

DREAMCAST - PS2 - PLAYSTATION - N64 - PC - GAME BOY

# HYPERR

TUROK RAGE WARS  
FIGHTING FORCE 2  
TOY COMMANDER  
INTERSTATE 82  
WHEEL OF TIME  
SPYRO 2



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**THE HYPER**  
READER  
AWARDS

**44**

pages of  
reviews!

Return to Oddworld

# MUNCH'S ODDYSEE ON PLAYSTATION 2!

next  
gaming



SEVENTY SIX  
FEBRUARY 2000

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**DREAMCAST  
REVIEWS**

## ULTIMA IX: ASCENSION

A FLAWED MASTERPIECE?  
We deliver the final verdict!



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# .....SOMETIMES NEGOTIATING REQUIRES MORE THAN A HANDSHAKE.

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security level COV9.....  
.....clearance granted.

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■ classified data

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- E3 ACTION GAME OF SHOW - ALL GAMES NETWORK
- E3 BEST OF SHOW - THRESH'S FIRING SQUAD



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## editorial

Wondering where our Quake 3 Arena review is? The game arrived just in time for this issue, in fact a matter of days before we sent this baby off to the printers. But after Cam and I smacked a few bots around we decided that rushing a review of such a big PC release wasn't such a hot idea. Thus, our big spanking Quake 3 Arena run-down will come to you next issue, along with an interview with id Software! Sure it's an anxious wait, but we can promise you one of the most comprehensive run-downs of the game you'll find anywhere in the world. Meanwhile, the monstrous Ultima IX Ascension finally reared its head, along with some other long-awaited PC titles such as Wheel of Time, Indiana Jones and Interstate 82! Consoles were still running hot leading up to Christmas also. We finally got our PAL Dreamcast in the office and couldn't take our hands off Toy Commander. The launch of Sega's console was a little disappointing to say the least, with all sorts of software and peripheral delays, but now it's all here let's just try to enjoy it. One thing you'll notice in Hyper lately is a general drop in the "average" game score, which is because we've become tougher with our scoring system. Look at it this way - anything below 40% is utter crap, 40%+ is bad, 50%+ is below average, 60%+ is average, 70%+ is good, 80%+ is great and 90%+ is awesome. Now sit back and spooge...



**ELIOT FISH**  
EDITOR

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## AUSTRALIAN DREAMCAST LAUNCH – THE WRAP UP

Well, take one look at gaming sites on the internet and you'll see that it's no secret the Australian Dreamcast launch was rather... underwhelming. Besides the two month delay of the system (easily blamed on demand in Europe), the actual day of release was spoiled by a lack of games and VMUs on shelves. Also surprising was the fact that none of the boxes contained demo discs, which had to be picked up from the point of purchase at a later date. It's also a little odd that an advertising campaign for the machine didn't surface until after the unit was in shops – that's not exactly educating the marketplace on a product for a big sell-through on debut. Many gamers were also unaware that the internet capabilities would not be available until sometime early this year, due to some slow movement from the involved companies. Disappointing to say the least. However, let's not dwell on the negatives. The console is finally readily available, VMUs are out, the games are all there and we can now sit back and enjoy the power of the system.



TOY COMMANDER ROCKS



SOUL CALIBUR – SAME OF THE YEAR?



SONIC TOOK HIS TIME GETTING HERE FOR A FAST LITTLE BUGGER



## 250 GAMES AT PS2 LAUNCH?

Surely something has been taken out of context here, but Phil Harrison (Vice President of third party software for the PlayStation 2) was quoted at the Comdex conference as saying "We're working on 250 different games around the world in time for our March 4 introduction of the PlayStation 2 in Japan." If Sony actually did this, you would think it would be retail suicide, as most consumers would only be buy a handful of games at the best. We're guessing this was more of a boast to frighten the living daylights out of both Sega and Nintendo. Whilst there must be 250 games in development, it makes sense that only an eighth of those at best would be available at launch. Or it could be that he was referring to a whole stack of PlayStation 1 games that have been re-vamped and re-packaged to be available at launch, seeing as PS2 will be backwards compatible, rather than 250 brand new games. Still, it's got our tongues wagging.



THE PLAYSTATION 2 MAKES US GO GOEY

## ...and then PLAYSTATION 3?!

You could say it was just a little surprising to hear Sony already talking about a PlayStation 3 at the recent Microcomputer System and Tool Fair '99 in Japan. Shin-ichi Okamoto, senior vice-president of the research and development division at Sony Computer Entertainment was quoted as saying "We are working to create the PlayStation3 game machine so it will have 1,000 times the performance of the PlayStation2." These guys are not messing around.

## ARTIFICIAL INTELLIGENCE

Woah, this is scary. It seems our artificial intelligence has caused a bit of a stir! As some of you haven't noticed, we have a false news piece each issue purely as a joke. The trick is to spot it without having to read the upside-down "Artificial Intelligence" blurb at the bottom of the page! Unfortunately, not many of you have noticed it, and last issue's piece about Shigeru Miyamoto made its way all the way to... gulp, Nintendo Japan and Mr. Miyamoto himself. Whoops. It seems it was taken as the real deal. Oh well, at least the joke worked! So just to clarify, Miyamoto is hard at work at Nintendo on all sorts of wonderful things from Super Mario 2 to the Nintendo "Dolphin". All respect to the master of gameplay. Sorry about that!





## CAPTION THIS! PART 3

If you take a look in Incoming Mail this issue, you'll see our first Caption This winning entry. A lot of you made us snigger, but we know you can do better... Meanwhile, we have a brand new piccie to stimulate your wit glands. Now, hurry up and get your funny captions in the mail! You can win stuff! Send your entries to Caption This Part 3, Hyper, 78 Renwick St, Redfern, NSW 2010. You can enter by email if you'd prefer - [freakscene@next.com.au](mailto:freakscene@next.com.au)



CAPTIONING THIS IS PIZZ. TART

## MATRIX ON PS2

On our recent visit to the Oracle, Hyper was informed of some startling news. Now, the Oracle has never been wrong. She predicted the demise of the stinky Atari Jaguar, the Nintendo controller which would have a "third leg" and the decidedly freak-ass design of an upcoming Sony console, so when she told us that the Matrix would be an exciting game on the PlayStation 2, we nodded and graciously accepted some soup. The Matrix game will not be around until probably the year 2002, as it will tie in with the next two Matrix films. Larry and Andy Wachowski, the brothers who

wrote and directed Matrix will be taking a hands-on approach with the development of the game, which as of yet has not been given to a games developer. There are plenty of companies with their hands in the air, but Larry and Andy seem to be taking their time to choose the right people to make their precious game. Eliot Fishburne (Morpheus) and Keanu Shea (Neon) will undoubtedly make an appearance as they have both signed on to star in the next two films. We're only quoting the Oracle now, so don't blame us if the cast doesn't sound quite right! This is the Matrix after all...



HOPEFULLY THE GAME WILL BE JUST AS COOL



## OVERFLOW

Whilst **Masters of Teras Kasi** on the PlayStation was no great fighting game, we're still keen to find out just what "Star Wars Power Battles" is all about. From what we can tell, it's a fighting game from LucasArts, probably for Dreamcast and PlayStation, based on characters from Episode One and the classic Star Wars trilogy. Let's hope they play test this one a little longer... In other Star Wars news, Verant Interactive who brought us the online RPG Everquest have been linked to a massive online multiplayer Star Wars title. **More news as info solidifies.**

Beetle Adventure Racing has been re-released under the name HSV Adventure Racing. So if you're a Nintendo 64 owning racing game fan, make sure you don't buy this game twice! Mind you, it is a great game.

Sega will soon be releasing **Soul Calibur 2** to Japanese arcades which points to a Sega Dreamcast port of the game. Hopefully, all will pan out by sometime after the PS2 launches, as Sega will need a big title like Soul Calibur 2 to keep the focus on Dreamcast.

Japanese gamers know how to party, and will be welcoming in the new millennium in style. In a coy move, Sega changed the release date of Shenmue to December 29, 1999. The greatest game of the last millennium? We'll have to wait until the Western edition arrives to find out.

**Virtua On 2** for Dreamcast is out in Japan, and by all accounts a roaring success. Famitsu magazine awarded the stunning mech fighter an awesome 39/40. In other DC news, Famitsu also awarded Capcom's Star Gladiator 2 a very respectable 31/40. The first one (on PlayStation) was a lot of fun, and the sequel promises a whole lot more.

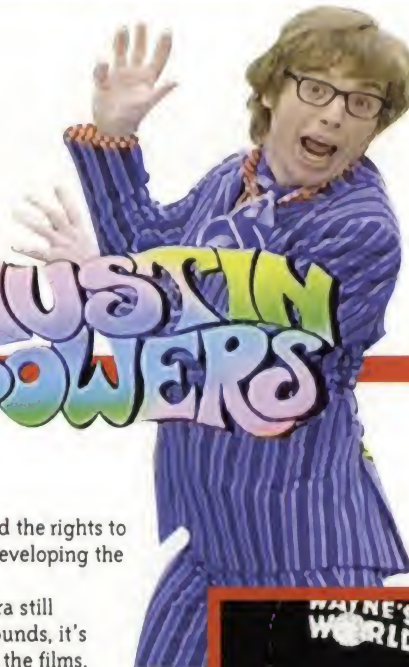
We love the Codies. They've brought us two of the most playable and enduring titles in videogaming history (Micro Machines and Colin McRae Rally we're looking at you!). We're even more excited then, at the news that Codemasters will be developing games for the Dreamcast! Better yet, they're already a fair way into development of Colin McRae Rally 2 for PC, so a Dreamcast port is almost a certainty.

Sony Computer Entertainment recently announced that they've shipped over 70 million PlayStations since the system's launch. Over 27 million of these units have been sold in Europe (that includes us by the way). Is it the most successful console ever? Well, it still doesn't compare to the Game Boy!

Sega's Yu Suzuki has told Japanese journalists that he is currently working on a new fighting game that will have the number "four" in the title. Now what could that be do you think? Why, Virtua Fighter 3 has been around for a while.... Hrrmm....



**AUSTIN POWERS**



**NO BABY NO!**

In a move sure to have Mike Myers fans cringing, Take-Two Interactive have secured the rights to publish PC and console games based on the Austin Powers films. Rockstar will be developing the games, and they hope to have them ready some time later this year.

With the memory of the utterly pathetic Wayne's World game(s) from the 16bit era still haunting us to this day, and the less than top notch South Park games doing the rounds, it's hard not to be cynical about an Austin Powers game. Don't get us wrong — we love the films, it's just hard to see how Austin Powers could make a successful transition to the gaming world. This is the sort of license that whiffs of money to be made, not of gameplay to be crafted.

About the only way the Austin Powers games could be worthwhile, and retain the tone of the films, would be if it were a Leisure Suit Larry style comic mis-adventure, or perhaps a Mario Party-esque game. Based on experience, however, it's far more likely to be a 3D platformer.

Let's cross our collective fingers and hope that our gut instincts on this one are wrong.



**DOLPHIN TO BE CHEAP!**

Nintendo President, Hiroshi Yamauchi, has publicly stated that the Nintendo "Dolphin" will be sold at a cheaper price point than the PlayStation 2. He believes that PS2 is too expensive and the Dolphin (yes, it's still a codename) will debut for Christmas 2000 in Japan at a more respectable price. How that will translate for our local Australian release is a bit unpredictable at this stage, but hopefully it will flow through to other territories.



8 » HYPER

**SCHOLARSHIPS FOR FUTURE GAMES DESIGNERS!**

Put a scholarship and the world's first accredited computer game design course together and what do you get? A kick-start to one hell of a career!

The Queensland Government has allocated \$1 million over the next two years for 80 scholarships to be delivered to students wishing to complete the Diploma of Information Technology (Software Development) Games. The course will be delivered by multimedia training and production company QANTM Australia CMC in partnership with Brisbane Institute of TAFE, for people wanting to develop and design interactive games for computers and console based games.

Brisbane TAFE Director Derek Whitlock said the scholarships are an exciting opportunity for Queenslanders wanting to break into a rapidly expanding industry with a very high demand for skilled employees.

"The games design industry is considered one of the most important and fastest growing entertainment industries in the world. Australians spend \$1 million every business day and more than \$400 million each year in wholesale sale of software, video consoles, and peripherals such as video cards and joysticks."

The first round of scholarship will begin in February 2000 with 20 scholarships available.

"Scholarship winners will receive tuition and course fees for one year," Derek said.

"They will also obtain free access to practice laboratories to develop digital products for their portfolio and work experience at Brisbane games companies including Electronic Arts and Krome Studios."

Students to be selected for scholarships must submit a portfolio by 21 January, 2000.

The Diploma of Information Technology (Software Development) Games gives participants skills in a range of applications including 3D Programming, 3D animation, network programming, game design and scriptwriting.

The course is financially supported by Auran, Queensland's largest games company and the developers of the legendary Dark Reign on PC.

For further information on the scholarships or course please visit QANTM's website at [www.qantm.com](http://www.qantm.com) or call (07) 3291 3333.



Try diplomacy first.

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Based on "the greatest board game invented this century" (Games Magazine), Diplomacy is a strategy game of skill and cunning negotiation set amongst the powers at the turn of the 20th century. You exist in a precarious balance of power on the verge of one of the most influential times in modern history - a time where deviousness pays. No one can get ahead alone: You need your allies but can you trust them? Trust, betrayal, faith and treachery are prime ingredients in victory.



**MICRO PROSE**

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## COMPETITION WINNERS

Yeeeah! You just scored free stuff!

### Rayman 2 packs

#### Major Prize Winners

Rhyse Aquilina, NSW  
 Luke Souris, SA  
 Elle Bousles, NSW

### Runners-up

Bruno Vong, Vic  
 Misel Hader, NSW  
 Bonnita Miller, WA  
 Nigel Grypstra, Vic  
 Jeremy O'Wheel, Tas

Chris Teuma, NSW  
 Matt Sciterini, Vic  
 Damian Smyth, Qld  
 Matthew Wojtkowiak, SA  
 Sandra Gosson, NSW



## V000004 + V000005

3Dfx have announced the next in line of their Voodoo 3D cards, after the disappointing Voodoo3 release which knocked them down a notch in the eyes of gamers the world over. Even though the NVIDIA GeForce 256 3D cards are the current gamer's choice, the Voodoo4 and Voodoo5 look seriously pumped up with features to possibly put the crown back onto 3Dfx's head. Featuring their new VSA-100 advanced processor (Voodoo Scalable Technology), these new cards will feature extremely high fill-rates — 1.47 gigatexels/gigapixels per second in the consumer cards and up to 3 gigatexels/gigapixels in the professional cards (one gigapixel being one billion pixels). The VSA-100, composed of over 14 million transistors, is fabricated in an enhanced .25 micron, 6-layer metal semiconductor process. The architecture incorporates industry standard 3D features including 32-bit RGBA rendering, 24-bit depth-buffer (Z and W), 8-bit stencil rendering, DXTC and FXT1 texture compression support, 32-bit textures, 2048x2048 texture size support, and advanced texture and colour combine capabilities. Additional support is provided for both AGP 4x and PCI, DVD hardware assist, and the world's most powerful 128-bit 2D engine. All VSA-100-based products include support for all major APIs including DirectX, OpenGL and GLIDE providing the highest possible software compatibility. The VSA-100 is designed for optimal performance on current and future CPUs from Intel and AMD.

The kind of visual effects you'll see on a Voodoo4, and 5 could be comparable with professional digital cinematic effects — like full-scene anti-aliasing. The difference between the two cards is that the Voodoo4 will feature a single-chip implementation of the VSA-100, whilst the Voodoo5 will carry dual and even quad-chip configurations. Whilst most of the cards will carry between 32 and 64MB of memory, the Voodoo5 6000 AGP will carry a whopping 128MB of graphics memory! Scary stuff.

## HYPER ART DIRECTOR QUILTS

In a disturbing Calippo-flinging episode, Hyper's beloved art director Brooke-Star Elliott has decided to leave the magazine for greener pastures overseas. When questioned about the incident, Elliott was quoted as saying "If I have to listen to those

Quake 3 Arena deathmatch noises blasting from the games room one more day, I'm going to kill somebody!" Sadly, this issue you're holding in your hands is Brooke-Star's last. A replacement is currently being sought.



## THE 1000 MHZ CPU RACE

Intel recently released their Coppermine CPU, hitting a whopping 733Mhz, which has been eclipsed already by AMD's Athlon 750. Of course, now we hear that Intel are readying their 800Mhz model, which leads us to hang our heads in disbelief as AMD are spouting off about their 1Gighz Athlon which will debut early this year. There is a serious battle happening here between the two manufacturers, and whilst the end-user is being delivered faster and faster



systems, it seems to be creating a paranoid marketplace in which no-one is willing to invest in a system which is superceded only months down the track. Hyper's advice to all of you out there who are thinking of buying new or upgrading — you can't win so just buy the best you can and be happy. At least this competition will drive prices down, and it'll be a long time before current CPUs become the minimum required spec for a game.

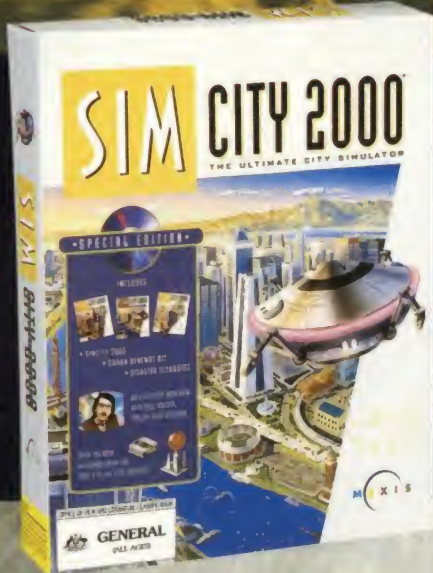
Actually, it's true! Brooke-Star Elliott is leaving the holy hallways of Hyper for some other destiny. We're sorry to see you go Brooke, thank you for all your hard work, and we'll miss yall! A minute silence please for Brooke's last issue. Waaah!!! Miss you guys too! Sniff Sniff (Brooke-Star)



# AUSTRALIA'S MOST - WANTED GAMES -

**\$29<sup>95</sup>**

Sim City 2000 (G).  
All the fun of the original strategy game with exciting new features.



**\$29<sup>95</sup>**

Red Alert (MA15+).  
The prequel to Command & Conquer, Red Alert probes deeper, giving the player all new strategies and elements to further their conquests.

## ESSENTIAL ENTERTAINMENT

## Games UPlay

**\$39<sup>95</sup>**

Small Soldiers PSX (G).  
Take control of Archer and become spiritual leader of the Gorgonites as they take on the Commando Elite. Engage the enemy in tactical battles and all-out warfare in the distant realm of the Gorgon Dimension.



**\$39<sup>95</sup>**

Need For Speed III: Hot Pursuit PSX (G).  
Holden Vs Ford. Dodge road blocks at high speed and out run the law in hot pursuit mode.

### Harvey Norman

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## GALAXY FRAULINE YUNA RETURNS

<b>i</b>	<b>CATEGORY:</b> Action
	<b>PRODUCTION COMPANY:</b> Red
	<b>ANIMATION:</b> 9
	<b>PLUT:</b> 7
	<b>JAPAN-RENT:</b> Medium
	<b>OVERALL:</b> 8

If you're a hardcore anime nut who gets off on cute school-girls with high-pitched voices in mechanised body suits (erm... Kev?), this is definitely a title for you.



Continuing on the traditions of the original Yuna series, this one-off tape tells a short adventure about the menace that is posed by two sibling android/aliens that are intent on destroying the world, but slowly come to grips with accepting the notion of humanity.

What this involves is classy character designs, frantic



action, and the odd bit of humour to make this an extremely likeable package. Most likely you'll forget



it within an hour of watching it, but Dragon Half, it has that same style of fast-paced action that you can't get your eyes off. And let's not forget that those skimpy mech-outfits look so kawaii on those girls!

For most people, Yuna's latest adventure will look completely over the top, shallow, and very cliched. At least a title like

Dragon Half made fun of the fact that it was cliched: Yuna is, in spite of the ridiculous situations, decidedly serious. Those of you who've followed Yuna from its Red origins (the makers of Sakura Taisen) will absolutely love its animation.

## LAPUTA: CITY IN THE SKY

<b>i</b>	<b>CATEGORY:</b> Drama
	<b>PRODUCTION COMPANY:</b> Studio Ghibli
	<b>ANIMATION:</b> 10
	<b>PLUT:</b> 10
	<b>JAPAN-RENT:</b> Low
	<b>OVERALL:</b> 10

Following up on the English releases of Miyazaki's classic, Laputa: City in the Sky is but one more excellent title in the master storyteller's backlog. Laputa is one of Miyazaki's earlier works, and unlike the more non-adversarial tales in Kiki's Delivery Service or My Neighbour Totoro, this one is far more adventurous.



Laputa tells the story of a young boy who is searching for a fabled city in the sky, a city that his own father went out in search for and never returned. Not even a teenager yet, the boy chances upon a girl who literally floated down to him from the sky. From there, the mystery of the floating city slowly unfolds as the pair are chased high and low by pirates, wealthy corporations, and other factions that want to take control of the city and the treasures that are rumoured to lay therein.

The value of Laputa in one's collection is immeasurable, and it's one of those few titles where you feel confident enough to let yourself be a child once more. It's wonderfully imaginative and heart-warming to the last drop, capturing the primal, naive, and youthful excitement that many of us now consider priceless. Laputa is a title that all people should see at least once, especially if you've only just learned about the excitement that's been surrounding Miyazaki's latest cinematic release, Princess Mononoke.



### TOP 5 POST-EVANGELION SERIES

1. The Vision of Escaflowne
2. Cowboy Bebop
3. Saber Marionette I
4. Ninja Resurrection
5. Revolutionary Girl Utena

TECMO

# DEAD OR ALIVE 2



When Dead or Alive arrived in the arcades a couple of years ago, it had some serious competition from the Tekken and Virtua Fighter series. Although it was a good 3D fighting sim in its own right, (unfortunately) its most memorable assets were the amplified assets of some of the female characters. But now, DoA 2 has arrived on the scene and is proving not only to have great game-play, but is also the most graphically droolworthy fight sim this side of the sun.

Most of the characters are making a return bout, though



for you who missed the first DoA, these are the contenders and their fighting styles...

Kasumi (Ninjutsu), Gen Fu (Tai Chi Chuan), Tina (wrestler), Zack (Tai kickboxer), Jann Lee (Jeet Kun Do), Ayane (Choy Lee Fut) Ryu Hayabusa (Ninjutsu) Helena (kick boxer), Bass (meaty wrestler), Leon (wrestler/tough guy), Lei Fung (Kung Fu), Ein (Karate). As you can see, there are a variety of authentic martial styles represented which lends to a great variety of moves, counters, throws and combos.



The fight locations are superb. Whether you begin a battle at the top of a waterfall or on a roof top or in a theatre, you have the ability to kick your opponent through walls to see them plummet down to another level only to continue the fight in another location. The ground is often sloped which will see you vie for a strategic advantage.

The graphics are nothing short of amazing. The characters are a one skin model and just goes to show what a long way the polygons have come since the original Virtua Fighter. Even more amazing is the use of Tecmo's Real Time Simulation Engine which ensures the characters (often skimpy) clothing behave in a flowing realistic manner. Each character also has up to 4 changes in wardrobe which will keep all of those closet and not-so-closet fans of Ken and Barbie amused for hours.

Dead or Alive 2 is a game that is setting the new standard for 3D fighting games. The graphics, great sound effects, beautifully crafted links, the option of having tag battles and the overall attention to detail makes this game a contender (if not the winner) for the sexiest game of the year.

9.5/10

## arcade mode

CAPCOM

# JOJO'S BIZARRE ADVENTURE

Jo Jo's Bizarre Adventure by Hirohiko Araki is one of Japans most popular manga (comics). It is well known by its unique art, inventive fight scenes, and of course, its bizarreness. The story centres around the Joestar family and its epic battle against the evil Dio and his malicious minions. The story is made of 5 parts all being linked by the descendants of the Joestar family. Jo Jo is not the name of a specific character but a combination of the 1st and last name of the 5 main characters e.g. Jonathan Joestar. This game takes place in part three of the story.

Basically JJ's is a 2D Street Fighter clone with a more supernatural edge to it. The characters have the ability to transform or use a spirit (with its own health meter) to do the fighting for them. There is also a super powers-o-meter for using some of the characters more gnarly special attacks.

Anyone who is a fan of the manga or Darkstalkers/Vampire Saviour or wants a phantasmogorical version of Street Fighter will find a few hours of entertainment in this very worthy ode to Jo Jo.

8/10



## AIRPAD

TYPE: PLAYSTATION CONTROLLER  
DISTRIBUTOR: JACK OF ALL GAMES  
R.R.P: \$59.95



The Airpad is one of those products that is hard to miss when you're perusing the games shops shelf. The darn thing looks like a frisbee more than it looks like a control pad for your PlayStation. Why have they adopted this oval design as opposed to a standard controller shape? The Airpad features motion-sensitive controls, much like the Micosoft Freestyle pad. Tilt the Airpad in one direction and you have corresponding movement on screen – forward, backwards, left and right. Utilising all modes – digital, analogue and Negcon modes – the pad is compatible with a whole range of games already available. A sensitivity control allows you to configure the pad to respond exactly how you prefer, so that more violent gamers won't fly too erratically around the screen when they get excited. You can even customise the look of your Airpad with clip-on covers ranging from funky logos to strong colours.

The pad feels nice and strong, and is surprisingly comfortable even though there is no cutaway for your hands. Whilst all the buttons feel good, the directional-pad is unfortunately a "clicker". That is, it's one of those d-pads that clicks like a button when you push in one direction which hinders smooth thumb movement for really precise control – the hard plastic shapes also hurt your thumb after prolonged use. However, that said, the controller functions really well, and if the d-pad doesn't bother you, then there's nothing else to complain about. When put to the full motion-sensitive tilt-test, the Airpad performed well. The tilt-control is remarkably sensitive, so there's no problem in getting some decent response from the pad regardless of your playing style. If it weren't for the yucky d-pad, there would be no hesitation in recommending the Airpad. As it stands, you'd better try before you buy.



## GUILLEMOT FORCE FEEDBACK JOYSTICK

TYPE: PC JOYSTICK  
DISTRIBUTOR: UBI SOFT  
R.R.P: \$249

Guillemot just keep on pumping out the peripherals like there's no tomorrow! Gulp. Maybe they know something we don't. Anyhow, their Force Feedback joystick for PC is out, and it has some solid features. For starters, this stick is designed to be used by both right and left handed gamers – something most manufacturers tend to ignore. The base of the stick has buttons on both sides, with a symmetrical design to ensure comfort for either hand. With it's kevlar textured grip, you can feel the quality in your hand. The force feedback is driven by two powerful Johnson motors, so you know it should last the distance. The stick can connect to either a serial port or USB port, and is worthy of both flight sims and other more arcadey games.



## ERICSSON CHATBOARD

TYPE: MOBILE PHONE KEYBOARD

DISTRIBUTOR: ERICSSON

R.R.P: \$59.95

No, you're not hallucinating. That's the new Ericsson Chatboard, a miniature keyboard for your Ericsson mobile phone. The snap-on keyboard allows you to compose emails and SMS text messages with a minimum of stuffing around. It's a convenient interface for anyone who spends a lot of time using their mobile to communicate with friends, rather than sitting at a PC all day. The Chatboard is compatible with the A1018s, CF 788e, S 868, I 888, R 250s, T10 and T18s Ericsson mobiles. It's certainly a bit of a luxury item, a novelty even, but if you use mobile phone messaging features heavily, it might be worth the investment.



## JOYTECH DUAL PACK 64

TYPE: CONTROLLER AND MEMORY CARD

DISTRIBUTOR: JACK OF ALL GAMES

R.R.P: \$49.95

The Joytech Dual Pack 64 is a nice bundle for those of you wanting to kill two birds with one stone, that is, pick up a new controller and a memory card. The memory card for starters is 256k which is roughly 123 pages of info, which is certainly a nice little bonus to have stashed in with the controller. The actual control pad is pretty standard stuff, although the button layout is slightly different. The C-buttons are larger and placed along side the A and B buttons a bit more intuitively. There are also Slow and Turbo buttons for those of you who like to cheat. The problem with the Joytech controller is the shape they chose for their design. Frankly, the controller is very uncomfortable to hold, with the centre grip having a strange bend in it. Coupled with the side grips which don't have enough to get a grip on, the controller is only going to suit some people with smaller hands. The analogue stick is also a little too stiff for smooth accurate control. However, for \$49.95, you are getting the memory card packed in, so worth investigation if you really want to save.



# ELECTRONIC ARTS ON THE GOLD COAST!



Electronic Arts have a new Gold Coast studio where they plan on actually developing games! Elton Cane popped in on the new EA Studio Oz General Manager, Steve Dauterman, to see just how this will boost the Australian games industry...



Steve Dauterman, General Manager/Vice President of Development for EA Studio Oz.



In order to grow to their true potential, Australia's creative industries have often benefited from the interest and investment of large multinational companies. In recent years we've seen this most visibly in the film industry, with Fox and Warner Brothers boosting the local industry by bringing large projects down under, but a similar trend seems to be taking shape in the world of game development.

Electronic Arts, the world's largest publisher of videogame entertainment, is set to add to the publishing and distribution operations of their local division with a new development studio on the Gold Coast that will certainly go a long way towards establishing Australia as a hub for games development.

Steve Dauterman, fresh from a stint at LucasArts in the US where he was

most recently responsible for overseeing games associated with the latest Star Wars movie, plans to put Australia on the worldwide map for the games business.

"I would like to ultimately see the Australian studio have the same stature as many of the US and UK studios do that put out top quality products year in and out," he told Hyper in a recent interview. But he acknowledged that there's quite a lot of catching up to do. "There are a lot of people here who are very interested in getting into this market. I think the talent is relatively inexperienced, but it is made up in many ways by the enthusiasm to be a part of this business.

"Until now, the majority of the opportunities have been overseas in the U.S. or the U.K. There have been some very successful studios in

Australia like Auran and Beam to name a couple and with the commitment by Electronic Arts to start a studio down here we are showing that there is real potential for Australian programmers and graphic artists."

With the industry in a bit of a transitional phase because of new console technology and slowing sales in the PC games market, the new operation will start up gradually. The studio is to be set up on the Gold Coast at the beginning of 2000 and Dauterman plans to have built an internal development team of 20-30 people by the end of the year, as well as strengthening existing ties and forging new ones with outside development houses.

Focus will initially be on sports franchises but Sony fans will be happy to hear that there are also plans for a few original projects on the PlayStation 2.

One of the ongoing debates at EA Australia is about the percentage of resources that should be allocated to developing Australian sports games. "Unfortunately, it becomes a function of how much you can afford to spend to build games like this," said Dauterman. "Games like FIFA are nearly guaranteed to do over a million units worldwide so the budgets are scaled proportionately. Games like Rugby and Cricket do decent numbers worldwide, but not nearly to this scale. One of my goals is to figure out how we can build quality games on smaller budgets. My hope is that this will come through by leveraging technology built for other sports like FIFA and spend the majority of the budget on better graphics and gameplay."

Some of EA's most Australian games of '99 — AFL and Shane Warne Cricket —





were actually developed in the UK and while Dauterman said that ideally at least one of these would be coming home for their next instalment, whether that happens will be up to the people hired for the internal team.

"I want to find out what they are passionate about building as opposed to figuring out the idea first and the people later," he said.

As for ideas that he's passionate about, EA's new development guru said that for him the games industry should be more about creative risks than development based on marketing studies. This could be a refreshing change in a marketplace flooded with sequels and formula games, and for

how this might come about he looks to the local film industry for inspiration.

"They have established themselves as one of the new centres of the world for entertainment by being innovative and doing things more cost effectively than is done in Hollywood. We have the same opportunity in computer games. I would love to see games come out of Studio Oz and other game companies that have an almost uniquely identifiable signature that lets the rest of the world know that the games were built here. I think that games as an art form is just beginning and we have an opportunity to take the risks down here since the rest of the world is currently taking more of a 'me too' attitude in

game development."

Australia, according to Dauterman, has all the right ingredients to become an established centre for game development. The lifestyle makes it easy to attract top talent from overseas, there's growing interest in the industry among high school and university students — the game developers of tomorrow — and of course EA's involvement gives the local scene even more credibility on the world stage.

"With the Internet making the world much smaller these days, I think it is becoming easier to set up a gaming group just about anywhere in the world. The key is to provide a concentrated environment to attract talented

people who want to make great games," he said.

While doing his research before coming out to Australia, Dauterman said that he found that the Australian government and several private organisations have been very supportive in building up the training and education for computer sciences and computer graphics training. This investment in training and people is essential if the local industry is going to take off. "I would like to see the university system continue to support computer science and computer art programs and let everyone know that the game industry is definitely a viable career opportunity."



## The Mushroom

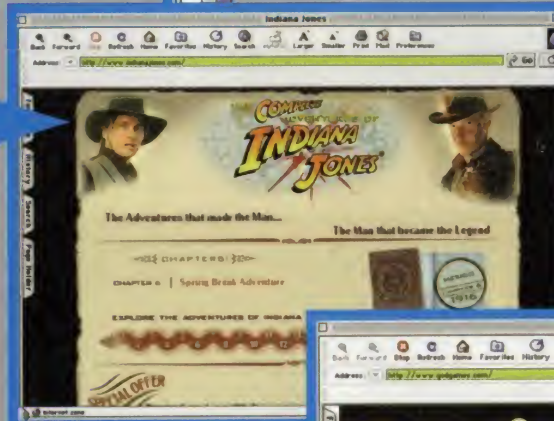
Well, we can't all be as funny as "the Onion". Here we find a humorous games-related news site that tries very hard at it anyway. Examples of the Mushroom's content, are stories like "Dreamcast delayed in Australia. War Declared"! Still worth a visit for the fact that it focuses on games, although you may find yourself laughing at this site rather than with it...  
<http://www.themushroom.com/>

WHAT DO YOU MEAN YOU'RE BROWSING THE WEB THROUGH YOUR DREAMCAST? OH YEAH, THAT'S RIGHT, YOU'RE NOT.



