012		
					321 7TH Cross		
					364 Sega Rally 2		
					322 Sonic Adventure		

DREAMCAST NOW AVAILABLE!

All you have to do is call and give the number corresponding to the game.

1902 211 448

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400  
Games

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## Braveheart

PC

### Breach the Walls

To instantly breach all walls, press DELETE while playing in 3D mode, then type "bastille day".

### Enable All Cheats

To enable all cheats, press the [Delete] key in 3D mode. Then type:

"SESQUIPIDILIAN".

### Enhanced AI

For a smarter opponent, press the [Delete] key in 3D mode.

Then type:

"SESQUIPIDILIAN".

### Instant Retreat

To instantly retreat all troops, press DELETE while playing in 3D mode, then type "bucks fizz".

### Kill All Enemies

To kill all of your enemies, press the [Delete] key in 3D mode.

Then type:

"BANNOCKBURN".

### Kill Your Own People

To kill your own people, press the [Delete] key in 3D mode.

Then type: "THE FIVE HUNDRED".

### No Blood

To disable blood and gore, press DELETE while playing in 3D mode, then type

"haemorrhage".

### No Camera Man

To kill the camera man (and presumably lock the viewpoint), press DELETE while playing in 3D mode, then type "killcam".

### Set Buildings on Fire

To set all buildings ablaze, press the [Delete] key in 3D mode.

Then type:

"DRESDEN".

### Tougher Troops

Press DELETE while playing in 3D mode, then type "steve reeves".

(the carnival), wait to the ending finishes (including the credits), and then when the game gives you the option, go back to the Time Station and save your game. Then, go to all the levels, and finish catching the Monkeys you missed. When you catch every Monkey, the Peak-Point Matrox will open up, where you will get to fight Specter for the last time, and finally catch him. Then, you'll see the true ending.

### Save A Life

When you fall off a cliff, press START and choose EXIT. Then you will go to the time station with the same amount of lives before you fell of the cliff.

## Street Fighter Alpha 3

PlayStation

### Alternate Balrog

Beat World Tour mode without unlocking Evil Ryu or Guile.

Then at the character selection screen in any mode, highlight Balrog, hold L2 and press any button.

### Alternate Introduction Sequence

Accumulate forty-eight hours of game play on the timer in the options menu. Then, instead of showing the arcade characters, the opening sequence will show all the new characters (including Guile and Evil Ryu).

Alternatively, unlock all character endings including the bonus characters.

### Bonus Modes

Beat Dramatic Battle mode with Ryu/Ken and Juni/Jill to unlock two bonus modes.

### Classical Mode

Accumulate three hours of game play on the timer in the options menu. Then at the character selection screen, highlight a character and press Select to play the classic version of their character.

Dramatic and Final Battle Modes Beat Arcade mode on any difficulty level.

Fight Shin Akuma in Final Battle Mode

Select Final Battle mode. Then, select a character and hold L1 + L2 before the versus screen appears.

### Maji (LO) Mode

Accumulate five hours of game play on the timer in the options menu. Alternatively, beat arcade mode on difficulty level 7.

Saikyo (low guard meter) Mode Accumulate four hours of game play on the timer in the options menu. Note: Saikyo

Karin does not have the ability to do a 99% throw.

Alternatively, beat arcade mode on difficulty level 7.

## Sled Storm

PlayStation

### Race as Jackal or Sergei:

Play as Sergei

Enter the options screen, select the load/save option, and display the password screen. Then, enter Square, L1, Square, L2, Triangle, R2, Circle as a password.

Play as Jackal

Enter the options screen, select the load/save option, and display the password screen.

Then, enter L2, L2, Circle, R2,

Square, R1, L1, Triangle as a password.

### Get Crazy with the Storm!

Enter the options screen, select the load/save option, and display the password screen. Then, enter Circle, Triangle, Square, R2, R2, L1, X, Triangle as a password to unlock the Storm Sled in single race mode.

## NFL Game Day 2000

PlayStation

Harder hits, Super Speed, and more:

### Cheat Codes

Enter the options screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function:

Result Code

Receivers catch better GLOVES

Super speed bursts JUICE

Super stiff arm PISTON

Longer and higher punts

HANGTIME

Longer field goals STEEL LEG

Harder tackles BIG HITS

Players do not fatigue STAMINA

All players have equal abilities

EVEN TEAMS

No penalties for home team

HOME COOKING

Running back is juiced DAVIS

Cycle through cheerleaders after

game SLIDE SHOW

Hidden difficulty level GD

CHALLENGE

Very slow CPU players SLOW CPU

Large players GOLIATH

Tall and thin players PENCILS

Tiny players FLEA CIRCUS

## Ape Escape

PlayStation

### Hidden Mini-Game Boxers

You can get extra boxers on the Specter Boxing minigame by defeating them on Championship mode, although you'll have to run through it multiple times to get ALL of them.

### Peak-Point Matrix

To get to the secret board in Ape Escape, you must beat Specter at the Level Monkey Madness



## Bass Hunter 64

Nintendo 64

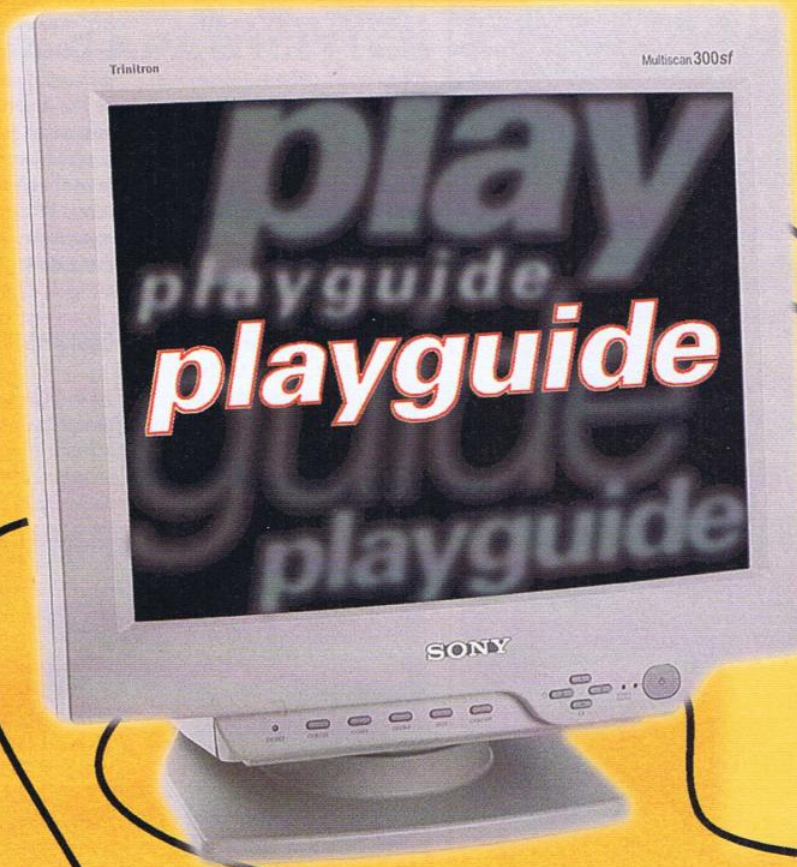
### Catch Al Lindner

Enter "FISHMAN" as a code at the cheat codes screen under options. Then instead of catching a regular fish, you will see a head with sunglasses, a hat and fins.

### Unknown

Enter "SILLYSOUND" as a code at the cheat codes screen under options.

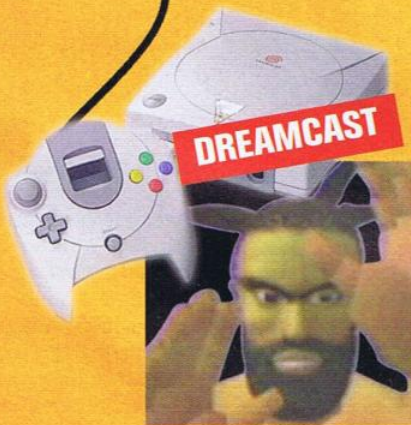




Rogue Squadron



HOMM III



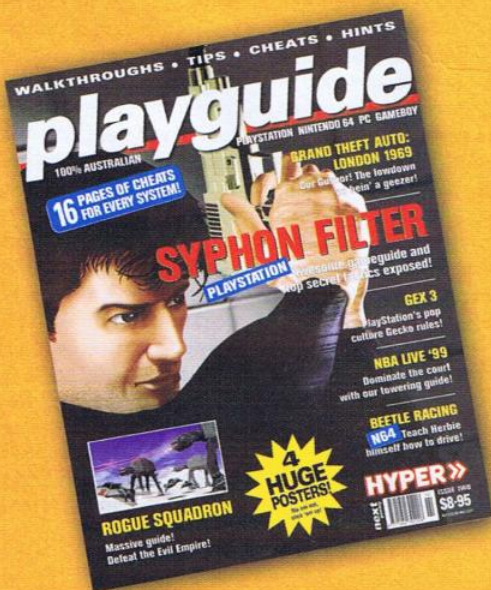
Virtua Fighter 3



Pokemon



GEX 3



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Complete guides to the best games for all systems!

# NEXT ISSUE . .

**BREAK OUT THE MOISTURISER, NOSE-CLIPPERS AND HAIR GEL – NEXT ISSUE HYPER IS GETTING A MAKEOVER. WE’LL BE SLAPPING SLICES OF CUCUMBER ON THE REVIEWS, RUBBING IN SOME OATMEAL TO THE PREVIEWS, MASSAGING THE NEWS AND SQUEEZING LEMON JUICE ON ALL THE REGULAR SECTIONS.**