## Indiana Jones

We couldn't stop jumping about the office wearing the Fedora hat we were sent with our copy of the Infernal Machine, so it inspired us to alert you to the official Indiana Jones website. Strangely, this site has only just come online in the last few months, even though the last Indy film was about a decade ago. It seems they're gearing up for Indy 4!  
<http://www.indianajones.com/>



out at  
C ONLINE

## GOD

Who are the Gathering of Developers you ask? You've probably heard us mention them numerous times in the news, so why not take a look at what it's all about. Basically, a bunch of games developers have bonded together to form their own games publishing company. This way they get to make the games they want to make without any interference from "suits".  
<http://www.godgames.com/>



## Ultima Ascension

It's here! Finally, we have another Ultima game to destroy the next few months of social engagements. Read a cute message from Lord British himself, and check out the bulletin boards for help if you get stuck in the game. Yay! It's all Ye Olde and stuff...  
<http://www.ultimaascension.com/>



## Thresh's Firing Squad

Thresh. He was very good at Quake 1. Since then, he really hasn't had much to boast about except for his website which is a top place for hardware and software reviews. Sometimes he gets a scoop, but generally this is a fine website for PC gamers everywhere.  
<http://www.firingsquad.com/>



## Gamelord

For another sly look at the games industry, pop in on Gamelord.org. Here we have games industry news through the distorted vision of the Game Lord, some freak who obviously has a lot of time on his hands. You will find a lot of useful gaming news here though.  
<http://www.gamelord.org>



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HP Colour Desk Jet 600C/660C/690C Series	3x8	14B-CLR
HP Desk Jet 850C/855C/870C/1000C Series	3x3	30A-CLR
HP Desk Jet 710/720/890 Series	3x3	30B-CLR
EPSON Stylus Colour /PRO/XL	3x4	16-CLR
EPSON Stylus 820/colour II/Is	3x8	24-CLR
EPSON Stylus Colour 200/300/400/500/600/800/850/1520	3x8	34A-CLR
EPSON Stylus Colour 440/640/740	3x8	34B-CLR
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## THE DEVELOPERS GAMBIT

The gaming industry is dynamic at the slowest of times, but the last half of 1999 changed the face of action gaming. The last quarter had both Epic's Unreal Tournament and id Software's Quake III Arena going gold (final CD master copy sent to duplication). Let's face it, both Epic and id know that if they chose to develop these titles as single player games, with a multiplayer component, as they have with their games in the past, they will sit in the Top Ten list for weeks, and possibly months. That's the unique aspect to this situation, these two companies are taking extremely profitable franchises, and risking their sales numbers, by developing these games as multiplayer games, based heavily on the Deathmatch style of play made popular by Doom, Quake(II), Rise of the Triad, Duke Nukem and others. The fact to keep in mind is that these companies had to make this decision, at the latest, mid-1998 for Epic and even



[www.epicgames.com](http://www.epicgames.com)  
- Home of Epic MegaGames, makers of Unreal Tournament

[www.idsoftware.com](http://www.idsoftware.com)  
- Home of id Software, makers of Doom, Quake, and several other generation making games

[www.valvesoftware.com](http://www.valvesoftware.com)  
- Home of Valve Software, makers of Half-Life and the upcoming Team Fortress 2

[www.gonegold.com](http://www.gonegold.com)  
- An excellent resource for news on games going gold



with, hopefully, the addition to the arsenal already on the shelves of Team Fortress 2 from Valve Software. Valve, who have gone the route already paved by Epic and id, are

developing Team Fortress 2 over its development period, and rightly so, it has probably gone under several overhauls internally. Gameplay features in a game like this, while still fairly early in the



earlier for id. The move being gutsy for both companies, especially Epic, who don't have as many people playing and modifying Unreal as there are playing and modifying Quake II.

If you're reading this, you're a gamer and probably into multiplayer games, whether over the internet, or across the hallway and into your kid brothers room, you may even be what marketing departments calls a "hard-core" gamer, complete with cable modem and a mouse with more buttons than your keyboard. You are going to enjoy the next 12 months, 2000 is set to be a great year overall,

developing Team Fortress 2, a multiplayer team based, military style game, in the tradition Capture the Flag and Team Fortress for Quake. TF2, originally thought to be a free add-on to Half-Life became a commercial add-on to Half-Life, and then a completely stand alone game. Valve has not released a great deal of information about



development period come and go almost as fast as the artists whip up textures for walls, and there is no use in promising something that will never be delivered, or won't be exactly how the press release said it would be. 2000 is your chance to pick and choose through a multitude of games designed to be played against a human, and if you don't have a human handy, they'll be able to simulate one, and frankly, they are getting pretty good at that.

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## ★ ★ DOOM GUY VS QUAKE GUY ★ ★

If you're looking for a tough nut, then you simply cannot go past the Doom marine. This guy was knee-deep in the dead wearing nothing but a green jumpsuit! With his reflective visor always down to keep the splattering blood off his precious face, Doom guy was surprisingly nimble considering his limited frames of animation. He could strafe across a room and take out five imps with a few quick blasts of his holy Plasma gun, and not even break out into a pixelised sweat. He may have looked like he was skating on ice, but he was quick and that's all that mattered. When it came to shotguns, Doom guy knew where to purchase the coolest and baddest shotties in town. The double-barrelled goodness that Doom guy wielded has still remained unsurpassed for effective spread and sound-effect coolness. None of this two-pieces of pipe taped together which Quake guy seems so proud of. Doom guy was also a master of camoflauge, managing to disguise even his thundering rocketlauncher as a simple shotgun to onlookers. You never knew what was going to come out of that barrel. When it came to being fragged, he also knew how to die with style. Dropping to his knees and clutching at his throat, this was academy-award winning stuff from Doom guy. Always aiming to please. He didn't burst into a pile of fleshy chunks at the sight of a blaster pistol, but coolly layed down with nary a scratch on his Beastie-boys style green suit much to the displeasure of the foul demons of Hell. Speaking of which, Doom guy wasn't just up against cyborg aliens, this guy was literally facing Satan himself, and with only a log-lopping chainsaw to boot! Insane or just an ego-problem? The only issue with Doom guy was his lack of communication skills. He just couldn't work very well in a team. He was a loner. He couldn't even spare a moment to give you a wave or flip you the bird, as he was more concerned with holding his beloved shottie lovingly to his chest. Well, with a shottie like his, we understand.

The Quake grunt obviously had better genes, as he wasn't prepared to hide his beautiful face under some mask. Regardless of risking damage to his cheek-bones with a shottie shell to the head, Quake guy is socially a more confident individual. Look at him, he hangs out with female troops and has a complete wardrobe, allowing you to change his outfits until he's looking suitably Money for the occasion. He also spends a lot of time at the gym, working his body into its current adonis build. The reason the chicks seem to hang around must have something to do with the fact that Quake guy is far better with his hands than Doom guy ever could be. Quake guy is friendly enough to gesture his needs and wants without just having to jump rapidly on the spot like a child demanding attention. Obviously, it's in the training. Quake guy was smart enough to stick around for the important "looking skills" lesson and the invaluable crouch and crawling lessons. You would think that Quake guy was far too vain to be an efficient killer, and yet he wields the frightening tool known as the Railgun. His eyesight sure must be better if he can be that accurate in combat — possibly he wears contact lenses. The only problem with Quake guy is his unfortunate habit of combustion. A simple shotgun to his knees can have him exploding like some water-balloon filled with red jelly. However brittle his bones are, Quake guy knows the best footwear supplier in town. Where else can you get boots which can absorb the impact of a point-blank rocket launcher for the sole purpose of propulsion? Quake guy is more than prepared to take on a whole army of Strogg, although compared to Doom guy's invasion of Satan's inner sanctuary without even the ability to bend his head, he doesn't quite seem as cool. Maybe that's why in QUake 3 he went and got himself a Doom guy outfit...

### DOOM GUY VERSUS QUAKE GUY - THE DEBATE

Both experienced soldiers, we thought we should allow both Doom guy and Quake guy an open forum to discuss their differences.

Doom Guy: *Huoh-Huoh.*

Quake Guy: *Argh. Arghugh ghgh ugh.*

Doom Guy: *Oooah oooah augh.*

Quake Guy: *Huh huh. Huh.*

Doom Guy: *Grauuugh. Argh.*

Quake Guy: *Aiieiiiiieeee. (explodes in a spray of gibbs)*

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## SKATE AND DESTROY GIVEAWAY!!

Thrasher: Skate and Destroy is lurking somewhere behind Tony Hawk Skateboarding as a serious threat to the videogame skating throne. With a phat soundtrack and some hardcore street skating gameplay, Thrasher is good enough to get rather excited about. Jack of All Games and Chubby Clothing have helped us put together what is one great competition for you this month. Check it out...

One major prize winner will take home a serious prize pack consisting of...

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The game will keep you occupied all night, and then during the day you can go out and go skating with all your fine threads on. All the Chubby gear is available in Small, Medium, Large and Xtra Large, so please specify on your entry which size you would want for each item.

To enter this hot comp, name one of the musical artists on the Thrasher: Skate and Destroy soundtrack. Put your name and address on the back of an envelope, along with your answer, and post it off to: **Thrash me up, Hyper, 78 Renwick St, Redfern, NSW 2016. Yo.**

# WORMS ARMAGEDDON



**EXPLODING ONTO CONSOLE....  
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OF NEW WEAPONS.**



*eye candy*



## DUKE NUKEM FOREVER

PC

G.O.D.

Wow, all 3D Realms had to do was release these amazing screenshots to the world, and we're all excitedly talking about Duke Nukem Forever again. Let's hope it's a sign that the game will be on our doorstep any day now. Well, whatever happens, we can sit back and spooge over these pics forever!







# SHOGUN

PC  
ACTIVISION

Feudal Japan. We just knew this game was going to look cool based on its subject matter alone. Shogun offers you control over thousands of warriors on the battlefield, and as you can see, the environments are sprawling. This looks like such a quality piece of work, that it deserves a nice place here in Eye Candy. Look forward to a big chunking review of this strategy title soon!





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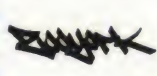
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*in>>sight*

# MUNCH'S ODDYSEE

What are Oddworld Inhabitants up to now?  
Why, making PS2 games of course...



<b>PLATFORM:</b> PlayStation 2
<b>AVAILABLE:</b> Late 2000
<b>CATEGORY:</b> TBC
<b>PLAYERS:</b> 1
<b>PUBLISHER:</b> GT Interactive

WOW-O-METER



As you may know, Oddworld Inhabitants have a master plan for Oddworld. And no, it's not a franchise plan that they devised AFTER selling millions of copies of Abe's Oddysee. Actually,

Oddworld Inhabitants are part of that rare breed of developers that instinctively see where gaming is headed, yet also have a realistic idea of what can be made with the hardware of the time.

The founder of Oddworld Inhabitants, Lorne Lanning, had a grand vision for the new world that he had created. In fact, it was so grand that it would be technically impossible on a system like the PlayStation. Thus, a quintet of games

were devised. Abe's Oddysee was the first of the five, and designed to exploit the production values and gameplay that he had in mind, and to introduce gamers to the world. Abe's Exoddus came next, but this was not the second title in the quintology, more a bonus game than anything.

Now that we're moving on to the next set of gaming systems — systems that are exponentially more powerful than the last generation, technology is finally catching up with Lorne Lanning's vision, and Oddworld Inhabitants are planning their next, much more adventurous journey into Oddworld. The "true sequel" to Abe's Oddysee will be called Munch's Oddysee, and is being developed for PlayStation 2. What about Dreamcast you ask? Well, Oddworld Inhabitants worked out the system specs that would be needed to create the game, and the Dreamcast wasn't quite powerful enough! At this stage only the PlayStation 2 has the raw grunt to run the game.

**GOT THE MUNCHIES?**

Munch's Oddysee is a very ambitious game concept. Whilst staying true to the look and humour of the original games, it represents a quantum leap in graphics and gameplay. The entire

game will be rendered in real time 3D, and from the demos we've seen, looks nothing short of spectacular.

So who is Munch and where does he come into all this? Well, Munch is the last surviving member of his species





TO SHYPER



## WHAT WE'D LIKE TO SEE

Munch's Oddysee ship with a bonus DVD disc containing the Abe CG movie!



— the Gabbits. They've all been killed because Gabbit lungs make excellent replacement lungs for Glukkons with lung cancer... and what with those phat cigars (or are they blunts?) that they smoke, Glukkons get lung cancer a lot. Thus, at the start of the game the Gabbits are all but wiped out, and poor Munch is trapped in a medical research center. Isn't Oddworld a lovely place? If your species isn't being ground up into food, it's being harvested for organs, sold into slavery or being experimented on. Huzzah!

Quite how Munch gets out the research facility is

anyone's guess. We're betting that it involves some manner of MacGuyver-esque invention, like flushing himself down the toilet to freedom, or fashioning a light aircraft using only some aluminium foil, nail clippings and a match box. Then again, he could go with the classic Bill and Ted ruse: "Look! It's the Good Year blimp!".

In any case, Munch and Abe wind up together and don't exactly hit it off. This is probably because for a portion of the game Abe pushes Munch around in a wheelchair, irrespective of where he wants to go. You'll be able to use both Abe and Munch in the game, and as you'd expect they have radically different (but complementary... strange that) abilities, so you'll need to learn when to use each. For instance, Abe can't swim, whereas Munch is amphibious, so he's fast and easily manoeuvrable in the water... but a bit clumsy on the land. The coolest difference between

the two though is that Munch can possess mechanical devices, whereas Abe can only possess animals. Between the two of them, there's nothing they can't control!

## CONTROL THE WORLD!

Okay, so far this title





isn't sounding as revolutionary as you thought right? Well that's just because I've saved the best bits for last. The overall approach to gameplay in Munch's Oddysee is to try and make you feel part of a living, breathing environment.

Thus, the gameplay will be less about solving puzzles and more lifelike in its approach.

Oddworld Inhabitants are actually simulating entire life cycles for each species in the world,

and even the landscape changes with the seasons. It's much more a simulation of an entire world and the eco systems within than a game per se. To help make your actions in the world more realistic, gamespeak will become much more sophisticated, with several different languages. It will also have a greater emphasis this time than it did in the previous games. Indeed, using it you'll be able to manipulate huge numbers of creatures.

Another advance that Oddworld Inhabitants are attempting, is to eliminate the "virtual idiot" phenomenon. This basically refers to the player having difficulty performing simple tasks within a 3D game. For instance, how many times have you become frustrated trying to navigate a character directly in front of a doorknob just so you can get him/her to open a door? These actions are simple in real life, so they should be in games too. Munch's Oddysee will be addressing this by allowing the world's inhabitants to recognise where they are in the environment, and any items of interest nearby. Thus, simple tasks will be slightly automated for

heightened fluidity and realism.

Lorne Lanning has described Munch's Oddysee as being like a living chemistry set. There will be a compelling storyline, but the environments and ecosystems will be convincing enough to also make the game open ended, with plenty of sub-goals to explore, and things to muck around with. Even so, if a player whipped through the core story as fast as possible it would still take 50 to 60 hours to finish! Now that's some chunky gaming!

Oddworld Inhabitants hope to have Munch's Oddysee ready for the PlayStation 2's US and European release. Oh, and Oddworld: Hand of Odd will be released within a year after Munch, featuring the same core engine, but with a multiplayer emphasis. We can't wait!



# COLIN McRAE RALLY 2



PLATFORM: PC/PlayStation

AVAILABLE: TBC

CATEGORY: Racing

PLAYERS: 1-Multi

PUBLISHER: Codemasters

WOW-O-METER



It's been a while now since we lovingly caressed our copies of Colin McRae Rally before bedtime each night, tucking it in next to us and kissing its little plastic cover. Ahem. Well, we'll soon be going ga-ga over a whole new rally experience with our favourite Scottish rally driver, in his very own sequel. Codemasters still have it code-named Colin McRae Rally 2, however this is looking so much spunkier than any normal sequel that they just might go ahead and give it a special name of its own – though Colin will still be represented. After all, the first game was so impressive, we doubt they would opt to call the sequel something else, like "Radical Rally" or some other horrid title.

The first main obvious improvements are in the graphics – natch. CMR2 is dripping

with class. If you've got a decent PC and 3D card, then you can be looking forward to some elegant graphics gracing your monitors. As for PlayStation fans, we know that Colin McRae Rally turned out very nicely on the console, so hopes are high for CMR2 to be just as impressive in its little grey box outing. Everything has been improved, from the car models which now have a much higher polygon count, to the lush scenery and the driving effects which have been pumped up. Those smooth Colin McRae Rally physics will be back, and in spades, thanks to a refined engine! There will also be a few different gameplay modes to get our teeth into and now that Colin has signed to represent the Ford Focus team in 2000, we can expect a whole

bunch of new cars to get all muddy. We don't doubt that this will be one of the big racing games of 2000.

### WHAT WE'D LIKE TO SEE

We'd like to see Colin McRae Rally 2 sitting in our CD-ROM drives! That's what we want to see!!



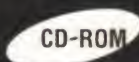


# Capture the Spirit of Speed 1937...

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# ZOMBIE REVENGE

PLATFORM: Dreamcast  
 AVAILABLE: First Quarter 2000  
 CATEGORY: Action  
 PLAYERS: 1-2  
 PUBLISHER: Sega



Zombie Revenge is kind of like an estranged companion game to House of the Dead 2. Take a shit-load of zombies and pit them against some hapless American with a gun, only this time, put the

game into a third-person perspective. That way we can see how bad the fashion sense of our hero really is. If you don't like the way he looks, then choose the pistol-toting female character or the strange zombie-hybrid who is also selectable. Regardless of what a bunch of dags they are, Sega have managed to make them look stunning in a 3D textured polygon kind of way. Zombie Revenge is one gorgeous game to look at. There is so much detail being flung around the

screen, you can't help but be drawn into what is essentially some pretty straightforward action-based gameplay.

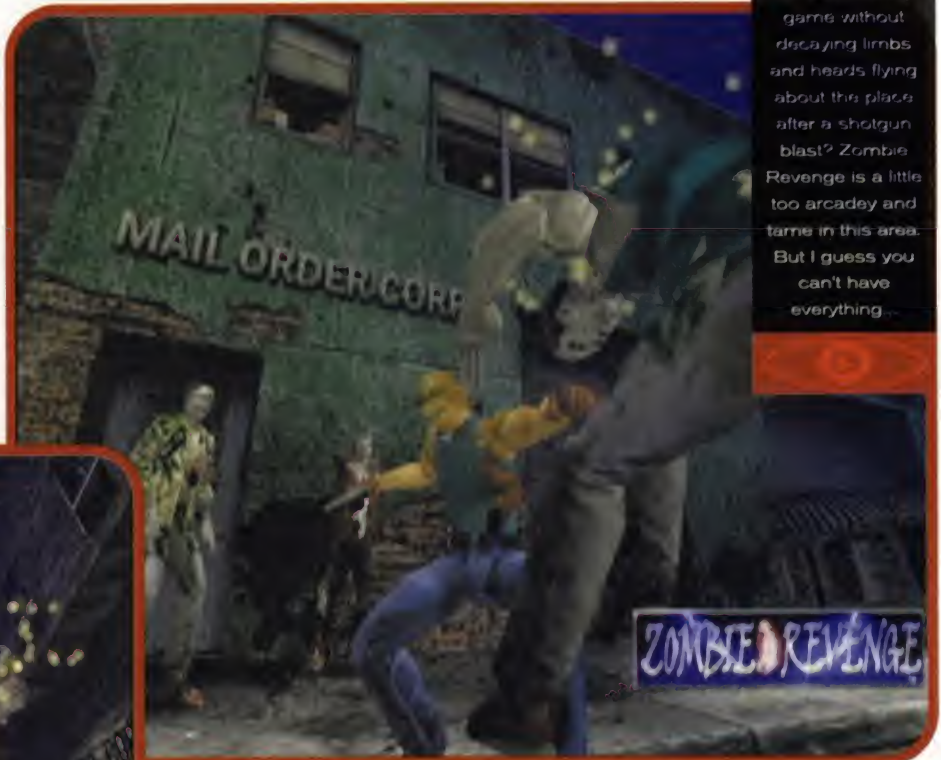
As you would expect from a game based on all-out carnage, there are a variety of evil weapons to load up and unleash. Take your garden variety shotgun, a splatter-inducing machine gun, a toasty warm flamethrower — all the usual necessary items of undead-killing mischief are here. It all looks so nice in action too. The Dreamcast manages to produce such lovely high-resolution graphics on your standard TV, that Zombie Revenge exudes that arcade-quality vibe that only the Dreamcast has been able to achieve.

Gameplay is a hybrid of beat 'em up action in the style of classic games like Double Dragon, and gun-blasting firefights like the aforementioned House of the Dead 2. No great skill seems to be required to march through this game, but every now and then a bit of brainless arcade action is more than welcome. Especially when it's as entertaining as Zombie Revenge. As is the case with lots of the

Australian Dreamcast games, the local release of Zombie Revenge will be a tweaked version of its Japanese counterpart which is always nice to hear. From what we've seen of Zombie Revenge (we've tinkered with the Japanese version) it doesn't need much work though. Good blasting fun.

**WHAT WE'D LIKE TO SEE**

Gibs! What's a zombie blasting game without decaying limbs and heads flying about this place after a shotgun blast? Zombie Revenge is a little too arcadey and tame in this area. But I guess you can't have everything...



# DAIKATANA 64

**PLATFORM:** Nintendo 64  
**AVAILABLE:** April  
**CATEGORY:** First Person Shooter  
**PLAYERS:** 1  
**PUBLISHER:** Kemco



It's good to see that Ion Storm have enough faith in the Nintendo 64 to ensure that a port of their PC shooter Daikatana would make it's way to the system without too much of a delay. Well, if you don't

count that last however many years the game has been in development for PC at least...

The Nintendo 64 handles shooters quite well, as we've seen in Goldeneye and Quake 2, so the potential for Daikatana 64 to be one of the system's best is huge. First things first though... at this stage, there is NO mention of a multiplayer mode making it into the final N64 version. Excuse me whilst I wipe the tears off my keyboard! From laughing that is. No Multiplayer mode? What the hell are they thinking? I guess the console has its limitations, but if they can do it for Quake 2, Winback, Goldeneye etc, it seems strange to not attempt some sort of deathmatch option in

Daikatana 64. Hopefully, the single-player game will make up for this strange omission. If development finishes off well, then maybe this will be an absorbing shooter on its own in single-player mission mode.

The story goes like this... in 2455, archaeologists dig up the legendary meat cleaver called Daikatana. The sword is so powerful the owner can travel through time, or something. Woah. Well, the greedy scientist, Jared Benedict has stolen the sword and turned the world into his own personal playground. You play the role of Hiro Miyamoto

(Shigeru's estranged brother) who has to hunt down Benedict and get the sword back. The game is set over a bunch of different time periods, allowing for a variety of different weapons and opponents per level. From futuristic Japan with robots and big laser weapons to ancient Greece with weird spiders and heavy weapons of skull-crunching power, Daikatana 64 looks packed with variety and entertaining environments and around 80 different

enemy types. There are 32 stages all together, and as you play through, your character actually gains experience much like you would in a Role Playing Game. You can then tweak your offensive or defensive skills to suit your playing style. Very cool.

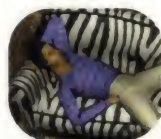
Daikatana 64 will support the rumble pak (no brainer) but it will also support the 4MB expansion pak for some higher-res gaming which makes us all very happy.

From what the Hyper team have seen so far, Daikatana 64 is looking damn impressive.



**WHAT WE'D LIKE TO SEE**

Come on Kemco, get that Multiplayer mode into the game! At least a two-player face off! Geez.



# THE SIMS



PLATFORM: PC

AVAILABLE: TBC

CATEGORY: Human Sim

PLAYERS: 1

PUBLISHER: EA



We recently had the chance to check out a beta build of the Sims, and after being guided through the basics of the game and interface, it's obvious that the Sims will have as big an impact on the future direction of games as

Sim City did before it. The Sims really is a revolutionary game design, and has been executed masterfully. If you became a bit too emotionally attached to simplistic tamagotchi games in the past, then you ain't seen nothing yet!

The basic aim of the game is to keep your Sims happy, and you'll have unprecedented freedom to dictate almost everything about their world. Houses can be built and modified with ease, your Sims can be created with their own unique balance of character traits, and you can even create your own Sim skins (Quake 2 skins are supported by the way) and edit any texture used in the game.

The behaviour of your Sims isn't quite so straightforward. The player has a decent amount of control over their Sims, but they won't always do what you want. The longer the Sim has been "alive", the more autonomous their actions become. Of course, there's always the option to turn free will off. Heh heh.

Adult Sims can choose from ten career paths, including a life of crime. Success

in the Sims is based largely on the capitalist model — the greater your income, the bigger the house and material possessions you can own, and the happier your Sims will be. Interaction with other characters is also paramount. Sims need company — whether it be friends, family or a love interest. You can invite neighbouring Sims around for a barbeque, and watch as the guy with the "comedy breasts" apron sets fire to the grill, while another Sim dances like Elaine Benace on crack, and two other Sims indulge in a frenzied bout of skank-o-Roman wrestling in the corner. Better yet, you can play Dexter and try to find a "Perfect Match" between Sims from different save games. Personally, I'm itching to send a Sim down the life of crime path until he's an unscrupulous master thief,

then create a wholesome, god fearing family, and make them invite the thief around for dinner... suckers!

The Sims takes an interesting and very malleable approach to intelligence. You see, intelligence is mostly imbedded in objects rather than in the Sims themselves. Each object available in the world — and there's over 150 — comes with information telling the Sims how to use it. Thus, if you build a pool table for your Sims, they'll automatically know how to play. This opens the door for plenty of free downloads from the official website.

All in all, The Sims is everything we were hoping for (without sex and death mind you). It's a stunningly immersive game with an incredible interface, and will truly be a refreshing experience. Will Wright's done it again.



**WHAT WE'D LIKE TO SEE**

A "South Central Sim City" add-on pack. Screw this middle class crap, I want semi automatic weapons, illegitimate children, fourties, blunts, hoes, drive bys, crack epidemics and gang warfare. You'd have to choose between crips and bloods, with the ultimate goal being to rise through the ranks and become a ghetto star (O.G.). Yeah boyee!

**GODDAMN SADISTS!**

According to Lucy Bradshaw — the Executive Producer on the Sims — the first thing most people do when they sit down to play The Sims is to try and kill them! Due to the wholesome nature of the game though, Sims can't drown in the pool, get run over by the school bus or overdose on pain killers. About the only way a Sim can die is from starvation. Thus, most people start out the game by building a room with no door or windows and locking a Sim inside. Die yuppie scum!

36 MAY PER



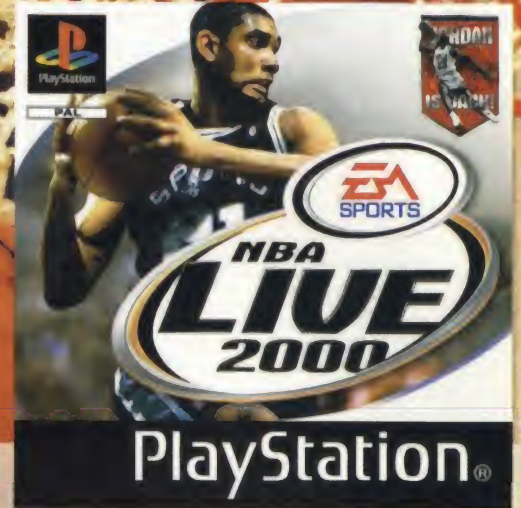
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# ARMADA



PLATFORM: Dreamcast  
 AVAILABLE: TBC  
 CATEGORY: Action/RPG  
 PLAYERS: 1-4  
 PUBLISHER: Metro3D

WOW-O-METER



It may not look like it, but Armada is a result of some very interesting cross-pollenisation of game genres. Take your bog-standard top-down shooter and inject it with some unique role-playing elements and then tie up

the package with a healthy multiplayer mode and you have what could be a sleeper hit for the Dreamcast. Name your character, choose your ship, and tackle a single-player mission-based level structure to slowly upgrade and uncover more and more depth to this clever title. Armada reminds us very much of a cute shareware game on the Mac which was called Escape Velocity by Ambrosia Software, which rocked our world. Gameplay (like it was in Escape Velocity) is kind of like an arcade, top-down version of Privateer or Elite in some ways. Think of a micro-machines version of X-Wing Alliance, or Freespace 2. You

can literally get addicted to this thing for weeks, despite its deceptively simple presentation. The combat plays out almost as simply as Asteroids, and yet there's this whole



mission-based subplot that keeps you exploring. Play as one of a variety of alien races, or human if you're traditional, and evolve from pitiful pilot to wealthy space captain. There was potential for Armada to be a huge mul-

tiplayer game over the Dreamcast network, but it seems that has been replaced by a four-player mode. Even so, we can't wait to play this one!

## WHAT WE'D LIKE TO SEE

We hate to be selfish, but we'd like to see Armada released on all the console platforms! A version is making it to Nintendo Game Boy, but hopefully the PSX and N64 will get one too!



# MARIO PARTY 2



PLATFORM: Nintendo 64  
 AVAILABLE: February  
 CATEGORY: Action  
 PLAYERS: 1-4  
 PUBLISHER: Nintendo

WOW-O-METER



Multiplayer party games rock. Even if a game isn't so hot, it's still a bucketload more fun when you play it with your friends. It's no surprise then, that Nintendo are bringing back Mario Party for another round. With a

whole bundle of new "board games" to play with up to four friends, this sequel should be a far better experience than the original was, now that Nintendo have been able to sit back and see what didn't work the first time around. All of those squeaky clean Nintendo characters are back, so you can pay out on your friends when they get stuck with the cheesy lame-o ones. If you enjoy living alone, or you simply don't have any friends, then don't despair as Mario Party 2 will have the old single-player quest mode. This way you'll also have something to do when people turn up

late, or go out to get the pizzas.

With the actual gameplay, there's still a fair bit of button-bashing involved (and one game even resembles the old Hungry Hungry Hippos board game), but in a party environment that's forgivable. What it comes down to, is that all Nintendo 64 owning gamers who love the four-player experience will be interested to see how Mario Party 2 pans out. It certainly holds promise as being one of those deceiv-

ingly cute multiplayer games (like Mario Kart) which turns out to be an addictive feast of fun.



## WHAT WE'D LIKE TO SEE

A lot more depth and puzzle-like elements to the games would make Mario Party 2 a must-have. Rounds of finger-tapping stamina are fun, but not in the long term.

# SEAMAN

PLATFORM: Dreamcast  
 AVAILABLE: TBC  
 CATEGORY: Sim/Virtual Pet  
 PLAYERS: 1  
 PUBLISHER: Sega

**WOW-O-METER**

Unfortunate name for a game. Seaman from Sega looks like one of the more bizarre and original Dreamcast titles headed our way. One look at these screenshots should confirm that for you! What the hell is that fish with a human head? It's a Seaman of course. Seaman is a virtual pet which evolves from an egg to the odd looking character you see before you in these screenies. The little guys exist happily in a fish tank environment which you can tweak to alter the way the Seaman evolve. Change the rocks and sand, raise and lower the temperature and even fiddle with how the tank is lit,

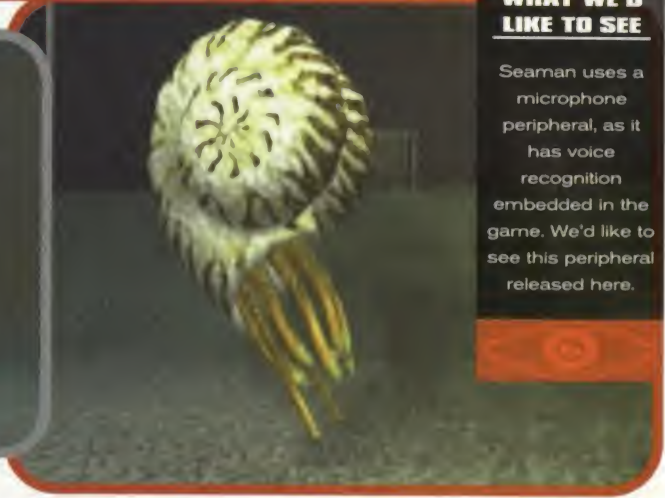
and you'll notice your little Seaman reacting differently. Strangely, the little creatures actually talk to you (well they do have human heads after all), and if you pay them attention — like patting them with your giant virtual hand, or pulling them out of the water — they will respond with noises, laughter and even speech.



Hopefully this game isn't going to be too difficult to translate for a PAL release, as the more interesting and original Dreamcast games which get released outside of Japan, the better it will be for the longterm appeal of the system. We don't all want to play arcade ports forever.

**WHAT WE'D LIKE TO SEE**

Seaman uses a microphone peripheral, as it has voice recognition embedded in the game. We'd like to see this peripheral released here.



# CRICKET 2000

PLATFORM: PlayStation/PC  
 AVAILABLE: Early 2000  
 CATEGORY: Sport sim  
 PLAYERS: 1-2  
 PUBLISHER: EASports

**WOW-O-METER**

Deano's gone. Buddha Boon's gone. And now Healy's gone. What's the point, dammit? Who's going to take the place of these illustrious sportsmen? Who (aside from Wamie) is going to stand up and say "My gut's so big that I haven't seen my genitals in over three years, but I'm prepared to get even fatter... for Australia!"? Surely if we can put a man on the moon we can keep our greatest sporting icons in tip top condition. Or at least cryogenically freeze them until England have a good team. Imagine seeing a cybernetically enhanced David Boon — a "Robo-Boon", if you will, waddle out onto the pitch. He could drink 61 tinnies before going out to bat and instead of jogging down the pitch, he could moonwalk, or cartwheel, or do something similarly entertaining. Umm... am I weirding out all you readers? Heh heh — good.

In any case, because scientists refuse to research keeping fat sportsmen alive and instead waste time with diseases and so forth, our cricket legends have left the paddock, and there's nothing we can do to stop them from hosting infomercials and writing cricket anecdote books. For the love of dog, let's remember them for their cricket skills and not their hair-piece. What we're hoping is that EA will include some of the frills that they lavish upon other sports franchises like FIFA, and include extras like classic teams and a player creation suite, so that players of old can live on. Although these features are yet to be announced, Cricket 2000 is still shaping up to be the best cricket game available.

It's essentially a revamped version of World Cup Cricket and will be out early this year. It features the full license from the World Cup, so all the teams, players, stadiums, and stats are

included. Commentary is by the ever sensuous Richie Benaud, with extra observations by the hunk of man meat that is David Gower. Hopefully EA will iron out the bugs from World Cup Cricket and produce a truly memorable slice of gaming heaven.



**WHAT WE'D LIKE TO SEE**

It'd be cool to have classic players like Bradman and Lillee playable. Imagine the match-ups!!

## BALDUR'S GATE 2: SHADOWS OF AMN



PLATFORM: PC  
 AVAILABLE: September '00  
 CATEGORY: RPG  
 PLAYERS: 1-Multi  
 PUBLISHER: Interplay

WOW-O-METER

Ho, adventurers. Scoured the Sword Coast? Don't unstrap your sheath yet... you'll be heading back out into the world of Baldur's Gate before you can say "have at you" one more time, so crack open those barrels of elven ale and we shall celebrate!



First impressions reveal that Baldur's Gate 2 won't so much have any great graphical or interface tweaks as it will



have actual mission and character structure changes. Basic game engine problems are being fixed, for better pathfinding and combat interaction, however it seems the fruits of the developer's hard work will be in the guts of the gameplay and the experience of the adventure. There are less playable characters in BG2 (it's been cut down to 15

from 25) so that characters will now develop more in-depth relationships, depending on how you play through the game with your party. In fact, overall there will be so much more depth than the first game, regardless of how good it was. BG2 will also incorporate so much more of Advanced Dungeons & Dragons, like the complete book of

spells (up to 300 spells), and there will be a greater collection of character sub-classes — like a Thief could be played as a Bounty Hunter for instance. Now, how about monsters? The resolution of the game can be played at 800X600 allowing for more onscreen detail, including larger, more threatening monsters!

Expect almost twice as many monster types as there were in Baldur's Gate, with some of them dwarfing your party and providing a far greater challenge than you've experienced so far. Despite the fact that the game is not going to be a big visual improvement, there's enough new gameplay enhancements here to make Baldur's Gate 2 a hotly anticipated RPG.

### WHAT WE'D LIKE TO SEE

Some big improvements to the multiplayer aspect of the game are needed over the original. Let's hope the single-player improvements don't sacrifice some tweaks elsewhere...

## CASTLEVANIA RESURRECTION



PLATFORM: Dreamcast  
 AVAILABLE: TBC  
 CATEGORY: Action/Adventure  
 PLAYERS: 1  
 PUBLISHER: Konami

WOW-O-METER

The Belmont clan just can't get any sleep, and it's not because they're worried about Dracula coming around to chew into their necks whilst they sleep. Well, actually, there is that. But the main

reason is that they're too busy infiltrating Dracula's castle themselves to try and put the creepy old guy to death again and again. We're now into something like the 12th Castlevania game, as the series has been running since the NES! In the Dreamcast incarnation of the fabulous series, you'll be pitted against not only Dracula, but an evil countess also. This instalment



and her whip look decidedly lush, with the environments looming around her giving the game a very convincing sense of real atmosphere. If Resurrection isn't spooky, and you can't whip candles, then we're simply not going to play it! Luckily, it looks like everything we want from this game is there, along with another classic Castlevania soundtrack!

### WHAT WE'D LIKE TO SEE

Hopefully, Konami will retain some of that classic Castlevania gameplay and not go completely Tomb Raiderish on us. Hidden areas, cool powerups, lots of bosses. Mmm...

of Castlevania looks better every time we get a sneak peek at it, and now that the Dreamcast is out and about, the

arrival of this title is just around the corner — sometime in January for the overseas release we believe.

Sporting a third person engine, much like Castlevania on the N64, Resurrection should have more emphasis on action than puzzle solving, which should solve the dull gameplay problems of the Nintendo 64 version. In fact, your character Sonia





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## THE BIG HYPER LIST OF GAMES TO BE RELEASED WITHIN THE NEXT MONTH!

RELEASE DATES ARE SUBJECT TO CHANGE WITHOUT NOTICE.

★ Stuff to get sweaty over!



CRICKET 2000



READY 2 RUMBLE



ZOMBIE REVENGE

### N64

#### JANUARY

- 40 Winks
- A Bug's Life
- NBA Live 2000
- Nuclear Strike
- Paperboy 64
- Supercross 2000
- Tony Hawk Skateboarding ★
- Top Gear Hyperbike
- Top Gear Rally 2
- Vigilante 8: Second Offense

### Gameboy

#### JANUARY

- 40 Winks
- Azure Dreams
- Bass Hunter
- Catz
- Cross Country Racing
- Dogz
- F-15 Strike Eagle
- Gruntz
- Kiss Psycho Circus
- Knockout Kings
- Marble Madness
- Oddworld Adventures 2 ★
- Rainbow Six
- Rampage Universal Tour
- Ready 2 Rumble Boxing
- Thrasher: Skate and Destroy
- Tiger Woods PGA Tour
- TOCA Touring Cars
- Tonka Raceway
- Total Soccer 2000

### PlayStation

#### JANUARY

- Ace Combat 3
- Colony Wars: Red Sun
- Cricket 2000
- Darkstone
- Destruction Derby 3
- Die Hard 2
- Discworld Noir
- Grudge Warriors
- Martian Gothic: Unification
- Prince Naseem Boxing
- Railroad Tycoon II
- Resident Evil 3 ★
- Rollcage Extreme
- Shadow Madness
- Space Debris
- Space Station Silicon Valley
- Spec Ops
- Supercross 2000
- Road Rash: Jailbreak
- Tiger/PGA Tour 2000
- Tiny Tanks
- Thrasher: Skate and Destroy
- Vigilante 8: Second Offense
- WWF Wrestlemania 2000

### PC

#### JANUARY

- 1602 AD
- Airport Inc.
- Bombing the Reich
- Business Tycoon
- Croc 2
- F-18
- Flying Heroes
- Hired Guns
- Martian Gothic: Unification
- Reach for the Stars
- Soldier of Fortune
- Splinter
- Tiger/PGA Tour
- Silent Hunter 2
- The Sims ★
- Vampire
- Wall Street Tycoon
- Z II

### Dreamcast

#### JANUARY

- Crazy Taxi ★
- Flying Heroes
- Grand Theft Auto 2
- Hidden and Dangerous ★
- NBA 2000
- Supercross 2000
- Take the Bullet
- Vigilante 8: Second Offense
- Virtua Striker 2
- Zombie Revenge





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# THE AUSTRALIAN GAME DEVELOPERS CONFERENCE

Late in November '99, the first ever AGDC was held in Sydney. Elton Cane was there to see just where Aussie game developers are headed...

The first ever Australian Game Developers Conference was in many ways just like any other conference — an opportunity for like-minded people to network, share information and socialise. But for the local development community it was much more than that. It marked a coming of age...

Just like a 21st birthday the conference had its share of speeches and hangovers, but more lasting rewards came in the form of deals done and contacts made. The international expo-

sure gained from overseas guests who've promised to return next year with more international publishers, agents and technology gurus in tow, will be a boon for the growing number of game developers based in Australia.

Organisers were ecstatic at the number of people attending the conference, which was held from Nov 26 to 28 in Sydney's Kings Cross. With 240 in attendance over the three days and even more visiting the games expo on Saturday, almost the entire local industry was there.

## HOOK-UPS

For overseas visitors this is one of the big pluses of the conference. Publishers looking for new product and talent no longer have to traipse all over the country visiting developers — something that previously put many busy executives off making the trip down under. Those that did make the journey this year got to see well-known developers like MicroForte and Tantalus, who

have South Park Rally for Acclaim under their belt, as well as newer teams with unsigned games to pitch.

Expect to see a few new deals announced in the coming months as a result of the conference.

Sony Europe, Intel and Microsoft were some of the major players giving presentations on their latest technology, and while there were no earth-shattering official announcements on either the PlayStation2 or the mysterious X Box, there were plenty of rumours and the odd slip up.

Microsoft marketing people and technology evangelists (don't laugh, it's their official title) refused to comment on the X Box, Bill Gates' alleged entry into the console wars, but many developers let slip that they couldn't talk about their X Box titles in development because of non disclosure agreements. It's only a matter of time before we hear an official announcement from Microsoft HQ.

Not much new on the PlayStation2 front either. Still no confirmation on the exact launch price or date here in

Australia, but we're still looking around the end of 2000. Some more exciting rumours on the development side of things though. Development kits should be available by early January and there's talk of the first official PS2 development training program being set up here in Australia.

In big game news, conference goers were treated to a run through of MicroForte's ambitious persistent online world project, Big World, and at the expo on Saturday afternoon playable versions of South Park Rally (Tantalus), Thunderboats (Perception), Cannonball (Primal Clarity) and Dick Johnson Racing proved popular.

An exciting rumour confirmed by Brendan McNamara of Psygnosis UK was that Wipeout 4 was in development for PlayStation2. While this might not be surprising, the confirmation of a Wipeout Director's Cut for the original PlayStation, with all the tracks from the first three games as well as a few extras, should be great news for fans of the nose-bleedingly fast anti-gravity racer.





### POACHING WARS

As well as an interest in the games, many of the companies attending the conference had an eye on the talent. With multinational corporates setting up shop in Australia – EA's new Studio Oz on the Gold Coast and Infogrames takeover of Australia's oldest developer Melbourne House – the industry is growing rapidly and is hungry for more staff.

The Academy of Interactive Entertainment (AIE) in Canberra was set up to meet this need by training programmers and artists for game development. The AIE co-hosted the event and many of its students could be found selling their talents to established developers and publishers.

Infogrames were particularly gun-ho about their headhunting intentions, providing free drinks in a penthouse hotel suite to meet and greet interested parties. Not surprisingly, there was plenty of interest among conference goers (including journalists chasing free beer.)

Further proving that those in the computer games industry know how to party was the official dinner sponsored by Intel. It wasn't long before sober talk of business deals and the latest games gave way to all-out war when the Nerf guns came out. When hotel security tried to crack down on the shenanigans a lady security guard was shot in the head at point blank range. Not appreciating the humour of the situation she lost it and the culprit – one of the major corporate sponsors of the conference – was kicked out on the street. Intel Outside?

Party anecdotes aside, the event was a huge success for the Australian games industry and organisers plan to make it an annual event. Next year's conference will be held in either Victoria or Queensland and anyone with even the slightest interest in what goes towards making a videogame these days should definitely check it out.



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### CAREER

### OPPORTUNITIES

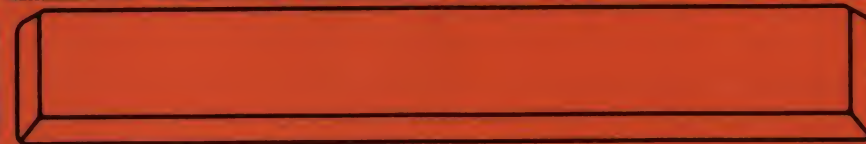
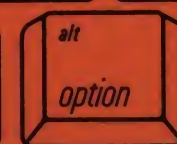
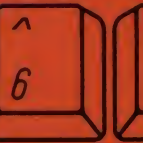
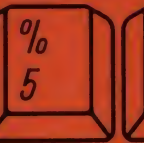
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# »»reader awards





# »» HYPER »» READER AWARDS

Welcome to the year 2000! You know what the best thing about it is? You get to vote on all the best games of 1999! We decided to run our Reader Awards a little later this time around so we could include some of the big Christmas releases! Now, run away and fill out this voting form and post it back to us as quick as you can – entries close on February 29, so you have an extra month to vote. Send in your voting forms to HYPER READER AWARDS, 78 Renwick St, Redfern, NSW 2016. You can also vote online at <http://www.hyperactive.com.au/>

EVERY ENTRY HAS A CHANCE TO WIN A GAME OF YOUR CHOICE!

## BEST PLATFORM GAME

- Donkey Kong 64
- Sonic Adventure
- Ape Escape
- Rayman 2
- Other \_\_\_\_\_

## BEST ROLE PLAYING GAME

- Final Fantasy VIII
- System Shock 2
- Zelda 64
- Baldur's Gate
- Ultima IX Ascension
- Might & Magic VII
- Other \_\_\_\_\_

## BEST FIGHTING GAME

- Soul Calibur
- Virtua Fighter 3tb
- Smash Brothers
- Street Fighter Alpha 3
- Marvel Vs Capcom
- Other \_\_\_\_\_

## BEST ACTION GAME

- Driver
- Tony Hawk Skateboarding
- GTA 2
- Pokemon Snap
- Other \_\_\_\_\_

## BEST ADVENTURE GAME

- Gabriel Knight 3
- Silent Hill
- Grim Fandango
- Discworld Noir
- Other \_\_\_\_\_

## BEST ACTION/ADVENTURE

- Tomb Raider: The Last Revelation
- Shadowman
- Metal Gear Solid
- Syphon Filter
- Winback
- Dino Crisis
- Other \_\_\_\_\_

## BEST STRATEGY GAME

- C&C: Tiberian Sun
- Myth 2
- Homeworld
- Heroes 3
- Age of Empires 2
- Other \_\_\_\_\_

## BEST FIRST PERSON SHOOTER

- Kingpin
- Heavy Gear 2
- Descent 3
- Quake 3 Arena
- Unreal Tournament
- Other \_\_\_\_\_

## BEST SPORTS GAME

- FIFA 2000
- WCW Mayhem
- Ready 2 Rumble Boxing
- NFL Blitz 2000
- NBA Live 2000
- Let's Smash Tennis
- Other \_\_\_\_\_

## BEST RACING GAME

- Beetle Adventure Racing
- Rollcage
- Wipeout 3
- Star Wars: Ep 1 Racer
- Ridge Racer Type 4
- Sega Rally 2
- Other \_\_\_\_\_

## BEST FLIGHT SIM

- Microsoft FS 2000
- Flight Unlimited 3
- Falcon 4.0
- Other \_\_\_\_\_

## BEST SPACE COMBAT GAME

- Freespace 2
- X-Wing Alliance
- Colony Wars Vengeance
- I-War Defiance
- Other \_\_\_\_\_

## BEST PUZZLE GAME

- Bust A Move 3
- Pandora's Box
- New Tetris
- Devil Dice
- Other \_\_\_\_\_

## BEST SIM GAME

- Championship Manager 3
- Rollercoaster Tycoon
- Theme Park World
- Simcity 3000
- Australian Cricket Captain
- Pharaoh
- Other \_\_\_\_\_

## BEST MULTIPLAYER CONSOLE GAME

- Crash Team Racing
- Worms Armageddon
- Gauntlet Legends
- Toy Commander
- Winback
- Other \_\_\_\_\_

## BEST ONLINE PC GAME

- Everquest
- Quake 2
- Quake 3 Arena
- Unreal Tournament
- Tribes

# »» reader awards

- Team Fortress
- Ultima Online
- Other \_\_\_\_\_

## WORST LOADING TIMES of '99

- Driver
- Moto Racer 2
- Indiana Jones and the Infernal Machine
- Trickstyle
- Chef's Luv Shack
- Other \_\_\_\_\_

## WORST VOICE ACTING of '99

- Dino Crisis
- Rayman 2
- House of the Dead 2
- Blue Stinger
- Ultima IX Ascension
- Other \_\_\_\_\_

## MOST UNORIGINAL GAME of '99

- Tomb Raider: The Last Revelation
- Crash Team Racing
- Abomination
- WWF Wrestlemania 2000
- Shadowman
- Croc 2
- Other \_\_\_\_\_

## CLOSEST THING TO SEX

- Wipeout 3 (hot)
- Homeworld (smooth)
- Sim City 3000 (oh dear)

- Soul Calibur (ouch!)
- Final Fantasy VIII (how romantic)
- Other \_\_\_\_\_

## UPCOMING GAMES NO-ONE GIVES A CRAP ABOUT

- Centipede (Dreamcast)
- Perfect Dark\* (Nintendo 64)
- Croc 2 (Dreamcast)
- Kiss Psycho Circus (PC/Color GameBoy/Dreamcast) (except Sarah)
- Barbie Magic Makeover (PC) (except Brooke)
- Other \_\_\_\_\_

\*Hahaha.  
Thought that would get some readers fuming.

## THE BIG ONES

### BEST PC GAME

- Age of Empires 2
- System Shock 2
- Quake 3 Arena
- Unreal Tournament
- Homeworld
- Other \_\_\_\_\_

### BEST PLAYSTATION GAME

- Final Fantasy VIII
- Wipeout 3
- Tony Hawk Skateboarding
- Soul Reaver
- Metal Gear Solid
- Other \_\_\_\_\_

## BEST NINTENDO 64 GAME

- Donkey Kong 64
- Winback
- Zelda 64
- Jet Force Gemini
- Smash Brothers
- Other \_\_\_\_\_

## BEST DREAMCAST GAME

- Soul Calibur
- Sega Rally 2
- Ready 2 Rumble Boxing
- Virtua Fighter 3tb
- Power Stone
- Other \_\_\_\_\_

## BEST GAME CHARACTER

- Sonic
- Mario
- Lara Croft
- Crash Bandicoot
- Squall Leonhart (FFVIII)
- Ivy (Soul Calibur)
- Other \_\_\_\_\_

## WORST GAME CHARACTER

- Ed (Tonic Trouble)
- Lara Croft
- Kingsley
- Spyro
- Other \_\_\_\_\_

## BEST GAME OF 1999

- Donkey Kong 64
- Final Fantasy VIII
- Quake 3 Arena
- Unreal Tournament
- Soul Calibur
- Metal Gear Solid
- System Shock 2
- Tony Hawk Skateboarding
- Zelda 64
- Other \_\_\_\_\_

## WORST GAME OF 1999

- Mortal Kombat Gold
- South Park 64
- Superman 64
- Jet Rider 3
- Skydive
- Other \_\_\_\_\_

## BEST GAMING PLATFORM

- PlayStation
- Dreamcast
- Nintendo 64
- PC
- Game Boy

## MOST EXCITING NEXT GEN CONSOLE

- Sega Dreamcast
- Sony PlayStation 2
- Nintendo "Dolphin"
- Microsoft X-Box

# »» READER »» DETAILS

COMPLETE THE VOTING FORM WITH YOUR DETAILS TO BE IN WITH A CHANCE TO WIN THE GAME OF YOUR CHOICE!  
SEND TO THIS ADDRESS: HYPER READER AWARDS, 78 RENWICK STREET, REDFERN, NSW 2016.

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STATE: ..... POSTCODE: .....

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GAME OF YOUR CHOICE: .....

FORMAT (PC, PSX, N64, DC): .....

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PC

# ULTIMA IX: ASCENSION



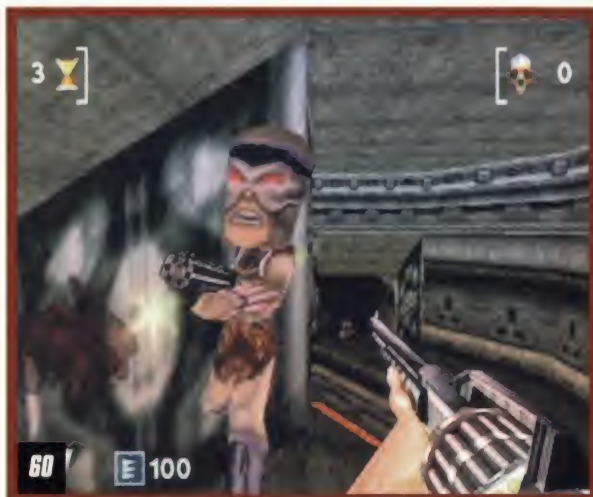
54 »HYPER

Lord British welcomes us back to the land of Britannia to continue the saga of the Avatar. It looks like we'll be lost there again for a while...



## REVIEWS

.....PC.....	
56.....	ULTIMA IX: ASCENSION
72.....	INDIANA JONES AND THE INFERNAL MACHINE
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66.....	EARTHWORM JIM
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64.....	TOY COMMANDER
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76.....	SPYRO 2
82.....	LE MANS 24 HOUR
84.....	MUSIC 2000
86.....	FINAL FANTASY ANTHOLOGY
95.....	CHEF'S LUV SHACK
96.....	TOY STORY 2
.....GAME BOY.....	
101.....	SPACE INVADERS CATWOMAN MS. PAC-MAN BILLY BOB'S HUNTIN' AND FISHIN'



## THE HYPER CREW'S TOP 5

What we play when we get home from playing games.

Eliot Fish - Editor

1. Half-Life: Opposing Force – PC  
I just can't resist it. Even though it chugs on my low-end PC. Just wait until I buy that new Coppermine though... Rowr!

2. Quake 3 Arena – PC
3. Zombie Revenge – Dreamcast
4. Soul Calibur – Dreamcast
5. MacDoom – Mac

Cam Shea - Deputy Editor

1. Quake 3 Arena – PC  
I've uninstalled Unreal Tournament from my PC since getting my hands on Q3A...

2. Resident Evil 2 – Nintendo 64
3. Tony Hawk Skateboarding – PlayStation
4. Rollercoaster Tycoon – PC
5. Music 2000 – PlayStation

Kevin Cheung - Reviewer

1. Unreal Tournament – PC  
A really tough choice, because I love it just as much as Q3A. Problem is, I only get to play Q3A in the office, and UT is the one I've got at home.

2. Quake 3 Arena – PC
3. Chu Chu Rocket – Dreamcast import
4. Virtual On: Oratoria Tangram – Dreamcast import
5. Dancing Blade: Tears of Eden – Dreamcast import



GREEN TO REPRESENT THE DREAMCAST'S FRESHNESS  
YELLOW TO REPRESENT THE PC'S AGE  
RED FOR THE NINTENDO 64 BECAUSE IT'S HOT BABY  
BLUE FOR THE PLAYSTATION BECAUSE IT'S COOL



Who are you?  
 What do you mean you've been shadowing me?  
 Thank you. For a minute there, I thought  
 SIN, MY MORE REALLY MONTS IN THIS THING

# ULTIMA IX: ASCENSION

Because he has a way with dwarves, Adam Duncan got the job with U9A...



AVAILABLE: TBA
CATEGORY: Role Playing Game
PLAYERS: 1
PUBLISHER: Electronic Arts
PRICE: \$99.95
RATING: M
REQUIRED: PIII 266, 64MB RAM, 3D Card
DESIGNED: PIII 450+, 128MB RAM, Glide compatible 3D Card

After the last game in Richard Garriot's Ultima series, Pagan, delivered gameplay that felt somewhat removed from the traditional style of previous titles, Origin have had their heads down for over four years striving to bring their legendary medieval saga back into the limelight. Finally, the Avatar is back to restore righteousness one last time to Britannia and is surprised to find that things look a whole lot better than they used to.

This time around his arch enemies Blackthorn and the Guardian have

seems to be making the folk of the lands less compassionate than usual. For example, all of the sick and poor of Britain have been shipped off to live in the nearby swamplands so as not to bother those who can look after themselves. Seeing as how Britain is the city of compassion you notice something is seriously amiss.

**VIRTUE? A FIG.**  
 To get a basic idea of how this game plays it's hard to avoid a comparison with *Zelda: Ocarina of Time*. Britannia has been painstakingly recreated in 3D this time around and like it's predecessor, Pagan, the game plays from a 3rd person perspective (though Origin have departed from the isometric view and gone for a more appropriate behind view). You can also jump into a momentary 1st person view if the need arises.

The Avatar starts off in modern day Earth where you can wander around to get used to the controls and pick

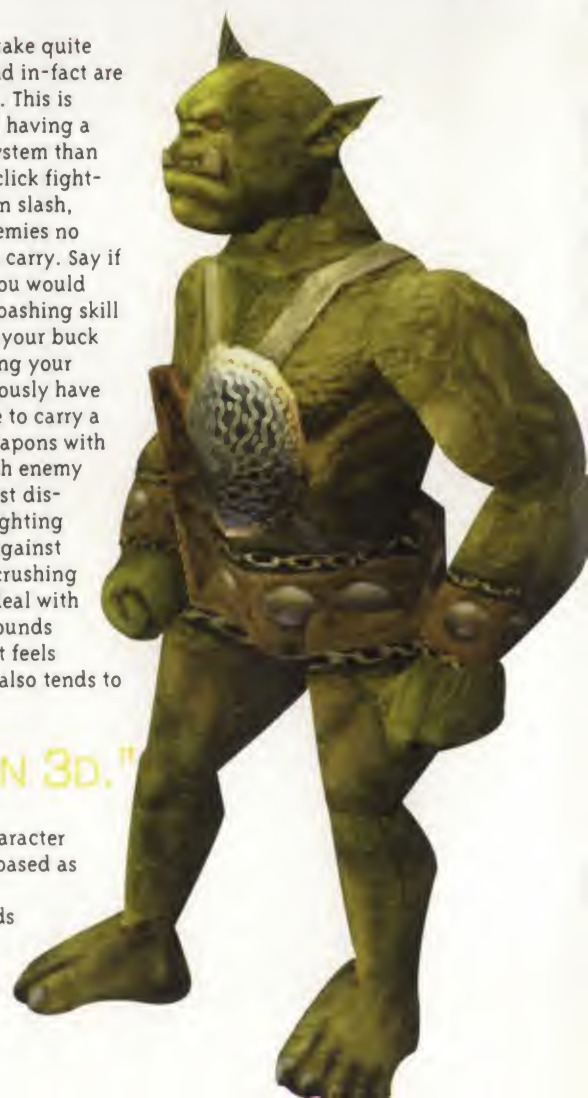
your interface. Controls take quite some getting used to, and in-fact are pretty frustrating at first. This is mainly due to the Avatar having a more complex combat system than your average point and click fighting. For instance, you can slash, pierce and bash your enemies no matter what weapon you carry. Say if you're wielding a club you would obviously practice your bashing skill to get the most bang for your buck with that weapon, as using your piercing attack will obviously have little effect. It's also wise to carry a few different types of weapons with you on your journey. Each enemy you encounter will be best dispatched with a certain fighting style, swords work well against human opponents, and crushing weapons appropriately deal with skeletons etc. Whilst it sounds like a colourful system. It feels somewhat awkward and also tends to be bit of a click-fest.

"BRITANNIA HAS BEEN PAINSTAKINGLY RECREATED IN 3D."

joined forces. Together they've been wreaking havoc by taking the virtues that Britannia hold so dear, and hiding them all over the place in giant pillars of corruption. What's this mean? Well for starters, it somehow

up essential gear. Items like your backpack, a journal which stores important quest related info and handles saved games, a compass, and a belt which lets you hot-key important items all combine to form

For better or worse, character generation isn't as stat-based as other RPGs tend to be. Wandering into the woods from your backyard you'll encounter a







Speak now the Mantra of Compassion.



THE LOVE BOAT THIS AIN'T

mystical gypsy, as you do, who will test your psyche by giving you a psychological rundown with her tarot cards. Depending on how compassionate the answers to her questions are she'll tell you what type of char-

acter you'll tend towards. Quite an interesting approach, though on the whole there is no real distinct character class to play... You can carve it up with a sword and yet be just as deadly with your spellbook. In fact the

whole statistical management side of conventional RPGs has been simplified somewhat. Rather than there being a numerical value for each character statistic, there are now only 4 or 5 advancements in each area. For example, the Avatars strength increases from weak to strong, then to powerful and finally heroic. Whilst this doesn't affect gameplay it might understandably upset a lot of old school RPG fans who got a kick from seeing their character abilities improve, no matter how little the change.

Anyway, after meeting the gypsy you're sent through a portal which whisks you off to Castle Britain where you meet your old pal, Lord British. Looking more weary than usual, he asks you to restore things back to their glorious self. So, you head out into the bustling town to find out more of what's going on. One of the



first things you'll notice, apart from how pretty the place looks, is that there are plenty of people around to interact with. NPC interaction is the standard affair where you pick from a few different responses during a conversation. Just about everyone in town has something to say which adds to the story behind the game, and many have sub-quests for you to accomplish. It's pleasing to note that most NPCs in Britain seem to have a purpose in the town. Farmers tend to the fields, people walk around the



Thankfully, we have just received a local Aussie server for Ultima Online!  
 Hopefully it won't take quite as long to get another one when Ultima Online 2 is released... <http://www.uo2.com/>



museum staring at the various works etc, all adding greatly to the immersion factor. It seems the classic 'loot each building right in front of the NPC's face' ability is in U9A. As funny and prosperous as it is to rummage through each house in town, it would have been nice to believe that there could be consequences for those actions. There is a virtue system of course, though it's only affected by the way you treat NPCs. The more compassionate your actions are, the more powerful you can become in the long run. The towns in Ultima of course are there for more than just good looks and NPC interaction. You'll need to visit the armouries and magic shops to gear up for your journeys into the wilderness...

**YES! HAVE AT YOU!**

Out there you'll come across up to 60 different creatures that roam the wilds. Creature AI can at times be rather sad, with the common occurrence of mobs getting stuck so that you can continually pick them off from a distance. Sometimes they don't even recognise your approach at all. More often than not though they're a good challenge for the Avatar. Your journey will also take you into the depths of Britannia's infamous dungeons. Dungeon crawling involves not only killing the creatures that lurk inside, but also solving puzzles and finding switches to open doors etc. Just about every time you activate something a short scripted sequence will result, which is a nice touch.

While for the most part the puzzles are fairly basic, this aspect of the game is done well.

This isn't the first Ultima game to be made using a 3D engine, yet it's by far the most detailed attempt at creating the world thus far. Britannia may be physically smaller than the likes of Everquest, though there is definitely a heap more crammed into the continent. Exploring every building, cave and dungeon should occupy gamers for a long time to come.

With all of the visual settings set to maximum, Ascension looks wonderful. Buildings look close to something that the Unreal engine could render, and the wilderness is perhaps the most colourful environment made in a 3D game yet. The world is simply chock full of little details that add to the overall immersion of the land. Weather effects are impressive, there's a noticeable swell in the ocean and the ground shakes as giants walk past... the list goes on.

Additionally, the level with which you can interact with the environment is rather impressive. You can manipulate just about any object you come across. Torches and candles can be doused or lit with spells, and you can even move the cutlery around on a table. Make no mistake, this is an extremely compelling environment to explore.

The bane of all this splendor though is the



immense system requirements. Talk about pushing the envelope in technology! The game was reviewed on a P3-500, 128MB RAM and a TNT2 Ultra using Direct 3D and yet it still seemed 'chuggy', even after we sadly dropped from 1024x768 to 640x480 resolution. Apparently the game runs better though on Glide-compatible 3D cards, so Voodoo users should be happy.

To compliment the lovely visuals are some equally attractive sounds. Just about any effect you'd expect to hear is there. The town is alive with chatter, the birds chirp as you walk through the trees and the Avatars footfalls echo as he walks through dungeons to name few effects...

All in all U9A is a worthy successor to the Ultima throne. It might not have all the familiar aspects of a traditional Ultima game, but the true spirit of adventure and questing still shines brightly. Certainly Richard Garriot and the Origin team have captured the all important Ultima feel once again. If it weren't for just a few gameplay issues, and obviously the huge system requirements, it may well have been a contender for RPG of the year. ■



**VIRTUE-O-METER**



**PLUS**

Intriguing story to follow and a wonderful reproduction of the Ultima world.

**MINUS**

Steep system requirements, tricky controls. Needs to be patched too - bugs ahoj.

VISUALS	SOUND	GAMEPLAY
90	89	86

**OVERALL**  
**89**

A worthy continuation to the Ultima saga that just stops short of being a classic.



# TUROK: RAGE WARS

Is it the console deathmatch we've always wanted?  
Cam Shea hangs his head...

AVAILABLE:	Now
CATEGORY:	First Person Shooter
PLAYERS:	1-4
PUBLISHER:	Acclaim
PRICE:	\$99.95
RATING:	M
SUPPORTS:	Rumble Pak

How is it that after three whole years, Goldeneye is still the undisputed king of deathmatch on the N64? Pretenders to the throne have come and gone, but Goldeneye seems to be eternal. Turok: Rage Wars isn't attempting to provide a similar play experience to Goldeneye, but it is hoping to topple it from the position of the number one N64 deathmatch title. So why does it fail dismally?

## GIBBY GOOD TIMES?

Rage Wars does have a number of things going for it. The weapon selection is massive — 16 in all, each with a secondary fire mode. The options too are



alley. But if you've been weaned on the stylish action and maps of Goldeneye, or

preview, although the single player game is really only training for playing

**"THE MAPS IN RAGE WARS ARE AMATEURISH ATTEMPTS AT BEST."**

extensive, with four multiplayer modes, 36 multiplayer maps, five bot difficulty levels and a cartload of unlockable characters. Indeed, if you enjoyed the deathmatch experience in Turok 2: Seeds of Evil, then this might be right up your

dare I say it, the PC goodness (or should that be gibbness) that is UT or Q3Arena, then forget it.

Let's put the multiplayer experience on hold for a minute, and take a look at the single player mode. As stated in the

against friends, it still needs to be compelling enough to make you want to slot Rage Wars into your machine on a regular basis. This basically comes down to how good the bots are. That is, do they provide an approximation of the thrill

and competition that your friends would? The answer is "not unless your friends are playing with their feet". The bots in Turok: Rage Wars do not exactly represent the cutting edge of AI programming. In fact, they're more like the really really blunt edge of AI programming. Even on the highest difficulty setting, experienced Goldeneye players will have absolutely no difficulty dominating the game — even without resorting to camping. The bots even get stuck on corners occasionally, making the AI even more laughable.

## THE GREAT OUTDOORS...

Rage Wars has 36 multiplayer maps that are mostly textured in utterly dull brown, grey and beige. Even if we ignore the dull colours and simplistic construction, the majority of the maps in Rage Wars are amateurish attempts at best. Even with the Nintendo's hardware restrictions, simple but playable deathmatch maps are more than possible. Indeed, some of our favourite Quake maps are quite simple, but have an intense symmetry and play balance. Turok's maps possess none of these hal-lowed qualities. They seem to have been thrown together without much needed playtesting. Narrow corridors predomi-

We reviewed the NTSC American version of *Turok: Rage Wars*. It should be identical to the local PAL release, which wasn't available in time for review.

nate, with the odd purposeless wide-open area thrown in for variety. The worst part though, is that almost every level has a prime camping spot. Simply sit on the rocket pack spawn spot (which is invariably close to a health spawn spot) and fire away. The items respawn very quickly, so you can essentially perch there and continually fire. This makes multiplayer games frustrating and hardly compelling play.

Add to this, silly new features like the slow time pickup that makes all the other players move in slow motion, or the robot sentry pickup that you just toss onto the ground and let it auto-

matically chew through anyone who comes into the area, and you have an unbalanced, unpolished game. Oh, and you can forget about playing *Rage Wars* without a 4MB expansion pack, so murky and indistinct do the graphics become—even in single player mode. Our advice? Keep playing *Goldeneye* or *Quake 2* until *Perfect Dark* arrives. ■



### QUAKE IT AIN'T...

The aim for *Turok: Rage Wars* was to provide a much faster fragfest—more akin to *Quake* than *Goldeneye*. Unfortunately, someone forgot to tell Acclaim that speed and control is of the essence in creating such a title—and that it probably wouldn't work on the N64. First up, *Rage Wars* is slow. The characters move at a plodding pace, making fast and incisive fighting impossible. Secondly, the controls are slow, and too inaccurate to make the game enjoyable. Oh well, back to *Goldeneye* for us.



### FRAG-O-METER



#### PLUS

Maps galore, better than *Turok 2*'s deathmatch.

#### MINUS

Uninspired. Needed a lot more work before release.

VISUALS	SOUND	GAMEPLAY
74	72	70

### OVERALL

# 71

A well intentioned, but lacklustre attempt at a deathmatch-only title on N64.



HERE. LET ME POP THAT ZIT FOR YOU

# FIGHTING FORCE 2

DMC sets out to answer the question: "When is a sequel not a sequel?"

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> 3D beat 'em up
<b>PLAYERS:</b> 1
<b>PUBLISHER:</b> Ozisoft
<b>PRICE:</b> \$79.95
<b>RATING:</b> M
<b>SUPPORTS:</b> Dual Shock

The original Fighting Force was a straight up beat 'em up in the tradition of 8 and 16-bit titles like Double Dragon and Final Fight. It was based around 1-2 players progressing through simple and linear levels hitting stuff. Unfortunately it lacked the charm of the old school titles: the simplicity of beat 'em up gameplay simply did not work in a 3D world in which games like Tekken had demonstrated the complex and entertaining possibilities of hand to hand combat. While the original was a big seller, it appears that Eidos have responded to the limitations of



BY THE POWER OF DOCTOR MARTENS

of the defining characteristics of the original, and turned the franchise into a Tomb Raider style affair,

focus of the gameplay. Employing every cyberpunk cliché this side of Neo-Tokyo, Fighting Force 2 places

**"THERE IS FAR MORE MOVEMENT, AND A LOT LESS THUGGERY."**

the title, and attempted to introduce greater complexity to the beat 'em up genre. Fighting Force 2 is less a sequel to the original, than the bizarre love child of Lara Croft and Solid Snake (of Metal Gear Solid fame). Eidos have abandoned many

where simple exploration plays an important role.

**CHECK MATE, MR TRAMPOLINE!!** The multiplayer aspect of the original has been abandoned this time around, drastically changing the

you in the shoes of Hawk Manson, a cybernetically enhanced 'Cycop', covert operations specialists working 'outside the system'. Your job is to infiltrate the Nakimichi corporation, who are engaging in experiments with biological weapons.