**MMM... SOUNDS GOOD ENOUGH TO EAT AND IT WILL BE!**

**HYPER IS GOING TO BE TASTIER THAN EVER.**

**WE’LL ALSO BE A STEP CLOSER TO CHRISTMAS, WHICH MEANS BIG HOLIDAY GAMING!**

**NOW BACK TO WIPEOUT 3...**

# HYPER

## LETTERS

### HYPER LETTERS

78 Renwick St.  
Redfern, NSW 2016  
Fax: (02) 9281 6188  
E-mail:  
freakscene@next.com.au

### DREAMCAST VS PSX2?

Dear Hyper,  
I went to a local store today and asked about the Dreamcast (comparing it to the PSX 2). He said that the Dreamcast was so much quicker than today's PCs (I already knew that) but he also said that your statement that it was a 700 MHz chip was all hype. In fact, he said that most of the specs of the new machine was just crap and "unknown false advertising". I have always wanted a Dreamcast. The only reason I went back to Sony from Nintendo was for Final Fantasy (I went from PSX to N64 back to PSX)! Anyway, I am now considering buying both machines because I can't wait until 2001 for the PSX2 & the fact that the DC is so cheap. Can you please tell me all the known specs about both systems in a sort of comparative chart type thing? Also is it hard to get a job at say a game mag like yours as a graphic designer or do you get a lot of applicants in that area? Thankyou,

**JAKE "SNAKEOB" NORTHEY, NSW**

*Hey snakeob, This is really silly. The guy in the store didn't know what he was on about. Firstly, we have never said the Dreamcast had a 700Mhz chip, that's rubbish. The Dreamcast only has a 200Mhz CPU, but that's not what matters – it's the powerful PowerVR2 graphics chips which allow the machine to throw around 3D graphics better than current PCs. The specs aren't crap – the machine has been out in Japan for a whole year! It isn't hard to take a look inside and see what's in the thing – so if he thinks it's all 'unknown false advertising' then he's on something. Frankly, the guy sounds completely clueless. Even PlayStation 2 will only be 300Mhz. The specs are 'official' from Sony, but we're yet to see if the machine can really be made*

*like they say it will be. We don't have time to do a chart, and it would just start another console war. Both consoles are going to be powerful gaming machines, so it's down to which games you want to play. Don't forget Nintendo's next console either... that looks like a blinder. As for getting a job here, surely you saw our ad last issue?*

### UPGRADE WOES

To the Hyper Crew, Sweet mag guys. At our school, it is almost a religious symbol to those of us who are lucky enough to be gamers. Anyway as a fine a mag as it is, it is not the reason I wrote in. ;) The unfortunate reason I thought I would write in is actually the price of gaming. Up until this point my trusty PC has been my source of gaming enjoyment. But as the next wave of games comes through, it is getting harder and harder to find quality games (especially FPS) that I can run on my system. What kind of system you ask? Well actually a lowly P150 with 32 megs of ram. I know, I know I hear you say, you need to get a new computer or upgrade, but as much as I would like to do this I can't. I just don't have the money to buy a new computer, and my parents won't have a piece of it saying "When we bought it, it was the best around you don't need a new one." So now while I will still be regularly fragging away at some fat-arse on my local servers at Quake 1 and 2, I will not be a regular on any Quake 3 server. At least not on my PC. Which brings me to my point (collective sigh of relief) if PC developers don't realise that if they don't at least in some form cater for the lower end user like myself, they will lose a large pocket of gamers to the more affordable consoles. So I made my point, and hopefully some Marketing director out there reads this and re-releases Quake 3 the cut version for lesser computers, and maybe my parents will "come around and see the light that is this advancing piece of technology we call the PC". Well we live in hope anyway. Better finish up, my pen is

runnin' out of ink (hehe), keep fraggin' arse Hyper. :)  
**MASTER LU**  
 P.S. Do you know whether I will be able to use the Dreamcast keyboard and mouse to play Quake 3? And also will Quake 3 support funky names like Quake 1 did?

**Master Lu,**  
*We sympathise with your plight, dude. Games are always going to be made for the higher-end systems, because that's where the pretty graphics are and they can basically do a lot more with the gameplay as well. Developers do their best to give lower-end users enough options to lower graphics settings and stuff like that, but it's a fact of life that PC gaming requires upgrades every couple of years if you want to keep playing the latest greatest titles. That's possibly a reason why a lot of people will turn to these new suspiciously PC-like consoles which are surfacing on the gaming horizon. It'll be an interesting war, although we tend to think PCs will stay one step ahead in some way. The Dreamcast should have a very tasty selection of big PC titles though, and with internet access, there's no doubt that some people will buy a Dreamcast rather than upgrade their PC.*  
 P.S. The last we heard, Quake 3 Arena was still not 100% guaranteed for the DC. It remains to be seen whether you will be able to use the DC mouse and keyboard for the FPS games — we bloody well hope they're not stupid enough to leave this option out. Without a doubt you will be able to do crazy name-editing in Quake 3 on PC, but probably not on DC other than the standard re-naming.