The original involved advancing with your buddy through a series of areas, in which waves of opponents would come at you, and with whom you had to slug it out until one of you fell over. Fighting Force 2, on the other hand, finds you exploring endless rooms and corridors. There is far more movement, and a lot less thuggery. This being said, the beat 'em up element still provides the core of the gameplay. This time, instead of facing a large number of opponents in the one big area, 2-5 opponents are typically encountered per room.

Hawk grandiosely claims in the intro that he's packing 'enough firepower to wipe out the city'. Unfortunately this is not in evidence when you start the game with a pissy little knife and a couple of grenades. Yeah, I'm sure Nakimichi are quaking in their boots. Thankfully there is copious weaponry to be found along the way, including a machinegun, sniper rifle, bazooka, and a shotgun. Ammo is quite limited and has to be carefully managed. However, when ammo runs out, and your gun becomes a useless lump of metal, there are plenty of knives, axes, lead pipes and other blunt objects with which to pummel your opponents into a bloody mess. If all else fails, you can rely on your trusty fists and



I GUESS THIS EVIL STRONGHOLD WASN'T Y2K COMPLIANT



AND WHO SAYS THE SON DOESN'T SHINE OUTTA MY ARSE?

feet. You can use these not just to obliterate your opponents, but almost everything around you. Computers, air conditioning units, photocopiers and vending machines all suffer under the righteous fury of your onslaught. Their destruction often reveals goodies, such as weaponry or health bonuses.

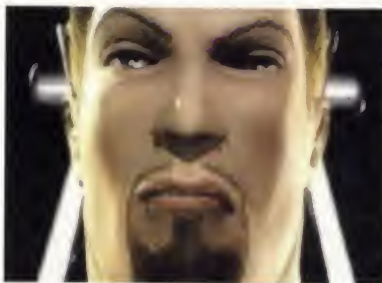
### SIX OF ONE, HALF A DOZEN OF THE OTHER

Unfortunately, in providing a halfway house between beat em up and 'exploration', the game fails to do either particularly entertainingly. The exploration is largely linear: killing all the bad guys in a room reveals a key which can be used to open the next door, and so on and so forth. The 'puzzles' are also very straightforward, and usually involve

bashing something to reveal a hidden object. While there is a larger assortment of weapons, the simplicity of the hand to hand fighting aspect of the game hasn't been improved upon. There are NO combos to be pulled. I never thought I'd say this, but video game violence can be dull! Without a gun, fighting boils down to bashing the punch or kick button as quickly as possible.

The sheer size of the levels is also frustrating. It takes forever before you reach a point at which you can

save. Considering the linear nature of the tasks involved, this undermines the compulsion to keep on truckin'. Graphically, Fighting Force 2 is a huge improvement on the original. Running in high res, the game looks sharp and crisp. The



characters and polygonal objects within the game are large and solidly built. The effects are also quite nice: smoke issues from your gun, and when you smash things open, sparks and flames rise from their ruined shells. The vibe of the

game draws heavily on Metal Gear Solid, and the similarities are particularly enhanced by a very similar sound library.

Fighting Force 2 is a solid game, doing everything that its sets out to do competently. Unfortunately though, it ends up feeling a bit like Metal Gear Solid cum Tomb Raider, but without the charm of either. ■



SOBBY, THE HQ4 GAMER INTERVIEWS ARE DOWN THE HALL



### BIFFO-O-METER



#### PLUS

Impressive graphics, dark MGS style vibe.

#### MINUS

Gets samey, lacks tension or compulsion.

VISUALS	SOUND	GAMEPLAY
82	81	75

### OVERALL

# 76

An attempt at improving the original, but it stumbles.



# TOY COMMANDER

Arthur Adam has an array of toys that we can't really talk about...

WHO WILL WIN? THE JEEP OR THE INANIMATE OBJECT?

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Action
<b>PLAYERS:</b> 1-4
<b>PUBLISHER:</b> Sega
<b>PRICE:</b> \$94.95
<b>RATING:</b> G
<b>SUPPORTS:</b> VMU

To be brutally blunt, the Dreamcast so far has gurgled up games that simply lack in the lastability stakes. Sure, many of them look super cool, dazzling the senses with a fanfare of graphics and are more fun than a barrel of monkeys (however fun that can be), but due to Sega games consisting primarily of arcade titles, they can be knocked over quite quickly. It is refreshing then to have a game, which has appeared out of the blue to be packed tightly with gameplay and can be enjoyed for more than a week, if you get my drift. Toy Commander has rocked, rolled and positively roared onto the Dreamcast, oozing with wholesome goodness.

## SADDAM AND A D-SIZED CUP

As the title suggests, you command a barrage of toys. Not sad-case toys like Barbie dolls or Pokemon, but

accept it, is to work your way through sections of a house and complete objectives using these plastic craft. You may be supplied with a Red Baron biplane and have to bombard toy submarines in a flooded living room, deodorise a pair of sneakers, rid the house of a

dressed in a rabbit suit (which is fair enough); using a helicopter and missile-launching truck. Godzilla-in-pyjamas is destroying a city made up of dollhouses and Lego sets. Buzzing about the toy city, you will notice how much work has gone into the



cranes and furniture around the screen without so much as a hiccup.

Many games lack imagination and are about as exciting as painting a mosque using a rubber chicken. Toy Commander, however, is bursting with innovative tasks and ideas, leaving the gamer satisfied after a bout of gaming. The number of missions in Toy Commander is staggering and will keep you going for Yonks, with a capital Y. Each section of the house is split up into levels. Missions take place in the garage, bedrooms, and kitchen, lounge room and more. Each is balanced perfectly, allowing objectives to be completed from various angles and tactics. And don't think for a second that the missions are a piece of cake, because they aren't. Garrisons, rocket launchers, tanks,

"TOY COMMANDER PARADES CRISP COLOURS AND DETAILED LEVELS..."

cool WWI & WWII aeroplanes, modern fighter jets, helicopters and army vehicles. There's even a Star Wars type spacecraft, dangnabbit! Your mission, if you choose to

cockroach menace (including the queen mother) or make a cup of hot chocolate using a jeep and helicopter. One of my favourite levels is having to destroy a toy Godzilla

physics and geometry of the game. As Godzilla stomps about breathing fire at anything he sees (including you), the game is capable of moving a plethora of ornate buildings,

soldiers and planes will do their darnedest to leave you in a twisted pile of smouldering metal. These toys are so tough, they make Saddam look like a cookie-selling



Mormon. But, fear not readers, because there are plenty of tactics and power-ups to use in this dreadful war. You can hide under a sofa, climb a wall and take pot shots from a shelf or use a woman's lingerie as camouflage (I spent many an hour loitering about the D-sized cup of a brassiere).

### EYEBALL HEAVEN

Visually, Toy Commander parades crisp colours and detailed levels, never appearing to suffer from epileptic framerates as other games do when juggling butt-kicking graphics. Your eyeballs will think they've died and gone to heaven. One of the Nintendo 64's strong points is the fact that four friends can duel it out in a multi-player game at the same time. The Dreamcast is capable of this, but

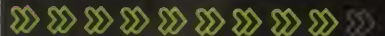
furthermore, the framerates remain stubbornly smooth and no detail is lost in the backgrounds or vehicles, even when the screen is split in four.

In the music department, Toy Commander is adequate, although not the type of music you'd dance to (that is of course unless you dance to the Wiggles or Back Street Boys tosh). The sound effects are a worthy contender to any other game, as the sounds of jet planes and explosions are the most realistic you'll hear. Hooking this baby up to a decent stereo system and cranking up the sound will have goose bumps popping up all over the joint.

This is a game that any Dreamcast owner should have. With a blend of quality graphics, unique gameplay and a faultless multi-player option, Toy Commander won't fail to please. Cigars all round. ■



### MULTIPLAYER-O-METER



### PLUS

Cool missions coupled with a variety of toys to command.

### MINUS

Not much. You may find it annoyingly difficult at times though.

VISUALS

90

SOUND

80

GAMEPLAY

90

OVERALL

89

A surprise killer Dreamcast title. Share it with friends.



WORM YOUR WAY OUT OF THIS

# EARTHWORM JIM 3D

Only **DMC** was weird enough to take a trip into Earthworm Jim's psyche...



AVAILABLE: Now  
 CATEGORY: 3D platformer  
 PLAYERS: 1  
 PUBLISHER: Interplay  
 PRICE: \$89.95  
 RATING: G

Earthworm Jim was an innovative and successful platformer for the Super Nintendo and Sega Megadrive. What made it stand out from the pack of platformers was a quirky graphical style, offbeat sense of humour (revolving largely around cows and fridges), and interesting gameplay that used Jim's worm body to good effect. So has the feisty little freak made the transition to 3D with the style and panache that one would expect?

## YOU EEEEDIOT!

The Ren & Stimpy style sense of the bizarre that pervaded the original is well and truly intact. In perhaps the first ever Freudian game, Jim has lost his mind,



each comprised of several sub-levels. To do this, you must collect both golden

multiple cow and chicken characters, guns that fire eggs and mushrooms,

**"THERE ARE SOME INTERESTING SURREAL TOUCHES..."**

udders which are your reward for completing specific tasks, and the marbles distributed through the levels, which poor Jim has lost (geddit?).

For those with a taste for the surreal, this game has plenty to offer. There are

flying pigs, hamsters, and crazed military types. Levels all have wacky names, and golden udders are collected for strange missions such as rescuing the colonel's underpants, or launching all the fridges (!?!).

Unfortunately, while this game may be high on the humour quotient, the gameplay is decidedly lackluster. The levels are long and yawn inspiring. The tasks needed to collect the golden udders are unimaginative, and take seemingly forever to complete because they are so dull. Graphically, Earthworm Jim is distinctly average. There are some interesting surreal touches, but in general it tends towards the uninspired, and while there is no fog, it is somewhat on the blurred side. The quirky touches simply aren't enough to save the boring environments and overly long missions. On the up side, the sound is excellent, with some good effects.

The handling is very messy and imprecise, and it is often hard to judge exactly where Jim is in relation to the objects around him. Mastering Jim's jump is particularly problematic. This is fatal to a platformer, which needs precise and intuitive control of a character within a 3D world to prevent you from plummeting into oblivion off the edge of a cliff, or simply to collect the marbles suspended above the ground. Jim also moves at an annoyingly slow pace — while his run looks comical, this is at the expense of playability.

### LIGHTS, CAMERA, UM... ACTION??

The camera is always a problem in 3D games, but never more so than in Earthworm Jim. The preset position is worse than useless. I had to continuously adjust the camera as I played in order to be able to see what I was doing. It gets stuck behind walls, and refuses to follow you around, often getting jammed so close you can see up Jim's nostrils (not an enjoyable prospect). The biggest problem is the inability to survey the scene, to scope out the general surroundings. There are only 3 camera positions, none of

them far back enough to get an overall understanding of the area that you are in, nor is there a look function which would allow you to do this. So you often find yourself getting yo ass blasted with homing missiles, and frantically running around trying to locate the perp, all to no avail cause you can't see far enough to know what's going on!

Even the humour side of things gets annoying after a while. You can only take so many 'wacky' chicken and cow references before you start to get jaded. When all the effort has gone into cramming as many barnyard ani-

### ONE LAZY WORM

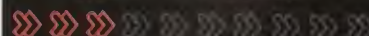
One of the great things about the original, was Jim's range of moves which innovated on what had been done before in the platformer genre. He wielded a comical 'Duck Dodgers' style blaster, and he had cool moves using his worm body, he could grab overhead wires with his head, fly with it helicopter style, and had a Madam Lash style whip move with which to dispatch enemies. This time around, moves from the original have been retained, but unforgivably, they have not been expanded upon. This is frustratingly lazy, considering the flexibility and range of moves that characters in outings by Rare and Nintendo, and even titles such as Rayman 2 have been given. Earthworm Jim has lost the edge he used to have.

mal references in as possible, and none on making the game playable or entertaining, it just gets plain annoying.

The bottomline is that Vis Interactive haven't done justice to Shiny's original masterpiece. ■



#### GROOVY-O-METER



#### PLUS

Surreal, wacky platformer action.

#### MINUS

Dull and repetitive platformer action.

VISUALS	SOUND	GAMEPLAY
70	82	67

OVERALL  
**67**

Playability sacrificed to wackiness, making for a dull title. Where's Dave Perry when you need him?



# TOKYO HIGHWAY CHALLENGE

UPGRADE THE ALL-IMPORTANT SUB-WOOFER

Half his pay goes on traffic fines, so **Eliot Fish** stayed indoors for a while...

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Racing
<b>PLAYERS:</b> 1-2
<b>PUBLISHER:</b> Crave Entertainment
<b>PRICE:</b> \$94.95
<b>RATING:</b> G
<b>SUPPORTS:</b> VMU, Wheel, Vibration pack, VGA box

» You know what it's like. You're out enjoying a quiet Saturday night cruising the city, honking at the homeless, whistling at sexy pedestrians, running red lights, annoying the McDonalds drivethru, barfing up on the passenger seat, pranging the car on a street lamp, getting hauled off to a cold hard cell, when someone has to come along and ruin it. Those god-damned hoons who have nothing better to do than flash you with their headlights and challenge you at the traffic lights to a bit of hot-rod action. What should you do? Why, run them off the road in a blaze of glory of course!

**HEAD OUT ON THE HIGHWAY...**  
Tokyo Highway Challenge is all about challenging other drivers out on the freeway to a quick drag race. The



YOU'RE RACING FOR YOUR PRIDE, YOUR REPUTATION, YOUR MCDONALD'S DRIVETHRU MONEY...

for a likely opponent. There are drivers out there who belong to different racing teams — successfully beat all the members of a certain team and you'll have to face off against their leader. Of course, as you beat your rivals you can

new paint job if you think it's necessary. As you're cruising along, you'll spot suspicious looking cars which you then must attract the attention of to begin the race. Basically, you can just

accepted. Once things kick off, a fighting game style health meter appears on the screen. The longer you lag behind the rival you are racing, the lower your meter drops, eventually losing you the race unless you manage to drive well enough to get ahead and keep your rival's "health meter" dropping until you are awarded the race. Some of the rivals are aggressive and try to knock you into walls, whilst others are just damn fast. As you burn down the highway, edging for the lead, you also have to deal with the slow nighttime traffic which consists of taxis and trucks. It's not too hard to get out of their way, plus you can use them to your advantage, by luring your opponent into a racing line which will cause them to get stuck. Once you've beaten a rival, the game continues, requiring you to keep driving around the track until you bump into another opponent. Yawn. The concept is a good one, but it makes for gameplay which remains interesting in the very short term.

**...LOOKING FOR ADVENTURE**  
The racing in Tokyo Highway Challenge is pretty basic stuff, and besides some sharp corners and a few sudden turn-offs, there is not a lot of interesting driving to do, other than simply keeping your car under control at top speed. It doesn't help that the

**"THAT'S RIGHT, THIS IS A RACING GAME WITH ONE TRACK."**

main game mode is the Quest mode where you cruise the streets looking

purchase new cars, tune up your hot rod in the garage and even pay for a

drive up behind them and flash your highbeams and your challenge will be



cars don't crash — they just bounce off walls at 200 kph, and that the handling is arcadey and has a tendency to oversteer. The actual track you are racing on, is just one huge highway circuit, which has a few split paths, but it never changes throughout the whole game. That's right, this is a racing game with one track. The Outside circuit which is selectable is simply the same track raced in reverse, which is okay, but it hardly qualifies as true variety in environment. The track is

very long though, and it will take a while before you start to feel like you've seen the same corner twice, but the actual racing concept is repetitive enough on its own to not have to also be around the same stretch of road.

After you win a few races, you'll have enough money to improve your engine, wheels, suspension and other aspects of your car. If you have enough money, you can even buy a new one. This feature of the game is the only thing which keeps you motivated to continue racing, as

going around and around the highway can become quite torturously dull. All the other gameplay modes are essentially exactly the same too, regardless of whether the focus is on beating a time or beating a rival car.

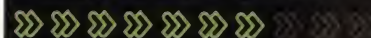
Visually, however, Tokyo Highway Challenge is excellent. The cars look great, the passing nighttime cityscapes are lovely, and the actual highway track design is very authentic. Everything plays at a smooth 60 frames per second for a high level of

realism, but the gameplay does not have any realistic physics, so the illusion is spoiled internally.

Tokyo Highway Challenge is addictive to some degree, and fans of racing games could probably do a lot worse. This is interesting enough to recommend you check out, but all up it just seems a little dull to make you feel like it was money well spent. ■



#### SHINYBONNET-O-METER



#### PLUS

Great visuals, although not a lot of variety. Very smooth.

#### MINUS

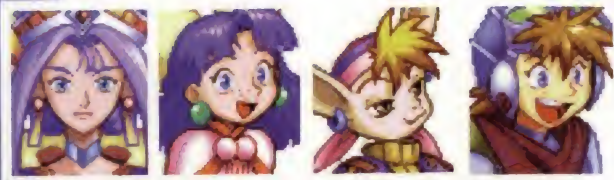
The gameplay will start to wear thin pretty quickly.

VISUALS	SOUND	GAMEPLAY
89	65	70

#### OVERALL

# 74

No great longterm value, but good fun for a blast.



ここ この人...  
本気だよお ジャステイン...  
目が 笑っていないもん

WE DON'T KNOW WHAT THAT SAYS EITHER

# GRANDIA

Kevin Cheung holds our hand in this fantasy land.



キアアアア!  
落ちるウウウ!



まあ 船のことだったら  
港で聞けば わかるんじゃないのかい?

<b>i</b>	AVAILABLE: February
	CATEGORY: RPG
	PLAYERS: 1
	PUBLISHER: Game Arts
	PRICE: \$89.95
	RATING: G
	SUPPORTS: Dual Shock, Memory Card

Back in 1997, the Japanese gaming scene was presented with what was anticipated to be an all-out RPG war. On the PlayStation was Square's Final Fantasy VII, and on the Saturn was Game Arts' Grandia. Both titles performed phenomenally well, but in the end, victory went to the title that was eventually shipped out to the West: Final Fantasy VII. Two and a half years later, Grandia finally makes its way to the West, and on the PlayStation no less.

### TELLING TALES

Grandia tells the tale of a young adventurer named Justin, who accidentally stumbles upon the Garle Army's secret plans to excavate several pieces of ancient technology. Justin's stake in this adventure is not merely to prevent the dark evils laying



MMM, I FEEL LIKE A SPRITE. I MEAN THE SOFT DRINK, IDIOT.

sue General Baal and his minions Mullen and Leen around the world.

Like Final Fantasy VII, Grandia comes across as an incredibly well-polished package. And it should. Game Arts is, after all, one of the most highly respected RPG developers in Japan next to Enix and Squaresoft.

its isometric viewpoint using the shoulder buttons. When you realise that every nook and cranny in these towns and landscapes have their own individual textures, the sheer immensity of the visual detail in this game becomes strikingly clear. Adding to the magic is a delightful

ent. Grandia goes a step further in the sound department by providing plenty of sampled speech. In spite of how hammed up some of it sounds, it adds a sense of warmth and character that this predominantly text-based genre has been lacking.

### AGEING LIKE A FINE WINE OR VINEGAR?

However, Grandia's not all a bed of roses. Its primary fault is its age. Were this game released locally one or two years ago, it would certainly have been the toast of the town. But now, everything looks and sounds dated. The textures are a little too pixellated and the level designs are lacking in depth. This becomes particularly apparent when you compare it to more recent 2D RPGs like Lunar: Silver Star Story or Star Ocean: Second Story.

The tragedy of it all is that this is, in fact, no fault of Game Arts at all. It's actually the fault of Western distributors taking so long to decide on whether or not to release a title that they miss the boat. If it were released

**"GRANDIA COMES ACROSS AS AN INCREDIBLY WELL-POLISHED PACKAGE."**

dormant within the ancient city of Alent from being unleashed — he is also trying to live up to the legacy of "adventurers" established by both his father and grandfather. Justin is joined by his lifelong friend Sue, and they are later joined by Fina, who pur-

Fantasy and anime fans will all delight to the vibrant and imaginative environmental designs, and especially the adorable characters. While Grandia relies heavily on sprites and traditional 2D animation, the game engine allows you to rotate the map around

musical score worthy of any great RPG. It's by no means anywhere near as spectacular or dramatic as Uematsu's work on Final Fantasy, but it certainly achieves a far better sense of natural atmosphere. Plus those annoying Midi loops aren't so appar-

earlier, it would have fared better. That, in turn, is not an indictment on Ubi Soft, who is distributing the game. Like America's Working Designs, they should be commended for taking such a bold step in releasing this classy but commercially unproven title.

Even though these screenshots are from the Japanese release of the game, we reviewed Grandia from a full English version. Oh, and Grandia 2 is coming to Dreamcast!



The question now is how the game compares to Final Fantasy VII. On one hand, FFXVII focuses on story and

incredible spot visual effects. This comes at the expense of any real sense of atmosphere (c'mon, a pre-rendered

bitmap isn't that great to look at), which is where Grandia picks up. With a slightly weaker storyline that concentrates on more character interaction and sub-quests, Grandia presents a comprehensive world that you can literally get lost in. For instance, using the map rotations are an absolute necessity, especially since exploring the towns require you to see all four sides of a building. This brings on a whole new level of understanding the environments you are navigating in, as opposed to "run to this red arrow, then this yellow arrow".

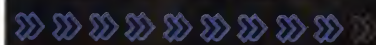
There's also the question of battle systems, where Grandia wins hands down. Basically, battles don't occur randomly. They only occur when you run into an enemy sprite on the screen. Secondly, the battles aren't so offensively simplified as to only allow you basic formations and singular attacks. Grandia allows multiple

attacks and positioning, making the battles far more interesting, complex, and dynamic.

In the end, if you're a big fan of the RPG genre, then Grandia is a shoe-in for a purchase. If you're new to RPGs, whether or not this game was in competition with FF7 is really irrelevant. All that matters is that it's pixellated and requires a lot of patience before you fall in love with it. ■



### SUBQUEST-O-METER



#### PLUS

Highly atmospheric, incredible 2D artwork, and lots of sub-quests.

#### MINUS

Visuals are a little dated, and the copious amounts of exploration can get tiring.

VISUALS	SOUND	GAMEPLAY
85	80	89

### OVERALL

# 86

A very strong title, in spite of its age. Grandia is a game that all RPG fans will appreciate.



INDY MAKES A SLOW GETAWAY

# INDIANA JONES AND THE INFERNAL MACHINE

Da-da-da daaaa! Da-da-daaa! **Eliot Fish** grabs the Fedora...



AVAILABLE: Now
CATEGORY: Action/Adventure
PLAYERS: 1
PUBLISHER: LucasArts
PRICE: \$89.95
RATING: M
REQUIRED: P200, 32MB RAM, 3D CARD
DESIRED: P11 300+, 64MB RAM, 3D CARD
SUPPORTS: A3D, DIRECT3D

LucasArts seem to have lost some steam. Once regarded as one of the best games publishers in the world (with their awesome adventure titles, and space combat games), each LucasArts release was awaited with bated breath. But in the last few years, there has been a noticeable decline in the quality of their releases. Their games are still great, but holes have been appearing in the cloth. It's almost as if they've been resting on their laurels a little too much. Indiana Jones and the Infernal Machine is another example of how a fantastic property such as the Indiana Jones character can be let down by uninspired gameplay. There are lots of good ideas in Infernal Machine, but the execution is unfortunate.

**LOVE THAT INDY ROCK**  
Indiana Jones and the Infernal Machine pits Indy against a bunch of "Godless Communists" instead of your generic Nazi foe which you'll find in most other Indy-related games. They're still soldiers with guns who bark at Indy in weird accents, so it shouldn't bother anyone that it's a slight deviation from the films. In fact, the weird thing about

Infernal Machine, is that it pushes Indiana Jones into some strange fantasy territory that doesn't really sit with the character very well. I mean... Indy with an Electro-whip? Puh-lease. If you were expecting Infernal Machine to have any of the sort of lateral thinking puzzles found in the awesome Fate of Atlantis, then you will be rather disappointed. Infernal Machine is very much a 3D platformer, ala Tomb Raider. It's a sick irony folks, that Indiana Jones has to copy his own clone with the result being not even as good. Infernal Machine is a Tomb Raider copy, yet it stumbles to match it in almost every area.

The action for starters is plagued with problems. Indy can pull out a variety of weapons to dispatch the Russians with, with the aid of an auto-aim technique he learned from Lara. The problems vary from Indy not aiming at something if it's a little too far away (so you get shot to pieces in the process) to there being no on-screen ammo indicator, so Indy runs out of bullets without warning and changes weapons whilst he's being shot at. The enemy AI is very

poor, with soldiers wandering into view, then maybe doing a barrel roll at best. Generally, they'll just stand there whilst you shoot them. But in a way, that helps, because Indy is so immovable in combat anyway. There is a side-step move that failed to work on almost all occasions, and when it did, Indy moved so slowly there was no point in trying to dodge. Combat is a case of "he who shoots first" which is realistic I guess, but it doesn't make for fun combat. Aiming manually doesn't work, and if you choose to use the whip, you can't really tell where Indy will whip when he cracks it. You have to do a bit of nudging with the keys to accurately whip the spot you want to, and it didn't seem to have any offensive effect anyway. I guess it all comes down to a control issue — Indy is stiff and awkward to move around with great accuracy. Jumping up onto ledges from a distance a little off, and Indy will stumble and bump off the edge when he clearly should make the jump easily. The clipping is terrible, with Indy passing through objects and getting stuck on



INDY FINDS A RARE ANCIENT PIZZA SLICE



The fourth Indiana Jones movie is almost ready to go into pre-production.

Harrison Ford, George Lucas and Steven Spielberg are all happy with a script, but simply have to find the time to go make the thing. Come on guys!

objects. The game generally feels like it was rushed, which is bizarre considering they've been working on it for a long, long time.

**VERY FUNNY, DOCTAH JONES!**

Now for the adventuring... well there ain't much to get your teeth into here either. *Infernal Machine* is very linear in its structure, to the point where it's frustrating knowing what you have to do it so simple and yet is going to take forever because of the boring platforming jumping required. There are treasures scattered about, but is there any motivation in



going out of your way to get them? For points? Maybe if they had something to do with the actual adventure... the objects you do find which you need to use, Indy carries in his inventory. Unfortunately it never gets much more complex than use object A on object B, like key on door or cog on machine. You never find yourself having to think for too long. The action is strung together with in-game engine scripted story moments that keep you compelled to play on, but sometimes you wonder

how much gaming you're actually doing. Granted, some puzzles were tricky, and sections like the water-rafting are a nice break from the platforming, but they are few and far between. There's a lot of stodgy "platforming over precarious drops to your death" to pass through first. There's no quick save option either, so when you die (sometimes out of the blue because of something you couldn't even see), you have to wait for the entire level to reload. Maddening. The sound in *Infernal Machine* is great, the graphics are a bit of a

mixture of wonderful and horrid, and I'm saddened to say that the gameplay is quite average. Indy fans will still enjoy the experience to some degree (I did have some fun) if you can put up with all the game engine flaws. ■



INDY DISCOVERS THE FLYING FOX ISN'T ATTACHED TO ANYTHING



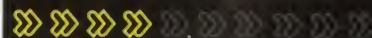
OH THIS IS JUST THE ANNOYING MACHINE, NOT THE INFERNAL ONE



HARRISON FORD GETS INTO SHAPE FOR INDY 4



**WISCRACK-O-METER**



**PLUS**

Somewhat compelling, but you'll keep asking yourself why.

**MINUS**

Dull platforming everywhere made worse with poor controls.

VISUALS

86

SOUND

89

GAMEPLAY

75

**OVERALL**

**77**

Maybe Indiana Jones is getting too old for this sort of thing.

! Don't forget to go look in the obvious hole in that tree just outside of town. There's some serious gold in there!



# REVENANT

On most days he feels like the walking dead, so **Eliot Fish** could relate to this one...

**AVAILABLE:** Now  
**CATEGORY:** Action/RPG  
**PLAYERS:** 1-Multi  
**PUBLISHER:** Eidos  
**PRICE:** \$79.95  
**RATING:** M

☞ If you happily spent many a rainy day lost in the scrumptious worlds of Diablo and Fallout, then why not sink your teeth into this hidden gem from Eidos. There's always room for a good scrolling action-based RPG, however it's rare to find a game which manages to balance out the action with the RPGing. Whilst Revenant only barely qualifies as an RPG, it's still a hugely entertaining romp full of adventure and lovely gaming moments. Being brought back from the dead can be fun!

**DEAD AND LOVING IT**  
 Your name is Locke, and you've been resurrected in the town of Misthaven to hopefully put an end to a mysterious cult who have kidnapped the "generic damsel in distress". You don't remember what happened in your past life, or know why the hell

these guys chose to resurrect you, but after accepting the fact that you've been brought back to do their bidding you set out to kick some ghoulish butt and hopefully regain your memories in the process. Unfortunately, Revenant doesn't allow you to create your own character or even rename the one you have, but it's no real biggie, as Locke has plenty of character and you'll enjoy filling his shoes. Besides the fact that you can buy and sell items, weapons and armour, plus create spells and tweak your statistics as you rise in level, Revenant doesn't have a great deal of depth as an RPG. The adventure is quite linear, and there aren't really a variety of great sub-quests to keep you entertained if you get stuck with the main mission. This is why it feels like a bit of a "Lite" RPG, but

Diablo was just as skimpy when it came to actual role-playing. Thankfully, the real-time combat is where Revenant excels, and it's the main reason the game works so well.

The visuals are gorgeous, with lushly detailed environments, some good animation and plenty of pretty things to look at. The combat allows you to execute a variety of attacking moves, plus some special techniques you can learn along the way. There's a rare feeling of real control over

thankfully compliments the hand-to-hand action so you don't really have to choose one or the other.

Oh and another thing. The sound effects and music in Revenant really help create a wonderful mood, from the bleating monsters to the swamp noises, you'll be sucked right into the game in no time. Once you get into Revenant, you'll be hooked to the very end. Despite some very minor design annoyances (it's a tile-based engine), you'll happily ignore the pesky faults and enjoy Revenant for the fun bit of adventuring that it is. Cool stuff. ■



the gruesome action, and it won't be long before you're successfully pulling off some very entertaining hacking and slashing. The variety of monsters is excellent, and the further into the game you go, the better they get. The spell system is also a breeze to use, and



**HACK-O-METER**

**PLUS**  
 Lots of character, plenty of exploring.

**MINUS**  
 A tad linear and no great RPG depth.

VISUALS	SOUND	GAMEPLAY
87	87	85

**OVERALL**  
**86**  
 Great to help kill some time whilst you wait for Diablo 2!



# BUGGY HEAT

Arthur Adam thought this game had something to do with bugs on heat...

» The beach is a place for people to unwind. You know; building sandcastles, fishing, sunbaking, horse riding and possibly a little nude hanky-panky orientated stuff. BUT, the best fun on a beach comes from petrol guzzling Volkswagon dune buggies and beefcake 4x4s roaring about the sand. You know; running over sandcastles, leaving sunbakers choking on exhaust fumes and if you're lucky enough, using a beached whale as a ramp. If you can't afford one of these all-terrain

the racing genre stakes. There isn't anything different about it to make its gameplay stand out (ie Diddy Kong Racing or Crash Team Racing) amongst the throng of racers that can be found on consoles. The game consists of scooting around simple

little longevity is the Championship mode, which as you can guess involves working your way through a set number of tracks. Your vehicle can be tweaked and each vehicle handles differently. This matters not, because the opponents never

AVAILABLE: Now
CATEGORY: Racing
PLAYERS: 1-2
PUBLISHER: Sega
PRICE: \$99.95
RATING: G
SUPPORTS: VMU, Vibration Pack

"FANATICS OF THE GENRE WILL STILL DIG UP FUN FROM THIS TITLE."

beasts, then your answer lies with the Dreamcast's Buggy Heat.

**FROM RUSSIA TO THREDBO**  
 Buggy Heat is nothing amazing in

tracks whilst trying to make a 3rd place or better, and that's about it. That said, fanatics of the genre will still dig up fun from this title, albeit lastability isn't one of its strong points.

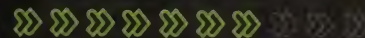
There are the usual wallop of tracks that can be found in most racing games, like a snow, desert, beach, country side and other themes. Yes, sure, the track screens mention exotic tracks like Russia, which is just a slippery ice track, but you could well be racing in Thredbo if it weren't for the course name. There's Time Attack, Practice and Versus modes that are all self explanatory. The mode that adds a

pose a great threat and you may find yourself zipping about in the lead without any company.

The feeling of speed is never really there and at times you'll hit a dune that'll grind you to a halt. From here you'll have to rev your way out of the slowdown like you're pushing through Rosanne Barr's flab. Buggy Heat kind of sits on the fence in terms of being a good or bad racer. The graphics are crisp and fluid and the sound effects more than fitting, however, the gameplay is nothing special and the longterm appeal is hammered down to a minimum. Try Sega Rally 2 instead for some serious, mud-hurling fun. ■



## SLOWDOWN-O-METER



### PLUS

Visually pleasing and detailed vehicles.

### MINUS

Middle of the road gameplay.

VISUALS	SOUND	GAMEPLAY
94	75	65

## OVERALL

# 78

It's hard to get excited about Buggy Heat.



ME SO HURRY

# SPYRO 2: GATEWAY TO GLIMMER

DMC has a taste of sickly sweet gaming and comes back for more...



<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> 3D Platformer
<b>PLAYERS:</b> 1
<b>PUBLISHER:</b> Sony
<b>PRICE:</b> \$79.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Dual Shock

Spyro 2 takes its cues from the 'cute 3D platformer' genre. While the results of this genre are often lackluster, and sometimes vomit inducing, they can also be truly inspired. Never a more pleasant hour was spent than with a certain fat little Italian plumber in a world of imagination, creativity and fun. Thankfully, Spyro 2 sits comfortably in the latter category, looking and playing like some of the great Rare titles released for the N64.

**HE'S STILL LOOKING FOR ACTION**  
 Spyro 2: Gateway to Glimmer is the follow up to 1998's Spyro the



SPYRO MISTAKES THE SUN FOR THE GATEWAY TO GLIMMER AND DIES A HORRID DEATH

PSX has experienced the joys of quality 3D platforming, with Ape Escape in particular proving rather

join our little purple hero just at the completion of the first game, ready for a holiday. Alas, 'tis not to be, as

**"THE CHARACTER AND LEVEL DESIGN IS SIMPLY GORGEOUS."**

Dragon. While an enjoyable game, the first title lacked the depth that marks a truly great platformer. The gameplay was too linear and simple to keep the attention, especially for those that have cut their teeth on Rare titles. Thankfully, since then the

fruity, and we reckon it's time for some more. So can the cute little dragon cut it?

**NOW, WHERE WAS I?**

This title picks up where the original left off, in more ways than one. We

he is transported by a 'mad professor' to the world of Alundra, to save the inhabitants from the evil Ripto. Ho hum.

More importantly however, Spyro 2 picks up where the original fell short in the gameplay stakes. The

shallowness has been rectified in a game that oozes class all over. The primary objective is to collect fourteen talismans, one from each area. Littered throughout the levels are gems. Collecting these is crucial to success, as they allow you access to later levels.

In the original this was as deep as the gameplay got. However, this time around, it is merely the beginning of your adventure. Each level also contains three orbs, which are necessary for Spyro to return to his world, and are generally tougher quests than the talisman. So each level, rather than being a straight walkthrough affair, becomes a far more complex experience. The orb-quests find you playing sub-games aplenty, from saving hula dancers, and banishing evil spirits, to playing ice-hockey against giant pigs. There are also interesting quirks like mega jumps, and rockets that can be launched with a quick burst from your nostrils. The complexity extends to the overall structure of the levels as well, as skills you learn later in the game, allow you to access orbs in earlier stages. The difficulty level also ramps up nicely. While it's pretty easy and straight-

He's the cool freak behind the music, the ex-drummer with the Police, and he wears silly hats. Stewart Copeland we love you. <http://www.stewartcopeland.com/>



forward at first, by the fifth and sixth worlds, even the talisman quests are becoming a lot tougher and more involved.

#### MMMM... SWEET CAN

Spyro has a relatively limited arsenal of moves, but the controls are quick, intuitive, and responsive. He can jump, glide and strafe, and has two different attacks: snorting fire and a charging headbutt manoeuvre. Thankfully, this small range rarely feels limiting due to the way they are employed throughout the game. For example, some enemies carry shields that will protect them against your

firebreath, while larger enemies won't succumb to a charge attack. Honing your gliding skills is also crucial to success in order to explore those out of the way platforms. These moves are introduced by a series of friendly characters in the first levels, but are integrated seamlessly into the gameplay, so it doesn't feel like an annoying training session: you just leap straight in.

What is most impressive and droolworthy about this game however is the quality of the graphics – for a PSX title this is about as sweet as eye candy gets. The character and level design is simply gorgeous,

with a fantastic sense of humour about itself. This is a game that looks better than most cartoons made these days. Levels are filled with funky looking characters, most notably pig-monks, who get a touch upset if you interrupt their meditation too much. The levels are expansive and often cleverly designed, with environments ranging from beaches to mountaintops to freaked-out future worlds. These are all rendered beautifully, in strong and vibrant colours.

Spyro 2: Gateway to Glimmer is a gorgeous game, and a distinct improvement over the original.

While it lacks the innovation of titles like Ape Escape, it is full of charm and originality of design, with solid and compelling gameplay. ■



SPYRO JUMPS FOR JOY AT THE SIGHT OF HIS OLD FRIEND "THE GIMP"



#### HORN-O-METER



#### PLUS

Eye candy aplenty, responsive control, deep gameplay.

#### MINUS

Maybe too cute for some.

VISUALS	SOUND	GAMEPLAY
90	89	89

#### OVERALL

# 90

A beautiful game, with the depth the original lacked.



# AEROWINGS

They say he's a fly boy, so **Arthur Adam** was sent up there...

YOU CAN TELL THE FAT PILOT SITS ON THE LEFT

<b>i</b>	AVAILABLE: Now
	CATEGORY: Flight Sim
	PLAYERS: 1
	PUBLISHER: Crane Entertainment
	PRICE: \$89.95
	RATING: G

Who hasn't wanted to fly a fighter jet around cityscapes, then maybe drop down a gear, push down on the gas, light up the afterburners and watch the fluffy dice on the dash sway backwards as you pull some serious g-forces? Well, development house CRI have brought us a title so that we may ease those supersonic cravings in the form of AeroWings, a flight/stunt simulation offering the gamer a chance to strap themselves into a choice of eleven jet planes. The unfortunate part though, is the fact that the aircraft are not kitted to the teeth with weapons. You can't even raise your middle finger and salute office workers as you blast by their 15th floor windows for crying out loud! However, this shouldn't distract you from the fact that there is some fun to be found in this game, but it would have been nice to send a rocket or two into sailboats or rain bullets of death into a pod of whales frolicking in a bay. Instead, AeroWings focuses on stunt and formation flying, pitting your patience and skill against figure eights, vertical cupids, barrel rolls and other stuff that would give mere mortals a pair of underpants riddled with skid marks.

## TOP GUN... WITHOUT THE GUN

Don't think you'll be able to take one of these birds for a quick spin through the

different objectives, because it isn't that easy. There's a Training mode that helps the gamer become accustomed to the control layouts and teaches you what all those numbers and lines that move about the HUD mean. The next thing to do is enter the Blue Impulse Mission mode. Blue Impulse are the Japanese Eval Knievals of the air who spend their time travelling the world and awing spectators at air shows. This mode is another tutorial-like area that teaches the pilot flying skills from take off to barrel rolls. A female instructor will run you through your objective and as you follow her instructions, you will be awarded with points. If you fail to make enough points, it's back to the drawing

board until you pass. As you progress you'll have to work with other pilots and achieve formation stunts like flying close to each other while looping and so on.

Sky Mission Attack is probably the best feature, which in a way resembles Nintendo's own Pilot Wings 64. Here, you'll have to seek out floating rings and pass through them. Different coloured rings award you with points

and the whole gist of the thing is to make up the required points in a certain time. Some rings are placed precariously in hard to get places, like between buildings, under bridges or close to a mountain that will see your backside inches from these objects. This is where your built up flying skill kicks in. To urge you on, the reward for completing these areas is the opening of new jets, like the dated (but funky looking) F4 Phantom and super slick F15 Eagle.

## HOWEVER...

With most reviews the word 'however' or an equivalent usually rears their ugly head, and with AeroWings there is no exception. Here we go. However, the game itself could have been so much more. Sure, AeroWings runs smoothly and the jet fighters almost look like the real things with intricate detail and small touches like glowing and cool landing gear animation, but somehow the whole experience is somewhat lacking. There's not a great deal of excitement in flying about large barren areas. After pulling



off five barrel rolls in your plane, there's really no thrill in doing it again. Although the areas to fly in are immense, they aren't exciting enough to want to spend too much time in them. The city area is made up of ugly, blurred out building with no movement, no traffic or anything to look at. The potential of AeroWings could have made a huge difference. Pilot Wings 64, for example pushed the gamer to achieve a variety of tasks that never left the pilot bored and had enough variety to make it a worthy game. The fact that AeroWings is meant to lean greatly towards realism is its downfall. AeroWings isn't anything spectacular and doesn't shine in the lastability stakes, but for those who love planes, you'll appreciate the authenticity of the physics engine and the loud roaring engines of your metal bird. ■



### TOMCRUISE-O-METER



#### PLUS

Realistic physics and plenty of cool-looking formation stunts to do.

#### MINUS

Thrill level isn't quite there and lastability is hampered due to lack of variation.

VISUALS

80

SOUND

77

GAMEPLAY

72

OVERALL

74

AeroWings doesn't seem to be able to get off the ground.



ROCKET SAVES THE WORLD WITH A HOT ROD ON WHEELS



# ROCKET: ROBOT ON WHEELS

Cam Shea comes to work dressed like Metal Mickey most days, so he gets to play Rocket...

return all the stolen tickets and tokens, get all the rides working again, and generally be a brown nosing little suck-up employee.

Sucker Punch have thankfully avoided creating Rocket from the traditional "3D platforming mascot" mould. Thus, he's not a cuddly, furry animal, a limbless freak, or even a fat tradesman (he is cute though — Ed). Rather, he's a funky one wheeled robot with a Star Trek-ish tractor beam imbedded in his forehead. The tractor beam is one of Rocket's coolest features, and many of the puzzles require its use to be solved. Using the tractor beam, Rocket can pick objects up, carry them round and smash them. Better yet, once you've picked up an object, you can bring up a crosshair that marks the possible trajectories that Rocket can throw it. This way, you can be incredibly accurate, and could hit a raccoon square in the head with a gherkin slice from twenty paces... if you wanted to that is.

Aside from Rocket's all too cool headware, are a wide variety of mini games and vehicles that help spice up gameplay no end. Sucker Punch have imbued Rocket with variety and innovation a plenty. Indeed, each environment has a very different feel, and generally has its own vehicle to help keep play fresh. For instance, the sec-

AVAILABLE: Now
CATEGORY: 3D Platformer
PLAYERS: 1
PUBLISHER: Ubi Soft
PRICE: \$79.95
RATING: G
SUPPORTS: Bumble Pak

It's been a big couple of months for the N64. The quality titles are arriving in abundance, and Nintendo owners accustomed to slender pickings have suddenly found themselves spoiled for choice. As per normal, a decent proportion of these titles are 3D platformers. With Rayman 2 and DK64, both rocking the house, Rocket has come along to make the



**IF WE WERE MAKING WHOOPIE, WHAT NOISES WOULD YOU MAKE?**  
Rocket is a lowly maintenance robot working in Whoopie World. Now

leaving Rocket in charge of the park. Well wouldn't you know it! One of the park mascots — Jojo the raccoon, has escaped from his cage, stolen all

**"ROCKET HANDLES A LITTLE DIFFERENTLY TO YOUR TRADITIONAL PLATFORM CHARACTER."**

choice of which platformer to buy all the trickier. You see, Rocket may not be as visually polished as DK64 or Rayman 2, but it offers inventive gameplay that will appeal to those looking for something a bit different.

there's a dodgy name for an amusement park! Anyway, the day before the park is due to open, the owner goes to court to fight a copyright infringement lawsuit filed by the "Farty Joe's Whoopie World" chain,

the tickets and tokens, and spanked the park into disarray. Rather than doing what any sane employee would — quit on the spot and let someone else worry about it, Rocket (that's you by the way) decides to go after Jojo,

ond level equips Rocket with a little hover-tank that fires paintballs. You can change the colour of the paint, and paint almost anything in that world. Thus, many of the puzzles in this world are colour based.



Anyone remember Uniracers on the Super Nintendo? It was a 2D unicycle racing game where you pulled awesome tricks for speed, launched off massive jumps and sped through loop the loops. A very weird, but cool game!

## REAL WORLD PHYSICS-ISH

Being the one wheeled variety of robot, Rocket handles a little differently to your traditional platform character. You won't be able to turn on a dime in this game, as inertia and gravity influence Rocket's movements. This goes for everything else in Rocket's world too — it's all influenced by real world physics. Or at least the game's take on real world physics. Unfortunately, this means that control isn't as tight as we'd like — a little more responsiveness wouldn't have been as realistic, but

would help make the platforming elements less frustrating.

Rocket's innovative abilities and the game's physics allow for many truly unique puzzles with logical solutions. They vary in difficulty quite considerably — this may not be the best game for platforming virgins — but are never unfairly frustrating. There are seven massive worlds to explore — each with plenty of sub-levels and mini games, so there's always something to do.

Rocket isn't going to win \$10 in a beauty contest anytime soon. It's competent, certainly, and the character of the game and size of the levels

are conveyed nicely, but it ain't no DK64. The biggest problem graphically, however, is the camera mechanics. We've all come to expect some awkward angles in this style of game, but Rocket is worse than most, with the camera being very uncooperative a lot of the time. It's worth persevering with, but you will get frustrated.

Developers Sucker Punch have delivered a fresh batch of piping hot gameplay to the N64 with this title. Rocket has its problems, but if you like your platformers with an emphasis on ingenious puzzles rather than action, Rocket is worth a look. ■

## PUZZLES AREN'T MY BAG, BABY!

Be warned, however, Rocket can become tedious if puzzles aren't your thang. Likewise, if you want action, and don't like excessive item collection, then you may be best to stay away. Rocket has the most collectables of any platformer I've played of late. Particularly nit picky are the tokens. There are something like 200 to collect on each level — and you'll need to collect most of them to open up new areas. There are also twelve tickets per level, as well as machine parts, screws etc.



### MARVIN-O-METER



### PLUS

Lotsa originality and variety.

### MINUS

Destined to live in the shadow of Donkey Kong and Rayman.

VISUALS	SOUND	GAMEPLAY
79	75	86

### OVERALL

# 84

Rocket may not have the spit and polish of a Rare title, but its unique take on puzzle solving, and variety in gameplay, make it almost as playable.



# LE MANS 24 HOUR

Tony Montana gets behind the wheel and spins out...

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Racing
<b>PLAYERS:</b> 1-2
<b>PUBLISHER:</b> Infogrames
<b>PRICE:</b> \$79.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Dual Shock

The PlayStation is known as the racing game console. It can boast having some of the best racing games ever, but along with that comes hundreds, thousands, literally MILLIONS of poor to average racing games. Unfortunately, Le Mans 24 Hour doesn't help address the balance...

### A DAY IN THE LIFE

This isn't to say that Le Mans 24 Hour is Max Power Racing — it's actually got quite a few redeeming features. Firstly, this is the only game on the market that allows you to race the Le Mans 24hr circuit in its entirety. That's right kiddies, if you thought your parents weren't happy when you sat down in front of Final Fantasy VIII for five hours straight, imagine how they'll feel when you ask if you can use the TV... for a day. In the interest of common sense though, there is the option to save your 24hr marathon race during the race itself, so if you don't want to sit in front of your



TV for a whole day, you don't have to.

The 24hr race option isn't the only way to play Le Mans 24 Hour though (phew). There's also a standard arcade and championship mode just like in every other racing game. Arcade mode is just pick a car and race, and with championship mode you unlock tracks and cars as you go along.

While Le Mans 24 Hour has a great concept, the game falls flat in graphics and gameplay. Visually, this game

redefines the word "average". The tracks actually look quite bright and aren't that bad, almost like someone took TOCA's graphics and turned up the brightness level. Which of course means the graphics are quite dated. The cars look shocking though. Forget the fact that some of them look (and feel) like they're floating above the track, they're quite ugly and don't really do the awesome machines that race around Le Mans any justice at all.

**"VISUALLY, THIS GAME REDEFINES THE WORD 'AVERAGE'."**



Controlling the cars leaves a lot to be desired too. If I were to take a Le Mans sports car, and go into a corner at 250kmh, I'd expect it to be quite a chore to actually turn the damn thing. Here, you can take any type of corner at any speed. There's also no real powersliding, and going off the track doesn't seem to hamper your progress much either.

Finally — the worst aspect of the game — the sound. Le Mans 24 Hour has a git who commentates the whole race from your perspective. So if you do something good, he'll say "Great work!" and if you go off the track he'll say "He's off the track!". It seems like these are the only two things he can say, so if you accidentally put one wheel on the grass, he'll scream at you.

Le Mans 24 Hour is a great concept that's let down by the first-generation graphics and bodgy controls. Fans of endurance racing should love the chance to race for 24 hours, but everyone else probably could care less. ■



### REDEYE-O-METER



### PLUS

If you've ever wanted to race the 24hr Le Mans endurance circuit, this is your dream game.

### MINUS

Average visuals, sloppy controls.

VISUALS	SOUND	GAMEPLAY
61	52	67

### OVERALL

63

Nice concept, shame about the execution.

Theme Park World also has a strong online component. Check out other people's parks and ride their rollercoasters, or just chat to fellow freaks. Go to <http://www.themeparkworld.com>



# THEME PARK WORLD

Cam Shea was getting violent from too much Quake, so we decided he needed to play something a little lighter...

With the original Theme Park, Peter Molyneux (and Bullfrog) successfully tapped into one of the fantasies of just about every male under the age of 30 — masterminding an insane amusement park. Leap to 1999 and Bullfrog have done it again with the game's sequel, Theme Park World. Rather than attempt to one-up the recent Rollercoaster Tycoon, Bullfrog have stuck to their guns and produced what is essentially one mother of an upgrade to the original, and a wonderfully entertaining game.

of the game is to build a kickass amusement park... and make loads of money in the process. Sounds simple eh? Well, the catch is that you'll need to do more than just plonk down a few rides and decide on an entrance price. The player builds the park from scratch, and dictates everything —

more variety than the original. There are now four different locations to explore and build crazy-ass rides in. Starting out with Halloween and The Lost World, it won't be long until you've unlocked Wonderland and the awesome Spaceworld. The four themes are great fun, but realistically, the dif-

AVAILABLE:	Now
CATEGORY:	Management Sim
PLAYERS:	1
PUBLISHER:	EA
PRICE:	\$79.95
RATING:	G

"YOU'LL NEED TO DO MORE THAN JUST PLONK DOWN A FEW RIDES."

## A MANAGEMENT SIM? DOESN'T SOUND VERY EXCITING...

If you've never played Theme Park, it's basically a management sim. The goal

from the patrol routes of the staff, to the amount of ice in the drinks, to how fast the killer rollercoaster goes. Speaking of rollercoasters, Bullfrog have done wonders with the interface — building and adjusting complex, interwoven rides couldn't be easier. Theme Park World has bucketloads

ferences between them are mostly skin deep, with the same basic set of rides and attractions throughout.

The biggest advance for Theme Park World is that the entire game is now in glorious 3D. This allows the player to zoom in and out, as well as scroll 360 degrees to view the park

from any angle. The best part about going 3D, however, is that every single ride in the park can be tested from a first person perspective. From the bouncing castle to the mightiest of rollercoasters, and even the security cameras. Turn around on the rollercoaster to see the kids sitting in the car behind you with big grins on their faces, or wait until you're up high, and gaze down upon the hustle, bustle and barfing in the park. Great stuff. ■



## SPEW-O-METER



### PLUS

Colourful, humorous, good play balance.

### MINUS

Maximum res of 800 by 600 isn't good enough.

VISUALS	SOUND	GAMEPLAY
86	83	88

## OVERALL

# 86

The goofy cousin of Rollercoaster Tycoon, and the sexy daughter of Theme Park.



SCARED? YOU ONLY HAVE YOURSELF TO BLAME





Check out one of the most comprehensive techno record stores in the world — Submerge Records, based in Detroit. Point your web browser to [www.submerge.com](http://www.submerge.com) and sample some fine techno and electro grooves.



# MUSIC 2000

Cam Shea decides — music or muzak?

**AVAILABLE:** Now  
**CATEGORY:** Music/video creation suite  
**PLAYERS:** 1  
**PUBLISHER:** Codemasters  
**PRICE:** \$79.95  
**RATING:** G  
**SUPPORTS:** PSX mouse

The original Music was an ingenious piece of PlayStation software. A big step forward in the evolution of the console as more than just a games machine, Music gave PlayStation owners the chance to use a decent music creation suite without having to own a PC and/or very expensive hardware.

**EXPERT KNOB TWIDDLEDERS...**  
 Codemasters have really worked hard to pack extra features into Music 2000. If you'd like a taste of just how much fun can be had creating electronic music then there's no better introduction. It's essentially a scaled down music making studio — sequencer, sampler and synthesizer in one. The most basic way to use Music 2000 is by skimming through the sample library, picking riffs you like, then pasting them into the sequencer. Each riff ranges from one to eight bars, and there are over 1000 riffs to choose from. The riffs are divided into track elements, like bass lines, drum loops, melody or vocals, as well as being arranged into broad musical categories, like techno, drum'n'bass, house and trance.

As much fun as this may be, Music 2000 gets a whole lot deeper. You can create your own riffs by mucking around with the 2000 individual instrument samples, the keyboard and all the filters. Better yet, you can actually record your own samples from an audio CD. This option is perhaps the coolest new addition to Music 2000. Obviously you're much more limited,



OBSERVE THE HEARTBEAT OF FAMILY MEMBERS SUBJECTED TO YOUR CRAP MUSIC

both in memory and in functions, than with an industry standard sampler like the Akai S2000. Even so, for the money, it's phenomenal value. You can sample any part of an audio CD,



OH JAMMER LAMMY TURNS IN HER GRAVE!

then trim the sample to size, apply any effects you want (like cutting out high frequencies, or adding reverb), and then insert it into the track.

**DUCK BY THE POUND...**  
 Thus, if you want to get dirty by adding in some ghetto house lyrics, then whack in your DJ Assault CD and sample away. The possibilities are only limited by your imagination (and your CD collection). Just a warning though, Codemasters have incorporated stringent "crap music pro-

tection" into Music 2000, so if you try and sample Kenny G, Barbara Streisand or the like, your PlayStation may well self destruct.

Another new introduction to Music 2000 is the Music Jam mode that allows up to four people to create a track in real time together. Each person has four looping and four one shot samples assigned to their control pad, and just hit the buttons to trigger them. You can even change the pitch of samples, create melodies and upload new samples on the fly. As weird as this sounds it's lots of fun — and a little like a primitive form of DJ crew turntablism.

As far as limitations are concerned, the PlayStation's poultry 2MB of RAM doesn't help much for such a memory intensive application, but Codemasters have worked around this very cleverly indeed, and you'll find that you can write quite a long and complicated track before hitting the memory limit. If you're doing lots of your own samples, however, you may need to downgrade the quality of the audio from 44kHz to 22kHz to make sure it will all fit.

Music 2000 is a must for anyone with a musical bone in their body. ■



## BPM-O-METER



## PLUS

Incredible value for money. Great for those curious about writing tunes.

## MINUS

Don't bother unless you're running the sound through decent speakers!

**VISUALS** 77    **SOUND** 91    **GAMEPLAY** 89

## OVERALL

# 89

Music 2000 is a comprehensive and addictive way to create funky music through a PlayStation.



ANN HE'S BLOWING HIS NOSE AT ME!



Half Life was one of those rare games that had the whole Next Gaming office crowded around the old PC with our mouths hanging open in delight. It goes down as one of the most immersive and enjoyable first-person games ever. Well, it's been a long time since those late nights picking off those jumping chickens, but finally it's time to take a trip back to the Black Mesa research facility to revisit a few old friends...

**THIS MISSION IS FUBAR...**

Forget about Gordon Freeman for now. In Opposing Force, you play the role of a young crack troop who has been sent in with the rest of the army to perform a mission that has not yet been described to you in detail. Of course, we all know that the army was sent in the kill Gordon Freeman who you played in Half Life, and hopefully take out some of the bizarre aliens in

the process. Unfortunately, as your helicopter is coming in for landing at the Black Mesa complex, something goes horribly wrong and you wind up wounded and lost inside a section of the scientific research complex. The brilliance of Opposing Force, is that whilst you continue to try to survive throughout the course of the game, you encounter locations and even moments from the original Half Life – perceived from a different point of view of course. This makes the add-on doubly thrilling for those who did play through the original Half Life, as you'll get some real kicks out of this... and some warm and fuzzy memories. The rest of the time though, you kind of don't know what you're doing and have to take opportunities as they present themselves, so the thrill of exploration is still there.

Many of the weapons and monsters in Opposing Force are new. Obviously there can't be too many changes without appearing inconsistent with the

events of Half Life, but enough has changed to make this fun all over again. New additions include a powerful hand-gun with a laser-sight, a trusty wrench (as opposed to the crowbar), high-powered machine guns and some new technological weapons you should see for yourself. There are also plenty of new organic alien weapons – like the grappling-hook style tongue creature. You'll find yourself up against a range of faster, more intelligent and deadlier monsters, and the deadly black troops who are keen to have you silenced. There were lots of things Gordon Freeman never saw...

One of the best things about Half Life, were all the scripted events that took place during the action. Well Opposing Force has these in spades, and it sucks you right into the chaotic storyline. Walls collapse, characters run around and do their own thing, plus you witness a variety of events which help to flesh

AVAILABLE: Now
CATEGORY: First Person Shooter
PLAYERS: 1-Multi
PUBLISHER: Sierra
PRICE: \$49.95
RATING: M
REQUIRED: Full working version of Half Life

out the real story behind Half Life. You also encounter soldiers throughout the game who will accompany you through some levels, responding to the simple "stay/follow" command. Some of them can cut through doors for you, or whip out some heavy-duty firepower, so don't recklessly have them killed...

All up, this is a must-have add-on for anyone who loved Half Life. If you never experienced the game from Gordon Freeman's shoes, then go back and play through that first, then return to appreciate Opposing Force the way it was intended.



GET THAT CHICKEN OFF YOUR HEAD WHEN I'M TALKING TO YOU



HERE ALIEN DUGGY. DIE DUGGY DIE!



**CHICKEN-O-METER**



**PLUS**

Engrossing atmosphere.  
New things to play with!

**MINUS**

It's all over a bit too soon.

VISUALS	SOUND	GAMEPLAY
91	92	88

**OVERALL**

**88**

Top stuff to keep us hanging on until Team Fortress 2 and Half Life 2.



Fire Beam  
Ice Beam  
Heal Force  
X-fer

Bolt Beam  
Bio Blast  
Confuser  
TekMissile

??????	63
WEDGE	61
BIGGS	64

AND THE OLD SNES FONT. THOSE WERE THE DAYS

# FINAL FANTASY ANTHOLOGY

Can we blackmail Sony into a local release? **Kevin Cheung** does his best...



**i** AVAILABLE: On Import  
CATEGORY: RPG  
PLAYERS: 1  
PUBLISHER: Squaresoft  
PRICE: TBC  
RATING: G  
SUPPORTS: Memory Card

With titles like Final Fantasy VII and VIII now part of the Western mainstream gaming vocabulary, it seems rather apt that Squaresoft should release a collection of some of the Final Fantasy titles that were in existence before the ones that we've spent countless hours on. In Japan, a collector's edition package called Final Fantasy Collection was released, containing Final Fantasies IV, V and VI. The title being reviewed here is the American release, Final Fantasy Anthology, containing Final Fantasies V and VI. Why number 4 was omitted from the game is anyone's guess.



ELLIOT, CAM AND BROOKE TURN UP PREPARED FOR A MEETING WITH THE BOSS

saw the light of day in Australia. That's why as an import title, the value of Final Fantasy Anthology would be immeasurable to anyone who's developed a love for the Final Fantasy universe.

The package that's on offer with

original music. Essentially, it is as the words imply — a straight port of the original games. That doesn't necessarily make it a bad thing, though.

Final Fantasy V is revered as one of the greatest RPGs ever made. As RPG connoisseurs will all unanimously

ards, lancers, thieves, chemists, ninjas, dancers, sorcerers, and trainers. Each class of character has his or her own unique characteristics and abilities, such as the number and types of weapons used or the type of magic that is specialised in. These are abilities earned with time and experience, which can then be equipped to other characters. For instance, a sorcerer who is equipped with a chemist's healing abilities becomes a valuable all-round spell caster. This system in and of itself is a reason for owning the game, as it has always been used as the point of comparison since its inception; and it is a system that has only since been seen in Final Fantasy Tactics — yet another priceless import title.

### NOT A CLOUD IN THE SKY

Final Fantasy VI was the series' first stab at a more traditional RPG, and is based on similar premises to number 7. The story takes place in a world that is

"FINAL FANTASY V IS REVERED AS ONE OF THE GREATEST RPGS EVER MADE..."

### THE GLORY DAYS!

Final Fantasy V and VI originally appeared on the Super Nintendo. Whilst they were released in America under the names Final Fantasy II and III (don't ask us about the name changes please), they never actually

Final Fantasy Anthology is a straight port of the original SNES titles. Save for an introductory and concluding FMV sequence for each game, there are no new additions. There are no new frames of animation, no increase in resolution, and no revisions to the

attest to, FFV features one of the most comprehensive and in-depth control systems ever seen in an RPG. Referred to universally as "The Job System", each character in the game is assigned a "class". There are 22 of these classes, such as knights wiz-

beginning to show signs of real recovering from the ravages of a globally devastating war. In fact, it's been several centuries since the war, and the technology and magical arts of that era have literally been lost in the mists of time, referred to only as fables and legends.



WAW, A CUTE LITTLE BIRDY



I FEEL LIKE CHICKEN TONIGHT, LIKE CHICKEN TONIGHT. YOU HEAR THAT CUTE LITTLE BIRDY? MUHANA!

## FINAL FANTASY IX!

Originally reported to be released simultaneously on the PlayStation and PlayStation 2 in March, Squaresoft dropped a bombshell by officially delaying the release of Final Fantasy IX till at least September 2000 in Japan. That means either a Christmas 2000 or early 2001 release for Australia.

We enter the story at a point where an evil conquering bastard king named Kefka stumbles upon Terra, a girl with the mysterious magical powers referred to in the legends. Taking advantage of her state of amnesia, he proceeds to follow the path of the legends by awakening the fearsome creatures rumoured to have come within inches of destroying the world: the Espers.

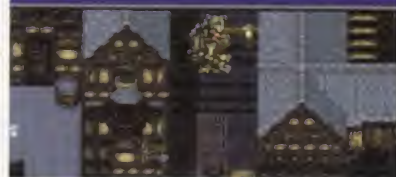
It's difficult to gauge how much more of the story one should tell without giving too much away, given that the game is so old. For the benefit of

the fans who'll be out to import this title, we'll stop here. What's most important to know is that the two games on offer here are, strictly speaking, superior to Final Fantasy VII and VIII. It is Final Fantasy in its purest form, with all the original flamboyant designs, innovative control ideas, and Uematsu's coming-of-age music, all taking place before the Westernisation Process. That is, making the game 3D to satisfy the

**WEDGE:** Hard to believe an Esper's been found intact there, 1000 years after the War of the Magi...



**GUARD:** We've got 'em trapped, now!



demands of the marketing geniuses in Sony's Western branches. The implication, of course, is that if you cannot appreciate an RPG in its traditional 2D form, then you'll be wasting your time with FFA. The more worldly among us will definitely enjoy this title. ■



ATMOSPHERE YOU CAN CUT WITH A GUNBLADE



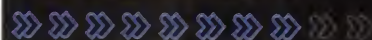
Goblin

?

55



## SPRITE-O-METER



### PLUS

The ultimate nostalgia trip, and excellent value for money too.

### MINUS

WHY DIDN'T THEY INCLUDE FINAL FANTASY IV?

VISUALS	SOUND	GAMEPLAY
70	78	95

## OVERALL

# 92

Final Fantasy fans take note: lie, cheat, backstab - do whatever it takes to get your hands on this title.



IF IT'S NOT SOMETHING IN THE WATER, I'M FRIGHTENED

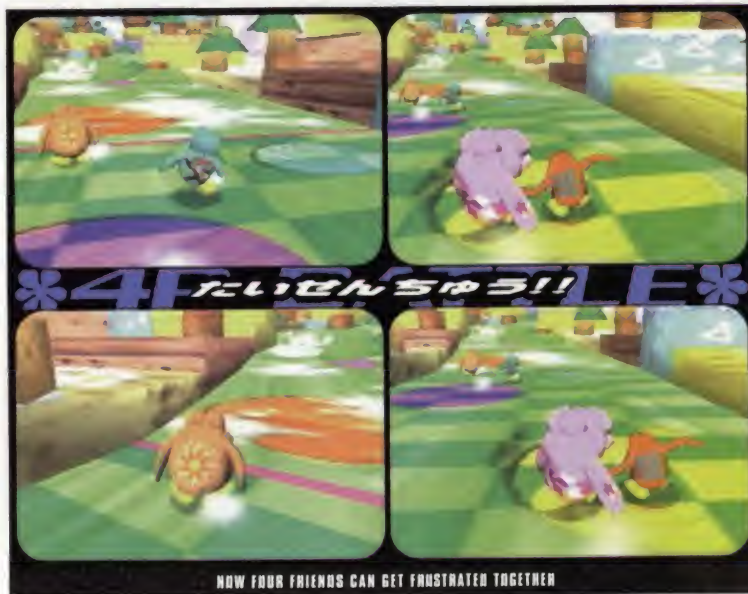
# PEN PEN TRI-ICELON

Arthur Adam shows off the ice-burns on his stomach...



AVAILABLE: Now  
 CATEGORY: Racing  
 PLAYERS: 1-4  
 PUBLISHER: Infogrames  
 PRICE: \$94.95  
 RATING: G  
 SUPPORTS: VMU

So, what's a pen pen? If you said two pens held together with an elastic band, then you'd be correct. Coincidentally, a pen pen is also the Japanese word for penguin, which is kinda confusing seeing that most of the characters in the game aren't (penguins that is). The cartoon-esque rabble of blubbery characters are a blend of useless sea animals, like a shark, walrus, octopus (with two tentacles) and other oddities that defy description. Each



NOW FOUR FRIENDS CAN GET FRUSTRATED TOGETHER

the courses see you sliding on your belly down steep icy slopes. To make the control of this game easier to understand, imagine yourself hurtling down a mountainside with your butt cheeks wedged in the middle of a rubber tube. Not quite the same control as an F1 vehicle is it? Most of your time will be spent trying to stay on track as you steer and fly off in all directions. On top of this, you'll have to press the A button to allow the character to push along the ground. Very frustrating indeed. The next form of racing is the quick walk or shuffle, where your character will waddle along at super-slow speeds. It's more like a

**"PEN PEN HAS FAILED TO BREAK INTO THE CUTESY RACING GAME GENRE."**

are colourful, well constructed and whacky in design, offering cuteness not seen since Pokemon. As you would anticipate, each sea racer has their own special attributes. Jaw, the shark, is the fastest swimmer but lacks in the belly sliding area, whereas Sparky is an all rounder. All this freaky sea-life is here to take

part in the Tri-icelon, so let's see what the story is...

### COLD ENOUGH FOR YA?

The game basically drops itself into the racing genre, with three main styles of moving your creature along. Your tubby freak can belly-slide, shuffle or swim. It's good to

see developers come up with original ideas as in this unique game, but original ideas don't always cut the mustard. For instance, take ejector seats on a helicopter or an ashtray on a motorcycle, fresh ideas, sure, but basically no good. The main problem arises with the frustrating control of your sea vermin. Most of

stroll through a nursing home than a race. Hindering the experience is the fact that ice makes you slide places at times that you don't want to go. Lastly, sections of the race see you swimming underwater, where again you have to repeatedly press the A button to flap your appendages in an effort to move quickly. A cool







# WHEEL OF TIME

Singe Graham puts the books down long enough to play the game...



AVAILABLE: Now
CATEGORY: First Person Shooter
PLAYERS: 1-16
PUBLISHER: GT Interactive
PRICE: \$89.95
RATING: M
REQUIRED: P 200, 32MB RAM, 500MB HD Space
DESIRED: PII 266, 64MB RAM, 3D Accelerator

The wheel of time turns, and Ages come and pass, leaving memories that become legend. Legend fades to myth, and even myth is long forgotten when the Age that gave it birth comes again. (Singe are you there? — Ed)

In this age we take control of Elayna, a young Aes Sedai (Magic wielding femme-fatale) who has risen through the ranks to become Keeper of Chronicles (That's about the rank of Vice-President for those that aren't in



Using the original Unreal Engine, Wheel of Time's graphics are, whilst looking ever so slightly dated due to the release of UT, still first class. Everything runs smooth, slick and quick even on mid-range systems with all the accoutrements of Unreal there in full force.

The weapon system is a little different to other FPS games though. Think Psi-Amp (and only Psi-Amp) from System Shock 2 and you've pretty much got it. Players can pick up a variety of Ter'angreal in order to cast different spells at their opponents. These Ter'angreal range from offensive spells such as Air Blast, Fireball and Seeker, to defensive spells like Fire Shield, Personal Shield and Heal. Each spell can be "researched" once

"THE ATMOSPHERE THAT WHEEL OF TIME BUILDS IS TRULY OUTSTANDING."

the know). One evening, a man breaks into the White Tower with the intent of stealing artifacts of great power called Ter'Angreal. He fails, but he kills a dozen of your sisters in the process before fleeing. Being the only one the Amrylin Seat (Read: Head Honcho)

truly can rely on, you are entrusted with the task of following this man and bringing him to justice.

### TEARS OF JOY

When this reviewer heard that there was a Wheel of Time game being cre-

ated he almost cried for joy. For anyone that's read the series that this game is based on you'll know it's a truly fantastic masterpiece written in excruciating detail. A game based upon this series can only be even better, right? Well, it's not far off.

you obtain it in order to inform you of its purpose and just how to use it. With some many spells available to the player, this feature is very useful indeed.