**CONSOLE WAR CONTINUES**

To Hyper,  
 Damn I hate all those people who say PlayStation is shit compared to Nintendo 64 or vice versa. Man, there's this guy at my school and he keeps giving my other friends crap that he has a PlayStation and there are all shit games on it. So I keep saying that both consoles are good, but he wouldn't listen,

so I said, "well Gran Turismo is the best racing game on a console" and he reckons that it's shitter than some other racing game on N64. What should I say to him, to make him shut the hell up about PlayStation? Hey, I like N64, too but I just hate people who are against PlayStation or vice-versa.  
 I think your mag is the best all-round console mag, I'm not sucking up, the reason is that you don't give shit to other consoles like my friend and other mags. Hey, I thought Narayan Pattison of N64 Gamer is a Nintendo guy, how come I saw his review of Powerstone in issue #71? I got nothing against him playing a Dreamcast, but if he could play a Dreamcast and not give crap about it then why can't he not give crap to PlayStation? Does Narayan work for Hyper? I wanna kick his ass in Goldeneye!! REMEMBER ALL GAMERS OUT THERE, no matter what console it is, it's the games that count!!! Thanks for your time Hyper!!!  
**GAME\$T@, QLD**  
*Hey Game\$T@,*  
*I don't think you'll be able to shut your friend up. Everyone wants to have an*

*opinion on which console is best, and people enjoy arguing for arguments sake. I think it's pretty funny that he bags out PlayStation and yet he has one. They're all good for different reasons, they all have good games and they all have crap games, it's as simple as that. Narayan, for instance, thought Powerstone was great — it just happened to be on Dreamcast. Don't take N64 Gamer too seriously when they bag other consoles, those guys just like having a good laugh. As for Goldeneye, Narayan cheats anyway. ;)*

**PERVERTING THE MINDS OF OUR YOUTH**

Dear Hyper,  
 On A Current Affair (Tuesday, August 24), another sensationalist report was aired claiming that videogame violence has damaging affects on children, and hence makes them in some way more inclined to being 'violent'. Much like a similar 60 Minutes report screened earlier in the year, it was astonishingly one-sided considering these so called

journalists are supposed to be objective.  
 What evidence did they show? Ten year-olds playing Alpha Street Fighter (as they called it), Point Blank, Zelda 64 and Duke Nukem: Time To Kill. The latter was rated M15+ if I recall correctly, so it seems ACA are condoning a disregard for the OFLC's ratings system. But Point Blank and Zelda? Name one instance of violence against real fairies and I'll personally find my way to Japan and fix Mr Miyamoto's little red wagon.  
 As has been frequently put forward by objective people, action in games provides tension by threatening the player with either death to him or herself (their character, technophobes), death to innocents, or something very nasty to everyone else. This threat puts the player on edge, it's supposed to. But saying games induce violent behaviour and then showing ten year-olds partaking in a bout of back-yard wrestling after a session of Duke Nukem is no different to our parents playing Cowboys and Indians after seeing a John Wayne movie as children. Are journalists so

biased that they don't care that there is no evidence either way that violent media produces violent people, or are they merely afraid that video games are the new mass market medium that will soon eclipse not only movies, but books, television and art for mainstream penetration? Then again, and most likely, maybe they just have their heads where the sun don't shine.  
 Sincerely,  
**PATRICK RAMSDALE**  
 P.S. The changes to the mag are great. Keep it up.

**Patrick,**  
*Didn't you hear? Nintendo are bringing out Super Mike Munro 64, where you get to jump on people's heads until they no longer have an objective opinion.*

**POP GOES THE PIPPEN**

Hello to all the people at Hyper,  
 Your mag is great blah blah yakkity smackitty. There is something that is very worrying about todays gaming market and I'm not quite sure what it is. I am saying this because recently



BATTLEZONE 2 - YOU'D BETTER BELIEVE IT BABY! REVIEW NEXT ISSUE IF THEY 'GET IT DONE'.

I was looking through an old computer magazine when I noticed an article about the APPLE PIPPIN. I was curious about what it was and to my amazement it was a gaming machine developed by Apple. I thought to myself, 'could this be the break Apple are looking for?', but I realised then that I had never seen or heard anything about this mysterious console. Was this console released at all or just not in Australia? Or was this another console that has disappeared without a trace like the 32X, Mega CD, and the Jaguar? Why do these consoles fail but others (PlayStation, N64, MegaDrive, SNES) become so popular they become part of our culture?

**BLAIR MACPHAIL**

*Blair, The Apple Pippin lasted about as long as Luigi in the sack. I guess it was a combination of poor hardware and weird development kits which didn't enthuse any of the game programmers. Those multimedia consoles which promise to do other stuff than just play games have never worked (look at the 3DO), so the Pippin is just another casualty in the vicious console market.*

### DREAM A LITTLE DREAMCAST

Dear Hyper,  
Great mag and stuff. Despite

my friends' opinions, I am getting a Dreamcast. Why did I write to you? Because I am really ticked off at my friends' belief that Dreamcast will flop just because it's Sega. I know, I have my doubts about the DC, but I'm getting one for the great games like Powerstone and Sega Rally 2. For some reason my friends don't understand that. They say 'go play Tekken Tag Tournament and Gran Turismo 2 on the PSX when they come out'. Although these are great games, there shouldn't be a reason why I should play PSX games just because Sony are dominating the market.

Anyway, some questions:  
1. Wouldn't it be cool if you included the option of paying extra to receive your Poster and/or Playguide issues on the subscription page?

2. Also, is there going to be an official Dreamcast magazine or a Next Publishing DC Mag? Thanks for your time.

**SHUZ.**

P.S. Corporate slaves, WAKE UP!