The atmosphere that Wheel of Time builds is truly outstanding. We rec-



ommented playing the first act of this game late on a rainy evening with the lights out and the volume cranked on your speakers. Shadar Logoth (The Cursed City) looks stunning, but the mood that the sound sets is truly amazing. Rolling thunder can be heard in the distance whilst rain beats down upon the streets. You're trying to avoid being destroyed by Mashadar, the taint that infects Shadar Logoth and can strike without warning... you tiptoe to the edge of a battlement and peer into the courtyard below when all of a sudden... BLAM! A huge clap of thunder rolls through your speakers and you panic, falling 3 stories to your death below. Two HUGE thumbs up in the sound department on this one.



### YOU PUT A SPELL OVER ME

Although the wide variety of spells is good in one sense, in another it can be downright irritating. Spells are essentially grouped into separate categories but then can also have multiple spells within the one category. For example, Air Blast, Fireball and Dart are all grouped in

the first category. This means if you have fireball currently selected and you wanted to switch to dart, you'd have to press the 1 key twice in order to get to it. As a lot of us out there often just use the wheel-mouse to switch, you'll find that you fumble around in the heat of battle trying to equip the right spell. This fact is made plainly aware of due to WoT's difficulty level. Playing on standard difficulty in WoT is about the equivalent of a "Hardcore" difficulty setting in other games. Monsters are quick and jump about a lot, bosses are tough as rocks and good spells are few and far between.

WoT is a damn fine game. It takes an excellent engine and expands upon that to its full potential. It then takes places, events and characters from one of the most popular fantasy worlds ever created and brings them all to life. Admittedly though, unless you have read the series and understand and appreciate the background of the game then you won't have as much fun playing. In fact, the first time in Shadar Logoth you'll probably be scratching your head and wondering just what the Hell Mashadar is and why these little smoke tentacles seem to beat the stuffing out of you. If you've read the books, you can't miss this. If you haven't and Q3/UT are the kind of games that trip your trigger, grab it. ■



### PIPE-O-METER



#### PLUS

Good Challenge. Superb atmosphere.

#### MINUS

Occasionally awkward controls

VISUALS	SOUND	GAMEPLAY
90	94	86

### OVERALL

# 91

Almost a religious experience for readers of the books.



# GP 500

In his Hyper debut, **Feann Torr** does a victory lap of the office.

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> Motorcycle Sim
<b>PLAYERS:</b> 1-8
<b>PUBLISHER:</b> Microprose
<b>PRICE:</b> \$89.95
<b>RATING:</b> G
<b>REQUIRED:</b> P200, 32Mb RAM, 3D card,
<b>DESIRED:</b> P300, 64Mb RAM, gamepad

As I step out of the shower pondering how it is I am to beat Criville with only two races to go and 11 points behind, it dawns on me that this is one heck of an exciting racing sim. 'How can one type as he steps out of the shower?', I hear you ask. Why, that would be telling! Suffice to say wise men wear rubber clogs. Ahem.

### LIKE COKE, IT'S THE REAL THING

GP500 is the first 500cc Grand Prix motorcycle game with all the real sponsors, teams and riders. While many would scoff, imagine an F1 game without the real stars; a StreetFighter game with no Ken, or even Mario with no tripped out Toadie. Well, maybe the last one would be okay, but for many the lack of real world stats is a just a cop

out. And until now there has yet to be a fully FIM endorsed racer out there. Right here and now however you can hop on the Honda NSR 500cc two-stroke from hell and slip on Doohan's leathers for one of the most intricate sims out there.

Or alternatively if you're a Suzuki fan (as I am) you could try on Aoki's shoes and take the RGV-T out for a spin. All the sponsors are there too, as is the entire host of tracks from the 1998 season. This all adds up to a more complete package, and after playing all the motorcycle sims out there, I'd have to say this easily is the most enjoyable.

GP500 is the Grand Prix Legends of the two-wheeled racers. It takes ages to get the hang of the game, but when you reach that stage you'll never put it down. The opposing AI is really solid with some great nasty moves in their repertoire. If you are taking their racing line and they want to overtake, they'll often change their line so as not to hit

you, rather than just act like 'old school' racing sim AI and attempt to drive right through you. I must warn some gamers, though, that the high level of difficulty may put some off (like GP Legends), but if you can persevere through the early days then you'll be laughing. Leaning into hard corners actually feels right too, as owning a motorbike myself, I can relate to the physics involved - they are very accurate. You can even pop the front end up with a quick tap of the brakes straight after opening the throttle. I'm yet to fall off whilst completing a wheelie, but dammit I'll do it if it kills me. Wow, that's a scary statement...



### KICK-START MY HEART

Accompanying the stellar gameplay is a very nice visual package. The game moves along at a fluid 30fps, which seldom drops, though a shitload of other bikes onscreen can make things a bit chuggy. For once these beasts of

the track have actually been given a realistic amount of tread on the rear wheel too - it looks way cool. Actually, the bikes in general look very detailed and quite true to life as well. They all look relatively faithful to their real life counterparts, with all the decals and correct exhaust positioning. The track-side detail isn't awesome, but it manages to capture the feel for all the different tracks.

GP500 is a terrific game. This is the one to get if you've been sitting on the fence passing time waiting for the premier bike sim. I can't get enough of the pure realism and gritty racing involved - brilliant! Oh, and on a last note, you may be pleased to know this title was developed by none other than our very own Melbourne House. Huzzah! Well done lads.



### BLENDER-O-METER



#### PLUS

Great racing physics.  
A good challenge.

#### MINUS

A tiny bit of slowdown at times.  
Average sound effects.

VISUALS	SOUND	GAMEPLAY
93	83	94

### OVERALL

# 91

A lovely piece of work. One of those must-have sims.





» Talk about comprehensive. If ever there was a game that tried its hardest to be the biggest, baddest, bestest bit of code in town, then it would be Rally Championship 2000.

Actualize have tried to ensure that this would be the best rally title on the market by loading RC 2000 with sack loads of options and one of

**YOUR PIPE IS DIRTY**

For starters, let's make it clear that RC 2000 is an awesome graphical display. You won't see a better looking rally game around the

lawnmowerish, without the realistic grind and crunch that we've enjoyed in games like TOCA or Colin McRae. Speaking of Colin McRae Rally, the comparisons are

AVAILABLE:	Now
CATEGORY:	Racing
PLAYERS:	1-8
PUBLISHER:	Actualize
PRICE:	\$89.95
RATING:	G
REQUIRED:	PII-266, 64MB RAM, 3D Card
DESIRED:	PIII-500, 128MB RAM, 16MB 3D Card

**"WE COULD GO ON AND ON ABOUT THE VISUALS..."**

the prettiest graphics engines yet seen in a racing game. Whilst just about everything about RC 2000 kicks major arse, there's one nagging flaw with the game... it just doesn't feel right. An ambiguous criticism? Well, sometimes it's hard to put your finger on these things, but let's try...

shops in a long time. Everything about the visuals is incredible, from the car itself to the level of detail in the environment, you'll be grinning madly at how cool everything in this game looks. Switch between the plethora of camera angles to enjoy the detailed car model from a variety of perspectives, smile like a kid when spectators flashbulbs go off during a night race, gander in wonder at the never-repeating lushness of the flowing environment. Spooge! RC 2000 is so pwetty your eyes will puff up and pop out of your head. Gorgeous textures, brilliant lighting – we could go on and on about the visuals, but we've made our point. Unfortunately, the sounds lets the experience down. The car engines sound thin and

inevitable. There's no doubt that RC 2000 has attempted to kick Colin McRae to the ground and step on his face, but the problem is that the car handling and physics in RC 2000 just don't quite match the brilliance of everything else in the game. So much about RC 2000 could pass it off as a full simulation, but the actual racing is too arcadey to qualify. The rally circuits are fantastic, the selection of cars impressive, and the damage model quite exciting, but the nuts and bolts racing gameplay is lack-



ing any true gripping sense of realism. Even so, it's hard to not recommend that you go and check out RC 2000 at your local shop, as there's some juicy flesh to this game that needs to be tasted.

**REALISM-O-METER**



**PLUS**

Cool replay mode.  
Fantastic co-driver commentary.

**MINUS**

Arcadey feel. Annoying menu screens.

VISUALS	SOUND	GAMEPLAY
94	80	82

**OVERALL**

**80**

Worth buying just for the graphics alone.  
Lucky it's a good rally game too.



New Zealand isn't only the location for Xena, but it's the location for the upcoming Lord of the Rings movie trilogy!



# XENA: WARRIOR PRINCESS - THE TALISMAN OF FATE

Seeing that **Arthur Adam** enjoys studded leather, chains and the occasional spanking, we gave him this game.



AVAILABLE: Now  
 CATEGORY: 3D Fighter  
 PLAYERS: 1-4  
 PUBLISHER: GT Interactive  
 PRICE: \$99.95  
 RATING: G  
 SUPPORTS: Memory Card, Rumble Pak

Not content with flooding our television sets with bad acting, poor story lines and a cast of New Zealand actors, Xena is here to appear on the N64 in her very own fighting game. Sure, the show is supposed to be set in ancient Greece, but seeing it's filmed in New Zealand, we were a little chuffed at the fact that sheep didn't appear anywhere on our copy.

## POWERFUL THIGHS

The game is straight forward, you choose from a range of Xena-world fighters and hack 'n' slash your way to the end boss, who looks similar to the satan portrayed in South Park. All your favourite characters make an appearance. There's Gabrielle, who enjoys flashing about her big bouncy

horse, Hope, who enjoys wielding her rigid (and painful) wooden pole, and everybody's favourite, Joxter, with his dashing dress sense. Of course, you'll be able to control Caesar, Ephiny, Lao Ma, Callisto, Ares, Velasca and Autolycus.

Each character is faithfully reproduced from the television series and each possesses their true weapons. Xena is dressed in her tight leather attire, revealing her large rounded, erm, shoulders and fights with a sword. On top of this, she can use her chakram (the decapitating frisbee). Many of the characters have some type of throwing device complementing their standard weapon for long distance attacks.

## XENAPHOBIC

Although this Xena title is quite standard for a fighting game, ie flying attacks, special attacks, the ever-impressive energy bar, light trails from weapons and weak/strong hits, there are some features that furnish this fighter with its own uniqueness. With the N64's four ports, you are

able to grab three friends (if you can persuade them) and play on the screen simultaneously, in a frenzied affray. Another touch added to the game are the insane jumps capable when fighting, which will see you bouncing about the screen like a large beach ball.

Other than these things though, you'll be scrambling back to Super Smash Bros. for a REAL unique gameplay experience.

The graphics in Xena are smooth and constructed well, although not overly detailed. The characters move too stiffly, like they have misplaced one of their weapons. These problems leave the game a bit vapid, and therefore not the best of fighting experiences.

At the end of the day, Xena isn't a disappointing fighting title; but then again, it isn't anything mind-blowing either. Sure, there are leather clad

women slapping each other around, but is that enough to make a good fighting game? (I had to think long and hard about that last question.) I suggest

that Xena fans buy this title, but others test it out before committing to this latest effort from Titus. ■



## YIYI-O-METER

### PLUS

Four-way fighting action and there's leather baby!

### MINUS

Chuggy frame-rates and all those things you don't want.

VISUALS	SOUND	GAMEPLAY
73	64	70

## OVERALL

# 77

We've added 7 points for the extensive use of leather.



# CHEF'S LUV SHACK

What's up children? **Tony Montana** wears the apron...

Choo choo! Look out because that runaway merchandising train, the South Park express, has made an appearance on Platform PlayStation for the second time. The first South Park game on the PSX was a very, very, very, very boring first person shooter that left us all scratching our heads as to how a game like it could be released. The second South Park game is Chef's Luv Shack, a trivia game, and it helps a little in repairing the reputation of the South Park licence.

**SWEET!**  
 First things first, Chef's Luv Shack is not really made with single player action in mind. Playing this game alone will only make you feel like you have no friends (and if you do honestly have no friends, we apologise). In fact, Chef's Luv Shack is very much like the N64's Mario Party,

in the way the game is broken down into a main game - in this case, trivia - and lots of little mini-games that keep it interesting.

It's the mini-games that really help Chef's Luv Shack from being a very boring Sale of the Century clone, but with Chef as the question asker instead of Glenn "Whitebread" Ridge. Each mini-game has its own South Park flavour. There's one where you have to run away from a herd of stampeding cows while hurdling over logs (it's just like Hyper Olympics! The old arcade game, not this magazine stupid), and another one that plays just like Space Invaders, except you're shooting wasps with fly spray.

Unlike the South Park shooter, Chef's Luv Shack actually looks like the TV show, not like some pseudo-3D look. Cartman, Kenny, Stan and Kyle (the gameshow contestants) all look and sound exactly they should, and Chef looks lovely in his black and pink tuxedo. Other characters from the show appear in the mini-games, like the anal probe aliens and Uncle Jimbo and Ned.

With a group of friends, Chef's Luv Shack is a blast (once you get past the American questions). I'd only recommend purchasing this game if you have a Multitap and intend on playing it with your mates, because as a single player game, you'll be quite bored. ■

AVAILABLE:	Now
CATEGORY:	Trivia
PLAYERS:	1-4
PUBLISHER:	Acclaim
PRICE:	\$79.95
RATING:	M
SUPPORTS:	Multitap, Dual Shock

"QUITE A FEW OF THE QUESTIONS ARE VERY AMERICAN..."

The main trivia part of the game is entertaining enough, except quite a few of the questions are very American and will leave you scratching your head. For example, there's one question that asks you what desert is served with a particular brand of TV dinner. Huh? You can't even guess an answer at that one. Of course, the questions like "Where do farts come from?" are easily answerable.



**ANALPROBE-O-METER**

PLUS  
 The intro rocks - "Simultaneous lovin', baybee".

MINUS  
 Very boring single player experience.

VISUALS	SOUND	GAMEPLAY
70	83	69

**OVERALL**  
**70**

Playing it alone, subtract 10 points. Playing it with three friends, add five.



BUZZ LOOKS FOR BARBIE'S CLOTHING WHEN ALL IS CLEAR



# TOY STORY 2

Cam Shea gets buzzed...

<b>AVAILABLE:</b> Now
<b>CATEGORY:</b> 3D Platformer
<b>PLAYERS:</b> 1
<b>PUBLISHER:</b> Activision
<b>PRICE:</b> \$79.95
<b>RATING:</b> G
<b>SUPPORTS:</b> Dual Shock, Memory card

Toy Story 2 rocks. Pity about the game though. Toy Story 2 isn't the worst film to game translation ever — it's more playable than A Bug's Life certainly, but developer Traveller's Tales have not only made some fundamental flaws as far as gameplay is concerned,

but they've also entirely lost the soul of the film. Not to mention the storyline.

## BUZZ BUTT STOMPS WOODY

Toy Story 2 is yet another 3D platformer. As Buzz Lightyear, you must romp through large and colourful environments collecting toys (get your mind out of the gutter!), and basically making your way to rescue Woody. The main drawback of this title is that although this is standard platforming, you get to do it on a whole new scale — literally. It's cool being this tiny toy in a life-size world. Traversing the most normal of locations becomes an exercise in skill and puzzle solving.

In stark contrast to the film, however, Toy Story 2 is a very no frills game. Sure, there are numerous cutscenes from the film, but there's never

any explanation of why you are where you are, and what you have to do — it's just straight into the game. Even the collectables are a mystery until you've beaten a level or two.

Toy Story 2 has a few semi-automated functions to make it easier to play for younger kids. For instance, Buzz has a laser attack that he can shoot from his wrist. You can switch to Buzz's visor view, and with the press of a button, automatically aim at the nearest target. Another example is that Buzz can push certain boxes, but only along a marked trajectory to

keep it simple. The other moves have also been kept basic, but are comprehensive enough. There's the now compulsory double jump, as well as the ability to climb, butt stomp, spin attack and ride flying foxes.

Unfortunately, Buzz handles like he's had a night on the WD40. The spin attack in particular is horribly unresponsive, verging on useless. Indeed, although some of the challenges presented in Toy Story 2 are entertaining, the appeal wears thin very fast.



MR. LIGHTYEAR, IT'S TIME WE DID A URINE TEST





## "TOY STORY 2 LACKS THE FUN AND CHARM OF THE FILM."

### OH LOOK, IT'S A MASS OF PIXELS!

Graphically, Toy Story 2 fails to distinguish itself. Standard PlayStation fare here I'm afraid people. It's not all that bad, with nice touches like the reflection of Buzz's face in the glass of his hel-



met when in visor view mode, and an excellent sense of scale. The graphics engine has been designed for maximum viewing distance, and you can always see the major objects in the environment. If you're perched high atop a tree, for instance, you can look down and see the backyard and the pool. Unfortunately, there's a downside to this technique - smaller details, and all the objects and characters, are drawn in very close to the player. Thus, you may be able to see all the way to the back fence, but you can't see the enemy about three feet in front of you. This affects the gameplay very badly indeed, and makes many of the puzzles and item collection feel like stumbling around in the dark.



There are several other incredibly frustrating factors in Toy Story 2. The first is regenerating enemies. Once you've killed a toy, you'd think that until you leave the area and re-enter, it would stay dead. Uh uh. It seems to be time based - and it's not a long time frame either. Thus, if you have to attempt a tricky sequence of jumps and climbs a few times, chances are you'll have to kill the same enemies every time. Aargh! This is compounded by the dodgy camera mechanism. All 3D platformers have this problem to some extent, but Toy Story 2 cops it bad. Despite the ability to pan the camera around Buzz, and select either a passive and active camera, you'll constantly fall off ledges, get hit by unseen enemies and be forced to attempt a sequence

over and over simply because you had poor visibility. This is especially bad considering the focus on a younger audience.

Toy Story 2 lacks the fun and charm of the film. The irony is, of course, that the film had so much to offer a game translation. There were some fantastic action sequences, a nice variety of locations, and great characters. Traveller's Tales have somehow missed all that and created a poorly designed game that feel lightyears away from the Buzz of the film. ■





### WOODY-D-METER

**PLUS**

Cutscenes from the film.  
Better than A Bug's Life.

**MINUS**

Bad design and play mechanics.  
Has little to do with the film.

VISUALS	SOUND	GAMEPLAY
70	77	66

OVERALL

# 60

Toy Story 2 is a very poor representation of the film, and an average game too.

97 HYPER



# INTERSTATE '82

Ewan Corness gets out the pink t-shirt...



AVAILABLE:	Now
CATEGORY:	Vehicle Combat
PLAYERS:	1-8
PUBLISHER:	Activision
PRICE:	\$89.95
RATING:	M
REQUIRED:	P233, 32MB RAM, 3D card
DESIRED:	PII-400, 64MB RAM, 3D card

Guess what? Interstate '82 is the sequel to Interstate '76. Bet you didn't know that. I've got some more trivia for you as well. Interstate '82 is not as good as Interstate '76, which is a damn shame as games that feature blowing up heavy-duty machinery are generally a blast (pardon the pun) to

80's! Including three tracks from everyone's favourite 80's band, Devo (if you don't know Devo, they're the guys who wore flower-pots on their heads and had a hit single called "Whip It").

Also, the way the story unfolds is quite well done. The cutscenes, while a little on the grainy side (which may or may not be to make the game seem like it's from 1982) along with CB radio activity help advance the story with some good voice acting that makes the game feel like a b-grade movie.

In terms of new gameplay additions, the biggest one would have to be that you can now switch cars! Those of you that have played Grand Theft

Auto before will understand how cool this feature is, because now if your dope ride gets shot up, you don't have to stay in the car and pray that someone doesn't destroy you. Just get out of the beaten up car, and hot-foot it across to the closest shiny new car you can find. It goes without saying that a human being against a car loaded up with high-powered weapons isn't really a fair battle, so while you are on foot you're a very easy target. Each car is upgradeable of course, with slots in each car for extra weapons.

## CONSOLE-ISH GAMEPLAY?

Now onto the problems with Interstate '82. Firstly, there are a few issues with the visuals. It seems like the developers forgot that they were making a game for the PC, not the PlayStation or Nintendo64. Visually, the game is a bit of a hit-and-miss affair. Each vehicle looks quite nice, but the backgrounds don't look good at all. This is the 1980's guys, you can make the environments as wacky and "far out" as you want! Even locations like Las

"HERE'S THE GOOD NEWS — THE SOUNDTRACK IS STILL PRETTY DAMN GOOD."

play. So what went wrong during those six years?

## THE EIGHTIES WERE BAD... WE KNEW THAT

Well firstly, the 1980's weren't as cool as the 1970's. That's obvious. But the game has changed as well. The hero of the Interstate '76, Groove Champion is now gone. He's been replaced with his sister Skye and his partner Taurus. Of course, instead of looking like pimps from a 1970's movie, the characters now all look like extras from an episode of Miami Vice. Before we get into why the game is a disappointment, here's the good news — the soundtrack is still pretty damn good. Of course, just like the pimp outfits the 70's funk is out the door, and in its place are new-wave songs from the



Vegas look uninspiring. Also, there's some very noticeable pop-up and it seems like there's been no effort to even try to hide it. You'll just be cruising along, everything will seem fine then... hello Mr. Building! The game's framerate might have been acceptable on a console, but on a PC this is unacceptable. Especially when you consider that the whole point of the "fun" behind Interstate '82 is meant to be lightening quick gameplay, the chuggy 3D engine just spoils the thrill. The original Interstate '76 had similar problems, however the Twisted Metal style gameplay in Interstate '82 just isn't enough to keep you persevering. It's just not as fun. The AI of the other drivers is nothing short of pathetic. If you're driving behind one and you start shooting at them, they hardly

## FUTURE POSSIBILITIES

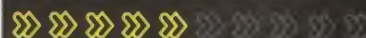
Every game where you're in a vehicle and can shoot at other cars / humans / aliens is almost always set in the past (Vigilante 8, Interstate '76) or in the future (the Twisted Metal series). We were thinking (which is a very rare occurrence around here), why the hell hasn't anyone really gone for gold and created games featuring some of the greatest television shows of the 80's? Imagine the possibilities of a Miami Vice game! You wouldn't be able to choose if you wanted to be Crockett or Tubbs, because everyone would choose Don Johnson instead of "that other guy". You'd then be able to choose your car - a bright yellow Ferarri or a canary yellow Ferarri. Then you'd need to choose an undershirt, from which you'd have shirts to choose from, all of which are various shades of pastel. The gameplay would consist of nothing but bad voice acting. Other television series that could be made games - Diff'rent Strokes (RPG), 21 Jump Street (puzler), The Cosby Show (platformer).

even move to avoid your bullets. Also, the physics of the cars doesn't just feel unrealistic, it feels sloppy. Since when do cars reach top speed almost instantly? It feels more like an add-on "arcade mode" to Interstate '76 than an actual sequel.

Interstate '82 is just like a sequel to most smash hit Hollywood movies — disappointing. Some of the aspects that made its predecessor a great game have been held over, but for the most part it's not a patch on the original. Fans of Devo will love the soundtrack though.



### DON JOHNSON-O-METER



#### PLUS

Funky Devo soundtrack.

#### MINUS

Funky poor visuals.

VISUALS	SOUND	GAMEPLAY
70	81	62

### OVERALL

# 65

An unfortunate sequel to what was a great game. Somewhere along the line they forgot about the gameplay.

## LEGO RACER

**NINTENDO 64**

Legø. It rocks. Whilst the beauty of these small little bits of plastic with bumpy bits on them is obvious when you can hold them in your hand and play with them, the concept of Legø in a videogame is... a little unusual. The only real benefit we can think of by making a videogame featuring Legø, is that the polygons don't need to be textured, so the visuals should be nice and smooth. Good enough reason as

any, I guess. Legø Racer on the Nintendo 64 is another karting game basically. Borrowing heavily from both Mario Kart and Diddy Kong Racing, Legø Racer pits you against a variety of Legø personalities in the now famous kart-style racing genre, complete with powerups. Strangely, there is no option for a four-player race, which quite frankly seems utterly ridiculous. There is no reason why this should be the case. The two player game is great fun, but you can only pay out on one other friend for so long. In terms of a single-player racing experience, Legø Racer is very good, but not so hot in the longterm. The track design is nice and simple, but nowhere near as challenging as the tricky courses in Mario Kart for

instance. It shouldn't take anyone long to master this game and then feel a little uncompeled to pick it up again. Still, you'll have a blast for as long as the game maintains your interest, which could depend on your age and gaming experience. Cute.

FRANK DRY



VISUALS	SOUND	GAMEPLAY	OVERALL
79	68	80	79

<b>i</b> AVAILABLE: Now
CATEGORY: Racing
PLAYERS: 1-2
PUBLISHER: Lego Media International
PRICE: \$99.95
RATING: G
SUPPORTS: Rumble Pak

## NOCTURNE

**PC**

Survival horror titles have had huge success on the PlayStation, and the PC has received ports of the big ones, like Resident Evil for example. It is rare that we see survival come to PC first, but it has happened this time with Nocturne by Terminal Reality.

Finally, someone has made a survival horror game set in the past when things were spookier thanks to a lack

of fluorescent lighting. Nocturne is set in the late 1920s to early 1930s, and tells the tale of four special missions undertaken by "The Stranger", a mysterious man in a trench coat who works for a special agency known as the "Spookhouse".

Visually the game is superb, assuming you have an absolute mother of a PC to run the game with. It's pretty either way, but frame rates are dire on a machine that runs at less than 400MHz and doesn't have a truckload of RAM. The lighting effects are some of the best yet, with real time shadows looking very realistic. Nice touches like red targeting lasers coming from the pistols (in 1920?) look fantastic, but the actual character animation is a little wooden.

The Stranger teams up with other Spookhouse agents. I had one of my long term fantasies fulfilled when my Goth-goddess partner, half-vampire, Svetlana got out of my way, without me having to tell her to. That's not just a crack at Goth girls, it's proof the AI caters for getting stuck behind your partner.

Thanks to a lack of ammo, and viewpoints that don't allow you to see things that are coming at you sometimes, the game is brutally hard, and at times frustrating. There's a bit too much "passed it, save now" going on.

Nocturne is a title that will be better in 5-6 months when it won't



cost too much to get a PC that will run it decently. Great for traditional horror fans though.

DAN TOOSE

VISUALS	SOUND	GAMEPLAY	OVERALL
90	82	78	80

<b>i</b> AVAILABLE: Now
CATEGORY: Survival Horror
PLAYERS: 1
PUBLISHER: C.O.D.
PRICE: \$79.95
RATING: MA15+
REQUIRED: P233, 64MB RAM (64MB w/3D card), 500MB HD space
DESIRED: P3/Athlon 450+, 128 MB RAM, 1GB HD space, TNT2

## PAPERBOY 64

**NINTENDO 64**

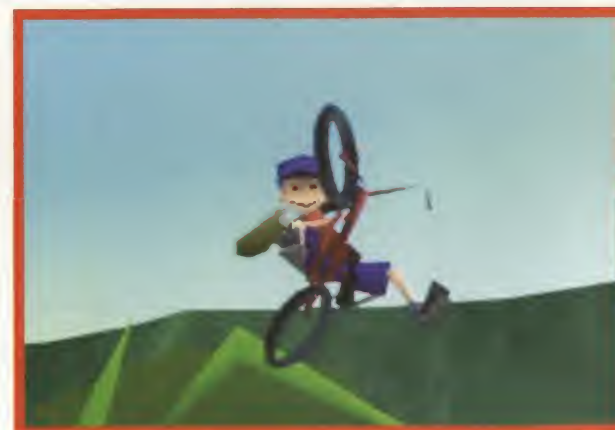
Paperboy was a computer game I remember seeing in the arcade many years ago — the dark Eighties in fact. Back then, the simplistic gameplay was more than enough to keep you happy for hours, because for its time it was about as complex as most game could get. For Midway to be happy with revamping exactly the same gameplay with a 3D engine and be happy that it was good enough to

package and sell in the current market is a bad mistake. There's something to be said for "retro" gaming, but in this case it's just a bad idea.

Visually, Paperboy is very flat and obviously styled in the theory that basic blocky polygons can look cool. Well that's okay, as long as a certain amount of character is present in the animation and sound. Unfortunately, Paperboy is just lacklustre instead. Gameplay consists of flinging newspapers left and right at houses whilst avoiding everything from garbage cans and stray animals — your bike actually being dragged along on rails with only limited movement given to the gamer. There is a jump button so you can get out of the way of stuff, but this shallow gameplay just

becomes frustrating. Certainly, Paperboy 64 is entertaining to some degree, but it's hard to see why you would want to spend a whopping hundred dollars on it, when you could rent it and finish it in one night. Midway may have thought this would be cool, but it's just a bad mistake all 'round.

ANNA KYN



VISUALS	SOUND	GAMEPLAY	OVERALL
72	66	55	56

## BILLY BOB'S HUNTIN' AND FISHIN'

<b>i</b> AVAILABLE: Now
CATEGORY: Action
PRICE: 1
PUBLISHER: Midway
FORMAT: Game Boy Color



Who would have thought that red-neck hunting games would make it to the Game Boy? Thankfully, Billy Bob's Huntin' and Fishin' is a tongue-in-cheek parody of those beer-swillin' hicks with rifles, although the joke really isn't strong enough to maintain the simplistic gameplay. No doubt some of you will find this very amusing.

The fishing aspect of the game consists of a handful of mini-games which must be played before you can head out onto the lake. The mini-games (like catching worms for bait) and very basic Game & Watch style games, which require next-to-no ability. Once you start fishing, you'll realise it's a matter of blind luck whether you can catch anything. Hunting is essentially exactly the same thing, although shooting the rabbit requires you to at least be quick with the controls. Billy Bob's aim is to get some action with the bikini-clad Daisy Mae, so I guess some of you will try to finish the game just to see what happens. Here's our advice... don't bother.

FRANK DRY



# 4/10



## GRAND THEFT AUTO

<b>i</b> AVAILABLE: Now
CATEGORY: Action
PRICE: \$49.95
PUBLISHER: Take 2
FORMAT: Game Boy / Game Boy Color

Grand Theft Auto makes perfect sense as a Game Boy conversion. The game features simplistic, top-down graphics and some pretty basic drive from point A to point B gameplay, and this Game Boy Color version is about everything you could expect it to be. If you're a fan of the Grand Theft Auto games, and we know that it's a love or hate kind of game, then you'll be quite pleased with this version. Basically, this is pretty similar to the first PlayStation game, with your character having to hijack cars and drive all over town to complete your "jobs". Unfortunately, it's all a bit lacklustre on the Game Boy. The city just isn't bustling enough, and controls feel awkward, and it can be a bit of a headache keeping track of where you're going. When you fail to take a corner correctly, and you ram into a building, manoeuvring your car around to get back on track proves to be frustrating. Still, if you have a natural hang of it, then you can look forward to 100 missions and some pretty nice looking visuals.

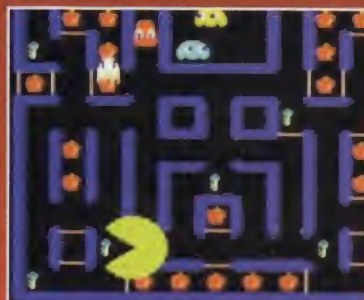
ANNA KYN



# 6/10

## MS. PAC-MAN: SPECIAL COLOUR EDITION

<b>i</b> AVAILABLE: Now
CATEGORY: Action
PRICE: 1
PUBLISHER: Acclaim
FORMAT: Game Boy / Game Boy Color



Ms. Pac-Man has always been regarded as the best ever "version" of Pac-Man. It's the sort of basic gameplay which somehow continues to entertain (much like Tetris) years after its conception. About the only change they have made to this classic game, is the inclusion of a sort of "zoom" mode where you can play the game "zoomed" in on Ms. Pac-Man herself, rather than having the entire maze on the screen at once. Of course, if you prefer the classic style, you can have the entire playing area on screen, it's just a tad too small that way. The problem is that you really need to be able to see where all the ghosts are at all times, and be able to quickly reference where there are pellets that need to be eaten, so the zoom mode isn't perfect. Still, this is Ms. Pac-Man and it's great fun. Also included is Super Pac-Man, which the less said about the better.

ELIOT FISH



# 7/10



## SPACE INVADERS

<b>i</b> AVAILABLE: Now
CATEGORY: Space Shooter
PRICE: \$49.95
PUBLISHER: Activision
FORMAT: Game Boy / Game Boy Color

In an age of rehashed arcade classics (read: 3D versions of old games), probably the best thing about Space Invaders for Game Boy is that not a whole lot is different. After all, the 8-bit system can only support 2D graphics and tinny sound, yet the restrictions ironically do its retro origins more justice.

Developers Crawfish have tinkered a little with the gameplay, and have done well to enhance it without losing the basic feel. This has predominantly been achieved through the integration of powerups which drop down from the UFO at the top of the screen if you manage to shoot it. You also have the choice of three upgradable ships and the usage of a new evasive manoeuvre called "The Dash" which is performed by double-tapping in either direction.

On the downside, this game can become a little monotonous and the only way to save is to finish a whole episode (15 levels) after which you will receive a code. Artfully simple.

SOUMALI



# 7/10

# INTELLIVISION

“The sky is falling! Chicken Little was right!  
 You’re the laser battery Commander and  
**HERE THEY COME!** ...an attack of multicolored meteors with an occasional  
 spinning bomb that will blow up one of your guns if you let it land, **AND** –  
 to really make life interesting, some guided missiles and an **Attack UFO!**  
 As your score goes higher, so does the excitement!”

– An excerpt from the Astromash manual



The Intellivision was also released under several other names, including the TandyVision One, the Telegames Super Video Arcade, and GTE Sylvania Intellivision

## BLUE SKY RANGERS

The Blue Sky Rangers are a group of former Mattel programmers who have now bought the rights to the system they love. Their web page (<http://www.makingit.com/bluesky/home.shtml>) is packed full of information about the system, the people behind the system and little known trivia about the Intellivision. If you want to know more, go here!



The year was 1980 – a turbulent year for popular culture. John Lennon was shot dead, and our own Bon Scott was struck down in the prime of his life by his own vomit. It was also the year that Mattel released their Intellivision game console.

The Intellivision was the first serious competitor to the Atari 2600, and faced an uphill battle from the very beginning. Despite being moderately more powerful and launching with twelve games, the Intellivision had major disadvantages in a market already dominated by Atari.

Not only was the price of the hardware steep, but Atari held an iron grip on almost all the great arcade translations, leaving Mattel scrambling for hit software. Gamers who did decide to give the Intellivision a go were then confronted with what can only be described as “unusual” controllers, that were actually hardwired into the system. As you can probably see from the piccies, the controllers featured a 12 key numeric keyboard, two fire buttons and a control disc.

Suffice it to say, it was clumsy and many people didn’t like it.

### IT TAKES TWO TO TANGO SUPPOSEDLY

Another uniquely Intellivision phenomenon was that the majority of games released for the system were two player only! You either had to learn to use a controller with your feet (or alternate body parts), or keep a gaming gimp locked in the closet. The Intellivision had unwittingly given birth to multiplayer gaming, but had forgotten that it was

probably a good idea to have a single player option as well!

As fun as all this Intellivision bashing may be, the Intellivision did have some great games. Despite the handicap of relying largely on internal development, games like Astromash, Night Stalker, Advanced Dungeons and Dragons, Microsurgeon, Lock’ n’ Chase, Utopia, Hover Force and Burgertime proved that the Intellivision had something going for it. Activision also released seven games for the system, including Pitfall and

Dreadnaught Factor, boosting its popularity. The biggest area of success for the Intellivision was its great lineup of sports games, in particular, Major League Baseball - the first game developed for the system, and the Intellivision's best selling game of all time.

In the quest to woo gamers away from Atari, Mattel managed to get a few wacky peripherals out the door, including the Intellivoice in 1982. The Intellivoice promised to make speech and voices integral to gameplay, with games that reacted dynamically to the situation. Imagine how much the thrill of hearing samples like "watch out for that pixel", or "cheap Pac-Man rip off ahoy" would add to the gameplay.

As much potential as this concept held, a lack of cartridge memory and subsequent lack of software let the Intellivoice down. In fact, there was so little memory available (4-8K per car-

tridge) that the very limited number of samples that could fit had to be sampled at the lowest decipherable resolution.

In the end, only four Intellivoice games actually saw release: Space Spartans, B-17 Bomber, Bomb Squad and Tron Solar Sailor, and the promised "interactivity" that barely audible speech brought wasn't exactly a revolution. Thus, the Intellivoice bombed, to go down as an interesting footnote in gaming history, and destined to be used only for funky robotic samples by electro producers.

**AT LEAST RE-RELEASE THE JAFFLE MAKER!**

Mattel also marketed the Intellivision as more than just a game machine. At around the time of the Intellivision's launch, affordable personal computers were unlocking a world of power for the user, and Mattel took advantage of this. Prominent on the Intellivision's box and in its marketing was the soon

to be released expansion pack that would turn the humble Intellivision into a home computer. The expansion pack proved to be too expensive and never materialised.

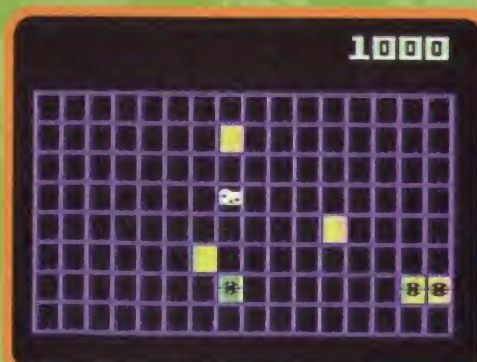
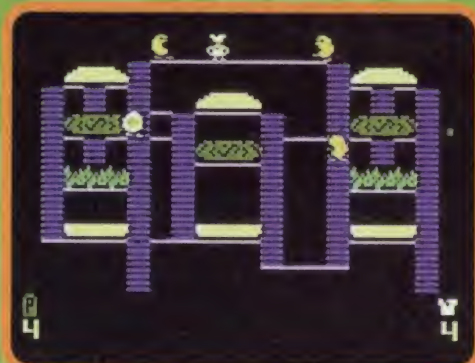
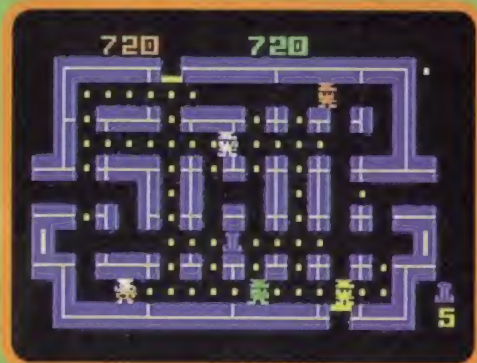
In 1982, not long after the Intellivision was out the door, the Intellivision 2 was released. It was basically the same console but with reduced manufacturing costs. The controllers were now removable, it was compatible with the system changer that allowed games from competing systems to be played on the Intellivision, and it even had protection that was supposed to prevent third party games from working on it. Sounds contradictory doesn't it?

Mattel's next step in pursuing market share was to plan the true successor to the Intellivision. It unveiled the Intellivision 3 in 1983. It was to be a much more powerful system than the Intellivision, featuring innovative design

like four controller ports, and the soon to be released "jaffle maker" add-on. Before anything materialised, however, the system was canned. The technology was supposed to be featured in Mattel's long awaited computer expansion - the Entertainment Computer System.

Despite all the planned expansions and add ons, Mattel didn't foresee the big crash that was to come in 1984 and decimate the industry. The rights to the Intellivision were bought by a group of investors, who formed INTV Corporation. In 1985, INTV essentially repackaged the original Intellivision (hardwired controllers and all), and sold it under various names: INTV System 3, The INTV Super Pro System, and the INTV Master System. 35 new games came out between 1985 and 1990 before the Intellivision finally died.

Over its ten year lifespan, the Intellivision sold three million units.



# INTELLIGENT TELEVISION



ULTIMATE GAMES HOTLINE

For hot tips and expert technical support call...

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1902 555 444

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

## Sega PC

1900 142 100

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## Roadshow Interactive

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## Virgin Interactive

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## GT Interactive

1900 957 665

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

## SEGA BASS FISHING

### DREAMCAST

#### Bonus Bait

Finish all 5 games in "Professional Tourment" in the Consumer mode, and you will receive a bonus bait — Sonic! Bonus Falls Level

Finish the last 2 tournaments in Consumer mode, and it will open up "Falls" in Arcade mode.

#### Bonus Palace Level

Finish the first 2 tournaments in Consumer mode, and it will open up "Palace", the final stage of Arcade mode.

#### Change Lure Colour

While picking a lure just press up or down to change the colours. The different colours will appeal more to some fish.

#### Extra Practice Levels

Beat the game once in Arcade mode and it will unlock three new levels in Practice mode.

#### More Practice Levels

Successfully complete arcade mode once to unlock three new levels in practice mode.

#### New Clothes & Boat

To obtain new clothes and boat colour, successfully reach the final tournament in normal mode.

## ASTEROIDS

### GAME BOY

#### Cheat Menu

Enter CHEATONX as a password to enable the cheat menu. When using cheat mode, press select during game for cheat menu:

Select returns to game

Up+Down selects Level

Left+Right selects Zone

A button selects invincibility

(001=invincible)

## FROGGER

### GAME BOY

Stop Traffic and the Turtles stop sinking Press A, B, B, left, right, up, B, A.

A traffic light will appear and the turtles will stop sinking.

## LUCKY LUKE

### GAME BOY

#### Passwords

To play on a particular level, enter its corresponding password below.

1 — Luke, Horse, Horse, Old Man, Luke

2 — Coyote, Horse, Luke, Old Man, Old Man

3 — Old Man, Coyote, Luke, Horse, Coyote

4 — Coyote, Horse, Luke, Old Man

## R-TYPE DX

### GAME BOY

#### Invincibility

For invincibility, complete R-Type DX using no more than 10 credits. Then, during a non-DX game, press Select + A. Level Skip

To skip a level you've already completed, pause the game then press B Mega-blast (R-Type II)

To annihilate nearly every enemy on the screen, you must be playing R-Type II and have the largest pod attached to your ship. Charge your beam meter and, prior to unleashing the mega-blast, deploy your pod. Now release the fire button and begin tapping it rapidly! (in tie-up:hold select and press "A")

## TUROK 2 : SEEDS OF EVIL

### GAME BOY

#### Cheat Codes

To activate a cheat, enter its corresponding code below as a password.

Bird mode\* — DLVTRKBIRD

Infinite lives — DLVTRKBLVS

Infinite power — DLVTRKBNRG

Infinite weapons — DLVTRKBWPS

Level skip\*\* — DLVTRKBLVL

\* Press A during game to activate cheat.

\*\* Press A + B during game to activate cheat.

## SPY HUNTER / MOON PATROL

### GAME BOY

#### Infinite Lives

For unlimited lives, go to the game selection screen and press: UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT, UP, LEFT, DOWN, A. (A tone confirms correct entry.)

#### Infinite Weapons

For unlimited weapons, go to the game selection screen and press: UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT, UP, LEFT, DOWN, B. (A tone confirms correct entry.)

## BATTLETANX: GLOBAL ASSAULT

### N64

#### Custom Gang in Multiplayer

To access the M2 Hydra tank in multiplayer, enter the passcode TRDDYBRKRS. Secret Level

At the input screen write: WRDRB

## HOT WHEELS TURBO RACING

### N64

#### Drive Tow Jam Car

Highlight Options at the main menu and press up-C, down-C, Z, R, left-C, right-C, up-C, down-C.

#### Mirror Mode

Highlight Options at the main menu, then press Z, R, Z, Z, R, Z, Z, Z.

#### Race at Night

Highlight Options at the main menu, then press up-C, up-C, down-C, down-C, left-C, right-C, left-C, right-C.

#### Stealth Mode

Highlight Options at the main menu, then press left-C, Z, Z, up-C, left-C, R, down-C, up-C.

#### Unlimited Turbo

Highlight Options at the main menu, then press right-C, Z, up-C, down-C, R, left-C, Z, right-C.

#### Wireframe Mode

Highlight Options at the main menu, then press up-C, Z, down-C, left-C, up-C, Z, down-C, left-C.

## ROAD RASH 64

### N64

#### All Bikes and Tracks

At the main menu, press C-up, C-left, C-left, C-right, L, R, C-down, Z.

A tone will confirm the code.

#### Beat "The Beat Down"

To easily beat the hardest level on the game "the beat down", simply drive in the grass. The cops won't follow you there and the other bikers will get busted.

#### Cop Mode

To play on the other side of the law, enter in the following code at the game select screen:

Z, Left-C, Down-C, Left-C, Z, L, R, Down-C.

This will unlock Cop Mode on the Thrash mode level select.

#### Faster Bikes

At the main menu, press the following in order: C-Up, C-Left, C-Left, C-Right, L, R, C-Down, Z.

#### Passwords

These must be done at the game select screen. If you do it right you will hear a sound.

These codes will also unlock more levels and bikes in Multiplayer.

#### Level 2

R, C-right, Z, R, Z, C-up, C-left, C-up

#### Level 3

R, C-right, C-right, C-right, R, C-left, C-down, Z

#### Level 4

R, C-Left, C-Right, C-Down, C-Right, C-Right, C-Left, C-Left

#### Level 5

Z, c-right, c-down, c-left, c-right, c-right, Z, L



**Scooters**  
To race on scooters, press C-Down, C-Right, C-Up, C-Left, Z, Z, L, C-Left at the menu screen.

**Turbo Start**  
To get a boost-start at the beginning of the race, hold the wheelie-button until you've taken off, then release it. Your bike's front wheel will hang in the air for a few seconds then settle down. This little trick gives you enough of a boost to put you up in the front of the pack from the start (or at least in the middle).

## TRIPLE PLAY 2000

**N64**

**Add One Run to Away Team's Score**  
While playing hold L + R + Z then press C-Right twice.

**Add One Run to Home Team's Score**  
While playing hold L + R + Z then press C-Left twice.

**Homerun Sounds**  
After hitting a homerun, press C-Up or C-Right to hear air horns, or C-down to hear whistles while running around the bases.

**Instant Outs**  
Hold L + R + Z and press Down, Up during gameplay. Your opponent will get three outs automatically.

**Instant Strikeout**

Hold L, R and Z simultaneously and press the d-pad RIGHT, UP, RIGHT, UP while pitching to strike the batter out.

**Instant Three Ball Count**  
While batting, press and hold Z + R + L and press Up, Down.

**Super Home Run**  
Hold L, Z, and R, at the same time and press left, up, left up until a thump is heard. Then make contact with the ball. If you put it in fair territory it will be a homerun. You can even hit homeruns while bunting. But if you swing and miss or don't swing at all the code must be entered again.

## NHL '99

**N64**

**Big Heads**  
For players with big heads, enter the password BRAINY.

**Big Players**  
For larger than normal players, enter the password BIGBIG.

**Cameras in the Crowd**  
To add camera flashes to the crowd scenes, enter the password FLASH.

**Check Harder**  
Enter the word: CHECK in the password screen to have harder checks.

**Faster Gameplay**  
To speed up the game, enter the pass-

word FAST.

**For more speed, enter the password FASTER.**

**Goal Sounds**  
After scoring a goal you can make some various sounds that are heard after goals. When the instant replay starts, hit Z to hear different sounds. Keep hitting it until you hear the sound you like and hold the button. This causes your opponents Rumble Pak to rumble continuously.

**No Goalies**  
For an easier game, enter the password PULLED to remove the goalies. Be careful, this affects you as well as your opponent.

**Powerplay**  
When you get in a fight don't press any button and you will get a five minute powerplay. If you score a goal, it won't let them out of the box.

**Secret Cheers for Your Team**  
As soon as your team scores a goal, press the Z button. You can either hold it or press it repeatedly and you will hear lots of secret cheers from the crowd.

**Trick the Goalie**  
To score an easy goal, skate with the puck behind the net, fake like you are leaving the zone, and then turn and drive as hard shot right at the goalie. Most of the time, this will surprise the goalie, and voila, you have a goal.

**Trick the Goalie 2**

In gameplay, If you are having trouble scoring, try this move. As you skate down ice, heading for the goal, move slightly to one side of the net. When you reach the net, quickly turn to the opposite side and shoot. The goalie will not be quick enough to react.

## TONIC TROUBLE

**N64**

**All Items for Scientist**  
When you meet the scientist for the very first time, stand on the mushroom and face him.

**When facing him, press:**  
R, R, UP-STICK, DOWN-STICK, UP-PAD, DOWN-PAD, C-UP, C-DOWN, C-LEFT, C-RIGHT, C-UP, C-UP, C-LEFT, C-LEFT, C-RIGHT, C-RIGHT, C-UP, C-UP, C-DOWN, C-DOWN, UP-STICK, DOWN-STICK, LEFT-STICK, RIGHT-STICK, START.

Then if you do it correctly in about 30-45 seconds, the scientist should say, "impressive, you have all the items." Then he should give you all his items, the pressurised fish bowl, the pee shooter, the gliding bowtie, the helicopter hat, and so on.

**High Energy**  
Beat the game with a controller pak inserted. When you start a new game your energy will be the same as when you beat the game.

# Australia's Largest Cheats Hotline!

\* A large range of USA (NTSC) Titles

<p><b>PlayStation</b></p> <p>001 Ace Combat 2 002 Actua Soccer 2 003 Actua Soccer 3 004 Adidas Power Soccer 005 Advan racing 006 Allen Trilogy 007 Akagi The Heartless 008 Alone in the Dark 2 009 Andrei Racing 010 Anzaniacs: Ten Pin 2 011 Apocalypse 012 Armoured Core 013 Army Men 3D 014 Ayrton Senna Kart Duel 015 Assault Ripe 016 Asteroids 017 Auto Destruct 018 Azure Dreams 019 B Movie 020 Battle Arena Tusk 3 021 Battle Arena Tusk 2 022 Beat Wars: Transform 023 Bio Freaks 024 Blast Chamber 025 Blast Radius 026 Blasto 027 Blood Gwen 028 Bloody Bear 029 Bloody Bear 2 030 Bomberman world 031 Brain Dead 13 032 Brigantine 033 Buboy 3D 034 Bushido Blade 2 035 Bust-a-Groove 036 Bust-a-Move 4 037 C. Contra Adventure 038 Capcom Gen. 1 039 Capcom Gen. 2 040 Cardinal Sin 041 Cart World Series 042 Chocobo Racing 043 Circuit Breakers 044 Code Name: Tenka 045 Colin McRae rally 046 Colonisation 047 Colony Wars 048 Colony Wars: Veng. 049 Command &amp; Conquer</p>	<p>040 C &amp; C: Red Alert 041 Contender 042 Contra: Legacy of War 043 Cool Boarders 2 044 Cool Boarders 3 045 Courier Crisis 046 Crash Bandicoot 1 047 Crash Bandicoot 2 048 Crash Bandicoot 3 049 Crime Killer 050 Croc: Legend 051 Crusader: No Remorse 052 Cyberstud 053 Dark Forces 054 Dead in The Water 055 Dead or Alive 056 Death Trap Dungeon 057 Decent 058 Defcon 5 059 Destroga 060 Destruction derby 2 061 Diablo 062 Die Hard Trilogy 063 Dragon Seeds 064 Duke Nukem: Time to Kill 065 Duke Nukem: Moltown 066 Dynamite Boxing 067 Elemental Gearbolt 068 Eliminator 069 ESPN Extreme Games 070 Everybody's Golf 071 FFA 98 072 FFA 99 073 Fighting Force 074 Fighting Illusion: KI-Rev 075 Final Doom 076 Final Fantasy 7 077 Fisherman's Hat: A Bass 078 Formula 197 079 Formula 198 080 Formula Karts 081 Forsaken 082 Frozen 083 Future Cop L.A.P.D. 084 G. Darius 085 G. Polico 086 Gex: Enter the Gecko 087 Gex 3: Deep Cover Gecko 088 Ghost in the Shell 089 Gran Turismo 090 Grand Theft Auto 091 Grand Tour Racing 98 092 Guilty Gear</p>	<p>093 Heart of Darkness 094 Hot Shots Golf 095 I.S. Soccer Pro 98 096 Independence Day 097 Indy 500 098 J. McGrath Super X 98 099 Jet Moto 2 100 Jet Moto 3 101 Jet Moto 4 102 Judge Dredd 103 K-1 Arena Fighters 104 Kung Fu Deception 2 105 Klonoa 106 KnockOut Kings 107 Krazy Ivan 108 Kula World 109 LEGO 110 Libero Grande 111 M.A. 4 112 M.K. Trilogy 113 Madden NFL 99 114 Madden NFL 98 115 Mass Destruction 116 Max Force 117 Max Power Racing 118 MDK 119 MDK2 120 Megasam Legends 121 Mervyn S Hero's V's St. Fight 122 Metal Gear Solid 123 Metal Slug 124 Micro Machines V3 125 Military Madness 126 Monster Trucks 127 Moto Racer 128 Moto Racer 2 129 Motorhead 130 MTR Dirt Cross 131 N2O - Nitrous oxide 132 NASCAR 98 133 NASCAR 99 134 NBA Live 98 135 NBA Live 99 136 NBA Shoot Out 98 137 Need for Speed 2 138 Need for Speed 3 139 Need for Speed: High Stakes 140 NFL Blitz 141 NFL Blitzway 99 142 NHL 98 143 NHL 99 144 NHL Face Off 98 145 NHL Powerplay 98 146 Ninja - Shadows</p>	<p>147 Nuclear Strike 148 O.B.T. 149 Oldworld: Abe's Exodus 150 Oldworld: Abe's Odd. 151 One 152 Pandemonium 1 153 Pandemonium 2 154 Parasite Eve 155 Parappa The Rapper 156 Pit Fall 3D 157 Porsche Fighter 158 Porsche Challenge 159 Pay Day 160 Psygnosis 161 Rampage 2: Universal 162 R-Type Delta 163 R-Type 164 Rally Cross 165 Rally Cross 2 166 Rally de Africa 167 Rapid Racer 168 Rayman 169 Rebel Assault 2 170 Red Asphalt 171 Reloaded 172 Resident Evil 2 173 Resident Evil: B.C. 174 Ridge Racer Rev. 175 Rival Schools 176 River: Soul to Soul 177 Road Rash 3D 178 RoboCop 179 Resident Evil 2 180 Tokyo Highway Battle 181 Tomb Raider 182 Tomb Raider 2 183 Tomb Raider 3 184 Tombal 185 Toca Touring Car 186 Toca Touring Car 2 187 Tokyo Highway Battle 188 Tomb Raider 189 Tomb Raider 2 190 Tomb Raider 3 191 Tombal 192 T. 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## DREAMCAST NOW AVAILABLE!

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

# 1902 211 937

\* 1.95 Per Min. Higher rate from Mobile or Public Phones

## WINBACK

N64

### Level Select

Enter the following button combination at the title screen (where you're asked to press Start): up, down x 2, right x 3, left x 4, C Down and Start. You can now access every level in the game.

## RE-VOLT

N64

### All tracks

At the name entry enter: CARNIVAL Extra Cars & Tracks  
To get extra cars & tracks, beat a championship race (bronze, silver, gold, or platinum, it doesn't matter) finishing first in points standing. In bronze you unlock slower cars but in platinum you will unlock faster cars. With tracks you unlock harder tracks in gold and platinum, but in bronze and silver you unlock easier tracks.

Flip in two-player or battle tag  
In two player or battle mode press up-C and you'll do a flip.

Hint: it also works to get unstuck in some levels

### Hidden Cars in Practice Mode

To get more hidden cars enter practice mode in each level and find the star. After you get each star in each set of tracks (bronze, silver, gold and platinum) you will earn more cars. To see how many stars you have look at the progress table on the main screen. These are the cars you get when you get all the stars on a difficulty level:

Easy - Ghengis Kar and Pole Pos

Medium - R6 Turbo and NY 54

Hard - Mouse and Bertha Ballistics

Extreme - AMW and Toyeca

Master Code that unlocks everything.

Go to password section and enter B, A, Z, Z, B, L, A, C.

### Mirror Tracks

To unlock mirror courses, beat Time Trial Challenge times on all reverse tracks in each circuit.

### Reverse Tracks

To unlock reverse courses, beat Time Trial Challenge times on all (forward) tracks in each circuit.

### Reverse-Mirror Tracks

To unlock reverse-mirror courses, beat Time Trial Challenge times on all mirror tracks in each circuit.

the small player cheat and go to practice shooting. Then when you get to the practice go toward the far boards then toward the near boards and shoot. The goalie has no chance at blocking it. Repeat.

### Bonus Teams

At the Options screen:

hold L and press C-Right, C-Left, C-Left, C-Right, C-Left, C-Left, C-Right, C-Left, C-Left.

If you did the code correctly a "1" should appear on the 10th spot from the left.

This will give you the classic Minnesota, Quebec, Winnipeg and Hartford teams. Choose Your Opponent

To choose your opponent, highlight the team you wish to play against, then press C-Right three times.

If you did it right, you'll hear a click.

### Debug Mode

At the Options screen press C-Down + R, C-Left + R or C-Up + R.

A screen will appear where you can modify a 16-bit register.

You can only alter the first 6 bits, but that's enough to change the game's appearance.

To alter the bits, use these controls:

C-Down + R: change head size

C-Left + R: change body size

C-Up + R: change height

Here are a few examples:

100000: Stocky Players.

010000: Stocky Players, Big Heads.

001000: Stocky Players, Small Heads.

001000: Small Players, Small Announcer.

000100: Large Players, Large Announcer.

000010: Crunched Players, Small Announcer.

000001: Elongated Players, Large Announcer.

110110: Large Players, Small Heads, Large Announcer

010010: Crunched Players, Large Heads, Small Announcer

010101: Large Players, Large Heads, Large Announcer

010001: Elongated Players, Large Heads, Large Announcer

010101: Large Players, Large Heads, Large Announcer

010101: Large Players, Large Heads, Large Announcer

010101: Large Players, Large Heads, Large Announcer

010101: Large Players, Large Heads, Large Announcer

010101: Large Players, Large Heads, Large Announcer

010101: Large Players, Large Heads, Large Announcer

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010101: Large Players, Large Heads, Large Announcer

010101: Large Players, Large Heads, Large Announcer

010101: Large Players, Large Heads, Large Announcer

### View Sponsors

Press Z while in the Options, Setup, or Audio menus to view all of the game's sponsors.

## MICRO MACHINES 64 TURBO

N64

### Cheat Codes

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

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

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

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

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

Debug Mode

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down to enable Debug Mode.

To use it, press any of the button sequences below while you're playing.

Quit Race and Win — Press Z + C-Down.

This doesn't work in time trials.

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

Change Camera Zoom — Hold Z and press L or R.

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

Blow Up All Cars — Hold Z and press C-Up + C-Right + C-Left.

More lives on Challenge Mode

Type your name as MOGSLIFE on the character select screen. After the beep enter your name as normal and then select challenge mode. When you start the challenge you should have nine lives to play with.

Speed Boost

For a turbo-charged start, simultaneously press Z and B buttons before the race begins.

Tanks on all tracks

For real multiplayer madness, enter your name as ALLTANKS on the character select screen in multiplayer mode. If done correctly, you will hear a bleep and the original name should reappear. Now continue as normal and you should be able to race tanks on every track!

Transform Car

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

Turbo Jump

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

Win Every Race

To win every race, pause the game and press Left-C, UP, DOWN, DOWN, Left-C,

Right-C, Right-C, top-C, Bottom-C.

Continue the game, thereafter pressing Z and Bottom-C to win the current race!

## MADDEN NFL 2000

PLAYSTATION

### Secret Stadiums

Enter these codes in the Secret Codes section

MILLENNIUM - extra stadiums

WILDWEST - old west stadium

ITSINTHEGAME - EA sports stadium

XMASGIFT - Xmas stadium

QUETZLCOATL - 4th and Incas stadium

COUNTMADDEN - Maddenstien stadium

PANCAKES - Alpha Blitz stadium

SPACEBALL - Cosmodome stadium

KLAATU - Gridiron stadium

DENILE - Nile High stadium

TETANUSHOT - Salvage stadium

FEEDTHELIONS - Tiberium stadium

WEPUITTHERE - Tiburon stadium

COTTONCANDY - Tiburon Bros. stadium

### Secret Teams

Enter these codes in the Secret Codes section

WEARETHEGAME - EA Sports team

SHARKATTACK - Tiburon team

PLAYWTHHEART - Vipers team

XMASFILES - Toymakers team

INTHEFUTURE - Industrials team

COWBOYS - Marshalls team

TIMELESS - Madden Millennium team

MADMADDEN - Junkyard team

KTHULU - Monster team

WRAPPEDUP - Mummy team

MOJOBABY - All '60s team

LOVEBEADS - All '70s team

BIGHAIR - All '80s team

INTERNS - All '90s team

GETMEADOCTOR - 1972 Raiders team

DONTGOFOR2 - 1972 Steelers team

HACKCHEESE - 1976 Patriots team

GAMMALIGHT - 1976 Raiders team

BUILDMONKEYS - 1981 Chargers team

15MOREMIN - 1981 Dolphins team

DOORKNOB - 1985 Bears team

CHICKIN - 1985 Dolphins team

BLUESCREEN - 1986 Broncos team

KAMEHAMEHA - 1986 Browns team

CALLMESALLY - 1988 49ers team

PTMOMINFOGET - 1988 Bengals team

SPOON - 1990 Bills team

PROFSMOOTH - 1990 Giants team

MOTHERSHIP - 1992 Bills team

CHELSEA - 1992 Oilers team

PREDATORS - 1995 Colts team

STEAMPUNK - 1995 Steelers team

EARTHPEOPLE - 1997 Broncos team

TUNDRA - 1997 Packers team

## MEGAMAN LEGENDS

PLAYSTATION

### 100 Zenny

In the apple market, kick the can into the bigger bread store to get a 100 Zenny.

## WAYNE GRETZKY'S 3D HOCKEY '98

N64

### 48 Goals in Practice Mode

To get 48 goals in practice mode get to

## Become Dark Megaman

To become Dark Megaman all you have to do is kick all the vending machines you see until they blow up and/or kick the can into the Jetlag Bakery at the Apple Market. After a while, Megaman will start to turn darker, but it takes awhile and requires great patience. OR When you get the running shoes (Skateboard & Hover Jets) watch the TV in the Flutter. There will be a robbery. Go Downtown and shoot the red car the police are chasing until it blows up. Pick up the briefcase and go to the nearest gate. When you get there attempt to leave. You will be asked if you want to keep the money. Say YES when you do you'll immediately turn Black. Soon it'll wear off. When this happens kick a vending machine until it blows up (not just till it smokes).

## Cats-o-Plenty

If you press CIRCLE on the cat in front of the main gate, the game will ask if you want to take it back to Flutter. If you say yes, every time you enter Flutter there will be more and more cats.

## Easy Kevlar Omega Jacket

To get easy an easy kevlar omega jacket (reduces 3/4 damage) go to the Yass plains first battlefield. Defeat all the tanks and towers, then go into one of the refuge buildings and come back out. All enemies will revive. Just repeat the process over and over again. The refuge building where the junk store owners is located at the top of the one of the tower platforms. To get there, just go to the far side of the small platform and use the small hill to jump up. You should get all the jackets in a moderate amount of time.

## Easy Money

Certain sections of the game contain enemies who drop expensive refractors. By leaving the area and then coming back, you can kill the same enemy over and over to build up your cash supply. There's another way, too. You can earn a quick 1000 Zinny by kicking the soda can behind the counter of the Bakery Shop. As the game progresses the amount you receive for your efforts goes up. This is a great trick if you're low on cash.

For more money, find the can in the apple market. If you can kick it into the Jetlag Bakery you'll receive 1000 zenny! For even more, go to Data (the monkey) and tell him "I keep losing fights" then he'll give you money. If he says you want more say No. He'll give you more money. If he ask again say yes and he'll give you the last of his money.

## Free Drinks

Go to any vending machine and hit Circle, when it asks you if you want to buy a drink say no. Then kick it for a free drink. Do it until your thirst is quenched!

## Free Energy In Battle

After you have beaten a robot, a servabot will appear. Shoot it three times

before it runs off. Walk over to it and use the triangle button to kick it. A piece of health will appear. This can only be done three times on each servabot.

## Free Energy in Town

Walk up to any vending machine and press CIRCLE. When it asks you to deposit 100z, say "No" and kick it. You'll receive a free drink and refill your life.

NOTE: This can only be done once on each vending machine.

## Free Softdrinks

You can get a free softdrink from a vendomachine by kicking it in the left side from a short distance.

## Hard Mode

For a greater challenge, beat the game then return to the start screen. A new option will appear.

## Invincibility

First go to the painter lady uptown and tell her that she needs colour. Then go down to the clothes store and ask the lady for makeup. Once this is done take it back to the painter and you will receive a "power crystal". Take it to the junk shop and the man will tell you that you can buy a power vest that goes with the crystal. Once you get the vest you combine it with the crystal and YOU WILL OWN THE PVC vest. Put it on and you will be invincible!

## Item Combinations

These are the different item combinations you can use to make new Special Weapons, Buster Parts, or Body Parts.

## Special Weapons:

Powered Buster: Cannon Kit Grenade Arm: Grenade Kit Grand Grenade: Bomb Schematic Active Buster: Guidance Unit Drill Arm: Blunted Drill Blade Arm: Zetsabre + Pen Light Machine Buster: Blumebear Parts Spread Buster: Old Launcher + Arm Supporter + Ancient Book Vacuum Arm: Broken Motor + Broken Propeller + Broken Cleaner Shield Arm: Mystic Orb + Marlowolf Shell Buster Parts:  
Sniper Scope: Target Sensor + Tele-Lens Auto Battery: Autofire Barrel + Generator Part  
Machine Gun: Rapidfire Barrel  
Gatling Gun: Gatling Part + Flower Pearl  
Plastique: Power Blaster L  
Bomb: Power Blaster R  
Body Parts:

Jump Springs (Jump Higher): Spring Set  
Helmet (better defense): Safety Helmet  
Armor (better defense): Buy at Junk Shop  
Jet Skates (move faster): Rollerboard + Old Hoverjets  
Adapter Plug (allows one more Buster Part): Joint Plug  
Shining Laser Special Weapon  
Go talk to the Painter in Uptown. Say she needs some red. Go to the Apple Market woman's clothing store. Talk to the clerk for some Lipstick. Give it to the Painter to reveal she works at the museum. She will open it. Go upstairs. Find the following items and give them to her.

Old Bone

Old Doll

## Old Shield

## Old Heater

## Antique Bell

## Giant Horn

## Shiny Object

## Shiny Red Stone

Then, there will be a little girl in a green dress walking around. She will give you a Prism Crystal. Now, go to Yass Fields.

Find Jim's clubhouse. He needs a Pick.

Go to the Bank and talk to the guy in the hard hat. He gives you a Pick. Give it to Jim. Kill some time and return. Now, he needs a Saw. Go to the man in the hard hat. He threw it away somewhere downtown. Go look in every garbage pail Downtown and find the Saw. Give it to Jim. Kill some more time. Now, return when his clubhouse is finished. He gives you a Marlowolf Shell (which is used for the Shield Arm weapon, if you combine it with the Mystic Orb). Now, go to the hut in Yass Fields beside the vending machine. Find a Comic Book. Give it to Jim. He will give you the X Buster from the pile.

Now, finally, go back to all the underground ruins with the Drill Arm weapon equipped and look behind all the walls and stuff you can drill through. Look in every hole in the wall and all the treasure chests. Find the Weapons Plans.

Now, give the X Buster, Weapon Plans, and Prism Crystal to Roll. She will create the most powerful weapon in the game (if you enhance it) named the Shining Laser. It can go through one enemy and take out the enemy behind it. Kinda like a multiple attack weapon.

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## METAL GEAR SOLID

### PLAYSTATION

#### Briefing Camera Fun

During more than a few of the briefing "tapes", you'll see the words "camera change" and "camera free". This lets you know that you can mess with the camera for a little something to do while you're watching them. To zoom in or out, use the square and triangle buttons. To switch cameras, use the circle button. Of course, if you have been playing the game all night and are drowsy, you'll probably figure out that the X button stops and ejects the "tape" by accident. Change Title Screen Colours  
When at the the Title Screen, simply press Up, Down, Left or Right on the d-pad to cycle through the different colours in the background graphics.

#### Defeating Metal Gear

To knock out the radome on Rex, use your stingers, but first throw out a chaff grenade or two before he "wakes up". Use the stingers while rex is trying to find you (but he can't since you used the chaff grenades.) Don't wait for the target to come back after you shoot once, just wait for the smoke to clear. Don't forget to keep throwing out chaffs.

After you talk to Gray Fox, use the stingers, and don't stop. If you put the stinger launcher away, the missiles will knock you down, just keep firing the stingers into the cockpit. Use your rations sparingly. Chaffs won't do any good this time, since Liquid is controlling rex manually. Remember, if you take it out of the launcher screen, you'll get knocked over by the missiles, and most likely die. Just remember you don't need the electronic site to fire.

#### Defeating Psycho Mantis

Before fighting Psycho Mantis plug your controller into the controller #2 slot and press any button, the screen should turn black and have the word "HIDEO" in green in the corner. After a few seconds it will go away and you can use the 2nd player controller to fight against Mantis. This way he won't be able to tell where you're going to go because he can only read your left brain (left controller), he can't read your right brain (right controller).

#### Defeating Sniper Wolf

To defeat Sniper Wolf, you need to go all the way back to the Armory and go into the room with six mini-rooms inside of it. Go into the top-left room using your recently acquired level 5 key card. Inside is a PSG-1 and some ammo for it.

Now go back to Sniper Wolf. You should have picked up some Daizepam by now. This will allow you to aim your PSG-1 without it shaking. Go back to Sniper Wolf and shoot her with your PSG-1. She may be hard to spot and times because she likes to hide behind things. Look for her breath, and wait for her to come out. Equipping your thermal goggles will also help.

Defeating Sniper Wolf is tricky at first and may take a few times. Trial and error is the key. Like Solid Snake says: "Learn from your mistakes. Let it make you stronger."

#### Defeating the Gunner

After Meryl opens the cargo door for you in the first floor of the Tank Hangar, you should go up top and make sure you get the Mine Detector. Now go back down and through the door.

Turn on your Thermal Goggles so you can see the infrared sensors moving across the room. Make your way across the room carefully so you don't touch any of them. If you do, the doors will shut and the room will fill up with poisonous gas.

After making it through that room, you'll have to fight the Gunner. First, turn on the Mine Detector and crawl over all of the Claymore mines so you can pick them up. Then throw out a Chaff Grenade to disable the Gunner's main weapon.

With the main weapon temporarily dysfunctional, all the gunner can hit you with is the regular gun. Try to manoeuvre yourself so that you can get behind the tank, and then throw as many grenades as you can on it.