*Shuz, Just because Sega have made quite a few mistakes in the past, doesn't mean they're not determined to make the Dreamcast a huge success. It's a good machine, so let's hope it goes the distance. It has the potential to last a long time.*

*Invite your friends around to see your DC games, and they may change their mind on the machine.*

1. We'll submit that idea during the next power lunch.
2. Now that would be telling!

### METAL GEAR CHEUNG

To HYPER,  
Congratulations on the magazine which I hope continues to lead a long and prosperous life. First I would like to say I think people who pirate games rank somewhere between dogshit and the flies that infest it and if I ever come across one I'm going to... (Sorry Ezekiel, we couldn't quite print this next bit - Ed) I also wrote to ask you a few questions which sometimes haunt my dreams.

1. Whatever happened to Kevin Cheung?
2. Will there be another Metal Gear game?
3. Why hasn't anyone considered making the beauty and perfection of Metal Gear Solid into a full-length movie (and if they did who do you think would play Solid Snake)?

P.S. I'm eagerly awaiting the release of PSX2 and hope it's a damn good one.

Yours faithfully,

**EZEKIEL**

*Dear Ezekiel,*

1. I think it goes back to his childhood.
2. You can bet your booties.
3. I'm sure they have

*considered it. All sorts of games are becoming movies. It's scary. A good Solid Snake? Bah! How about who's playing Lara?!*

### BIG HEAVY FINES

Dear Hyper,  
I've spent quite a bit of money on games and it really annoys me when my friends download the same games I pay for. I'm thinking of doing the same thing myself, as this will solve my cash flow problem, though I am unsure what the fines are if you get caught pirating games. Also, don't you think \$500 for the Dreamcast is a bit expensive?

Yours sincerely,

**TADPOLE**

P.S. When is the next Big Heavy Stuff album coming out?

*Hi Tadpole,*

*Fines aren't the only thing you'd be facing. Pirating is not cool, and it could send you to gaol. A bit of advice from us, would be to not even think about it. As for the Dreamcast, yeah we think that's a bit too expensive, but it should drop in price a little down the track.*

*P.S. You knew that would get me to print your letter, didn't you. New single out this month called Devil's Tongue.*

### BUGGED

Dear Hyper,  
I have thought up an issue that has never been brought to anyone's attention. As the new age of consoles approach us with internet capabilities, do you think it's possible that some wise guy that hates consoles and is a PC snob could create a virus that can damage the hardware of the Dreamcast? Such viruses could wear out the CD-Rom or cause static shock in the DC's main board, just like the CMOS virus for computers. We could even have the hacker having a bit of fun in Sega's Dreamcast-only multiplayer area and stuff everything up! Though I doubt this will happen, it is possible for some freak to do so. Smile God loves you!

**ROBERT, SA**

P.S. Out of curiosity, do you use iMacs to do the publishing and the art for the mag?

*Hi Robert, Well that's an interesting thought. Thankfully, I don't think consoles are susceptible to viruses - yet. You usually have to execute a program which contains a virus to unleash it, so it seems pretty unlikely. P.S. We use iMacs for editorial, G3s for design and PCs for screen-capturing.*

### SPORT GAMES SUCK

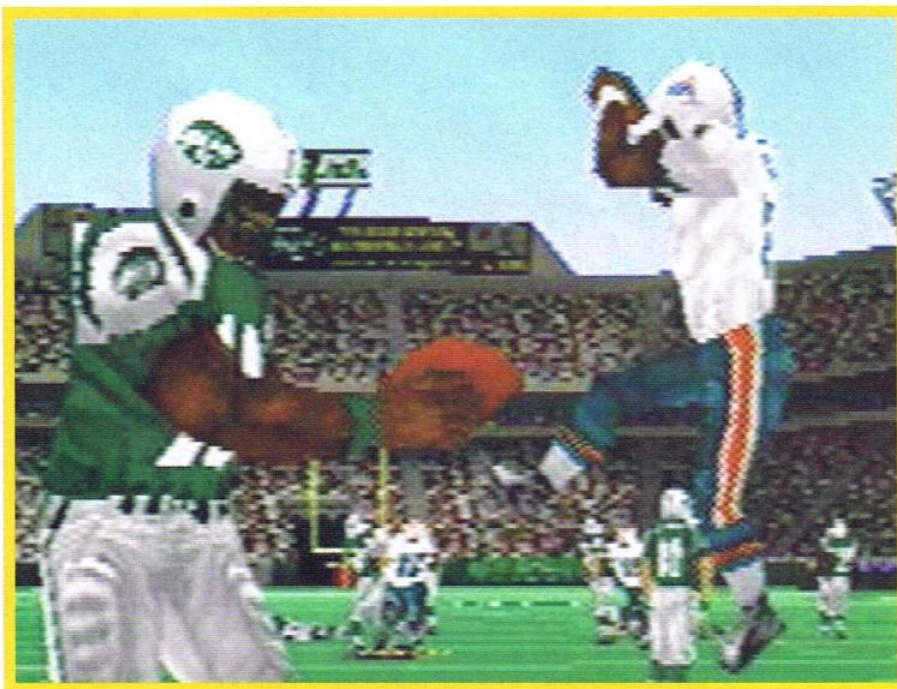
To everyone at Hyper,  
I have a question for you. WHAT IS THE POINT OF SPORTS GAMES? I mean, isn't the point of sport to get you out and about instead of sitting in front of a screen mashing buttons all day? Please don't reply to this by saying: "These kinds of games are popular". Because the only people who play them are either: A) Fat slob who do nothing but sit in front of a computer screen all day; B) Complete losers who are afraid to go and actually play the game outside for fear of being bashed; or C) people who start off loving the sport, go crazy over it and buy every possible accessory available including the game of their favourite sport and end up like A. the fat slob. Anyway the graphics are usually pretty poor and so is the gameplay. I would rate them about the same as you rate Deer Hunting games. Oh by the way your magazine is pretty cool keep up the good work!

Bye,

**ANDREW FAHEY**

Via email

*Hi Andrew, Ahem. These kinds of games are popular. Ahhh... DOH. Okay, well, gaming is an escape from reality right? Well, how realistic is it that you're going to play for the New York Knicks, score touchdowns for some American NFL team or hit a hole in one at a Grand Masters? Not bloody likely. The games are there to make our pathetic little lives a bit more bearable.*



DO SPORTS GAMES SUCK? ONLY IF YOU'RE CRAP AT THEM WE RECKON.

**STAPLES SUCK TOO**

To the Hyper Crew, I have a subscription to your mag and generally enjoy it, BUT (there's always a but) I have a few gripes.

1) Why do you always give away the VERY BEST prizes to the subscribers?! I realise that you need to attract new subscribers, but I think that those of us who already subscribe are somewhat forgotten in this area. You could either...A) Equal the value of the non-subscription prizes to those of subscription prizes, or; B) Place a tick-box on the subscription form saying something like "I already subscribe, BUT I WANT THAT PRIZE GODAMMIT!" I realise that you would have to check whether all the people who enter the comp are actually subscribers, but I think more people would subscribe anyway because they would have more chances to enter the really cool competitions.

2) STAPLES!!! Most of your issues are bound using staples, and since I have around 40 HYPERS in my room in around 4 stacks, the ones at the bottom of the piles get all torn and creased because the covers slip around all over the place. Could you please

please please bind all of your mags like you did your 5th Birthday issue? This doesn't happen with my PCPowerPlays, they're always neat (and no, I AM NOT ANALLY RETENTIVE). And before you tell me it's so you can put posters in the middle, can't you just glue them in like other magazines do?

Thats all I got.

**GROUCHY**

(Nickname, not a state of mind)

Hey Grouchy, the best prizes are only offered to new subscribers and re-subscribers, we can't offer them to everyone who reads the mag, because then there would be less incentive for people to subscribe as they would be up against more people. This way, those of you who get a subscription are rewarded with a high-chance comp of winning something awesome. Staples rock! Okay, that's not true. We have some changes planned for Hyper next issue, so maybe we can invent some new technology to replace the ancient art of stapling. May the glue gods be with us.

**IN FACT, I SUCK!**

Dear Hyperites, Why don't you do more playguides for games that have come out. I'm pretty crap at most of the stuff I buy, and I really need you guys to help me!! For instance, in Syphon Filter I am stuck really bad.

**PAULIE, QLD**


Hi there Paulie, Sorry to hear you suck as badly as you do at games. That's really sad. Maybe if you practice with your joystick you'll get better. Usually each month, we figure out if there's room for a playguide depending upon which games are going to make it on time for review. Would you rather we reviewed less games and did a playguide each issue? I'm not sure if many people would be happy with that. If you need help, you can buy our Hint, Cheat and Playguide magazine which comes out every now and then. Check your local newsagent, and in the meantime we'll try to bring you some more playguides... Until next issue!

**Letter of the month**

**WHY YOU LITTLE...!**

Dear Hyper,  
Why are you guys such a bunch of freaks?  
**THE GAMER FORMERLY KNOWN AS,  
VIA EMAIL**

Dear The Gamer Formerly Known As,  
have a free steering wheel.

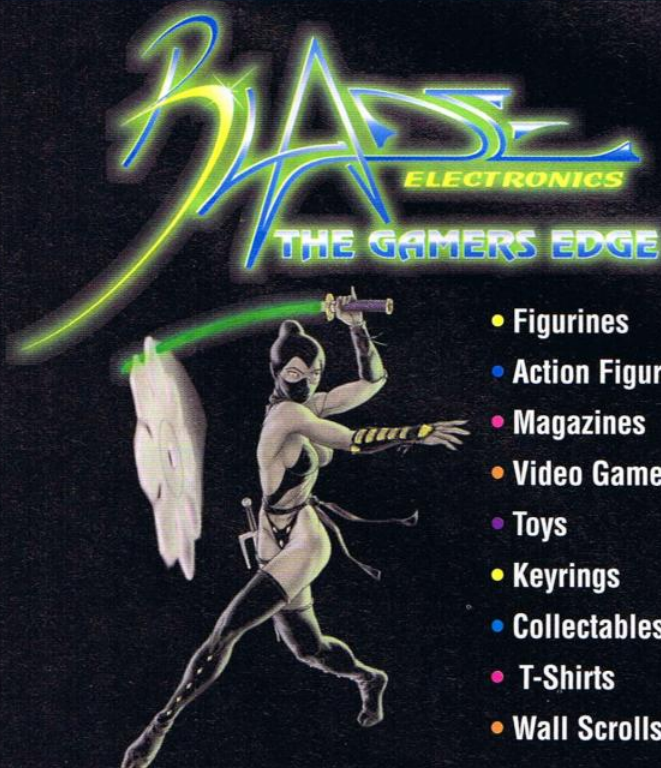


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**Nintendo 64** console, 2 N64 controllers with WCW/NOW Revenge, all in excellent condition for \$220. Call Damir Zornic on (03) 9310 1777 after school hours.