# cheat mode

Be sure to throw a Chaff Grenade out every time the one you previously threw out wears off. Also, there are Rations and more Grenades scattered out over the battlefield. These will certainly help you make it through this fight.

## Destroying the Generator

To blow up the generator, you need a Nikita. Simply fire it and then get in first-person mode to make it easier to aim the missile. First turn right, and go through the door straight ahead, then left and you'll be in the room with the generator. Now just run into it. The cameras may shoot it down, so you'll probably have to try this more than once.

## Exercising Meryl

While crawling along the duct in the Holding Cells, you may look down to see Meryl in her cell exercising. Should you leave the duct immediately (down the ladder), and re-enter it again. Meryl adopts a series of power workout moves each consecutive time you view her. They are: A) sit-ups, B) single-arm push-ups, C) stretching, D) sit-ups in underwear, E) single-arm push-ups in underwear, F) stretching in underwear, G) sit-ups (same as A), and continuing with these from now on.)

## First Person Nikita Missile

You can go into first person mode with the nikita missiles by launching the missile, then pressing triangle. However you can only do this for a certain amount of time or else it will blow up. This comes in handy when fighting Sniper Wolf, and also blowing up the electric panel source.

## Frequency for Meryl

The frequency for Meryl is 140.15. This is helpful if you are renting the game and don't have the cd case.

## Fun Trick

After getting the stealth suit start a new game. When you find the C4 try to sneak up behind a Genome soldier and plant it but be careful. You need to be close. With any luck you will plant a C4 pak on the Soldier's back. Get back and detonate it. Sayonara Soldier!!!

## Get the Bandana

To get the Bandana, which gives you infinite ammo and no auto re-loads, play up until you get to Ocelot's Torture Rack. If you make it out of The Rack without dying or giving up, when you beat the game, you will get the Good ending, where you save Meryl. She will give you the Bandana, and then once the credits are through, you can save your game. Save it and then load it up again. Look into your inventory and you will see the Bandana.

## Get the Camera

To get the camera, when you get a Level 6 keycard go to the first building (Tank Hangar), Then take the Elevator down to Basement 2. Go into the hall before the Room where you fought Ocelot. Then there should be a spot where you can blow a hole in the wall

with C4, when you blow it up there are two rooms. The camera is in one of the rooms, and there is ammo and a ration around in there also.

## Getting Sick

If you fail in Revolver's torture room and come into close contact with Sasaki (the guard patrolling outside your prison cell), you can catch the flu. This flu makes you sneeze every minute or so. You can cure this flu with medicine.

This medicine is a green box with a red cross on top of it. Another way to catch a cold is as follows: When you're being held in the cell between Ocelot's torture tests, the guard talks loudly to himself about his cold, then runs to the bathroom. This is the point that most people usually break out of the cell. If you stick around and don't use the ketchup though, you will be treated to Ocelot's hospitality yet again. Survive, and you will be in the cell, and the sick guard will get the runs again. NOW you can break out of the cell. Give Snake a little time in the snow, and he will catch a cold, and start sneezing every minute or so. The sound will probably give you away to your enemies, so ask Otacon if there is anything he can do for you.

## Knockout Punch

Hit Triangle+Square 5 times to charge up then do rapid punch and in 10 punches it will kill any boss.

## Mad Mei Ling

This is a code to make Mei Ling angry with you. Keep calling her over and over without saving. If you do it enough (8-10 times) she will stop talking to you and stick her tongue out at you.

## Mantis Memory

The Mantis reacts with startlingly correct witticisms depending on the save games of other Konami games you have on your memory card. Try confronting him with a Castlevania, ISS Soccer, Suikoden or Silent Hill save game on your memory card for startling revelations.

## Meryl's Undergarments

In the Women's Restroom where you meet up with Meryl prior to the Psycho Mantis confrontation, if you follow Meryl straight in and move up to the top stall within five seconds. Meryl will not have time to properly change, and spends the first part of the conversation without her combat pants on.

## Nice Wolves

Method 1: When you first enter the caves, kill all the wolves. Meet up with Meryl, and kill those dogs there. Leave only the small one. Shoot Meryl with the Socom, then immediately equip a Cardboard Box. The little dog will pee on the box. Now whenever you are in the cave, equip the Box that the dog peed on and the Wolves will leave you alone.

## See Through Mantis's Eyes

When battling Psycho Mantis, hold in the Triangle (1st Person View) button. Instead of seeing through Snake's eyes, you will see through Mantis's.

## Sharp Dressed Man

When you start your game for the third time on the same save, your memory card icon will be the ninja, and Snake will be wearing a tuxedo. Also the "Cyber Ninja" will be in a red costume sort of like spider-man

## Shy Meryl

When walking around with Meryl, if you keep staring at her in first-person mode. Meryl starts blushing, turning embarrassed and tapping her gun to her leg. Keep looking at her, and she turns more and more red, whispering embarrassed little questions.

## Silent, Deadly, and Easy Neck Snap

Sneak up, unarmed, behind a guard. When close, tap the square button really quickly ten times. This way you don't have to risk any ruckus.

## Torture Tips

This tip contains a minor spoiler.

You've been warned.

As you probably know, there are no continues in the torture event. If you lose, you start at your last save. So this won't be a huge loss, remember to save after beating Sniper Wolf. The torture event is coming very soon afterwards.

If you want the best ending, don't submit to the torture. It gets more difficult on the higher difficulty levels, but it never gets impossibly hard.

After getting through two tortures, you will have a chance to escape. When the guard runs to the bathroom, hide under the bed. When he says, "He's gone!" and runs to the door, hop out and snap his neck.

After you get your stuff back, get rid of the "Timer B.". It's a time bomb.

## NFL GAMEDAY 2000

### PLAYSTATION

#### Cheat Codes

To activate a cheat, enter the corresponding code at the Easter Eggs menu.

998 Studios players — 989SPORTS

All teams have the same abilities — EVEN TEAMS

Better running backs — DAVIS

Caffeine rush — COFFEE BREAK

Cycle through cheerleaders after game — SLIDE SHOW

Harder tackles — BIG HITS

Hidden difficulty level — GD CHALLENGE

Higher and longer punts — HANGTIME

Increase injuries — HAMSTRUNG

Juiced swim move — SWIMMERS

Larger football — BIG BALLS

Larger players — GOLIATH

Longer field goals — STEEL LEG

No penalties for home team — HOME

COOKING

Players are named after presidents —

PRESIDENTS

Players do not fatigue — STAMINA

Receivers catch better — GLOVES

Slow CPU players — SLOW CPU

Smaller and thinner players — PENCILS

Speedy running back — DAVIS

Super speed burst — JUICE

Super stiff arm — PISTON

Tiny players — FLEA CIRCUS

Further hits — JACK\_HAMMER

View Credits — CREDITS

Strings attached to players' heads —

PUPPETS

Special Teams

When you pick teams for an exhibition game press circle to get special teams and stadiums.

## R-TYPE DELTA

### PLAYSTATION

100% Force Power and Full Power-ups  
To get full power-ups for your weapons during any time of the game, press START to pause the game then hold L2 and enter one of the codes below:

100% Force power

L, R, U, D, R, L, U, D + Triangle

Red Power-up

L, R, U, D, R, L, U, D + Square

Blue power-up

L, R, U, D, R, L, U, D + Cross

Yellow power-up

L, R, U, D, R, L, U, D + Circle

Acquire New Background Images

Satisfy the requirements below to acquire new background images:

Image 2 - Play using the RX.

Image 3 - Play using the R13.

Image 4 - Play for 20 hours total.

Image 5 - Finish the game on Human difficulty with the R9.

Image 6 - Finish the game on Human difficulty with the RX.

Image 7 - Finish the game on Human difficulty with the R13.

Image 8 - Play the game 100 times.

Image 9 - Finish the game on Bydo difficulty with the R9.

Image 10 - Finish the game on Bydo difficulty with the RX.

Image 11 - Finish the game on Bydo difficulty with the R13.

Image 12 - Finish the game on Bydo difficulty with the POW.

Free Play Mode

Clock in 6 hours or more of game time to get unlimited continues.

## HEART OF DARKNESS

### PLAYSTATION

#### Cheat Menu

First make sure your PSX is turned off. Hold L1, L2, R1, and R2 on controller two and turn the system on while still holding all four buttons. When the main menu appears use controller one to go to the options menu while all four buttons are still held on the second controller. You may need to have a friend help you with this one. Once in the option menu you can let go of the buttons and look for a new cheat menu.

# ADVENTURE RACING TO THE EXTREME



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## HYPER LETTERS

78 Renwick St.  
Redfern, NSW 2016  
Fax: (02) 9281 6188  
E-mail: freakscene@next.com.au

## SPICE GIRL... ER GUY

To Hyper Constituency,  
I am Duke Leo Atreides, Duke Atreides of Caladan. Over the years, I've spent many hours quite bored during the meagre ceasefires between Baron Harkonnen and the Ordos. My mentats, Thufir Hawat and Noree Moneo bore me to almost impossible lengths talking of spice melange shipments. The fremen are uneasy, they too are lustful for action. Jessica herself, keeps Paul busy, but only just. I see only one solution. Compendium.

I want to see your first attempt at trying to grasp the world of Dune and its unsteady political situations... that beautiful Dune RPG. Also the one that started your so-called RTS games: Dune II: Battle for Arrakis. Such a game that had Duncan Idaho, one of my lieutenants, hooked like he was intoxicated by spice liquor.

And finally, Dune 2000. Although

"2000" was stretching time, I yearn for battle. I yearn for Thumper infantry.

Pass this onto your guild "Westwood".

**DUKE LEO ATREIDES, ARRAKIS**

*Greetings Duke Atreides,  
You are a true freak and we salute you.*

## EH? NO EA?

Dear Hyper,  
I have every intention of buying a Dreamcast when it is released, but there is one thing I am concerned about. I have been reading up on the Dreamcast in the last few issues of Hyper and on the internet and so far I have seen no mention of any games being produced for it by EA. About half of my Mega Drive games collection was made up of EA games (distinguished by the unique cartridge shape) and the Mega Drive wouldn't have been the same without their games. The Dreamcast will suffer if the FIFA, AFL, NHL and NBA Live series (amongst others) have no chance of appearing.

Yours sincerely,

**GLEN**

Dear Glen,

*Would you believe it? Currently, EA are not developing, nor are interested in developing for the Sega Dreamcast. We know it sucks. If the situation changes, we'll let you know!*

## FINAL FANTASY FANTASY

Dearest Hyper,

As I was going through a fave site of mine, I happened to cross something about Amano being involved in the making of FF9, and he respectfully replied that FF9 will be a turning point back to the "fantasy" days of old Final Fantasy games. Now, most people wouldn't have a cry about that (as some might not even know who I'm talking about, yes, that's right, I'm talking about you Egbert), but I seem to be a little on the edge of crying. Why go back to the fantasy days, when the last 2 games were developed with futuristic and mature ideas being surrounded by them? I think if they do eventually turn fantasy for FF9, then a lot of people who have only played FF7 and 8 will be surprised. They haven't seen the other games in the series, and it might turn a bit of people down if they don't like that style. But, most people love Amano, so this decision could be worth something. All in all, no matter what Square does, I'll still love them.

Cheers,

**DREW**

P.S. Where was the Monkey Island series in the top 50 games?

Hello Drew,

*Don't you think another futuristic FF game would begin to get tiresome? Personally, we're all very excited to hear that they're thinking of going back to some classic fantasy themes for the next one. Of course, lots of things could change between now and the release.*

*P.S. We included Sam and Max to represent the LucasArts adventure games - we did mention how influential Monkey Island was in the blurb. Monkey Island 1, 2 and 3 are three of my personal favourite games ever, but Sam and Max was a smash hit.*

## DREAMCASTAWAY

Dear Hyper,

If (or by the time) this Letter gets printed, the Dreamcast should have been launched... Hmpf.. it was meant to be launched october 25th.. yeah what happened. Sega thought it was better to have about 50,000 DCs sit in a warehouse somewhere in Europe rather than let us Aussies experience some hardcore gaming bliss.

Now Ozisoft have pretty much told us that the 30th of November release date was set in stone. Well goody. It's about

time they showed some balls. However, it has been revealed that one of the most important peripherals may not be available at launch. Yep, the VMU. Now I want to know, how does Ozisoft expect to be taken seriously if they cannot provide us with all the necessary items to play our DC and games properly?

Australia has constantly been referred to as "the Arse end of the world" and it's true when it comes to games - in particular Sega. We have had to endure multiple delays, and now we are told that we will have to wait again for our VMUs to arrive so that we can actually save our progress in the games we purchased. This really is quite crud in my books. Sure Ozisoft are doing the best they can BUT I think if they stopped piss-farting around and started showing a bit of spunk they can get the job done. Start throwing demands across international waters for better support from Sega. It's not just the Sega fans who feel this way... it's the general opinion of the stores that are anxiously awaiting the shipment of DCs so the possible onslaught can begin (mind you it seems as though more people know about the PS2 compared to the DC). The stores think that Ozisoft are a bunch of stumbling fools. Some have said that Sony would have done a better job of releasing the DC. Ha. Things do not bode well for the DC if we keep getting knocked back with delays. It's such a shame as the DC is such a good system and has many a great game on it. Well that's my rant for the month.

**GENERAL CYBERFUNK!**

Howdy General,

*Well, by the time you read this, everyone should be happily Dreamcasting away with their VMUs and all. It was a disappointing release, but the machine is there now and some of the games are awesome. Let's just enjoy it!*

## THE REAL THING

Dear Hyper,

Graphics today are becoming really scary. With the release of the Dreamcast, and seeing some screenshots of upcoming PS2 games, I began to ponder how real graphics will become. Personally, I believe that video game graphics should never reach the stage where they look absolutely 100% real. In my opinion, they should reach the level of full motion video (as seen in FFVIII FMV) and progress no further. What are your views on this? Do you think that console developers will surpass this level of graphics? I sure hope not.

Yours sincerely,

**ADAM DAYMOND**

Hi there Adam,

*Sorry about chopping your letter down, but this part about graphics was worth discussing on its own. It seems*

caption this winner!



"Sorry, no fruit or vegetables beyond this point."

Our first winning caption comes from Brad Tibbetts of Queensland. Brad wins an inflatable Crash Bandicoot t-shirt and a PlayStation game. Check out the funny running up entries...

aThe Nevada State Highway Hairdressers go hi-tech - Ray Bart

"Hold still man, your tag's stickin' up." - Thomas Grimston

In times of crisis, Mike's triangular feet were as useless as his octagonal racing wheels - Shannon Hourigan



# incoming mail

that nothing will stop the technology and the people behind it from getting us to the point where we're playing photo-realistic games. It is scary. Considering there seems to be enough crapping on about violence in games NOW, just think of what kind of problems there will be in the future when you're playing a first-person shooter that looks as real as what's outside your front door? Will games actually start having serious adverse affects on people? The line between it being "just a game" and it being as realistic as real life will be blurred even more! Still, it's going to be awhile yet before they can reproduce graphics THAT real in games. I guess we'll cross that bridge when we come to it...

## NEW LOOK ISSUE ISSUES

Dear Hyper,  
I just thought I'd send you some feedback on you new-look magazine.

Firstly, it was stated that an effort will be made to cover each gaming platform equally. This seems a tad unwise. If there is a surge in the amount of games for a particular platform released in any given month, that should be reflected by the amount of pages you give it. Also, with the advent of new consoles, it is only to be expected that they get more coverage than older consoles (people who complain about the Hyper seeming to be biased towards the Dreamcast, I see your point, but keep in mind that Hyper's interest is in keeping up to date). Secondly, why have you started mixing up the reviews for different systems? I used to be able to go straight to the PC section (I only have a PC, yes, I'm sad, aren't I) to check out the reviews relevant to me. Now I have to flick through the whole magazine (which I suppose is good from your advertisers' point of view). Thirdly, I appreciate the minor design changes. They make a beneficial difference to the overall feel of the magazine (although I couldn't specifically name one if asked).

Lastly, congratulations on sucking me in completely with the report on the 'emotion stimulating' headset for the PS2. A friend told me about it, and we marvelled over the possibilities, and how such technology could be used for mind-control. It wasn't until this morning that I noticed the upside-down bit at the bottom.

Well, I hope you appreciate this feedback. I've watched Hyper grow and flourish since day one, and it hasn't put a foot wrong. So, congratulations.

ADAM STROVER

Adaaaaam,  
Let's address these in point form. Yes we're trying to cover things equally, but this is no strict rule. There are more PC games this issue, because there are bigger better things for PC this month. Being a multi-format magazine though, it's only fair that we try to keep a good balance of platforms. We're mixing up the reviews, because we think it makes for a more entertaining and interesting read. Don't ignore the other systems just because you don't have one. There are many funny and informative reviews to be read of games you just might want to play one day... Haha. Glad you were sucked in. Although we thought that big white text at the bottom was pretty obvious. We've made it a bit more low key now. So we'll see how many readers get utterly confused by the odd news piece. Muahah.

## STICK IT TO THE MAN!

So Sony are going to sell squillions of units are they? Well maybe they will. And maybe it will sell so many that people don't bother buying the new Nintendo machine and people abandon their Dreamcast. And then what? Sony will have a monopoly on the industry, that's what! Which means they can charge whatever they want for crappy, third rate software. Prepare for the revolution gamers. Take up arms and buy from the people who have been making games since the early days. People who keep coming up with fresh new material and not just the same tired game with a different package (hello Lara). Buy Sega - Buy Nintendo. This is a new breed of console war. It is the gamers versus the money hungry capatilist machine that is Sony. Rebel. Revolt. It's up to us!

BRETT ROBB

Hello Brett,  
Good to see you're emailing me every day again. I think.  
Even if everyone in the world bought a PS2, and for some reason all the games became crap, there would still be PC and even Mac games to escape to. Or we could just read books! Yeah!

## READY. FIGHT!

To the otherworldly gaming lords at Hyper, The Dreamcast is the machine for fighting game lovers everywhere. With Marvel vs Capcom, Soul Calibur and Virtua Fighter available on the Australian release, it has caused quite

a stir in my fighting game household. My sister her boxing gloves on constantly punching family members to prepare for Ready to Rumble. My brother cannot help but shout "hadoken" and will not stop spiralling around the house with his dragon punches. I on the other hand parade around pretending to be Mitsurugi with a kitchen knife To add to this excitement is the thought of me and a bunch of Dead or Alive girls. Ohh yeah! Some questions now:

Will NTSC peripherals work on the Aussie Dreamcast??

How come there aren't any promotional campaigns for the DC on television? I heard Sega had a great advertising campaign on billboards in Europe. I hope they decide to do more to increase sales as the release date of the DC's constant delay has caused some gamers to lose interest and valuable gampelay time.

I'm nearly eighteen and am going to apply for a contributor's position at Hyper. Hire me and I won't have to punch you...

GAMBLOR

Hi Gamblor,  
Verily, it is true, the Dreamcast is an awesome fighting game console! Careful with that knife though, you could damage your gaming fingers! Well, the controllers are certainly interchangeable. We've used Japanese pads with the PAL machine. It shouldn't be a problem. Yes, there wasn't exactly an advertising blitz. Slow and steady wins the race? Hmm.  
Well, that's not very nice. But, you don't need a licence to write for Hyper. Age is no barrier if you know what you're doing. Not that we're looking. Now, get that fist out of my face!

## FULL CIRCLE

It seems to me the consoles have come full circle. Computers used to be dull little coloured boxes with a couple of controller ports, an external disk (or tape) drive, and maybe an expansion port or two. In fact if it wasn't for the built-in keyboards, it would be kind of hard to tell them and consoles apart.

Sega's first machine was a computer, but since it was only ever used for games, they made it a dedicated games machine. The Fairchild Channel F, Atari 2600 (as seen in last months reverse engineering), Mattel Intellivision, and a stack of others (which is probably being used as a door-stop somewhere) also shaped the consoles that most of us came to love. Computers gave way to PCs, and it looked like consoles would remain totally separate from them. But now

# FANCY YOURSELF AS A GAMES DEVELOPER?



## THINK YOU'VE GOT WHAT IT TAKES?

Then submit your game in the 1999 Australian Festival Of Gaming competition.

The Australian Festival Of Gaming has been established to encourage new games development talent throughout Australia, and a major part of the Festival is a competition open to young, independent developers from across the country.

There's also the tasty prize of a Silicon Graphics Workstation and 3D Studio Max, worth over \$14,000, for the winner.

## SO WHAT ARE YOU WAITING FOR?

For further information and an entry form, see <http://online.next.com.au/industry/>



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## HEAVY METAL

Hello Hyper,  
Let me tell you a story. Once there was a guy with a headband and a very large gun. For no reason at all, he entered a war. Aided by prisoners he rescued, the guy blasted his way through many places with guns such as flameshot, shotgun and heavy machinegun. Unfortunately, the guy wasn't loved. He was forced to stand outside fish and chip shops (in his previous expeditions) and in lonely arcades. The guy only had his fantastic jumping tank with really cool weaponry to love. Isn't it sad?

Yes! It is sad! I have to go through this! Nobody except my supervehicle, Metal Slug, stays with me! How come my boss, Neo Geo, hasn't wanted to share my love of blood and guts and comical gore at home? I haven't done anything wrong. I have a hunch it's those corporate censors! Can't stand a bit of blood, eh? Can't accept the scream of arabs as I slit them open? I think so! Or maybe, they can't accept the realism of the shotgun I tote so sexily. Why can't I live with one of you guys? You'd get to know me better and we'd come to an agreement, I'm sure. The Slug itself can fit on your front lawn. And you Hyper fellows... do you think I should be converted onto a console. Sure the emulator can be grabbed off the net, but I don't like it. Anyone who disagrees with me can stand

against the wall. And I'll find a prisoner. And he'll give me the flameshot. And the scent of barbecued meat will waft across the neighborhood and drive all the dogs crazy.

Take this into account!  
**FROM METAL GEAR SLUG MAN,**  
Camped in Brisbane

*Dear Slug man,*  
*Stay far away. Faaar away.*

## NINTENDO FLIPPER

Dear Hyper,  
"Sega, then Sony, then Nintendo" seems to be the trend lately with console releases. Each console being stronger than the last, but Sony seem to get all the popularity because of good timing. They spend a bit more developing time than the rush-to-be-the-first-ones-out Sega so their console is better, and release way in front of Nintendo, who spend TOO much time building some kick arse machine that doesn't get off the ground because of too much Sony support. Oh and the games of course. I had patience for Nintendo before, but I want a Dolphin NOW. Not in October next year! Also, when people lose patience and buy a Sony, they grow a thing for Sony and go non-Nintendo, even though they were all for Nintendo. It might not be for many people, but it sure is for me and the people I know. I just wanted to say that Sony

consoles have done a major U-turn. Between upgrades (Nintendo's 4 MB RAM pack), and traditional PC peripherals (keyboards, mice, external disk drives, - I imagine printers won't be to far away), DVD compatibility, non-game software, and internet connections, modern consoles are more like computers then ever before. And who knows how much further Microsoft's 'X-box' will blur that line. So are Personal Computer's dead? Considering consoles are so much cheaper and can do almost as much, you might think so. Almost. There will always be those how have no

interest in games, (no, I don't know what's wrong with them either) but want to surf the net, do homework and the like. And then there are those (like me) who see PCs as a hobby; customising, fine tuning, seeing how far we can over-clock them without melting something important. When you can do that to a console, it'll be time to ditch the big beige box. Maybe.

**SEVEN3.**

*Hello Seven3,*  
*That's some lovely brain food. You know, let me chew on it for a while.*

## BORED GAMES

Dear Hyper-oids,

What about that great game Ka-Plunk? Do you remember that sweet-ass game? It craps on just about everything I've seen on the N64 and the PlayStation. I'd rather play Connect Four than play with some dumb monkey's ass. Uno, now there was gameplay. Boggle had some thrilling action too, plus it required word skillz. I'm going to sell my PSX console and buy an old copy of Monopoly, because it's far more interactive than sitting in front of a monitor could ever be. Real people smile back when you play board games, not just some text message saying "muahah".

**BARF,**

Victoria

Dear Barf,

Are you meaning to say that playing with other people is more fun than locking the door and sitting alone in the dark with a joystick in your hand? That being sociable is more important than coming first in a Deathmatch? That personal hygiene should rank higher than your clan does on a team ladder? By Gods man, are you insane?!



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

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IS good and well, but with a few marketing adjustments, Sega and Nintendo could make the race a bit closer. Now a few questions :

1. What country is Sony from? My friend says they're from America, but I thought Japan?
2. I know it's a long way off, but is the upcoming Nintendo going to be DVD only?
3. Would modem gaming be better over Dreamcast or PC?
4. Are either PlayStation or the Dolphin getting the internet as well?

Well, that's all from me, bye for now!  
**REDNOSE, WA**

*Dear RedNose,  
thanks for dropping us a letter.*

1. Sony are originally a Japanese company.
2. Yes, it will be a DVD-based console.
3. Still better on PC by a long shot. The PC can have 56k modems, cable access or whatever for ultra smooth gaming. The Dreamcast is stuck with a 33.3K modem.
4. The Dolphin and PS2 will both have internet access, yes. The current PlayStation though will not. It's too late for that.  
Okay bye!

# ask strober

Send your questions to [strober@fl.net.au](mailto:strober@fl.net.au)  
or Ask Strober, Hyper, 78 Renwick St, Redfern, NSW 2016

**Don't be shy now!**

## STROBE GUY

Two weeks ago I had a date with a girl and we started playing hide-and-seek. The problem is, I haven't seen her since. I've looked in all the good places - under the bed, in the refrigerator, behind the lounge - and she's just nowhere to be found. I'm prepared to declare her the winner if she comes out but, no matter how much I assure her, she still stays in hiding. The strange thing is, her car is also gone and I think she should know that it's missing. How can I get her to reveal herself?

Cheers,  
**SWIVEL**

*Dear Swivel,  
She is at my place.*

## HEY STROBER,

A mate of mine has developed an unusual habit of speaking entirely in song lyrics wherever he goes. At first his penchant for mainstream pop presented no problems and, I admit, his Spice Girls stage - when he told prospective girlfriends, "If you want to be my lover, you gotta get with my friends" - was mutually beneficial. Recently, however, he has had problems. First there was the NWA incident with the local police and I don't know how long he can survive telling people: "You make me feel like a natural woman."

How can I help him before he gets hurt?

Cheers,  
**BRETT ROBB**

*Dear Brett,  
"MMM MMM MMM". "Lets hear it for the boy". "Tell him" "I just called to say I love you" "You're my best friend", "You're the wind beneath my wings". But "Get Back", "Get a hair cut & get a real job" because "Baby did a bad bad thing". He should take a "Holiday" go to "Rio", "New York, New York" or "Back to the USSR". If he doesn't take heed to your advice tell him to "Beat it, just beat it". After all you just have to "Blame it on the boogie". If he thinks he is a woman he is probably asking "what about me, it isn't fair, I've had enough now I want my share", "As long as you love me", "I'll never break your heart". "For my heart will go on" because "it's the greatest love of all". You need to ignore him and say "That don't impress me much"*



# HYPER

**COMING NEXT  
ISSUE, WE  
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## FOR SALE

PC — Saitek X36 joystick and throttle combo set, bought in late May this year, boxed: \$200. Falcon 4 Collectors Edition: \$50 (Melbourne only), Phone Anthony on (03) 9818 8968.

US — NTSC N64, Rumble pack, 2 x memory cards, expansion pak, SFX PAL Game Converter, 19 NTSC games including 3 x Star Wars games, Turok 2, South Park, Goldeneye, F1 Grand Prix, All Star Baseball 99, Starfox, NASCAR 99 etc. All boxed in perfect condition. \$550 ono. Phone Richard (02) 9517 9474.

Sony PlayStation with 14 games — Crash Bandicoot 3, Driver, Metal Gear Solid, Madden 99, Ridge Racer Type 4, WWF Warzone, Colin McRae Rally and NBA 98. 1 Memory Card, 3 Controllers (1 Dual Shock), Carry Case, 18 Demos, V3 Steering Wheel and a Multi-Tap. All for only \$650. All games with covers and booklets. Call Phillip on (02) 9569 2319. Inner West area.

PlayStation console, 2 dual shock controllers. with 11 games including Dead or Alive, GTA, final Fantasy 7 and 8, music, Mortal Kombat, and lots more. All for \$500. Phone Mark on (07) 3841 0967. Brisbane residents only.

PlayStation - with Dual Shock controller, memory card, RF adaptor, carry case, 3 games, Metal Gear Solid, Resident Evil 2, Crash Bandicoot and 4 demo discs for \$300. Everything in excellent condition with boxes and instructions. Call (08) 9457 8547 Perth area only.

PSX Games — Crash Bandicoot 3: Warped - \$35, Street Fighter EX + Alpha - \$30, Tobal No. 1, Die Hard Trilogy, Crash Bandicoot 2: CSB, Gran Turismo, Micro

Machines V3, Moto Racer, Resident Evil 2, Formula 1 '97, Point Blank (All \$25 each), Wipeout 2097, Cool Boarders, Wipeout (All \$20 each).

Also GameBoy & Games, Gameboy with link cable and Tetris - \$40, Pokemon Red - \$30, Tetris - \$5, Wave Race - \$10, Killer Instinct - \$10, Metroid 2 - \$15, Donkey Kong Land - \$20, Double Dragon - \$10. All games are in excellent condition. Call Rob on (07) 5539 5069 after 6pm.

Clear Game Boy, good condition \$50. Donkey Kong Land, Super Mario Bros, Super Mario Bros 2, Robocop, Killer Instinct (\$10-15 each). N64 — Sub Zero Mortal Kombat Mythologies, Duke Nukem, Turok, F1 World Grand Prix, Star Wars, Mario, All in good condition, most boxed with instructions. (\$25-65 each). Make an offer. Phone James, (02) 4871 2182.

Selling 2 top Dreamcast games. Sonic Adventure \$70 & House Of The Dead 2 with gun \$120. Ring (07) 49396608, ask for Tim, leave message if I'm not there. Can also email me at [Q9504167@topaz.cqu.edu.au](mailto:Q9504167@topaz.cqu.edu.au)

Sega Saturn with 2 controllers, Sega Saturn magazines and 22 games. Titles include Last Bronx, Burning Rangers, Fighters Megamix, Panzer Dragoon Saga, Warcraft 2, Enemy Zero and many more. The lot for \$525. Call Robert on 0415 292-064. Sydney only.

I am selling Tiberian Sun for \$50 or nearest offer, it is in excellent condition with box, manual, instructions and warranty, all intact. If you are interested please call me on (02) 9979 8572 or email me at [tomm065@hotmail.com](mailto:tomm065@hotmail.com)

Rosco McQueen in perfect condition plus a couple of gaming mags and a demo disk, will make an offer. Phone (02) 6559 9069 and ask for Chris or E-mail [frosty\\_104@hotmail.com](mailto:frosty_104@hotmail.com)

N64 with 3 good games, Zelda, Goldeneye and Lylak Wars. All for \$150 ono. PC Games: X-Wing Alliance (still in box) \$25 ono, and Tomb Raider 2 (only used once) \$20 ono. Phone Ben on (02) 9677 0253.

## WANTED

Has anyone got one of the 3 Battle Arena Toshinden games, must be boxed preferably with instructions. Will pay up to \$30. Contact Andrew on (03) 5025 1292.

Desperately need Breath of Fire 2, and Secret of Mana. Instruction books and cases aren't necessary. Price Negotiable. Contact Luke (after 4pm on weekdays) (07) 5597 1428.

I've been looking for a PlayStation game called Area 51. If anyone knows where I can get it, or whether I can buy a copy somewhere, please let me know. Write to Rosmary Ellis, RMB 600, Kojonup 6395 or phone (08) 9832 8054.

Old school gamer looking for Atari 2600 joysticks or secondhand system still in good working condition. Also looking for more games. Contact Sarah on (03) 9628 0281 during business hours or (03) 9763 6616 after 7pm or on weekends. Melbourne area preferred.

I desperately want a cheap Sony PlayStation with at least one game and a control. Phone Chris on (02) 4454 0181 after 4pm weekdays. NSW South Coast only. Thanks.

Wanted for Megadrive; multitap, lethal enforcers

1/2 with gun, Shane Warne Cricket, Sonic & Knuckles, Sonic 3D, Earthworm Jim 2, Micro Machines Military and Boogerman. Phone Andrew on (03) 6344 3358 after 5.00pm, TAS only.

I am wanting an AV cable for my Sega Saturn urgently! Also wanted are two virtua guns. If you have either of these, or both of these, call this number, ask for Robert, and make me an offer: (02) 9623 3872. NSW residents preferred.

NES with adaptor and all other appropriate leads. Controllers would be nice too. No games necessary. E-mail [swivel@telstra.easymail.com.au](mailto:swivel@telstra.easymail.com.au) or call (03) 5275 3811.

I want to buy the following N64 games for around \$35: Super Mario 64, Star Wars: Shadows of the Empire, Mission: Impossible, South Park, Forsaken and heaps more. Will also swap Aero Gauge for any other N64 game. E-mail me at: [vinceandronaco@hotmail.com](mailto:vinceandronaco@hotmail.com)

Do you know where I could find a PAL copy of Sonic Jam? If so, could you please e-mail me at: [zadistikk@hotmail.com](mailto:zadistikk@hotmail.com) Thankyou!

Wanted - Spycraft for PC. Will pay \$30. Must be in good condition, South Australia only. Ring Mark on (08) 8341 9299 (after 5PM on weekdays on during day on weekends).

## SWAP

I want to swap Crash Bandicoot (with manual and original box) for Ape Escape with manual and box. Melbourne area only. Phone (03) 9728 5863 ask for James or David.

## PENPALS

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LIMP BIZKIT ROCKS, now that I have your attention write to David Pollard at 16 Orania Cres, Calamvale, Brisbane, 4116

Hi, My name is Rosemary. I'm 28 years old. I like reading and playing games on my PlayStation. I would like to write to someone between 18-30 years old, male or female. My address is RMB 600, Kojonup WA 6395.

Hi! My name's Sam. I'm 15 years old. I like Sugar Ray, Green Day, Will Smith etc. I love to play any type of sport (my favourite being baseball). I'm looking for a 15-17 year old m/f pen pal. My letterbox is empty all the time so write to: Sam Cant, Prince Alfred College, Rushton House, PO Box 571, Kent Town SA 5071. I will reply to all letters.

Hi, My name is Jack Griffin. I am 12 years old and I love games. I own a PC, Megadrive, Master System, Game Boy and N64. My favourite games are Sonic Adventure on Dreamcast, Zelda 64, Pokemon Yellow, Sonic and Knuckles on Genesis and Final Fantasy VII. I also like TV and music. I am looking for a pen pal aged 11-14 m/f preferably interested in the same things that I like. Please write to me — My address is: 14,09 Neerim East Road, Neerim, VIC 3831.

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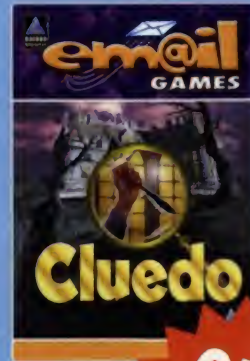
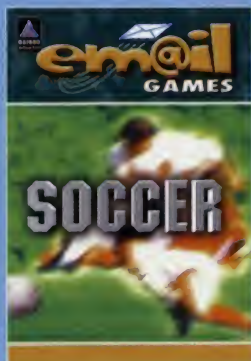
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