**Limited edition** real arcade light gun. Compatible with Sony PlayStation and Sega Saturn. Hardly used, in excellent condition, comes with pedal and kicks back when shot. Worth \$120, sell for \$90 ono. If interested, call (03) 9723 5142 after 3.30pm and ask for Kennan. Mooroolbark Vic.

**Original** see through Game Boy with Nuby game light (\$50) and 4 games - Game Boy Gallery - \$10, Fortress of Fear - \$20, Wario Land - \$20 and Super Mario Land - \$20. \$80 the lot. All games and Game Boy have cases. Contact Brady on (02) 6622 5428. Lismore Area.

**Nintendo 64** - Brand new condition with box and manual, 1 controller in excellent condition plus Zelda: Ocarina of Time and Banjo Kazooie all for \$210. I also have some of the latest (98/99) PC games; Johnny Herberts Grand Prix 98 - \$30, Redguard (action/adventure) - \$35, Ring (adventure) 6 CD's - \$35, Journey Man Project 2 and 3. 3 CD's - \$20, 4 CD's - \$30 and Riven the sequel to Myst 5 CD's - \$35. All are in brand new condition with box and manual. If interested, phone Nelson on (02) 9744 5092.

**Sony PlayStation**, arcade stick, dual shock, 2 controllers, memory card, action replay cartridge (comes with cable, PC card and software to make cheats), X-Plorer cartridge (comes with cable and software to make cheats). Sega Saturn, 4 games. Note: To make cheats, you need a PC (486 or above). Sydney, Phone 9622 3533.

**PC Games** - Thief: The Dark Project - \$50, Sports Car GT - \$30, Moto Racer 2 - \$25, Theme Hospital - \$20, Moto Racer 1 - \$20, Warhammer: Dark Omen - \$20, Sim City 2000 SpecEd - \$20, Dungeon Keeper - \$15, Pod - \$15, Savage Warriors - \$5. Open to offers, Melbourne area only. Phone Michael on (03) 9853 8413.

**N64 Games** for sale: Zelda: The Ocarina of time - \$55 (willing to sell with limited edition key ring - \$65), Wave Race 64 - \$35. Everything boxed with instructions, in brand new condition. Call Paul on (02) 4396 6476. Central Coast Only.

**Sony PlayStation** (PAL & NTSC), with 25 games, 2 memory cards, 2 controllers, a light gun, V3 racing wheel and RF Unit. Also 10 free demo cd's. In

perfect condition for \$650 ono, call Sebastian on (02) 9908 3502 after 4pm.

**For Sale/Swap:** Metal Gear Solid, Cyberia, Fade to Black, Reloaded. Phone (07) 5429 5629 (Aboulture, Bribie Island area).

**NTSC Sega Saturn**, 2 control pads, step down converter, 4mb ram cartridge and 8 games including, King of Fighters '97, Fighters Megamix, X-Men vs Street Fighter, Street Fighter Zero 2, Virtua Fighter 2, Dark Stalkers, Dragon Ball 2, The Conventii, over \$800 new. Sell for \$225, perfect condition, boxes. Call Shane on (07) 3341 3460, or during the day contact Marion on (07) 3209 3609.

**Star Wars:** The Phantom Menace. In just-opened condition. Would like to sell/swap. Please ring Peter (02) 9858 5427 after hours. Eastwood, NSW.

**Sony PlayStation** with 8 games including Driver, Duke Nukem: Time to Kill, NFS High Stake and Time Crisis with G con 45, 1 controller and 2 memory cards. (Also, 4 demo discs with bag and magazines with cheats) - \$400 ono. Call Damian (08) 240 0583. Adelaide residents only please.

## SWAPS:

**PlayStation Games.** I have Croc, Asteroids, Toca Racing, Grand Theft Auto, Dest. Derby 2 and assorted demo disks, NFS Highstakes, Toca 2 and Resident Evil 2 or any other good offers. All in perfect condition. Phone Steven on (07) 3350 6352 any time. Brisbane area only. Will swap Command and Conquer for anything remotely strategic. Phone (07) 5485 1895.

## WANTED:

**Saturn Games:** Magical Knight Rayearth (US), Super Adventure Rockman, Vandal Hearts, Real Sound and many more. Will buy, trade etc. Large range of games to choose from. Phone Robert on (03) 5152 4543 or e-mail: ramcart@hotmail.com.

**PC Peripherals,** Joystick, Steering Wheel or Game Pad. Call Michael on (03) 9853 8413. Melbourne.

**Anime/Manga videos.** Good condition. Nothing specific as long as they are in English. Prices negotiable. E-mail eniks@hotmail.com or phone (03) 5450 3480 and ask for Jason.

**Sega Saturn Games** and 3D controller pad: Fighters 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 on (07) 3899 9857.

**I am desperately** seeking Zelda, Super Metroid, Yoshi's Island, all for the SNES. Games must have boxes and instructions that are in very good condition. Prefer to pick up from the Sydney to Newcastle area. Will pay top dollar for these games. Call Rod after 6pm on (02) 4392 8498.

## PENPALS:

**Hi, I am a mature female** in my 40's who is a fanatic on RPG games and some adventure and platform. I own a PSX, N64 and a Gameboy. Games I have are FFXII, Zelda 64, Mario 64, Pilot Wings 64, Excalibur, Banjo and Kazooie, Suikoden, TR1, 2 and 3. I am interested in corresponding with a man of mature age, 40 - 50 years, who is

heavily into video games, very passive nature and who maybe seeking a friendship. Looks not important, but you should be taller than 5ft 7 (my height). Any hair colour okay, except for totally grey. No coarse language please. Write to F.S. PO Box 665 Engadine NSW 2233.

**Hi, My name is Reece.** I'm looking for a M/F pen pal aged 15-18. I'm 17 years old, into Korn, Limp Bizkit, Deftones etc. I own an N64 with 6 games. I'm also a milkman. So anyone looking for a penpal, write to me - all letters get a reply. 183 Gympie Road Tin Can Bay 4580.

**Hi, I'm an 11 year old boy,** I'm into N64, PlayStation and computer games. My favourite games are South Park and Goldeneye. Write to Red, 86 Dunham Street Rye 3941.

**Attention girls aged 12-15.** My name is Gavin. I am a 15 year old male who likes South Park, PlayStation, Rugby League and music. If you like the same or not, write to 3 Cook Cres. Mt. Isa QLD 4825.

**14 yr old male.** Own PC and PlayStation. Like grunge, heavy/rock music, Pearl Jam, Soundgarden, Pantera etc. Also like horror films, and playing guitar. Looking for pref. Female 14+ pen pal with similar interests. (Reply to all letters). Write to Chris, 8 Mountain View Way Lisborne VIC 3437.

**Anime Lovers!** My name is Lucy and I am 16. I am looking for a M/F pen pal aged 15-17, who likes Resi Evil 2, Tomb Raider 1, 2 & 3, FFXII, Metal Gear, or any anime. I love to draw and listen to music. So if you do any of these, drop me a line at PO Box 598 Charter Towers QLD 4820.

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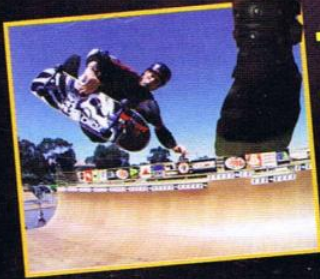
# PlayStation

**GAMER**



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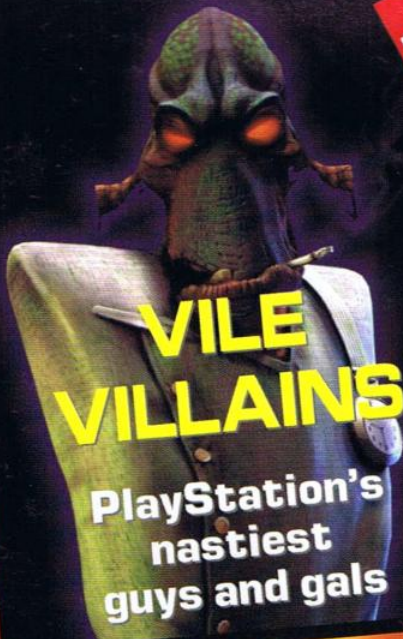
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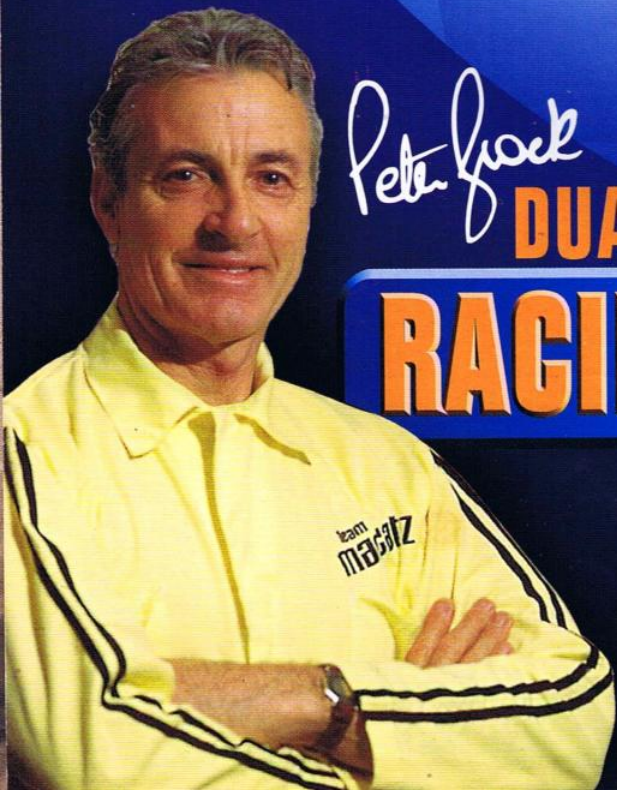
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